

CŪALA MŌRŌN

A REALM OF CELTIC WONDER AND MAGIC

STEVEN S. LONG

TUALA MORN

A Fantasy Hero Realm Of Celtic Wonder And Magic

Author: Steven S. Long

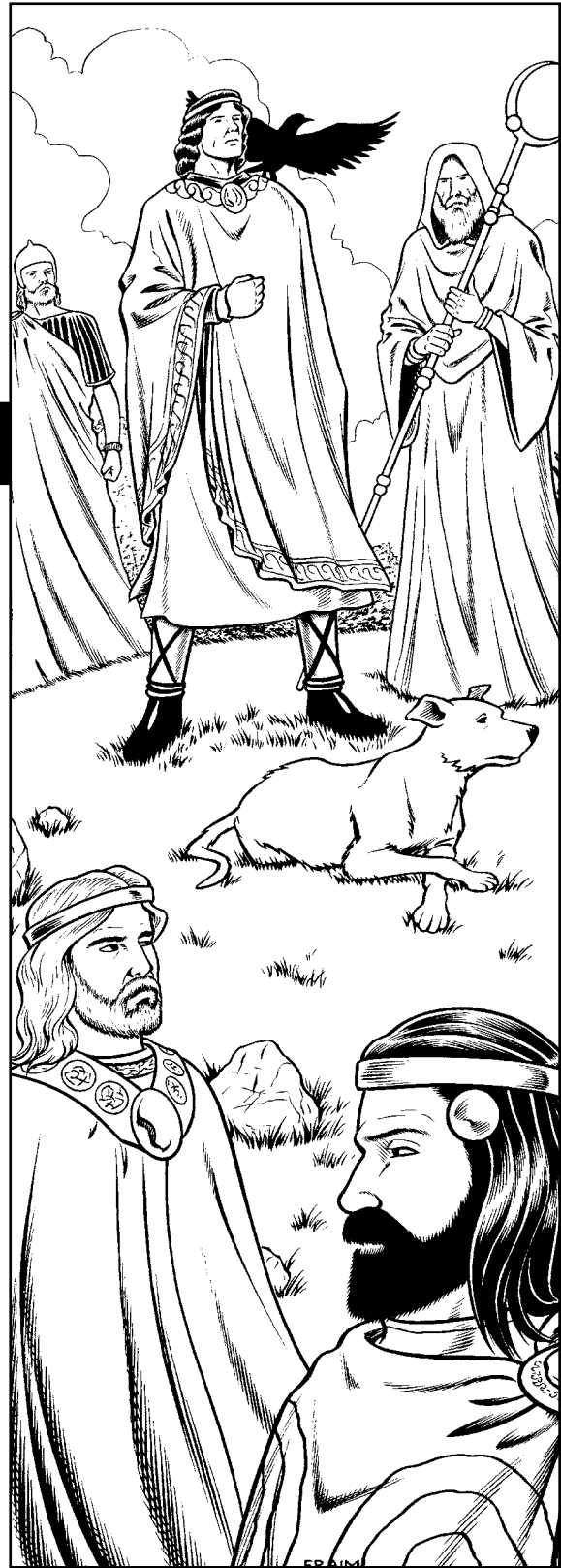
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INTRODUCTION



A land of wondrous adventure amid green hills and dark forests awaits....

In Dunrioga, the seat of the High King has sat empty for ten long years since the death of Davaine the Strong. While his queen Nuala tries to maintain a regency for their son, young Aillin, no one unites the people against the threat of Vulkkring raiders from the north, or brings a halt to the longstanding feud between Crogher of Conhaile and Sitric of Seanclough. And without a High King, nothing stems the tide of the ambition of the Cormac of Mar Cormac, who wants a throne he does not deserve and would sacrifice all the world to obtain it. And the land suffers for lack of a leader.

As if political turmoil weren't enough, religious strife besets the land. The druids who worship the *Dronnach Lanva*, the Hundred Children, continue to propitiate the spirits of stream and wood, but all the while the priests of the Golden Temple cry the ascendancy of their strange faith to the skies, seeking to win converts to their shrines. Some wise men whisper that such disputes on Earth must surely mirror a dispute in the heavens, and if the matter cannot be resolved only the dark gods of the witches will remain to rule over the Tualans.

Even worse, there are those who claim that these dark gods, or something akin to them, have already cast a shadow over the land. Of the source and power of this shadow they know naught, but its intentions are surely evil. Prophecy foretells that unless a true hero finds the Basilisk Orb, fabled talisman of the ancient wizard Coruch Crotha, the High King's realm will fall to dust and ashes.

Are you that hero?

Welcome to *Tuala Morn*, an Irish-/Celtic-themed Low Fantasy realm of bold warriors, wise wizards, capricious faeries, and a thousand different types of adventure! As your characters travel the fields, forests, and mountains of the Ten Kingdoms in search of brave deeds to do that they might win glory and honor for themselves, they'll encounter wonder, danger, and excitement at every turn.

Chapter One, *The Chronicles Of The Tualans*, relates the history of the Tualans — how they came to the land they call Tuala Morn, and the battles they had to fight to claim it as their own and hold it against many perils.

Chapter Two, *King And Commoner*, describes the culture, customs, and society of the Tualans. It covers *cailshaen*, the system of Tualan "feudalism"; the *Dremir Veith*, or social hierarchy and political positions; the seasons and holidays; warfare; law; religion; trade; and much more.

Chapter Three, *The Ten Kingdoms: The Realms Of Tuala Morn*, discusses the geography and physical features of Tuala Morn, then provides a thorough kingdom-by-kingdom review of the ten realms and other areas within the land. If you want to know who rules a kingdom, who his prominent nobles are, what happens there, and what perils that realm faces, this chapter tells you.

Chapter Four, *The Board Of Notables*, covers character creation. It has Package Deals for the standard Tualan professions (and some Racial Package Deals as well), plus notes on how various Skills, Perks, Talents, and Disadvantages function in the Tuala Morn setting. It also includes rules for *Feats*, special (even magical) powers that spearmen possess, as well as price and equipment tables and a list of names appropriate for Tualan characters.

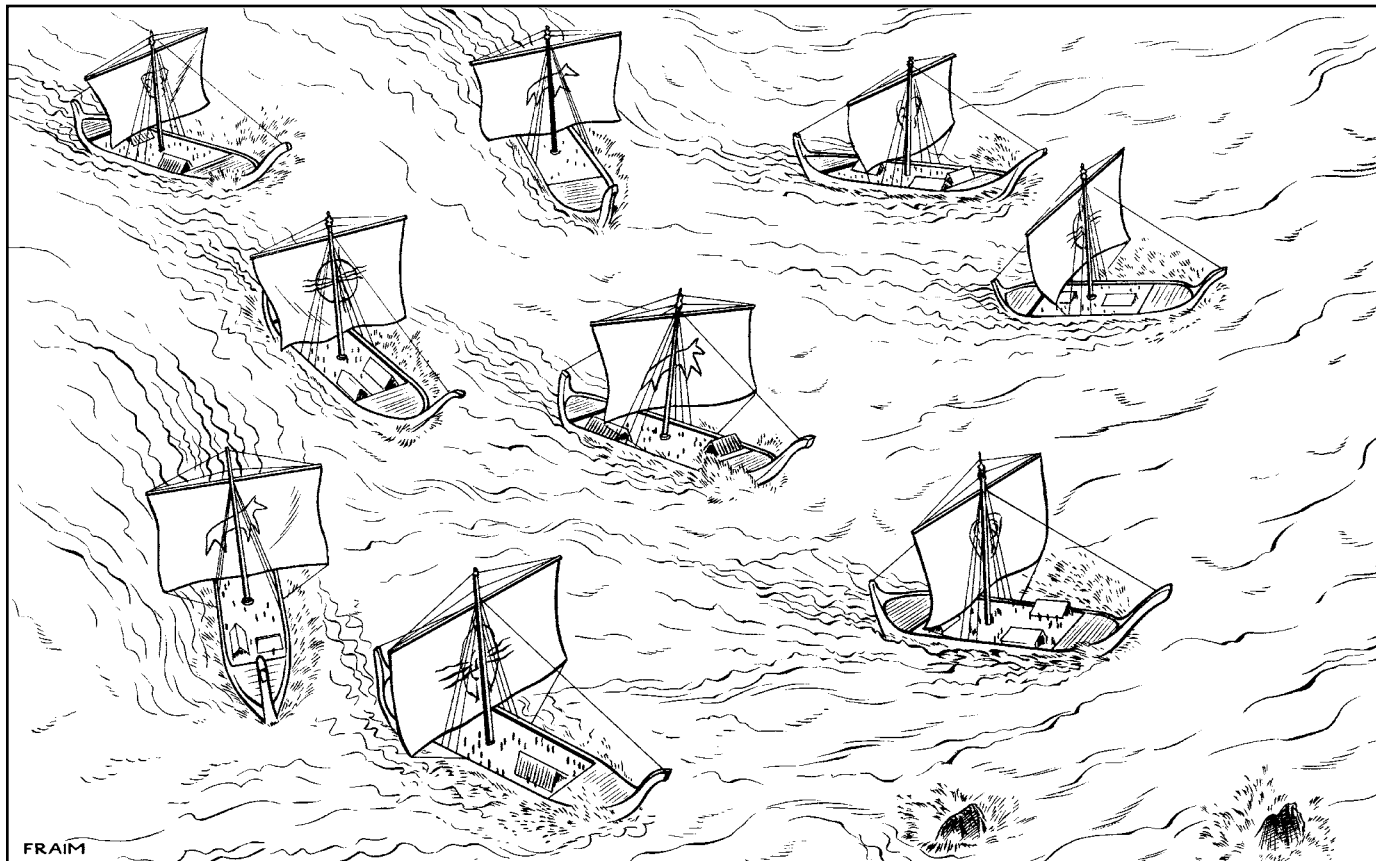
Chapter Five, *Tualan Magic*, describes what magic is and how it works within Tuala Morn. Besides covering the *Draichta* spells of druids, wizards, and witches, it discusses the Miracles of the Golden priests and the secrets of Smithcraft. There's also a section on enchanted items your characters might find.

Chapter Six, *The Tualan Bestiary*, contains dozens of adversaries for your PCs. Besides discussing the faerie-folk and their behavior in general, it provides character sheets for many specific types of faeries (or related monsters) and generic character sheets for enemies like witches and Pictoi warriors.

Chapter Seven, *Beyond Tualan Shores*, describes the rest of the Northlands as they're known to the Tualans: Logres, trading partner to the east; rich Aquitaine, barbarous Vulkkringland; and many others.

Chapter Eight, *The Bard's Portion: Gamemastering Tuala Morn*, provides advice and information for GMs running Tuala Morn campaigns. In addition to guidelines for Heroic and Superheroic campaign styles, it has a *GM's Vault* of secret information about the setting only the GM should know, and a generous selection of plot seeds to get the GM's creative juices flowing.

The book concludes with an Appendix containing an English-Tualan and Tualan-English dictionary, and a Bibliography. In addition to the subject-matter Index at the end, check the *Free Stuff* page at <http://www.herogames.com> for *The Encyclopaedia Tuala*, a comprehensive encyclopedic index of people, places, and things in the setting.



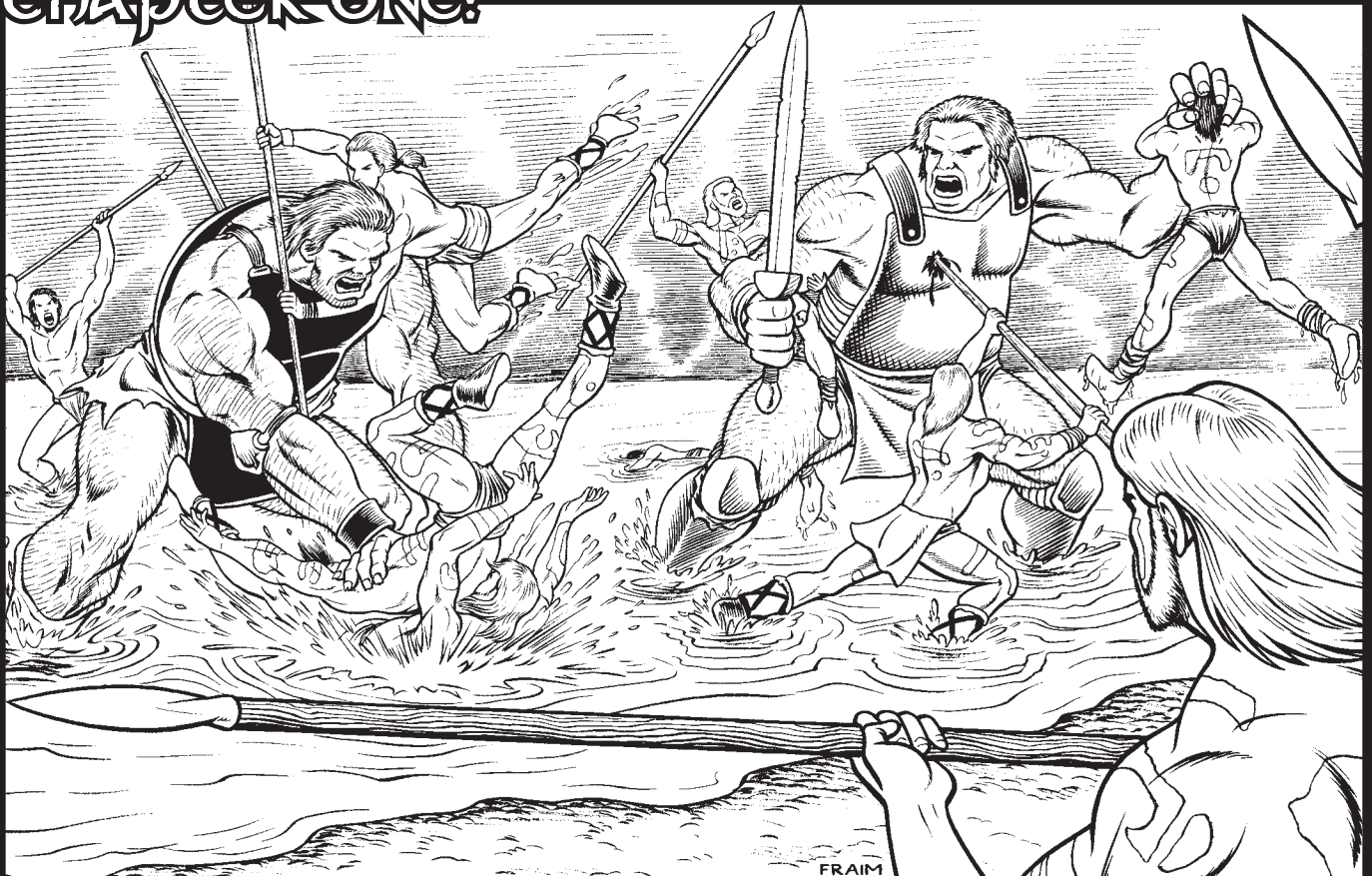
AUTHOR'S NOTE: ON HISTORICAL AND MYTHIC "REALISM"

While Tuala Morn is heavily influenced by my love of Northern European myths and legends, primarily those of Ireland/the British Isles and the Celts in general, the setting *is not* historically or culturally accurate — I've taken the "feel" of early medieval Ireland as filtered through history texts, folklore, legend, and fiction and leavened it with a generous dose of things I like from British, Scottish, and Welsh legends as well, plus bits and pieces of Fantasy gaming favorites like necromancers, knights, dukes, and witches. My intent is to capture a certain "atmosphere" or "ambience" or "feel," not to accurately portray a historical setting. I've also used words and terms in different ways than they're used

in "real life" and re-arranged other things as I see fit. For example, the Tualan holiday of Samhain takes place in the equivalent of early September, even though the real Samhain occurred in late October; Annwn is the Welsh underworld, not the Irish, but it works just fine for Tuala Morn in general.

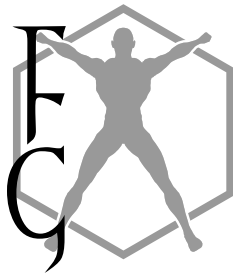
Similarly, Tuala Morn isn't mythologically accurate either. This is not a *HERO System* supplement on how to use the rules to model the characters, events, and abilities of Irish legends and heroes like Finn MacCumhal or the *Táin bó Cúailnge* — it's a *Fantasy* setting *influenced* by those things. There's a lot of material in *Tuala Morn* that you could use to run a "Celtic Myth Hero" campaign if you wanted to, but that's not the purpose of the book.

CHAPTER ONE:



The Chronicle Of The Tualans

THE TIME OF JOURNEYING



As any bard worthy of his harp can tell you, the Tualans have not always lived in Tuala Morn. There was a time, long ago, when they dwelt in another land far across the sea — a place so ancient not even the wisest druid knows its name. It was a peaceful land and good, well-suited for hunting and the raising of crops, until another people came into it. The forefathers of the Tualans called them the Storm Tribes, for they worshipped strange sky-gods. Fierce and mighty were the Storm Tribes, and they fought with the Tualans' fathers, making war upon them in the plains and hills and forests of that land. With great force of numbers and the powerful dark magics of their wizards, the Tribes defeated the Tualans many times. At Athcray Kaloch, the Ford of Five Stones, they slew the great chieftain Tuala Tensha, son of Burada, son of Darail, and many of his stout heroes besides. When the people heard of Tuala's fall, their lamentations were long and loud, and the sky and stones wept with them.

But the axemen of the Storm Tribes did not slay the three sons of Tuala — Callahan the Bold, Slevin the Clever, and Feoras the Stone. Strong in war the brothers were, proud fighting men who could stand against a dozen warriors each and slay them without suffering so much as a scratch. Yet for all their might of arms, the Three Brothers could not triumph over the Storm Tribes, nor drive them from the shores of their land. So Slevin took counsel with the wizard Coruch Crotha and bethought himself of a plan for his people — to build great longships and depart the land of their forefathers for other lands, where the Storm Tribes could not reach them and they could live in peace. Though they ill-liked the thought of fleeing from any foe, or taking to the storm-tossed seas, Callahan and Feoras knew well their brother's wisdom and agreed to his plan. Gathering the chieftains, they told them of Slevin's proposal, and the chieftains thought it good. While the Three Brothers and their warrior-hosts fought valiantly to hold the Storm Tribes at bay, the people built vast ships to ride the wave-road to a new home. With the power of his talisman, the Basilisk Staff, Coruch Crotha hid the Tualans' design from the enemy's wizards, that they would not destroy the ships with lightning and fire.

After many long days of effort, the ships were finished — nine proud wave-steeds, three under the command of each brother. At the Black Stone of Mortara they boarded the ships and embarked on their great journey, Callahan's ships in the van. Coruch Crotha called down a great storm behind them, using the Tribes' namesake to hold back the

enemy long enough for the Tualans to sail to safety. So began many months of journeying on wind-tossed seas as the Three Brothers sought a new home for their people.

THE LANDS BEFORE TUALA MORN

The first land the Tualans came to was a rocky, mountainous realm inhabited by dragons and other fierce beasts. Though Feoras slew one of them, the fiery wyrm Grathak, and took its skin for a cloak, the people found no comfort in this land, and the monstrous things that lived there frightened them. The nine ships set out again.

After many more days of travel, the ships arrived at another land — a dark, forested place where waves thrice the height of a man thundered against grey stone cliffs. After a time the nine ships found a beach to land upon, and the people went ashore. Though the island seemed rich, and the hunting was good, it cast a pall on the mind of Coruch Crotha. He told the Three Brothers to leave

PRONOUNCING TUALAN

For the most part, you can pronounce Tualan words much as you would if they were English words. There are just a few exceptions.

First, the letters GH are pronounced as Y — thus, the name Bartlaigh is pronounced "BART-lay," not "BART-laig." This does not apply when GH occurs at or near the beginning of a word, in which case it's pronounced like a G (as in *ogham*, OG-um).

G, C, and CH are almost always hard, as in *get*, *cat*, or *loch*. One notable exception is the name of the goddess Brigit, where the G is soft, like a J.

KN is pronounced like N.

In some cases, S followed by EA is pronounced like SH. Thus, the name Seanclough is "SHAWN-cloy," not "SEEN-clog."

In some cases, W serves as a vowel (such as *Anwnn*, the Tualan underworld). It's pronounced like the OO in *book*.

A U between two consonants is pronounced OO as in *tool*; thus, *dun* rhymes with *spoon*, not with *fun*.

Accent marks indicate stress; they do not change the pronunciation of a word. Thus, Duvárach is pronounced "doov-AR-rack," not "DOOV-ar-rack."

See the Appendix for an English-Tualan Tualan-English dictionary.

at once, lest the evil that dwelt there consume all the people of the Tualans. Bowing to the wizard's will, the Brothers summoned the chieftains back to the landing-place and made to set sail again, though not without grumbling on the part of many.

The nine ships had been a-sea scant five days when a terrible storm arose from the north, so fierce and powerful that not even the magic of Coruch Crotha could abate it. "This is a sending," he said to the Three Brothers, "but from whom, and for what reason, I know not." For three days the ships were tossed about at the will of the storm, their steerboards useless in the face of its might. Only the skill and endurance of the Three Brothers, and the magic of Coruch Crotha, kept the ships together in the face of the gale.

At last the great storm passed over and away from the nine ships. Though many men had fallen overboard during the days of the storm, no ship was lost, though all were damaged. The Tualans soon came to a wide, rocky strand, where they landed. While the builders worked to repair the ships, the Three Brothers and their hero-bands went forth, finding this new place plentifully filled with game. But soon they found that another tribe of men, calling themselves Vulkrings, lived there as well. As fearsome as the Storm Tribes, the Vulkrings warred upon the Three Brothers, coming against them with sword and shield and spear. Though the Tualans were the better warriors, the Vulkrings outnumbered them grievously, forcing them to give ground until they had retreated nearly to their very ships. Rallying the chieftains, Callahan the Bold fought off the Vulkring berserkers long enough for the shipwrights to finish their repairs, and then the Tualans set forth on the sea once more, leaving the land of the Vulkrings far behind them.

THE ARRIVAL

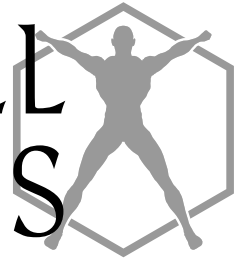
Once again the Tualans found themselves on the wave-road, with only the stars and moon to guide them. But now they were in gentler seas, and they proceeded at greater speed. Some days later they saw on the horizon several islands, and then beyond them a still larger land. Sailing past the islands and around a great headland, they came at last to a shore where boulders and sand formed an ideal place to land their ships. After all the people were ashore, the Three Brothers and their hero-bands went out into the new land, leaving several chieftains to guard the ships against such dangers as this place might hold.

Though they ventured not far, the Three Brothers soon learned they had found a land well-suited to themselves and their people. Its green fields, rolling hills, deep forests, and rushing rivers teemed with fish and game, and Coruch Crotha sensed no great evil as he had once before. Taking counsel among themselves, the three sons of Tuala Tensha decided they had had enough of journeying; this land would become their new home. They returned to the place of landing to carry the report of their decision to all the Tualans, who greeted their words with loud cheers.

To prove the strength of his words, and to remove from the minds of the people any temptation to leave their new home, Callahan the Bold took the nine black longships and sailed with them three hero's spear-casts from shore. There he sank them, gifting them to the sea-gods who had seen the Tualans safely to the new land, Tuala Morn. As the last ship sank, with powerful strokes he swam back to the place of landing to rejoin his people. But to this day, a man who dares the stormy seas near Duvárach can gaze into the waters and see the ruins of the nine ships beneath the waves, mute testimony to the bravery of his forebears.

In the place of landing, Tacht Tuala, the people erected a great pillar of stone, and set about it three iron bands. Coruch Crotha inscribed upon the bands, in letters of Ogham, the tongue of the druids which is older than Man, the names and deeds of the three chieftains. The pillar stands still on the shore of the Northern Sea, and from that day to this, no spot of rust has touched the Three Iron Chronicles.

THE TROLL WARS



Taking a third of the people, each of the Three Brothers set forth to build kingdoms in the new land. One of the tribes of Callahan, tired of so much journeying and well satisfied with the mountainous land where the ships came ashore, chose not to travel further. Within the mountains of the Sleva Daireanne they built their homes, and in time called their new realm Duvárach.

The rest of the Tualans fared south, hunting as they went, until they came to Faine Clairoch, on the shores of a great lake they called Kilkarry. At the Faine, a trance came over Coruch Crotha, so powerful that neither his magic nor the Basilisk Staff could protect him against it. He began to walk west and south, tirelessly, as the Three Brothers trailed behind him. When he came to the great river that Slevin named Mointarc, he crossed it by magic, walking on the waters while the brothers struggled to follow him.

Eventually Coruch Crotha came to a high hill overlooking a bend of the river, surrounded by pleasant fields and forests. There he struck his Staff against the ground, and a spring poured forth. "Here shall be the holy seat of the High King, for so long as he succors the land and keeps it safe, and men shall call it Dunrioga," he said, and then the trance fell from him. As steely-eyed Callahan summoned his people to build a great hall on the hill of the spring, Slevin's people went east and west, and Feoras's south, to find places to establish kingdoms of their own.

THE GOOD FOLK

It was during this time that the Tualans learned their new land was not so empty as they first thought. As they journeyed, they encountered many terrible beasts, including dragons, and found many strange places where spirits or mysterious magics posed a threat to the unwary and the unwise.

Strangest of all were the Good Folk, the faerie peoples who lived under the hills and in the forests of Tuala Morn. Never before had the Tualans known such beings, who called themselves the *Shee* (or *Sidhe*). Soon they discovered to their sorrow that the Good Folk possessed both powerful magic and a capricious nature. Not even Coruch Crotha himself could do much to stop the faeries when they chose to work their malicious mischief on men.

The bards tell of Connla, son of Slevin, who went out by hunting by himself in Ross Rioga.

So fast did he run in pursuit of the deer of the woods that when night fell, he found himself far from home with no shelter in sight. Wrapping himself in his cloak, he went to sleep on a hill in a clearing in the middle of the forest. He was soon awakened by the unearthly lights and music of the Good Folk, for he had chosen the top of Ballymore Shee for his bed! In the forefront of the faerie host was a woman whose beauty was so great that Connla was dazzled.

"I am Queen Orlagh," the woman said in a voice like the wind. "What manner of being are you, and why have you come to Ballymore Shee?"

"I am Connla, son of Slevin, son of Tuala Tensha, a warrior of the Tualans. I meant no offense, Queen Orlagh; I was not aware I trespassed upon your realm."

"Not aware? Can you not see the high gonfalon of my palace, bearing the three swans which are my device?" And Connla looked past her, and could indeed see a faerie castle, tall and proud and wondrous, bearing banners with the heraldry she described. "Aye, lady, I can see them now, but not before now. My people are blind to such things."

The Queen was silent for a moment as she gazed thoughtfully at Connla. "Very well," she finally said. "If no offense were meant, none will we take. Join me, Connla son of Slevin, to sup and dine."

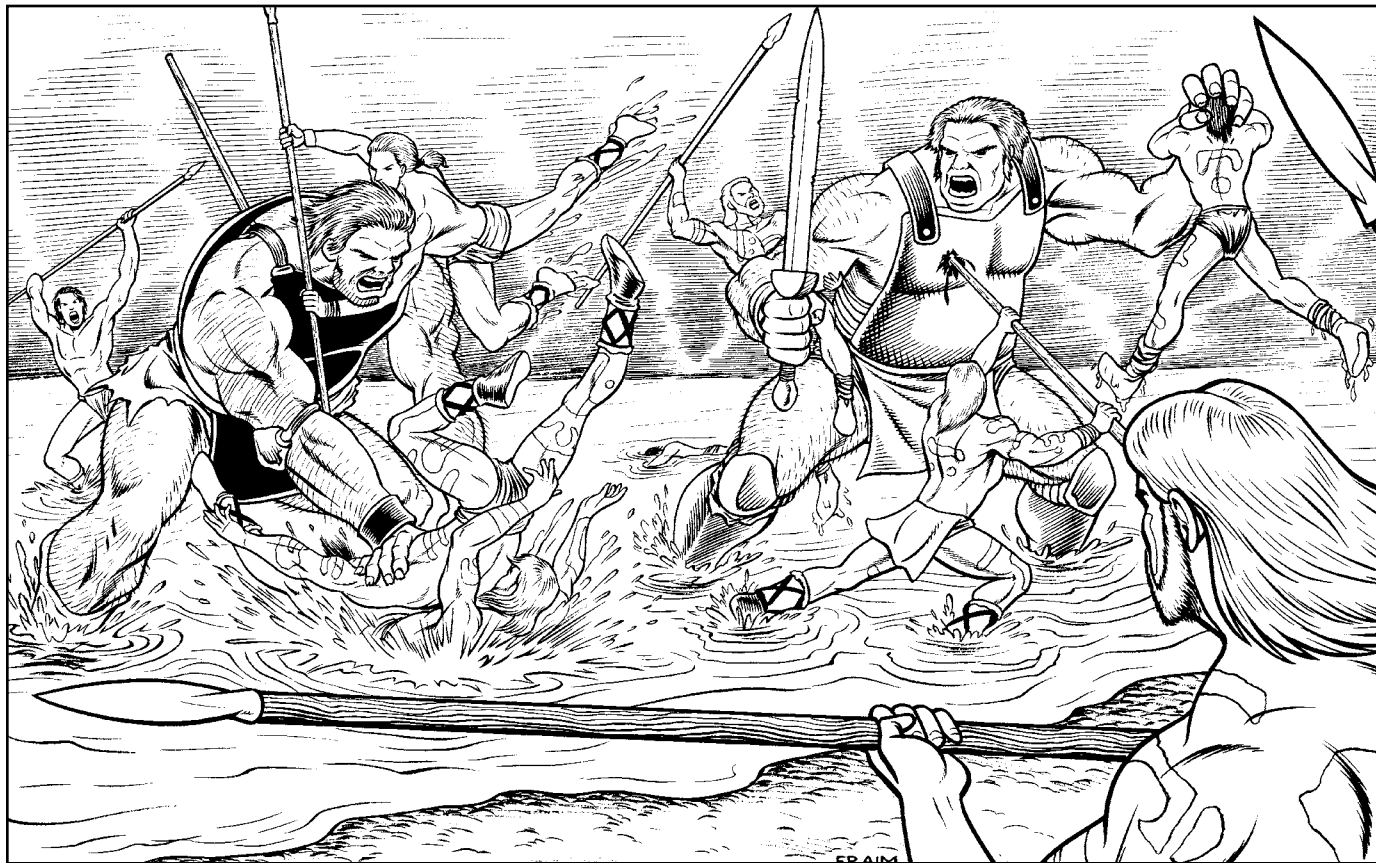
"Very glad would I be to do so, lady, for I've had little to eat this day, and am sore afflicted with hunger."

For seven days and seven nights, Connla dallied with the Lady Orlagh, forgetting all pleasures of hunt and family. But on the eighth morning the thought of his father and brothers came into his mind. Longing to see them again, he asked permission of the Queen to leave Ballymore Shee.

"You shall have it, if you truly wish to depart these halls, but I would that you stayed here with me, for I have grown fond of you."

"Stay I would, my lady, but my father and brothers are worried for me, and I must return to them as quickly as I may."

"Very well," said Orlagh, "but as a token of my affection for you, you may ask one boon of me. I counsel you, choose wisely, for mortals rarely receive gifts from the faerie-folk." And what Connla asked for his boon was this: that the druids of his people should have the right and power to speak to the Good Folk on behalf of men, so men would not unknowingly give offense to the faeries and earn their wrath. So pleased was Queen Orlagh with Connla's wisdom that she gave him as well another gift, the sword Riamgar, whose blade never dulls regardless of what it cuts.



THE FELL FOLK

Not so well went the Tualans' first meetings with the other strange peoples who lived in the dark places of Tuala Morn. In the deep hills and glens they found the Pictoi — squat, dark-browed men who lived in caves and holes and fought with weapons made of stone and wood. Savage they were, fierce fighters who saw the Tualans as invaders and usurpers, but the steel weapons of the Tualans, and the greater skill of their warriors, soon laid the Pictoi low. Retreating even further into the deeps of the land, the Pictoi learned to strike at the Tualans from the shadows when they could, and to hide from them at other times.

Some of Feoras's people, seeking in the Sleve Daireanne and Sleve Fergairon for iron and gold, awakened a threat more terrible still — trolls. Living in caves and tunnels dug out of the very hearts of the mountains, the trolls were gigantic and immensely strong, easily a match for Tualan warriors. Hating the beauty and fair speech of the "white-skins," the trolls slew them, only to discover that many more lived on the plains and low hills.

Magrosh Iron-Fist, king of the troll-folk, sent forth a call from his darkling halls to summon his people to war with the invaders. He also dispatched emissaries to the goblin-folk. The goblins had hidden themselves from the Tualans in the black hearts of the forests, and the mud of the banks and beds of rivers, and in the sunless coombs, but already in their malice and spite they hated the tall folk who walked in the sun. They had no love for trolls either but quickly agreed to aid Magrosh.

THE FIRST BATTLES

At Magrosh's command, the trolls poured forth from the mountains and the forests, taking the Tualans by surprise. Leaving great slaughter behind them, the Tualans retreated to Dunrioga, where the Three Brothers assembled their hosts to meet the new threat. Scorning Tualan heads and weapons as trophies, the trolls kept the white-skinned corpses for their stew-pots.

The Tualans found themselves caught between two great trollish armies: the trolls of the Sleve Daireanne, led by Magrosh himself; and the trolls of the Sleve Fergairon, commanded by Gortak Gap-Tooth, a fearsome warrior who drank the blood of his slain enemies from an enormous golden cup. The Three Brothers decided Slevin, Coruch Crotha, and several minor chieftains would lead their hosts against the northern trolls while Callahan and Feoras fought the enemy to the south.

In their war-chariots, the Tualans led by Callahan and Feoras came against the trolls on the shores of Loch Sheel. So fierce was the onslaught that the hills and woods near the lake were stained red with the blood of the slain; ever since, the leaves of the trees there turn blood-red in the autumn to honor the dead. Gortak Gap-Tooth slew Illadan son of Feoras and Senach son of Callahan, then impaled their bodies with their own swords to tree-trunks, that the Tualans might see the death-agonies on their faces and be dismayed. Overmatched, the Tualans fell back into the Plains of Briaga, harried by goblins as they went.

After taking counsel with Coruch Crotha, Slevin decided to challenge Magrosh Iron-Fist to single combat, in the hope that if the troll-king



were defeated he would abide by tradition and have his forces leave the field. The son of Tuala issued the challenge, and Magrosh accepted. At Ath na Shinna, the Ford of the Fox, they met, Slevin pitting his spear Knavtraigh ("Bone-Piercer") against the troll-king's enchanted sword Balcaebur. They came together in midstream, and Knavtraigh rang off Magrosh's iron shield with a sound like a thunderclap. Again and again the warriors attacked, but Slevin could not score a telling blow through Magrosh's armor and leathern skin, while Magrosh's powerful sword could not touch the swift-limbed Slevin at all. Then an underwater root tangled Slevin's feet, and the brave hero measured his length in the waters of the ford. As Magrosh raised Balcaebur to strike off Slevin's head, Coruch Crotha conjured a mist that spirited Slevin away from the battle. Magrosh roared his outrage and urged his army on to battle, while the Tualan warriors moved forward to meet them. Soon the field was strewn with the bodies of trolls and men. But even when Slevin returned to the battle, the skill of the Tualans could not overcome the size and strength of the trolls and the wickedness of the goblins. They retreated west and south, toward Faine Clairloch.

THE BATTLE OF FAINE CLAIROCH

In desperation, Callahan and Feoras fought the trolls across the Plains of Briaga, trying but failing to keep them far from Dunrioga. A dream sent by Coruch Crotha told them what had befallen Slevin and his men, and they realized that Faine Clairloch was even more exposed to peril. Turning their chariots east, they lured the trolls towards the sacred stones.

At Faine Clairloch, the Three Brothers met again, combining their war-bands to fight both trollish armies at once. Coruch Crotha called upon the spirits of the Faine, who gave each Tualan warrior the strength of ten men. When the trolls, overconfident and blustering, came over the hills, they did not find the broken army they had expected, but a force of warriors determined to protect their new lands.

With the strength of the Faine to aid them, the Tualans wreaked great slaughter among the trolls, for they

had better war-skills than the troll-folk. Strong-thewed Feoras fought single combat against Gortak Gap-Tooth and laid him low, revenging himself for the death of his son Illadan. The goblins, struck with a sudden fear of these newly-powerful foes, fled the field to hide in their homes among the roots. Their numbers greatly diminished, the trolls retreated. Magrosh led his forces north, hoping for advantage among the hills and mountains of the Sleve Daireanne.

TONAG STATHEEN

The Tualans gave chase and caught their foes near the banks of the River Rosgaire at a place called Tonag Statheen, near Ath Cran Uvall (Apple Tree Ford). Although the Faine strength was no longer theirs, they fought with a ferocity and skill to overmatch even trolls. One by one the trolls fell beneath the spears and swords of the Tualans. But the price of this achievement was high; not a Tualan remained unscathed, and each of the Three Brothers was grievously injured by an accumulation of wounds from the dozens of trolls he slew. The troll-king and his enchanted sword had wreaked havoc among the Tualans. Thus it fell to Coruch Crotha to answer Magrosh Iron-Fist's call to single combat.

"Ha! Go back to your lines and send a real warrior to meet me, old man!" cried Magrosh when he saw Coruch Crotha approaching. "You are no match for Iron-Fist. My sword is taller than you!"

"What matters the size of a sword, if it is made of poor iron? Warrior I am not, trolling, but I am made of greater stuff than any sword you know."

"Not Balcaebur! No man can resist the blade of Magrosh!"

"Come then, decrepit king of a decrepit people, and pit your wondrous sword against my poor staff."

With a roar of rage, Magrosh charged the wizard, swinging Balcaebur like a scythe to take his head off. Coruch Crotha stepped forward, raising his staff to block the blow. The clash of their meeting was like the sound of thunderbolts and crashing waves, rumbling stones and deadly winds. With a terrible flash of light, Balcaebur shattered, its shards scattering over the face of Tuala Morn. Magrosh, slain by the force of the blow, was left to the dust.

But Coruch Crotha had not escaped unharmed. Balcaebur broke the head of his staff, and the Basilisk Orb, source of much of his power and a shield for the Tualans against the dangers of the world, vanished for ever. His side pierced by one of the shards of the troll-sword, he lay on the ground in agony.

As the trollish army fled north to escape the fury of the Tualans, the Three Brothers gathered around the great wizard. The stench of his wound,

and the torment on his face, were nearly unbearable, for all the love the three held for him.

"My death is upon me," said Coruch Crotha. "But my resting-place is far from here; I have foreseen it. One of you must bear me there, or it will go ill for Tuala Morn. Callahan, will you carry me?"

Callahan turned his face away from Coruch Crotha so that he would not have to look at the wound. "I cannot. My hurts are too great to undertake the task."

"So be it. Slevin, will you carry me?"

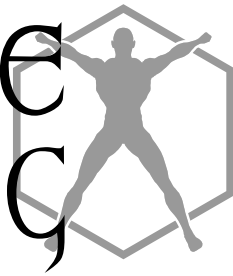
Slevin, too, turned his face away from Coruch Crotha so that he would not have to look at the wound. "I cannot. My hurts are too great to undertake the task."

"So be it. Feoras, will you carry me?"

Feoras sighed wearily. "Great are my wounds as well, but not so great that I cannot bear you wherever you wish to go, Coruch Crotha, defender and helpmeet of the Tualans."

"So be it. My thanks to you, Feoras, and this gift as well: to you and yours I give the southlands of Tuala Morn forever more, to have and hold against the peoples of Callahan and Slevin, no matter how mighty their feats of arms."

With that Feoras the Stone lifted Coruch Crotha onto his back and journeyed south. For many long days he walked, not eating or sleeping, until he came into the heart of the Slev Fergairon. There on the top of Knoc Bradden was a cairn. In that cairn he laid Coruch Crotha, and when he did so the ancient wizard at long last died.

*Lonnaithe Rae*THE TIME
OF SETTLING

After Feoras returned to Dunrioga and was healed of his wounds, he and his two brothers made to settle the lands of Tuala Morn which they had won with so much blood and pain. Callahan's people, as bold as their captain, took for their portion the northern reaches, where trolls and other dangers threatened them. Clever Slevin took for his portion the central lands (save for Dunrioga itself), the largest region of Tuala Morn. Feoras and his people journeyed south to take the lands promised them by Coruch Crotha.

For many years, the Three Brothers ruled over their people. The Tualans built raths and homes, and later duns, and walked the fields and forests of Tuala Morn. They had many children, and each of the Three Brothers sired many sons to become chieftains and druids and bards to rule over them and see to their welfare. The land prospered, and the high hall at Dunrioga frequently rang with the laughter of feasting hero-bands as the brothers came together for celebration and ceremony.

THE DEATHS OF THE THREE

But Time spares not even heroes, and there came a day when steely-eyed Callahan, weary with the weight of years, knew his age had passed. Calling his brothers to meet him at Dunrioga, he found that they, too, had seen their end approaching. Taking leave of their chief retainers, together the three of them rode off to the west, into the Ross Rioga, and were never seen again by man. The bards say they journeyed to the Otherworld, to the realms of Faerie. They now sleep beneath Kady Tine, the Bonfire Hill of Dunrioga, along with their hero-bands until the time comes when they must awaken and defend Tuala Morn against her greatest enemies.

**COVLINT RAE,
THE TIME OF STRUGGLES**

Without the Three Brothers to guide them, the Tualan chieftains fell to squabbling among themselves. The sons of the Three quarrelled over who should succeed their fathers as leaders of the Tualans. While some tried to settle their differences with contests and games of skill, far more took to arms. Battles scarred the land, and any warrior powerful or popular enough to attract a band of followers built a rath and declared himself a king.

In the north, the clans who remained in the mountains of the northeast, in Duvárach, lived in relative peace. They had taken little notice of the fighting between the sons of the Three, having more than enough feuds and cattle-raids to occupy themselves with. A few lordlings who thought the clans would make easy prey found to their sorrow that the highlanders were quick to unite against outsiders. West of the Sleve Daireanne, Cantigern the Bald, Ruad Mac Baldreen, Sernach Conroy, and lords less powerful fought to rule the region around the Kille Dreenan, leaving the harsher lands of the Sleve Gullion to other men. In the lands south of the Daireanne, near the raven-haunted field of Tonag Statheen, Logaire Bright-Eye built a large dun near Loch Tallacht, naming it after the lake, and fought against many warrior-lords who wished to destroy the fort and take his treasures.

The central regions of the country saw fewer battles than the north, but still conflict beset them. The five sons of Duneane of the Far Spear gathered many loyal men to them and built a fort near the headwaters of the River Cullaeven, claiming a large section of the Plains of Briaga and the hills and forests northwest of the Sleve Fergairon as their own. But their claim did not go uncontested; Glorren Mac Marne, Ogmore the Strong, and the self-proclaimed Lord Umbr of Briaga challenged them. To the east, Edric ConMarda's rath proved stronger than those of several rivals, but when they fled east and discovered an impassible mountain range blocking them, they returned to battle him with renewed vigor. To the west, two powerful lords, Belric Mac Brega and Angus Rosleigh, contended for control of the region surrounding the Drim-narth. They quickly learned that though many fell creatures haunted those hills and mountains, their men could make attacks and cattle-raids by going around them. To protect his people, Belric essayed to build a great wall from the sea to Knoc Morgen

to keep Rosleigh at bay. So fierce was his desire to finish the work that he hired wizards to extend the span of his life with dark magics until the day the wall was completed. Villagers living near Belric's Wall say the wall never *was* completed — one final stone was not put in place — so Belric remains alive today, living in the Drimnarth and emerging from his lair (where he keeps the last stone) to murder Rosleigh lords and retainers.

The southern realms were the most peaceful of all, for Feoras had admonished his people not to squander the gift of Coruch Crotha. Before departing this world, he called his sons together and told them who would rule which lands. Upon his son Cormac he bestowed the eastern portion — everything south of the Sleve Fergairon, east of the Kyle Gransha, and west of the River Brechta — so long as he continued to fight the trolls and other creatures of the mountains and kept the Wizard's Cairn on Knoc Bradden safe. The hilly, forested middle lands he gave to Dratha, and the southwestern peninsula around Loch Morar he bequeathed to his son Nerach, a druid of some power who cherished the sacred sites there.

Throughout the lands of the Tualans, cattle-raids and border conflicts occupied men of fighting age. Here and there, a peaceful season or year, or perhaps two, might pass, but with the inevitability of sunset another war would start between bickering chieftains. Perhaps worse, the people of Nerach interbred with the Pictoi of the Sleve Donn, debasing themselves and diluting their proud blood.

THE PICTOI WARS

The Tualans fought for more than territory and power during this time. As they spread out from Dunrioga and settled the land, the Pictoi spied upon them, becoming more and more familiar with them, until at last they lost some of their fear of the tall, shining warriors and robed wise men. Stealthily they attacked them whenever they could, using their stone-tipped arrows to slay a fighting man and his charioteer as they traveled alone, or killing a yeoman who stayed late in his fields to work. Then they melted back into the forests and hills from which they came before anyone could arrive to fight them, and so matchless were their skills at woodcraft that none among the Tualans could find their tracks to follow.

Lords and lordlings who held sway near Pictoi territory sometimes led bands of warriors into the hidden places of Tuala Morn to hunt the dark men, but as often as not came back empty-handed. Sometimes unwary warriors blundered into Pictoi traps, leaving their friends to find their corpses impaled on wooden spikes or crushed beneath large logs.

A hundred years after the deaths of the Three, a large force of Pictoi gathered in the Kyle Duvtach, crossed the River Berna at Ath Trethar, and massacred several villages owing fealty to vassals of the King of Duneane. Unwilling to tolerate this affront to his authority, King Moladran and his lords sent a large force of men to destroy the Pictoi kingdom in the Kyle Duvtach. Though less than half of the warriors returned from the beneath the forest's black branches, they found and destroyed the largest Pictoi settlements.

That did not end the attacks, though. Soon Pictoi drums sounded in nearby woods and hills, spreading the word to other tribes around Tuala Morn. Almost as one the Pictoi arose, attacking villages and small raths. But in doing so they provided the kings and lords of the Tualans with someone to battle besides each other. Though the Pictoi fought in dishonorable and unfair ways, in the end the Tualans' steel weapons and powerful magic sufficed to slay most of the Pictoi during several years of sporadic fighting. A few isolated tribes of the dark-browed men survived, and some others fled south into the lands of Nerach. But never since have the Pictoi threatened anyone but isolated travelers and peasants.

THE COMING OF THE FOMORIANS



For many years after the war with the Pictoi, the Tualans prospered, and sometimes even lived in peace. Border conflicts and battles between lords were fewer than before — though they never wholly abated, nor did cattle-raiding cease. But in time certain lords gained greater power, establishing themselves as kings over lesser lords in fact as well as name.

Nearly five hundred years after the deaths of the Three, the Tualans were threatened by a new foe. From out of the southern seas, riding in enormous ships, came a race of beings who called themselves Fomorians. Like gigantic men they were, but mis-shapen, such that to the Tualans they seemed monstrous and crude. But their size and strength made them even greater warriors than trolls. They landed their ships at Inver Cullaeven and Inver Glos, then proceeded on foot deeper into Tuala Morn, stealing, destroying, and butchering men and cattle as they went.

At first some of the kings and lords fought them alone. But after the Fomorians threw down Dun Brega and Cathair Duneane, the greatest of the kings — the Cormac of Mar Cormac, Forbenn the Red of Dratha, Malrudan of Lenamore, Loclinn of Duneane, Cathal of Dalriada, Auliffe of Parlas Rosleigh, Ardal Falcon-Eye of Rathmarda, Gothan of Conhaile, and Gilkris of Seanclough — met in Dunrioga to forge an alliance. Malrudan of Lenamore was given command of the Tualan army, with the others serving as his generals.

The Tualans brought the largest group of Fomorians to bay near Loch Masc, at Craig Crovan. The spear-casts of the Tualan heroes laid many Fomorians low, and the giants, lacking any missiles of their own, could do naught but charge the Tualan ranks. Here they fared better, smashing war-

rriors to bits with their massive clubs and axes, but still fell before the greater numbers in Malrudan's army. After hours of fighting, a handful of surviving Fomorians broke away and fled south and east into Duneane to join their fellows. The Tualans built a massive pyre of the slain giants; as far away as Faine Clairoch people saw its flames, and the gods themselves complained of its heat. To this day the grass around Craig Crovan is blackened and burnt; nothing grows there, and no birds sing within sight of it.

After the pyre was done, the largest part of the Tualan army pursued the Fomorians into Duneane. But Malrudan sent two bands of warriors to burn the Fomorian ships, that the enemy could not flee and return in greater numbers.

The Tualans found the Fomorians in the ruins of Cathair Duneane, enjoying the fruits of their pillaging. The giants gave battle briefly, killing King Malrudan but losing many of their own warriors. They fled through the Sleeve Lieg to Inver Cullaeven, hoping to reach their ships, but met instead another band of Tualan warriors. Caught between hammer and anvil, a few chose to fight, slaughtering as many Tualans as they could before they themselves were overwhelmed and destroyed. But others fled. Some dove into the ocean and swam to Inish Angalach or Inish Ollarba; others went east and scattered into the hills, forests, and mountains where the Tualans could not find them.

Never again have the ships of the Fomorians come to the shores of Tuala Morn; among the wise, some say that no more Fomorians live across the sea. But still Fomorians dwell in the dark, wild places of the land, working their evil as they may. A few have wormed their way into the deep mountains and allied themselves with trolls, becoming kings of troll tribes. While their threat to all of Tuala Morn has ended, they still remain dangerous.

Ardri Rae

THE TIME OF HIGH KINGS



The combined might of the kings of Tuala Morn defeated the Fomorians, but it was a narrow victory bought at the cost of much blood and destruction. All knew that if the Fomorians came again in force to the Tualan realms, the kings, caught up in their own petty wars, might lack the chance or power to resist another invasion. But no one of them was powerful enough to turn away from his Tualan foes and prepare his realm against threats from without.

The kings who had led the Tualan forces during the war, with Malberath of Lenamore taking the place of his father Malrudan, met at Dunrioga to discuss the matter. Swiftly they agreed that a king greater than any of them, but supported by each of them — a High King, as prophecied long ago by Coruch Crotha — was needed to rule all of Tuala Morn. But none could agree who should sit upon a High King's throne. Each thought himself the man best suited to the task.

At last, after much bitter argument and the threat of bloodshed, the kings agreed to the proposal of King Loclinn that Traglethan, the druid of Dunrioga, should decide who would be king. As one the ten kings went to Traglethan's grove on Kady Tine and besought his aid to resolve their difficulties.

"I shall help you," Traglethan said, "only if each of you swears, on his honor and the honor of his fathers, to abide by my decision, however I choose to make it, and to swear true fealty and loyalty to the man I make High King." And one by one each of the kings gave his solemn word that he would heed Traglethan's decision.

"So be it," said the druid. With his right hand he summoned a raven black as midnight from the skies above Dunrioga, and with his left a white-furred, red-eared dog from the woods surrounding Kady Tine. The raven alit on the shoulders of Ardal Falcon-Eye, and the dog lay at his feet.

"The Children have spoken," said Traglethan. "Ardal Falcon-Eye shall be High King over all Tuala Morn!" And then and there the other kings swore fealty to him, though some did so with ill grace.

ARDAL THE BUILDER

Naming his son Calatin to succeed him as King of Rathmarda, Ardal chose Dunrioga itself as his capital, and declared he would build a great city where but a feasting-hall then stood. But before he built his city, he would help each of his ten vassals to secure his own rule within his claimed lands. And the ten kings agreed that it should be so.

For ten years Ardal led the forces of the ten Tualan lords against the other petty kings and lordlings who ruled the Tualans. Some of the lordlings fought bitterly, refusing to abandon old hatreds and feuds even in the face of Ardal's army, but most soon accepted offers of truce, accepting titles and fiefs from one of the ten kings in exchange for oaths of allegiance and support.

With his realm at peace, Ardal began the great project that would earn him the name he bore forever after, Ardal the Builder. At Dunrioga, where the feast-hall stood, he built the great cathair Temrach. In the throne-room of Temrach he erected the throne Vedrigon, carved from the heartwood of a single oak-tree of the Kille Gransha by Carbaid of the Talking Fingers. Before Vedrigon he set a vast table, Clargaemon, the King's Board, for the ten kings and their retainers to sit at in council before him. Along the walls of the throne room were hung the banners of the ten, that none might ever dispute his place of precedence along Clargaemon or quarrel with the other kings over the location of a seat.

Around Temrach Ardal built a great wall made of blocks of stone floated down the River Mointarc from the Sleve Daireanne. The bards say that Ardal called on the faerie-folk of the Plain of Crows and Ross Rioga to quarry the stones and place them one on another, for no hero ever born in Tuala Morn has had the strength to lift even one of those stones.

With his palace complete, Ardal ordained a city around it, with streets like the spokes of a chariot-wheel and buildings to reflect the majesty and might of the children of the Three Brothers. And so it was that green-roofed Dunrioga came to be.

THE CATTLE-RAID OF CAVANN

But not all was peaceful throughout Tuala Morn while Ardal built Dunrioga. While kings and lords had sworn fealty to the ten kings, and in turn to the High King, not all of their vassals accepted the lords' oaths. Unwilling to give up their ancient feuds and clan warfare, these warriors and thanes flouted the High King's law, thinking him powerless to enforce his proclamations.

Five years after Duke Badwaer of Maerthaine swore allegiance to the Cormac of Mar Cormac in exchange for his lands and titles, Thane Coman of Cliather Sel, in the northern part of Duke Badwaer's realm, crossed the Scarva Tenshaer into the lands of Brasel of Carloman (a vassal of the Earl Cavann of Rathmarda). On Carloman lands, Thane Coman killed three of Brasel's herdsman and two of his warriors and stole a herd of cattle. Coman's clan and Brasel's clan had been at feud for longer than either family could remember, and this *tain* was but one in a long line of attacks and raids between the two.

Yet High King Ardal could not let it pass. He had no desire to stop cattle-raiding across Tuala Morn; none of his vassals wanted that. But without an example to enforce his royal will, none of the lordlings would listen to him or obey his laws, and his throne would become an empty seat. Taking two warrior-bands with him, he journeyed to Mar Cormac, where he called upon the Cormac to provide him with more spearmen. After marching to Cliather Sel, Ardal invested Thane Coman's rath, and soon destroyed it. Coman was stripped of his thanage, and he and his family were turned out from their ancestral lands. One of the Cormac's younger sons was made thane in Coman's place, and swore to uphold the High King's laws. He returned the cattle to Brasel, with 20 more besides as blood-price for the slain men, and gave his word that Cliather Sel would make no more raids upon Brasel's lands. Coman wandered the land, angry but broken, until bandits slew him and his family.

THE LOGRENS

Not all ships that came to Tualan shores bore invaders. During Ardal's reign explorers and traders came from the east over the sea. Landing first at Inver Carlow near Rath Torvan in Dratha, and as time went by at many another coastal town (particularly Dun Brec in Seanclough), they called themselves Logrens and their land, Logres. They brought wondrous new goods and lore, including metal armor made of plates and worn by men the Logrens called knights. In time strong trade developed between the two realms (and through Logres, with other lands beyond), though nearly always with merchants coming to Tuala Morn rather than the Tualans journeying to distant lands, since the Tualans are not mariners.



But greater traffic between Tuala Morn and the land of Logres did more than just bring new cloth and jewels to the Tualans. Their realms were growing beyond the point where simple clan rulership sufficed; greater power was passing to the kings, often causing dismay and strife among the *tashacs*. In learning of the rulership of Logres, with its strict lines of power and obligation between king and noble, the high men of Tuala Morn saw a way to preserve their *cailshaen* system and yet change it to suit their present needs. Gradually, and yet with surprising swiftness at times, the Tualan lords adopted the trappings of the Logren system, with a king naming his lords as “duke” or “baron” according to their means and importance — but investing those words with Tualan meaning (see Chapter Two). Although many grumbled, and at times grumble still, about the passing of the old ways, for better or worse the new ways were there to stay.

THE GOLDEN PRIESTS

More than traders came in Logren ships. At times people strange to the Tualans accompanied the sailor-merchants. Tall, white-skinned, dark-haired men wearing brown robes and bearing no weapons, they called themselves priests of the Golden Temple, servants of a god they named Varkulan, the Most High. Fierce-willed orators and proselytizers, in time they spread throughout Tuala Morn, seeking converts to their faith and condemning the Dronnach Lanva and the faerie-folk as “demons.”

Many Tualans recoiled in horror from these men, knowing the gods would strike them down. But the priests showed the strength of their faith by resisting the powers of the Good Folk and, it seemed, whatever ire the gods saw fit to spend on them. Undeterred by the threats of the druids or the superstitions of the people, the priests built their temples and preached their doctrines. After they spared several villages from hags and monsters, they began to win followers, and (so say the druids) to cause some of the Hundred Children to turn their backs on Tuala Morn.

Since that time the Golden Temple has spread throughout the Tualan realms, building shrines and preaching from the *Levran Corraile*, its holy book, wherever the kings and lords would let it, and sometimes even where they would not. Where the Golden priests go, the old gods of forest and stream, wind and leaf often fall silent, and many wonder if these “men of God” are a force for good, or evil.

THE BARBARIAN WARS

For many years after Ardal’s reign, the land of Tuala Morn remained at peace. Then, in the days of Dovlech, third High King after Ardal, a threat arose in the south, in the land of Tir Barbatha. Garthu Trelg, chieftain of one of the Barbathan tribes, stirred his people up against the Tualans, calling them heretics and usurpers, and saying that the dying words of Coruch Crotha allowed the men of the south to attack the northlanders with impunity.

Seeking lands, women, and gold, the Barbathan tribes mounted their war-chariots and struck north into Lenamore. While some turned aside and crossed the Ath Morrin into Dratha, others crossed the Moy Ederóan, laying waste Rath Corion as they went. King Drogaeda of Lenamore and King Engan of Dratha assembled their war-bands, but could not stand before the ferocity of the Barbathan lords. Each sent word to the High King beseeching his aid against the barbarians.

Dovlech responded, calling warriors from many realms to fight this new foe. He met the Barbathans at Dundelgan in Duneane. There, at the cost of many men, he broke the Barbathan advance. The Barbathan lords scattered, some turning their chariots east, some west. Dovlech followed the larger group west, catching them at the River Caladon near Rath Madron. There he challenged Garthu Trelg to single combat, meeting him in the ford of the river. So firm did Dovlech stand against the Barbathan, so unyielding was he, that his very footprints were embedded in the rocks of the ford (hence its name, Ath na Rivar, the Ford of the King’s Foot). Dovlech slew Garthu Trelg, casting his body up on the Rosleigh bank in the midst of the Barbathan warriors. With their great chieftain defeated, the Barbathans made to flee into the Drimnarth, but Dovlech’s warriors caught them and destroyed them with great slaughter not far from the headwaters of Caladon.

Then Dovlech went south, searching for the rest of the barbarian invaders. Storming across Dratha, these bands, led not by a warrior but by the dark druid Rengar Bloodhand, had gone north around the Sleve Lieg, putting Dun Kilbarra and many lesser inhabitations to the torch as they passed through the hills and into the Moy Metha. Rounding Loch Echtra, they destroyed Rath Arran as well, butchering the Lord Arran and his retainers and taking their woman into bondage. South around the Kille Gransha they went into Mar Cormac, then north into eastern Duneane. But the hills of Oriel slowed them, and the hero-bands of Duke Nemran harried the Barbathans all the way to the shores of Loch Trenai.

There Dovlech and his warriors met them, and the waters of Trenai and the River Ronalle ran red with Barbathan and Tualan blood. King Dectan of Duneane slew Rengar Bloodhand, thrusting his great, broad-bladed spear Varotar through the druid’s body as he invoked the Sluagh to his aid.

The Barbathans turned their chariots back to the west, fleeing north around the Gransha and thence into the hill-region between the rivers Cul-



laeven and Cretha. Crossing the Cretha at Ath Asca and the Laune at Ath Fatha, they nearly made it back to their own lands, but the war-bands of King Drogaeda caught up to them before they could enter the hills of the Sleve Donn and destroyed them. In the midst of the battlefield Drogaeda erected the Boundary Stone, proclaiming he would destroy any Barbothans who traveled north of it. From that day to this, any Barbothan host that passes the Boundary Stone has met with misfortune and defeat. Some say that Drogaeda's spirit lingers on in Tuala Morn, helping the warriors of later days fulfill his oath.

THE WRATH OF THE VULKRINGS

Close on fifty years ago, in the time of High King Ilbrech, many fishing villages in Duvárach, Conhaile, and Seanclough were found burned, their inhabitants slaughtered by some unknown foe. The clans and thanes who ruled those lands kept close watch, but saw nothing save for strange shapes in the sea-mists on dark mornings. Again and again the attacks occurred, as if motivated by some malign, unseen god.

One day Parlan, a spearman of Clan Inverness of Duvárach, was swimming in the sea near the town of Kilterneey when there came to his eyes the sight of a great ship, long and tall, with a prow carved to resemble some fierce war-god. Men there were in that ship — tall, blonde-haired men wearing metal helmets and bearing axes, swords, and spears. Their sail and shields were painted with garish colors (often blood-red), and their voices were harsh and loud. Pausing not even to dress,

Parlan ran all the way back to Kilterneey to alert Thane Bregaire that an attack was coming. Thus warned, the men of Kilterneey met the invaders on equal ground and drove them off with much loss of life on both sides.

The High King himself came to Kilterneey to speak with Parlan and see the tall, thick-thewed bodies of the dead attackers. With him was his bard, Murdach Silver-Throat, and it was he who recognized the invaders. "I know them from the old tales of the wanderings of the Tualans," he said to his king. "These are Vulkrings, men from the chill lands far across the northern seas." It was a shadow from the Tualans' past come to life to harry them once more.

Yet knowing who his foes were, Ilbrech found it no easier to come to grips with them. He lacked the warriors to garrison the entire coast of Conhaile and Duvárach. His men had few ships, and few of them were mariners. He could not beseech the wizards and druids to churn the Northern Sea against the reavers, for the storms of magic are capricious, and would affect Tualan fishermen as well as Vulkrings.

With no foe to fight, the High King returned to Dunrioga, counselling vigilance on the part of the nobles who held lands along the coast. Sometimes this strategy proved effective, but many times it did not. Thus it has remained to this day. The Vulkrings raid where they will, going as far south as Rathmarda or rounding Inish Ayona to strike at Parlas Rosleigh. Betimes a wary watcher sees them coming, and sounding the alarum brings bold Tualan warriors to fight and destroy them. But more often the raiders strike, steal, and fade back into the mist, leaving only the bodies of the slain to mark their passage.

HIGH KING, DAVAINÉ AND THE ESNÁV RÍ

One after the other, for many generations the High Kings have ruled Tuala Morn, some powerful, others less so. Although they made the land more tranquil than before, petty wars and cattle-raids still marred the King's Peace on occasion, and the dark dangers of wood and field waited always, as they wait now, to harm an unwary man.

Ten years ago, during the Winter of Seven Snows, the last High King, Davaine the Strong, died in a hunting accident, horribly gored by an enormous boar in Ross Rioga. As custom dictated, he was laid to rest three days later in a barrow on Tor Rehigion, the Hill of Kings in his beloved Parlas Rosleigh.

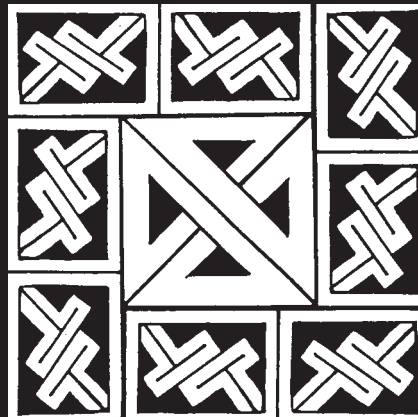
At Dunrioga the ten kings of Tuala Morn assembled to choose one from among them to take Vedrigon as the new High King. But for the first time, the law failed them. Torn by their ancient feuds and fights, by anger over the questions created by the Golden Temple and the Vulkring raids, they could not agree who was to reign as their next liege. One by one each of them revealed his ambition, arguing why he, and he alone, should become High King. And one by one, each was rejected by his fellows. After a week of shouting, crafty bargain-

ing, and parley, each king left with his retinue to return to his castle.

So began the *Esnáv Rí*, the Kingless Years, when the halls of Temrach have echoed with eerie silence instead of the laughter of bold warriors. Nuala the Proud, Davaine's queen and widow, has titled herself Regent, claiming to hold the throne for Davaine's young son Aillin, but in truth she has no power. The ten kings have returned to their quarrelsome ways, fighting with and raiding one another for cattle or land, each striving to prove himself superior, and thus worthy of the High Kingship.

Strife and turmoil threaten to overrun Tuala Morn, a land once so peaceful under the just rule of the High King. The dark things of the deep glens and mountains grow stronger every day, and from the Drimnarth a shadow spreads across the land, glooming the minds of wizard, druid, noble, and commoner alike. Crops have failed, and the people wonder why misfortune has befallen them. Bold and valiant heroes struggle against the darkness, but it may be that not even they can save the land of the Three Brothers from the chaos and despair that threaten to engulf it.

CHAPTER TWO:



King & Commoner
Tualan Society And Culture

*Dremir Veith*THE STRUCTURE
OF TUALAN
SOCIETY

Life in Tuala Morn is, for many, a rich, vibrant, passionate tapestry of adventure and wonder, an existence marked by dangers faced and overcome, pleasures taken and given, triumphs large and defeats hopefully small. Though often perilous, if lived to the fullest it becomes, for those who survive and thrive, immensely satisfying.

Tualan society encompasses nobles, peasants, kings, slaves, free warriors, druids, and many other types of people. All of them, despite their many differences, fit seamlessly into the *dremir veith*. Literally meaning “the climb of rank,” *dremir veith* is the elaborate social hierarchy the Tualans have developed over the centuries, combining their own longstanding cultural ideas and customs with influences taken from Logren traders. Every Tualan knows his place on the social ladder, and how high he can climb up it — or how low he can fall.

CAILSHAEN: TUALAN FEUDALISM

The bedrock upon which the climb of rank rests is *cailshaen*, the system of mutually agreed-upon obligations, privileges, and honorable loyalties which forms the basis of Tualan government and social relationships. *Cailshaen* arose as a form of legal debt. When one man loaned property to another man, the “debtor” owed *cailshaen* — an agreed-upon payment for the favor rendered to him — to the man who owned the property. The payment could range from monetary compensation, to providing a service of some sort, to fighting as part of the owner’s band of warriors. How and when the debtor made the payment was a matter for negotiation between him and the “creditor.” Failure to make the payment entitled the creditor to seek legal redress, and more importantly placed a stain upon the debtor’s honor. Thus, *cailshaen* originally meant something akin to “obligation of honor.”

Over the course of centuries, *cailshaen* became the basis of an entire system of government. Greater men, men with more power and property, had greater means to obligate others to them. By taking repayment in the form of loyal service, often warrior service, they built the nucleus of

warrior-bands and peasant communities. In time, the creditors became kings and dukes, and the debtors their lesser nobles, warriors, yeomen, and peasantry. In part thanks to the influence of Logren ideas, the duties of the kings and the obligations of those beneath them turned into hereditary bonds instead of individually-negotiated arrangements. Men found themselves beholden to kings on terms laid down by both parties’ great-grandfathers, and thus the meaning of *cailshaen* changed. Although it still carries connotations of its old definition in many instances — men still obligate themselves to each other, when appropriate, by negotiated terms — most people use it to mean the feudalistic nature and structure of Tualan society.

Buada: Nobles’ Rights

Within the structure of *cailshaen*, most nobles have one or more privileges called *buada*. A *buada* represents an absolute right of some sort that a noble (or one of his predecessors) obtains from his king, the High King, or any noble higher up the chain than he. Some examples of *buada* (the term is both singular and plural) include: the right to command one of the king’s warrior-bands in battle; the right to all fish caught in a particular stream; the right to receive three pigs every Samhain from a particular clan; or the right of ownership of all calves born to a particular herd of cattle.

A noble may, if he wishes, give all or part of a *buada* to someone else (this, in fact, was how the Tualans formed many of the ties of *cailshaen* long ago). For example, he can let a *borya* have all the fish he can catch in the noble’s stream, provided the *borya* gives him three of those fish (or some other service) on the first of every week. Or he could allow a clan to keep all the calves born to the cows in its herd in exchange for the services of the clan’s fighting-men in time of war.

Of course, *buada* can also carry obligations and responsibilities. If a noble has the right to receive all calves born to a herd, and one of them turns out to be a monstrous thing sired by some faerie bull, it becomes the noble’s duty to destroy the monster calf before it harms anyone. If he fails to do so, his vassals may have cause for legal action against him.

Talav Nasc: The Land-Binding

When a noble or king lawfully and honorably obtains his position, the enchantments filling Tuala Morn tie him to the lands he rules, and likewise tie the land to him. The Tualans call this the *talav nasc*, or “land-binding.” Through the land-binding, or land-lore as some style it, a realm flourishes when the person who rules it remains prosperous and healthy, but declines if his health fails somehow. A ruler who becomes sickly or maimed must step down, lest the land (and therefore all the people in it) experience the ill effects of his affliction.

Similarly, if a blight or evil power affects the land, the ruler of that land feels it as well — either as a physical malady, or as a shadow upon his soul. Thus, evil oft breeds evil, as a curse upon the land drives the king to acts of malice and venom, which the land in turn reflects due to the land-binding. The *talav nasc* often alerts a noble that something is wrong in his realm long before his more mundane senses, or news of some disaster, would tell him that.

If times turn bad, and the people suffer, they may (rightly or wrongly) blame their troubles on the king or noble who rules them. In this situation, they cast the old ruler down and put a new one in his place. If the new ruler doesn’t solve the problem, he soon finds himself replaced as well.

The greater a ruler’s station, the more powerfully the land-binding holds him. The High King feels it most of all, which is why the currently empty throne affects all of Tuala Morn so profoundly. The king of a realm feels it more than his dukes, the dukes more than their earls and counts, and the earls more than their barons. Below the rank of baron the ties bind so loosely that they effectively cease to apply.

See page 126 for the game effects of the *talav nasc*.

THE HIGH KING (ARD RI)

Standing atop the *Dremir Veith* like an eagle resting in the crown of a tree is the High King (*Ard Ri*), the most powerful ruler in all of Tuala Morn. From his seat in green-roofed Dunrioga, the High King protects the Tualans and sees to their welfare, receiving in return their fealty, loyalty, respect, and tribute.

The High King has many important duties. First and foremost, he must protect the people. When invaders threaten, or trolls come down from their mountain strongholds to loot and murder, the High King and his warrior-band must respond and help the local king repel the enemy. Only a High King who leads his warriors into battle receives the full measure of respect from his people; one who cowers behind the shields of his heroes finds himself held in contempt. Second, the High King must take part in many ancient ceremonies, including the Samhain fire-lighting on Kady Tine and the ritual Beltane stag-hunt in Ross Rioga. Third, he

must decide disputes between the kings of Tuala Morn, and between clans or high-ranking nobles in some circumstances, rendering fair and impartial judgment. If his decisions are just, the realms prosper; if they are not, the *talav nasc* causes a similar corruption of the land.

Of a High King’s many servants, the greatest are the *Ard Fion*, his hand-picked band of heroes. Living with him at Dunrioga, the warriors, bards, wizards, and other heroes of the *Ard Fion* protect him, fight alongside him, and do his bidding. Sometimes the High King sends them out into the land, to wander Tuala Morn and redress the grievances of the people by slaying foul monsters, disposing of tyrannical nobles, and undertaking great quests.

The position of High King is not hereditary; one who seeks it must earn it. When a High King dies, the kings of the ten realms of Tuala Morn assemble in counsel in Dunrioga to elect a new High King. They may consider anyone for the throne, even the lowest-born commoner or a slave, but in practice they choose from amongst their own number and the ranks of the greatest heroes of the land. Normally the kings reach agreement on who should become the new High King swiftly, after just a day or two of sometimes rancorous debate. If two or more candidates have equal support, the matter often turns on a duel between them, with the victor receiving the throne.

Ten years ago, after the death of Davaine the Strong, strife and pride entered the council-hall as they never had before. Each of the ten kings of Tuala Morn felt he was most fit to become High King, and none of them would relinquish his claim to the throne despite days of quarreling and bargaining. Abandoning Dunrioga for their own castles, they left the Tualans without a High King. Since then the land has suffered terribly. Without a High King to mediate their feuds, the kings fight and raid each other, and the dark things of mountain and forest prey upon the Tualans unchecked. A shadow has fallen across Tuala Morn, and without a High King to dispel it, it may soon engulf all the Tualans in its evil and despair.

KINGS

Ranking just below the High King are the kings of the ten realms of Tuala Morn. From Rathmarda in the east to Parlas Rosleigh in the west, kings wield great power within their kingdoms. Their land-binding is strong, so they must rule well and remain unblemished and mighty, lest their subjects force them from the high seat in favor of a more suitable man.

Tualans expect generosity from their kings. Within the king’s hall, every meal is a feast, accompanied by the songs of bards, the teachings of druids, and many other forms of entertainment. The king should give gifts freely, and lavishly, to his valued retainers (and they, in turn, often give him gifts in return). Stinginess in any regard earns a king scorn and may cause the bards to satirize him.

THE GIVING OF GIFTS

The Tualans respect, and expect, generosity from kings, nobles, warriors, and anyone else wealthy enough to afford to give gifts. By longstanding tradition, a person who receives a gift must provide a *tuarastal* — a “counter-gift” — as a way of thanking the gift-giver. Extravagant counter-gifts may merit counter-counter-gifts from the original giver, leading to complex chains of social obligation (ones ripe for GM exploitation!).

In general, Tualans care about the spirit of a gift, not its value. If a king gifts a wandering warrior with a well-made sword, the warrior may not be able to reciprocate with a gift of equal monetary worth. But if he gives a gift that means a great deal to him for reasons of sentiment or honor, or a gift of equivalent value based on his station and wealth, honor is satisfied. In many cases, the *tuarastal* consists of the recipient’s service (or willingness to fight on the gift-giver’s behalf) for a set period of time, or to perform a particular task. (This can provide an excellent motivation to send PCs on quests — undertaking a dangerous adventure is a worthy counter-gift.)

If the recipient of a gift simply cannot afford to make any sort of counter-gift, it is honorable to refuse the gift by admitting that. Other Tualans respect the honesty and humility he displays rather than scorning him for his poverty. A gift-giver can, in turn, declare that he “freely gives” the gift, thus exempting the recipient from the obligation to provide a *tuarastal*.



In addition to generosity, a king's subjects expect justice and honorable treatment from him. A person or clan who feels he has not received proper treatment from his king may bring a law-case against him with the druids, and by ancient Tualan custom the king must accept the druids' ruling in the matter. A king who does not find himself satirized throughout the land and often falls quickly from power. But if the druids rule against the person or clan who brought the case, he must present the king with an appropriate apology-gift to seek his ruler's forgiveness — and all but the most hard-hearted kings grant it.

The law of "king's peace" governs every king's hall. Within the hall, no one may carry weapons, and no one may fight. If two warriors become angry enough to want to fight each other, they must take their dispute outside. To fight within a king's hall is a terrible insult to him; an even worse crime is for the king to attack someone in his hall, since his visitors don't have weapons with which to defend themselves.

Tualans in each realm choose their kings differently. In some realms, high-ranking nobles contend for the kingship with games and combat when the old king dies, or the druids select the new ruler by reading omens. Other kingships have, over the centuries, become hereditary, with the son succeeding his father. In these kingdoms, the ruler-to-be is known as the *Tarnashta*, or "prince-designate." But being *Tarnashta* confers no guarantee one will rule. By Tualan law, the bonds of royal kinship extend back four generations, so that anyone sharing a common great-grandfather with the king may have a claim to the throne. A royal kinsman who believes his claim to the throne superior to the *Tarnashta*'s may put the matter before the nobles, who decide it after conferring with the druids. Contenders for the throne who lose such disputes often leave the realm in anger, sometimes to return later with an invading army at their backs.

Though most Tualan kings are men, no law prevents a woman from becoming queen (or filling any other noble seat). A strong-willed woman, or one with great powers of magic, may be a better ruler than her male relatives, and if the nobles recognize this they're quick to support her claim over that of a weaker man. The bards often tell the tale of Princess Lassarina of Dalriada, who in scorn of her weakling brother Prince Torin challenged his right to succeed their father. Before the doors of Dun Brena she dealt him such a blow that he fell to the ground stone dead. She became Queen, ruling Dalriada well for the rest of her days.

The Aise Tathra

Equal in rank to kings are members of the *Aise Tathra*, or learned classes. Druids, bards, wizards, and even some craftsmen (such as blacksmiths) belong to the *Aise Tathra*. Their words, when spoken, have the same import as those of the king, though they do not normally have *buada* or followers the way a king does — the power of the *Aise Tathra* lies not in arms or wealth, but in the

strength of their knowledge and wisdom, and the respect the people have for such learning. Similarly, he who unjustly slays a member of the Aise Tathra must pay *einach* (death-price) equal to that of a king to the dead man's wife and clan.

Because an *Aise Tathra*'s power depends not upon his king or his clan, a member of this class can wander the face of Tuala Morn, receiving the same respect and privileges accorded to local nobles and chieftains. Tualans pay special attention to the hospitality members of the Aise Tathra receive, so that their guest does not become angry and curse them (or satirize them throughout the land).

The honored members of the High King's warrior-band, the *Ard Fion*, also hold rank equal to a king. As direct vassals of the High King, the warriors of the *Ard Fion* do not rule over lands or men, but in legal disputes or matters of *einach*, they have a king's status. Like the *Aise Tathra*, their privileges extend throughout all of Tuala Morn.

THE LAW OF HOSPITALITY

Tualans place great stock on the laws of hospitality. By longstanding Tualan custom, a person must offer hospitality to anyone in need of it, as best he may. Even the poorest peasants share what they have with travelers in need of hospitality. Tualans expect kings, nobles, and the wealthy to display great generosity when offering hospitality (as in all things).

A guest receiving hospitality has certain obligations as well. He must tell his host who he is and why he has come to his host's house (or that particular region of the country). If at all possible, he should present the host with a gift in return — not as payment for the hospitality, but in a spirit of generosity to express his thanks. The most common gift is entertainment, such as telling tales, singing songs, bringing news of the rest of the realm, or playing games with the host.

The laws of hospitality do not extend to those who abuse them. If someone tried to travel Tuala Morn living only off of others' hospitality, he could do it — at least for a little while. Eventually, the word would spread that he was taking advantage of others' generosity, not providing host-gifts, and so forth. Soon that person would receive only the barest acceptable level of hospitality when he knocked on lords' doors. Similarly, if a person claims hospitality, but does not provide hospitality in return when it's his turn to help a traveler or give a feast, other people have no obligation to feed and shelter him.

One of the most dishonorable things a Tualan can do is to attack or belittle his guest or host. When someone provides hospitality, honor demands that everyone involved behave kindly and nobly, even if the two parties are deadly enemies at other times. A Tualan who breaks the laws of hospitality this way can never rehabilitate his reputation; no one will ever trust him again.

NOBLES OF THE TUATHA DARTHAIRA

The *Tuatha Darthaira*, or "Brothers' Dynasties," are the high-ranking nobles who claim descent from one of the Three Brothers. Virtually every noble who swears fealty directly to a king claims kinship with the Three, however distant that kinship may be. At the same time, they dispute the kinship claims of their rivals and enemies, arguing that such claims are falsehoods and errors, and those who make them not worthy to boast of such high kin.

The problem with all these claims is that little proof of any relation exists. Over the centuries, what few written records the druids and bards kept were destroyed by invaders, fires, or other disasters, and oral accounts of kinship often died with *Aise Tathra* who met untimely ends. Except for a few of the oldest and most powerful clans, whose ancient records of descent from the Three Brothers remain intact and not open to question, no Tualan noble can definitively prove that he belongs to the *Tuatha Darthaira*.

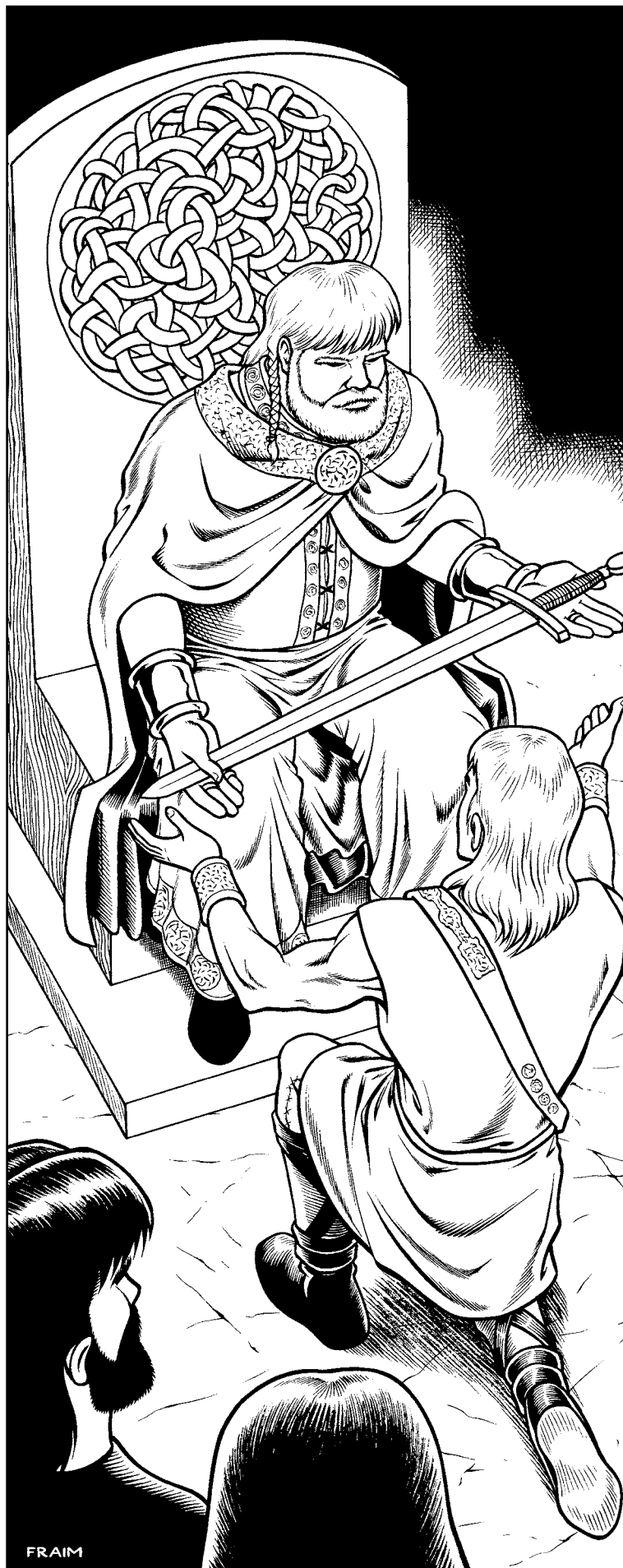
Nevertheless, this lack of proof has not prevented many nobles from claiming kinship with the Three, or from arguing against other nobles' claims. Many feuds and border wars have resulted from *Tuatha Darthaira* disputes, since in matters of such pride no ruling of king or druid can restrain hot-headed young clansmen from boasting of their ancestry and fighting to back up their brags. Insulting or belittling a man's claimed ancestry almost always has serious consequences.

Tualans expect their nobles, like their kings, to display generosity, justice, and honor, though of course a noble's generosity depends in part on his wealth. Though nobles' land-binding is weaker than kings', a maimed noble or one afflicted with disease must often step aside to preserve the land and people from evil and misfortune.

Dukes

The highest ranking of the *Tuatha Darthaira* nobles are *dukes* — a title taken from the Logren, but which to Tualans really means *duchas* (figuratively "heritage," but more literally "blood rule"). Dukes owe allegiance directly to kings, and throughout their individual lands have more or less the same power as the king himself does. Even the poorest dukes have a rath, dun, or cathair of their own, and at least a few warriors who serve them.

According to Tualan law, a duke is a noble who can provide one hundred trained warriors to serve his king in time of need. As with so many other things, this definition is flexible; some dukes provide the equivalent in food, services, or goods in place of warriors. Wealthy or powerful dukes may actually provide far more than a hundred men; impoverished dukes often become so dependent on their own vassals to meet their obligations that true control of the duchy vests in the underlings instead of their duke.



FRAM

Besides his *cailshaen* duties, a duke must serve his king as an advisor. When the king feels the need of his dukes' wise counsel, he summons them to his castle so he may confer with them. In such situations, the duke must drop what he's doing and attend upon the king at once; to ignore this obligation is to attract the king's wrath. Of course, if the king is weak and the duke strong, the duke may suffer little concern about earning his king's ire.

Earls And Barons

Below dukes in the *Dremir Veith* are *earls*, known in some realms as counts, from the Logren but linked with the Tualan *earlais* (originally meaning something like "payment," but having come to mean "man of wealth and distinction, person capable of making payments"). An earl is a noble charged with raising fifty trained warriors when called upon to do so. Most earls rule from duns or raths; only the wealthiest and most powerful have the money and the right to build cathairs. Some dukes also extend this privilege to earls with lands near mountains, forests, or other areas where fell creatures dwell.

Serving earls are *barons* (a Logren term now associated with the Tualan term *baran*, meaning "authentic" as in the sense of just lordship). A baron by the definition of the law must have 25 trained warriors owing fealty to him. Barons usually have raths or lesser forts as their homes, and many are not much wealthier than the thanes and commoners who serve them. Perhaps because of this, it's barons who most loudly assert their kinship with the Three Brothers, and who are most likely to engage in feuds and raids relating to such claims.

Thanes

Below barons on the *Dremir Veith* is a rank of lesser nobles — thanes, sometimes disparagingly referred to as "lordlings" by members of the *Tuatha Darthaira*. Athane must be able to raise four to ten trained warriors (including himself) when his liege calls for men. Thane is the highest rank a person not of noble birth can attain to; a baron or other noble can name a commoner to this rank to reward valor on the battlefield, repay a debt or obligation, or the like.

THE COMMON FOLK

Most Tualans fall not into the noble classes, but into the ranks of the commoners. It's they who work the land, build the halls, herd the cattle, and perform the many other mundane tasks required to keep society functioning.

The highest-ranking, and generally wealthiest, type of commoner is the *borya*, a freeman who owns a small amount of land (or, in a town or city, his own shop or equivalent property). Though considered "free," *boryas* often spend most of their lives in debt to some lord because of various obligations incurred (such as borrowing money to make up for lost crops, or failing to pay his lord's taxes). Still, even taking such debts into account, a *borya's* life is far better than that of a peasant.

Ranking nominally below the *borya* is the *betag*, a landless freeman. Typically *betags* rent land from nobles in exchange for a portion of the crops, military service, or providing other services or goods. Craftsmen who don't belong to the *Aise Tathra*, such as woodcarvers or masons, typically belong to this caste. Most nobles depend extensively on their *betags* and *boryas* to keep their tables well-supplied with food, and their halls in good repair and decor.

Beneath the *betags* are the peasants, a class of poor, landless folk almost permanently indebted to a lord. Because of the crushing burden of their obligations to their rulers, peasants are not free to leave the lands they work (or the jobs given them in towns), thus forcing them to endure whatever abuses their lord subjects them to. A wise and just noble, one truly worthy of that name, treats his peasants well enough that they live more or less like *betags* — but far too few nobles are that wise and just.

Slaves

Lowest of the low in Tuala Morn are slaves. Prisoners captured in war, or sometimes children sold into servitude by their parents, work for nobles as slaves until they die or obtain their freedom (by paying a hefty slave-price or due to the generosity of their master). Female slaves (*cuwals*) are considered especially valuable; beautiful ones sometimes rise to become concubines, or on rare occasions even wives, of their masters. Like peasants, slaves have rights under Tualan law, but powerful masters often find ways to ignore or subvert the law. Still, only a fool mistreats his slaves. Every noble has heard the story of Duke Othran of Seanclough, who took as slave a beautiful woman of Conhaile. After heaping abuse upon her, he learned to his sorrow that she was a witch undergoing a penance — and once her penance was done, she cast a powerful curse upon him to pay him back for his abusive ways, leaving him childless and weak. In Tuala Morn, sometimes even slaves possess strange powers.

THE FIONTARA

Within Tualan society, but standing largely outside the *Dremir Veith*, is a group of people known as the *fiontara* (singular, *fionta*). The *fiontara* are restless heroes, mercenaries, treasure-seekers, rebels, and do-gooders who roam the lands of Tuala Morn, participating in quests and adventures rather than undertaking honest hard work. Some are solitary, but most prefer to group together in bands similar to the warrior-bands maintained by noblemen. Some take service with a noble temporarily, if the price is right; others maintain no such ties to society, choosing to remain as free as possible (with all the benefits and disadvantages such status implies).

The *fiontara* occupy an unusual position in Tuala Morn. Most nobles and commoners scorn them, regarding them as reckless adventurers who precipitate strife and disaster and leave destruction and despair in their wake. Though they willingly take *fiontara* coin for food and goods, they look down upon them and fear them. But on the other hand, the independent, often nomadic lifestyle of the *fionta* appeals to many Tualans, particularly peasants and slaves, who may run off to join one of the adventurer bands if given the chance.

Fiontara seem to place an even greater importance on personal honor and fame than most warriors and nobles. Since they rarely own much property, their only way to make a mark on society is to become known for their deeds, and for this reason they go on quests and adventures even the *Ard Fion* hesitates to undertake. As part of their honor, most *fiontara* hew to a loose code of conduct whose tenets include:

- Be generous to all, especially women and children; gold profits a man nothing when he's dead.
- Keep all oaths you swear, for no matter how odious they may come to seem, the name of oath-breaker is more odious still.
- Be ever-ready for battle; put not your weapons aside from you, unless the law of the hall demands it.
- Talk little, and when talking, speak honorably; liars, gossips, and mockers are dishonorable folk.
- Give no insult and make no boast unless it is deserved, and be always ready to back your words with strength and blood.
- Accept no dishonor or insult from anyone, regardless of station; better death than a poor name.

HEARTH AND HOME

Beyond the halls of kings and noblemen, the basic social structure in Tualan society is the *tuath*, or “clan.” This term traditionally signifies a group of multiple, interrelated, extended families with at least six generations of history. A member of a *tuath* should be able to recite the names of *tuath* members from his great-great-great-grandfather to himself and his own generation.

The average Tualan owes his greatest love and loyalty to his family and clan. Most of the cattle-raids, border wars, and law cases occurring across the land are disputes between clans, not between individuals or kingdoms (though a king usually supports the clans living in his kingdom, for it's the clans that provide his political support and power).

Leadership of a *tuath* vests in a *tashac*, or chieftain. The leaders of the clan's families assemble, usually once a year, to choose the *tashac*. Typically the oldest surviving and capable male becomes *tashac*, but sometimes the family leaders elect someone else (for example, if the clan intends to declare war on another clan, they may choose their best war-leader as *tashac*).

A woman may become *tashac*, though this rarely happens. Instead, women have other leadership roles within the clan. They manage the clan's finances and holdings, and make decisions about the rearing and education of children. In many ways, they have even more power within the clan structure than men do — in fact, if the women of the clan “lay down the law,” the men almost always do as they're told. Tualan society regards women as wise; men often seek their counsel, and follow it.

A Tualan is considered an adult at age 14. At that point he can enter into legally-binding contracts, get married, and wield weapons as a warrior on behalf of his clan.

MARRIAGE

Except among adherents of the Golden Temple, which has a specific marriage ceremony, marriage among the Tualans occurs when two people agree to be married and their families exchange gifts. The “gift-price” usually means marriages occur between people of roughly equal rank and status. It also means a Tualan's clan has to

approve his marriage; few Tualans are willing to exile themselves from their clans to marry for love (though that does sometimes occur). A married woman joins her husband's clan and leaves her own behind. If the marriage proves poorly made, the couple can divorce by mutual consent or law-suit.

Most women are married by the time they're 18 — in fact, arranged marriages that take place on the girl's 14th birthday are common in some places. A woman who reaches 20 without getting married is considered an “old maid.”

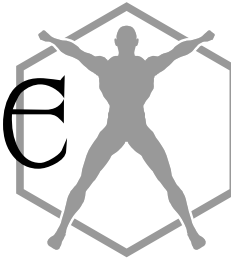
CHILD FOSTERAGE

Tualan nobles traditionally foster their male children out to live with other nobles. This affects political relationships, one way or another — either the fostering strengthens alliances, or it provides the more powerful of the two clans with a hostage (thus encouraging the weaker noble to tread carefully). Fosterage lasts at least until age 14, when by Tualan law a person becomes an adult, though in many cases a foster-child remains in his foster-home past that time.

Assuming he survives the experience, a boy can gain a lot from his fostering. First, he has the chance to befriend and ally himself with people he otherwise might never meet. Second, he can learn things his own clan can't teach him; in deciding where to foster his sons, a noble often looks for clans that can teach them sailing, how to read and write, or other skills they couldn't learn at home.

For players and GMs, the institution of child fosterage provides many opportunities for character and plot development. When designing male characters of noble birth, think about where they were fostered and how that may have affected them. Rivalries, sworn enemies, romantic relationships, contacts, and strange mystical encounters may all derive from a character's foster childhood. Those Disadvantages and abilities in turn give rise to all sorts of story hooks — an old friend needs the character's help, the character and his boyhood comrades find themselves on the opposite sides of a war, an old rival or enemy hatches a plot to make the character's life difficult, or that strange druid the character met during his fosterage shows up at his rath with prophecies on his lips and a mission for the character to undertake.

WARFARE



From personal disputes, to cattle-raids, to battles between enemy kings, it often seems as if the men — and sometimes women — of Tuala Morn fight constantly. In truth, combat often occurs among the Tualans, and between Tualans and their enemies, making battle-skills important ones. The Tualans exalt their brave, fearsome warriors as strongly as they do their men of wisdom and learning.

A WARRIOR'S HONOR

To Tualan warriors and nobles (and, indeed, Tualans in general), the most important thing of all is to maintain one's honor and reputation. Without honor, a man amounts to nothing. Of the Three Tualan Virtues (honor, hospitality, and bravery), honor is the highest-regarded.

The Tualan concept of "honor" encompasses many things. First, a warrior must not lie; he must always tell the truth. Though sometimes a warrior can shade the truth with eloquence and clever words, usually he should avoid even half-truths or hiding the truth by omission.

Second, a Tualan warrior should always abide by common sense rules of "fair play." Single combats should take place between roughly equal opponents, for example, and a warrior should charge right into the fight, not maneuver for tactical advantage or to exploit an enemy's weaknesses. Nor should he attack from a standpoint of significant numerical advantage — if an attacker outnumbered a defender by five to one, the attacker's honor requires that he leave most of his soldiers behind (even meeting the defender in single combat, if he's but one man) to even the odds. If necessary, the defender can put a *geas* (see page 50) on him to force him to abide by this obligation of honor. Similar concepts apply to sporting competitions, games, and any other contest, as well as to the conduct of life in general.

Third, keep all of one's oaths, bargains, and promises. To agree to something, and then fail to live up to one's words, is the height of dishonor. When swearing an oath or making a promise, most Tualans call down extravagant disasters upon themselves should they break the bargain — for example, "May the seas with all their freezing waters fall on me if I do not keep this oath."

Fourth, remain scrupulously loyal to one's lord — even to the extent of not allowing others to insult or belittle him. However, loyalty remains secondary to one's personal honor; a warrior need not commit dishonorable acts out of devotion to a king.

Fifth, if a warrior cannot prevent a wrong to himself, his clan, or his lord, he must take vengeance upon the person or clan that committed that wrong. He must take his vengeance openly, though — for example, by calling the wrongdoer out for single combat. Using deception, stealth, or subterfuge lacks honor.

Sixth, a warrior should protect his reputation. To suffer scorn, ridicule, or laughter is a terrible thing; most Tualans will do whatever they must to avoid having others laugh at them. This is why bards' power of satire is so effective.

Living life by the tenets of Tualan honor has many benefits, but also many drawbacks. Enemies can often turn a warrior's honor against him by putting him in a position where all of his options involve doing something dishonorable. For example, a rival may threaten to expose the warrior to satire or laughter unless he breaks an oath (or commits some other dishonorable deed). Similarly, a warrior who serves a less-than-honorable lord (such as the Cormac of Mar Cormac) may find himself torn between his oaths to that lord, or general obligations of loyalty, and his desire to behave honorably at all times.

WARRIORS AND WAR-GEAR

Tualan fighting men of note fall into roughly two categories: Spearmen and Knights. Many nobles have groups of lesser-trained Warriors under their command thanks to *cailshaen* obligations, but those clansmen aren't nearly as skilled as even a neophyte spearman.

See pages 129-30 for more information about fighting men in Tuala Morn.

SPEARMEN

A *spearman* is a traditional Tualan warrior of great training and skill. They wear little or no armor, and often no clothing at all! Instead, they decorate their bodies with blue-grey tattoos painted on with wode, outlandish hairstyles kept firm with lime, and other features designed to display their bravery and intimidate the enemy. They rely on swiftness and skill, rather than bulky armor, to protect them from their enemies' blades. They do, however, carry large shields. They typically fight on foot (but see *Chariots*, below).

Most spearmen arm themselves with several weapons: spears (both the heavy *croisech*, or "Hero's Spear," for hand-to-hand combat, and smaller, lighter ones for throwing); swords (typi-

cally a longsword, but some favor the short sword); and sometimes other weapons depending on preference. For example, a few Tualan warriors favor battle-axes, and Duváran warriors often wield fearsome greatswords. (Many other weapons, such as war hammers, maces, morningstars, picks, and polearms, are generally unknown in Tuala Morn.) The spear is most warriors' weapon of choice (at least for the initial clash of combat), and the sword the weapon of greatest honor and skill. Many Tualan swords have the ability to speak of the deeds performed with them, provided their owner keeps them clean and well-polished.

While most spearmen are men, women may become fighters if they wish. Indeed, many Tualans believe that women make the fiercest, deadliest warriors, just like they make the most skilled satirists.

KNIGHTS

Knights came to exist in Tuala Morn after contact with the men of Logres. The first ones seen in the lands were Logrens come to seek adventure in new lands. But the concepts of knighthood appealed to some Tualan men, primarily those who came to follow the faith of the Golden Temple, and in time they became knights themselves.

Unlike a traditional Tualan spearman, a knight wears plate armor to protect himself from attacks. He keeps his hair and beard neatly trimmed so they don't interfere with his helmet. His weapons of choice are the lance and longsword; some prefer battle-axes instead. They carry shields suitable for fighting from horseback, which is how they prefer to meet their foes.

CHARIOTS

Most Tualan warriors fight on foot, using horses only to get to the scene of the battle. Some, including the Barbathans, maintain the ancient custom of fighting from chariots. Tualan chariots are light, swift vehicles usually made from wood and wicker, though some kings and chieftains have iron, bronze, or silver chariots. The wheels are made from stout wood and bound in iron, and may have sharp spikes or blades projecting from the hub with which to cut and slash enemies.

Since a warrior must have both hands free to fight, he has a charioteer to drive his chariot. A skilled charioteer often spells the difference between victory and defeat, since the warrior has to rely entirely on his charioteer's ability to drive swiftly and agilely without throwing the warrior out of the chariot. Charioteers also help their warriors before battle, performing minor tasks for them and keeping their courage up.

The Barbathans use chariots extensively; no Barbathan chieftain comes to a fight without his best chariot and horses if he can help it. They often decorate their chariots by hanging heads captured in battle from the chariot rim. Eventually the flesh wears off, leaving only skulls to make a ghastly rattle as the chariot thunders across the battlefield.

COMBAT

Combat in Tuala Morn takes many forms.

Battles (Caths)

When Tualans come together in pitched battles — *caths* — their armies are not large. Some longstanding border feuds have never seen a battle with more than twenty warriors on a single side at once. Even the most powerful noble likely has, at most, about a hundred warriors loyal to him, and a powerful king might have several hundred. An army of a thousand men would be enormous, able to carry the field in almost any Tualan battle. Only in times of direst need, when all Tuala Morn unites to fight some dread foe, have so many warriors assembled at one time for one purpose.

Usually, opposing clans or lords select a battlefield in advance. Many leaders prefer to choose fords as the scene of combat. This works to the advantage of the unarmored warrior, who has little difficulty moving in the water, but can cause problems for knights, who sometimes drown if a blow stuns them and they fall into the river.

Before the initial charge, each side shouts insults at the other and hurls spears and slingstones at the enemy (the Tualans do not generally use the bow as a weapon of war, reserving it mainly for hunting). Sooner or later, one of the sides believes it has obtained an advantage (perhaps because an important foe fell to a missile) and charges. After the charge, the battle breaks down into a chaotic melee as each warrior tries to outdo his fellows by killing as many enemies and earning as much glory and honor as he can.

If a battle occurs between sides that are roughly equal in terms of size, skill, terrain, and other factors, the loser and his brother nobles and kings all over Tuala Morn accept its outcome without complaint. But if one side had an unfair advantage — say, because it used magic on a foe that had no wizard to support it — then few, if any, Tualans regard the matter as decisively settled, thus giving the loser the chance to come back and avenge his loss.

Duels (Cavlanns)

In Tuala Morn, personal combat — *cavlann*, or “equal blades” — is commonplace. In such a battle, only the two who agree to fight may participate, and the outcome of their duel decides the result of the entire confrontation. A warrior who interferences in a *cavlann*, or a king who does not abide by its result, earns a terrible reputation.

The warrior who issues the challenge to duel may set the terms and conditions of the duel, including what the victor receives for winning. Duels do not even have to involve fighting — a *cavlann* could feature a race (or other sporting contest), a battle of wits or skill, or the like. If the challenge is one of skill and endurance (for example, “I challenge you to a fight against wolves, barehanded”), then the challenger has to go first; if he fails, the other person automatically wins. The person challenged may refuse, and loses no honor if obviously outmatched by the challenger (for example, if the challenger is a known expert *fidchell* player challenging an average player). If the two are roughly equally matched, though, turning down the challenge is dishonorable.

A combat *cavlann* usually begins with an exchange of brags and insults. The combatants taunt each other as skillfully as possible, with the laughter of the two opposing armies indicating just how deeply their insults have struck home. Eventually one of the warriors loses his cool under this barrage, and true combat begins. The winner receives the offered prize, and if the combat was to the death, keeps the loser’s head, preserved in lime, as a trophy.

To have legally binding force, a *cavlann* must take place between equal warriors (unless the inferior warrior issues the challenge). If necessary, the superior warrior handicaps himself to eliminate any advantage. For example, when duelling a one-armed foe, a warrior would bind up one of his arms so he has no advantage over his opponent.

Cattle-Raids (Tains)

Though not exactly a form of warfare, perhaps the most common type of conflict in Tuala Morn is the *tain*, or cattle-raid. A cleverly executed cattle theft earns its participants praise and honor, and provides fodder for many fireside tales of (oft-exaggerated) derring-do. Either for fun, or as a way to conduct a feud, a small band of men from one clan or territory sneaks into another clan’s or territory’s fields and thieves cattle. If the two parties are on relatively friendly terms, a demand for the return of

GAMES AND CONTESTS

Tualans do not compete with one another only on the battlefield. They enjoy many other types of games, contests, and competitions.

Among warriors, and particularly boys training for warriorhood, the most popular sport is *caman*, also known as hurling or hurly. Players use L-shaped sticks to bat a ball across a field towards a goal (or, in a similar sport called *baire* [“the hole-game”], through a small hole). It’s a rough, powerful game, and injuries often occur, but to play unfairly or brutally is dishonorable.

Board games are also popular, particularly in wintertime when people prefer to remain indoors. The greatest of these games is *fidchell* (“wooden wisdom”), in which players move small wooden counters across a board, with one trying to get his “king” piece from the center to the edge of the board, and the other trying to capture the king. Kings and warriors are expected to have as much skill at *fidchell* as at warfare (though few actually attain this ideal). For a host (particularly a king) to challenge a guest to a game of *fidchell* is a sign of respect. Other common boardgames are *buanfach* and draughts.

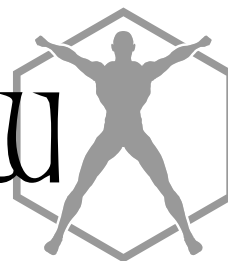
Among the *Aise Tathra*, game-playing is also common, and skill at *fidchell* or the like is considered a sign of intelligence and wisdom. Wizards and druids also enjoy engaging in riddle-contests, which test both wit and knowledge of Tuala Morn and its lore. Riddles fall into two classes: *ducheist* (“puzzle-riddles”) where the contestant has to figure out what the riddle indirectly or allegorically describes; and *saicht* (“lore-riddles”), in which the contestant must give a more-or-less rote answer to a more-or-less rote question (such as, “Who was Bernech Red-Hand and why did he regret his marriage?”).

Regardless of the type of game or contest, Tualans expect all participants to play to win. To play to lose, even to a king, is dishonorable, and only a dishonorable man holds a grudge against someone who beats him fairly. Similarly, the Tualans have a bitter hatred of cheating; a man who develops a reputation as a cheat finds himself scorned everywhere.

the cattle (or appropriate compensation) resolves the situation in a spirit of relative goodwill. If the two parties are enemies, one theft of cattle leads to another, until both sides start keeping armed guards in the fields, inevitably resulting in fighting and fatalities. Sometimes a seemingly innocent *tain* can lead to the outbreak of a full-scale war.

Tains provide an excellent background for many game scenarios. Since they’re important missions performed by small bands of skilled men, they’re perfectly suited for groups of player characters.

TUALAN LAW



The Tualans govern themselves with an extensive body of laws, many so ancient not even the druids remember when they first arose. People have great respect for the law, and even the kings and High King remain bound by it at all times.

EINACH

Tualan law aims not to establish guilt or mete punishment, but instead to provide compensation for victims. Every person has his *einach*, or “honor price,” that measures his worth. The greater a person’s station and/or value to his community, the greater the *einach* his spouse and clan receive if he’s unfairly killed (injuries merit an appropriate portion of one’s *einach*). Matters of dishonor or grievous insult increase the *einach* the offender must pay. If the matter involves the theft or destruction of property, the compensation usually equals the value of the item(s). A person may refuse to accept a compensation he considers unfair, but once he accepts compensation should not, as a matter of honor and law, hold a grudge or seek vengeance for the wrong done to him.

SUGGESTED EINACHS

Gamemasters who want to work the Tualan legal system into their scenarios should use the following *einach* amounts as guidelines for cases. The amounts indicate the number of healthy milk cows the person’s life is worth. Adjust the amounts up or down depending upon the reprehensibility of the offense, whether it involves dishonor or insult, and so forth.

Einach Amount	Person
75-100	High King
50-74	King; member of the <i>Aise Tathra</i> ; member of the <i>Ard Fion</i>
30-49	Nobles of the <i>Tuatha Darthairra</i> (dukes, earls, barons)
20-29	Lesser nobles (thanes)
10-19	<i>Boryas</i> , <i>betags</i> , some <i>Fiontara</i>
6-9	Peasants, most <i>Fiontara</i>
5	Female slave (<i>cuwal</i>)
1-4	Male slave

BRINGING A LAW-SUIT

In most situations, a person with a legal dispute first takes it to the king (even peasants and slaves have the right to do this) — though he may instead choose to go to a lesser noble to save travel. If the dispute involves a noble, or if the noble to whom it’s brought feels he’s not wise enough to adjudicate the matter, it passes to a *brehon*, a druid who specializes in judging legal disputes. The brehon’s ruling, once tendered, is final (he receives 10% of the compensation, paid by the victor, as a fee).

In the event both sides in a law-suit present equally compelling cases, a king or brehon normally rules in favor of the party with the most *einach* in his favor (counting his *einach* and that of his witnesses). For example, if Evin (a *betag* with *einach* 13) brings a case and has two witnesses (with *einach* 9 and 11, respectively), he has a total of 33 *einach* in his favor. If the person against whom he brought the case is a noble with *einach* 34 or higher, or can muster enough *einach* between himself and his witnesses to equal 34 or higher, Evin loses his case if the evidence supports him.

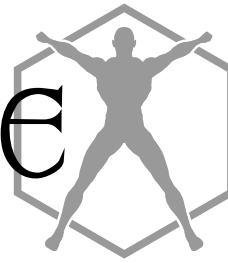
GLAM DICIN, THE DRUIDS’ BAN

Anyone who fails to follow the law, or to abide by the legal rulings laid down by the druids, becomes subject to the *glam dicin*, or Druids’ Ban, making him an outlaw. An outlaw cannot bring legal claims, enter into contracts, participate in religious ceremonies, or claim hospitality. If an outlaw doesn’t mend his ways, rulers often put a price on his head for anyone (usually a *fionta*) to claim. See page 142.

TROCLAIGH

As a final resort, a person with a grievance against his noble or king, but who has not obtained satisfaction from the law, can declare a *troclaigh*, or fast, against his liege. He goes to the offender’s residence and begins fasting, which impinges upon a ruler’s duty of hospitality to his subjects. The offender can respond in one of three ways. First, he can simply ignore the fasting man, but this brings dishonor upon him. Second, he can begin fasting too; the person who starves himself the longest without dying wins the case. Third, he can concede the case and pay compensation, thus preserving his honor and health at the cost of admitting his responsibility.

TRADE



Tuala Morn possesses a rich and vibrant economy. From one end of the land to another, merchants, dressed in half-cloaks of dusky yellow, carry goods and supplies of a hundred different sorts from market to market, earning a valuable profit on each transaction. Craftsmen, farmers, and fishermen all contribute their share, keeping the coffers of the kings well-filled.

EXCHANGE

The Tualans use two basic units of exchange. The first, found mostly in cities and towns, consists of a system of coinage. The king of each realm mints coins in copper, silver, and gold, with all coins throughout the land having roughly the same size and thickness, and thus roughly the same value. In most places, people refer to copper coins as pennies, silver ones as nobles, and gold ones as royals. A single copper penny buys a mug of beer at a tavern; a single silver noble a room for the night at a city inn, or a generous meal at that inn; one gold royal can usually support a typical family for about a month. The second, recognized everywhere throughout Tuala Morn, is the *cuwal*, or the value of one female slave — ten gold royals (which equates to five healthy milk cows). Most large trades, including those between merchants, use this unit of value.

In a few places, particularly Mar Cormac and Parlas Rosleigh, freemen and traders sometimes deal in *iarclavs*, or short iron bars suitable for working into swords. A single iarclav is worth about half a *cuwal*, or approximately two and a half cows.

Tualan warriors often scorn to concern themselves with matters of exact value, regarding that sort of thing as the province of women, merchants, and freemen. When they make exchanges, they do so on a barter system, trading like for like (in their estimate), or “buying” what they want with items of jewelry, such as silver armbands or torcs (neck-rings). If necessary, they chop a piece of jewelry in two to get the right amount to trade with, giving rise to the term “hacksilver” to describe that medium of exchange.

INDUSTRIES

Tuala Morn is mostly an agricultural society. Peasant clansmen grow wheat, barley, millet, and other staple crops; maintain apple and pear orchards; and raise cabbages, turnips, and other vegetables in large gardens. Typically a clan's *tashac* and his advisors keep a close eye on who's growing what to ensure that the clan as a whole has enough food, and enough varieties of food, to last through the winter and meet other needs.

Herding is also an important part of the Tualan economy. Listed in rough order of prestige and value, Tualans raise pigs, cattle, horses, sheep, bees, and some fowl. Occasionally a lucky herdsman receives a faerie animal from the Good Folk that improves his stock.

Fishing and hunting supplement many a Tualan's diet and add to his purse on occasion. Rivers and lakes throughout the land teem with salmon, trout, pike, and many other species; the seas offer cod and herring, though Tualan fishermen rarely venture far from shore. Clan chieftains and noblemen control many of the most valuable hunting lands, restricting access to them and punishing poachers harshly.

In the mountains and hills, the Tualans mine iron, copper, tin, silver, gold, and sometimes gemstones. Most miners are peasants working on behalf of some lord or king, but sometimes clans or freemen own mines and work them for their own profit. Since most mining regions aren't well-suited for farming or herding, the miners trade ore to the lowlands for foodstuffs.

Many Tualans, particularly those who dwell in towns and cities, work as craftsmen — painters, woodcarvers, basketweavers, potters, carpenters, and many other types. Greatest of all is the blacksmith, who ranks with the *Aise Tathra* and is regarded as much as a wizard as a simple craftsman.

HOSTELS

As an expression of their devotion to the Tualan laws of hospitality, most Tualan kings maintain a few hostels (*bruiden*) in their realms. Hostels are places where travelers can spend the night and eat and drink for free from the king's larder. While this may seem like a tremendous gift — and it is — the same laws governing conduct in the king's hall apply to his hostels. Thus, visitors may not bring weapons inside (save to turn them over to the hosteler), and may not fight within the hostel.

Subjects of the king operate the hostel, receiving pay from him for their work, and often gifts from those who pass through their establishments. Because they meet so many merchants, adventurers, and traveling nobles, hostelers often become a prime source of information for bards and spies. Many also become prosperous. For example, Lavras MacFerla, who runs MacFerla's hostel in Conhaile, is as wealthy as most merchants. He has made a lot of his money challenging visitors to arm-wrestling contests and other feats of strength, for there are few men of Tuala Morn as strong as he.



TRADING AND TRADE ROUTES

Most trade routes in Tuala Morn run from the mountains to the plains, from the coast to interior regions, or between cities. Where possible, traders use navigable rivers to speed their journeys (this is particularly important for transporting heavy goods, such as ore, or spoilables, such as fish or fruit).

Trade between coast and interior is more of an exchange of foodstuffs. Lords and kings desire fresh fish for their tables, and fisher-folk long for the taste of food that does not come from the sea, leading to worthy exchanges. For the most part, both regions produce different craftwork as well, creating more opportunities for trade.

Cities trade for almost everything. Since they don't grow their own food, they have to obtain it through *cailshaen* and trade. The goods produced by each city's artisans are what it offers in exchange for food and other needed items. Much of this trade takes place on an individual level, of course, with each craftsman and shopkeeper making his own trades for what he needs, but nobles and kings do a great deal of "official" trading to keep their tables full, their homes well-decorated, and their warriors properly supplied.

MERCHANTS

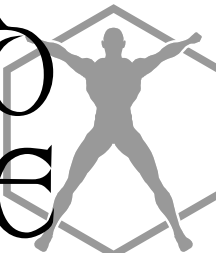
Making a living off of all this trade are hundreds of merchants, most of whom wear distinctive half-cloaks of dusky yellow. Belonging to the *borya* caste, they often own substantial property (though they tie much of their wealth up in trade-goods during the late spring to late autumn trading season). They travel extensively, often knowing the roads and cities better than the lords and warriors who build and patrol them. Though not fighting men themselves, they often hire unaffiliated warriors to guard them and their wagons on the dangerous roads, creating a steady market for the *Fiontara*.

Tualans regard merchants with mixed feelings. On the one hand, they seem lazy, since they contribute nothing to society, instead making money by moving goods from place to place. Moreover, some merchants are little better than thieves, mixing illicit commerce with their legitimate business. But on the other hand, the Tualans *need* those goods, and it's difficult to argue with a successful trader's prosperity. Nobles, in particular, tend to appreciate merchants, since they pay tolls and taxes but don't linger in the vicinity and use up valuable local resources.

TRADERS FROM OTHER LANDS

Not all Tualan trade takes place within Tuala Morn itself. Merchants from other lands, primarily Logres, visit the Land of the Three Brothers bringing goods from distant places to exchange for those things uniquely Tualan that the outside world desires. Mostly they land at Dun Brec in Sean-clough, Rath Torvan in Dratha, and Rath Fintaire in Mar Cormac, giving each of those cities a bustling, cosmopolitan feel lacking elsewhere.

ARTS AND ARCHITECTURE



The Tualans have a profound appreciation for art in all forms. From a song to lift the spirits after a hard day's work, to epic tales of ancient heroes, to beautiful sculptures and tapestries, art surrounds them and infuses their lives with wonder.

SONGS AND TALES

By far the most common forms of art in Tuala Morn are songs and tales. Written literature is rare; the only written words most Tualans see during their lives are standing stones carved with the laws, which exist in most druidic groves. Only the priests of the Golden Temple, and some wizards and witches, have extensive libraries.

Bards maintain the oral traditions of the Tualans. A bard's standard repertoire includes songs dating back to before the arrival in Tuala Morn. Most bards craft their own songs and tales to relay the news of the day and provide new entertainment for their audiences, but first and foremost they must master the ancient classics, such as the *Lay Of Journeying* and the *Lay Of The Three Brothers*. A bard who cannot give an heart-stirring rendition of a beloved ballad suffers mockery and rejection. (See page 119 for more information on bards.)

For simple entertainment, often preceding meals, most Tualans prefer lighthearted songs revolving around current events and ribald lays about their favorite folk heroes. During and after meals, bards offer more serious fare in the form of poetry, epic songs and tales, and the like. By switching between romantic ballads and poems, songs and tales of heroism, rollicking adventure stories, and humorous lays, a skilled bard can keep his listeners entranced for an entire evening.

VISUAL ARTS

Skilled artists and craftsmen are renowned and admired throughout Tuala Morn. Their creations bring color and inspiration into the life of even the poorest Tualan. After all, everyone can have an ordinary clay pitcher or wooden cup, but one with special coloring or carved designs along the side somehow serves so much better.

Weavings and tapestries are perhaps the most common visual arts in Tuala Morn, since almost all women know how to weave, and use their skills to decorate their houses when time allows. Typical themes include elaborate geometric and knotwork designs, natural objects such as plants and animals,

and simple depictions of heroes from tales. According to an old tradition, a house is not truly a home until a weaving covers one of its walls. To honor their lords and kings, the most skilled weavers often work together to create enormous tapestries displaying some noteworthy event in Tualan history, or a spectacular accomplishment of the person for whom the tapestry is made. Such tapestries cover the walls in many cathairs throughout the land.

Woodcarving is another form of art that most Tualans can create. Most carvings decorate otherwise ordinary objects — cups, door lintels, housepoles, and the like — but some, such as the carved walking-sticks common in Lenamore and other realms, have few (if any) practical uses other than to please the eye. As with weavings, geometric and knotwork designs predominate. Some druid groves and lords' houses feature even larger carvings depicting gods and heroes.

Some Tualans carve stone instead of wood. Statues and carved stone panels often decorate cathairs and temples, and well-traveled realms such as Duneane have carved markers on the roads indicating distances to and from various places. Many Tualans buy small carved stones to throw into sacred lochs and pools during religious ceremonies; the stones represent pleas for rain, prosperity, or whatever else the person might desire.

Painting is the least popular of the visual arts. Tualans seem to prefer something more tangible and less fragile than paintings, and as a result the artform has not advanced much. The priests of the Golden Temple, unlike the Tualans, appreciate paintings, using them to decorate parts of their temples and the large books they carefully copy in their scriptoriums. Painters have become part of many of the larger temple and monastery communities.

CLOTHING

Throughout most of Tuala Morn, people wear clothes of roughly the same style. For men, typical garb consists of a thigh- or knee-length tunic (usually split down to mid-chest and laced up with thongs), trousers, and leather boots (or shoes, for peasants). Women wear ankle-length tunics or gowns with leather shoes. Sleeve length and materials depend upon the season and personal desire; both genders add a heavy hooded cloak in wintertime or during periods of inclement weather. The greater one's station or wealth, the more elaborate one's clothing; many nobles' clothes display elaborate embroidery, gold threads, gems, or other adornments.

Regardless of position on the *Dremir Veith*, most Tualans prefer bright colors for their clothing. Reds, blues, greens, golds, and many other colors show up in Tualan garb, often as part of elaborate woven patterns. However, the number of colors a person can have woven into his clothing depends on his rank; kings and *aise tathra* can have as many as seven; high nobles five; lesser nobles four; and lower ranks from one to three. Only hunters and ne'er-do-wells favor drab or dark colors; many Tualans regard someone who oft dresses in black or grey with suspicion.

Barbathans wear much less sophisticated clothes. While they can do some dying and sewing, their skills at such craft are much less than those of the Tualans. Thus, their clothes are cruder, often featuring leather, hides, and the like. The Pictoi have almost no clothmaking skills, relying entirely on furs, animal skins, and stolen garb to cover their bodies.

Any Tualan who can afford to do so wears jewelry. From finger-rings to bracelets, arm-rings, necklaces, and torcs (neck-rings), they use jewelry as a way of showing off their wealth and stature, and sometimes even as a form of money. Kings and nobles commonly give gifts of jewelry to their retainers and vassals, with the richness of the item indicating the esteem the giver has for the recipient. The most desirable jewelry is fashioned from gold, followed by silver, copper, and iron.

ARCHITECTURE

Most Tualan houses are made from wood, wicker, and/or undressed stone, thatched with sod or various grasses and reeds. In many places traditional round designs, with a hearth in the middle of the floor and a smoke-hole at the apex of the conical roof, remain commonplace. In other regions, particularly those with readily available stone, square and rectangular designs adapted from Logres, sometimes with small interior walls to create multiple rooms, predominate. Stone buildings are also more common in cities and towns. Stone buildings usually have hearths along one wall so the chimney helps to hold the structure up.

Places Of Strength

The nature and construction of fortresses and seats of power differs considerably from ordinary structures in many places. There are four types of such buildings in Tuala Morn.

The largest and strongest type of fortification is the *cathair*, or castle. Built of dressed stone, and usually containing multiple levels and up to several dozen rooms or attendant structures, cathairs reflect the great power and wealth of the builder. Protected by moats, tall stone walls, and the like, they're hard for attackers to breach. Most Tualan cathairs feature round stone towers about fifty to seventy feet tall, with conical roofs; thick walls connecting the towers, and main gates protected by large, iron-bound wooden doors.

The next strongest type of fortification is the *rath* (when built on a hilltop, it's known as a *dun*). Classically, a rath is a large "manor house" inhabited by a lord and the members of his clan. The building is typically round, protected by a rampart wall made of wood and undressed stone. Within the walls are smithies, stables, cooking-pits, other houses and buildings, and the like. Surrounding the walls are circular ditches backed by earthen ramparts, thus making it difficult to assault the fortress. Though many such raths exist throughout Tuala Morn, ironically the best-known "raths," including those serving as seats of power for kings and nobles (such as Dun Tallacht in Seanclough, Dun Brena in Dalriada, and Rath Torgen in Mar Cormac), long ago outgrew that rather simple form, becoming stone buildings amidst ordinary towns and cities. In such places, the name "rath" or "dun" persists merely as a matter of tradition.

In some places, Tualans build their rath walls entirely out of stone, then build a wooden frame around them and set the frame on fire. This fuses the stone together, making it glassy, strong, and hard to climb (-3 to Climbing rolls). Having a "glass wall" confers prestige upon a lord, but they remain rare because they're so difficult to create.

Another unusual type of rath is a *crannog*, or lake-house. Rather than relying on a wall and ditches for protection, a crannog uses water. It's built on an island in the middle of a loch, with a single bridge or causeway connecting the island to the mainland. While this causes some difficulties for the residents, it makes the crannog easy to defend.

A type of structure called a *broch* also offers considerable protection. Made entirely of stone, a broch consists of a large, fortified house (usually with thick, or even double, walls). It may include stone towers up to fifty feet high. Since they require so much stone to build, brochs are most common in Duvárach and other mountainous regions, where they offer defense against trolls, catarans, and other marauders.

Thanks to centuries of conflict between the Tualans and the Pictoi, Fomorians, and trolls, not to mention other Tualans, ruins of fortifications litter the landscape of Tuala Morn. Many a rocky outcropping or hilltop holds the shattered remnants of a once-proud broch or dun. Travelers sometimes use these half-structures for shelter. Redcaps, trolls, and other fell creatures may inhabit them, making them dangerous places.

GOODS AND MEN



Religion holds a place of prominence in the lives of the Tualans. To many of them, propitiating the gods and ensuring that the cycle of life proceeds as it should is the most important thing they do. Without the gods, men would fall into barbarism, becoming no better than beasts.

For several centuries a profound religious conflict has raged across Tuala Morn. When the priests of the Golden Temple arrived, bringing with them the doctrine of Varkulan the Most High and a fierce will to convert others to his worship, difficulties arose. The ancient, unified faith of the Tualans was shattered, with a few people and villages turning to the worship of the Golden sun-god — often after the Temple's priests saved them from some curse or creature against which the druids' magic had proven ineffective. Where once tranquility prevailed, religious strife arose, pitting lord against vassal and neighbor against neighbor.

Mysteriously, while the priests inveigled against the “unholy” worship of the “druidic demons,” few druids spoke out against the Golden Temple. Temple adherents claim the druids simply recognize the correctness and inevitable triumph of their faith, but most people know the druids see no need to fight against the interlopers, with words or otherwise. If the gifts of the *Dronnach Lanva* do not suffice to maintain a person's faith, the druids are content to see that person go. They remain confident the Golden Temple cannot topple the worship of the true gods — and so far, their faith has been justified. Though the Golden Temple has found its way into many parts of Tuala Morn, most Tualans reject the priests, preferring to follow the gods of their fathers. Only time will tell whether the fervor of the priests — and perhaps the strength of their sword-arms — can win out over the magic of the druids and the power of the Hundred Children.

THE DRONNACH LANVA (THE HUNDRED CHILDREN)

By ancient tradition, the Tualans worship the *Dronnach Lanva* — “the Hundred Children,” the gods, spirits, and other divine beings of Tuala Morn. But in truth, far more than a hundred of them exist, since every pool, forest, stream, and unusual rock formation has its tutelary deity or spirit.

To the Tualans, all of Tuala Morn is a vast tapestry of the magical and divine, where the realm of the gods intrudes into the realms of man on a daily basis. Everywhere around them the Tualans see evidence that the gods exist — in the light of the sun, the movement of water in a sacred pool, the shape of a stone, the voice of thunder, or a momentary glimpse of some divine woodland creature before it returns to the Land of Legends. The gods communicate with men constantly, sending omens and good (or bad) fortune as required and deserved. Is it any wonder the austere faith of the Golden Temple has so little hold on the Tualan mind?

Druids

The holy men of the *Dronnach Lanva* are called *druids*. Men of the Golden Temple describe them as “nature priests,” but in scorn and derision that term fails to comprehend the truth of the office. Because the Hundred Children manifest so frequently through the natural world and its processes — stone and leaf, stream and field, hill and branch — nature works its way into the doctrine and deeds of the druids, and their magic has a strong “natural” feel. For example, the druids hold certain trees, such as oak and ash, sacred, refusing to harm or cut them except in accordance with special rites and customs. They do so not because they “worship trees,” but because those trees are holy to certain of the Hundred Children, who have admonished men not to harm them unnecessarily. (See page 122 for more information about druids.)

But the lore and powers of the druids have as much to do with *protecting* the Tualans from nature as anything else. Tuala Morn is a wild and dangerous place, home to fell beasts, malicious faerie-folk, and much else of great peril to the people. The druids stand as a bulwark against these threats, interceding with them on the Tualans' behalf when they can, opposing them when they must.

Druids possess potent magical powers. Able to beseech, and sometimes command, the forces of field, forest, and stream, they are dangerous men to insult or cross. They are the only people in Tuala Morn whom

the Good Folk seem to consistently have any respect for, and thus the only ones who can meet and converse with the faeries on a regular basis. (Though they have no greater luck than anyone else requesting aid from those capricious beings.)

Whispered tales told around nighttime fires speak of darker druids who reject the gentle practices of true druids in search of greater power. At their secret stone altars, hidden in the wildest of places, they sacrifice not animals but men, women, and children. It's well-known among the Tualans that the Barbothans and Pictoi practice this evil religion, but some believe there are Tualan druids of this dark sect as well.

Women can become druids (or, more appropriately, druidesses), but rarely do so. Almost all female druids focus their worship and services on one of the goddesses of the *Dronnach Lanva*, such as Brigit or Seleera.

THE DRUIDIC HIERARCHY

Druids organize themselves into a simple but effective hierarchy. Most druids occupy the lowest rank, and are known simply as "druids." A druid of particular skill, experience, accomplishment, and or wisdom may be elevated to the next rank, *Druid Coill* ("Druid of the Hazel-Tree"), by a vote of other druids of that rank. Druid Coills oversee the lesser druids in their region and officiate at many important ceremonies.

A Druid Coill who achieves great things can similarly be voted into the next rank, *Druid Dair* ("Druid of the Oak"). At any given time there are only a few dozen (at most) Druid Dairs in all of Tuala Morn. Among other things they're responsible for the teaching and instruction of all lesser druids.

Above the rank of Druid Dair is *Druid Corann* ("Druid of the Rowan") — the druids who rule all other druids. There are only twelve Druid Coranns in Tuala Morn. When one dies, the other eleven elect a Druid Dair to take his place. Only someone who's been a druid for at least 21 years and has accomplished many great and noteworthy things can join the ranks of the Druid Corann.

Typically the Druid Coranns function as a council, making decisions by majority vote. But if desired they can choose one from among them as the greatest druid in all Tuala Morn, the *Ard Druid* ("High Druid" or "Archdruid"). The Ard Druid's word is law for all the druid order.

Sacred Sites

Druids maintain the sacred places of Tuala Morn. Most of these are *nemed*s, or sacred groves, where revered trees grow in patterns of mystic significance and sacred pools and streams fill the air with watery music. Within a nemed, a druid's power increases, giving him the ability to protect the grove and all who shelter within it. The same applies to other holy sites druids guard — sacred tarns wherein water-gods dwell, rock formations that display the touch of the divine, circles of standing stones erected according to the will of the Hundred Children, and many others.

Doctrine And Practice

The faith of the druids is much less regimented and organized than that of the Golden Temple. Followers of the *Dronnach Lanva* have no regular worship ceremonies to attend, no prayers to say, no strictures to follow (save, of course, common sense ones forbidding acts that might anger the gods). On certain days, in certain places, the druids conduct special ceremonies and rites. Examples include fertility rites, rainmaking rites, ceremonies to dispel the winter darkness and return the sun to life, harvest ceremonies, and various rituals marking the turn of the seasons and other natural events. (See below for more information on the Tualan calendar and holidays.)

The druids maintain no holy writ, like the *Levran Corraile* of the Golden Temple. They write down some information using a secret script called *ogham*, which only they know (not even bards learn how to read it). But they retain most sacred stories and prayers only in their minds, passing them from druid to druid down through the centuries.

Burial And The Afterlife

Tualans bury most of their dead in simple graves dug in the ground, usually in a forest, on a steep hillside, or in some other place unsuited for agriculture. For an especially beloved clan member, or important person, they may erect a memorial stone, but usually graves remain unmarked.

Rulers, warriors, and members of the *Aise Tathra* receive better treatment. A relative or liege lays them to rest in *grave-mounds* — hills of earth erected over a table-like platform upon which the body is laid (sometimes the Tualans simply tunnel the grave-chambers out of existing hills instead). The more important or powerful the deceased, the larger his grave-mound, and the more elaborate his grave goods. A king goes into the afterlife with his chariot, his weapons, and much treasure and other goods; sometimes faithful hounds and horses are slain and placed in the grave as well. (The Barbothans sacrifice a king's wife and chief servants to follow him to Annwn.)

Because grave-mounds contain such wealth, the Tualans go to great lengths to foil thieves. They brace the mound and seal its entrance with thick slabs of stone, often carved with pictures showing the curses laid upon the tomb to affect any robbers. Sometimes they dig elaborate networks of rooms and tunnels into and beneath the mound, filling them with traps and false grave-chambers to prevent thieves from reaching the true resting place of the deceased and looting it.

By tradition, the Tualans inter their High Kings at a place called Tor Rehigion, on the eastern border of the Drimnarth where Dalriada and Parlas Rosleigh meet. Not only are the High Kings' burial mounds the most elaborate (and thoroughly trapped) known, but druids have laid powerful protective magics over them to ensure that the rulers of the Tualans reside peacefully in the afterlife.



According to the druids, the spirit of the deceased goes to one of two places when he dies. Most people go to *Annwn*, the underworld. *Annwn* is little different from Tuala Morn itself, they say, though life there is perhaps somewhat easier for peasants and other such folk. Kings, warriors, druids, and heroes go to another place altogether — *Tir na n'Og*, the Land of Youth, a wondrous paradise (where, some legends say, the kings and queens of the Good Folk live as well). In *Tir na n'Og*, they reside in splendor and ease, pursuing whatever pleasures they wish. The druids say that, in time of need, the dead of *Tir na n'Og* sometimes return to Tuala Morn to aid the living (particularly their descendants).

A person murdered, who dies with some important goal unattained, or who experiences an improper burial may not go peacefully to the lands of the dead. Instead, his spirit lingers in Tuala Morn as a ghost or shade, haunting the living until someone figures out how to lay him to rest. The most malicious of these beings join the *Sluagh*, the Host of the Restless Dead, that at times goes ravaging over the land like a black cloud. In recent years, as a strange shadow has crept across the land, more and more spirits have become ghosts, and the ranks of the *Sluagh* have increased.

Tualans often plant rowan trees near graves or grave-mounds. They believe the rowan has special properties both for preserving the dead from harmful influences (including necromancers), and for protecting the living against ghosts and other spectres.

The Hundred Children

Naming all the gods of Tuala Morn would be an impossible task even for the most ancient druid or wise wizard. But all Tualans worship the greatest of the children — the chieftains of the gods. From Mar Cormac to Conhaile, these gods hold sway, influencing the lives of men.

LUGNA, GOD OF THE SUN

Of all the gods of the Tualans, Lugna, master of the sun, life-giver, all-knowing and all-skilled, reigns supreme. He is the father of the gods, and a matchless warrior. His shining silver sword *Feldanach* can cleave through stone as easily as flesh and has brought death to many a foul creature.

All Tualans know it was Lugna who taught their people the skills they possess. Warriors, farmers, craftsmen, rulers, and merchants alike all owe him a great debt. Without the sun-god's teachings, no man could swing a sword, till the land, or carve stone and wood. Lugna is also the source of just laws; *brehons* pray to him as law-giver for the wisdom to decide cases rightly and properly interpret the law.

To honor Lugna and track his yearly journey around the world, the druids have used their powerful magics to erect circles of standing stones in many different places throughout Tuala Morn. Each stone aligns with the sun's position in the sky at the beginning of each month; larger stones, or stones decorated with Lugna's nine-rayed sun symbol, mark equinoxes and solstices. Other stones erected nearby commemorate important events (such as Lugna's victories over the shadow-demons of the sky, or a crucial victory of the High King).

BRIGIT, GODDESS OF FIRE AND FERTILITY

Brigit, eldest and grandest daughter of Lugna, is the goddess of fire. It was she who brought fire to the Tualans, taught them its many uses, and cautioned them of its dangers — dangers she herself turns against them if they slight her. But Brigit is also responsible for fertility — of farms, of women, of animals — and growth. Those who work the land or wish for healthy children seek her blessings. So, too, do healers, for Brigit's cleansing fires can sweep disease away and ease pain.

Brigit serves as the main focus of several important ceremonies. Druids invoke her second only to Lugna himself during the annual Samhain firelighting ceremony. Similarly, when the shadow-demons threaten to cast Lugna down, plunging the world into eternal darkness, they pray Brigit to lend her strength, and her bright spear Galatin ("Storm of Fire"), to the lord of the sun to ensure his victory. Before battle, druids carrying torches walk in circles around the warrior host, asking Brigit to fill the fighters with her fires and inspire them to victory.

Merchants and other travelers believe Brigit protects them on their journeys. On large, flat stones by the side of the road, they kindle small fires and pray to her, extinguishing the fires without water to ensure they receive her blessing.

MORRIGAN, GODDESS OF BATTLE AND SLAUGHTER

Of all the Hundred Children, only the Morrigan evokes such strong feelings of reverence and fear all at once. Embodying slaughter, destruction, and chaos, and accompanied wherever she goes by a flock of ravens, she represents the horror of battle and the inevitable death that accompanies it. But to warriors, who pray to her before and during combat, she is also a goddess of skill and protection, the one who guides their sword-arms and shields them from the blows of their enemies. Many who devote their lives to her do so fatalistically, expecting her to give them battle-skill and battle-luck until she wishes them to die. The common folk, and even most druids, have little to do with her; they wish her and her bloody flock to stay as far away as possible.

GOVANNON, GOD OF SMITHCRAFT

Master of the arts of the smithy, Govannon can craft any weapon or tool or item, and things he creates have magical properties. For example, the sword Balincath which Govannon forged for the mighty-thewed hero Raghnael possessed three gifts: it trembled and shook when a falsehood was told in its presence; it glowed so brightly Raghnael could fight at night as well as he could in broad daylight; and it could never become dull or break, even if used to hew through an ironwood tree. Every blacksmith's anvil throughout the land has carved on it the smith's hammer that symbolizes Govannon, in the hope some of Govannon's skill will enter into the smith as he works.

Bolcan, The Dark Smith

Some Tualans worship a different smith-god, Bolcan, who represents the evil ends toward which a smith can put his abilities. Whenever one forges a weapon with the intent to hurt a specific person, or creates tools of evil and pain (such as instruments of torture), or works at a smithy for harmful ends, one serves Bolcan and not Govannon.

GWYDION, GOD OF MAGIC

Wizard, witch, and druid alike pray to Gwydion, master of *draicht*, the magical force suffusing Tuala Morn. Possessor of the most powerful magics, weaver of illusions and befuddlements, Gwydion is a powerful god, but a dangerous one. If a fey mood strikes him, or a Tualan offends him through improper worship, or a wizard attempts to achieve too much magical power, Gwydion lashes out, withdrawing *draicht* from that person or inflicting some sort of punishment. The most powerful spellcasters have learned well how to propitiate and flatter Gwydion, who lavishes wondrous gifts on those he favors. They often sacrifice gemstones to the god, for he delights in such baubles.

ARAWN, LORD OF THE DEAD

Arawn, lord of the dead, rules over the underworld of Annwn. When a Tualan dies and receives a proper burial, Arawn is there on his black horse Valtrig to meet that person's spirit and guide him into the afterlife. At such times, Arawn appears swathed in a black cloak, only his eyes showing within the hood, but according to the druids he has three distinct faces. Wearing the first face he is still known as Arawn, and fulfills his role as ruler and guide of the dead. Wearing his second face he is Corthac, the manifestation of the fear of death, patron of murder and assassins. Wearing his third face he is Vorthwll, the god of necromancers and master of all magics relating to death and undeath.

No ceremonies or rites honor Arawn, save a brief prayer when the Tualans bury someone. In fact, the druids believe his name should remain unspoken at all times. In some places, to refer to him as other than *Tiarna na Mairv* ("Lord of the Dead") is cause to sacrifice the offending speaker to appease the god's anger.

Some druids believe in an obscure old tale that says Arawn will survive, and rule both earth and hell, when all the other gods are gone. According to this apocalyptic legend, Arawn shall rise from his dark domain, bearing with him Vasclave, the grey Sword of Death, and slay the *Dronnach Lanva* one and all. Then he shall cast death over all of Tuala Morn, leaving himself to reign over a realm of the dead at long last made whole.

OGMA, GOD OF ELOQUENCE

Ogma, silver-tongued and silver-haired, whose hands evoke unearthly music from a harp strung with nothing but the winds, is the god of bards, singing, poetry, and eloquent speech in general. Every bardic performance begins with a brief invocation to the God of the Harp, beseeching his aid to ensure that the bard sings and plays

well. People who must present a case to a king or brehon likewise pray for his help, as do ambassadors, heralds, and others who depend for their livelihood on clear and persuasive speech. A few wizards even pray his assistance to properly pronounce their spells and cantrips.

SIGVAL, GOD OF THE STORM

Also known as Taranis, Sigval governs storms, rain, thunder, lightning, snow, and all other forms of weather. Farmers needing rain, warriors wanting clear skies, and travelers trapped in blizzards all pray for his protection and favor.

In battle against the enemies of the *Dronnach Lanva*, Sigval wields the lightning-spear *Sleátrach*, which strikes with the force of a thunderbolt, and *Tornach Sciath*, the Shield of Thunder, which deafens and stuns enemies with a tremendous thunderclap whenever struck. Armed with these two weapons, both forged for him by Govannon, Sigval is almost undefeatable.

Of all the Tualan gods, Sigval is the most temperamental and fickle. Quick to anger, he often unleashes terrible, destructive storms over some real or imagined slight by his worshippers. As quick to forgive and forget, he may follow that storm with a beautiful, sunny day.

NECHT, GOD OF RIVERS AND LAKES

Lochs, rivers, streams, tarns, and many other bodies of water fill Tuala Morn, providing great bounty for the Tualans. All of these waters fall under the protection and governance of Necht, most powerful of the river-gods. Where there is a stream, spring, or mere, there is Necht. He drives fish onto the fisherman's hook and helps the miller grind grain into meal.

Serving under Necht is an uncountable host of minor river-gods, loch godlings, and many other water-spirits, not to mention the Gwragedd Annwn (page 248). Standing opposed to them are the *fuaths* of the Unseelie Court and other foul creatures who live within the waters. Tualans sometimes find themselves caught up in this conflict if they take water from a sacred well without requesting the well-god's permission, or bar some spirit's travel in his waters by building a bridge over them without his consent. Locals know which waters are safe and which pose dangers to the unwary, and caution their children to avoid the latter.

Sometimes Necht appears to a deserving person to grant him a boon or punish his transgressions. According to the druids, he resembles an elderly warrior with water dripping from his hair and beard, an intricately-carved staff in his hands. Those whom he touches with the staff are transformed into fish or other water-creatures for seven years.

SERNUNOS, THE HORNED GOD

Though the Tualans worship various gods like Sigval and Necht who embody some of the forces of nature, they worship the natural world *as a whole*, in all its manifestations, as Sernunos. Sernunos appears as a man with a shining white face and the horns of a stag sprouting from his head. He carries a club; druids who venerate him in particular also adopt the club as their weapon. Unlike theirs, Sernunos's club is enchanted, able to kill or heal with a single touch; it can also create large quantities of food, representing the limitless bounty of nature.

Sernunos also serves as the patron of hunters. Before a hunter sets out into the field, he offers a prayer to Sernunos. If the god deems him worthy, he directs game into the hunter's path. After each kill, a hunter expresses his thanks to Sernunos with a small libation of water, wine, or the animal's blood at the site of the kill.

Many see the Wild Hunt (page 265) as a manifestation of the dark side of Sernunos — the dangers posed by the wilderness, the unfettered strength of nature. This may be so, but if the druids know the truth, they have said nothing about it.

THE THREE SISTERS OF THE MOON

According to Tualan legend, of all of Lugna's many daughters, the most beautiful by far are Saleera, Unara, and Duara, the sisters who are Tuala Morn's moon. Saleera the fair, silver-browed and white-limbed, is the moon at its largest, the one that bathes the fields and forests with her clear, strong light. Beautiful and serene, she represents calmness and strength of will, and is invoked by those who wish to foster such qualities in themselves.

Unara, gowned in gold and garlanded with flowers, is the golden moonlight that spills down on the homes of the Tualans, blessing them and keeping them safe. Women frequently pray to her to keep their husbands and children safe from harm, and to ward off curses and witchcraft.

Duara the Red, the crescent moon, is the youngest and most fickle of the Three Sisters. With hair of flame and a temper to match, she is erratic, fulfilling many roles. When in a friendly mood, she descends to Tuala Morn, taking lovers among the faerie-folk and the heroes of men, sometimes giving birth to powerful fae-blooded offspring. But if her anger flares, she becomes a fierce battle-goddess, sister also to the Morrigan, red blood dripping from her red locks.

THE GOLDEN TEMPLE

Though it has existed in Tuala Morn for only a few hundred years, the Golden Temple has profoundly effected Tualan society and religious thought. Before the Golden priests arrived in Logren ships, all Tualans worshipped the same gods, but in the past two centuries some have turned their backs on the ancient faith to listen to the word of Varkulan the Most High.

Priests Of The Sun God

Without a doubt, the most important aspect of the Golden Temple for the Tualans is not the shrines and monasteries built by the priests of Varkulan, but the priests themselves. With their persuasive speech, powers of faith and healing, and ability to turn aside dark magics and dangerous creatures, the priests have made a personal connection with the people — a connection that does more to convert the Tualans to Varkulan's worship than all the gilded temples and holy reliquaries in the land.

The Golden Temple has a firm and inviolable hierarchy for its clergy. At the lowest level are the *sagars*, or ordinary monks and village priests. It is these men — and only men can serve the Most High as priests — whom the Tualans see every day on the streets of their villages and towns, or who ride from one lonely rath to another, seeking converts anywhere two Tualans come together. Easily recognized with their plain brown robes, sun-disk holy symbols, clean-shaven faces, and short hair, the sagars minister to the daily needs of their followers, providing spiritual solace, advice and comfort, ease of pain through their healing arts, and protection against the dark things of Tuala Morn. More than one *sagar* has selflessly sacrificed his own life to protect those under his care from some terrible threat.

A priest in charge of a monastery or temple, or who oversees the conduct of all the other priests in a district or kingdom, is called a *coharba*. Though translated as “bishop,” it literally means “successor” — the title signifies “one who has succeeded to the power of Tomarus.” According to the priests, Tomarus was the first of their number, the man who spread the word of Varkulan and started the Temple. Tomarus was blessed by the Most High, and so are those who follow in his footsteps. Coharbas wear much nicer robes than priests, made of better fabric and embroidered with golden highlights. The more ornate the robes, the more powerful and influential the *coharba*.

The *coharbas*, in turn, answer to the priest who directs the entire Temple: the *Ard Coharba*, or “High Bishop.” As the leader of the Temple in Tuala Morn, the *Ard Coharba* has the power to ordain or defrock priests; assign priests and *coharbas* to specific temples, monasteries, or regions; found religious orders; and instruct his followers where and how to build new temples. For the past fifty years, the *Ard Coharba* has resided in Dunrioga, taking

advantage of the High King's tolerance to establish a presence at the seat of power.

The current *Ard Coharba*, Vallerius (nicknamed “the Loud” for his indefatigable voice), is a pious and ambitious man. Resplendent in his golden robes of office, he presides over at least one service at the temple in Dunrioga every day. Since the death of High King Davaine, he has taken advantage of the lack of authority both to try to draw more secular power to himself, and to begin building a much larger, grander temple (something Davaine ever refused him permission to do). Although Queen Nuala follows the old ways, she recognizes Vallerius's wisdom, and sometimes seeks his counsel.

THE POWERS OF THE PRIESTS

To reward their devotion and faith, Varkulan grants his priests many special powers — powers which, they will hasten to tell you, are *not* magic (something they regard as a dark and accursed force). Followers of the Temple say the powers of the priests over the traditional magic of Tuala Morn demonstrates that the Most High is the one true god, and that the old gods of the Tualans are nothing more than corrupting demons.

Most importantly for the Tualans, the priests of the Temple can counteract and dispel dark magics and the forces of the Hundred Children. If malicious faerie-folk threaten the inhabitants of a village, a Golden priest can confront them and drive them hence with the force of his faith and the power represented by his golden sun-disk holy symbol. If a witch lays a curse upon the fields, a Golden priest can save the crops by lifting it.

Some priests possess the ability to heal the injured and sick. It's said that with as little as a touch and a prayer, they can cause deadly wounds to close and become whole once more, or cast the most terrible diseases out of the body. Many Tualans owe their very lives to this holy power.

Priests may have many other powers, depending on what Varkulan chooses to grant them. Some can lay blessings upon people or crops, see through the illusions and trickery of the faerie-folk with little effort, or cast the light of the Most High into the dark places. Tualans who have expressed scorn regarding the holy forces the priests can muster are often surprised at the true extent of their power.

NAEVA (SAINTS)

The most pious, and thus most powerful, of the Golden priests often earn the title *naev* (“saint”) from their superiors. Only the *coharbas*, in council, can confer the title of *naev* on a priest, and they never do so without considerable deliberation and evidence of the candidate's miraculous abilities. (Sometimes lesser priests and lay worshippers may begin referring to a holy man as a saint without the *coharbas* conferring that designation “officially.”)

For the most part, *naeva* are solitary, preferring to work the will of Varkulan in their own way, far from the largest temples. They often travel into the wildest, most dangerous parts of Tuala Morn to confront evils and old gods directly and banish



them from the face of the land. A sort of holy serenity and confidence surrounds them, convincing those nearby of the power of Most High's word.

WORDS OF THE MOST HIGH

Though most of Varkulan's priests are quiet men of learning who oppose evil only with the strength of their faith, others are far more direct in their efforts. Wearing armor and wielding sword and shield, knights devoted to the word of the Most High confront demons, dragons, trolls, faerie-folk, and other fell creatures, "banishing" them with muscle and blade.

In times of strife, the *Ard Coharba* is expected to lead his priests in battle. He wields a blade, the *Hammer of Varkulan*, made of solid gold, but lighter than an iron sword and with the cutting power of the finest steel.

Sacred Places

The focus of Varkulan's faith in any village, city, or region is his temple. Temples are buildings, sometimes large and ornate ones, specially consecrated by the priests. The walls are painted gold and the furnishings are also gold-colored as much as possible.

In cities, such as Cathair Duneane or Dun-rioga, the priests usually construct the Temple of the Most High with stone, embellishing the ordinary rock with carvings, statuary, and other decorations meant to exalt Varkulan or frighten evil spirits away. If possible, a temple has large windows of glass to allow Varkulan's light to fill the temple with his holy presence.

Usually the large stone temples are rectangular in shape. Worshippers enter at one end and seat themselves on benches filling most of the building. At the far end a raised dais, lit by dozens or hundreds of candles, contains the large, circular altar of the Most High. An eternal sun-fire burns upon the altar without consuming it or any other fuel. If the temple possesses sufficient wealth, the priests gild the altar and many other parts of the interior, or decorate them with precious stones.

Smaller temples, including most town and village temples, lack the ostentatious beauty of the major temples, but possess a different beauty all their own. Like most other Tualan buildings, they're round, with conical roofs. The altar, which may or may not have a sun-fire, occupies the center of the building, and worshippers sit on benches lining the walls (or on the floor).

MONASTERIES

In addition to temples for public worship, the Golden Temple often builds monasteries in difficult to reach (and often dangerous) locations. Monks live in them, taking advantage of the detachment from the rest of the world to contemplate the word of Varkulan and reach new heights of faith. Examples include the Blackwall Monastery on Ayle Gloneen (said to be the largest in Tuala Morn) and *Naev Mahon's Abbey* on Inish Farne.

Typically, a monastery consists of a temple large enough to hold the assembled brothers, plus several other buildings — kitchens and refectories, stables, barns, crafthalls, scriptoria, and the like. The monks live in tiny cells in austere halls, or in *clo-chans* (buildings shaped like beehives, large enough

only for a single man to sit down in). Since monasteries are so isolated, the monks must support themselves. They divide their day between hard labor and study, thereby gaining a greater understanding of the Most High.

The Golden Temple tries to build its monasteries in defensible positions, or erects walls around them. It has learned through hard experience that bandits, raiders, and trolls regard monasteries as rich sources of treasure (and, for trolls, as a larder). Therefore the monks must defend themselves; even the most contemplative brother knows how to wield a sword well enough to take a position on the walls when danger threatens.

CATHACHS

Large temples, and some monasteries, often possess *cathachs* — reliquaries holding the possessions, and sometimes remains, of saints and other holy men. Elaborately carved and decorated, cathachs may contain such objects as a blessed hermit's holy symbol, a lock of hair from an *Ard Coharba* of long ago, a beloved priest's copy of the *Levran Corraile*, or even the bones of a long-dead saint. Priests who carry cathachs before them in battle gain great powers, often making them irresistible. On the other hand, if an enemy captures or destroys a cathach, the priests using it may lose much of their abilities as a punishment from Varkulan for their failure.

KINGDOMS OF FAITH

Because the Golden Temple opposes the ancient gods and traditions of Tuala Morn, it receives little acceptance in many parts of Tuala Morn. Some kings and kingdoms, including Mar Cormac, Rathmarda, and Lenamore, are overtly hostile to the Golden priests, usually refusing them permission to build monasteries or preach. The priests, driven by faith and determination to win converts, often ignore such bans, only to end up beaten black and blue by the local ruler's men or spitted on the end of some intolerant warrior's spear. In such realms the priests' powers to resist the powers of the *Dronnach Lanva* and Good Folk often seems less effective.

Other realms, such as Duneane and Dalriada, have a higher degree of tolerance for the Golden Temple. Though none of the kings of Tuala Morn are adherents of the Temple, some seem willing to give the priests free rein to make converts. Perhaps these kings are more tolerant, or secretly believe in Varkulan, or wish to cripple the power of the druids, or have struck some bargain with the priests. Of course, local rulers may or may not permit the Golden priests to build temples within their fiefs, regardless of whether the king cares about such matters.

Doctrines And Practices

According to the Golden priests, Varkulan the Most High, lord of the sun, created the world from the body of the great monster Rorthag. Before the world existed, there was nothing but a vast sea where Rorthag lived. Twice the Most High tried to create the world, and twice Rorthag destroyed his

creation, smashing it to bits and consuming them. In righteous fury, the Most High came against Rorthag. The strength of their conflict shook the heavens and churned the sea. Varkulan slew the great beast, and then, casting his body back into the waters, used it to fashion all the world. Rorthag's claws became the mountains, and the fur of his body the forests and trees.

After creating the world, Varkulan crafted the beasts and birds, fashioning each of them to resemble something of Rorthag, and placing within each the tiniest spark of Rorthag's nature, that they might always remain wild. Cat, swift and crafty, stole a second spark that should have gone to Dog. As a result, dogs are tame, willingly serving men, while cats, even though they live with men, do not serve them.

Lastly, with the rich earth of his fields and his divine fire, the Most High created men and women. His first people were ill-formed and crude, for he had never created so fine a being before. After seeing how wicked they were, Varkulan sent down thunderbolts and goutts of sacred flame and destroyed them — all but one. Kovrac, one of the wisest of the first men, learned sorcery and developed dark powers. So powerful was his magic that he shielded himself from Varkulan's fury, remaining hidden in the far places of the world to work his evil.

Varkulan tried again, crafting men and women with greater care, and firing their spirits with a greater portion of his divine flame. These people were handsomer, nobler, and wiser, and Varkulan was well-pleased with them. As a token of his favor, he granted them all the world to rule. To Tomarus, one of the first men he created, he gave the words of the *Levran Corraile*, that worship of the Most High might never pass from the minds of men.

But men were not perfect, and Kovrac found them well-suited to his own purposes. Slowly, so as not to attract Varkulan's attention, he found men he could corrupt with knowledge of his dark arts. Many men turned away from the Most High, lured by Kovrac's promises of easy power and control over their fellows. By the time Varkulan saw what had happened, evil had entered into the hearts of men, never to be removed. Though he cast Kovrac into the Outer Dark, he could not cleanse the taint the Dark One had placed on the spirits of his creations. Thus, men have a choice: to follow the True Light of the Most High; or to succumb to the wiles of the Lord of the Outer Dark, master of demons and sorcery.

PRAYERS AND CEREMONIES

The worship ceremonies of the Golden Temple are extensive and elaborate. Followers must attend two ceremonies (held in the evenings) every week. The ceremonies last for two to three hours and consist primarily of long prayers to the Most High. As the priests speak each line of a prayer, the worshippers repeat it. Readings from the holy texts, the lighting of candles and incense from the eternal sun-flame, and singing also occur during the service.

Additionally, the Temple observes nearly four dozen devotional days each year — worshippers spend almost the entire day in religious observances. Most such days begin before dawn, with the worshippers assembling on the largest unoccupied hill in the vicinity to watch the sun rise. As the sun rises, the priests read from specific portions of the *Levran Corraile*. By the time the reading concludes, the sun has climbed well into the sky, and the worshippers go to the temple for prayers, more readings, and invocations of the blessings of the Most High. At noon, everyone goes outside to give thanks to the sun and eat a meal. Afterwards, they spend most of the afternoon attending temple services, then conclude the day with a feast and celebration.

The priests, of course, must participate in many other observances. Unless they are part of a ceremony, they must utter the Prayer of Greeting at dawn, and the Prayer of Beseeching at sunset (in which they seek Varkulan's protection against the fell creatures of the night). During religious holidays, they have even more extensive duties.

A worshipper or priest who misses a ceremony without good reason (such as illness) suffers punishment. Penalties range from having to perform special tasks on the temple's behalf (such as shearing the temple's sheep singlehandedly), to whippings and other corporal punishments, to temporarily barring the offender from other religious services and benefits.

SIN

The faith of the Most High contains numerous admonishments against sin. The holy texts prescribe many forms of conduct, including:

- cursing the Most High, or using his name as a curse
- passing a crossroads without uttering a prayer to the Most High
- missing worship ceremonies, or failing to observe religious duties
- striking, insulting, or disobeying a priest of the Temple
- the practice of wizardry, witchcraft, or other dark arts
- failure to pray to the Most High at least once per day
- idleness
- consuming the meat of dogs, certain kinds of fish, and any animal killed with a sword

Additionally, most acts that violate the law (such as theft, rape, or murder) also constitute sins under Varkulanic doctrine.

Those who commit sin merit punishment. The Temple takes pains to ensure the punishment fits the sin, so minor transgressions (not praying at crossroads, idleness) receive modest punishments, while major sins (practicing magic, cursing the Most High) may lead to corporal punishment, exile from the community and the Temple, or even execution by the slow blade (an

excruciating death in which the priests bind the sinner to a stone, then kill him by having daggers slowly inserted in his body).

The Holy Texts

Unlike the druids, the priests of the Golden Temple write extensively. They record their prayers, the lives of the saints, miracles observed, and many other matters. Their most precious books are the ones containing the word of Varkulan and the strictures of their creed.

Chief among the Temple's sacred writ is the *Levran Corraile*, or "Book of the Word of the Most High." It consists of three parts. The first part tells the story of how Varkulan created the world and everything in it, and how he constantly battles Kovrac the Lord of the Outer Dark for control of the souls of men. Many and varied are the tales of the Most High's clashes with the master of the dark arts, and though Varkulan wins every time, Kovrac's power remains strong, his threat to men undiminished. The second part of the book contains instructions for rituals, ceremonies, holidays, and the lives of the priesthood in general. The third and final section includes moral instruction for priests and worshippers, often illustrating its points with simple tales and stories of the Most High.

Burial And The Afterlife

The Golden Temple's burial practices differ from traditional Tualan ones. When an adherent dies, his family brings him to the priests, who treat the body with special herbs and incense and then wrap it in cloth (the higher the worshipper's rank, the better the cloth). Then they hold a special death ceremony, uttering prayers to guide the dead person's soul to Varkulan and keep demons and evil spirits from possessing his now-empty body. After the priests complete all the ceremonies (which take about a day), they carry the wrapped body to a specially consecrated place where that temple buries its faithful, then places it in a simple, unmarked grave. Burial places must be free of trees and open to the sun, so Varkulan may shine his protective light down upon the deceased and protect their bodies.

According to the *Levran Corraile*, the souls of believers go to the high heavens, there to enter Varkulan's bright paradise. If they sinned in life, they must for a time join the Most High on his daily journey through the skies, assisting him until they work off the weight of their transgressions. The souls of unbelievers and unrepentantly evil men and sinners (such as wizards) travel instead to the Outer Dark, where they become subject to the whims and powers of Kovrac. He may use them for his torturous eldritch experiments, transform them into demons or other servants, or send them back to Tuala Morn as ghosts, haunts, and evil spirits.

THE TUALAN CALENDAR



Based on the observances and calculations of druids and wizards from the earliest days, the Tualan year consists of 365 days lasting 24 hours each. The calendar divides those days into 12 months of 30 days each, with five additional days at the end of the year (these five days, the *Drochlara*, are considered “unlucky” and the domain of evil spirits). Each month has three ten-day weeks; the last two days of the week are a day of leisure and rest both by ancient Tualan custom and the dictates of the Golden Temple.

The twelve months, from first to last, are: Ildath; Corwis; Remansech; Tavall; Balcu; Uthacar; Adna; Dovarr; Gamal; Linré; Scolan; and Eádrú.

THE SEASONS AND HOLIDAYS

Each season of the year encompasses four months. A special traditional holiday marks the beginning of each season (the Golden Temple ignores these days, considering them pagan superstitions). The first day of the year, at the start of autumn, is *Samhain*. At Samhain all fires are extinguished and relit, starting with the High King's bonfire on the hill of Kady Tine near Dunrioga. From Kady Tine druids carry burning branches, traveling to nearby hilltops to signal to other druids to light their own fires, and so on throughout the land. The new fires also serve to banish the ghosts, evil spirits, demons, and malevolent faerie-folk that stalk the land during the *Drochlara* immediately preceding Samhain. At Samhain the people also give thanks to the gods for a successful harvest.

During the autumn, the leaves of the trees blaze with reds and golds, and temperatures throughout Tuala Morn become noticeably cooler. The northern regions and mountains experience their first snowfalls. Although warfare and other conflicts do not cease, they often diminish. The menfolk prefer to spend as much time as possible hunting so they can stock their smokehouses with pork, venison, and all the other meat their families and clans need to survive the winter. Kings and lords often conduct their largest, most elaborate boar-hunts in the fall.

The first day of winter is called *Imbolc*. Since the sun is weakest during the winter, at Imbolc the druids cast ravens into special sacrificial fires to bolster Lugna's power and help him over-

come the shadow-demons that cluster so thickly around him. Because ravens are sacred to the Morrigan, many warriors refuse to fight within a week of Imbolc, preferring not to risk her wrath in battle.

During winter, all of Tuala Morn slows down. Snow falls frequently in the north, and the central and southern regions also get their share of snowy and icy weather. With so many animals hibernating, the hunting is often poor, forcing the people to survive off their stores of food from the summer and fall. Men and women alike remain indoors, taking care of many chores and sometimes crafting works of art. However, warriors must remain ever on alert. While only the most enraged noble or clan would start a war in wintertime, trolls, Fomorians, giants, and goblinfolk find the weather very much to their liking, and often descend from their mountain fastnesses to attack villages and settlements.

Spring begins with *Beltane*. Throughout Tuala Morn, the druids lead the people through riotous festivals and celebrations to improve the fertility of the land and ensure the growth of a good crop during the coming months. During these events, all warfare and combat must cease, and no bard may lay a satire upon anyone. Those who defy these rules suffer misfortune (Unluck 1d6, or more, lasting for at least one season) and often other punishments at the hands of kings and druids.

After this period passes clans and kings frequently fight wars. Leaving the peasants and women to till the soil, warriors take to the field of battle, using all their skill to slay their enemies and win glory for themselves. While the green leaves unfold and birds color the air, men paint the ground with blood.

THE HERO'S PORTION

At feasts where warriors congregate — which includes almost any feast provided by a king or noble — disputes may arise over who should receive the “hero's portion.” By Tualan tradition, the most notable, powerful warrior at the table may choose the first, and thus best, portion from the food at the table. Arguments over who gets the hero's portion often become so acrimonious that they get taken outside, where the quarreling warriors can fight it out (sometimes with weapons). Longstanding grudges and feuds often derive from the outcome of these disputes.

THE TUALAN ZODIAC

Symbol	Month	Qualities
Sevac, the Hawk	Ildath	Determination, willpower, speed, skill, seeks the truth
Lusha, the Pike	Corwis	Temperamental, tenacious, pessimistic, cold-hearted
Collach, the Boar	Remansech	Hot-tempered, solitary, gives no quarter
Bohar, the Bear	Tavall	Strong in body and mind, slow to anger, big-hearted
Curoth, the Hound	Balcu	Faithful, a good companion, enthusiastic, optimistic
Iolar, the Eagle	Uthacar	Noble, high-spirited, passionate, sees the broad perspective
Cabal, the Horse	Adna	Wise, many-skilled, insightful
Fianna, the Maiden	Dovarr	Youthful, kind-hearted, gentle, loving
Braddan, the Salmon	Gamal	Loyal, stubborn, hard-working
Fionn, the Stag	Linré	Self-assured, skilled, swift-minded
Cogath, the Warrior	Scolan	Fierce, passionate, quarrelsome, skilled in conflicts
Conin, the Hare	Eáдру	Adaptable, amicable, versatile

Lugnasa leads off the summertime. In special ceremonies devoted to *Lugna* and *Brigit*, the people thank them for their protection and bounty. Immense feasts are held, with every king and lord trying to outdo his rivals in a good-natured show of generosity.

Warfare continues through the summer, though it often slows down, since few warriors enjoy fighting in the heat of the sun (or in the rain, for it storms frequently in the summer, especially in the south). Hunting and sporting competitions begin to fill more of their time, and nobles and clan-leaders frequently hold feasts. For most, even the men of *Duváarach*, life in summertime is easy.

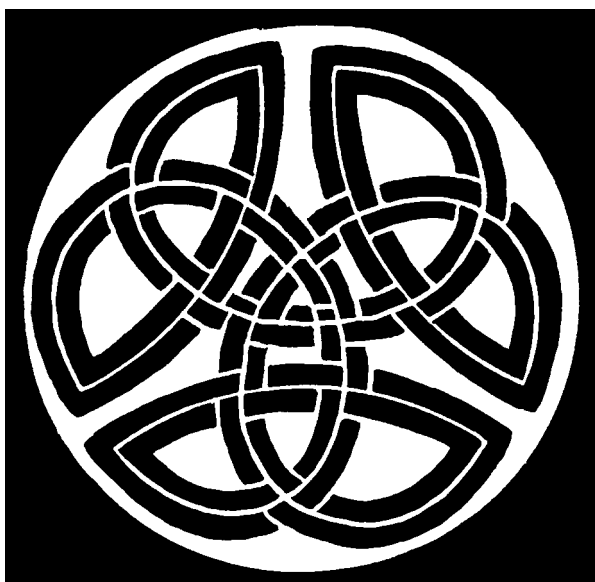
AONACHS

In addition to the season-starting holidays, once per year each clan holds a special holiday called an *aonach*. An *aonach*, almost always held near a holy site of some sort, is a feast, festival, court, competition, and political rally all rolled into one. Though the main purpose is to bring the clan and its allies and friends together to celebrate the prosperity of the past year, the event also features

bardic competitions, gaming competitions, single combats between willing warriors, sacrifices to the gods, and a law-court at which lords and brehons decide disputes and pronounce new laws. It also provides a forum for clan leaders to discuss and announce trading ventures, declarations of war, and the like. Many young people also declare their marriages at the *aonach*.

THE ZODIAC

Druids have the ability to read the skies, determining from the passage of the stars what is to come in the future. Their chief guides in their journeys among the stars are the twelve members of the Tualan zodiac. By observing the movement of celestial bodies within the houses of the zodiac, and other astrological phenomena and related omens, the druids can chart the course of a person's life, determine the likely outcome of a battle, or engage in other forms of prophecy. The accompanying table describes the symbols of the Tualan zodiac and their significances.





One of the most important, and unusual, aspects of life in Tuala Morn is the *geas* (GAYSH, plural *geasa* [GAY-shuh or GEE-shuh]), a form of magical stricture, taboo, compulsion, and/or obligation. Ordinary people generally don't have to worry about *geasa*, but heroes do; rare is the Tualan hero who doesn't have one — and sometimes many — *geasa*. *Geasa* can range from the relatively benign (“you must not eat venison”) to the perilous (“you may not bear weapons”) to the useful (“you can only be killed by a silver sword while you ride a white horse through Dunrioga”).

For more information on *geasa* in game terms, see Chapter Four.

ACQUIRING A GEASA

Although all *geasa* have some drawbacks, in general terms Tualans divide them into two types: *tarvach-geasa* (*geasa* which benefit the possessor in some way) and *mivuntas-geasa* (*geasa* which only harm the possessor, or place him at some disadvantage).

Almost all beneficial *geasa* relate to how the possessor will die, or how others can kill him. For example, the *geas* “can only be killed with a spear” means the hero knows he can walk through a hail of arrows, or fight a swordsman barehanded, and survive. Other attacks can still *hurt* him, of course, but they cannot kill him. The more unusual or attenuated the conditions of his death, the more the *geas* “protects” him. “Can only be killed with a spear” or “can only die during Dovarr” still leave plenty of ways for a hero to join Arawn's host, but “can only be killed by a red pig, on a feast-day, while asleep in your bed” makes it much harder to kill him.

Heroes typically possess beneficial *geasa* from birth; they cannot gain them during their lifetimes like they can harmful *geasa*. Druids, wizards, fate, or the force of *draicht* may bestow them, and the hero may not even know what *geasa* he possesses. Many heroes spend a great deal of time and effort trying to learn their *tarvach-geasa*. They also devote a lot of effort to keeping them secret — if an enemy doesn't know the only way to kill a hero, the hero is much safer. Sooner or later, though, the secret always becomes known (often when someone tricks the hero into demonstrating the conditions, “just so I'll know what *not* to do...”).

On the other hand, heroes can acquire restrictive or harmful *geasa* at any point throughout their lives. In the right circumstances anyone, from the lowliest peasant to the High King himself, can lay a *geas* upon a hero (though a person cannot place a *geas* upon himself), but most *geasa* are imposed by druids, wizards, other high-ranking persons, or persons of great dramatic importance. Usually a person lays a *geas* in anger, to compel the hero to do something the person desperately wants, to rectify an insult given (accidentally or intentionally) by the hero, in exchange for a favor, or after defeating the hero in war or some sort of competition (*geasa* are serious matters, not to be laid down lightly). The drawback is that, once laid, a *geas* cannot be undone — even if the person changes his mind later, the hero remains burdened by the *geas*. For example, a father might lay a *geas* upon his son that the son cannot refuse a challenge to single combat. If an enemy later tricks the father into challenging his son to fight, the father cannot withdraw the *geas*.

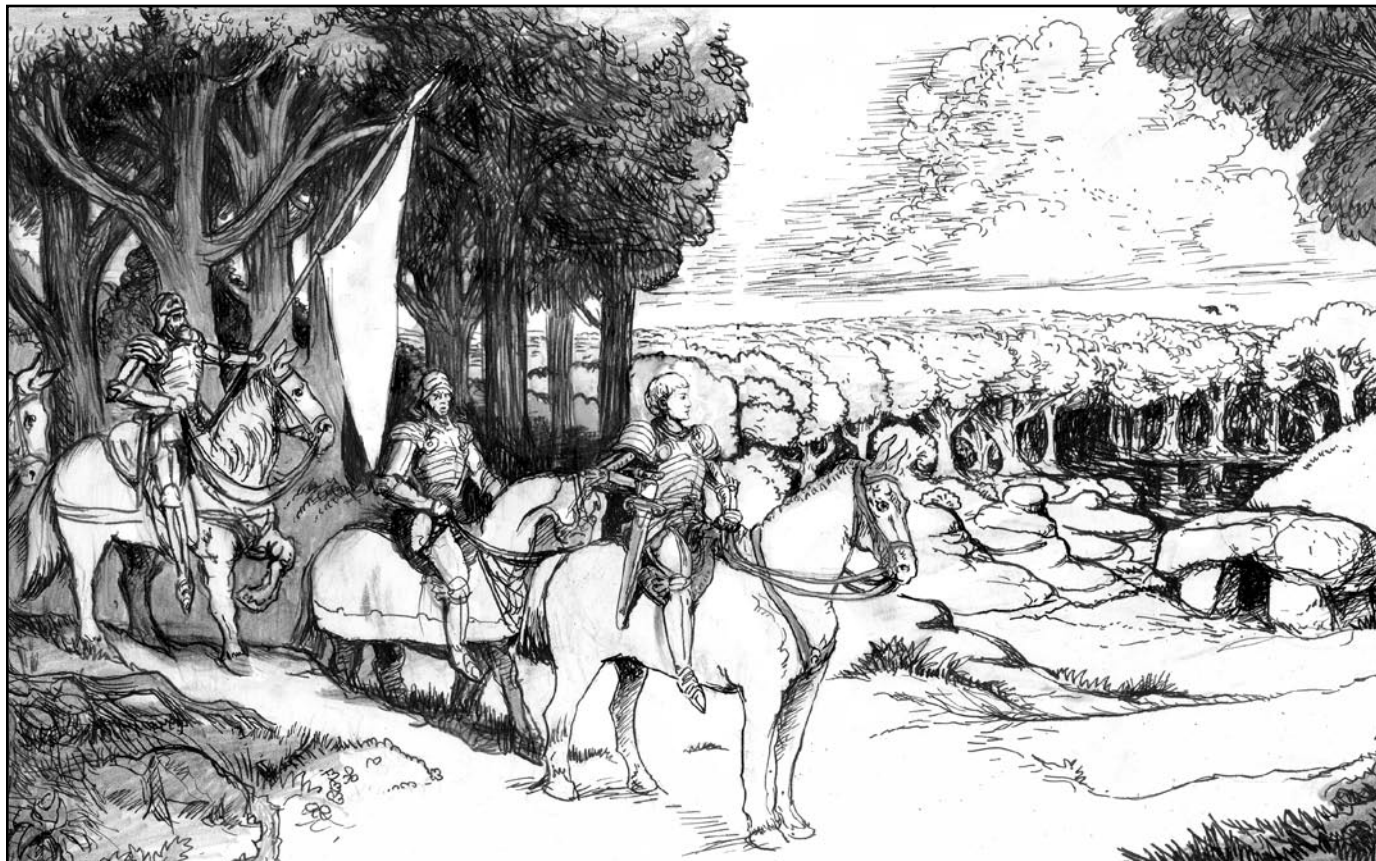
While many *geasa* are long-term things that affect a character throughout his life, they don't all have to be. Some are far more transitory, intended to compel specific behavior in the short term. Examples include “meet me in single combat” or “defeat that man and bring his helmet to me” or “help me run away from my tyrannical father.”

FULFILLING A GEASA

Some *geasa* have time limits or conditions. Examples include, “you cannot lay with a woman until the next Samhain,” “for five years, you cannot set foot in Rathmarda,” or “you cannot bear weapons until you see the sun rise at Henga Bairoga.” When the hero fulfills these conditions, the *geas* ceases to affect him.

Similarly, some *geasa* are short-term or transitory in nature. For example, a chieftain's wife who's fallen in love with a hero may lay a *geasa* on the hero to “elope with me.” That *geas* requires the hero to run away with her until they reach reasonable safety. After that, he can choose to remain with her, abandon her, return to the chieftain and seek his forgiveness, or do anything else he wants. (As with contracts, the precise wording of a *geas* is of great importance.)

Escaping a *geas* by fulfilling it doesn't necessarily mean the hero gets off scot free, without suffering any negative consequences. Often the actions required to meet the terms of the *geas* force the



hero to commit dishonorable acts or expose him to legal penalties. To use the above example, if the hero elopes with the chieftain's wife, he's fulfilled the *geas* she laid upon him — but brought terrible dishonor upon himself by violating his loyalty (or guest-duty) to the chieftain. If he has to kill two warriors to escape the chieftain's rath, then their clans will seek vengeance on him and his clan.

AVOIDING AND VIOLATING GEASA

Tualans interpret *geasa* according to their exact wording, so they can sometimes avoid a *geas*'s effects if it's not well-worded. For example, if a hero's *geas* is "you cannot kill anyone in his house," the hero can get around that by interpreting it to mean that he, the hero, cannot be in the victim's house — not that the victim himself can't be in his own house. Thus, he could kill the victim from afar with a spear-cast or spell. (Once a hero chooses to interpret a *geas* a certain way, he's bound by that interpretation forever; he can't change how he interprets it from one situation to the next.) For this reason, people placing *geasa* often try to word them as broadly as possible (though tradition demands that a *geas* consist of a single, easily spoken, sentence, which limits how complicated it can get).

Similarly, cleverness and trickery often provide a character with a way to get around a *geas*. For example, suppose a king puts a *geas* on a faithless retainer that the retainer's son can never have a name until the king himself gives him one. The king, who's obviously angry at the retainer, will never voluntarily give the boy a name — but the retainer could disguise the boy as someone else and introduce him to the king, then wait until the king says something, *anything*, complimentary about the boy that will serve as a name. Then the retainer's son has been named and the *geas* ends.

However, even the wiliest hero cannot interpret the terms of his *geasa* so as to avoid them forever. Eventually the spectre of violating one will raise its ugly head. This often occurs when two *geasa* trap the hero, forcing him to violate one to keep from violating the other. Violating a *geas* may not incur any immediate consequences, but inevitably it brings misfortune and disaster on the character. Often the consequence is nothing the hero or anyone else has foreseen, and it may have fatal results or cause the character to suffer from some horrific curse. At the very least, violating a *geas* usually brings dishonor to the character in some degree, and may start a clan war.

Refusing a *geas* constitutes violating it. A hero cannot escape the dictates of fate by not "getting involved"; once someone pronounces a *geas* upon him, he must fulfill it, or live with the fruits of his decision not to.

chapter three:



The Ten Kingdoms

The Realms Of Tuala Morn

THE LAND OF TUALA MORN



A green and wondrous land of towering mountains, enchanted fields, dark forests, rolling hills, and countless rivers and lochs, Tuala Morn contains many features both ordinary and strange. It encompasses everything from chill northern mountains to bright southern fields, stormy eastern seas to pleasant western islands. From circles of stones standing against the grey sky on a high moor, to lonely towers by the sea, to tarns inhabited by the faerie-folk, it offers many opportunities for adventure and magic.

THE NORTH

Mountains such as the Sleve Daireanne and Sleve Gullion dominate the northern reaches of Tuala Morn. Between the higher elevations and the winds blowing off the Northern Sea, kingdoms like Duvárach and Conhaile remain cooler than the central or southern regions throughout the year, and winters are particularly harsh. The peaks of the Daireanne are the highest and sharpest in Tuala Morn, save only for Knoc Corrin far to the south. Except for the Balag Vathtar in Duvárach, they are impassable to any save the most skilled hunters. Even worse, the interior regions of the Sleve Daireanne are home to trolls, Fomorians, goblin-folk, and many dangerous beasts.

The Sleve Gullion, on the other hand, is a range of low, green mountains, many of them barely greater than a large hill. Only three peaks — Knoc Ganog, Knoc Carthen, and Knoc Lamorgen — qualify as true mountains. Legends say a terrible wyrm lairs on Knoc Ganog. He sleeps on a great golden bed of treasure stolen from the folk who once lived in these mountains and their king, Colbran, whose shattered bones grace the path leading to the dragon's den. Some Tualans claim Colbran once had in his possession the Basilisk Orb itself, and that it now belongs to the dragon, who values it above all else in his hoard.

The north also has a generous share of forests, mostly of pine and spruce. Northern woodcrafters carve aromatic furniture and decorations from the sweet-smelling red pine, and the curved boughs of the moon spruce cover many a druidic stone. However, those who would harvest wood or travel on the woodland paths had best beware, for trolls abound in the northern forests, and many other faeries and fell creatures call them home as well.

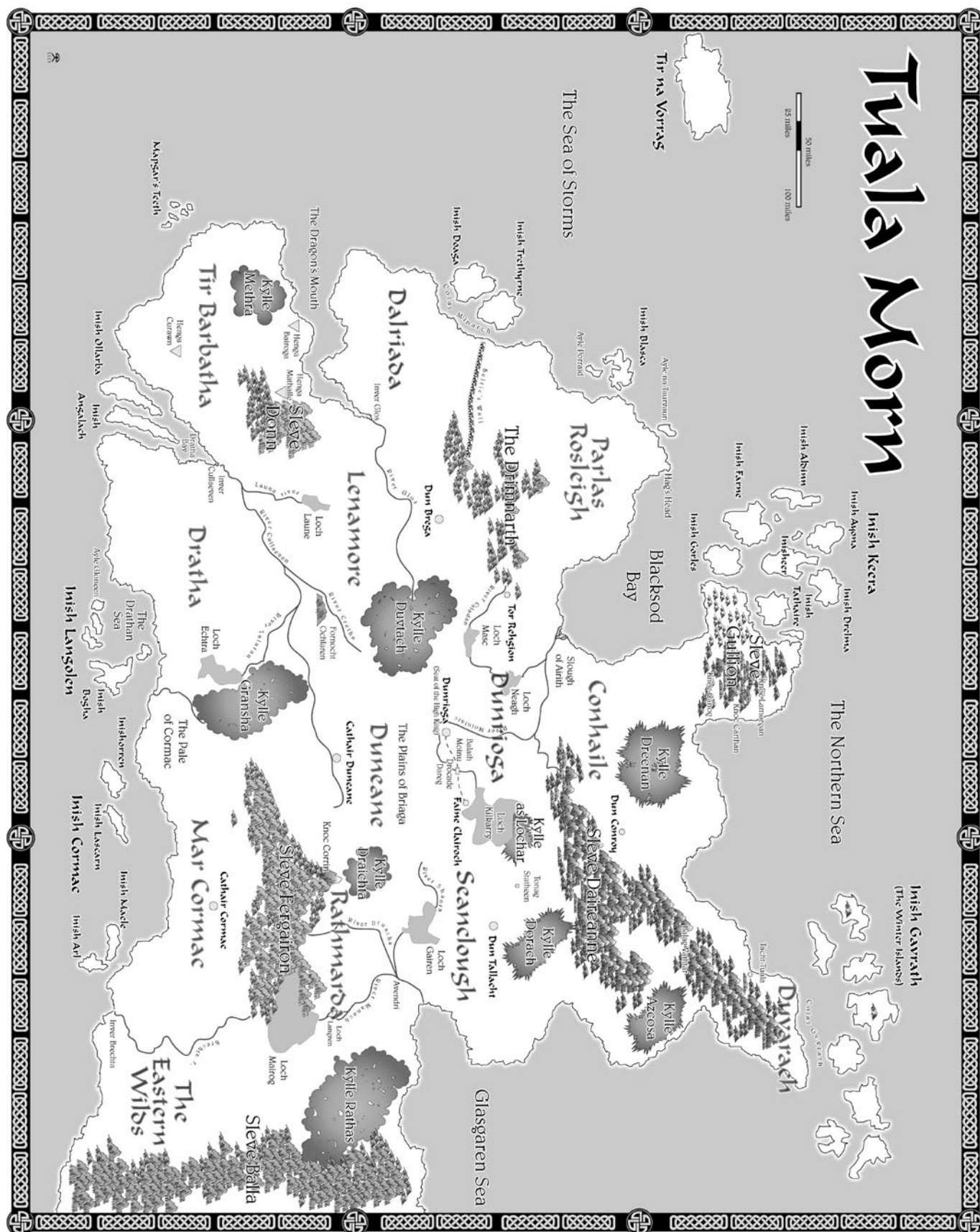
Below the Sleve Daireanne, the northlands slope swiftly down into the central plains. Common wisdom marks the border of the north at the northern edge of Loch Kilkarry. This includes most of the Plain of Crows (Moy Gavnach), the ancient battlefield between the kings of Conhaile and Seanclough. Over the centuries the kings' warbands, and the warriors of the clans loyal to them, have left hundreds of corpses to rot in the fields, attracting the crows who give the region its name. In the dark of the moon necromancers from across Tuala Morn scavenge the Plain, seeking corrupt pieces of dead men with which to work their abhorrent magics.

To the west, the northlands sink toward the coast, and where the River Mointarc runs to the sea they form the Slough of Airith, largest of all the many marshy areas of Tuala Morn. Old tales tell that the Slough was a broad, bright meadow until the sorcerer MacLaegan came and built his tower there, corrupting the land. MacLaegan, so they say, is long dead, but the Slough remains, and so, perhaps, does his tower and wizard's tools....

THE CENTRAL PLAINS

From Loch Kilkarry to the Sleve Fergairon, Tuala Morn is a land of broad, grassy plains, broken here and there by stretches of hills, rushing rivers, bogs, forests, and small mountains. With so much fertile farmland in their kingdoms, the kings of Rathmarda, Duneane, Dalriada, and other central realms accumulate great wealth in the form of tribute and gifts, and likewise treat their retainers and visitors with lavish generosity.

The largest forests of Tuala Morn — the Kille Duvtach and the Kille Rathas — are found in the central regions. Though beloved by those who feed their families through woodcutting or hunting, many Tualans fear these forests, especially the Kille Duvtach, and invoke the aid of the druids against the dangers they hold. *Duvtach* means "dark child," a name given as a warning to any who would stray beneath the wood's black branches. An eerie shadow lies over the Kille Duvtach, and it is said that Pictoi, trolls, and strange creatures call it home.



THE SOUTH

The sunniest and warmest region of Tuala Morn, the south is home to the kingdoms of Mar Cormac and Dratha, and Tir Barbatha, the lands of the Barbathan warriors. Despite its milder climes, it experiences its share of rain and fog, and snow and ice to boot in wintertime. In Tuala Morn, “warmest” is often a relative thing.

The Doom of Coruch Crotha, pronounced with the dying wizard’s last breath, protects the southern realms. It states that the southern lands can conquer each other or realms to the north, but no northern realm can ever conquer a southern one. To this day, the Doom has held true; northern war-bands who fight southern ones usually fall in inglorious defeat, and even those who triumph rarely gain anything from their victory. But like any other *geas* or prophecy, it can be interpreted away by a clever man; for example, a northern king could take possession of a southern realm through marriage, agreement, bribery, or treachery — none of which involve “conquest.”

According to most Tualans, the southlands begin at the northernmost point of the Sleve Fergairon, the largest range of mountains in that region. Highlighted by the massive Knoc Corrin (highest mountain in Tuala Morn) and Knoc Bradden (where lies the tomb of Coruch Crotha, prepared by hands unknown before the people of the Three Brothers set foot in the land), the Sleve Fergairon create an impenetrable barrier to trade and travel. They also shield the Cormac of Mar Cormac, who hatches his plots of conquest within the shadows of Fergairon’s peaks.

THE EAST

The last great area of pure wilderness in Tuala Morn is the Eastern Wilds, hard upon the towering and impassable Sleve Balla east of Rathmarda and Mar Cormac. Few men live there; it remains the unsullied home of birds, beasts, the faerie-folk, and more than a few trolls, goblins, and Fomorian.

THE SACRED LANDSCAPE

In Tualan thought and culture, every major feature of the landscape and prominent place has a name, granting it a personal quality that makes it a part of the lives of the Tualans, not just an “object” to be visited or exploited. The locals may even have names for minor landscape features, particularly if they look unusual or are associated with some noteworthy event.

Water

RIVERS AND FORDS

From the deep-flowing Mointarc to the rocky Cullaeven, many rivers cross Tuala Morn, often making travel difficult. However, most Tualan rivers run shallow, in places no deeper than a tall man’s hips at most (though in the reaches nearest the sea, all rivers broaden and deepen). Thus, except for the likes of the Mointarc, travelers do not need bridges to cross most Tualan rivers — they cross them on foot or horseback at fords.

The Tualans have three words for ford: *ath*; *scarva*; and *snava*. *Ath* refers to the normal type of ford — a shallow place where almost anyone can cross without much difficulty. A *scarva* is different. The word means a shallow but rocky ford, one where travelers either have to step on stones for at least part of the crossing, or where there are many stones underfoot. In either case, the footing at a *scarva* is often treacherous, and most folk choose *aths* if possible. A *snava* barely qualifies as a ford at all; it’s a deep “swimming ford,” where one who wishes to cross must swim for at least part of the journey.

Fords hold special significance for the Tualans. In a land crisscrossed by countless rivers and deep streams, places where people can cross with little trouble have strategic value. A king or lord who controls a ford can exact tolls for its use, or prevent his enemies from crossing into his territory easily. For these reasons, Tualan war-bands often fight at fords. Sometimes warriors on both sides simply wade halfway into the ford and meet their enemies, staining the waters red with blood. Many single combats also take place at fords.

Rivers and streams provide a home for river-gods, faerie-folk, and malevolent beings like the *fuath* (see below). A wise traveler shouts a warning before crossing, stating that he will honor no obligation to the spirit of the ford unless that spirit makes its presence or desires known to him. If he hears no response, he may cross freely. But if the god of the river or some mystic guardian appears to him and demands tribute or service in exchange for using “its” ford, the traveler must be prepared to pay the price or find another way to cross.

LOCHS AND SPRINGS

In many places throughout Tuala Morn, particularly in the south, rivers and streams pool into lochs, tarns, and meres. In other locations, springs bubble up out of the ground or the stones, often creating streams of their own that feed bodies of water below. To walk through the woods or hills and suddenly come across a small pool rarely surprises a Tualan...

...but it may frighten him. While some lochs are inhabited by nothing more than fish and perhaps a minor water-god, many malevolent faeries and creatures live in the water. So numerous are these beings that the Tualans have a collective name for them — the *fuath*. Tualans warn their children to stay well clear of strange pools, for many of these monstrous things (such as the aughiskey, nuckela-

vee, and water-leaper) desire succulent child-flesh more than any other meat, and gladly drag a boy or girl down to drown if he or she gets too close to the edge. (See Chapter Six for more information on these beings.)

Springs, normally free of wicked faerie-folk, often have deep religious significance. The Tualans regard them as the wells of, or gifts from, the gods, and carefully propitiate any spirits who might call them home. In many places villages have grown up near bountiful springs.

BOGS

The low-lying regions of Tuala Morn are prone to becoming swampy during rainy seasons, and in many areas permanent bogs occupy the landscape. In most cases these make good hunting and fishing grounds for Tualans willing to take the chance of encountering some *fuath* or goblin who lives there. If a bog fills an area Tualans need to travel through, the local clans often join together to build stone causeways over them so people can safely ride or walk across them.

Some bogs have a sinister reputation. According to Tualan lore, witches, necromancers, and dark druids often perform sacrifices in bogs, casting bound victims into the waters to drown, or spilling their blood onto the marshy ground in special ceremonies.

Earth And Stone

HILLS

In many places across the central plains, and indeed throughout Tuala Morn, the fields rise up to become hills. Some are solitary, standing amid meadows and forests as if to guard them, or providing a place where men can keep watch for their enemies. At Fornocht Ochlaren, the Eight-League Hill of Duneane, it's said a sharp-eyed man can see for eight leagues in any direction.

The Tualans have so many words for "hill" that even they can't remember all of them sometimes! From exposed hills (*fornocht*), to gentle or low hills (*lahard, lurga*), to long hills (*drim, drum*), to hills with level tops (*kady*), to small hills (*tulach*), to pointed hills (*shrone, stran, ben*), to rounded hills (*knap, cor, crotta*), they can describe just about any prominence with great accuracy. The word *sleve*, literally meaning "mountains," also applies to some ranges of tall, steep, or rough hills.

The greatest range of hills in Tuala Morn is the Drimnarth, which divides Dalriada from Parlas Rosleigh. Tor Rehigion, the burial-place of the High Kings, sit on the eastern edge of the Drimnarth, where the River Caladon flows out to join the Mointarc. Wild and virtually impassible, the Drimnarth rises to small mountains in several places. The entire range has a strange and evil feel to it, and few men go hunting or walking there. A pall that not even the wisest wizards can explain lies over the long hills, and some say it touches the souls of the men who live near.

CAVES

In many places the hilly and mountainous regions of Tuala Morn are pockmarked with caves.

Most are small, suitable primarily as a den for some beast, monster, or giant. But others are long networks of tunnels and chambers where fell things dwell.

Caves often have mystic significance for the Tualans. Druids may visit them to commune with the spirits of the earth, or to have visions of things to come. Cracks in the rocks above and the prevailing winds cause some caves to "breathe" (have wind coming out of the mouth) or make strange sounds, and these are particularly sacred places. It's also said that waters taken from springs or pools in caves have curative powers.

In regions that don't have caves, druids sometimes construct their own by digging long ditches and pits in the ground and then roofing them over with wood and sod. These range from a few tunnels so small a person can only crawl through them on his belly, to far more elaborate "halls" and "chambers" supported by columns and often decorated with artwork.

STONES

In Tuala Morn, the stones themselves can have mystic significance. Most obvious are the rings of standing stones that dot the land. Most were constructed by the druids according to the instructions of the gods, but some existed before the Tualans ever reached this land. But many other stones, particularly ones with unusual shapes, can have sacred properties. For example, a *bullain* — a freestanding stone with a depression on the top that can hold water — is often the site of offering to propitiate the faerie-folk or control weather-spirits. Rocking-stones (stones perched on other stones in such a way that they move) "speak" to druids through the motions and noises they make, providing omens of the future. "Chairs" formed from natural stone formations or carved into open-air stones confer powers of command and strength to those who sit in them; some reputedly possess healing powers as well. Some special stones, usually with their own names, grant wishes or various powers (such as eloquence or the ability to make someone fall in love) to those who touch them, kiss them, drink their dust mixed in water, or the like. Most powerful of all is *dragonstone*, a greenish stone said to come from dragons or from rivers and seas. Wizards treasure it, claiming it has magical properties, and warriors know that sling-stones made of dragonstone can lay any foe low (see page 208).

Forests

The woods and forests of Tuala Morn are often places of danger where monsters, wicked faeries, trolls, and Pictoi live, but they're also places of power and sacred significance — as are specific noteworthy trees. Trees with twisted trunks or branches, which have grown together in double forms, which are "wind-cut" (permanently bent over by the wind), and which are lightning-struck (often called "stag-headed" because of the way they look when they grow back) are all particularly powerful; wizards and druids make staffs and wands from their branches when possible. Oak, ash, and rowan have special significance.

DUNRIOGA



Seat of the High King and the most beautiful city in all of Tuala Morn, Dunrioga and the lands surrounding it belong to the ruler of all Tualans and his clan. Though ownership of the land changes from time to time, as one High King succeeds another, the profoundly sacred nature of the city, and its place in the hearts of all Tualans, has remained the same across the centuries.

HISTORY

More years ago than anyone remembers, on a high and forested hill overlooking the River Mointarc, Coruch Crotha caused a spring to burst forth from the ground. He named that hill Dunrioga, and proclaimed that it would be the domain of the High Kings of Tuala Morn in times to come. The Three Brothers recognized that this was a holy place, a place of power from which they should found their new kingdoms. Steely-eyed Callahan built him a feast-hall near the spring, a grand house where the lords of the Tualans could gather in fellowship and power.

And so it stayed for many a year, through wars with troll and Pictoi, the feuding of clans, and all manner of storm and strife. A town grew up around the feast-hall, with a broad square surrounding the spring. Howsomuch ever water was taken from the spring by the Tualans, it never ran dry, even in high summer, and the taste of the water was always sweet.

Many years later, the Fomorians came to Tuala Morn. With great anguish the warriors of the Tualans repulsed them, but the lords knew they might not once again succeed if the ill-shaped giants returned in force. Gathering at the feast-hall of Dunrioga, they realized they needed a High King, one man to rule over them all, as Coruch Crotha had prophesied long ago. With the help of the druid Traglethan, they chose Ardal Falcon-Eye as the first High King.

Strong and proud, Ardal was yet also a man of far sight and deep vision. He created a wondrous city in place of the small hilltop town. Where Callahan's feast-hall stood he built the cathair Temrach, largest castle in all Tuala Morn, and walled it and the spring round with stone blocks so large wise men say he had the help of the Good Folk to do it. Other buildings he builded as well, topping them with shingles of copper, such that men to this day talk of "green-roofed Dunrioga." The streets of the city spread out from the castle and central square

like rays from the sun, all the way down the hill to the banks of the Mointarc itself. Not for nothing did Ardal receive the nickname, "the Builder."

Since Ardal's day, every High King has left his own stamp upon the City of the Green Roofs. Some have built upon Temrach, making it the grandest palace in the land. Others have strengthened the walls around cathair and city, or improved the roads, or erected new buildings and towers. The High King's city is a source of pride for all Tualans, and even the priests of the Golden Temple must admit to its magnificence.

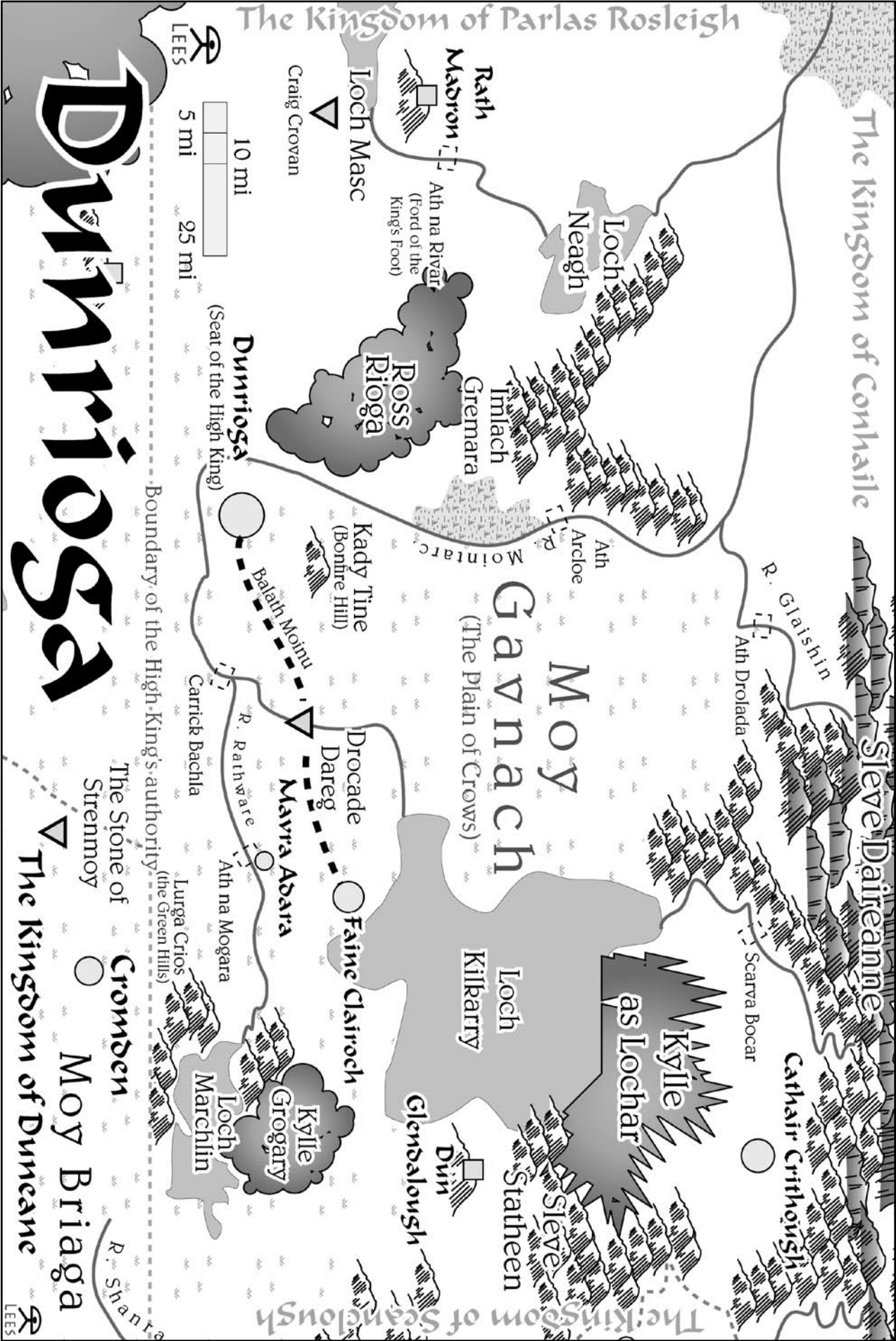
But in recent days, Dunrioga has become somber and dark. Since the death of Davaine the Strong ten long years ago, no man has sat on the throne Vedrigon, leaving the High King's lands bereft of leadership. The people have faltered, looking for a lord to lead them but finding none. Queen Nuala tries to rule on behalf of her son Aillinn, but she has no right to the throne, and everyone knows this but her. Unless a true High King steps forward soon to claim the purple and gold mantle of leadership, it may be that Dunrioga's grandeur will soon dim for-ever.

THE HIGH KING'S LANDS

By treaty made between the ten kings and Ardal the Builder centuries ago, the boundaries of the High King's demesne are: the eastern shore of Loch Neagh (except where the Ross Rioga extends further west), the western edge of the Kyle as Lochar, the southern edge of the Sleve Daireanne, and a specified boundary within the Plains of Briaga, about six leagues south of Temrach and marked with a row of stone pillars as tall as a man's chest. Carved upon the pillars by the hands of the dwarves of the Sleve Daireanne are the crown of the High King and the leaping stag of Duneane.

Green-Roofed Dunrioga

The city of Dunrioga occupies only a small portion of the High King's lands, though it looms much larger in the minds and hearts of the Tualans. It starts at the very banks of the River Mointarc, where fisher-folk build their modest huts and piers, and some merchants have larger docks so boats plying the river can tie up to deliver or buy goods. Many farmers from the surrounding areas use coracles, and sometimes larger boats, to bring their grain and fruits to the High King's market.



To the west and south of the city, where the hill slopes the most gently down to the water-side, the folk of Dunrioga have their market. In a large field kept clear of buildings and stones by the High King's proclamation, farmers, craftsmen, and merchants sell their goods. Some have attended for years, establishing their territory within the marketplace by custom; others must scabble for whatever open space they can find to pile their goods or build their booths. Bards, jugglers, and other entertainers distract the crowds while customers dicker with merchants and purchasers drive newly-bought cattle through the marketplace toward home. Though the men of the *Ard Fion* keep the High King's peace, often-times even their presence cannot restrain the fiery tempers of the Tualans, as arguments over territory, the quality of goods, or who has the best pack of hunting dogs escalate into brawls.

As the city wends its way up the hill, also called Dunrioga, buildings become larger and sturdier. Fishermen's huts give way to craftsmen's cottages. Soon the traveler's feet strike on cobbled streets as the houses become sturdier wooden and stone shops and buildings, most roofed with copper shingles. Regardless of which direction he approaches from, a person who continues up the hill eventually comes to the High King's Square, a large, open area paved with flagstones. Here the people gather to hear the words of the High King, to listen to the bardic competitions he sponsors, and to bring grievances to his law-court.

TEMRACH

Though the buildings lining the Square look strong and comfortable, Temrach, the palace of the High King, dwarfs them all. Located on the north side of the Square, Temrach is the greatest palace of Tuala Morn. Its towers rise nearly a hundred feet into air, and even without a moat to guard it, its thick, high walls and iron-bound oaken doors have never fallen to an enemy.

On most days Temrach's gates remain open, so that any Tualan may come inside to speak with his High King. Once inside the walls, the first thing most people notice is Crotha's Spring, the waters created by Coruch Crotha himself. Ringed about with a raised pave of fine-cut stone, the spring has never run dry.

The main doors of the castle itself, like the gates, are oakenwood, but with no iron bands. Instead, the famed woodcarver Birog crafted them, carving upon them the great hero Othran and his battle against the Dragon of Vaun Carna. Through the doors, one enters the Great Hall, where of old the High King sat in judgment. These days, only old Siaran, Davaine's wisest advisor, rules on law-cases, and that infrequently; the room sees more use by the *Ard Fion*, who feast here in honor of their long-dead lord.

The only room in Temrach more grand than the Great Hall is the King's Hall, where the High King sits in rulership, attended by the kings of Tuala Morn. The High King's massive throne, Vedrigan, carved about with oak-trees and fal-

cons, stands on a dais overlooking the room, to which a broad stair of eleven steps (one for each king, and the last for the High King himself) lead. The kings themselves sit at Clargaemon, the King's Board, a massive table well-suited to their majesty and honor. A banner displaying each king's arms hangs upon the walls to mark his place at Board, that none may quarrel over precedence or privilege. Today, with no High King to call them together, the Tualan kings do not meet in conclave, and not even the bravest of the *Ard Fion* dares to enter through the broad doors into the King's Hall. Dust covers throne and table both, and the sunlight that streams through the tall windows of the hall brightens no noble face.

The upper levels of the castle house the High King's family and chief retainers. Nuala the Proud and Aillinn both have chambers here, as do Siaran and several members of the *Ard Fion*. Many of the rooms lie empty, though, awaiting the day when a High King rules once again and Temrach bustles with life.

The Waters Of Dunrioga

Running through all of the High King's holdings, the River Mointarc provides food, water, and a road to the High King's subjects. It begins in the Sleve Daireanne, tumbling down through the mountains and hills in rills and waterfalls, gathering speed as it goes. When it reaches the Plain of Crows, its chill waters slow and spread, forming Loch Kilcarry, one of the largest lakes in Tuala Morn. All along the shores of the loch, the High King's subjects and the people of the King of Sean-clough live in villages, small towns, and isolated homes, making their living from the loch as they avoid the Fuath who dwell within the waves.

From the southwest shore of Kilcarry, the Mointarc continues to flow, now running so deep between its tall banks that men cannot ford it. Instead, they must cross by bridges, such as the Drocade Dareg. Only on the northern edge of the Imlach Gremara, where the marshy ground slows and widens the river, can men and horses cross the lower Mointarc on foot, at Ath Arcloe. In times of trouble, the High King stations men of the *Ard Fion* there to keep marauders away from the ford.

Only a few leagues from Dunrioga, the swift-rushing waters of the River Rathware travel down from Loch Marchlin through the Green Hills to join the Mointarc. At the fork, amidst the swirling waters of the two rivers, stands Carrick Bachla, the Ocrestone, a great heap of rock whose shape suggests to some a hunched-over troll. None know where the stone comes from. Some bards sing the story of Coreth, a clever herdsman; they say he tricked a troll who was stealing his cattle into searching the waters for a hidden treasure until the sun rose and turned him to stone. Other wise men claim Carrick Bachla comes from the Troll Wars, when one of Magrosh Iron-Fist's chief vassals, fleeing his chieftain's death at the hands of Coruch Crotha, turned south instead of north, but was caught by the rising sun as he tried to cross at the fork.

Holy Places

Twenty leagues from Temrach lies the holiest place in all of Tuala Morn: *Faine Clairoch*, the Stones of the Sun, a stone-ring so ancient the Tualans found it already standing when they came to this land. Sixteen stones of bluish granite, each more than twice the height of a tall man's reach, ring a broad, flat lawn. In the center of the lawn rests another stone, flat and broad, large enough for a man to lie upon spreadeagled. Grey, with strange flecks and veins of golden hue shot through, it glistens with a strange glow each day at noon when Lugna sits high above it, and at midnight when Sel-eer's soft light shines down upon it. A man needs not the gifts of druid or wizard to sense the holy power within the ring; not even the most churlish outlaw dares profane this sacred place.

To reach the Faine with ease, the High Kings constructed a broad, paved road, the Belach Moinu, and Drocade Dareg, the Red Bridge, where road meets river. The bridge takes its name from its thick supporting beams, hewed from the red pines of the Kyle as Lochar. So strong and well-made is the bridge that even in years of heavy snow and rain when the Mointarc floods its banks the timbers of the Drocade Dareg have remained unmoved and undamaged.

Of scarcely less importance than Faine Clai-roch is *Kady Tine*, the Bonfire Hill not far from Dunrioga itself. At Samhain, on the top of this broad, flat hill, druids light the first fire in all of Tuala Morn, banishing ghosts and evil spirits from the High King's domain and bringing flame back to the people. They hold other ceremonies there as well, as tradition and the stars dictate.

Ross Rioga

West of Dunrioga and across the Mointarc lies Ross Rioga, the King's Wood. Here the High King and his men hunt, or at times simply walk among its green boughs to savor its beauty. It teems with deer and boar, and salmon gambol in its streams and tarns. The birds nesting within its trees sing so sweetly the bards themselves come to listen.

Somewhere deep within the forest lies a clearing with a small hill, where the moon oft seems to shine brighter than normal. Although to mortal eyes it seems little more than an ordinary forest clearing, this is Ballymore Shee, home to the faerie-folk ruled by the beautiful Queen Orlagh. Though they little like it when men intrude upon their home, and may punish such interlopers most grievously, the faeries of Ballymore are friends to the High Kings. More than one King of the Tualans has supped at Queen Orlagh's table and emerged from the shee in the morning unscathed — a feat few other men can boast of. The bards even say the folk of Ballymore helped build the wall around Temrach.

The Plain Of Crows (Moy Gavnach)

North of the hill of Dunrioga, until the hills surrounding the Sleve Daireanne rise up to block it, lies the Plain of Crows. Though usually pleasant and green, the plains take their name from the many battles fought there between the men of Conhaile and the men of Seanclough — so many, it is said, that the crows cluster here awaiting the next clash of warriors, and thus their next feast. But even darker things than crows lurk here at times. So many skeletons lie mouldering beneath the grass of the plains that necromancers come here frequently, seeking that which they need for their frightful magics. Some wizards hint that shadowy powers hold sway over the Moy Gavnach, though the druids do not seem convinced.

The High King's direct authority over the Plains ends at the Rivers Glaishin and Mointarc. Across the Glaishin, in Glen Dornoch, vassals of Conhaile hold sway, and across the Scarva Bocar, Seanclough's men control the hills and forests.

THE PEOPLE

Compared to other kingdoms, Dunrioga has few people. Except for the city itself, where several thousands live, most of the lands remain open and unsettled, so the High King and his men may hunt them. But towns and villages exist along the shores of Loch Kilkarry and the banks of the rivers, and isolated houses dot the Plain of Crows and the Plains of Briaga. By law, no one may live within a league of Kady Tine, Ross Rioga, or Faine Clairoch.

Normally Temrach bustles with people of all sorts, from lesser nobles, to ladies in waiting, to the *Ard Fion*, to servants and dozens of others. These days, with no High King to support them and relatively little tribute pouring into the coffers from the ten kings, many of these people have departed for greener pastures. But enough remain to create a wan semblance of true court life. Feasts still take place (though they are less grandiose than those of a dozen years past), bards still play at night, and people still carry out some of the functions of court, but Temrach remains much more somber and empty than when a High King rules.

Nuala The Proud

With no High King to rule over Dunrioga and Tuala Morn, confusion and turmoil reign throughout much of the land. The High King Davaine's widow, Nuala the Proud, has seen fit to try to work her will upon things.

Tall, green-eyed, and beautiful, Nuala has ambition and passion to match her beauty. Though capable of great kindness and generosity towards others, she also possesses a temper hot enough to forge iron and a fierce desire to control her own destiny. Her and Davaine's great love for each other was, and is, legendary... but so were their argu-

ments, which people could hear all over Dunrioga. When Davaine lived, Nuala's sharp wits helped him to rule wisely, and standing next to the throne satisfied her pride.

With Davaine dead, and no Tualan king chosen to succeed him even after ten long years, nothing checks Nuala's ambition anymore. Realizing no Tualan would ever accept her as "High Queen," she focuses her efforts instead on her only child, Davaine's son Aillinn. She sees no reason why the High Kingship should not pass to Aillinn, since none of the kings have taken Vedrigon themselves. Aside from her closest supporters, and those who prefer *any* High King to the chaos engulfing Tuala Morn, no one favors this plan — but as long as the *Ard Fion* refuse to let anyone move against her, no lord can dissuade her.

Nuala spends most of her days in her rooms in Temrach, sitting with her ladies and sewing, gossiping, or performing other pleasant tasks. On occasion, they ride out from Dunrioga for a picnic among the meadows, or Nuala goes to visit her family, Clan Echtigh, in Rathmarda. But wherever she goes, a veritable flock of messengers accompanies her, bearing news and instructions back and forth between her and those who serve her interests. Though outwardly she seems little more than a royal widow living out the rest of her life in peace, in truth she knows more about what happens across Tuala Morn than most of the kings.

Prince Aillinn

Aillinn ConDavaine, still referred to as "Prince" since no other High King has taken up the mantle of rulership, is the only son of the former High King. Now a boy of twelve, he is fair-haired, blue-eyed, and strong. He plays hurly with the boy-band of the *Ard Fion*, and receives warriors' training from his father's best fighters. Already he shows signs of growing up to become a formidable spearman.

Though trained in manly skills, Aillinn still falls too much under his mother's influence. He was sweet-tempered as a young child, but from her he's learned haughtiness and high-handedness, two qualities that suit him not at all. Siaran and some members of the *Ard Fion* have repeatedly pressed Nuala to foster Aillinn out to some king or noble, so that he may complete his training and grow to manhood free of her, but she has resisted their importunings at every pass. Losing Aillinn means losing what power she still has, so she keeps him close, defying all tradition and sense.

In addition to his budding warriors' skills, Aillinn has a fine voice and enjoys singing with the court bards. Many people privately wish he would pursue that vocation, thus removing himself from consideration for the High Kingship and smoothing away some of the difficulties surrounding the succession.

Siaran The Grey

Those functions of court which cannot await the ascension of a new High King, such as ruling on law disputes, have over the years fallen to Davaine's most trusted advisor: Siaran MacLavhan, widely known as Siaran the Grey from the color of his hair and beard.

Siaran was a young warrior of Clan Gathra when Davaine was but the stripling prince of Parlas Rosleigh. As Davaine grew, Siaran was one of those who instructed him in the warrior's arts, and Davaine quickly came to admire the strong, wise warrior. After Davaine became King of Parlas Rosleigh, he often sought counsel from his old friend, for MacLavhan's eyes saw many things other men's did not. Thanks in part to Siaran's advice, Davaine became a wise and powerful king, widely admired by all Tualans. When he came to sit on Vedrigon, Davaine brought Siaran with him.

Davaine's death was a sore blow to Siaran, who had never expected to outlive his younger friend. For many months he grieved, and none could lighten the burden of his sorrow. Since no new High King was chosen, Davaine's family and retainers, including Siaran, remained in Temrach, doing what was needful to keep some semblance of court. Siaran's wisdom, borne partly of good common sense and partly of age and experience, was well-known, and before long he was asked to sit as judge over the law-court. From there he accumulated other duties. Today, ten years later, he fulfills so many roles in Dunrioga that he has become the closest thing the Tualans now have to a High King.

And that has made him enemies. Though many people and nobles admire him, the kings of the ten realms regard him as a threat, one who might eventually take the throne away from all of them. If they can, they will send him back to Parlas Rosleigh to live out his life by Clan Gathra's fire, remembering past glories until he dies.

Though he has seen more than sixty winters, Siaran MacLavhan remains hale and strong, well capable of fighting should the situation demand it. And his mind is just as strong; only a head-strong fool ignores his advice. His broad shoulders, grey hair and beard, and dark eyes make it easy for anyone to recognize him. If that weren't enough, he always carries a jewel-hilted dagger he received from Davaine only two days before the High King's death.

Labraid And The Ard Fion

Each High King assembles around him the greatest heroes and warriors from all of Tuala Morn. Known as the *Ard Fion*, or “High Warrior-Band,” these men and women protect the High King and serve him in all things. Their duties range from guarding Ath Arcloe and patrolling the Dunrioga marketplace to roaming the land in search of evils to destroy and bearing messages from their lord to the kings of the ten realms.

Only those whom the High King deems worthy of the honor receive an invitation to join the *Ard Fion*. Most members are spearmen (only a few are knights), but druids, bards, wizards, and many others belong to the valorous band. When someone wishes to join, he must journey to Dunrioga and challenge one of the Fion to single combat or some other contest (choosing, of course, the Fion most equally matched to himself, as demanded by Tualan custom). If he wins, the High King considers his petition to join the band, usually granting it unless the petitioner has some undesirable qualities (such as a fierce temper or dishonorable nature). If he fails he must wait a year before he tries again.

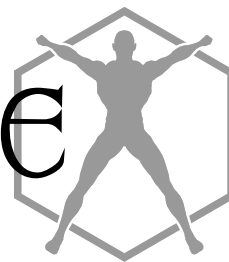
Since High King Davaine’s death, the *Ard Fion* has fallen on hard times. To honor the memory of Davaine the Strong, it has remained together, performing such work as it thinks he would desire, and on occasion doing the bidding of Siaran the Grey, or even Queen Nuala. Many of its members spend far more time adventuring, preferring to confront the problems besetting Tuala Morn directly instead of sitting in empty honor in Temrach’s feast-halls. But with no High King to allow the admission of new members, every Fion who falls to troll, treachery, or blade goes unreplaced. Slowly but surely, the *Ard Fion* becomes smaller and smaller, until one day none shall remain to bear its proud standard, the sword under the crown.

Though all among the *Ard Fion* are equals, among themselves the heroes always look to one or a few of their number for leadership and direction. Even before Davaine died, that role fell to Labraid of Clan Tathaile in Lenamore. He’s known far and wide for possessing in abundance those qualities that best make a spearman: honor, courage, wit, skill. He shirks not one whit from any task he sets himself, or from the many duties he has taken on during his time at the head of the *Ard Fion*. Though he would prefer the life of adventure that so many of his comrades have adopted, he remains in Dunrioga, guarding Temrach and its occupants to the best of his abilities.

Even among the mighty fighting men in the *Ard Fion*, Labraid’s war-skills are the stuff of legend. Many a night the Temrach court bards have entertained the audience with songs of how Labraid defeated the giant of Knoc Togar in single combat; or how he ran the terrible witch Gatralla through with his sword Moralach and killed her, disrupting all her enchantments; or how he defeated twelve other spearmen in single combat at the Con-Donntar *aonach*.

Labraid’s fine countenance, with its black hair and moustache, attracts the longing gaze of many a lady of court, though he has eyes only for his wife, Lady Rina, and their three children. He dresses well, though without ostentatious display, and conducts himself at all times with grace, honor, and restraint.

CONHAILE



The Land Between the Mountains,” the bards call it. Nestled in the lowlands between the sharp peaks of the Sleve Daireanne and the less lofty mountains of the Sleve Gullion, Conhaile is a land of bitter winters, mild summers, difficult travel, and self-reliant nobles who aren’t always as loyal to their king as he might like. With its extensive coastlines, the mines and quarries in both mountain ranges, and many forests (including the Kyle Dreenan right in the center of the realm), Conhaile possesses much wealth, and its ruler plays an important role on the Tualan stage — when not distracted by his longstanding feud with Seanclough.

HISTORY

Men first entered the lands now beholden to Conhaile in the wake of the Troll Wars. Though wary of the dangers posed by the trolls of the Sleve Daireanne, they could not resist the rich fields and forests north of the mountains. A group of warriors and their families, led by Carlen son of Callahan, worked their way through the Balag Dornoch and into what men would later call the Moy Conroy. Impressed by the lush meadows, they pressed east, soon encountering bands of men coming west from Duvárach. Forming communities, the two groups ceased their travels and began to work the land. As they prospered and their families grew, younger sons went west and north around the Kyle Dreenan, seeking lands of their own where they could raise children.

Carlen ruled the people of the northwest well, but died childless. For many years the land had no single rulers, with the *tashacs* of the clans exercising authority over the regions they lived in. Some styled themselves “king,” but their kingdoms didn’t extend much further than they could see from the doors of their raths. By the Time Of Struggles, three of these chieftains had risen to prominence, attracting enough men to their war-bands to call themselves kings for true. East of the Kyle Dreenan and west of the River Sulvain, Ruad Mac Baldreen controlled the land from the coast and the Mur-risk na Fil Tirech almost all the way down to Loch Gavra. From Loch Gavra west, halfway across the Moy Conroy, and south to the mountains, Sernach Conroy held sway, enriching his men through raids on troll-dens in the Daireanne and the Glamorgan Hills. Cantigern the Bald, a giant of a man with fists powerful enough to smash down doors, held

the rest of the Moy Conroy and the glens and hills north of Balag Dornoch. Though men had long ago gone north, into the Sleve Gullion, the three lords left the men of that wild peninsula to fend for themselves. They contended with one another through border skirmishes and cattle-raids, but not one of them wished for true war with his neighbors. Compared to many Tualan lands, the region remained peaceful.

CONROY TRIUMPHANT

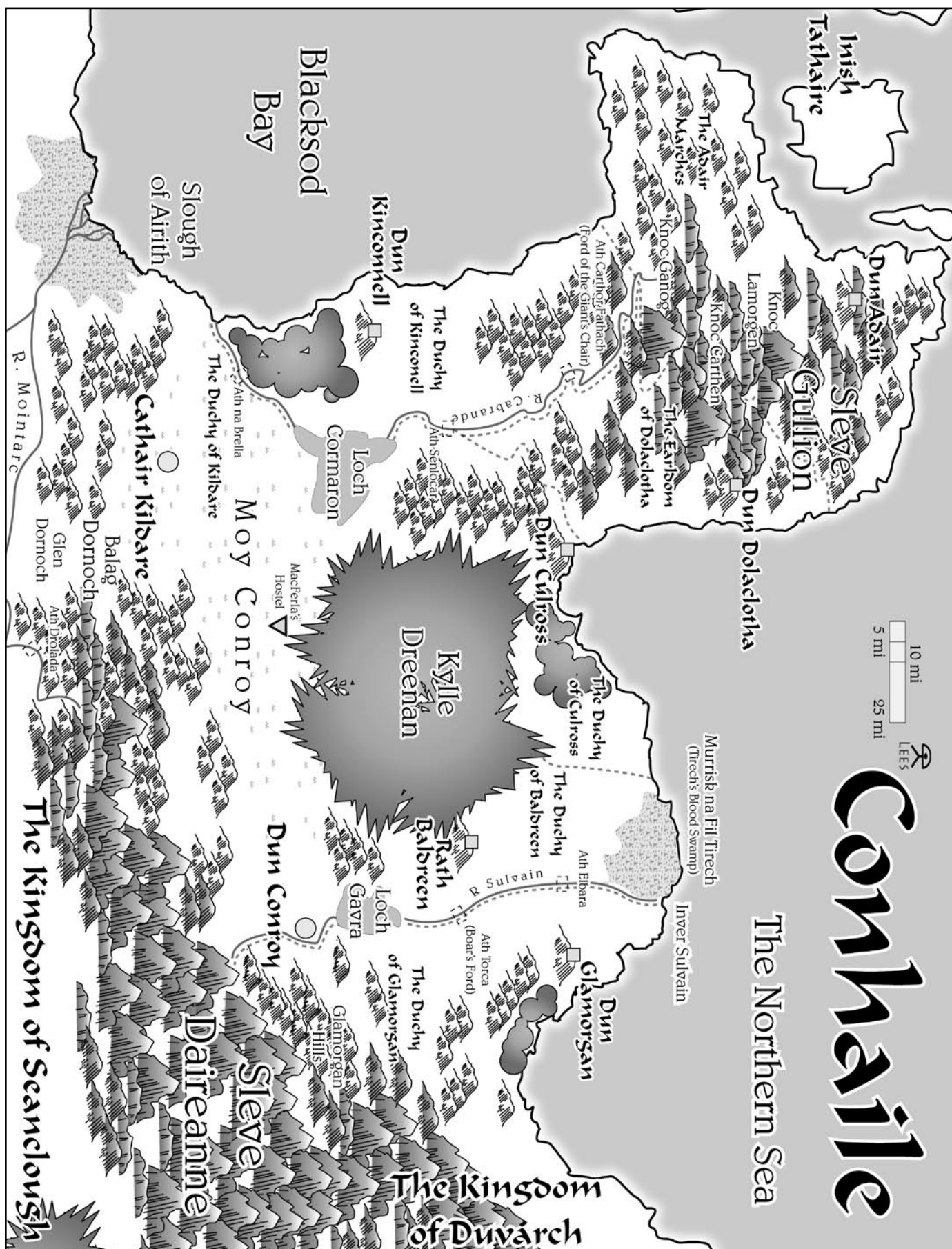
When the Pictoi Wars came, all three lords sent men to fight alongside their fellow Tualans. Cantigern chose to accompany his warriors, and Conroy joined him, but reluctantly, for he feared what Mac Baldreen might do with both of them gone. But his choice proved a good one, for in battle against the Pictoi, Cantigern fell. Having only young daughters, with his dying breath he willed his lands to Conroy, asking only that his old adversary rule them and their people fairly and justly. With three druids to witness, Sernach Conroy so swore.

Conroy returned to the north with the full support both of his and Cantigern’s men and married Cantigern’s oldest daughter, Ethne. This left Mac Baldreen and his clansmen in an unenviable situation. Facing a single enemy now twice as powerful, Lord Ruad sought alliance with the men of the Sleve Gullion, but they rebuffed him, having no interest in lowland feuds. For a decade he used his strong right arm and wily mind to resist the Conroy, but finally fell to Sernach in single combat at Ath Torca, the Boar’s Ford. With one of Ruad’s daughter’s married to Sernach’s oldest son and heir, and Ruad’s young sons fostered to Dun Conroy as hostages, Conroy felt confident and powerful enough to proclaim himself king of the new realm of Conhaile.

THE WAR WITH KING COLBRAN

For many years, Conroy’s descendants ruled Conhaile, expanding north into the Glamorgan Hills and into the lands north and west of the Kyle Dreenan. Soon the men of Conhaile met up with their brethren in the Sleve Gullion — only to discover they had a king of their own. From a dun high in the Gullion peaks, not far from Knoc Ganog, Colbran MacMaeleon ruled over the men of the mountains, and they wanted no other king.

Gothan Conroy, an arrogant and stiff-necked man for all his learning and experience, could not tolerate the MacMaeleon defiance. Beginning with cattle-raids, and progressing to sharper border skir-



THE FIONTA OF THE SNOWY HART

Across the land of Tuala Morn, people speak of the Fionta of the Snowy Hart, one of the noblest bands of adventurers known. Renowned for their slaying of the powerful (and wealthy) Fomorian lord Nलगारेc (who lived in a wondrous castle in the Sleve Donn) and for how they tricked the Cormac of Mar Cormac and stole his favorite red bull from underneath his very nose, the members of the brotherhood have achieved fame and glory equal to any of the king's warriors.

Coscra the Bright leads this valiant *fionta*. The fae blood running through his veins gives him tremendous strength, the better to wield his battle-axe Argatorc; he scorns to use a shield so he can keep both hands upon the axe. Scarcely less than Coscra in war-prowess are the other fighting men of his band, such as Sedach ConMetha, Fial the Huntress, and the warrior-bard Irloth.

Not all members of the Snowy Hart live by the sword, though. Esteen of Locmuir is a wizard of no mean power, respected by his arcane brethren throughout Tuala Morn for the potency of his spells and the depth of his wisdom. Without his aid, the brotherhood might never have overcome some of the monsters it has faced.

Because it performed valuable services for King Crogher some years ago, the Fionta of the Snowy Hart is welcome in Conhaile at any time, and entitled to receive the king's protection should it need it. The members of the brotherhood often come into Crogher's lands when they need to rest in safety or to escape from pursuing enemies.

ishes between warrior-bands, he began to pressure King Colbran. But what Colbran's men lacked in numbers, they made up in knowledge of the rills and fells of the Sleve Gullion; Conroy's warriors found it difficult to root them out of the coombes they knew so well.

The coming of the Fomorians brought some ease to King Colbran. Conroy recognized the threat the hideous giants posed, and in honor and justice could not leave his fellow Tualans to fight them alone. At the head of almost his entire war-band, he journeyed south, meeting up with the other kings to assemble the greatest army the Tualans had ever seen. After he helped destroy the Fomorians, Conroy joined with the other kings to choose Ardal Falcon-Eye as the first High King.

One of the promises Ardal made to his fellow kings was to help them defeat their enemies at home, and he kept that promise. One of the first he helped was Gothan Conroy, who needed the extra men provided by the High King to root King Colbran's people out of their places of strength. Colbran gathered his forces near the mouth of the River Colebrande, close by Ath Cathor Fathach — the Ford of the Giant's Chair. Near the great flat rock that gives the ford its name, he sent out a herald to challenge Gothan to single combat. Gothan accepted, and they joined battle at the ford. After many fierce hours of fighting, Colbran fell to

Gothan's swift sword, spilling his blood onto the rocks of the ford. And though the lords of the Sleve Gullion swore loyalty to Gothan, to this day the men of the mountains have little liking for the king or his lowland warriors, and do for him only what they must to satisfy their oaths. Some say Colbran's descendants plot in secret against the Conroy, hoping at long last to take back the throne that is rightfully theirs.

THE COMING OF THE WYRM

Though the men of the Sleve Gullion have not risen *en masse* against the Conroy king since the time of Colbran, the region remains a wild place the lord of Conhaile has little control over. As if the truculent men of the mountains weren't problem enough, many fell creatures and malicious faerie-folk dwell there, sometimes coming down from their lairs to prey on the men and beasts of the lowlands.

Worst of all is the fearsome Wyrms of Knoc Ganog. Over two centuries ago, this terrible dragon descended upon the Sleve Gullion with fire and talon, destroying mountain villages and marauding among the herds. Then he crawled up the side of Knoc Ganog and into a cave not far from the summit, where he has remained ever since. Legends told by Conhaile bards proclaim that the dragon brought with him an enormous mound of treasure, including jewelry from ancient days and strange enchanted items — even, according to some, the long-sought Basilisk Orb! But no *fionta* bold enough to beard the dragon in his lair has survived to claim the wyrm's treasure for its own.

THE FEUD

About three hundred years ago, when the kings of Tuala Morn assembled to choose a new High King following the death of Alastair the Swift in battle against the trolls of the Sleve Fergairon, both King Fintan Conroy of Conhaile and King Ringabar of Seanclough contended for Vedrigan. Unable to decide between two such valorous men, the kings eventually chose Taidor Cormac of Mar Cormac instead. Fintan and Ringabar, each blaming the other for his loss of the throne, became angrier and angrier with one another. Finally their rage came to a head, and Ringabar challenged Fintan to single combat. The next sunrise found them in the great square before Temrach, with the other eight kings observing. As the sun rose in the sky, the two fought, neither able to obtain an advantage over the other. Finally, as Lugna reached the apex of his journey, Ringabar's guard slipped, and Fintan's spear flashed past his shield to bury its point deep in Ringabar's thigh. As the King of Seanclough fell, he lashed out with his own spear, cutting Fintan's face. With Ringabar crippled for life and Fintan badly scarred, the kings called an end to the battle, awarding the victory to Conroy.

Ringabar, furious, left Dunrioga that day. Because of his wound he had to step aside in favor of his son Devin, and eventually died a bitter death. But the hatred created by the battle did not die with him. From the day King Devin

took the crown, a feud began between Sean-clough and Conhaile. Raiding parties from Sean-clough would go through the Balag Dornoch to steal cattle and burn houses and towns, and war-bands from Conhaile would do the same in Seanclough. Occasionally the kings would lead their men to battle against the enemy, meeting on the Plain of Crows to vent their fury upon each other. Ever since, the feud has continued, with no king or druid able to resolve or even diminish it. King Crogher Conroy and King Sitric continue the feud unabated; either of them would be well pleased to cut the other down in battle.

CONHAILE LANDS AND RULERS

Conhaile is a rich, green land, where forests of dark pine stand watch over streams filled with salmon, and the high peaks of the Sleve Daireanne make the dawn come late. Though its northern climes shorten the growing season and bring bitter snows in wintertime, the farmers and hunters loyal to King Crogher manage to feed their families and find many ways to enjoy life even when the chill winds of Imbolc keep them indoors.

THE WESTERN DUCHIES AND THE GLAMORGAN HILLS

North of Dun Conroy lie two well-settled duchies whose prosperity enriches King Crogher greatly. The first and largest of them is Baldreen, hard on the eastern edge of the Kille Dreenan. In times past, Baldreen was a great rival to Conroy, and even today remains a powerful force within Conhaile — one that might seek the throne, if the circumstances were right. Duke Benear Mac Baldreen has given the king no reason to doubt his loyalty, but any wise king keeps an eye on a noble as powerful and popular as Duke Benear. With his rough good looks and amicably boisterous manner, and the well-crafted, golden-shafted spear Divir to help him win over his enemies, the Mac Baldreen is a man of might. He rules the lands from north of Loch Gavra to the shores of the northern sea. Low, rolling hills, plains well-suited for farming and herding, and forests and streams fill his realm, and many small villages and crofter's huts dot the land.

At the very north of his realm lies the Mur-risk na Fil Tirech — the Tirech's-Blood Swamp. The people living near there claim the name comes from a sea-giant who used to plague the once-firm land that now contains the swamp. Whenever it pleased him, Tirech came ashore to kidnap women and men for his stew-pot, taking them back to his palace beneath the waves to cook their flesh and suck the marrow from their bones. But one day a great hero, Carthach, came to the Mac Baldreen lands. Hearing of the monster's terrible depredations, he determined to stop them. For eight days and nights he stood watch on a hill overlooking the sea, waiting for Tirech to come to land once again. On the ninth

day the giant strode out of the surf, and battle was joined. After many desperate clashes, Carthach thrust his spear through the giant's armor and into his heart, slaying him. So great was the force of Tirech's fall that it crushed the hill on which they fought, and as the blood leaked forth from his many wounds, it turned the land into a swamp. Folk say the giant's bones still lie deep beneath the weedy waters.

East of Baldreen, across the rushing waters of the River Sulvain, lies the northern half of the Glamorgan Hills. Duke Dechru Galvene rules this land from his high hill-fort at Dun Glamorgan. Unlike some men who lead war-bands, Dechru possesses a true warrior's heart; if he did not, his struggles against the trolls and other evils of the hills would long ago have ended in his death. His men remain as fiercely loyal to him as he to the Conroy; King Crogher knows that if some Mac Baldreen heir ever takes it in his head to rebel, he can rely on Clan Galvene and its vassals to come to Conhaile's aid.

The Glamorgan Hills run south out of Dechru's duchy into the king's lands. Though filled with game and rich lands, most men avoid them, for trolls live there, and other fell beasts besides. Places of strange magic exist in the forests and glens, traps for the unwary and foolish. Legends tell of one in particular: a strange, dark rock, the *Bwaren-Isc*, from which water bubbles to form a shadowy loch. Many *fuath* (evil water-faeries) dwell there, protecting the stone.

THE KING'S LANDS

The kings of Conhaile rule a demesne running west from the Glamorgan Hills all the way to the border with Kildare. The Moy Conroy, a region of broad fields and plain between the Kille Dreenan and the foothills of the Sleve Daireanne, occupies most of this realm. Many clans dwell here in villages and towns, farming, herding, and committing cattle-raids against their neighbors. To aid travelers, the king has built many fine hostels, such as Mac Ferla's Hostel, where the Fionta of the Snowy Hart comes every spring to challenge all comers at *fidchell*.

The Conroy kings rule from Dun Conroy, on the River Sulvain some leagues south of Loch Gavra. With its high stone walls, broad streets, and deep wells, it is a capital both beautiful and strong for King Crogher. Clan Conroy has specially charged Clan Brona, one of its allies since ancient days, with the duty of defending and maintaining the city. Under the watchful eye of Sefra, *tashac* of Clan Brona, laborers keep the walls firm and the streets clean.

King Crogher himself resides in Bashaelen, a proud *cathair* of six towers. Although its wide corridors become drafty and chill during the long winter months, its many fireplaces keep the king's halls and all the other rooms warm and cozy. Traditionally, the favorite room of the Conroy kings is the Hall of Battles, where trophies taken in Conhaile's many wars and feuds adorn the walls. Crogher has reserved a special place, easily visible from his own seat, for the head of King Sitric.

CULROSS AND KILDARE

North and west of the Kyle Dreenan, between Baldreen, Dolaclotha, and the sea, sits the Duchy of Culross. Though seemingly far removed from the centers of Conhaile politics, its position near the Sleve Gullion and the Mac Baldreen lands have put it in the thick of things more than once. Sometimes strong-willed rebels bring the Duke of Culross around to their way of thinking, forcing the king to lead his men against the Culross warriors; other times Culross has stood firm against the forces of evil and chaos, acting as one of the Conroy's best, most loyal vassals.

The current duke, Finnin the Black, earned his name as much from his disposition as his dark hair. Moody and often hot-tempered, he seems to constantly be hatching plans to protect himself from his enemies and make himself more powerful.

At the far western end of the Moy Conroy lies the Duchy of Kildare, a beautiful, fertile realm which includes the Glen Dornoch and the pass that leads from it through the hills into the heart of the kingdom. Many nobles say the tree-covered hills and broad meadows of Kildare are the most beautiful sights in all Conhaile. Though they must often bear the brunt of attacks and cattle-raids from Seanclough, the people here live well and are content.

Descendants of Sernach Conroy and Ethne, daughter of Cantigern, have ruled over Kildare since before Sernach solidified his rule over Conhaile. Their son, Kieran, took the name MacCantig to proclaim his ties to the land his father gave him to rule, and ever since the dukes of Clan MacCantig have held sway here. One of them, Martaine the Astrologer, built Cathair Kildare, the largest castle in all Conhaile. Dwarfing even Bashaelen, Cathair Kildare boasts several beautiful windows of colored glass which, legend tells, were crafted especially for the castle by the wizard Dovnnall of Duváarach from the scales of dragons.

Padar the Stone, a large, strong-thewed man able to out-drink and out-fight any five Tualan warriors, rules as duke over Kildare at present. He is the king's loyal man who carries out his duty to stop raids from Seanclough with skill and enthusiasm. *Seilgara* of clans ConGraith and ConHerna keep secret watch-posts in the hills and mountains around Glen Dornoch, using pigeons and signal-fires to send word to Cathair Kildare of any threat passing through the glens.

THE SLEVE GULLION

The northwestern region of Conhaile, a peninsula jutting out into the Northern Sea, contains the Sleve Gullion, a range of high hills and low mountains. As the land rises it becomes wilder; men who wish to survive and thrive here must be tough and strong.

Within the Sleve Gullion are three mountains that tower above all the rest: Knoc Lamorgen; Knoc Carthen; and largest of all Knoc Ganog. Each of them is a place of high holiness for the druids, who associate them with the Three Sisters of the Moon. Duara the Red has a palace within Knoc Lamorgen, the northernmost of the three, and in

the autumn all the leaves on the trees on its slopes turn bright scarlet to honor her. Knoc Carthen is sacred to Unara the Golden, and the leaves there likewise turn gold when the weather cools.

In times past, Knoc Ganog housed shrines to Saleera, and the branches of the evergreens there glistened in her silvery light every night. But then the Wyrn came, and his infernal breath destroyed the shrines, killed the druids who kept them, and withered the trees. Since then, only foolhardy adventurers have dared the wasted slopes of Knoc Ganog; the wise know to give the dragon as wide a berth as possible.

The Mountain Realms

The kings of Conhaile have established three fiefdoms within the Sleve Gullion: the Duchy of Kinconnell; the Earldom of Dolaclotha; and the Adair Marches. Though none of these vassals has ever truly revolted against the throne since the days of King Colbran, neither have they embraced the king with a true heart's loyalty. They do their duty as the law requires, but no more, and they have little love for the men of the lowlands.

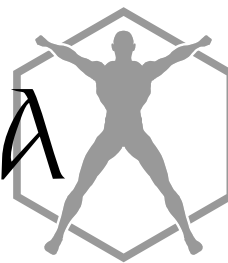
Political life within the Sleve Gullion lacks the orderliness found in the rest of Conhaile. Though the king has named three rulers as his chief lords here, the mountains exist at such a remove from Dun Conroy that the king's word holds little force. The three appointed lords are powerful, of that no one doubts, but within their lands each has enemies and rivals of the sort a lowlands duke or earl would never tolerate. Lesser rulers who supposedly owe them fealty hold them in contempt, expressing their opinions of their lords' orders with mirthful indifference, cattle-raids, and clan feuds.

Kinconnell is the lowest of these three realms; much of its land is fields and forests near Loch Cormaron, and Dun Kinconnell itself is not really within the Sleve Gullion. But in attitude and practice, the Kinconnell men are mountain folk, and accepted as such by others. Duke Tormod Kinconnell, a young man of only 23 winters, harbors dreams of independence from the Conroy yoke, but as yet those dreams have not tempted him into acts of disloyalty — even though some of his counselors strongly urge such acts.

Throughout Conhaile, people know the Earldom of Dolaclotha for its storms. Foul weather coming off the Northern Sea runs into the Sleve Gullion and stops right over Dolaclotha, causing rainy weather or snow much of the year. The men of Dolaclotha reckon well the moods of their skies and how to use the weather to their benefit — advantages invaders lack. Their grizzled old ruler, Earl Ullam, wears the pelt of an enormous cave-bear he killed with his bare hands to ward off the chill and wet. A veteran of hundreds of midnight cattle-raids and skirmishes among the hills, his toughness and war-skill have earned him the respect of liegeman and enemy alike.

The most northern of the Conhaile lands is the Adair Marches, a wild and unsettled realm where the *tashac* of Clan Cathain holds the title "Lord of the March." In truth, Lord Alasdair's power extends only a short way from Dun Adair; he must enforce his will at the point of a spear.

DALRIADA



Between the River Glos and the haunted hills of the Drimnarth lies the kingdom of Dalriada. As the fields of the Moy Murtheme slowly give way to low hills and then to the Drimnarth, so do the people of Dalriada go from farmers and townsfolk to hill-men and mountain-folk who must guard themselves well against the many threats that come from the Drimnarth. Only the boldest and strongest dare to live in the dark hills, and usually then only within the shadow of Belric's mighty wall.

HISTORY

The Tualans settled in the Moy Murtheme and the lands surrounding Loch Arhael early, finding them lush and comfortable. Many fish-filled streams poured out of the hills, often forming lochs such as Shinn, Laigin, and Thrinvair. But it didn't take them long to learn that trolls, goblins, the Unseelie, and many other fell creatures lived within the tangled Drimnarth hills, not to mention the Sleeve Fuath. Soon their villages and towns were clustered around raths, duns, and crannogs so they could protect themselves from the dangers of their new home.

With this threat to unite them, the clans came together much more readily than in other realms; cattle-raids and feuds were fewer (though by no means absent). Eventually one lord, Belric Mac Brega, *tashac* of Clan Brega, emerged as the most powerful warrior and leader in the region. When he led his warriors against the terrible troll-band of Fethcar of the Fiery Eye and saved the people of Echleith from the trolls' depredations, it became apparent that, in all but name, he was the true king of the region. Before long the other lords corrected this oversight, naming him their king and swearing fealty to him (though some with only slight grace).

THE WALL

North of the Drimnarth, Angus Rosleigh had come to power in similar fashion. Rather than contend with internal feuds and problems, Mac Brega and Rosleigh turned their attention to one another, each hoping to expand his realm to encompass the entire western peninsula. Though they dared not lead their men through the Drimnarth to raid or attack the foe, they could go around the hills, since the coastal plains and the Plains of Briaga made such journeys easy. Time and again the men of Parlas Rosleigh rode down the fields to attack towns and farms loyal to Dun Brega.

By the time Belric Mac Brega was old and grey, the feud with Parlas Rosleigh had become a grave problem. No longer could he lead his men in battle against the northern enemy, but they still needed the protection he once provided. Despairing that those who came after him could defend the Dalriadans, he conceived of a great wall, from Knoc Morgen all the way to the Sea of Storms. With such a wall in place, the Rosleigh warriors could not attack Dalriada unless they went the long way around the Drimnarth — which required them to pass by Dun Cranmore and Dun Brega.

Calling together craftsmen from across Tuala Morn, Belric began building the wall. While his warriors protected them, the builders slowly worked their way across the fields, laying stone upon stone, erecting towers here and there to house defenders. When it became apparent to Belric that he would die before he finished the wall, he summoned to him Naelan and Olvar, two brother wizards. For a great price of gold and gems, they cast spells upon him, lengthening his life that he might oversee the building to completion. Their necromancy had the desired effect; Belric lived on, undying, as the wall progressed towards Knoc Morgen. He was there when the great blue stone Gormcloak was laid at Glen Dortha to anchor the first turn of the wall, and again when his druids consecrated the Stone of Trochora, *Gallan Trochora*, at the foot of Knoc Morgen to mark the completion of the wall. And as the last word of prayer was said, Belric Mac Brega clutched his chest, fell over, and died, the terms of the spell having been fulfilled.

THE FAERIE CURSE

With the threat of Parlas Rosleigh blunted, the kings and lords of Dalriada could concentrate on strengthening and improving their own realm. New fords were found, new raths and bridges built, and new towns and cities took shape as Dalriadan children grew and had children of their own.

Misfortune befell the Mac Brega kings about thirty years after Belric's death. While hunting, King Sian intruded upon the territory of Gohartha Shee, insulting the Good Folk there all unintentionally. Caring not for his apologies, they cursed him and his line, saying his descendants would have "short lives and inglorious deaths, until one of you builds something greater even than the Wall." Horrified, Sian returned to Dun Brega, where his druids and wizards suggested many interpretations of the curse and ways to avoid it. But their counsel was for naught; King Sian died a few days later when he fell from his horse and broke his neck.

MAC BRONE'S BAND

When wars such as the conflict between Dalriada and Lenamore occur, lords with more money than men sometimes hire mercenaries to fight with their war-bands. The Tualans do not regard this as dishonorable in itself, though a noble who persistently refuses to maintain a large enough war-band and makes up for the lack with mercenaries eventually finds himself laughed at.

One of the most skilled bands of sellswords in Tuala Morn is the brotherhood led by Angus Mac Brone, who once served Sitric of Seanclough but was dismissed from that king's service when he refused to fight against the men of Conhaile for reasons he will not discuss. Deciding to fight only on his own terms, Mac Brone recruited some other warriors and formed a mercenary *fionta*. Today, after establishing the name of his band in several battles, he commands a force of nearly two dozen seasoned warriors.

Mac Brone himself does not look like much of a warrior. Short and ill-favored, he seems to have a perpetual scowl on his face — it simply becomes less pronounced when he's pleased about something. "Stormbrow," his men laughingly call him, but the nickname does nothing to lighten his gloomy moods. On the battlefield he's a veritable demon, a spear in his right hand and a sword in his left (for, he says, "what good is a shield? It hews off no heads!").

Mac Brone's chief lieutenant, Tressa ConaTaraela, is also his lover — but she did not earn her rank in bed. As fierce a warrior as any man, and twice as fast with a blade as most, she has spilt the blood of many a fighter with her swift-flashing sword Scalmear. Her sense of tactics and strategy perfectly complements Mac Brone's charge-the-enemy-and-demons-take-the-hindmost school of combat.

To chronicle the deeds of his band, Mac Brone convinced the warrior-bard Dylan MacLaene to join with him. Because he chooses to fight like a warrior, MacLaene does not receive the normal protection from attack accorded to bards, but given his skill with weapons, that worries him little. He's never left the battlefield with more than a few nicks and scratches, and often sings while fighting to unnerve his opponents.

Similar misfortune dogged Sian's son, King Dalhu, and the kings who came after, though many built duns and towers most grand. It was not until the time of King Cathal, who joined with the other kings to repulse the Fomorians and make Ardal Falcon-Eye the High King of Tuala Morn that the curse was lifted — for the high kingship and unity of the Tualans was by far a greater thing than Belric's Wall.

THE WAR WITH LENAMORE

A few decades ago, during the rein of King Callum, some men of Clan Dathraine crossed the River Glos at Ath Scaya, and the River Craigleith at Ath Gedra, in a *tain* against Clan Maelrian, which was beholden to the Earl of Moscragh. They made off with a goodly number of cattle, but when Maelrain men tried to stop them, fighting broke out, and

two Maelrain men died. The Dathraine warriors fled back into Dalriada with their herd.

Cattle-raiding was one thing, but the deaths of good warriors was quite another. King Doncai of Lenamore, speaking for his vassal the Earl, demanded recompense from King Callum and the surrender to Doncai's justice of the Dathraine men who had committed the raid. Bowing to pressure from his own nobles, King Callum refused, claiming the deaths were an unfortunate accident and nothing more.

Doncai then determined to take his compensation by force. Assembling his warband, he journeyed north from Cathair MacLena to Ath Alrech, where Dalriadan men assembled to meet him. Calling out to the opposing army, he challenged King Callum to single combat at the ford. For five hours the two fought, neither able to defeat the other, and then they collapsed, exhausted. With that their warrior-bands charged, and true battle was joined.

By the end of the day, the men of Dalriada controlled the field. They drove the warriors of Lenamore back across the ford nearly all the way to Dun Claer. To this day Lenamore has obtained no compensation for its lost cattle and men, and her warriors think of the Dalriadans with a smoldering fire of anger in their hearts. No one doubts that fire shall spark another battle sometime soon.

DALRIADAN LANDS AND RULERS

Dalriadan land consists primarily of two things: hills (some quite tall and steep) and plains. The Moy Murtheme, and the fields of Balicore, Cashel, and Mersia, nestle amid the lower, friendlier reaches of the Drimnarth, the Sleva Fuath, and other, smaller bands of hills. In the glens amid the hills (some of them, such as Echleith and Donegore, quite large), lochs often form, and farmers and herdsman find places to build their homes.

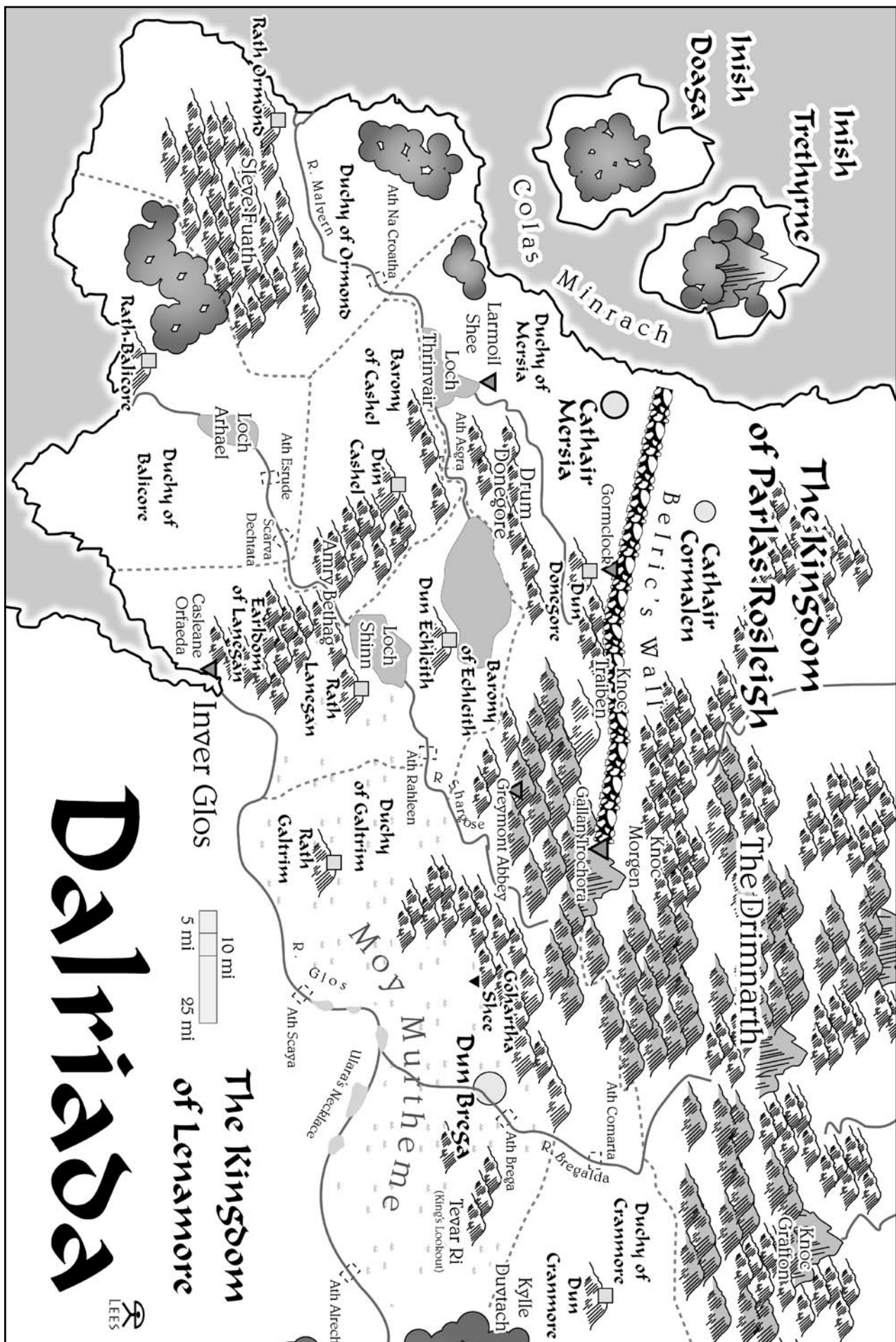
Realms Of The Moy Murtheme

The center of Dalriadan life and culture is the Moy Murtheme, a vast plain covering most of the northeastern region of the kingdom. Here the Dalriadans first settled, and here they built some of their largest cities.

KING CONOR AND HIS LANDS

Strongest and proudest of the Dalriadan towns is Dun Brega, the seat of the Mac Brega kings. Beginning as a simple dun, it now consists of a walled city centered around Mullingar, a castle built of grey-brown stone. Throughout Tuala Morn, the cattle-market of Dun Brega is renowned for its selection and the bargaining skills of its merchants.

King Conor Mac Brega rules over Dalriada today, his scholarly nature at odds with the often harsh realities of a king's duties. Although he would gladly abdicate the throne in favor of his



son Sarlus, Sarlus is only six, and thus not fit for adult duties for at least eight years, if not more. For the time being King Conor must be content to have long philosophical discussions with his druids and wizards.

For all of Conor's honor and noble grace, the most kingly man in Dalriada is Eogan Curosa, the Hound of Balincole, champion of the king's warband. With his flashing green eyes and long blonde locks, he makes women's hearts leap, but when anger contorts his face, his features bring fear to the bravest of men. Rumors whispered in the halls of Mullingar say Eogan and Queen Glynis are lovers, but if so, King Conor either does not know or does not care.

CRANMORE AND GALTRIM

Conor's demesne extends north and east to Tovar Ri ("King's Lookout," a short range of high hills where the Mac Bregas have several watchtowers), south to the River Glos, and west to the Lurga Mishra. North of the Tovar Ri and east of the River Bregalda lies the Duchy of Cranmore, Dalriada's first line of defense against invaders from Rosleigh and other realms to the north. The fields of Cranmore, and the small yellow and purple *tresha* flowers sprinkled over them, are legendary in Tualan song, and Duke Segan ConMurba treasures and protects them against all who would overrun his realm. His people are simple folk, herders mostly, but strong and doughty, ready to fight on their lord's behalf when he needs them.

South of the Mac Brega lands, in the broad plain between the Lurga Mishra and Amry Bethag, is the Duchy of Galtrim. Duke Evinn would hold much more power in Dalriada, but several of the clans owing fealty to him, such as MacLensha, Dubrule, Loighshane, and ConBrinta, feud with each other constantly, weakening him.

The Southern and Western Plains

The Dalriadan fields curve down around the Amry Bethag and Drum Donegore, creating a broad coastal plain where fertile farms and grazing lands abound. Small forests and shallow streams occur frequently, making rapid travel more difficult than through most plains, but providing much food and game.

Occupying much of the Amry Bethag, right up to the shores of Loch Shinn, the Earldom of Lanegan has become wealthy through trade. Earl Garad ConCartaine controls the Inver Glos, and thus receives a toll from all ships passing up the river from the sea, or heading down it to take goods from Dalriada and Lenamore on an ocean voyage to the northern markets. His vast keep, Casleane Orfaeda, sits high on the western cliff overlooking the river mouth, its men ready to attack any enemy who tries to slip past. Meanwhile, Earl Garad's own seat, Rath Lanegan, occupies the shores of Loch Shinn, whose waters, the people say, teem with faeries both kind and foul.

Possessing wealth and power equal to Lanegan, Duke Ruard MacVeshta of Balicore holds the lands south of the earldom. His territory includes many fertile fields, the blue waters of Loch Arhael, Inver Shargose, and much of Dalriada's coastline. Many of the Duke's people are fisher-folk, either on the river or the sea. In the center of Duke Ruard's realm, on the western shore of Loch Arhael, sits a small forest, the Ross Moralla. The druids consider this a most holy place, for they say the trees within whisper wisdom to them as they sleep in forest clearings. They permit no man not a druid or bard to walk beneath the trees of Moralla; any others who dare to do so and are caught suffer horrific punishments.

Balicore's northern neighbor, the Duchy of Cashel, lacks its shoreline and broad fields, but its hilly lands serve well for herding and hunting. Duke Niall ConCashel, an arrogant, spiteful old man, does little to control the MacTreaney, ConDovan, Fletha, or other clans that owe him allegiance, so they raid and feud with each other freely. Duke Niall's only son, Innis, died of a fever several years ago, leaving him with but one daughter, Moya. With everyone believing the Duke will leave the duchy to whoever marries his daughter, suitors from across Tuala Morn have come to court her.

THE SLEVE FUATH AND THE DUCHY OF ORMOND

The Sleeve Fuath, a range of steep and forbidding hills, dominates the southwest of Dalriada. Small lochs and dark streams fill the valleys and dells amid the hills, and as the range's name indicates, many of them are home to malicious water-faeries. The cave-filled hills themselves often contain trolls, and sometimes even Fomorians. Travelers who must pass through this region had best beware; what appears to be a pool of cool, clear water, or an ordinary coomb, may in fact be a deadly danger.

With such a threat literally filling most of his realm, the Duke of Ormond, Randal MacFearsey, has built a mighty warband of doughty fighting men willing to tread the trackless regions of the Sleve Fuath to root out evils. No weakling himself, Duke Randal leads many of these expeditions, for he has a great love of the hunt (both for troll-folk and ordinary game). He tolerates little feuding among the clans beholden to him, for he has greater concerns to worry himself with.

North and west of the Sleve Fuath, Ormond becomes a green and delightful realm of field and forest. Watered by the River Malvern and its tributaries, it provides some of the best hunting and herding grounds in Tuala Morn. Ormond falcons, whose dark brown feathers are tipped in yellow along the wings, are prized by falconers throughout the ten kingdoms.

The Central and Western Fiefdoms

THE GLEN REALMS: ECHLEITH AND DONEGORE

Within and among the glens created by the Amry Bethag, Drum Donegore, and the southernmost tip of the Drimnarth itself, lie two realms: Echleith and Donegore.

Echleith, the southern of the two, consists of the lands north and west of the River Shargose, including the Loch Laigin region. Villages and small towns occupy the lowlands, leaving the hilltops to hunters and wild beasts. Baron Owney MacTarba, a fat man with too much fondness for drink, lets his son-in-law, Seltcar, the Thane of Brelton, perform most of the onerous duties of governing. Not all of the *tashacs* and lords owing fealty to the MacTarbas are pleased by this arrangement, but so far none of them is dissatisfied enough to speak out openly against the well-loved, if often playfully mocked, Baron.

Donegore lies hard against Belric's Wall amid the Drimnarth itself, making it a much harsher and wilder realm than Echleith. Towns, each controlled by a single clan, are few and far between, and always walled against the trolls and goblinfolk who rule the hills. Dun Donegore, from which the eagle-eyed Duke Tarlach ConGardal rules, is the strongest-walled of them all — it must not only protect its people against threats from the hills, but all Dalriadans against the attacks of Parlas Rosleigh, should the Rosleigh warriors make it over the Wall. Duke Tarlach, though not known for his open-mindedness or mercy, is just the sort of hard-bitten warrior needed to rule over so wild a realm.

Tarlach's queen, Gwenla, converted to the Golden Temple faith some years ago (though Tarlach has resisted her constant importunings to convert their children — two sons and two daughters — as well). With her patronage, the Temple built Greymont Abbey, a large monastery, in the eastern part of the duchy. Between its high walls and the holy powers of its monks, Greymont seems to have little difficulty keeping the dark things of the hills away from its lands.

THE DUCHY OF MERSIA

According to some Tualans, the fairest part of Dalriada is not the Moy Murtheme, but the western realm of Mersia. Once the primary battleground between Parlas Rosleigh and Dalriada, since the building of the wall it has become pastoral and peaceful. Though Cathair Mersia, an enormous, well-defended castle, serves as a constant reminder that the duchy occupies the van should Rosleigh warriors find a way over Belric's Wall, most Mersians live their lives without worrying about such things.

Duke Iocade MacLavagh, one of the noblest lords in all of Dalriada, rules Mersia with a hand both firm and fair. With his Queen Keara by his side, he dispenses favors and boons to those who deserve them, and implacable justice to anyone who disturbs his peace. He has three sons who all share his values and temperament, leaving King Conor with no concerns about the future of this fief.

DRATHA



The central realm of the south, Dratha finds itself in an unenviable position between barbarian raiders on the west, and the powerful warbands of the Cormac to the east. Indeed, the Cormac has already claimed some Drathan lands for his own, and King Brenaine fears an invasion from Cormac may soon follow.

HISTORY

After Coruch Crotha pronounced his Doom, giving all the southlands to Feoras the Stone and his descendants, Feoras ruled the south nobly and well for many years. Before his death he bestowed the hilly region between the Kyle Gransha and the River Cullaeven on his son Dratha. After King Dratha died, his sons kept his name as the name of their land in eternal memory of their noble father.

From the first, Dratha was anything but a quiet realm. Filled with hills, it had much less arable land than most Tualan realms, making it suitable primarily for hunting and herding — and in Tuala Morn, where there are cattle, there are cattle-raids. The dozens of small Drathan clans, each with a hill or glen to call its own, raided each other's herds with relish, sometimes also kidnapping women for brides or stealing trophies from lords' halls. Most of this activity reflected little more than friendly rivalry, but sometimes raids gave rise to bitter, long-lasting feuds.

KING FORBENN

Forbenn, known as "the Red" for his flame-colored hair and equally fiery temper, was the most popular and powerful king of early Dratha. As a young man he singlehandedly slew the Brown Bull of Carlow, which had wreaked havoc among the herds of Torvan. After his father Barru died and he ascended the throne, he fought against the Barbathans several times, once defeating a much larger barbarian force near the eastern border of the Derva Marechta.

His skills as a warrior served him well when the Fomorians invaded Tuala Morn. He learned Fomorian ships had landed at Inver Cullaeven and went to meet them with his vassals and war-bands at his back. Though he could not defeat the enormous, mis-shapen, mystically powerful giants, Forbenn fought hard enough to turn them north, thus saving the lands of Dratha from destruction at the Fomorians' hands. Since this led to the destruction of Cathair Duneane, the nobles of Duneane have ever since mistrusted the Drathans, believing them capable of any evil to save themselves from harm.

In the great battle at Craig Crovan, King Forbenn held his own against the fearsome Fomorian war-chieftain Velgarr Blackfist, performing the edge-feat with his sword to take Velgarr's head from his body. Holding Velgarr's severed head by its hair, Forbenn strode among the Fomorian host. The look of terror on their dead chieftain's face unmanned them, leaving them weak and helpless before the mighty Tualan warriors.

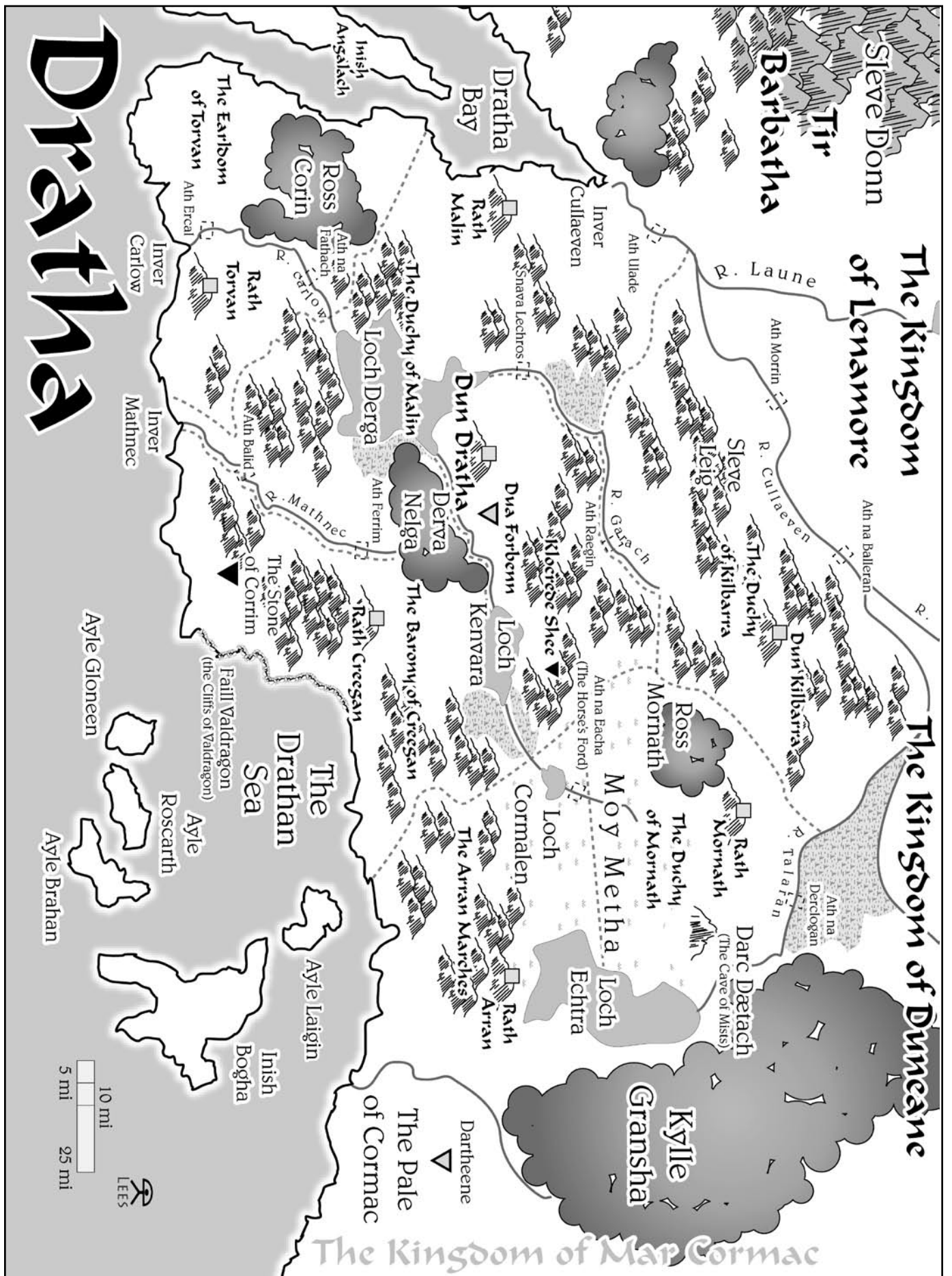
Forbenn later helped to choose Ardal Falcon-Eye as the first High King of Tuala Morn. Having few enemies in his own land, where he was well-loved by his vassals, he devoted himself and his war-bands to helping Ardal and his allies pacify their own realms.

After he died in battle against Barbathan invaders when he was 67 winters old, the Red King was buried in the mound of Duan Forbenn not far from Dun Dratha, the ancestral seat of the Drathan kings. Though much wealth was laid to rest with him as well, no one has ever dared to pillage his resting-place, for the bards say those who do fall under a powerful curse... *and* must face the wrath of Forbenn's spectre itself before they can win through to his treasure!

THE BARBATHAN INVASION

The Drathans have always suffered raids from the Barbathan tribes to the west; many a time Barbathan chariots have crossed the Ath Ulade to harry Malin, Torvan, and realms further east. But in the time of High King Dovlech, the Barbathans united under the leadership of Garthu Trelg and the druid Rengar Bloodhand and attacked their Tualan enemies. Though he met the first Barbathan hordes with his war-band, King Egan of Dratha could not stem the barbarian tide. He retreated to Dun Dratha as Rengar's tribesmen stormed north around the Sleve Lieg, laying waste the Duchy of Kilbarra as they went. With only small bands of warriors opposing them, the Barbathans ravaged south across the lands of the Duke of Mornath into the Arran Marches, where they destroyed Rath Arran and killed its lord. Then they turned north into Duneane, where the Tualans finally defeated them.

The destruction wrought by the Barbathans in Dratha had significant consequences. King Egan's ineffectual efforts against the invaders led his nobles to turn against him; they deposed him in favor of his younger brother, Brensha MacCorbarel. Brensha had distinguished himself in battle, slaying the Barbathan chieftain Laergu Korshalt. Brensha weathered several challenges, both from his elder



brother and from other nobles who perceived him as weak. After nearly a dozen years of intermittent clan warfare, he finally solidified his grasp upon the throne, and thereafter ruled in peace.

THE FOMORIAN STORMLORD

Almost ninety years ago, when King Esdan held the throne, terrible storms raged across Dratha. Beginning in the west, they blew over trees and ruined crops. Not even magic could halt them. Finally, the druid Belvorca discovered that the foul weather was not natural at all — it was the work of Fomorian wizards from Inish Angalach! The twisted giants planned to weaken the land with unending storms until no warrior was left strong enough to oppose them.

Refusing to give up his realm so easily, King Esdan ordered Belvorca and several members of the royal war-band to travel to Inish Angalach and kill the Fomorian weather-worker. After many days of difficult travel, the band of heroes reached the cliffs, scaled them, and set sail for Inish Angalach. After losing one ship, the survivors made it to the island of the Fomorians. Moving cautiously, only at night, they made their way across the island to the place where Belvorca could sense “the eye of the storm.” There they found a flat-topped hill, crowned with a circle of strangely warped standing stones. Amid those stones was a stone hut, where lived the mighty Fomorian wizard Drogel Var. After a battle as fierce as the very storms the Fomorian had conjured, the heroes slew him, and the sun came out from behind the black clouds to shine once more on Dratha.

DRATHAN LANDS AND RULERS

Hills, ranging from some almost as tall as mountains to low, rolling hillocks, dominate the Drathan landscape. Except for the Moy Metha to the east, Dratha is a hilly land, making it difficult to farm but well-suited for herding and hunting. Some of the larger hills have networks of caves within, where beasts or things more foul often lair. Strangest of these is Darc Daetach, the Cave of Mists, far to the east in the Duchy of Mornath. Eerie, sulfurous mists emanate from its mouth, and sometimes people who walk inside it and breathe the fumes experience visions of the future.

In the glens and lowlands between hills, streams and rivers run, sometimes broadening out into marshes (as along the River Garach), sometimes forming meres and lochs. The center of Dratha, both geographically and spiritually, is Loch Derga, which both the Garach and the Carlow feed. Its very waters are sacred, and on the many islands amid its waters druids maintain special fanes and perform mystic ceremonies by the light of the moon. Anyone who would fish in Dratha must first utter a prayer to Necht, and invoke the beneficence of the Good Folk as well, lest terrible misfortune befall him.

Several large forests, including Ross Corin, Ross Mornath, and Derva Nelga cover some of the Drathan hills. Since Pictoi and trolls sometimes live among the

thickly forest hills, Drathans often avoid them, preferring to obtain timber from more lightly-wooded areas. But the hunting is best in the troll-infested forests, leading the hungry and foolhardy to dare to enter.

Dratha possesses a lengthy shoreline, but in most places bluffs and cliffs, rather than beaches, mark the boundary between land and sea. The steepest cliffs occur along the southern half of Dratha Bay and at Faill Valdragon bordering the Drathan Sea. Only at river-mouths, such as Inver Carlow and Inver Mathnec, does the land slope down to form true beaches.

Unfortunately, none of Dratha's rivers has enough depth to support significant shipping — not even the mighty River Cullaeven, which is shallow enough that a man can ford it within just a few leagues of the Inver Cullaeven. Only coracles and other small boats can navigate them for any distance.

KING BRENAINE

Brenaine, of Clan Argaval, rules Dratha. His clan took the throne of Dratha several centuries ago when King Mardo MacCorbarel died in battle before getting heirs. For all his warrior skills, Brenaine is best known for his wit and cunning; some say he would have become a bard rather than king, if he'd had the choice. After several years on the throne he's become adept at playing off the many feuding Drathan clans against each other to ensure he always has a firm base of political support and a powerful war-band.

Brenaine has two sons, Kellach and Lorcan. Crown Prince Kellach is a fop who prefers to remain at Dun Dratha rather than take the field to fight off invaders or mediate clan disputes. Though his handsome looks attract the eye of many a noble lady, his foolish mannerisms do little to commend him to his father's warriors, who prefer Lorcan. Lorcan is everything his brother is not — a strong, rugged, often foul-mouthed outdoorsman who likes nothing better than to get drunk and brawl. Unfortunately, he lacks the wisdom and discretion that makes a truly great warrior, but he gets along far better with most Drathans than his older brother does.

Brenaine's wife, and the mother of his sons, Jil-lana, died several years ago. Brenaine has made no move to remarry, but is regarded in some circles as a most eligible bachelor.

THE WESTERN AND SOUTHERN REALMS

When ships come sailing up to Inver Cullaeven to trade (or, in the case of the Vulkrings, to raid and pillage), they land in the Duchy of Malin. This large and wealthy fiefdom, which controls much of the land surrounding Loch Derga, stretches from the Cullaeven to the fast-rushing River Mathnec. Ameer MacMalin, the present duke, rules over a realm containing just the right mix of low farmland and lightly forested uplands. He does not suffer from the depredations of trolls nearly as much as his neighbor to the north, Kilbarra, but must keep an eye open for Vulkring raiders during the spring and summer. His large family — six sons and three daughters — helps him keep his vassals in line.

Duke Ameer's southern neighbor, Earl Edan of Torvan, is his staunch ally and good friend. Where Ameer is stern and dignified, Earl Edan is outgoing and friendly. His land of fields, forests, and coasts provides him with great wealth and keeps his vassals prosperous and happy. Edan himself enjoys cultivating apples, and spends many an hour in his orchards, seeing to the health of his trees. All Tualans know Torvan apples are crisp and tart, the best to be found anywhere in their fair land.

Torvan is a peaceful land little troubled by the likes of trolls (though unwary travelers often fall victim to forest- and road-faeries). Many centuries ago Earl Edan's ancestor, Torin Cloud-Leaper, fought an enormous giant at a ford of the River Carlow. Though badly wounded by the giant's club, he struck a killing blow with his spear before the giant could finish him off, thus giving a name to the place, *Ath na Fathach* (the Giant's Ford). The giant's kin, seeing the prowess of the "puny" white-skinned warriors, fled Torvan and have never returned. The gods turned the giant's body to stone, leaving it beside the ford to remind all Tualans of Torin's brave deed.

The south-central region of Dratha is the Barony of Creegan, a realm similar to Torvan in many ways — though not in its ruler's disposition. Baron Kerwin Gortreagh, a young, hot-headed man, yearns for glory in battle. Little inclined to listen to his older, more seasoned vassals, he wants to lead his war-band east to fight against the invaders from Mar Cormac. He oft urges King Brenaine to press the "war" against the Cormac. His wife, the Baroness Donelle, tries to restrain his belligerent impulses, but with little success.

The Stone Of Corrim

In the southern plain of Creegan stands the Stone of Corrim, a holy place. Every solstice and equinox, red-robed druids perform elaborate ceremonies there in honor of Lugna. An ancient legend says no battle may be fought within three leagues of the Stone; anyone who breaks this ban will suffer a terrible curse.

THE NORTHERN AND EASTERN REALMS

The wildest and hilliest region of Dratha, the Duchy of Kilbarra, borders the River Cullaeven. Though it has some flat land near the confluence of the Cullaeven and the River Talaran, the high and forbidding hills of the Sleve Leig fill most of the duchy. Trolls, faeries, and fell beasts infest many parts of the Sleve Leig, but in others the dukes of Clan Maldraigh have established tin and iron mines.

With so many opportunities to fight trolls, not to mention occasional raiding-bands from Lenamore and Duneane, Duke Ragnal and his warriors have developed mighty fighting-skills. They often display their strength at tournaments and fairs, taking on all challengers in lifting and throwing competitions. The most famous of Duke Ragnal's fighting men are the *Gaescor na Lavann*, the Warriors of the Gauntlet, a group of about a dozen noble spearmen. Naming a fighting-man to the Gauntlet is the highest accolade Kilbarra can confer.

The only realm in Dratha containing no ranges of hills is the Duchy of Mornath, which lies south of Kilbarra down the River Talaran. Though it has an isolated hill or two here and there, the fields of the Moy Metha dominate its lands. At present, no duke rules Mornath. The last duke, Sorla ConLadhar, died childless and without other heirs while fighting the men of Mar Cormac. Several of the realm's more powerful clans now contend for the ducal seat. With their attention so diverted, they have little chance of resisting invaders from the east. King Brenaine has urged the *tashacs* of the warring clans to travel to Darc Daetach to breathe the fumes together, so they might have a vision that would lead them to Mornath's new ruler. So far they have refused, each preferring to rely on the prophecy of the ancient wizard Margaes, who said: "the corpse shall find its head in the hands of the enemy, to take back at the point of a spear." Each tashac sees himself as the "enemy" of Clan ConLadhar, and thus entitled to take the throne at spear-point.

Easternmost of the Drathan realms is the Arran Marches, ruled over for centuries by Clan Arran. In recent years Lord Beccan MacArran has found himself hard-pressed by invaders from Mar Cormac, who have taken lands from him. Where once he was a man who preferred peace and prosperity to deeds of war, he has become hard and bitter, determined to drive the Cormac's men into the sea. As his mood has turned, his realm has suffered, becoming poorer and more desolate.

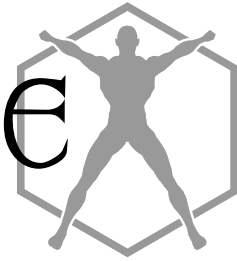
LOCH ECHTRA

A large lake, Loch Echtra, dominates the eastern part of Dratha. Though not as holy as Loch Derga, it is a place of great beauty, with the trees of the Kyle Gransha coming all the way up to the lake's eastern shore, and the bright fields of Moy Metha on its western side. At night, men hear strange splashes out over the water, and eerie sounds from the Gransha, and only the most foolhardy takes his boat out on the lake to fish. But when morning comes, and the mists roll off the waters, the light of the sun dispels the evil things, allowing men to traverse the lake without fear. In wintertime the mists linger longer, sometimes covering the waters all day when the sun stays behind the clouds.

THE PALE OF CORMAC

Two years ago, a band of warriors from Lanvar and Torgen raided into the Arran Marches, seeking cattle. A force of Arran men met them, and blood was spilled. Rather than resolve this dispute by law, the Cormac declared himself insulted and aggrieved, and sent a force of men to redress the wrong with arms. Though Lord Arran's war-band fought them on the field of Dartheene, it was no match for the fierce Cormac warriors. The Cormac men took a large area of land from Arran, and thus from Dratha. Despite requests and threats from King Brenaine, the Cormac has refused to give up the land he conquered, now known as the Pale of Cormac. In fact, most Tualan nobles believe the Cormac plans to expand his conquest further, taking Arran and Mornath and, eventually, all of Dratha.

DUNEANE



Located in the center of Tuala Morn, Duneane is a well-settled land of gentle rains, swift rivers, and green hills beneath cloud-flecked skies. Its boundaries, established by many treaties and pacts over the centuries, are: to the south, the River Talaran; to the east, the headwaters of the River Shanra; to the north, the boundary line six leagues south of Temrach, marked by a line of dwarf-carved stones; and as far west as a clear-eyed man can see on a sunny day from Fornocht Ochclaren, the Eight-League Hill.

HISTORY

Duneane's place in the center of the Tualan realms makes it a crossroads, not just for travelers and merchants but for invaders and other enemies. Though the kingdom is fair and strong, its nobles know many people envy them their prosperity, and would take it from them if they could.

Duneane takes its name from Duneane of the Far Spear, a hero of the Tualan migration and settlement of Tuala Morn. He had five sons, each a proud warrior in his own right. After their father's death, the sons gathered their men about them and built, high on the River Cullaeven, a large, well-fortified dun. They laid claim to a large territory that included part of the Plains of Briaga, the forests and hills north of the Sleve Fergairon, and most of the Kille Gransha. But their claim, though strong and backed by their valor at arms, did not go uncontested. Many other nobles sought those lands, or part of them, for their own. To the south, Glorren Mac Marne had taken the Oriel Hills, using his sword Reldanach to drive trolls and monstrous things south and west into the mountains and forest. North of Dun Duneane, Umbr of Briaga had named himself an earl and built a dun of his own to control part of the Moy Briaga. To the east, Ogmor the Strong and his band of hearty highland warriors held sway over the hills north of the Sleve Fergairon.

The sons of Duneane made war upon Mac Marne, meeting him on the shores of Loch Trenai at the fields of Ithedris. After several days of fierce fighting, Mac Marne called for single combat to settle the matter. Milor, eldest son of Duneane, accepted his challenge. With a single blow of his powerful fist, Milor shattered Mac Marne's five-layered shield and laid his foe low. Shaking his head in amazement, Glorren declared himself defeated, and to honor his valor and wisdom, Milor named him Duke of Oriel.

Ogmor the Strong proved far more intractable. After the Duneane men defeated his war-band at Marden Mor, he took to the hills he knew so well, refusing to meet his enemy in open battle. For many years he eluded the Duneane warriors, until Braethach, the third son of Duneane, brought him to bay in Coomb Duvcar. Not all of Ogmor's vaunted strength could save him from the shining-sharp spears of Braethach's men, who slew him and all his warriors. But the hearts of the sons of Duneane were large, and to commemorate Ogmor's valiant stand, they named the lands he loved after him.

The self-styled Earl Umbr crossed the River Cobar with dozens of men at his back, intending to cast Dun Duneane down. But when he came against Cadoc, Duneane's second son, the two lords were so taken with each other that they cast aside their weapons and clasped arms, pledging alliance. Cadoc declared that the lands Umbr claimed would be his forevermore, to be held in fealty to the sons of Duneane. From that day to this, the lords of Umbr have been faithful vassals and true friends to the Duneane throne.

THE BUILDING OF CATHAIR DUNEANE

After the Pictoi crossed the River Berna to attack villages in Duneane, sparking the Pictoi Wars, King Moladran and his warriors drove them back into the Kille Duvtach and destroyed their chief settlement. Moladran realized his realm occupied a place in Tuala Morn that exposed it to attack from many different enemies. To protect himself and his people, he needed more than a dun, however strong that dun might be. So, in place of Dun Duneane, he declared he would build a great castle to serve as the seat of his power and the defense of the clans owing fealty to him.

King Moladran hired the wizard Cothar to oversee the building of Cathair Duneane. With stone quarried from cliffs along the River Cullaeven, Cothar laid the foundation of the castle, casting upon it spells of strength and sturdiness. Slowly, over the course of ten years, the castle took shape, its elegant and graceful interior spaces contrasting with the hard and durable walls protecting it from attackers. To honor Clan Duneane, Cothar carved from the heartwood of a great red pine tree a leaping stag, the clan's symbol, and hung it above the throne. Finally, when he was finished, Cathair Duneane was the grandest, and strongest, palace in Tuala Morn, and remained so until High King Ardal built Temrach.

THE FOMORIAN AND BARBATHAN WARS

Duneane's location in central Tuala Morn proved the most dangerous when the Fomorians invaded the land. After they landed, a large force of their warriors fought their way into Duneane, smashing King Loclinn's war-bands to flinders with their powerful attacks and magic. Before long they were at the gates of Cathair Duneane itself, and not even Cothar's strong walls could resist them. The Fomorians fought their way into the castle, killing two of Loclinn's sons and dozens of his strongest warriors. Well-satisfied with their work, they were content to let Loclinn and the rest of his liegemen flee; they remained in the castle, looting and feasting.

But Loclinn had every intention of returning. He went north to Dunrioga, where he allied with the other Tualan kings to oppose the fearsome foe. At Loch Masc he vented his fury upon the Fomorians, slaying three of their chieftains and countless warriors with his spear Corvring. When the survivors of that battle fled south to join the Fomorians in Duneane, Loclinn led the army that pursued them. He found the enemy in the ruins of Cathair Duneane, drinking his wine and eating his food, and fell upon them like an eagle falls upon a rabbit. Taken by surprise, most of the Fomorians were slaughtered by Tualan swords; the Fomorian king, Blegart Bear's-Head, fell to Loclinn's spear-thrust at the very foot of the Duneane throne. The survivors fled back to their ships, only to be caught by King Malrudan and destroyed.

After the Fomorians were driven from Tuala Morn and the kings had chosen Ardal Falcon-Eye as their High King, King Loclinn began the arduous task of rebuilding Cathair Duneane. Being no fool, when he fled he took with him Cothar's notes and plans, and so did not have to begin the wizard's work wholly anew. Within three years Cathair Duneane stood strong and proud once more, flags flying from its high towers.

Similarly, the Barbathans chose Duneane as one of the targets of their anger and desire when they attacked the Tualans. The first great battle took place near Dundelgan, where High King Dovlech blunted the Barbathan thrust, turning their chariots aside and scattering their forces. But the victory was not without price; Drohor MacLeith, the Delgan baron, died during the battle, along with several other nobles. Later in the war, the Barbathans who had ravaged Dratha came north to sack Duneane, but their chariots made poor progress in the Oriel Hills. Duke Nemran Mac Marne and his warriors harried them at every step until he met up with the forces of High King Dovlech on the shores of Loch Trenai. There Dovlech and King Dectan of Duneane destroyed most of the Barbathans; King Dectan himself slew the powerful Barbathan druid Rengar Bloodhand with his spear, Varotar.

KING AND PEOPLE

The elderly and much beloved King Ernan rules the kingdom of Duneane. Wearer of the fabled Wind Crown, Ernan is the latest in a long line of wise kings. Though he's still strong enough to wield a blade in battle, the years are advancing upon him swiftly, leaving him weaker and weaker. Had he been a younger man ten years ago, he might have become High King, for even the other kings respect him.

Ernan's queen, Lavena, is likewise not as young as she once was, but her youthful beauty, which lured dozens of suitors to her father's castle, has not completely faded. While Lavena usually contents herself with remaining in the background as a good, supportive queen, in private she's prone to expressing her well-thought-out opinions to her husband and son.

Part of King Ernan's wisdom lies in his ability to surround himself with skillful advisors. Chief among these is Taig of the Red Dragon, a powerful if aged wizard whose sage counsel has steered Duneane away from trouble more than once. Taig lives in Cathair Duneane, though he usually closets himself in his sanctum. But he always seems to know when Ernan needs him; in times of crisis, he and his apprentice, young McDermot the Raven, are frequent sights in the palace halls. Another of the king's advisors, the somber and melancholy druid, Crodan, served Ernan's father, and his father's father before him... though he seems no older than a man of middle years. Ernan's court is also noted for the frequent presence of Thomasin Blythe, a bard of consummate skill and beauty who's said to have faerie blood running through her veins. From her harp Silversong Oakenheart she can evoke music sweet enough to stir even the hardest soul.

Ernan and Lavena have three children: Prince Callahan, the heir apparent; his younger brother Prince Declan; and their sister Briana.

CALLAHAN

Callahan is a young man in his early 20s, possessed of honor, valor, and wit (though his youthful enthusiasm and desire for adventure and glory sometimes override his intelligence). Since he is heir to the throne of Duneane, his father has given him both a great deal of freedom and a great deal of responsibility — he frequently undertakes missions for the King (some public, such as meeting with other rulers to negotiate treaties; others secretive). Although well aware of his own importance, and the significance of his duties, Prince Callahan nevertheless conducts his life with a sort of *joie de vivre* many nobles seem to lack.

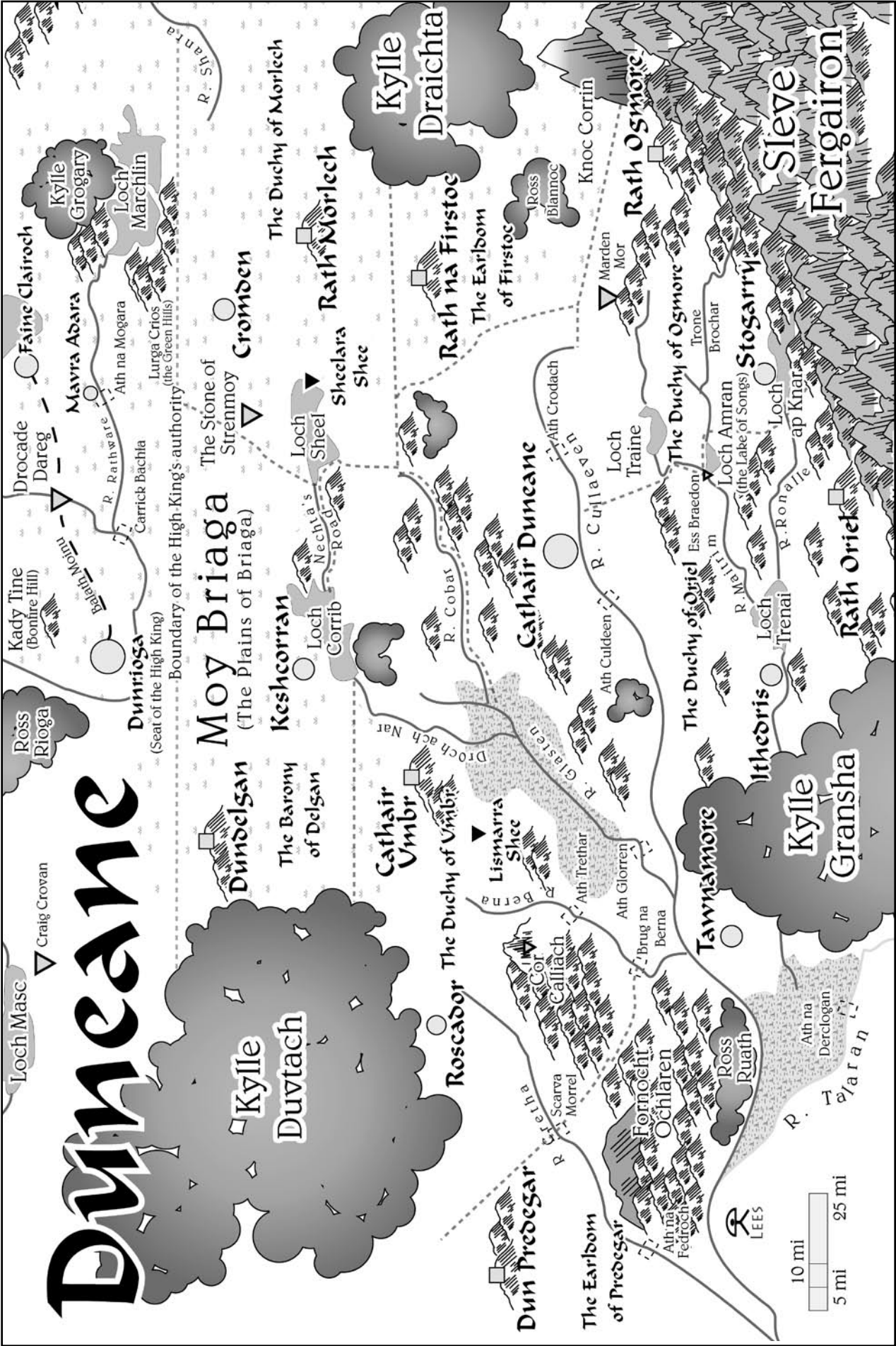
Prince Callahan is handsome and strong. His hair is red-blond — unusual for a Tualan, and considered a good omen, a sign of favor from the gods — and his eyes a blue-green that sets women's hearts to swoon. He dresses in a manner befitting a prince (except when one of his adventures dictates otherwise), but usually not so fancifully as most nobles of high station.

THE SHANACLORE-KINNLEY FEUD

While Duneane has its share of clan feuds and wars, few are as virulent as the longstanding dispute between two clans of the Oriel Hills, Shanaclore and Kinnley. The *tashac* of Shanaclore is Earl of Orbaill, while his rival of Kinnley holds the title Earl of Dinismere.

The feud began after the Barbathan wars, when Brone Kinnley accused Dunham Shanaclore of cowardice. Brone claimed Dunham and his men ran from the Barbathan warriors, leaving Kinnley men to face the foe alone. Dunham Shanaclore hotly denied these charges, threatening Brone's life right there in Duke Nemran's court.

Cattle-raids and border disputes soon followed, and before long a Shanaclore man couldn't meet a Kinnley man on the high road without starting a fight. To this day the animosity continues, poisoning the social and political life of the Duchy of Oriel. Whenever something goes wrong in Orbaill or Dinismere, the people are quick to say their enemies of the earldom next door are at fault. Bandits and raiders from other clans have sometimes used this to their advantage — they steal cattle and then flee, knowing blame for the crime will fall on the opposing clan instead of themselves.



Donnelly Mactiere And Sir Rhorec

Prince Callahan has two boon companions who accompany him on most of his adventures. The first is Donnelly MacTiere, the son of Hogan MacTiere, a commoner who served King Ernan as a warrior and was slain saving the king's life in battle. In gratitude, King Ernan adopted Donnelly as a sort of "foster-son" and raised him along with his son Prince Callahan. Despite having spent most of his life in and around the court, Donnelly is proud of his common roots and has little liking for the pomp and luxury of royal life; indeed, he scorns nobles whom he sees as all talk and no action. A skilled *seilgar* and archer, he accompanies Prince Callahan almost everywhere. Donnelly's infatuation with the Princess Briana is no secret to anyone who knows him well, but he's not dared to say anything about it (even to Callahan) because he realizes she would never marry a common-blooded man such as himself. A devout Lanvan, Donnelly holds nothing but scorn for the Golden Temple and those who follow it.

Callahan's other friend is Sir Rhorec of Umbr, the son of Garvan, Duke of Umbr. A sworn defender of the Wind Crown, Sir Rhorec has been Callahan's friend since their childhood — and a friendly rival of Donnelly's. The bards refer to him as the "Knight of Five Roses" (or simply "of the Roses") because of his heraldic device, which derives from an unusual birth-gift he received as a newborn. A mysterious stranger, robed and hooded so none could see his face, entered the hall where his parents were holding the First Blessing for Rhorec. He left for the young duke-to-be a slim but strong sword, its hilt adorned with a single rose. Rhorec has yet to learn the sword's significance, or the identity of the person who gave it to him, but he's certain all his questions will one day be answered.

DECLAN AND BRIANA

Prince Callahan's younger, darker-haired brother, Declan, is his opposite in many ways. Headstrong and impetuous, and guileful where Callahan is forthright and noble, he bitterly resents not being the heir to the throne or having Callahan's responsibilities.

Briana, King Ernan's second child and only daughter, has her mother's beauty and her father's strong will. At age 14, she's almost of marriageable age, and will undoubtedly attract suitors from both within and without Duneane. But she cares not for idea of being married off to someone chosen by her father, and is determined to make her own way in this matter. She often resents the attention and freedom Callahan receives, and when she can sometimes sneaks off to join him on his adventures — without, to be sure, his approval or blessing.

DUNEANE FIEFS**THE EARLDOM OF PREDEGAR**

The southwest part of Duneane, from the Scarva Morrel and Brug na Berna south and the edge of the Kyle Gransha west, falls under the rule of Earl Arvin of Predegar. His fortress of Dun Predegar was built centuries ago on the site of a famous victory by the Predegar warriors over an invading clan from Lenamore. Earl Arvin, a gruff yet friendly lord, guards the Ath na Fedroch (the ford Lenamore clans most often use when raiding into Duneane) and Ath na Derclogan, the Ford of the Red Stepping-Stones (which links Duneane to Dratha). Fearing the Cormac might try to invade Duneane through the Derclogan after he conquers eastern Dratha, instead of trying to force his way through the steep Oriel Hills, Earl Arvin has built a large tower, Toros Grentath, near the ford. He has also sent two of his sons, both strong spearmen, to the town of Tawnamore.

THE DUCHY OF UMBR

North and east of the king's lands around Cathair Duneane, the Duchy of Umbr is the largest fiefdom in Duneane. Bounded by the Rivers Glasten and Cobar, Nechta's Road, the Brug na Berna, borders defined by clan treaties, and the Kyle Duvtach, it varies from hills in the southwest (including Cor Calliach, home of a fearsome hag), to marshy land near the Glasten, to fields and plains in the north.

Umbr's proximity to the dark forest of Duvtach causes it some problems. Trolls, Pictoi, Unseelie faeries, and other dangers live beneath Duvtach's shadowy boughs, and sometimes creep out at night to waylay the Duke's subjects and travelers on his roads. People living near the forest, such as the inhabitants of the town of Roscador, have a reputation in the rest of Duneane for being strange, or even possessed of spiteful witch-powers.

Sitting on his throne Ronclaine in the castle of Cathair Umbr, located in the very heart of his realm, Duke Garvan of Umbr rules his realm with a firm hand. From the cobbled streets of the town surrounding Cathair Umbr, to the farthest reaches of the hills along the River Cretha, every one of his subjects can expect justice when he comes before the Duke. Those evils he cannot eradicate, such as the hag of Cor Calliach or the trolls of Kyle Duvtach, he guards against as best he may. His band of fighting-men, led by his son Sir Rhorec, is one of the finest in Tuala Morn.

In addition to Rhorec, Duke Gavran has three children, all daughters: Riona, the eldest, who defied his wishes and became a wandering bard; Granna, the middle daughter, presently affianced to Auliffe MacLeith of Delgan; and the youngest, Devnet, still but a child and the very apple of her father's eye. His wife, the Lady Rhianne, is a wise and capable leader in her own right and a true helpmeet to her husband.

THE BARONY OF DELGAN

Aith MacLeith, the blunt-talking, often foul-mouthed scion of a long line of skilled and noble warriors, rules Delgan, the northwestern realm of Duneane. His lands run from Loch Corrib to the boundary stones of Dunrioga, and from the eaves of Kyle Duvtach to the western shore of Loch Sheel.

Most of Delgan is grasslands; in fact, the hill occupied by Dundelgan, the MacLeith fort, is an artificial one, raised by hand centuries ago. Having so much open land at their disposal has allowed the men of Delgan to become expert horse-breeders. Horses sired and trained in Delgan are the fastest in Tuala Morn. Most desirable of all are steeds descended from the Grey of Cora Mala, the famed stallion of Drohor MacLeith. Many a knight and noble has paid a pretty price for a “get of the Grey.”

Most settlements in Delgan are small — little more than villages that spring up around a cross-roads or a source of water. Delgans often prefer to live by themselves in dells sheltered from the wind by a short stretch of trees or a low hill. Besides Dundelgan, the barony contains only one town of any size, Keshcorran on Loch Corrib.

THE DUCHY OF MORLECH

Delgan's eastern brother of the northern fields is the Duchy of Morlech, which runs from Loch Sheel to the source of the River Shanra. Living in this sleepy, quiet realm, with little else to divert them, the men of Morlech spend their time in cattle-raids, games, and sporting competitions. Someone once joked that Morlech herdsman don't increase their herds by breeding calves, but by breeding sons to go steal some other clan's cattle! Morlech women, who end up doing most of the hard work while their men engage in such foolish pasttimes, take a much dimmer view of these practices, and don't hesitate to heap scorn and abuse on their menfolk because of it. A sword said to be “sharp as a Morlech woman's tongue” is sharp indeed!

Duke Lossach Mac Morlech rules this land of half-grown men and ever-changing cattle herds. An easygoing ruler, he bears no enmity towards his neighbors and attracts none, and so sees no need to maintain more than a small war-band. He'd rather spend his days hunting, falconing, racing horses, or buying and selling cattle with other nobles. He belongs to the Golden Temple, and has built a large, ornate temple in Rath Morlech which is the pride of the *coharbas*. But he dislikes religious strife and freely allows the Lannans to practice their ancient faith; several holy sites, including the Stone of Strenmoy where the Morlech dukes traditionally receive their crown from the king, exist within his lands.

THE EARLDOM OF FIRSTOC

Just as Umbr abuts the feared Kyle Duvtach, the Earldom of Firstoc occupies the land next to another dangerous wood — Kyle Draichta, the Enchanted Forest, where many faerie-folk live and a man must watch his step, lest he unwittingly offend one of them and find himself turned into a toadstool. Except for a few hardy woodcutters and *seilgara*, most of the Earl's subjects prefer to stay away from the forest, content to raise their sheep and cattle or till their lands.

Earl Anmire of Firstoc, an old yet hearty warrior who's spent many a night skulking across the land to raid a neighbor's herds, and many a day fighting his enemies on a blood-soaked battlefield, rules this realm. With his children long ago married, and his wife dead these five years, he finds himself alone in Rath na Firstoc, reminiscing about days of past glory. Some say that to ease the loneliness, he has rekindled an old interest in wizardry and begun to study the Arts Arcane under a succession of tutors, but most people discount this as little more than court gossip. Since he has no sons, when he dies his thanes may fight among themselves for control of the realm, rather than let one of the daughters' husbands take it from afar by right of succession. Whose claim the king will recognize remains to be seen.

THE DUCHY OF OGMORE

Far to the east and south of Duneane, in the hills flanking the steep peaks of the Sleve Fergairon, lies Ogmore, a realm of tough and hardy men. Their leader is Duke Ronal MacSelva, the Ogmire, who's built like one of the hills himself: big and rawboned. In battle he wields a huge axe he took from a troll-lord he killed singlehandedly. Rather than rise above the feuding of his subject clans, he leads his own, Clan Fethy, on all the raids and feuds he can, throwing his influence one way or another depending on who he must help and who hinder to maintain his power.

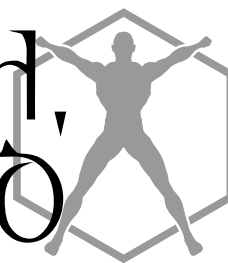
People in the northern part of Ogmire can farm and raise animals like most other subjects of the king, but the men of the hills have to find other ways to survive, since they have little arable land. Some mine copper, iron, or silver, others fish in the icy rivers and streams rushing down from the mountains. They must beware, though; goblins, fuath, and things more foul lie in wait, ever ready for a meal of the juicy flesh of men.

THE DUCHY OF ORIEL

Even more hilly than Ogmire is the Duchy of Oriel, wedged between the Kyle Gransha and the mountains. Duke Kenelm ConCaergal rules over a land that breaks invading armies, yet shelters and supports the people who know it well. Through mining, hunting, and herding, his subjects not only feed themselves, they enrich his coffers as well. Like the people of Ogmire, they have to beware the many threats that living among the hills and lurk in the dark valleys where chill mountain streams run, but somehow they survive.

Perhaps the worst threat in Oriel is clan warfare. The chief clans of the Earldoms of Orbaill and Dinismere have feuded for many long years, and their actions in turn have caused or inspired other feuds. Cattle-raids and border skirmishes occur nightly, and Duke Kenelm has despaired of ever ending them. It has reached the point where he would prefer simply to lead his war-band against one *tashac* or the other, thus deciding the matter, but unfortunately for him he has a *geasa* that he must never kill one of his vassals — which he almost certainly would in the inevitable single combat that would occur between himself and the lord he moved against. Since to send warriors but stay out of the fighting himself would brand him a coward, he does nothing, hoping the feuds somehow resolve themselves.

DUVARACH, THE HIGH LAND



Far to the northeast of Tuala Morn, amid the peaks of the Sleve Daireanne, lies Duvárach, the High Land — a mountain realm of strange speech, strange customs, and hardy warriors. Though they prefer to isolate themselves in the high meadows, far from their southern kin, the Duvárachans are Tualans still, possessed of the same singing souls, strong arms, and open hearts as their lowland kin.

HISTORY

Bards from outside Duvárach often say “the mountains have no history,” and compared to other realms they’re not far wrong. Duvárach has experienced little of the turmoil and upheaval that has beset the other Tualan kingdoms since the time of the Three Brothers. It’s never gone to war against another kingdom, participated only marginally in the Pictoi and Barbathan conflicts, and has suffered no plagues or evil enchantments.

The only events of note occurring in Duvárach are the constant cattle-raids and clan feuds, be they lighthearted or deadly serious. Duvárachans sometimes seem to trace the years not based on who was *tasach* of their clan, or who their king, but which clan was feuding with which, and who stole from whom. Beyond the mountains, these events are meaningless, but within the High Land they have deadly import. Feuds determine who can marry whom, which clans have the right to use which grazing lands or fishing streams, the politics of choosing the king, and many other things besides. Duvárachan riddle-masters know by heart dozens of *saicht* (lore-riddles) about these events that are inconsequential to anyone from another realm — for a people who supposedly have no history, the Duvárachans certainly enjoy discussing the events of their past in great detail.

The only story bards from other lands tell of Duvárach, besides tales of a few heroes and some well-known feuds, is how the Duvárachans established the method for choosing their king. According to the most popular version of the story, when the Tualans fared south to establish kingdoms and homes, some remained in the north, preferring the quiet solitude of the mountains to the more pleasant climes of the central and southern plains. As they raised families and established clans, they spread out more and more, until some clans’ herding-lands and hunting-lands butted against another clan’s domain. Strife and fighting followed, to the benefit of no one save the Morrigan and her ravens.

Finally a wise old man, Casnar of Glenvarna, decided enough was enough. He’d lost three sons and uncountable property to the pointless feuds. Determined to end them, he built a large, open feasting-hall, Carmarthen, and invited the other *tashacs* to a feast. Unarmed and unguarded he met them, offering food, drink, and fellowship instead of hatred and harsh words. Through skillful argument and masterful dealing, he convinced them they could choose from among themselves a king to keep order throughout the land, while giving up very little of the freedom they so fiercely cherished.

Proclaiming their approval with loud shouts and the banging of fists on tables, they sought to make Casnar himself the first king. He declined, saying he was too old to sit upon a throne. Instead he put forth the name of Dorgal of Inverness, called “the Fisherman” for his love of that pursuit and his skills as a mariner. The other clan-chiefs accepted his counsel with acclaim, making King Dorgal their first ruler.

KINGSHIP AND CLANS

Unlike most other Tualan kingdoms, the kingship in Duvárach is not hereditary. Instead, the Duvárachan *tasachs* choose a king to rule them in much the same way that the lords of the ten realms choose the High King. When a Duvárachan king dies, the leaders of the clans assemble at Carmarthen, in the hills bordering the Glenvarna lands, where the Cataracts of Torannon comes thundering out of the Daireanne. There they argue, debate, fight, negotiate, and make deals as they try to choose which man of them should become the next king. Sometimes they choose someone else, a hero who does not lead a clan, but usually they elevate one of the clan leaders to the kingship. Then, with much cheering and boisterous festivity, they retrieve the throne Lugarta Bann from the clan-house of the old king and carry it to the new king’s residence. Legend says the first king of Duvárach, Dorgal the Fisherman, built Lugarta Bann from wood taken from the sides of the Tualan ships that Callahan the Bold sunk near the northern coast.

At present, Alasdair of Carshalton sits upon Lugarta Bann. He won the kingship through his great prowess as a fighter of trolls, which cluster thick throughout the Sleve Daireanne and cause many troubles for the people of Duvárach. In battle he wields the greatsword Scaltmaine (“Hewer of Necks”), known throughout Tuala Morn as the “Sword of Eight Notches” for the imperfections he

SCALTMINE

Here's a writeup for the famed Sword of Eight Notches:

HKA 2½d6, Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), STR Minimum (15; -¾), Two-Handed (-½) (total cost: 18 points) **plus** +1 OCV (5 Active Points); OAF (-1), Two-Handed (-½) (total cost: 2 points) **plus** +2 OCV (10 Active Points); OAF (-1), Two-Handed (-½), Only Versus Trolls (-½) (total cost: 3 points) **plus** Reputation (deadly weapon that can kill any troll [among Tualans and trolls] 14-; +3/+3d6) (9 Active Points); OAF (-1) (total cost: 4 point). Total cost: 27 points.

has created in it by cutting through hard trollish armor to cleave trolls' bodies. Trolls recognize the blade on sight and fear it.

For all of King Alasdair's renown, and his duties to arbitrate clan disputes and represent Duvárach at court in Dunrioga, he has little power compared to other Tualan kings. The true rulers of Duvárach, or at least their own parts of it, are the *tashacs* of the major clans, some of whom also style themselves "king." Each of these clans — Rannoch, Stevar, Inverness, Carshalton, Glenverna, MacCavan, MacConnell, Selkirk, ConBracklin, Tavish,

CATARANS

In Duvárach, where folk possess a fierce streak of stubborn independence, some men forced to obey laws they do not agree with choose instead a different route: they abandon their homes and lands for a life of outlawry. To a certain extent, Duvárachans expect this, and even sing ballads in praise of clever outlaws of legend who outwitted foolish and tyrannical lords. But some outlaws turn from supporting themselves in the wilds to malicious and evil crimes, such as murder, rapine, and needless butchery of cattle. When this happens, they become known as *catarans*, or "bandits" (some also call them "wolf's-heads"). Anyone who captures a cataran, or tells a lord where to find one, earns himself a rich reward. Bringing the king the head of a truly infamous cataran, such as Grogar Gap-Tooth or Keshlen the Badger, would earn someone enough gold to make his fortune.

See page 121 for more information and a Package Deal for catarans.

MacSlevan, and Alderleigh — controls enough land to constitute a duchy or barony in some other kingdom. Within each clan's lands live lesser clans who owe fealty and services to the *tashac*, thus creating a semblance of the *cailshaen* system used elsewhere in Tuala Morn. It's a much looser and more free-wheeling method of governing, though, and that's just the way the Duvárachans like it.

THE WAYS OF DUVÁRACH

The Duvárachans live differently from other Tualans. For example, from centuries of isolation, their language has changed. Though any Tualan can understand most of it, it contains so many unusual terms, spoken with so thick an accent, that at least some parts of a Duvárachan conversation are lost on a lowlander.

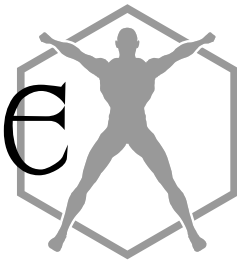
Duvárachan dress differs as well. Despite the cold weather of their land, Duvárachan men disdain the trousers worn by most Tualans in favor of a sturdy woolen knee-length tunic — and, at almost all times, a warm cloak. Many clans display distinctive symbols or patterns on their cloaks. Duvárachan women wear long tunics similar to those of other Tualan women, but in different patterns and styles. Jewelry styles also differ, and Duvárachan men rarely wear torcs.

When going into battle, the Duvárachans prefer the sword and dagger to the spear. From age 14, when he's considered an adult, every Duvárachan male wears a *skarda*, a distinctive-looking dagger with a handle carved from mountain wolf bone. The biggest and strongest Duvárachans favor battle-axes or greatswords, weapons much less commonly seen on lowland battlefields. Duvárachan fighting men are usually warriors or *seilgara*, rarely knights. Duvárachans never fight from chariots, which serve little purpose in the mountains.

The Golden Temple has made few inroads among the clans; the Lanvan faith remains strong in Duvárach. Only a handful of priests of the Most High have made it into the mountains and survived for long, and there are almost no temples within the High Land. But every clan's territory contains a Lanvan holy site or two where druids observe the ancient rites and propitiate the gods and spirits as they have for centuries.



LENAMORE



A land of sunny fields and shadowy, forested hills, Lenamore has long been a quiet, stable realm, a kingdom that served as a bulwark between Tir Barbatha and the rest of Tuala Morn. But today, with a king who has no heir and contentious nobles vying to take the throne after he dies, it threatens to dissolve into chaos and clan warfare, leaving itself, and thus all of Tuala Morn, vulnerable to barbarian attack.

HISTORY

Lenamore was settled soon after the Tualans defeated Magrosh's trolls, for its wide fields were attractive to farmers, herdsmen, breeders of horses... and those who would rule over them. Many prominent warriors, such as Kerill MacLena, Sedras the Fierce of Clan Claer, Godarel of Moscragh, and Heilyn ConGorann built raths and set about to establish their clans, and themselves, as powers in the region.

Gradually, by dint of warfare and clever diplomacy, Kerill MacLena and his sons rose to a superior position. While none of the other lords would concede that Kerill should become king over them, all of them respected his honor and valor. Someone was needed to lead the nobles against the trolls of the Sleve Donn and Kylle Duvtach, not to mention the growing threat of Barbathan raids, but the lords could not agree on who should be that leader.

Nearly thirty years after the death of Kerill MacLena at the hands of the troll warrior Storgad, the eldest MacLena son, Nevan, called all the lords to a tournament and fair in the Moy Griannon, on the shores of Loch Mathir. He proposed that there they should compete against each other, with the winner of the most events to receive the crown and the right to name the kingdom. Each of them, convinced of his ability to defeat his rivals, agreed. After much argument, the lords agreed on a list of events. Nevan won the tournament easily, proving himself stronger, faster, smarter, and more skilled than any other single lord. With honor, though sometimes poor grace, the other lords named him king over them. He named his new realm Lenamore, in honor of his clan.

King Nevan's early years were not easy ones. Many of the lords, dissatisfied by the loss of the kingship, challenged him repeatedly. In his court, and sometimes on the battlefield, King Nevan had to prove himself again and again. Even then,

some of them were not content; for years afterward, his son, and his son's son, had to contend with unruly nobles and a troublesome kingdom. Eventually, though, the recalcitrant clans were mollified by gifts of land and titles, or through marriage into Clan MacLena or other loyal clans. But even though they put aside their differences with the king in favor of outward expressions of loyalty, many clans continued to harbor secret desires for the throne.

THE MASTER OF BONES

In the time of King Amergin, many decades after King Nevan, foul necromancy threatened the land. A strange, twisted man in a black cloak entered the Claer lands, east of the Sleve Namman. Some say he came from the Kylle Duvtach, others from the Drimnarth; still others claimed he was some sort of malicious faerie. Walking with the aid of a staff of bones topped by a skull from no known creature, he came to Dun Claer, to the barrows near the town where the Claer buried their lords and *tashacs*. Sensing his evil magical powers, the Claer druids opposed him, and Claer warriors tried to impale him with their bright spears, but all their efforts were for naught. With a word and a gesture he froze them where they stood. Then he burst asunder the stone doors of the barrows and called forth from them the fleshless skeletons of Sedras the Fierce and his descendants. People ran screaming in fear as he led his war-band of skeletons south from the town and into the Sleve Namman.

He continued to the south, pausing only at tombs and graveyards to create more skeletal warriors. Those who tried to fight him discovered his magic was strong — too strong to oppose — and that his entourage of skeletons was difficult to stop with spear and sword. He left many brave warriors dead on the fields behind him as he continued his journey to Cathair MacLena.

King Amergin received word the Master of Bones was coming, and called together his war-leaders, druids, and such wizards as he could to find a way to stop the powerful necromancer. None of them knew a way to defeat the Master. But then Dobar of Locmuir, a young druid barely initiated into the Lanvan mysteries, had a vision. He said a charm obtained from the faerie-folk living beneath the waters of Loch Laune would destroy the necromancer and his undead army. Taking his fastest horse, Amergin rode to Loch Laune to beseech the faeries' aid. After several trials and challenges, he won their favor, and they gave him the charm.

North of the Knoc dan Gar, King Amergin met the Master of Bones in battle. Though the rusty swords and spears of the skeleton warriors sore wounded him, one by one he destroyed them with the charm. Finally only the Master himself stood to oppose the king. A terrible battle of wizardy ensued, pitting the Master's necromancy against the powers of the faerie magic. Slowly but surely the Master weakened, while King Amergin felt himself growing stronger and stronger. At last he touched the Master with the charm, slaying the foul necromancer forever. On that very site the king raised a barrow over the Master and his once again dead legion, and placed around it a ring of spears. After pronouncing a curse upon any who would violate the tomb, Amergin returned to Loch Laune, where he threw the charm back into the waters and shouted his thanks to the Good Folk of the lake.

BARBATHAN INVASIONS

Though trolls and the Fomorian have wreaked destruction in Lenamore over the years, most lords of the realm would say the Barbathans were by far the greater danger. For many years the chariot-riding barbarians raided into Lenamore, particularly Corion, Lothian, and Gorann. They burned huts and villages, kidnapped women and children, slew men, and stole anything of value. The Lenamoran lords and knights fought them constantly, sometimes raiding south into Tir Barbatha to rescue their enslaved subjects or obtain some measure of vengeance.

In the time of King Drogaeda, when the Barbathans united and brought war and fire to all of central Tuala Morn, they laid waste to Rath Corion and the Moy Ederoan, and badly damaged Cathair Strangorre. Though the Tualans, led by Drogaeda, finally drove them back into Tir Barbatha, and erected the Boundary Stone as a way of keeping them at bay, they continue to harry southern Lenamore on occasion. Though no large tribes have dared to pass the Stone, small raiding-bands sometimes do. The warriors and knights of Lenamore inevitably find them and slay them, but before they're stopped the barbarians cause much suffering. Some Lenamoran lords say the king should lead the assembled war-bands into Tir Barbatha to slay as many of the barbarians as possible and end the danger they pose once and for all. King Rocard's refusal to do so has only further enflamed some of his nobles against him.

DUKE ECHTAR'S REBELLION

Nine years ago, shortly after King Rocard came to the throne, Duke Ehtar of Corion, one of the most powerful nobles in Lenamore, rose up against the king. Using a supposed cattle-raid by clansmen loyal to Clan MacLena as his excuse, Duke Ehtar assembled his war-band and crossed the River Ashane at Ath Fidrich. He headed for Cathair MacLena, looting as he came.

Learning of this unlooked-for threat from the wizard Cairbre ConMethar, King Rocard led his warriors to Ath Rothcrae to meet the rebel duke. The duke sneered at the king's call for single combat, knowing that at his age he could not hope to outlast the young king in a duel. The war-bands clashed, spear rattling on shield and mail-shirt. The ground was made wet with the blood of heroes, and the groans of dying men called the ravens to them. In the press of battle, Ehtar came up against the King and learned to his sorrow that his earlier fears were correct. Despite the Duke's fighting-skill and crafty spear-wielding, the vigorous king was more than a match for him. With Rocard's sword cutting deep into his chest, Duke Ehtar coughed up his life, and the rebellion ended.

Rocard put Duke Ehtar's captains and lieutenants to the sword in punishment for their treason, but allowed most of his men to return to their farms on pledge never to rise again in rebellion against him. To lead Corion, he put Ehtar's nine-year-old son Antaine on the ducal throne, with regents from Clan MacLena to bring him up to rule justly. Two years ago Duke Antaine was formally confirmed as the ruler of Corion, and the regents withdrawn. Whether Antaine will rule properly as Rocard's vassal or try to obtain revenge for his father's death remains to be seen.

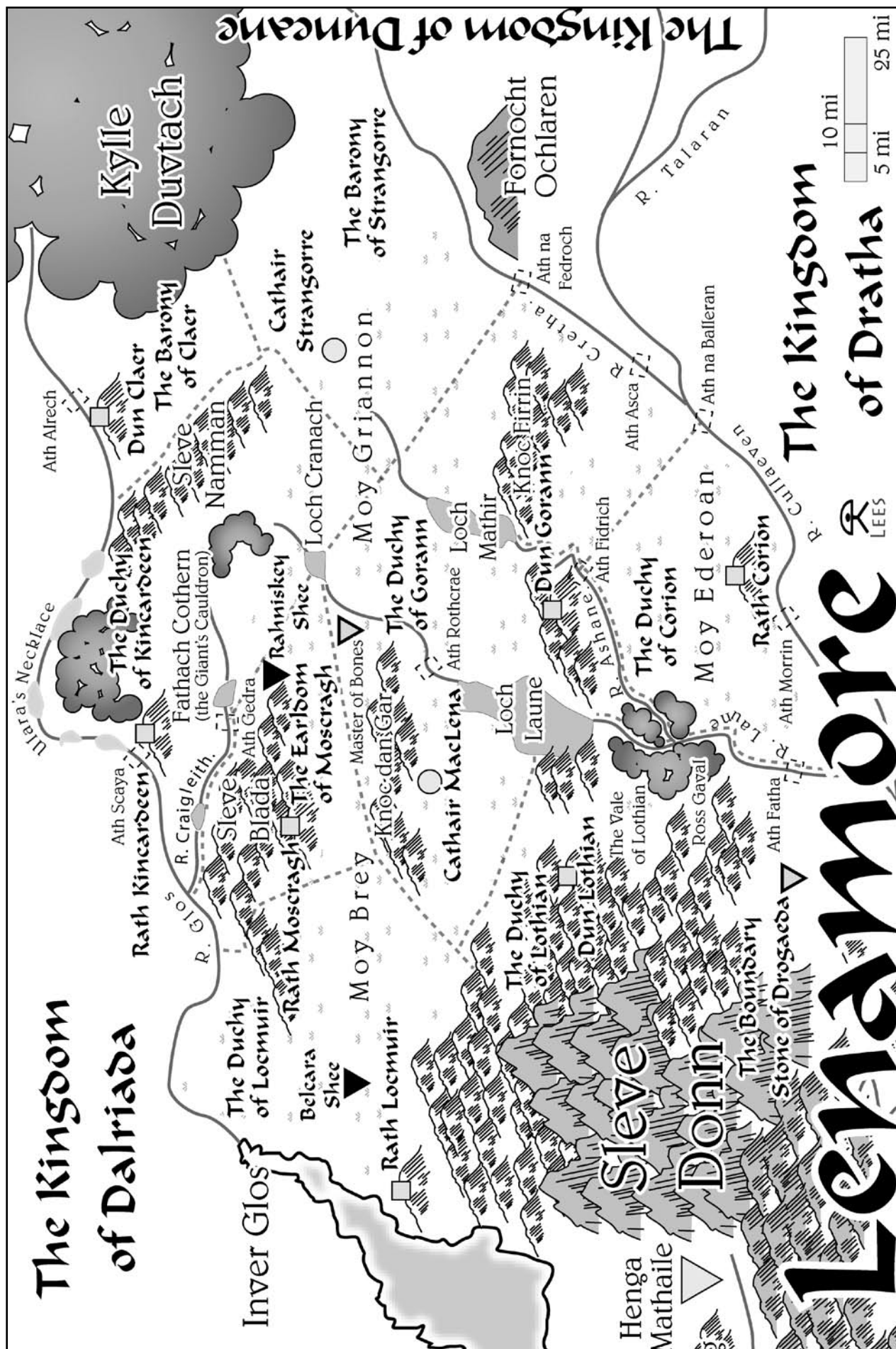
ROYALTY AND NOBILITY

Rocard MacLena, now a seasoned king who's survived a rebellion, unruly nobles, and even a strange faerie curse (of which he does not speak) for ten years, holds the kingship of Lenamore. With his black hair and beard, broad shoulders, and deep chest, some say he looks more like a Vulkering than a Tualan. King Rocard does not take this jest well; though he possesses formidable war-skills, he's a far gentler and more thoughtful man than any northern sea-raider.

An only child, Rocard hasn't a single heir — not even a daughter. In eight years of marriage his wife, Queen Fitheal, has never become pregnant. As his nobles call more and more loudly for him to take another wife and beget heirs, she has become melancholy. Not even her ladies-in-waiting can cheer her up. Her only true companions are her three cats (one white, one black, and one red-gold), who accompany her everywhere.

THE NOBLES

The high nobles of Lenamore have ever been an independent-minded and fractious lot, and under King Rocard they have become even more so. Some, particularly Duke Ehtar, doubted his abilities when he came to the Falcon Throne at so early an age; others simply want more power and lands, or perhaps even the kingship itself. King Rocard must play a dangerous game of trying to strengthen his few allies and weaken his many potential enemies to keep his crown.



Chief among the king's opponents is Baron Jarlath of Strangorre, a tall, thin lord whose ungainly appearance masks his ruthless warrior's skills and equally ruthless mind. Baron Jarlath's ambition is writ plain by almost his every action. Though he mouths fair words of loyalty to the king, he ignores the king's dictates when he can get away with it and increases the strength of his war-band every year. Whispered rumors say he has a large network of spies working on his behalf throughout Lenamore.

Duke Tador of Gorann shares many of Jarlath's sentiments, particularly his hatred of the king. Tador has long yearned to fall on the Bar-bathans hammer and tongs, and Rocard's "cowardly" refusal to do as Tador wishes earns the king nothing but contempt in the duke's mind. Though not as overtly power-hungry as the Baron of Strangorre, Duke Tador looks enviously upon MacLena and Lothian lands that could be his in the right circumstances, and dreams of the booty that he would bring back from Tir Barbatha under a "rightfully brave" king.

The young Duke Antaine of Corion has yet to make his political leanings known. Though under the close influence of Clan MacLena for nine years, he may harbor a desire for revenge against King Rocard.

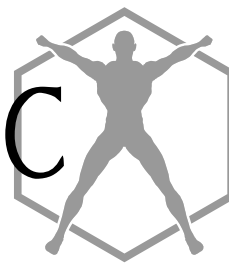
Duke Gilladagh of Lothian, a tiny realm set amid the stark northern foothills of the Sleve Donn, is of two minds about the young king. On the one hand, he wouldn't mind displacing several of the clans loyal to the MacLena and seizing some of the Moy Brey for himself and his sons. But he's not unaware of the threat to his realm posed by the Duke of Gorann, and perhaps the

Duke of Corion as well. He may ultimately serve his sons and grandsons better by throwing his lot in with King Rocard. He has a beautiful daughter of marriageable age, Eliona, and has secretly been putting her forward as a potential new wife for the king.

The northern nobles — Baron Andros of Claer and Duke Luath of Kincardeen — remain neutral towards the king. Both of them, particularly the lord of Clan Claer, have historical reasons to resent the MacLena kings, and both realize the potential wealth and power they would gain by supporting a lord who overthrows King Rocard. But at the same time, they do not suffer under Rocard, and could easily harm themselves by opposing the king.

King Rocard's strongest allies are his two closest neighbors, Earl Unfrai of Moscragh and Duke Gordon of Locmuir. Unfrai is the *tashac* of Clan Doncaine, which has intermarried with the MacLenas for centuries. A powerful and cagey warrior, he offers Rocard not only the support of his large hero-band, but a possible place of safety in Rath Moscragh. Built into the side of a high-mountainous hillside, Rath Moscragh has a well-earned reputation as one of the most unbreakable fortresses in Tuala Morn. No enemy has ever succeeded in taking or reducing it. Duke Gordon, a faeblooded wizard as well as a skilled swordsman, likewise has a large band of warriors at his command, and much wealth as well from the fertile Locmuir fields. His war-band, the Swords of the Pomegranate, are said to be able to defeat a war-band five times their size.

MAR CORMAC



From the River Brechta to the edge of the Kyle Gransha, the Kingdom of Mar Cormac occupies all the lands south of the Sleve Fergairon. Under the Cormac kings, it has become a powerful realm, one with an ambition to match its might. And the present Cormac of Mar Cormac is, so men say, the most covetous of power of any in his proud line. The day may come when he poses a greater threat to Tuala Morn than all the trolls of the mountains.

HISTORY

The kingdom of Mar Cormac was one of the first founded in Tuala Morn. When Feoras the Stone, youngest of the Three Brothers, lay on his deathbed, he made dispensation of his lands to his three sons. To Cormac, the eldest, he gave the lands south of the Sleve Fergairon. But upon him, and his children, he laid this *geas*: he must keep his people safe from the trolls and other monsters of the mountains, and he must likewise keep safe the Wizard's Cairn on Knoc Bradden. So long as the Cormac of Mar Cormac does these things, his line shall never fail, nor his rule falter — but if trolls or other fell creatures ravage over Mar Cormac in numbers, or if they do any harm to the Cairn, the Cormac's line will fail, and the throne be lost to him.

With this gift and its potential consequences in mind, Cormac established a powerful kingdom, naming it Mar Cormac after himself. He called the boldest and mightiest heroes to form his war-band, and sent them out into the land to fight trolls, drive away the Sluagh, destroy nests of goblins, and keep the people safe. He charged the bravest of these heroes, Salmor of Macalla, with the duty of protecting the Wizard's Cairn. He pledged that so long as Salmor and his sons guarded Coruch Crotha's tomb, they would have riches and fame, and the favor of the *tasach* of Clan Cormac.

For over a century, Cormac and his sons who ruled after him, each of whom called himself simply "the Cormac," strove to keep the people safe — and they succeeded. By the time of the eighth Cormac, the king and his followers had driven the trolls from the Eskar Drennath and the foothills surrounding Loch Cosrach and Loch Barnnach into the deeps of the mountains, where no Tualans lived. And the sons of Salmor kept safe the Cairn.

Thanks to this unity of purpose, and the strong hand with which the Cormacs ruled their kingdom, very little strife arose between competing Mar

Cormac lords. Cattle-raids and clan feuds were common enough, but powerful nobles did not contend for rulership of the kingdom, as they so often did in other lands. None of them ever questioned the Cormac's right to rule.

THE CAMPAIGN AGAINST RATHMARDA

After the Pictoi wars, but before the coming of the Fomorian, the Cormac conceived a plan of conquest. Since he was fulfilling his *geas* and thus could not lose his throne, he thought perhaps the time had come to expand the borders of his realm. The Doom of Coruch Crotha prevented a northern realm from conquering his kingdom, so he stood to lose nothing save the good-will of his fellow kings (for which he cared nothing).

Thinking Duneane and Dratha too powerful to attack at that time, the Cormac set his sights on Rathmarda. Taking his hero-band and many warriors from friendly clans, he crossed the River Brechta at Ath Clodan and struck north into the Sleve Gabra, hoping to take the lands around Loch Mairog. At first he succeeded, cutting down the men of Gabra, Cavan, and Radnor like wheat before a scythe. But then King Bevan of Rathmarda brought his own war-band to the field. For all the Cormac's might, he was fighting on strange ground, and Bevan trapped him. In the glen of Corleth, by the banks of a mere, he surrounded the Cormac's men, slaying many of them. Though the Cormac and his warriors survived, so great were their losses that they had to give up the lands they'd won and retreat back to Mar Cormac to lick their wounds.

Ardal Falcon-Eye, great-grandson of King Bevan, heard many a tale of the Cormac's treachery and defeat as a boy, and learned great hatred of his powerful neighbor to the south. Thus he hesitated little when the Coman-Brasel feud gave him the chance both to enforce his new rule as High King and to humble the Cormac (see page 18).

THE GOOD GIANT OF KNOC BRADDEN

Nearly three centuries ago, the line of Salmor finally failed, when Forgall of the Cairn fell in battle with a snow-troll. Though the Cormac's war-band was strong, he little wished to send one of his best warriors to guard the Wizard's Cairn, for that would deprive him of a good fighting man. He decided to visit the Cairn himself, to see what might be done and perhaps seek guidance from the spirit of the old wizard.

Accompanied only by five of his warriors, he rode north into the mountains. As he was traveling, he rounded a bend and came upon a bridge over a

deep chasm. Sitting next to the bridge was a giant of most fearsome aspect.

"Hold," said the giant, in a voice like thunder. "I have been chained to this bridge by a wizard. I may let no one cross unless he answers a riddle I put to him."

"Who is this wizard who insists on playing riddle-games, and why does he wish no one to cross this bridge?" the Cormac asked.

"His name I know not, for he captured me whilst I slept. But as for his business, he said something of a cairn, where he would find great power."

"If he desecrates the Wizard's Cairn, the kingdom is doomed!" the Cormac exclaimed. "You must let us pass!"

"I am sorry to hear that," the giant said, "but I am constrained by magic: you must answer a riddle before you can cross this bridge."

"The wizard's riddle, or *any* riddle?" the Cormac asked craftily.

At that, the giant's eyes lit up. "Why, though he gave me a riddle to ask, he did not say it was the only one I can ask. And so, if you would cross, answer me this: what are the white horses that ride in the sky?"

"Clouds!" the Cormac and his men shouted. The giant grinned and stepped aside to let them pass.

"Good Sir Giant," the Cormac said, "you have done a great service for me and my kingdom this day. Would you come with us and do another, by helping us slay this sorcerer who so foully imprisoned you?"

"Gladly," the giant said, "for he has much to answer for."

The Cormac and his men galloped across the bridge and up into the mountains, the giant keeping up with them at a steady walk. Soon they saw the wizard, hurrying toward the Cairn. A swift-thrown rock from the giant knocked him from the cliff to his death far below.

They proceeded onward to the Wizard's Cairn, to ensure it still was safe. There the Cormac said, "Good Sir Giant, I have another favor to ask of you. This Cairn I must guard always, lest its violation spell doom for my people. But I have few men to spare for such duties. Would you stay here, and guard the Cairn from all threats? If you will, twice a year I shall come here to you, bringing all the best of food, and wait upon you as you choose, and amuse you with games and tales."

"I will," said the giant. And from that day to this, on Imbolc and Lugnasa, the Cormac journeys to the Cairn to renew his people's friendship with the Good Giant of Knoc Bradden.

THE CORMAC

The present Cormac is a notably powerful and ambitious ruler from a long line of powerful and ambitious rulers. Trained by the best fighting men in all his kingdom, he has become a powerful warrior who combines strength, skill, and swiftness into one high-matchless fighting style. Wielding his ancestral greatsword Carcholann instead of a spear, and garbed like a knight in the Dragon Armor forged for his house by the wizard Sherval ap Gweth, he strikes fear into the hearts of even the bravest warriors. But his greatest weapon is his mind. Intelligent, crafty, and clever, the Cormac is always thinking, seeking ways to turn his disadvantages into advantages or to discommodate his enemies. Most nobles of Tuala Morn believe he makes extensive use of spies and other deceptions, and guard themselves against his wiles as best they can.

THE ROYAL FAMILY

The Cormac's wife, Queen Relaignn, is the daughter of a prominent clan from the Duchy of Veldran. In the sixteen years since she wedded the Cormac, she has borne him four children: one daughter (Edran) and three sons (Malroane his heir, Kevinn, and Felan).

The Cormac's sons are much like him: tall and strong for their ages, with a commanding presence and arrogance he regards as befitting them. The oldest, Malroane, is 14, and has just joined his father's councils to learn the Mar Cormac art of kingship. Edran is a willowy 16-year-old, well-suited for marriage. Unfortunately for her, while many men would like to woo her because of her beauty, no Tualan king trusts the Cormac or wishes to ally with him, and so she has far fewer suitors than she would otherwise. The Cormac's hopes of using her for political advantage seem likely to founder.

CATHAIR CORMAC

The Cormac rules from his castle, Cathair Cormac, located in the very center of his realm and surrounded by a large, bustling city. A large, imposing, powerfully-built keep of grey stone, Cathair Cormac perfectly embodies the strength of the Cormac kings.

Visitors to Cathair Cormac first must cross its drawbridge and then pass through the heavy gates blocking the broad, well-protected tunnel cut through its thick outer walls. From the tunnel they emerge into a large courtyard where the king's men practice their war-skills and keep a close eye on any strangers. A set of broad stone steps leads up to the main doors of the castle. The doors, also made of stone, balance carefully on thick iron hinges that allow a single man to open them with little effort. Dwarves of the Sleve Fergairon made them many centuries ago to honor a Cormac who slew a fearsome troll-mage threatening their home.

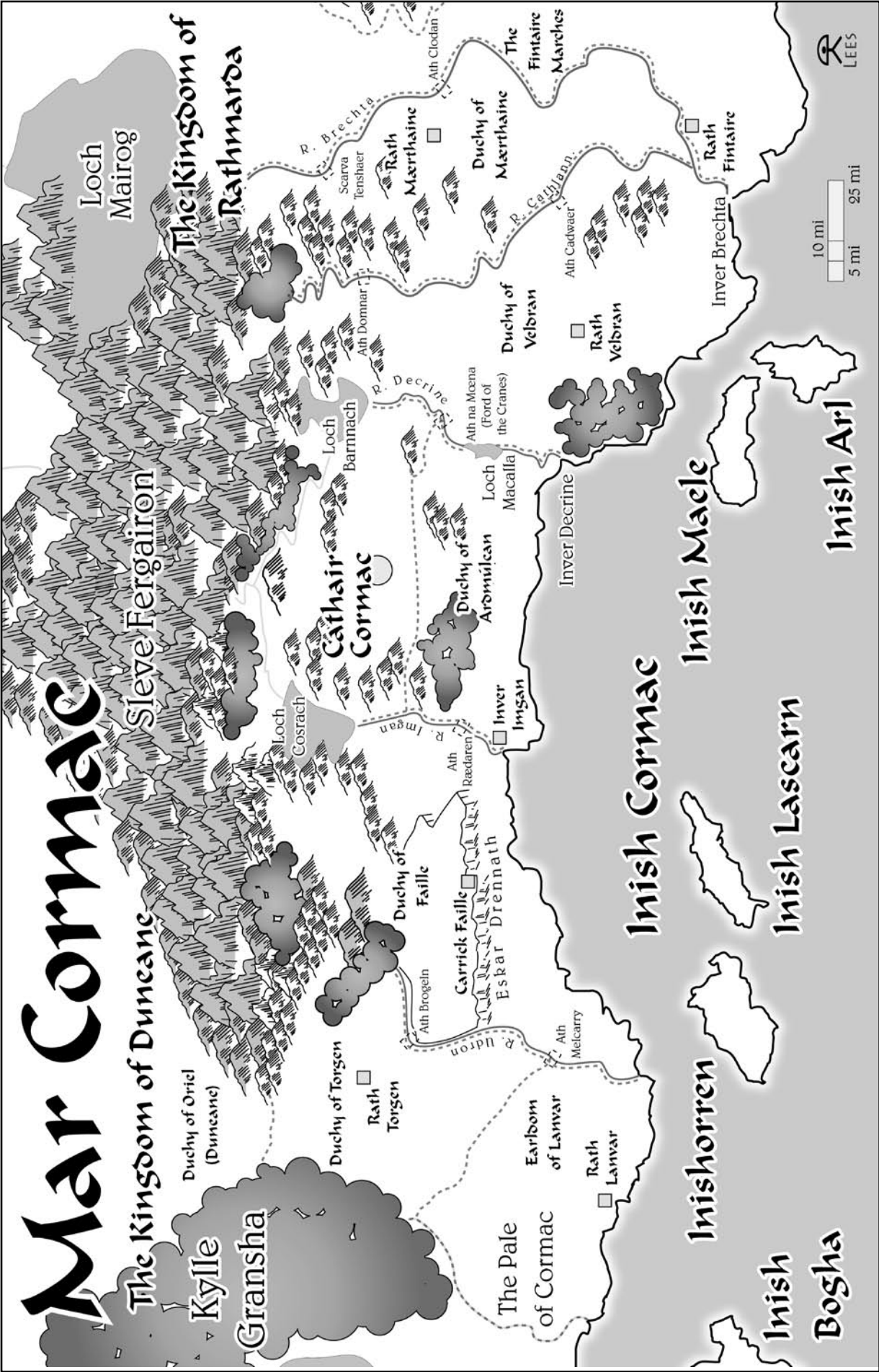
The doors lead into an opulently-decorated corridor that takes the visitor into the Cormac's enormous throne-room, where the ornate wood-and stonework, high vaulted ceiling, and banners and trophies cannot fail to impress. At the far end

THE ORDER OF THE CALDROP AND SPUR

To help protect their people and fulfill their *geas*, the Cormacs long ago created a special brotherhood of warriors called the Order of the Caltrop and Spur. Their first symbol, the silver caltrop, represents the members' role as defenders of Mar Cormac. The second symbol, the iron spur, symbolizes all the journeying they must do. Most members are spearmen or *seilgara*, but a few wizards and other folk also belong.

The fighting men of Mar Cormac regard membership in the Order as the highest honor their king can bestow upon them. For the most part, they are good men, concerned only with fulfilling the charge the Cormac has laid upon their *fionta*. They care nothing for the Cormac's ambitions of conquest, and have no desire to fight in any wars he might start abroad. They desire simply to protect the people of Mar Cormac, keeping them safe from the fell beasts of the Sleve Fergairon.

Every year, the members of the Order meet at Cathair Cormac to elect one of their number to lead them. He receives the title "Lord Marshal." Except in rare circumstances, a person, once elected, is re-elected each year until he declines the honor or dies. At present Glomaire of Hartswell, a spearman of many years' service and valorous demeanor, serves as Lord Marshal.



of the room the Cormac's throne rests upon a dais. The throne's back rises up above the Cormac's head, and set into its wood is a large, greenish gemstone unlike no other in Tuala Morn. Men call it the Carcashael. Legend says that when Cormac Mac Feoras was searching for a place to build his rath, he looked into the heavens and beheld a shooting star. He watched it fall to earth and hurried to that spot. There he found a large lump of star-iron embedded in the ground, and in the center of the iron was the Carcashael. He used the iron to forge the sword Carcholann, and set the stone into his throne as a symbol of his power.

NOBLES AND LANDS

Like the Cormac himself, the nobles of Mar Cormac are powerful men of ambition and fire. Though all remain scrupulously loyal to the Cormac, they sometimes fight among themselves for lands or prestige, a practice the Cormac encourages to keep them strong and ready for war.

THE WESTERN LANDS

In the far western part of Mar Cormac, the Oriel Hills of Duneane slope swiftly down to form a plain broken by patches of forest and small lochs — a land well-suited for farming, or the herding of cows and horses. The Duchy of Torgen and Earldom of Lanvar occupy these lands, Lanvar being the southernmost of the two realms. Duke Bercart rules Torgen, Earl Owain rules Lanvar. Both seem eager to support the Cormac in campaigns of conquest.

THE DUCHY OF FAILLE

In the Faille, between the Rivers Irgan and Udron, steep hills descend from the Sleve Fergairon past Loch Cosrach, finally terminating in the Eskar Drennath, a long line of sheer cliffs said to be unscaleable by even the most skilled *seilgar*. Atop the Eskar, next to where Loch Asha pours its cold waters over the cliffs as the spectacular Ess Londrigarn, the dukes of Clan Lismore built Carrick Faille, the Rock of the Cliff. Positioned so attackers can only approach it from one direction — a narrow defile unsuited for chariots or large armies — it is virtually impregnable. No attacker has ever taken Carrick Faille.

Like the cliffs themselves, the Faille dukes are large, domineering, and steadfast. Duke Aidan ConMovhan, a hardbitten, stubborn man, fits that description well. In battle, the blows he deals with mace and axe shatter shields and men alike; at court, his judgmental nature and shrewd manner make him a very dangerous man to cross. His four sons take after him in almost all ways, but his gentle twin daughters Jana and Lila resemble their petite, blonde-haired mother Moninne.

THE DUCHY OF ARDMULCAN

South of the Cormac's own extensive lands lies the Duchy of Ardmulcan, with its seat at Inver Irgan. Its boundary runs west from Ath na Moena to the Irgan, and it contains hills, plains, forests, and coast in almost equal measure. Many nobles of Mar Cormac regard it as the most pleasant of all the realms beholden to their liege, and find reasons to visit Duke Leary as often as they can. Fortunately, Leary is a jovial man who's glad to extend generous hospitality to his fellow nobles. Unlike most of them, he has little interest in court politics or the Cormac's ambitions; he enjoys his position and his lands well enough as they are, and sees no reason to risk them, or make enemies, by trying to obtain still more wealth and power.

THE DUCHY OF VELDRAN

Veldran, ruled by Duke Cashlin MacArbaun, is an enormous fiefdom running from the mountains to the sea between the River Decrine and the River Cathlann. Many lesser streams and brooks wend their way through its hills as well, and Duke Cashlin's subjects have learned well to avoid the water-faeries and river-gods who so often live in them.

Duke Cashlin rules from Rath Veldran in the south, a large and ungainly fortress built piecemeal by his ancestors. There the *tashacs* of the many clans he rules, who often feud hotly with each other, meet every four months to hear his judgments and learn of his new policies. The Duke has found that by commanding their presence every few months, he can become aware of disputes before they have a chance to grow and fester, thus keeping his realm as peaceful as possible.

Though Duke Cashlin is wise and capable, his wife the Lady Moira possesses an even finer head for politics than he does. He often seeks out her advice on matters of state, and rarely fails to follow her counsel. His men revere her greatly, and should he die before begetting heirs, it's likely she would become duchess with their approval.

THE EASTERN LANDS

Mar Cormac's eastern realms, the County of Maerthaine and the Fintaire Marches, are the wildest, least settled parts of the kingdom. Count Nealon MacSeevin, who stands high in the Cormac's favor, guards the kingdom's eastern border from the men of Rathmarda — and from the perils of the Eastern Wilds. A cruel and vicious man, Nealon utterly lacks the noble nature one of his rank should possess. Though he can act with courtesy when required to do so, he looks at everyone he meets the way a hunter looks at his prey — to decide whether he can make use of them, or should simply let them go.

Lord Lurgoss ConTevleigh, ruler of the Fintaire Marches, is a much simpler man trying to build a true fiefdom out of the coastal wilderness the Cormac's father awarded his clan some years ago. He hopes to earn the title of earl or count soon, and would do much for the Cormac to achieve that ambition.

PARLAS ROSLEIGH



Between the Drimnarth and the sea lies Parlas Rosleigh, a kingdom of bold and resourceful men. Facing threats from the hills, the Slough of Airith, and their ancient enemy Dalriada to the south, the nobles of Parlas Rosleigh must remain ever alert, ready to protect their subjects from almost any danger.

HISTORY

After Coruch Crotha created the Spring of Dunrioga and the Tualans began to explore their new home, Eoghan Mac Slevin took with him a band of hearty warriors and set out to sail down the River Mointarc. Their boats survived the journey downriver, passed through the river meadows that are now the Slough of Airith, and entered Blacksod Bay. They sailed down the southern coast a few days more, finally landing on a sandy beach a few leagues west of the cliffs men now call the Faill Caball.

Though the land they settled in at first appeared green and peaceful, they soon learned that trolls, Pictoi, and other strange creatures of the Drimnarth claimed it as their hunting grounds. The Tualans found themselves beset by attackers almost every night.

One terrible, moonless night, the trolls came against them in force at Achad Devish. Eoghan and his two sons were slain, and many other Tualans besides. A young warrior named Duald Rosleigh rallied the dispirited men, leading them east and north away from the battlefield to a steep hill. There he ordered them to build a strong rath. They built well, and soon the troll-folk learned the Tualans would not be such easy prey as they had first thought.

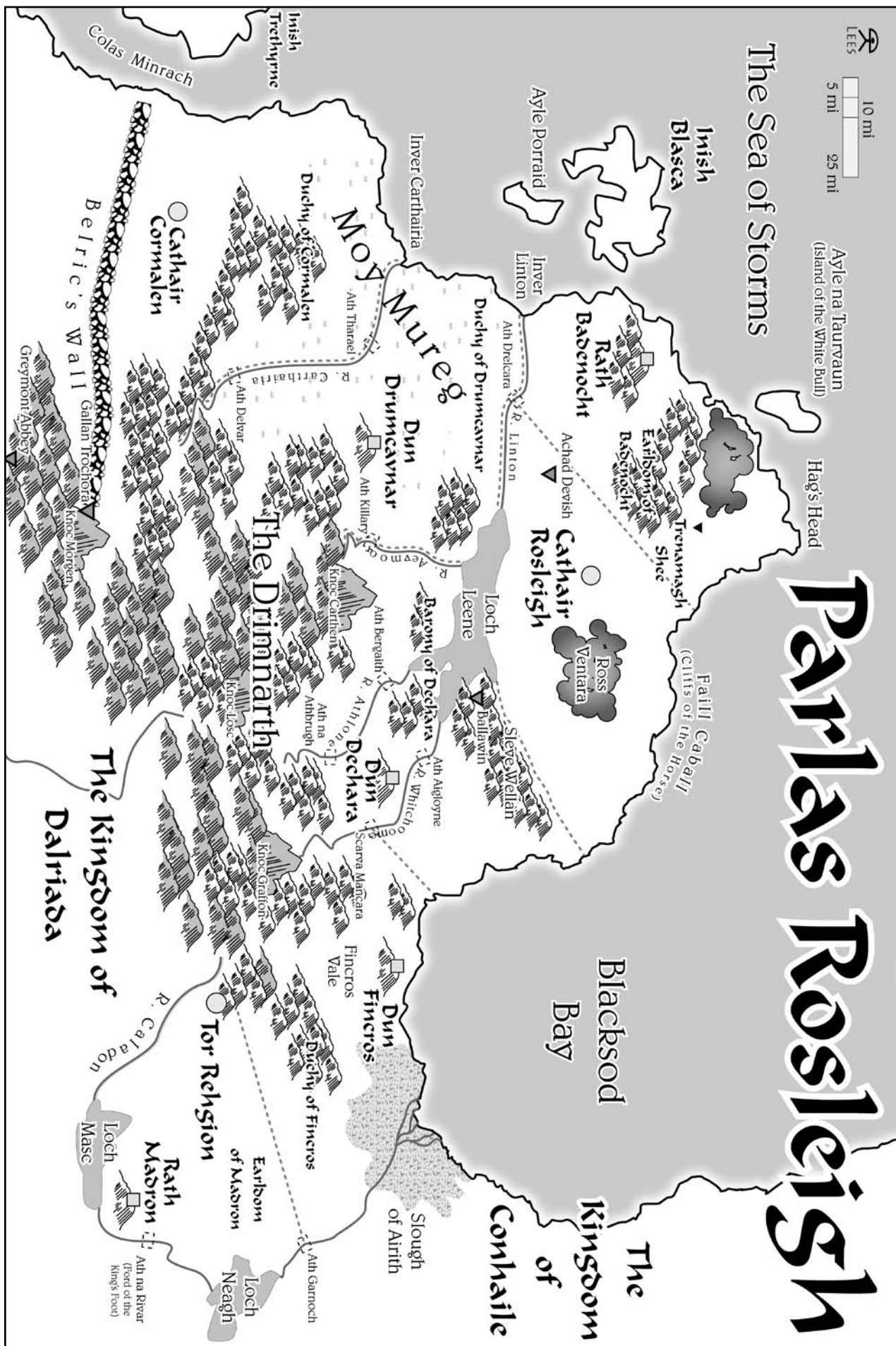
The Tualans had finally gained a foothold, and soon other warriors, hearing of their plight, came to join them. Eventually Duald, to whom one and all now looked for leadership, began granting fiefdoms to his best, most faithful warriors and bestowing other honors on any man who had stood beside him during the early days. Slowly but surely, the Tualans spread throughout this new realm, which they called Parlas Rosleigh after their new ruler. With so many dangers lurking in the hills for them to fight, they had little need to fight each other. King Duald's realm, for all its roughness, was a place of camaraderie.

In the time of Angus Rosleigh, grandson of Duald and an even wiser ruler than he, the men of Parlas Rosleigh met the men of Dalriada. The kings of both realms wished to rule the entire peninsula, and their conflict led to warfare and bloodshed. To protect his people, King Belric of Dalriada built Belric's Wall. Though the war-bands of Parlas Rosleigh harried him, forcing him to use magic to extend the span of his life, he eventually finished the great task. Since then the conflict between the two kingdoms has slowed, but never ceased, and to this day cattle-raids and border skirmishes occur frequently.

THE TREACHERY OF BARON ODRAN

Not long before the coming of the Fomorian, the throne of Parlas Rosleigh was betrayed by one of its vassals, the Baron Odran of Dechara. A man of little honor but great aspirations to power, Baron Odran desired the kingship above all other things. One day he heard of a crone with strange powers who lived with her daughter in a cottage deep within the Drimnarth. Determined to learn the truth of this story, he passed through many dangers and found the cottage. Taken with the daughter's beauty, he married her, and they lived with the crone for a year and a day. During that time the Baron studied the hag's witchcraft, selling his very soul for the arcane power to make himself a warlock.

Baron Odran emerged from the hills with awesome powers of magic. Calling on the evil spirits he commanded, he led an infernal army against Cathair Rosleigh and besieged it. Warriors used to fighting other warriors found themselves unmanned in the face of such supernatural foes, and it seemed as if the great castle of Clan Rosleigh might at long last fall. But then, all unlooked for, the druid Camarlin came to King Kinnaid to give him the magical might he needed to defeat his attackers. Calling upon the very powers of land and air and sea, Camarlin summoned forth a storm so great it swept away the Baron's army while leaving Cathair Rosleigh untouched. The King Kinnaid, with Camarlin's blessing upon him, opened the castle gates and rode forward to fight Baron Odran singlehandedly. Seeing the king thundering toward him on a proud warhorse, the Baron's courage faltered, and he turned to run, only to have the king spit him with a spear. As the Baron's body died, his soul was dragged away shrieking by the very spirits he had once commanded — and Parlas Rosleigh was safe once more.



THE RIDING DRUIDS

Along one part of the Rosleigh coastline, the sea crashes against chalk cliffs, which at their top slope up from the ocean, then down into a long, broad vale. This place, the Faill Caball, or Cliffs of the Horse, is sacred. In times long past, druids carved away the turf at the top of the slope to create an enormous picture of a horse in the chalk to honor Efrona, goddess of horses.

A special order of holy men known as the Riding Druids tends this place, performing ceremonies to Efrona. As their name indicates, they also raise horses, riding them in swift races along the very edge of the cliffs, sometimes dying when a mount loses its footing and pitches over the edge into the waves. The Riding Druids never sell their steeds, but at times make a gift of one to some king or noble. The Tualans consider such a gift a great honor, for the horses of the Riding Druids run as swiftly and tirelessly as those of Dundelgan, and sometimes swifter.

Anluan the Black leads the Riding Druids. An unassuming man who wears an ordinary druid's robes and carries a staff, he is often mistaken for one of the druids who serve him. Well-versed in magic, he has of late devoted much effort to protecting the Cliffs from the evil power he senses growing across the kingdom, and indeed all of Tuala Morn. He knows not yet what the power may be, but he is determined to protect Efrona's shrine from it, even at the cost of his own life.

THE LORDS' STRIFE

The only other time civil war disrupted the peace of Parlas Rosleigh was but a few years ago. When the kings of the ten realms chose Davaine MacUrbal to be the High King, the throne of Parlas Rosleigh was left vacant. At that time, Davaine had no sons, and his uncle Fergal and cousin Baird both declined the kingship — the former because he considered himself too old to rule, the latter to continue his studies to become a druid.

Davaine bestowed the crown on the *tashac* of Clan Glanbeigh, Flinn, to whom he bore distant relation. The nobles of the kingdom, many of whom desired the throne for themselves, accepted this choice — but only until Davaine left for Dunrioga. Then fighting broke out, with clans and warriors supporting King Flinn arrayed against challengers such as Duke Toalne of Fincros and Duke Scell of Cormalen. The other nobles aligned themselves with whomever they judged most likely to triumph. Fighting raged across the Duchy of Drumcavnan and throughout the lands around Loch Leene for over a year before King Flinn achieved a decisive victory over Duke Toalne in a battle near the village of Ballawin. Duke Toalne, genuinely ashamed of his betrayal, took his own life, and his son Lugaide pledged fealty to the king. With the Fincros forces to bolster his own, King Flinn had no difficulty making Duke Scell surrender.

After executing the duke and his captains, Flinn restored the land to peace — though an uneasy peace it has been, with wrongs from the war still vivid in the minds of many Rosleigh men. In recent years, as despair and evil have seemed to grip the land more and more strongly, feelings of discontent have increased among the Rosleigh nobles, and it may only be a matter of time before one of them makes his own bid for the throne.

RULERS AND LANDS

Since the death of King Flinn six years ago, his son King Ballogh has ruled Parlas Rosleigh, with his queen, Shinaide, at his side. Well knowing the precarious state of his kingdom, and informed by his druids of a "shadow" that seems to be falling from the Drimnarth over his realm, he has taken to traveling around his lands frequently with a large contingent of warriors at his back to protect him. He makes a point of visiting each of his principle vassals at least once every two years, to ascertain if all is well in their realms and assure himself that they do not plot against him — or at least, not openly. Queen Shinaide, no shrinking violet she, rides right beside him on these trips, carrying her own spear and fighting with him when battles occur.

The King's Lands, located between Loch Leene and the sea, are some of the most beautiful in Parlas Rosleigh. Few hills break up the rolling plains, where many peasants farm, herd cattle, or grow fruit in orchards. Along the coast, fisherman haul in large catches, and local nobles often send the best fish by swift courier to Cathair Rosleigh to satisfy the king's well-known appetite.

BADENOCHT

West of the King's Lands lies the Earldom of Badenocht, a realm known for the quality of its cattle. The ConEdar earls explain the vigor of their bulls by telling the tale of their ancestor Gwilym, who tricked the faeries of Trenamagh Shee into giving him some of their white-skinned, red-eared faerie cattle. Those bulls, mingled with the Badenocht herds, have earned the earldom its reputation for cattle-breeding.

The earls of Badenocht have always remained loyal to the Rosleigh kings, and Earl Ringan is no exception. A good friend to King Ballogh since the days when he was fostered to King Flinn's court, he has oft provided the king with wise counsel, or a few knights to augment the royal war-band during one of Ballogh's excursions into less friendly domains.

Hag's Head, part of the Badenocht lands and the northernmost point in Parlas Rosleigh, takes its name from a terrible monster who once lived in a cave among the cliffs there. The Hag endangered passing mariners by singing a bewitching song to them, luring them closer until their ships were crushed on the rocks below her home, stranding the sailors there so she could feast on them at her leisure. If a ship resisted her siren's song, she used her magic to create a terrible storm that drove it onto the rocks anyway. But the bard Artegal destroyed her, using his songs first to cancel her own powers, and then to collapse her home upon her.

DRUMCAVNAR AND DECHARA

Those parts of the shore of Loch Leene that the King's Lands do not occupy belong to the Duke of Drumcavnar and the Baron of Dechara.

Duke Cadwal of Drumcavnar rules over a land that suffered much during the battles of the Lords' Strife. Villages were burned and sacred sites profaned as the king's men fought to defeat the rebellious lords. Cadwal supports the king, but his vassals are divided. Some blame him for the losses they suffered, while others believe the only honorable thing to do is remain true to King Ballogh. Cattle-raids may turn into open warfare if the Duke cannot calm his fractious vassals.

Baron Wulfring of Dechara, like his ancestor Baron Odran, has little love for the Rosleigh kings, but has not moved against Ballogh directly — yet. His support of King Flinn during the Strife was middling at best, the bare minimum his *caelshain* obligations would let him get away with providing.

CORMALEN

Like Mersia in Dalriada, Cormalen has long stood as Parlas Rosleigh's bulwark against invaders who come over Belric's Wall. Few Dalriadans so dare, but those who do come face to face with the looming presence of Cathair Cormalen and the strength of Duke Magraethe's hero-band. Magraethe, eldest son of the executed Duke Scell, had many years to nurse his thirst for vengeance against King Flinn, but with Flinn's death seems to have formed no such desire regarding King Ballogh. Though not an enthusiastic vassal of the man whose father slew his father, he has remained loyal — at least for the present. No one doubts he could easily change his mind.

FINCROS

In the east of Parlas Rosleigh lies the Duchy of Fincros, between the shadowy hills of the Drimnarth and the unwholesome waters of the Slough of Airith. Because they rule so threatened a realm, the Scarlet Dukes (*Duchas Dearg*) of Fincros (so called for their characteristic red hair) have long enjoyed a reputation as fearsome and skilled fighters of trolls and other fell creatures. "Like a Fincros man seeking trolls' heads," the Tualans say to describe someone possessing dogged determination.

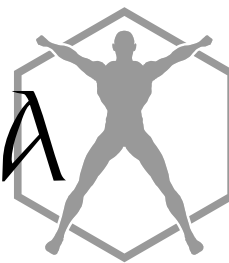
The Fincros (so all the dukes are traditionally called) who currently rules from the strong dun at the head of the Vale of Fincros is a man who knows his lands well. In his youth he was a *seilgar* who trod the paths of both hill and marsh, and his men say he can hit a bird in flight with an arrow at a hundred paces. Though not a favorite of the king, he enjoys enormous popularity among his people, who follow him and the other leaders of Clan Mac Fincros unquestioningly.

MADRON

The other earldom in Parlas Rosleigh is Madron, in the far east near Lochs Neagh and Masc. Tor Rehgion, burial place of High Kings, is located in the west of Madron where it borders the Drimnarth. The shadow from the hills has fallen most heavily on Madron, leaving its people to live in fear and hatred. Earl Brendan has had much difficulty keeping his realm whole, despite frequent visits from King Ballogh; some of his nobles have become nigh-openly rebellious against him.

Earl Brendan lives under an unusual *geas*: he can only be killed at noon or midnight, while bearing with him a horn, by an enemy wielding no weapon. He takes great comfort in this destiny whenever he goes into battle.

RATHMARDAR



Named for a clan now long dead, Rathmarda is a kingdom where the cattle-raid and clan feud dominate life in much the same way as they did hundreds of years ago. This has bred disunity and weakness, leaving the realm vulnerable to outsiders who see it as a rich prize to be conquered.

HISTORY

The first Tualans to settle in the region now called Rathmarda came under the banner of Ardan Mac Marda, a bold warrior and adventurer who fought beside the Three Brothers against the trolls. He built a large and ostentatious rath on the shores of Loch Langren, and thus Rathmarda got its name.

Ardan ruled his realm as king for many years, and his sons after him. But the high-handed and arrogant ways of the Mac Mardas bred resentment among their once-loyal allies. Finally, resentment gave way to hatred, and a cabal of nobles conspired to kill Broskey Mac Marda, Ardan's great-grandson. They assassinated him in the feasting-hall of his own rath, slaying him with daggers while he was drunk rather than giving him the chance to earn an honorable death on the battlefield.

But treacherous men make poor allies. Soon the conspirators turned against one another, each seeking the crown for himself. After many years of fighting, Callough ConAillech, a powerful knight who controlled much of the Moy Corom west of Rath Marda, defeated enough of his enemies to declare himself king. Though his peers grudgingly accepted this, the nobles of Rathmarda remain a fractious lot to this day, often difficult to control.

KING ARDAL

The only king who ever inspired true loyalty from most of the nobles of Rathmarda was King Ardal, known as "Falcon-Eye" for his penetrating, far-seeing gaze. The bards say King Ardal could stand atop the tallest tower of Cathair Marda (for Ardan's ancient rath had long ago been made a castle) and see to the far side of Loch Mairog.

It was during King Ardal's time that the Fomorians came to Tuala Morn, and though the Rathmarda kings often have little to do with the rest of the land, Ardal recognized the seriousness of the threat. He called the Rathmardan war-bands to him and led them to battle. So valiant did he prove in combat, so deadly and masterful of feats, that all the other Tualan kings chose him to be their first High King.

THE FAERIE WAR

It seems that the Good Folk who make their homes in Rathmarda are as contentious a lot as their human neighbors. More than once a group of faeries has kidnapped some knight or burly peasant to help them win sporting contests or battles against some other shee.

A few generations ago, the faeries of Darshae-ghla Shee went to war against their brethren of Bellivar Shee. No druid or wizard has ever learned what dispute causes the princes of those shees to marshal their forces, but many people witnessed the awesome spectacle of the fighting. Unfortunately for King Ailbe and his court, Cathair Marda is located between the two shees, and so the battle was fought above the castle. One night the king and his men watched in awe as the skies above them were lit by terrible faerie magics as the swiftly-flitting knights of the Daoine Sidhe fought each other among the clouds. None could tell which side won, but eventually the fighting came to an end, leaving behind only one token of the battle — a broken half of a faerie blade, which fell from the sky to land at King Ailbe's feet. The blade remains a relic of Clan ConAgligh, though it has never displayed any powers.

RATHMARDAN LANDS AND RULERS

Two types of terrain fill most of Rathmarda: first, the mountains (Sleve Fergairon and Sleve Balla) and the hills rolling down from them; second, the vast fields of the Moy Corom and Moy Raine, which occupy most of the land between Loch Langren and Loch Gairen. Rathmardans usually think of the men of the plains as more "civilized" and sophisticated than the rougher, tougher men of the hills and mountains, but there's little truth to this belief.

A large forest, the Kille Rathas, occupies most of northeast Rathmarda. Many Rathmardans make their livings chopping wood, gathering nuts and berries, or hunting there. Fortunately for them, the Rathas has fewer trolls and Pictoi than most large Tualan forests, but the Rathmardans must remain wary of malicious forest-faeries and similar threats.

KING THAITER

Thaiter, *tashac* of Clan ConAillech, holds the throne of Rathmarda. Knowing he can neither command the complete loyalty of all of his vassals, nor stop the constant clan struggles that take place throughout so much of his kingdom, he exerts as little of his kingly authority as possible. He hopes his prob-



lems will somehow resolve themselves. As long as his vassals send their legally-required tributes and emissaries to Cathair Marda, he remains content.

Instead of devoting his energies to his royal duties, King Thaiter is a devotee of the pleasures of bed and board. His life of ease has made him corpulent to the point where he rarely leaves the confines of his castle anymore — not even to go hunting or falconing, pursuits he once enjoyed. No longer fit to lead his own war-band, he has turned that responsibility over to his son, Prince Phelim. As lean and swift as a greyhound, Prince Phelim is everything his father is not, and looks forward eagerly to the day when he becomes king. In many ways he rules Rathmarda already, but still he wants the crown itself.

THE WESTERN LANDS

The most peaceful parts of King Thaiter's realm are the western fiefdoms, and they generally offer him the most loyalty. Duke Baglan of Aillech, for example, is the king's staunch ally. In fact, the Aillech dukes have always supported the king, since when Duke Callough became king many years ago, he gave his duchy to the *tashac* of Clan Shantrim, a clan very loyal to Clan ConAillech. Duke Baglan thinks little of King Thaiter personally, but remains devoted to the throne; he has a high opinion of Prince Phelim, and hopes he ascends to the kingship soon.

Colm MacGortragh, earl of Ses Coran, rules the westernmost realm of Rathmarda. His lands border on those of the kingdom of Duneane, and clans beholden to him often raid into King Ernan's territory. Earl Colm regards these raids as simple good fun and commerce, and often leads them himself, but King Thaiter has become concerned that they may spark a conflict between himself and King Ernan. Through Duke Baglan, he has asked Earl Colm to restrain himself, but so far his request seems to have had little effect.

Two of the richest realms in Rathmarda are the Duchy of Crodleigh and the Barony of Ladra, which share the unfordable lower reaches of the River Druacha as a border. Duke Inis's people raise cattle and catch fish in Loch Gairen and the Glasgaren Sea, while Baron Amalgith enjoys a reputation as a breeder of quality sheep, from whose wool his people produce rich, beautiful cloth and clothes. Both nobles trade extensively with Seanclough to the north; it's said that King Sitric wears Ladran woolen cloaks in preference to those woven by his own folk.

One of the most spectacular sites in all of Tuala Morn is part of the Crodleigh-Ladra boundary. The Rivers Shanra and Manach meet the Druacha at the same point, creating Avendri, the Place of Three Rivers, a waterfall larger and taller than any other in the land. The thunder of the falling waters drowns out all other sounds nearby, and the mists rising from the river below often obscure the land for leagues around with fog. Below the falls, the Druacha is broad and deep, crossable only by boat; above them it is rocky and much shallower, with many rapids.

THE FOREST REALMS

Two fiefdoms border the northern part of the Kyle Rathas: the Duchy of Radnor to the west, and the Earldom of Dechta to the east.

The Radnor lands, ruled by Clan Mulcoree, border the king's own lands to the west, with the River Manach and Loch Langren as the line of division. Duke Caolan Mulcoree must tread a fine line. He dare not appear openly defiant of the king's commands (since the king could easily bring his much larger war-band across the river to enforce obedience), but at the same time he nurtures an ambition for greater power. While outwardly loyal to King Thaiter, he employs spies so that he may gauge the king's weaknesses and look for opportunities to gain advantages for himself. Prince Phelim dislikes Duke Caolan, and tries to keep a close eye on him.

Earl Uaid of Dechta, on the other hand, pays almost no attention to King Thaiter. His lands, wedged in between the Sleve Balla and the forest, are virtually inaccessible except by sea, so the king has no way to enforce his laws in Dechta, making the earl a virtual king himself. Fortunately for Clan ConAillech, Earl Uaid has his hands full with clan squabbles and dealing with the trolls of the mountains, so he has neither the time nor the desire to foment rebellion — he simply wishes to be left alone to rule as he sees fit.

THE HILL REALMS

South of the Kyle Rathas lies two realms, the Duchy of Gabra and the Earldom of Cavan. Many hills, including the Sleve Gabra and Sleve Slannog, fill these lands, making travel and commerce difficult. The men who live there are hardy and independent, little liking for anyone to try to rule or command them. They prefer to live their own lives, hunting amid the hills and stealing cattle from their neighbors.

Duke Hegarty MacCraebeg of Gabra, known as Hegarty of the Three Gifts, has more luck controlling his vassals than Earl Riddoc. Charismatic, strong, and amicable, he naturally attracts skilled men hold the greatest respect for him. His nickname does not refer to his gifts of personality, though, but rather to a legend the bards tell of him. In his youth, they say, Hegarty was hunting by himself in the Sleve Gabra when he chanced to come upon two trolls who were tormenting a faerie they had captured. He charged, slaying one with the slash of his sword as he rode past, and then defeating the other in single combat. In gratitude, the faerie he rescued bestowed upon him three wondrous items: a pair of boots that let him walk on water; a silken cloak that turns arrows like the strongest armor and keeps him perfectly warm no matter how cold the weather; and a leather pouch that twice a day can create enough good food and drink to feed three large men.

Earl Riddoc, unfortunately, lacks any of Duke Hegarty's gifts, tangible or otherwise. An old man of crabbed, peevish disposition, he demands loyalty and tribute, and thus receives little of either. He will likely die soon, and his eldest son Nesson stands ready to replace him. Nesson will make a powerful earl, for he once befriended a sorcerer dwelling in the Eastern Wilds and learned from him some of his magic. He possesses a fierce hatred for Mar Cormac and is determined not to let the Cormac take his lands — even if he must sacrifice his life to stop the ambitious king.

SEANCLOUGH



A prosperous and pleasant realm between Dunrioga and the Glasgaren Sea, Seanclough is one of the most powerful kingdoms in Tuala Morn. King Sitric, who has ruled for over thirty years, has assembled a large war-band of mighty heroes from among the many clans who owe fealty to him. Unfortunately, he's wasted much of his strength on a long and bitter feud with Conhaile, leaving him fewer men than he should have to protect his people from Vulkings, trolls, and other dangers.

HISTORY

After the battle of Tonag Statheen, Donnan Mac Slevin, a young man of great wisdom, led a band of followers east to settle a new land. Coming to a loch they named Tallacht, they built a large dun nearby and established farms and villages. Gradually they explored their new home, learning the feel of the wind over the Moy Lamlara, the shape of the paths through the Kyle Dorach, and the perils of the Shrona Ivruiss and Loch Corra. By the time of the Pictoi Wars, the new land, now called Seanclough, was well settled.

When the Pictoi rose up against the Tualans, tribes living in the Kyle Dorach and the Shrona Ivruiss came out of their hidden strongholds and attacked the men of Seanclough, killing dozens of peasants and lesser nobles. With his war-band around him, King Crevan O'Donnan crossed the River Rosgaire at Ath na Shinna and went north, meeting the Pictoi host at Parga Macken. Pretending to have fewer warriors than he truly did, he lured the Pictoi into a trap, killing almost all of them. The Pictoi who escaped the slaughter fled deep into the Kyle Dorach, from which they have never emerged to trouble the people of Seanclough the more.

The line of Slevin came to an end in Seanclough when King Mulcahy and all his family perished during a plague that struck the kingdom during the reign of High King Dovlech. Thereafter the crown passed to Clan Donduvaine, whose arms, the serpent-nowed sword, are the symbol of Seanclough to this day.

THE CONHAILE FEUD

Three centuries ago a feud arose between Seanclough and Conhaile when the kings of those realms blamed each other for the loss of the chance to become High King. Rather than recount all the events of the feud, this chronicle confines itself to one memorable victory of Seanclough: Crithrough's Ride.

Some years after the feud began, but while Devin ConRingabar was still king of Seanclough, a band of Conhaile men crossed the Plain of Crows, intending to make a sneak attack on some rich holdings in the Sleve Statheen. It happened that a hermit who lived in the hills near the headwaters of the River Rosgaire saw the Conhaile warriors pass into Seanclough. Using strange magical powers, the hermit sent a sparrow with a message of warning for the king.

The sparrow flew swiftly to Dun Tallacht, only to find that King Devin was away to the south, near Ath Grellach. Commanding Tallacht in his stead was Strahan Crithrough, a noble warrior. Astonished to hear a bird speak, he nevertheless heeded its message. Taking what men he could with him, he mounted his Lammlaran steed Carrigorn and rode north as if the Sluagh were on his heels. He and his men rode without sleeping until they found the invaders, then despite their exhaustion fought the enemy until the Conhaile warriors fled west.

When King Devin returned to Dun Tallacht and heard the tale, he rewarded Strahan with rule of the lands which he had saved, naming him duke over the new Duchy of Crithrough. And the ford near where the hermit lived became known as Ath na Foraire, the Lookout's Ford.

THE BATTLE OF TREY CARRICLAITH

For the past several decades, Vulkling raiders have attacked the coast of Seanclough again and again, burning villages and farms and stealing anything of value. On many occasions the local thane has arrived with a band of fighting men too late to do more than bury the dead and comfort the grieving. The clans living along the shore have learned to watch the sea carefully for the blood-red sails of the northron warriors.

One time, at least, their vigilance paid off in vengeance for Seanclough. A young boy keeping watch saw three Vulkling ships making for Trey Carriclaith (Shore of the Grey Rocks), where they could land and raid several nearby towns and settlements. While the boy ran several miles to the house of his thane, Driscoll O'Conleth, a fortuitous storm kept the Vulkling ships offshore, unable to land for fear of being dashed to pieces on the rocks that gave the place its name.

Thane Driscoll and his war-band rode to the shore, hiding in a nearby wood to keep the Vulkings from seeing them. Though the raiders outnumbered the Tualans nearly two to one, Thane Driscoll's men had the element of surprise

on their side. After the Vulkrings landed and began marching inland, a volley of spears caught them off-guard, killing nearly half their number. The Tualans fell on the wounded survivors, making bloody play with their spears before the Vulkrings could get close enough to use their axes and swords. The fighting lasted nearly an hour, but the outcome was never in doubt; soon all of the Vulkrings lay dead on the ground, their blood seeping into the turf.

Thane Driscoll ordered the Vulkring corpses piled onto a vast pyre, then doused them with oil and lit it. The peasants living near Trey Carriclaith say that to this day, the ground where the Vulkrings died, and where they were burnt, is especially fertile, growing the largest, thickest crops of any place in Kintire.

LORDS AND LANDS

Blessed with great power both personal and political, King Sitric of Donduvaine rules Seanclough. The wisps of grey appearing in his jet-black hair betoken his advancing years, but age has done little to slow him down. Since taking the throne when he was but 15 years old, Sitric has guided his people with an expert hand, like a rider who knows when to make his horse go where it's supposed to, and when to give it its head. Sitric's men revere him for his wisdom and war-skill; his closest friends for his wit and steadfastness; his wife and family for his loving and protective nature. His one great flaw is his unreasoning hatred of Conhaile (or anyone else who does him wrong), which makes it impossible for him to let go of his designs for vengeance, no matter how costly they all too often prove.

Sitric's heir is the eldest of his four sons, Agamore. Though ready and willing to assume the throne when the time comes, Prince Agamore is in no hurry to rule; he's quite content with the duties and perquisites of a royal heir for the time being. He shares his father's opinion of Conhaile, though his gentle wife, Princess Maighlin (the daughter of High King Davaine's youngest brother), is slowly but surely trying to change his mind.

In Seanclough, unlike in most kingdoms, the King's Lands are relatively sparse. King Sitric controls only a strip of land running south from Dun Tallacht down the River Rosgaire, including Ross Seanclough, where he and his ancestors have always enjoyed excellent hunting.

GLENDALOUGH AND CRITHROUGH

In the southwest of Seanclough, on the shores of Loch Kilcarry, lies Glendalough, a quiet land of small towns. The people of Duke Baelinten craft many excellent wares and grow delicious food. Some of their goods they trade throughout Seanclough, while others are sent across the loch and down the River Mointarc to Dunrioga itself. All this commerce has made the ConStamullen dukes wealthy; to display their

riches, they have decorated their palace Gallacashlane at Dun Glendalough with objects of gold, finely-carved woods, and the most luxuriant draperies in Tuala Morn.

Cathair Crithrough, seat of the Duchy of Crithrough to the north of Glendalough, is quite the opposite. Built by Strahan Crithrough after he was appointed duke, it's a harsh and obdurate place, meant for defense not comfort. Though generations of duchesses have softened it somewhat, it remains a fortress first and foremost. The present duke, Gilbride MacSefra, has a well-deserved reputation as a fierce fighter of Conhaile men and trolls alike. He gives no quarter to either, and with a sort of savage glee carves a notch for each one he kills in the wooden pillar Colúnna Bualla in his castle's courtyard.

The Crithrough lands include the famous battlefield of Tonag Statheen, where an order of druids performs perpetual ceremonies to honor the Tualans who died there. Each king of Seanclough has erected a standing stone there at the beginning of his reign to honor both the dead and the druids.

THE DUCHY OF IMRITH

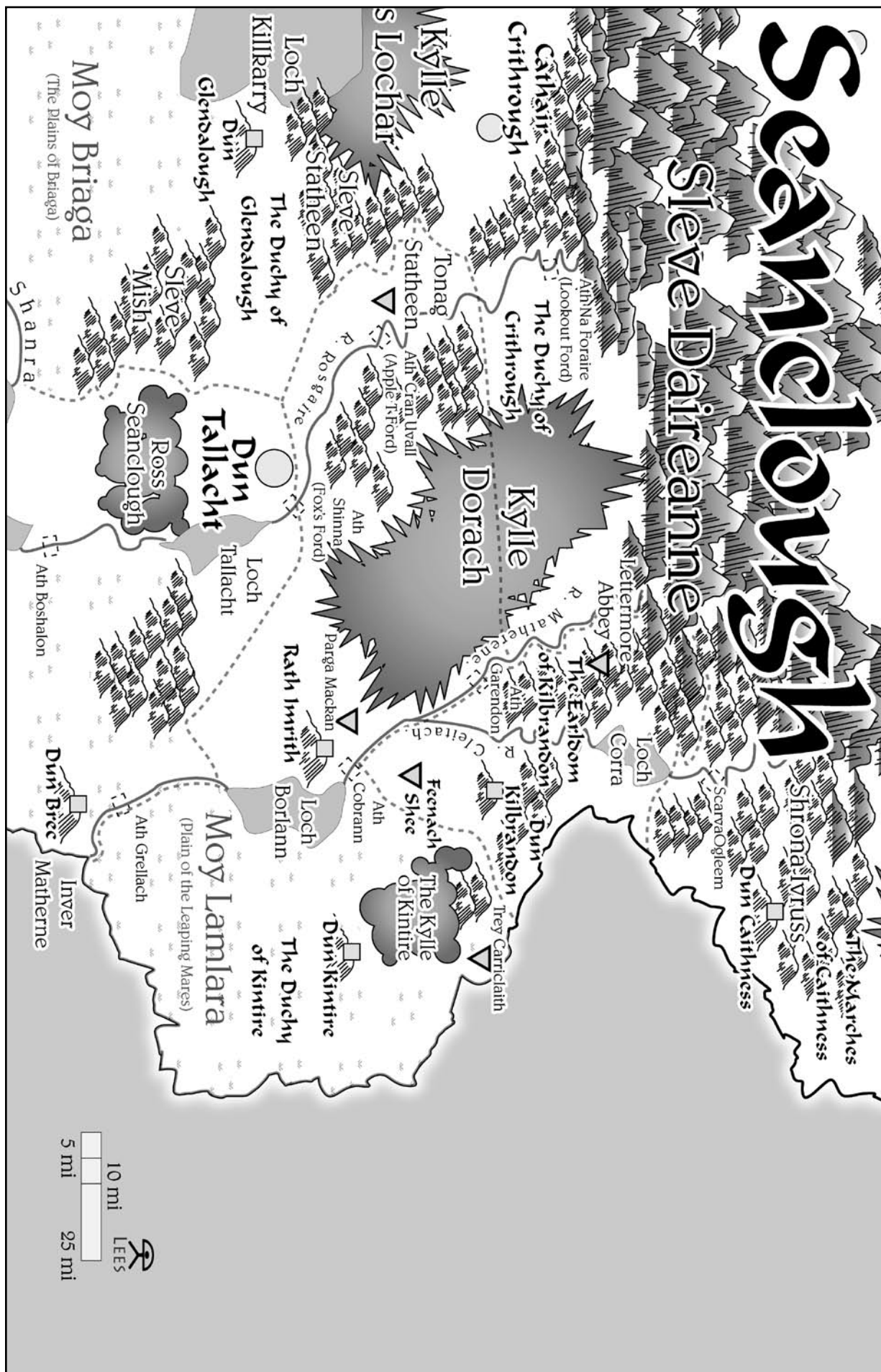
The Duchy of Imrith occupies the central lands of Seanclough, thus serving as a crossroads for traders and travelers who pass through the kingdom. Duke Teris ConCaley tries his best to rule his realm well and keep it safe. However, most of his lands are shaded by the boughs of the Kille Dorach, and while it is not so fell a forest as Kille Duvtach or Kille Draichta, it does not lack perils of its own. Defending his people against the fiends that call the woods home, including fearsome were-wolves, often taxes Teris's resources to the utmost.

Duke Teris has no sons, and has made his daughter Eilis, a warrior-maiden, his heir. Eilis carries a *geas* that she cannot wed a man who has not bested her in battle, nor lie with a man who has not bested her in a contest of wits. Unfortunately (or perhaps fortunately) for her, her battle-skills and wisdom are both mighty, making it difficult for anyone to defeat her in any way.

THE LAMLARAN REALMS

The southeastern part of Seanclough contains the Moy Lamlara, "Field of the Leaping Mares," where since the earliest days of the kingdom the nobles of Seanclough have bred and raced horses. Though whether a Lamlaran steed can defeat one from Dundelgan is a subject of fierce debate in the feasting-halls of Tuala Morn, not even those who argue the cause of Dundelgan would scorn to ride one of the noble horses of Lamlara.

The Baron of Brec, Mollan O'Shaega, controls the southern half of the plains, and the Sleve Bansha to boot. In the hills he mines iron and gold, and on the plains raises horses, cattle, and wheat. For many years Baron Mollan has been involved in a dispute with Duke Inis of Crodleigh (in Rathmarda) regarding ownership



of certain lands surrounding Loch Gairen. Baron Mollan claims those lands by descent from his great-grandmother, Aurnia, who was a member of the Crodleigh ducal family. For now, the two nobles simply raid each other's herds, but the matter may soon escalate to fighting if they cannot find a peaceful solution.

Baron Mollan's seat, Dun Brec, is one of Tuala Morn's major centers of trade from other lands. Logren merchants often land their ships there, and in Dun Brec's marketplace one frequently hears their uncouth accents and strange language.

Kellehaire, Duke of Kintire, is known far and wide across Tuala Morn as one of the most honorable, trustworthy, and truly "noble" men of rank in all the ten kingdoms. If Duke Kellehaire expresses an opinion, either through words or deeds, other nobles and even kings take heed, for the Kintire would never do anything dishonorable or malicious. With his broadsword Firinclave he fights for the causes of justice and righteousness, never for greed or power. Legends say that when his ancestors of Clan Caltragh set out from Dun Tallacht to find lands to claim as their own, a druid prophesied that they should settle in a place where "blue stones ride a silver river that springs from a black rock." After many days' travel, they were astonished to come upon a large black boulder into which was thrust a sword. Where the hilt met the blade was set a blue stone, and smaller stones of the same type and hue were set into the center of the blade along the ricasso, with another in the pommel. Ahern O'Carraill drew the sword out of the stone, becoming the first of the Kintire dukes. The sword passed from his hands to those of every duke who succeeded him. Its legendary powers — that whenever anyone tells a falsehood or half-truth within its presence, it will speak the truth on its own; and that no illusion or glamour can withstand its touch — have oft helped the dukes to rule justly and well.

THE INVRUS REALMS

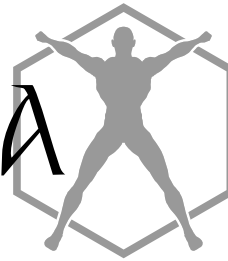
The Shrona Invrus is a long range of steep, rocky hills along the southern and eastern edge of the Sleve Daireanne. Two Seanclough fiefdoms, the Earldom of Kilbrandon and the Marches of Caithness, control this rough land.

Kilbrandon, the southern of the two realms, contains some fields as well as hills, and has many small forests. This makes it perfect for raising swine, and the pig-herds of the MacDer-nish earls provide succulent pork to grace the tables of many a Tualan lord and hero. Earl Scolagh's swineherds like to tell the story of Ghelwch Heyn, a talking faerie boar who joins their herds when the pigs go into the woods to forage for acorns and is responsible for the herds' renowned fruitfulness.

In the northern Kilbrandon lands, where the hills rise tall, the River Cleitach flows into a dark vale to form Loch Corra. Loch Corra, the Lake of the She-Fiend, gets its name from the fearsome water-hag who lives within its waters. Her presence casts a pall over the region, attracting other *fuath* and similar creatures, so few men live near the loch. Though the Corra supposedly keeps a rich treasure-hoard within her gloomy underwater palace, no adventurers have ever succeeded in wresting so much as a single golden coin from her.

The Marches of Caithness, the lands of the Caithness lords since the earliest days of Seanclough, are even wilder than north Kilbrandon. Save for a narrow strip along the coastline, there are no plains here, just hills upon hills rising up into the mountains. In the shallowest, broadest valleys, the subjects of Lord Davlic make their homes, living as herders, hunters, and miners. Lord Davlic rules his realm with little interference from Dun Tallacht, for he guards the northern border well and fulfills his *cailshaen* duties promptly.

TIR BARBATHA



In the far southwest of Tuala Morn, past the Sleeve Donn, is a peninsula known to the Tualans as *Tir Barbatha* — the Land of the Barbarians. There live a people who call themselves as *Gasur Foraxta*, the Children of Feoras, after the youngest of the Three Brothers who is their ancestor. Feoras bequeathed this land to his son, the druid Nerach. Thanks to the Doom of Coruch Crotha Nerach's descendants have held the land ever since, even though they abandoned much of their Tualan heritage, interbred with Pictoi, and have repeatedly attacked their more civilized brethren.

HISTORY

The Tualans know little of the history of the Barbathans. Not only are the southern barbarians isolated, wishing to have no contact with the northerners, but they do not keep written records. Almost all Barbathans are illiterate; only their druids know how to write, and that in a strange script descended from the *ogham* of the northern druids but so debased few northerners can understand it anymore. They incise their chronicles on the walls of sacred caves whose location they so zealously protect that Tualan raiders have only found two of them in centuries.

From what the Tualans know, Barbathan history is little more than a tapestry of tribal chieftains, each competing with his fellows for greater power and prestige through warfare and, to a lesser extent, athletic contests. Only one chieftain — Garthu Trelg — ever united his entire people, and he died when he led them against the Tualans during the time of High King Dovlech (see page 19). Barbathan historical records also mention many shooting stars, strange natural phenomena, and other events the druids regard as omens.

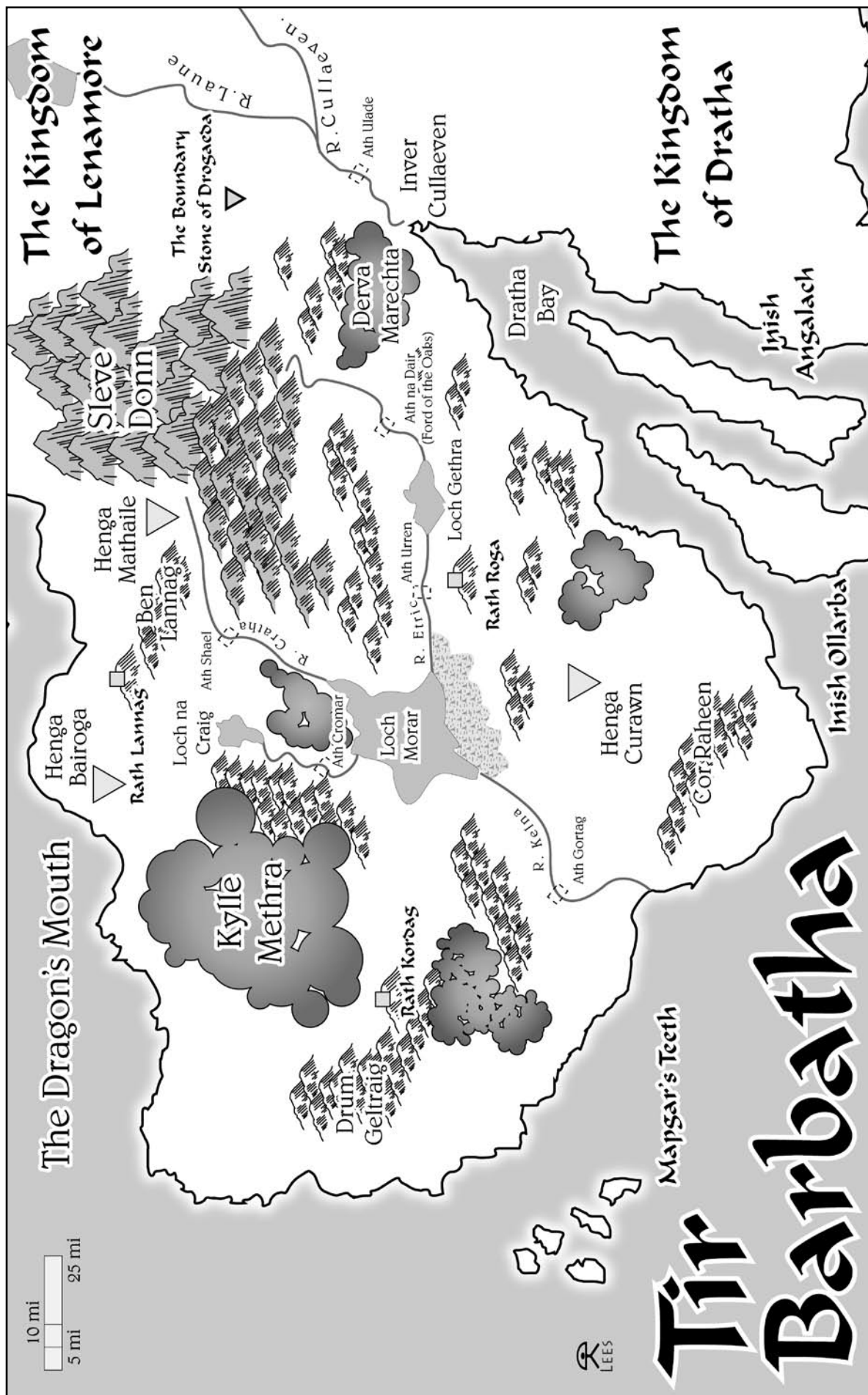
BARBATHAN CULTURE

Barbathan society is based not on clans or small families, but on tribes (*traiva*, in Barbathan). A tribe resembles a clan to some extent, but the Barbathans regard all members of a tribe as being closely related to each other. Every girl-child is the sister of every boy-child, and the daughter or grand-daughter of every woman; every man's wife is the wife of all men in the tribe. (Because of this, Barbathan men can only seek wives among the women of other tribes, obtaining them by paying an agreed-upon bride-price, or simply kidnapping them and then fighting off their relatives.) Similarly, to some extent, everyone in the tribe owns all of the tribe's property, though each man's war-gear is his own.

The leader of a tribe carries the title of chieftain (*daisech*). He must be the strongest and cleverest man in the tribe, for at any time any other man in the tribe can challenge him to single combat for the chieftaincy, and he cannot refuse the challenge (though he has the right to dictate its terms). The chieftain's word is law, but by ancient tradition he must consider the advice of two bodies of elders, the Council of Men and the Council of Women, when deciding important matters. Unlike ordinary Barbathan men, who can marry only one woman, a chieftain can have up to four wives.

Each tribe claims a territory for its own — as much land as it can, by strength of arms or wits, hold against the other tribes. Most tribes' territory has remained the same for decades or centuries, but occasionally one tribe gains or loses land through warfare, or a new tribe forms and stakes out a claim. Tribes name themselves after the territory they control (the Southern Raheen tribe), their chieftain (the tribe of Bargott Blackhair), or some tribal totem or event in the tribe's history (the Red Hawk tribe).

Barbathan women have few rights or privileges. The Barbathans regard them as the property of their fathers or husbands, and they must take a subservient role in all things. But when the tribe goes to war, women fight alongside their men; many Barbathan men say, in all seriousness, that their wives are far fiercer warriors than they.



Warriors and Warfare

Barbathan society is harsh and deadly. The Barbathans value fighting skills over all others, for they settle almost all differences through combat. If two men dispute who should ford a stream first, they have a fist-fight to decide the matter. If a man cannot buy the bride he wants, he takes her from her family by force and fights to keep her. If a tribe wants new lands, it attacks another tribe to obtain them.

The Barbathans fight with a reckless abandon and ferocity that astonishes and even terrifies the Tualans. They throw themselves into battle wearing no armor and use few, if any, defensive maneuvers or tactics — they're determined only to slay as many enemies as possible before they themselves are cut down. Sometimes berserk rages come over them, making them even stronger, deadlier, and less likely to feel wounds.

The typical Barbathan warrior uses the spear, sling, axe, and stone-headed hammer. Only Barbathan chieftains and the most skilled, experienced warriors can wield a sword.

Unlike the Tualans, most of whom have abandoned the use of chariots in war on most occasions, the Barbathans use them in every battle. Each lord and warrior treasures his chariot and horses, decorating them with the heads of slain enemies. (Barbathans also head-hunt to use the "trophies" for *tathlums*, powerful magical sling-bullets made from an enemy's brains; see page 210.)

Though considered primitive and crude by most Tualans, the Barbathans nevertheless have their own unique sense of honor and fair play, one as important to them as a Tualan's honor is to him. Among the Barbathans, a man must present himself straightforwardly and honestly. Lying, cowardice, sharp dealing, and accomplishing things by skulking or sneaking about (such as assassinating an enemy with a magic spell or poisoned dart rather than a fair fight) are shameful, and often causes for the offender's chieftain to punish him. Since they have no written contracts, to the Barbathans a promise has moral force; a man who fails to keep the bargains he makes or does not abide by his given word suffers the approbation of his tribe — it may even "cast him out" for a time to live on his own.

Religion and Magic

The Barbathans are devout Lanvans; they have a hot hatred for the priests of the Golden Temple and kill them on sight. However, their druids and religious practices are not the same as those of the Tualans. They are simpler and, in many cases, darker. For example, Barbathan druids routinely propitiate the gods with sacrifices of goats or pigs, a practice mostly abandoned by the Tualans shortly after they came to Tuala Morn.

As among the Tualans, Barbathan druids act as advisors to chieftains and hold a place of respect and power within society. Some of them, such as Rengar Bloodhand who served Garthu Trelg, become war-leaders as well as religious figures.

Other than druidic powers and spells, the Barbathans have little magic. They mistrust wizards, and lack the resources for the sort of sustained study required for a man to become a mage. Some Barbathan women learn witchcraft, using it to protect themselves from the worst practices of their men-folk and, as necessary, obtain some measure of revenge.

THE LAND

Tir Barbatha is much more untamed than the rest of Tuala Morn. Each tribe stakes out its territory, often building a crude rath or other simple structures, but makes little effort to develop the land beyond primitive farming. There are no causeways over marshy ground, no formal roads, no watchtowers, no marker stones. Travel through Barbathan lands takes much more time and effort than travel in most other parts of Tuala Morn.

Sacred Sites

Nerach MacFeoras chose the southwest peninsula to become his lands because that region contained many places of sacred significance. Three of these — Henga Curawn in the south, Henga Bairoga on the northern coast overlooking the Dragon's Mouth, and Henga Mathaile near the Sleve Donn — contain circles of standing stones, sometimes in pairs or groups with lintels, that were in place when the Tualans arrived. Who built the circles, and why, remains a mystery, but any druid, bard, or wizard can feel the sacred power of these places easily.

Many other sites throughout Tir Barbatha have standing stones (some carved with a strange, unreadable script), sacred wells, or the like. For example, at Ath na Dair (Ford of the Oaks) on the River Etric, a powerful river-god holds sway. Local Barbathans journey to the ford every new moon to sacrifice a goat to him and give him gifts, so that he will ensure that they catch many fish throughout the next month. Anyone who crosses the ford without making a similar gift suffers great misfortune — or so the Barbathans say.

Raths

Barbathans usually build small, wooden forts, but three tribes have done more, creating large fortresses with stone foundations and sturdy construction. Near Loch Getra, the tribe of the Roga chieftains, which traditionally grants the leadership from father to son if the son passes certain tests of strength and endurance, established Rath Roga at the top of a large *kady*. With the rath to support it, the tribe has become the pre-eminent power in the area.

On the northern end of the Ben Lannag, Rath Lannag has served as home to several tribes over the centuries. When one occupant weakens, a stronger tribe invades, taking the rath for its own until it, too, weakens and loses hold. Several excellent fishing-streams and woods for hunting keep the rath provided with food.

In the heart of the Drum Geltraig, Kordag the Horse-Tamer built himself a mighty rath several years ago. By its very presence and the size of the beams with which his tribe built it, Rath Kordag boasts of Kordag's wealth and power, as if daring lesser tribes to attack him and try to take it.

Lochs

Tir Barbatha contains several important lochs. In the very center of the peninsula, Loch Morar takes in waters from the Rivers Cratha and Etric, as well as several smaller riverlets and streams, making it one of the largest lakes in all of Tuala Morn. Many tribes live along its shores, hunting waterfowl, fishing, or stalking the game that lives in the marshes and woods that border it.

Loch na Craig, to the north, takes its name from the large mound of stone that juts out of the middle of it, like some sun-petrified troll shaking his fist at the sky. Barbathans regard the stone, and to a lesser extent the lake, as sacred; sometimes they take boats out to the stone to leave sacrifices or perform worship ceremonies. A Barbathan strong enough to swim to the stone, make his devotions, and then swim back earns great renown in the eyes of his fellows; most who try drown in the attempt.

ISLANDS OF TUALA MORN



Along the coast of Tuala Morn are several groups of islands (*inish* in Tualan, a word having both singular and plural meanings; the term *ayle* also refers to a single small island). Some the Tualans have settled, some they leave alone, and some merely serve as waystations for Tualan mariners.

THE WINTER ISLANDS (INISH GEVRATH)

North of Duvárach, across a narrow strip of choppy sea called the Colas Gevrath, lie the Winter Islands. Rocky, forbidding, and chill even in the summertime, they definitely deserve their name. Only a handful of Tualans live there year-round, though others migrate there at certain times of year to fish or hunt seals.

Some Tualan lords suspect that the Vulkrings establish temporary settlements on the northern side of the Winter Islands, using those camps as bases from which to raid Tuala Morn. Certainly the islands are no colder or harsher than the Vulkrings' own lands, so they would not quail at the climate.

THE INISH KEERA

North and west of Conhaile, seven large islands and a number of smaller ones make up a group known as the Inish Keera — the Keeran Islands. Though not much further south than the Winter Islands, they have a more pleasant (though by no means comfortable) climate.

By law the Keerans are a fiefdom of the King of Conhaile, ruled by a duke of Clan Skelgae (for which reason some Tualans call them the Inish Skelga instead). However, Duke Harbrode barely pays lip service to his overlord, and the Conhaile kings have never seemed much inclined to exert authority over the islands. Most of the inhabitants of the islands actually call their duke “king.”

Many Tualans live on the Keerans, raising sheep, fishing, and hunting seabirds and the small, swift, dark brown deer native to the archipelago. Strong and hardy, with wind-burned cheeks and characteristic red-gold blonde hair, they prefer their stark and independent lifestyle to serving a soft mainland lord. In recent years they've suffered greatly at the hands of the Vulkrings, for they have no towns and few villages where men congregate in sufficient numbers to repel a shipful of northron warriors. Duke Harbrode plans to deal with this threat... if necessary, by hiring adventurers or mercenaries to help defeat the raiders.

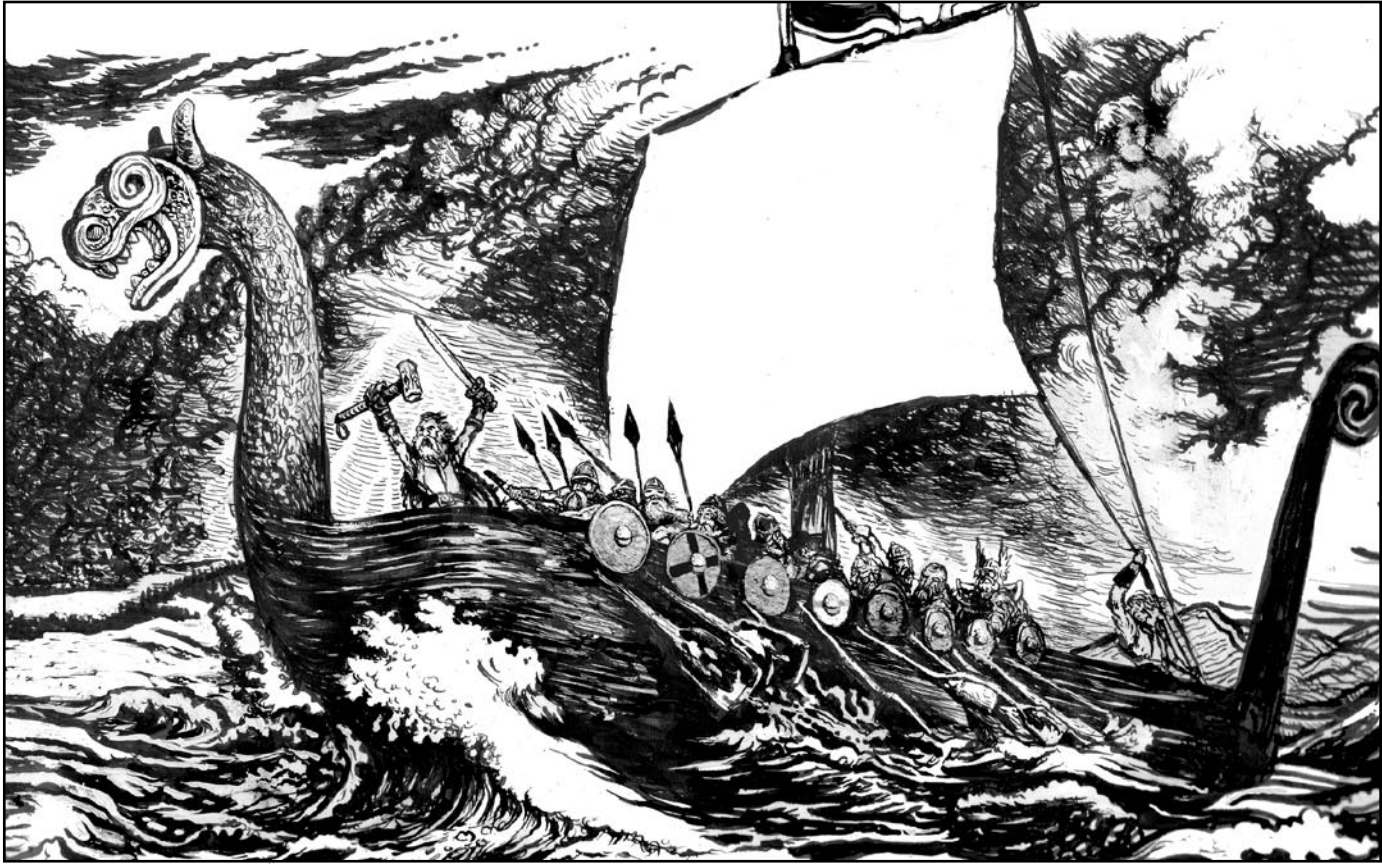
ISLANDS OF THE WESTERN COAST

The coasts of Parlas Rosleigh and Dalriada includes several islands. Northernmost of them is Ayle na Taurvaun, the Island of the White Bull. It takes its name from an ancient tale in which a druid, Cael Croda, visited the place for a month of solitary meditation and dreamed each night of a bull with a snowy white coat. Seeing this as an omen, he called some brothers of his order to join him, and they brought with them a herd of cattle. The first bull born on the island had the white coat Croda had seen in his dreams. Ever since then, a cult of druids has lived on the island, worshipping the gods at stone circles they have raised. Always their herds of cattle are led by a white bull, and when the white bull dies, the next bull born is white and succeeds him. The druids' cattle are strong and sleek, sought by herders all over the ten kingdoms, thus bringing the holy men much wealth. Their legends say that if ever the white bull dies a death of violence at the hands of men, great disasters will befall Tuala Morn.

Inish Blasca and Ayle Porraid, off of Parlas Rosleigh, and Inish Doaga and Inish Trethyrne, belonging to the King of Dalriada, are all pleasant lands settled long ago by the Tualans. The cove-filled coast of Inish Blasca once provided many hiding places for pirates, until King Durthacht of Parlas Rosleigh built a great fleet of ships and hunted them all down. Some folk say the pirates' ghosts haunt the island and surrounding waters, but most people dismiss this as a foolish tale told to scare misbehaving children.

MAPGAR'S TEETH

Southwest of Tir Barbatha are five small, rocky islands known to the Tualans as Mapgar's Teeth. The Tualans say that Mapgar was a fearsome giant who dared to attack Lugna, hoping to capture the sun and keep it as part of his golden treasure-hoard. He and Lugna fought, and the king of the gods prevailed against the foolish giant. So hard did he strike Mapgar that he knocked Mapgar's body into the sea. Five of Mapgar's teeth, loosed from his head by the blow, floated to the surface and became islands. No Tualans live on the Teeth permanently. However, some nobles occasionally take ship to them, to hunt the wild boars living there. No king claims the Teeth.



INISH OLLARBA AND INISH ANGALACH

Filling much of Dratha Bay, these two large islands were once inhabited by a few Tualans. But after the Fomorians attacked Tuala Morn and were defeated, some of the mis-shapen giants swam across the bay to the islands, taking refuge there and killing any Tualans they found. The Tualans say some Pictoi and trolls also live there, serving the Fomorians.

Both of these islands have steep, cliff-like coasts, making it almost impossible to land a boat there. Instead, craft must sail up to the cliffs (a dangerous maneuver, since the strong currents of the bay can smash a ship on the rocks) so people can find a way to climb up to the surface of the islands. As a result, the Tualans have never dislodged the Fomorians, who have built small towns of stone and practice their strange magics without interference. Unless someone does something about them, they may soon pose a threat to Tuala Morn.

THE INISH LANGOLEN

South of Dratha lies a small group of islands that curves around to shelter the Drathan Sea from the storms of the high ocean. These islands, the Inish Langolen, are fiefdoms of the King of Dratha, who appoints various lords to rule them as he sees fit.

Inish Bogha, the largest of the Langolen islands, has several thriving Tualan communities. Boghan men raise crops, herd pigs and sheep, and mine iron from the mountainous interior. Their womenfolk dye wool and use it to weave beautiful, elaborate tapestries that grace many a noble's hall across the land. Its lush forests contain much game; Drathan lords sometimes journey here to hunt.

On the other hand, the smallest island, Ayle Gloneen, has little to recommend it. Containing mostly barren plains of hardy, pale green grass, and rocky cliffs and bluffs where little grows, its only inhabitants are the monks of Gloneen Abbey, one of the Golden Temple's largest monasteries in all of Tuala Morn. Left to themselves, the monks grow simple food to live on, raise some animals, and write (or copy) many holy books. Their large temple, though lacking the adornments of some on the mainland, possesses the simple beauty of a building lovingly raised and reverently used for many years.

INISH CORMAC

Four large islands — Inishorren, Inish Lascarn, Inish Maele, and Inish Arl — belong to the King of Mar Cormac. The Cormacs of long ago allowed men to settle on them, granting each island to a thane or other lord. To protect the realm from attack by sea, the Cormacs built a series of watch-towers along the islands' southern coasts, using signal fires to alert the rest of the islands and the mainland of possible attack. Thanks to this safeguard, very few Vulkring raiders have attacked the Cormac coast successfully.

Nor are those the only towers on the islands. Many years ago, a wizard named Lugaid MacArlyn, seeking solitude in which to study, journeyed to Inishorren and with his wizardry builded there a great tower for himself and his five beautiful daughters. Since he sealed the tower doors, neither he nor his daughters have ever been seen by another Tualan. Whether they live there still, ignoring the passage of time through Lugaid's magics, or have met some terrible fate, remains unknown.

TIR NA VORRAG

Several days travel west of the Hag's Head lies the largest of the islands near Tuala Morn, Tir na Vorrag — the Land of the Vorrag. Adventurous Tualan mariners discovered it centuries ago, but it has little contact with Tuala Morn, save for occasional trade-journeys.

The Vorrag are a strange people bearing no relation to the Tualans (who have no idea where they came from, or whether they lived on the island prior to the Tualans' arrival in Tuala Morn). Tall, but not so tall as the Tualans, with oddly beautiful reddish-gold skin, they dress in elaborately tailored, brilliantly colored robes. Both men and women wear their hair long (men bind theirs into ponytails with carved clasps), and the men almost never have facial hair. They speak an eerie, musical language, and prefer to learn Tualan rather than teach visitors their tongue.

Tualan visitors to Tir na Vorrag have seen several small cities, filled with tall, delicate-looking towers, domed temples built of dark stone to gods who seem to have winged cat-creatures as servants or pets, and large palace complexes where their rulers and nobles live. The Tualans left with the impression of an ancient civilization of might and power, apparently able to fulfill all of its own needs, desiring little or no contact with the outside world.

Some Tualans believe the Vorrag possess a great talent for magic. Several of the largest towers the visitors saw were described to them as the homes of puissant wizards, and the very mention of magery inspired fear and wonder among their Vorrag guides. Several times enchanted rings were mentioned; it may be that Vorrag wizards craft such rings and use them to augment their powers.

According to the Vorrag, a man called the Overking rules them from a vast palace near the center of the island. Warrior, wizard, and priest all at once, he possesses unquestioned authority. Slaves and retainers by the hundreds serve him, willing to sacrifice their life at a moment's notice from him. However, some Tualans believe the Vorrag exaggerated their monarch's might to frighten their visitors.

Though some Tualan merchants have pressed the Vorrag to expand their trade with Tuala Morn, as yet the Vorrag seem reluctant, and desire little the Tualans have to offer them (Tualan clothes and whiskey are the most heavily-traded items). Whether relations between the two realms will ever grow remains in doubt.

ISLANDS OF WONDER

Beyond Tir na Vorrag the seas become strange, and few Tualan mariners venture into them. Those who have sailed into the sunset and returned to their homeland bring back tales of many wondrous islands, where bizarre men and creatures live and magic lies thick upon the land. Some of the islands they have described include:

The Island Of The Silver Palace: On this isle, a powerful monarch named Beldarios rules from a palace built of silver bricks. His wealth, the sailors say, exceeds that of all the nobles of Tuala Morn combined.

The Island Of The Shining Giants: Here live a race of tall, powerful men, like unto giants, garbed in enchanted armor that glows like the setting sun.

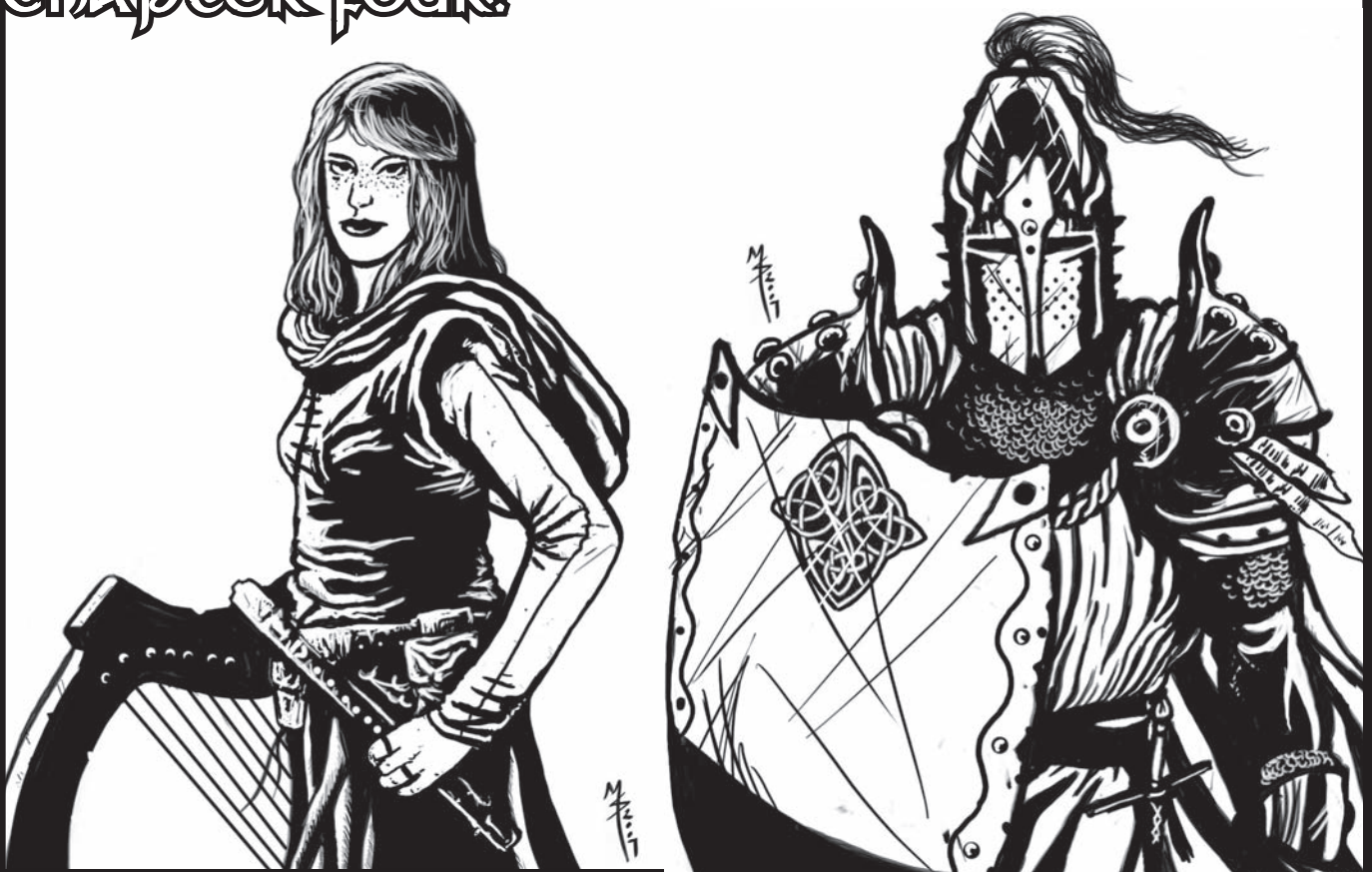
The Island Of The White Enchantress: The only inhabitant of this island is a woman of great beauty who possesses great magical powers. Those who visit her island had best beware, for she is easily offended, and transforms those who "insult" her into deer or hounds.

The Island Of The Serpent King: On this island live a race of men like serpents, with scaly skin, fangs, and sinuous tails. Their ruler, the most mighty of them all, wears a golden crown set with large red gems that seem to have powers of fascination.

The Island Of The Shrieking Stones: The very stones of his island make noises, ranging from low muttering and humming to ghastly, terrifying shrieks. Try as they might, the Tualans who visited here could never understand what the stones were saying.

The Island Of The Feasters: The Tualans who came to this island encountered a race of men and woman of great beauty and seeming honor, but who actually desired to butcher travelers and feast upon their bodies.

CHAPTER FOUR:



The Board Of Notables

Characters

CREATING A TUALAN CHARACTER



Creating a Tualan character is a four-step process:

First, discuss with the GM whether he wants to run a Heroic- or Superheroic-level Tuala Morn campaign (see page 282). This tells you how many Character Points you have to build your character with, what abilities and spells are available for him to buy, and so on.

Second, choose a Racial Package Deal. Since most Tualan characters are standard Tualan humans, this usually involves no work at all. Only if you want to play an unusual “sub-race” — such as a Barathanan or a fae-blood — do you need a Package Deal. In that case, unless the GM rules otherwise, you must take the appropriate Package Deal and you cannot change it.

Third, choose your character’s profession — his “class,” if you will. In most cases this involves buying a Professional Package Deal, such as Druid or Spearman. Again, unless the GM permits otherwise, you must take the Package Deal, and you cannot alter it. The Package Deals are set up to simulate the proper abili-

ties and “feel” for Tualan characters, so changing them (leaving something out, or substituting one ability for another, for example) could spoil your game. For example, if you change the rules of the setting so that spearmen can wear armor (or buy a lot more Combat Luck), the differences that distinguish them from knights, and that make playing a knight a distinctive choice, disappear.

Fourth, round out your character by spending the rest of your Character Points. There are plenty of abilities and Skills listed in this book that might attract your attention, and of course your own imagination will provide plenty of other ideas. Just be careful to maintain the feel of the setting. As a relatively Low Fantasy world, Tuala Morn isn’t an appropriate place for fireball-hurling wizards, lizard-man player characters, or warriors wielding glowing magical swords, so don’t try to create a character like that. Stick to the dramatic parameters of the setting so that your character fits into it properly — you and the rest of your gaming group will have a lot more fun that way.



RACIAL PACKAGE DEALS

After you find out what type of game the GM wants to run, the first step in the Tualan character creation process is choosing a race, as represented by a Racial Package Deal. Given the nature of the setting, this tends to be an easy choice — unlike High Fantasy settings such as *The Turakian Age*, in Tuala Morn most characters are humans, which means they don't need a Racial Package Deals. Only if you choose certain variant types of humans is a Racial Package Deal even necessary.

The choices for “variant” humans are Barbathan, Duvárachan, fae-blooded, and troll-blooded.

Barbathan

Although most definitely Men, the Barbatheans have little in common with other Tualans. A cruder, harsher people, they have a far more primitive culture (though by no means a lack of culture). A Barbathan raised in his home lands according to his peoples' native traditions could become a Spearman, Hunter, or Warrior, though he's far more likely to take the Barbarian Package Deal (page 118). He cannot be a Knight without the GM's permission and an appropriate background that explains how he could spend enough time among the Tualans to learn the ways of knighthood and be accepted as a knight. If gifted with a talent for things mystic, he might become a Druid, or more rarely a Wizard or a Smith; he cannot be a Bard. Barbatheans cannot become priests of the Golden Temple (at least, not without the GM's permission and a good explanation) — they despise that faith.

BARBATHAN PACKAGE DEAL

Abilities

Cost	Ability
2	+1 CON
0	Language: Barbathan (Native; see page 133)
2	Survival (choose one environment (INT Roll)

Total Cost Of Package Abilities: 4

Disadvantages

Value	Disadvantage
15	Social Limitation: Barbathan (scorned and regarded as an enemy by most Tualans) (Very Frequently, Major, Not Limiting In Tir Barbatha)

Total Value Of Package Disadvantages: 15



The Barbathan Package Deal includes a Social Limitation. This assumes the character spends most of his time outside Tir Barbatha. If he spends a lot of time there, reduce the frequency, and if the campaign takes place almost entirely in that land eliminate the Disadvantage altogether.

Duvárachan

Though far closer to the typical Tualan than a Barbathan, a Duvárachan still has many differences from his southern, lowlander, brothers. He never uses a chariot in war, since such contrivances have little use in his mountainous land, and often scorns horses as well, preferring his own two strong legs. Rather than wielding a spear, he's more likely to carry just a sword and dagger, or perhaps an axe, into battle instead. Strong and tough from years spent among the peaks of the Sleva Daireanne, he may consider lowland Tualans weak — and even foolish, for it takes a crafty mind to evade

DUVÁRACHAN PACKAGE DEAL

Abilities

Cost	Ability
0	Language: Duvárachan (Native; see page 133)
2	Survival (Mountains) (INT Roll)

Total Cost Of Package Abilities: 2

the wolves, trolls, and other threats found in the mountains, hills, and deep glens of Duvárach. But his heart is as big as the mountains themselves, and once he befriends someone, only treachery can make him turn away from that person.

Duvárachans fighting men usually become Warriors or Hunters; they're rarely Spearmen or Knights. Duvárachan Bards typically favor the bagpipe, and sometimes the flute, over the harp that's so popular elsewhere in Tuala Morn. Most Duvárachans follow the Lanvan faith of their fathers, and their father's father's father; very few of the Most High's temples are found in their land.



FAE-BLOODED PACKAGE DEAL

Abilities

Cost	Ability
2	+4 COM
1	<i>Fae-Blooded Longevity</i> : Life Support (Longevity: double normal lifespan)

Total Cost Of Package Abilities: 3

Optional Abilities

Cost	Power
-4	Reduce COM to 6
2	KS: Faerie Lore 11-
2	<i>Water Faerie's Child</i> : Swimming +2" (4" total)
4	<i>Forest Faerie's Child</i> : +2 to a Skill associated with woodcraft (such as Tracking, or appropriate forms of Survival)
10	<i>Mystic Affinity</i> : 10 Character Points' worth of <i>Magic</i> Perks and spells
5-10	Perk: Faerie Favor

The Fae-Blooded

Sometimes the Good Folk breed with the Tualans. Perhaps some prince of the Daoine Sidhe becomes infatuated with a beautiful human maiden, and gets her with child; or maybe a man sees a female selkie bathing, then steals her seal-skin and won't give it back until she becomes his wife. Whatever the cause, children born of the union between human and faerie are known as *fae-blooded*.

The fae-blooded generally resemble ordinary men, but in almost all cases possess a certain unearthly beauty (or, rarely, repellent ugliness) that marks them as having faerie blood in their veins. Likewise, their faerie ancestry often gives them both a certain nobility, and a certain capriciousness; many of them enjoy pranks and games immensely.

Because of the magical nature of the Good Folk, the fae-blooded often possess an unusual talent for wizardry (particularly sorcery), druidry, or the bardic life. Many fae-blooded have other affinities relating to the precise nature of their ancestry; for example, the fae-blooded child of a selkie might be an excellent swimmer, while one sired by a forest-faerie would make a skilled Hunter.

The faeries usually (but not always) have a much higher regard for fae-blooded humans than normal men — they're more likely to talk politely with the fae-blooded, or to grant them favors and gifts. However, a few faeries dislike fae-blooded *more* than pure-blooded men, regarding the "stink" of their human ancestry as a defilement of faerie nature.

The fae-blooded tend to live longer than normal Humans, with lifespans of as much as 200 years.

Changelings

The characteristics of the fae-blooded also apply to *changelings* — faerie babies left in place of human ones by malicious faeries who don't want to put up with their own squalling, ill-tempered youngsters. While the kidnapped human child, if not rescued, will grow up to live a wondrous life among the Good Folk, the changeling gradually loses most of his faerie nature because he stays so long away from his kin. By the time he reaches adulthood, he has no more faerie essence within him than an ordinary fae-blooded.

The Troll-Blooded

As they do with faeries, men sometimes breed with trolls. A man may wed the beautiful daughter of a troll-king (after he kidnaps her from her father's underground palace, of course!), and trolls may cruelly use women they capture. A child of man and troll is known as *troll-blooded*.

TROLL-BLOODED PACKAGE DEAL

Abilities

Cost	Ability
5	+5 STR
10	+5 CON
-1	-2 COM
5	+5 PD
3	+3 ED

Total Cost Of Package Abilities: 22

Disadvantages

Value	Disadvantage
5	Distinctive Features: Troll-Blooded (Easily Concealed; Noticed And Recognizable)

Total Value Of Package Disadvantages: 5

Optional Abilities

Cost	Power
-21	<i>Troll-Blooded Woman</i> : Increase to COM +2 and remove other Package Deal abilities and the Distinctive Features
5	<i>Troll's Eyes</i> : Nightvision
10	<i>Mystic Affinity</i> : 10 Character Points' worth of Magic Perks and spells
15	Psychological Limitation: Ill-Tempered (Common, Strong)

Troll-blooded males tend to be big, strong, tough men who make consummate warriors. They can wield enormous weapons with little effort, smash down doors with their bare fists, and resist blows that would kill two ordinary fighters. But their trollish ancestry is plain on their faces, and they often have terrible tempers.

Troll-blooded women, usually the children of a human male and a troll-wife, usually possess their mothers' beauty and gentleness. They rarely possess a measure of trollish strength, though some do.

Many troll-blooded, regardless of gender, have the same sort of affinity for magic that the fae-blooded do. Though most trolls dislike the troll-blooded, trollish wizards do not share this prejudice and may teach them troll-magic — if a troll-blooded can find one.



PROFESSIONAL PACKAGE DEALS



This section describes some of the character professions common to Tuala Morn. The Package Deals you'll find here are specifically arranged to represent what characters are like in Tuala Morn and to support the "feel" of the setting, so you should buy them as-is — without omitting or changing anything — unless the GM permits otherwise. Of course, players are generally free to come up with a character who doesn't have a Professional Package Deal at all, but the GM shouldn't allow this if players do it as a way of getting around the Package Deal requirements.

Many of the Professional Package Deals include equipment the character possesses at the start of the campaign. He gets this equipment for free; he doesn't have to pay Character Points or money for it — it's part of what makes him a member of that class. In other cases the Equipment section just discusses generally what sort of equipment a profession tends to use; the character has to pay for that gear with money if he wants it.

The Tualan Professional Package Deals are: Barbarian, Bard (*Fili*), Cataran, Druid, Hunter (*Seilgar*), Priest, Noble, Smith, Spearman (*Sleáfeor*), Warrior, Wizard

Barbarian

Barbarians are fighting men from the "uncivilized" cultures of the world. In Tuala Morn this includes the Barbathans and the Pictoi; Vulkring axemen might also take this Package Deal (though most are simply Warriors).

Typical Goals And Motivations: Compared to more civilized warriors, the Barbarian's desires are simple. He's a rough-and-tumble, aggressive, blunt person who enjoys fighting, feasting, women, and the other basic pleasures of life. If he has a family, he may be fiercely devoted to protecting them (contrary to popular Tualan belief), and may similarly support his tribe or clan.

Typical Abilities: Though lacking in some of the finer military skills, Barbarians nevertheless are able fighters who inspire fear in their enemies. They tend to favor offense-oriented styles of combat; some can even send themselves into a berserk fury that improves their fighting prowess but leaves them vulnerable to counterattack.

Outside of combat, Barbarians tend to function well in the wild — about as well as a Cataran, but not as well as a Hunter. They tend to live in wilderness areas (or at least areas far less settled

than where Tualans live), so they develop the skills needed to survive and thrive in such regions.

Barbarians cannot buy Feats.

Equipment: Barbarians can wear armor — usually furs or leather, but up to chainmail if appropriate. (They cannot wear plate armor.) They tend to favor the axe, spear, and sword as weapons, though some use the bow for combat (unlike the Tualans).

Starting equipment: heavy leather armor (DEF 2); one weapon of the character's choice.

BARBARIAN PACKAGE DEAL

Abilities

Cost	Ability
5	+5 STR
9	+3 DEX
10	+5 CON
6	+3 BODY
15	15 points' worth of Combat Skill Levels
4	KSs (4 points' worth)
2	Survival (choose one category)
1	Tracking 8-
4	WF: Common Melee Weapons, Common Missile Weapons
6	6 points' worth of Skills from the following list: Climbing, Combat Driving (Charioteering), Combat Skill Levels, Navigation, Paramedics (Healing), Penalty Skill Levels, PS: Sailing (or Combat Sailing), Riding, Stealth, Tactics, Tracking, Trading, Weapon Familiarity, Weaponsmith, any Background Skill

Equipment

Cost	Power
0	Leather Armor (DEF 2) (or none, for barbarians like the Barbathans)
0	One weapon of character's choice (see text)

Total Cost Of Package Abilities And Equipment: 62

Disadvantages

Value	Disadvantage
0	Social Limitation: Doesn't Fit Into "Civilized" Societies (Occasionally, Moderate; Not Limiting In Some Cultures)

Total Value Of Package Disadvantages: 0

Optional Abilities

Cost	Power
16	<i>Berserk Fury</i> : character buys the Talent of the same name (<i>Fantasy Hero</i> , page 104)
15	Psychological Limitation: Loves To Fight (Common, Strong)
10	Psychological Limitation: Scorns "Civilized" People And Practices (Common, Moderate)

Suggested Disadvantages: Barbarians who have to mingle with more “civilized” peoples (such as most Barbarian player characters) suffer from a Social Limitation of being scorned and feared by other peoples. A temperamental Barbarian may have an Enraged/Berserk without the corresponding “berserk fury” abilities. Barbarians often feel scorn or contempt for people from civilized regions, and express their disdain frequently. Many Barbarians come from tribes with traditional enemies, leading to Hunteds and hatreds.

Progression: Barbarians in a campaign usually progress and grow by expanding their horizons. While they maintain their fighting abilities, they also spend Experience Points on new skills to reflect their exposure to other peoples, places, and things during the course of their adventures. While they may never truly become “civilized,” they often end up far more “refined” by the end of the campaign than they were when it began.

Bard

Bards are musicians, poets, tale-tellers, and keepers of lore. Whether they travel the land, stopping at taverns and cathairs to earn their bread with songs and news, or attach themselves permanently to the court of a noble, they provide entertainment, memorialize important deeds in verse, and advise lords. They also serve as heralds and diplomats, when necessary; to bring about peace between warring nobles and kings is considered one of the most important endeavors (and if he succeeds, greatest accomplishments) of a Bard. Many lords do not consider an important event (such as a wedding) to have occurred unless a Bard witnesses it and composes a poem or song about it.

A bard’s training typically takes a dozen years, but can be completed in as few as eight or require as many as twenty. His first title, earned in the second year, is *fochluc*, from a Tualan word referring to a young tree. In his third year he becomes a *mac fuirmid*, and in his fourth year a *dos*. In his fifth year he earns the title *cana*, and in his sixth *cli*. Sometime during the seventh to ninth years, depending on his progress, he becomes an *anruth* (“noble stream”). Finally, at the end of the full twelve year course of study, he earns the title of *ollav* (“professor”). At that point he can buy this Package Deal in full (including the *Aise Tathra* Perk); a character who leaves training before that can only buy a few KSs and PSs and is not entitled to call himself a “bard.” At that rank he’s expected to know at least 350 tales and epics and recite them from memory at any time, to know the rights and powers of kings and nobles (and their genealogies), and many other things. More than just a poet, musician, and storyteller, he’s a historian and a custodian of customs, culture, and tradition.

Most Bards are men, but women can be bards too; female Bards wear the same garb as male Bards. Some people think female Bards are even more skilled, and their satires more powerful, than those of their male counterparts.



Typical Goals And Motivations: Varies — there are as many motivations among Bards as there are among lesser men. The stereotypical Bard tends to be at least a touch lighthearted, loves music and beautiful things, and enjoys the companionship of others (particularly attractive members of the opposite gender). Most have a healthy (or sometimes unhealthy) level of curiosity — they love to learn, and just as important they like to teach others what they know and thus pass on their wisdom.

Typical Abilities: The *Fili*, to use the Tualan word, begin their training as young men. A prospective Bard spends eight to twenty years learning from other bards, druids, and sometimes other folk. Only when he’s mastered the appropriate knowledge and skills to his teachers’ satisfaction and passed a test (in which he must compose a song on a specified subject while undergoing some physical challenge) does he receive the coveted title of Bard. Many people can play musical instruments or sing; only a few have the skills, wisdom, special abilities, and respect that makes a Bard. As such they rank among the *Aise Tathra*, equal to a king, and he who harms or insults a Bard does so at his peril.

Besides entertaining people and transmitting news and lore, Bards can use their musical gifts for several other purposes. First, they can inspire people, granting them confidence and courage. This most often occurs in battle, but can help with noncombat activities as well in many cases. Second, a Bard can *satire* someone, exposing him to ridicule and scorn.

BARD PACKAGE DEAL

Abilities

Cost	Ability
3	+3 INT
5	+5 PRE
3	Conversation
3	High Society
2	KS: Faerie Lore 11-
3	KS: Legends And Lore (INT)
3	KS: Tales And Stories (INT)
1	Literacy
3	Oratory
3	Persuasion
2	PS: Bard 11-
4	PS: play one musical instrument of bard's choice (usually the harp) (DEX Roll +1)
2	PS: play another musical instrument of bard's choice (DEX Roll)
2	PS: Singing 11-
4	Other musical PSs or KSs of the bard's choice
3	Seduction
10	Perk: Fringe Benefit: Social Rank: <i>Aise Tathra</i>
20	Bardic Inspiration: Aid PRE 1d6 plus +1 Overall Level (see text box)
29	Satire: Drain PRE 4d6 (see text box)
9	9 points' worth of abilities from the following list
	Acrobatics, Acting, Breakfall, Climbing, Concealment, Contortionist, Cramming, Deduction, Disguise, Gambling, Lipreading, Mimicry, Riding, Shadowing, Sleight Of Hand, Stealth, Streetwise, Survival, Trading, Ventriloquism, Weapon Familiarity, any Background Skill, Jack Of All Trades, Well-Connected, Contact, Eidetic Memory, Perfect Pitch

Equipment

Cost	Power
0	Two musical instruments of character's choice
0	Dagger

Total Cost Of Package Abilities And Equipment: 114

Optional Abilities

Cost	Power
2	<i>Gifted Teacher</i> : Add PS: Instructor 11-
+3	<i>Gift Of Lore</i> : Increase KS: Legends And Lore to INT Roll +3
10	<i>Bard's Wealth</i> : Add Money: Wealthy

The usual target is a king or nobleman the Bard has taken a dislike to for some reason, but a Bard could choose to, for example, satire a hostel-keeper he felt treated him badly, or anyone who hired him and then refused to pay him properly. Typically Bards only satire someone to expose evil, corruption, and duplicity — for example, to force nobles to act properly and alleviate their subjects' sufferings. But more than once a Bard has used his power to satire as a form of blackmail, extorting something from a nobleman as the price for not satirizing him.

Additionally, some Bards, though not all, can achieve mystical effects with their songs. The best known of these are the three strains of laughter, sorrow, and sleep with which to incapacitate a foe, but others are possible (particularly in a Superheroic campaign).

BARDIC ABILITIES

- 20 **Bardic Inspiration**: Aid PRE 1d6, Area Of Effect (voice Radius; +1), Selective (+¼); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Incantations (voice range; -¼) plus +1 Overall, Usable As Attack (+1), Area Of Effect (voice Radius; +1), Selective (+¼); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Incantations (voice range; -¼), Others Only (-½), Skill Level Only Lasts For One Use, And Must Be Used During Bard's Singing Or Within One Phase Of When He Stops Singing (-1)
- 25 **Satire**: Multipower, 160-point reserve; all Concentration (½ DCV throughout use; -½), Extra Time (minimum of 5 Minutes, and often more; -2), Incantations (complex, throughout use; -1), Must Be Performed In Public Before A Large Crowd (-1), Only Works Once Per Season Per Target (-1), Requires A Skill Roll (typically with appropriate PS pertaining to composing or playing music, no Skill Roll penalty; -0)
- 2u 1) *Scorn And Derision*: Drain PRE 4d6, Area Of Effect (One Hex Accurate; +½), MegaScale (hex is large enough to cover all of Tuala Morn; +1¼), Indirect (affects target regardless of direction or intervening barriers; +¾), Reduced Endurance (0 END; +½); common Limitations described above, plus Presence Reduction Only Applies Versus The Subject's People/Followers (or similar appropriate targets, like a hostel-keeper's customers; -1)
- 2u 2) *Curse Of Misfortune*: Major Transform 2d6 (inflict Unluck 3d6 on target; heals back normally), Area Of Effect (One Hex Accurate; +½), MegaScale (hex is large enough to cover all of Tuala Morn; +1¼), Indirect (affects target regardless of direction or intervening barriers; +¾), Reduced Endurance (0 END; +½); common Limitations described above

Bards receive a small amount of training in the arts of war; they can wield a sword or spear if need be (and a few are highly skilled at such things). Even when they carry weapons, they rarely wear armor any heavier than leather. In most cases, they'd rather watch a battle and compose a song about what happens, rather than participate directly.

Because they're so often lavishly paid for their performances (or can use the threat of satire to exact "tribute"), bards tend to be wealthy.

Equipment: Bards can wear leather armor, but not any metal armors (unless the GM so permits). They typically prefer situations where armor is unnecessary. Instead, they often have several sets of clothes suitable for the various places they perform in — for example, a fancy set of clothes for playing before noblemen, and a set of sturdy travel clothes for walking the highroad and playing for one's keep at hostels. Bards can use swords, daggers, staves, clubs, and slings, but not other weapons unless the GM permits them to.

OPTIONAL BARDIC ABILITIES

In addition to the abilities described above, some legendary bards had the ability to play the three strains of laughter, sorrow, and sleep — their music was so rich, so powerful, that they could reduce people to joyous laughter, intense weeping, or slumber. Some tales claim this requires a special harp (one with a string of iron, a string of bronze, and a string of silver), while others mention no such requirement. And some can play so well that even warring armies stop to listen to them!

Cost Power

- 40 **The Three Strains:** Multipower, 100-point reserve; all OIF (instrument of opportunity; -½), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Incantations (voice range; -¼)
- 3u 1) *Laughter:* Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½), Area Of Effect (voice Radius; +1); common Limitations described above, plus Cannot Form Barriers (-¼), Entangle Vanishes As Soon As Bard Stops Playing (-½)
- 3u 2) *Sorrow:* Mind Control 10d6, Area Of Effect (voice Radius; +1); common Limitations described above, plus Only To Cause Sadness (see page 169 of *The Fantasy Hero Grimoire* for effects; -1)
- 4u 3) *Sleep:* Ego Attack 3d6, Area Of Effect (voice Radius; +1), Continuous (+1); common Limitations described above

Total cost: 50 points.

Cost Power

- 27 *Entrancing Music:* Mind Control 12d6, Area Of Effect (voice Radius; +1); OIF (instrument of opportunity; -½), Concentration (½ DCV throughout; -½), Extra Time (Full Phase; -½), Incantations (voice range; -¼), Must Continue Playing To Maintain Effect (as soon as the bard stops playing, Mind Control effect vanishes; -¾), Set Effect (stop what you're doing and listen to me play, following me if needed; -1)

Starting equipment: two musical instruments of character's choice; dagger

Suggested Disadvantages: If a Bard's curiosity tends to get him in trouble, it might make a good Psychological Limitation. His satires or amorous activities may have earned him enemies that now Hunt him. If he's in competition with another bard, it could develop into a Rivalry.

Progression: A Bard with an active adventuring career may need to learn more fighting skills to protect himself, becoming something of a Warrior. One with mystic inclinations may study druidry in greater detail, or perhaps wizardry.

Cataran

Also known as wolf's-heads or simply as "bandits," Catarans are outlaws — typically men (and sometimes women) who've committed some crime and fled into the wilderness to avoid the consequences of their acts. But on occasion a man becomes a Cataran for more noble reasons, such as to escape the oppression of an unjust lord; it's these types of bandits who are most likely to become player characters.

Typical Goals And Motivations: While an ordinary Cataran's motivations tend to revolve around greed, a Cataran PC's usually involve rebellion, or at least escape from some unpleasant situation. Thus, the Cataran may have an abiding hatred for the lord who oppressed him (and/or for noblemen in general) or a strong desire to help people in a similar situation. For example, a female Cataran who became an "outlaw" to avoid being forced into a marriage she didn't want might make a point of rescuing other women who find themselves in the same straits.

Typical Abilities: Catarans' abilities revolve partly around wilderness living — things like Tracking and Survival — and partly around fighting, since they often tend to get into conflicts (whether with other Catarans, or against the forces of the law). To go along with this they usually have higher-than-normal STR, DEX, CON, and INT. Unusual abilities like deadly accuracy with the bow (which, unlike most Tualans, they sometimes use for warfare) or the skill of fighting with a weapon in each hand aren't unknown.

Equipment: Catarans typically wear leather armor, and can wear slightly tougher armors (studded leather or brigandine, for example) with the GM's permission. They cannot wear chain or plate armors. Catarans can use any type of Tualan weapon, though the sword, dagger, and bow are their favorites. (One good way to tell many Catarans apart from a Hunter, Warrior, or Spearman is that the latter three professions never use bows in combat; Tualans rely on spears as their missile weapons in warfare.)

Starting Equipment: Leather armor of some sort (DEF 2-4); two weapons of the character's choice; flint and steel

Suggested Disadvantages: At least one more Hunted is the obvious choice, since a Cataran PC is usually hiding from an enemy, and makes more enemies during the course of his career in banditry. A Rivalry with another Cataran in his band also makes sense, as does a Psychological Limitation or two explaining his major motivations. Distinctive features in the form of scars and the like — relics of old fights — are also common.

Progression: Unless the GM runs an all-Cataran campaign, the Cataran character needs to decide what to do with himself when a life of banditry is no longer an option. Most become more warrior-like, delving into the Hunter or Warrior professions for more fighting abilities.

CATARAN PACKAGE DEAL

Abilities

Cost	Ability
3	Climbing
3	Riding
3	Stealth
2	Survival (choose one category)
1	Tracking 8-
4	WF: Common Melee Weapons, Common Missile Weapons
12	12 points' worth of Skills from the following list Animal Handler, Breakfall, Combat Skill Levels, Concealment, Fast Draw, Gambling, Interrogation, Lipreading, Mimicry, Penalty Skill Levels, Rapid Attack, Shadowing, Sleight Of Hand, Tactics, Tracking, Trading, Two-Weapon Fighting, Weapon Familiarity, any Background Skill

Equipment

Cost	Power
0	Leather armor (DEF 2-4)
0	Two weapons of the Cataran's choice

Total Cost Of Package Abilities And Equipment: 28

Disadvantages

Value	Disadvantage
20	Hunted: local lord or the like 8- (Mo Pow, NCI, Capture/Kill)
15	Social Limitation: Outlaw (Frequently, Major)

Total Value Of Package Disadvantages: 35

Druid

Druids (from the Tualan words for “deeply knowledgeable”) are the holy men, seers, healers, and mystics of Tuala Morn. As the “priests” of the *Dron-nach Lanva*, they’re best known for seeing to religious and social observances (such as the propitiation of an angry god or the crowning of a king), performing rituals to honor the gods, and protecting the Tualans from the faerie-folk and the dangers of forest, field, and river. They can also be powerful spellcasters, and far more socially acceptable ones than wizards or witches. See page 39 for more information about druids and the Tualan faith in general.

Women can become Druids (Druidesses), but this is rare. Most druidesses focus their worship and services on one of the goddesses of the *Dron-nach Lanva*, such as Brigit or Seleera.

Typical Goals And Motivations: A Druid’s main motivation is to serve the gods and the people in his “congregation.” The years of training he undergoes to become a Druid condition him to fulfill the important functions society expects him to.

Typical Abilities: Druids possess potent magical powers. Able to beseech, and sometimes command, the forces of the natural world, they’re also the only Men in Tuala Morn whom the Good Folk consistently seem to have any respect for, and thus the only ones who can meet and converse with the faeries on a regular basis. (Though they have no greater luck than anyone else requesting aid from those capricious beings.)

As members of the *Aise Tathra*, Druids have great social prominence and power. Insulting or harming a druid is the equivalent of doing the same to a king. Most druids accept this as their due and do not abuse the influence they have, but some selfishly exploit their position for personal gain.

Some Druids have a gift for getting along with animals. Beasts respond to their word and touch much more readily, and they may even have an animal companion or two.

Druids are not trained as fighting men. They typically know how to use a club or staff (their favored weapons), and sometimes a dagger.

Equipment: Most Druids carry a staff or shillelagh when they feel the need to protect themselves. They rarely (if ever) wield heavier weapons, and don’t wear armor. They usually wear robes, including white ritual vestments when performing ceremonies, and often have a pouch containing herbs, spellcasting paraphernalia, and other useful things.

Starting equipment: Staff, club, ritual robes

Suggested Disadvantages: Besides their standard “devoted to the gods” Psychological Limitation, some Druids have additional Psychological Limitations representing similar loyalty to a lord, king, or village. (And if so... what happens when the two forms of devotion conflict?) A few become misanthropic, powerhungry, or greedy. More than one Druid has fallen in love with a beautiful faerie-woman and pined away for desire of her.



DRUID PACKAGE DEAL

Abilities

Cost	Ability
30	30 Character Points' worth of magic Perks and spells
25	<i>Power Of The Sacred</i> : Aid Magic 2d6, all Druidic magic spells/powers simultaneously (+2), Delayed Recovery Rate (points fade at the rate of 5 per 20 Minutes; +¾); OIF Immobile (any sacred grove, stone circle, or similar site of opportunity; -1½), Self Only (-½)
5	+5 INT
10	+5 EGO
5	+5 PRE
3	Deduction
3	High Society
3	KS: Druidic Doctrine (INT)
3	KS: Faerie Lore (INT)
2	KS: Legends And Lore 11-
3	Language: Ogham (completely fluent)
1	Literacy
3	Oratory
3	Paramedics (Healing)
2	PS: Druid 11-
1	WF: Staffs
9	9 points' worth of abilities from the following list Animal Handler, Climbing, Concealment, Cramming, Mimicry, Riding, Stealth, Survival, Tracking, Trading, Weapon Familiarity, any Background Skill, Eidetic Memory
5	Perk: Faerie Favor
1	Fringe Benefit: Right To Marry
2	Perk: Fringe Benefit: Religious Rank: Druid
10	Perk: Fringe Benefit: Social Rank: <i>Aise Tathra</i>

Equipment

Cost	Power
0	Staff
0	Shillelagh (or other club of character's choice)
0	Ritual robes

Total Cost Of Package Abilities And Equipment: 129

Disadvantages

Value	Disadvantage
25	Psychological Limitation: Devotion To The <i>Dronnach Lanva</i> And Their Purposes (Very Common, Total)

Total Value Of Package Disadvantages: 25

Optional Abilities

Cost	Power
+15	<i>Animal Friend</i> : Add one Follower of 75 Base Points (an appropriate animal of the druid's choice)
+45	<i>Beastmaster</i> : Add Animal Handler (15 points' worth) and add eight Followers of 75 Base Points (appropriate animals of the druid's choice)

Progression: Druids rarely veer away from their chosen path in life. As they become more experienced, they don't adopt other professions, they expand their knowledge of druidic lore and magic. Some take on additional responsibilities, such as being a *brehon* (see below).

DRUID SPECIALTIES

Each of these "sub-Package Deals" is bought in addition to the standard Druid Package Deal.

Cost Diplomat

3	Conversation
3	High Society
2	KS: Kings And Nobles Of Tuala Morn 11-
3	Persuasion
3	Trading

Cost Healer

6	+3 to Paramedics (Healing) roll
3	KS: Herbs And Healing-Lore (INT)
1	Healing Circle (see page 172; requires Perk: Beltane-Draichta 18 or higher)
1	Healing Waters (see page 172; requires Perk: Beltane-Draichta 12 or higher)

Cost Judge

5	KS: Tualan Law (INT +2)
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Cost Mystic

+20	20 more Character Points' worth of magic Perks and spells
2	KS: Arcane And Occult Lore 11-

Cost Seer

1	Taiscelath Druidechta (see page 175; requires Perk: Beltane-Draichta 6 or higher)
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DRUID SUBTYPES

Some Druids are specially trained to possess certain skills, or have special powers, in addition to those of the standard Druid Package Deal. They include:

Diplomat (*Tathlor*)

Some Druids serve their lords as ambassadors, diplomats, and heralds — as *tathlors*, in Tualan. They know who's who among the nobility, both by personal qualities and symbols (so they can identify them on the battlefield by those symbols). They're trained to mediate disputes and prevent wars by negotiation. And they know that a soft word can often turn aside wrath. More than once in Tualan history a Druid walking out onto the battlefield between two armies has been enough to stop a war in its tracks.

Healer (*Liaig*)

Most Druids have healing-powers of some sort, but this type of Druid is renowned for his skills as a leech (a *liaig*, in Tualan). He knows special healing techniques, has studied medicinal herbs, and may even have special curative spells.

Judge (*Brehon*)

Druids are also known as the keepers and interpreters of the law — an important role in Tuala Morn, where even the lowliest man can bring a law-suit to resolve his grievances with his lord, if necessary. Druids with special knowledge of the law, known as *brehons* or *brethais*, are the judges in Tualan courts. When ruling on a case, they usually must cite a *fasnach*, or precedent of some sort, justifying the decision... and typically that decision, once rendered, is final with no right of appeal. Anyone who refuses to accept a *brehon's* ruling has the *glam dicin* imposed on him.

Mystic

Some Druids are particularly skilled at druidic magic, or possess greater arcane power than their brethren.

Seer (*Flaith*)

A few Druids, many of them also Mystics, have the power of *imbais forasnai* — the “light of foresight” (though that term can also mean a specific form of divination). Through various means (described in more detail under *Taiscelath Druid-echta* on page 175) a Seer, or *flaith* in Tualan, can foresee events to come.

Hunter (Seilgar)

A Hunter, or *seilgar* in Tualan, is a something like a Warrior (see below), but with a slightly different focus. Taken in by the lure of the wilds and the thrill of the chase, he prefers to devote his martial skills to hunting wild game (and thus keeping his clan supplied with food) rather than combat. He’s highly skilled at surviving (even thriving) and traveling through wilderness areas. He can track the swiftest deer or wiliest troll over rocky ground, bring down a flying pheasant with a single bowshot, and avoid Pictoi traps with ease.

Typical Goals And Motivations: On a daily basis a Hunter’s main goal is to find and kill game, thus ensuring that his family and clan eat well. Beyond that, like the Druid he often serves as a protector of the Tualan people. When trolls, Pictoi, or other threats that lurk in wild places prepare to attack Men, often it’s a Hunter who discovers what’s going on and has the chance to warn the Tualans so they can prepare.

Typical Abilities: Hunters are highly adept at woodcraft — at Skills like Tracking, Survival, Stealth, and Navigation (Land), in other words. They’re typically excellent archers, though like all Tualan fighting men they don’t use the bow for combat — just hunting. Some favor the sling instead, since it’s easy to find ammunition in the wild (or even to make a replacement sling, if necessary).

Equipment: Hunters prefer to carry a minimum of gear so they can move quickly and easily over the land, but some equipment is essential. In addition to a melee weapon (usually a sword, but sometimes an axe or spear) and a missile weapon (bow or sling), plus leather armor if desired, they often carry little besides a waterskin and firemaking tools.

Starting equipment: one melee weapon of the character’s choice, bow and 20 arrows (or, if preferred, a sling and 20 stones), leather armor (DEF 3), waterskin, flint and steel

HUNTER PACKAGE DEAL

Abilities

Cost	Ability
3	+3 STR
15	+5 DEX
10	+5 CON
8	Combat/Penalty Skill Levels (8 points’ worth)
3	Climbing
2	AK: home region 11-
2	KS: Tualan Flora And Fauna 11-
2	Navigation (Land)
3	Riding
1	Security Systems; Natural/Wilderness Traps Only (-1)
3	Stealth
4	Survival (4 points’ worth)
7	Tracking (INT +2)
4	WF: Common Melee Weapons, Common Missile Weapons
6	6 points’ worth of Skills from the following list Breakfall, Combat Skill Levels, Concealment, Fast Draw, Mimicry, Penalty Skill Levels, Paramedics (Healing), Rapid Attack, Security Systems, Shadowing, Tactics, Trading, Two-Weapon Fighting, Weapon Familiarity, any Background Skill

Equipment

Cost	Power
0	One melee weapon of character’s choice
0	One missile weapon of character’s choice (bow or sling)
0	Leather armor (DEF 3)

Total Cost Of Package Abilities And Equipment: 73

Optional Abilities

Cost	Power
+15	<i>Animal Friend:</i> Add one Follower of 75 Base Points (an appropriate animal of the hunter’s choice)

Suggested Disadvantages: Some Hunters get a little *too* obsessed with the joys of the hunt and ignore other duties to take to the forest (a Psychological Limitation) or to out-do another Hunter (a Rivalry). Some don’t like to spend much time with people and have difficulty socializing with others (a Psychological or Social Limitation). Some particularly loathe Pictoi or trolls and hunt them fanatically (a Psychological Limitation), while others have the same burning desire to find and kill a particular animal, such as a white hind or a fearsome dragon (a Psychological Limitation). Sometimes they suffer injuries at the hands of their quarry that leave them scarred or crippled (which, in Tualan society, also prevents them from being rulers or leaders of men) (a Distinctive Feature or Physical Limitation).

Progression: Hunters who decide they want to fight men as much as animals may become Warriors or even Spearmen. A few with the right mystic gifts and willingness to undergo years of training could become Druids. But most are content to remain Hunters, improving their suite of skills more and more as the years go by.

Knight

A knight (*ridir* in Tualan) is a type of fighting man who's become part of Tualan culture since contact with the Logrens (among whom Knights are the chief warriors, the way Spearmen are in Tuala Morn). Capparisoned in steel armor, wielding sword and lance from horseback, and following his own unique code of honor, he's definitely not your typical Tualan fighting man.

Typical Goals And Motivations: Tualan Knights follow a code of honor known as *chivalry* that they adopted and adapted from Logren Knights. To them it means:

- death before dishonor
- allegiance and obedience to a lord (if appropriate) or the Golden Temple (if appropriate) (many Tualan knights are unattached to a lord of any sort; they simply ride in errantry, doing good deeds and going where adventure takes them)
- deference and respect for women, and for one's peers
- scorn for the ignoble and dishonorable
- striving to attain personal glory in all endeavors (particularly combat)

Tualans often think of Knights in general as being associated with the Golden Temple, since like the Golden priests Knights are a Logren institution that's become part of Tualan society in the centuries since the Tualans first made contact with their neighbors to the east. But while it's true that the percentage of Temple worshippers is higher among Knights than the average population, they're not all followers of the Most High. Some are just regular Tualan followers of the *Dronnach Lanva* who find something appealing in the knight's code of honor and method of fighting.

Knights usually seek adventure, and to find it they in *errantry* — riding out into strange or wild areas in search of challenges with which to test themselves. This might include anything from encountering and jousting with other Knights, to slaying dragons, to rescuing kidnapped maidens, to saving villages from fearsome beasts.

Typical Abilities: A Knight is first and foremost a fighter, so he needs great strength, stamina, and speed in addition to skill with arms. He usually fights from the saddle, so he must be an accomplished equestrian as well. Many Knights are the lesser sons of noblemen, and thus well-used to interacting with the upper ranks of society. A highly successful or well-regarded Knight may have his own lands, or even a castle, though that's far more common in Logres than Tuala Morn.

Equipment: Compared to the typical Tualan fighting man, a Knight depends more on his weapons and equipment than on any special abilities; in some ways he's defined by it. A Spearman wears no armor, has just one type of weapon, can perform a variety of powerful Feats in battle, and fights on foot. A Knight dons protective plate armor, wields the lance and usually the sword (but sometimes battleaxe, or possibly even a foreign weapon like a

KNIGHT PACKAGE DEAL

Abilities

Cost	Ability
5	+5 STR
9	+3 DEX
10	+5 CON
8	Combat/Penalty Skill Levels (8 points' worth)
2	KS: Knights 11-
6	Riding Skill Levels: +2 OCV versus Mounted Combat penalties with all attacks
7	Riding (DEX +2)
3	WF: Common Melee Weapons, Lance
6	6 points' worth of Skills from the following list Climbing, Combat Skill Levels, Conversation, High Society, Literacy, Paramedics (Healing), Penalty Skill Levels, Oratory, Persuasion, Seduction, Stealth, Survival, Tactics, Tracking, Weapon Familiarity, any Background Skill

Equipment

Cost	Power
0	Two melee weapons of character's choice
0	Lance
0	Plate armor (DEF 8)
0	Shield (+2 DCV)
0	Medium warhorse

Total Cost Of Package Abilities And Equipment: 56

Optional Abilities

Cost	Power
var	<i>Noble Knight:</i> Choose High Society as one of the Skills, and pay for an appropriate <i>Social Rank</i> Perk, a Base (a rath or cathair), and so on
10	DNPC: Squire 11- (Normal, Useful Skills)
15	Psychological Limitation: Code Of Chivalry (Common, Strong)
15	Psychological Limitation: Religiously Devout (Common, Strong)
25	Social Limitation: Subject To Liege Lord's Orders (Very Frequently, Severe)

warhammer), and usually fights from horseback. A Spearman can throw spears at his foes; a Knight rarely uses any missile weapons at all, since he considers them "dishonorable."

Starting equipment: Two melee weapons of the character's choice; lance; plate armor (DEF 8); shield (+2 DCV); medium warhorse

Suggested Disadvantages: Most, but not all, Knights take one or more of the Disadvantages listed under "Options." A rare few take opposing Disadvantages, such as scorn for the code of chivalry and those who follow it, but the "black knight" is more a feature of Logren society than Tualan. A GM might allow a Knight to take his heraldic symbols as a Distinctive Feature.

Progression: Knights are such well-rounded individuals that they usually devote their Experience Points to increasing their existing abilities. Unlike in Logres, where a Knight of sufficient talent can become a renowned commander or nobleman, in Tuala Morn the Knight stands a little aside from society and the *dremir veith*, pursuing adventure and his destiny in his own way.

Noble

The lords and noblemen of Tuala Morn are a diverse lot, with many opinions, perspectives, and ambitions among them. Most are Spearmen or Warriors, though a few follow other professions. But despite their differences they do have a few qualities in common, which are represented by this Package Deal. A Noble buys this Package Deal in addition to any other Professional Package Deals he takes.

One thing that all Tualan noblemen have in common is the *talav nasc*, or “land-binding,” which is discussed in greater detail on page 25. In game terms this consists of several interrelated abilities. First, the Noble has a Detect that allows him to perceive the general state of his lands — whether they’re prospering or failing, if they’ve been cursed or blessed, whether some foul corruption has fallen upon them, and to some extent whether the people are generally content or not. This ability generally only works when the Noble is in his realm; if he’s outside it the feelings are much, much weaker (at best). Second, the Noble has a Danger Sense that covers his realm and applies only to general threats to it (not to himself or any specific person in the realm, just to the overall realm itself).

Third, the Noble has a Physical Limitation that reflects the connection between himself and the land. If the land is in at least reasonably good shape, he suffers no problems. But if something goes wrong — a drought, a major flood, a famine or epidemic, a curse, an invasion — the ills within the land are mirrored within him. Typically this takes the form of sickness-like symptoms that result in minor reductions of the appropriate Characteristics, but it’s up to the GM to determine the exact effects based on what’s happening in the realm.

The *talav nasc* cuts both ways: as the Noble is bound to the land, the land is bound to him. Should he suffer some harmful effect — a long-lasting or severe illness, a debilitating injury, a curse, or the like — the land experiences similar problems (again, the GM determines the exact effects, but a general blight upon the land is always appropriate). This is why sickly, maimed, or blemished men cannot be Nobles in Tuala Morn and are removed from their positions when misfortune strikes them.

NOBLE PACKAGE DEAL

Abilities	
Cost	Ability
39	<i>Talav Nasc</i> : Multipower, 39-point reserve
2u	1) <i>Sense The Land</i> : Detect General State Of His Realm (INT Roll), Increased Arc Of Perception (360 Degrees), MegaScale (1” covers entire earldom; +½)
2u	2) <i>Peril In The Land</i> : Danger Sense (general area [the character’s demesne], any danger, sense) (INT +2); Only Perceives General Threats To The Realm As A Whole (-1)
3	+3 PRE
3	High Society
6	Fringe Benefit: Social Rank (Earl)
5	Money: Well Off
6	6 points’ worth of Skills or Perks from the following list Acting, Bribery, Bureaucratics, Concealment, Conversation, Gambling, Oratory, Persuasion, Riding, Seduction, Stealth, Survival, Tracking, Trading, Weapon Familiarity, any Background Skill, Well-Connected, Contact

Total Cost Of Package Abilities And Equipment: 66

Disadvantages	
Value	Disadvantage
10	Physical Limitation: <i>Talav Nasc</i> (see text) (Infrequently, Greatly Impairing)

Total Value Of Package Disadvantages: 10

Optional Abilities	
Cost	Power
+10	<i>Rath</i> : Add a 50-point Base
+20	<i>Cathair</i> : Add a 100-point Base
+5	<i>Rich</i> : Increase Money to 10 points’ worth
-5	<i>Genteel Poverty</i> : Remove Money
10	Psychological Limitation: <i>Cailshaen</i> Obligations (Common, Moderate)

This Package Deal assumes the character is an Earl. You can adjust the cost of the *Social Rank* Perk and the *talav nasc* abilities up or down for nobles of higher or lower rank. As noted on page 25, below the rank of Baron the *talav nasc* is weak enough that it has little effect; characters who are Thanes can remove that ability from the Package Deal altogether, or significantly minimize its power.

Priest Of The Golden Temple

A feature of life in Tuala Morn since the first Logrens came to trade and brought their holy men with them, the Priests of the Golden Temple are renowned for their compassion, strength of will, and desire to convert the Tualans to the worship of the Most High.

Typical Goals And Motivations: A Priest's overwhelming desire is to serve Varkulan the sun-god, and only slightly secondarily his Temple here in Tuala Morn. They want to cast down the demons the Tualans worship as gods and unite all the land under the banner of the Most High, the one true god. Some of them do this through gentle persuasion and good works; others prefer more forceful means, like driving back the faerie-folk to show the people how weak their "gods" are.

PRIEST PACKAGE DEAL

Abilities

Cost	Ability
12	<i>Banish The Faerie-Folk</i> (see text)
5	<i>Protection From Faerie Curses: Power Defense</i> (10 points); Only Works Against Faerie Powers/Magic (-1)
4	<i>Protection From Faerie Curses: Mental Defense</i> (8 points + (EGO/5)); Only Works Against Faerie Powers/Magic (-1)
10	<i>Miraculous Happenings</i> : 10 points' worth of Miracles (see Chapter Five)
10	+5 EGO
3	KS: Golden Temple Doctrine (INT)
1	Literacy
3	Oratory
3	Persuasion
2	PS: Golden Temple Priest 11-
1	WF: Staffs
2	Fringe Benefit: Religious Rank (<i>Sagar</i>)
1	Fringe Benefit: Right To Marry
6	6 points' worth of Skills from the following list Acting, Conversation, Deduction, High Society, Paramedics (Healing), Stealth, Weapon Familiarity, Well-Connected, Contacts, any Background Skill

Equipment

Cost	Power
0	Sun-disk holy symbol
0	Personal copy of the <i>Levran Corraile</i>
0	Priest's robes
0	Staff, club, or dagger (character's choice)

Total Cost Of Package Abilities And Equipment: 63

Disadvantages

Value	Disadvantage
25	Psychological Limitation: Devotion To Varkulan And His Purposes (Very Common, Total)

Total Value Of Package Disadvantages: 25

Optional Abilities

Cost	Power
-10	<i>Not That Devout</i> : Remove Miraculous Happenings
6	<i>Crusading Priest</i> : Add +3 STR, KS: Faerie Lore 8-, and WF: Common Melee Weapons,



Typical Abilities: Priests possess various powers conferred on them by the Temple, such as the ability to conduct marriage ceremonies. Beyond that, their devotion to the Most High gives them the power to combat his foes, including the gods of Tuala Morn and their lesser imps. Their *Banish The Faerie-Folk* power is the same as the *Turn Undead* Talent on page 108 of *Fantasy Hero*, but applies against the faeries rather than the undead. Typically it works on the "generic" type of faerie described on page 212 and related types (such as phoukas, pixies, and the like); it does not work on "monstrous" faerie creatures like ogres, trolls, giants, dragons, and fachans, nor on bestial faeries (such as aughiskeys or black dogs). (Alternately, the GM may allow it to work against such creatures, but at lesser effect.) The GM determines which faeries the Banish can affect, and how. Since Banishing faeries tends to make them angry, Priests also have defenses against their powers.

Additionally, some truly devout priests (which almost certainly includes any PC Priest, of course!) can invoke the power of Varkulan to create what the Temple calls "miraculous happenings." See the *Miracles* section of Chapter Five for more information on these powers.

Priests are not typically trained as fighting men — most know how to use a club or staff, and sometimes a dagger, but nothing more. Others of more crusading bent learn how to wield sword and shield so they can take the fight directly to the foe. Most priests wear no armor at all; crusading priests can wear leather or chain armors.

Equipment: Most Priests are simple men who need little in the way of material possessions. They wear distinctive robes, wear their sun-disk holy symbols, and carry the *Levran Corraile*.

Starting equipment: one weapon of character's choice (staff, club, or dagger); sun-disk holy symbol; priest's robes; copy of the *Levran Corraile*

Suggested Disadvantages: All Priests are devoted to the purposes of the Most High and his Temple, but beyond that they can vary tremendously. Some have a burning hatred for anyone not of their faith, while others feel pity; some want to build temples and monasteries and show the Tualans the power of the Most High through their good works; others take to the field to destroy faeries, trolls, and other monsters directly.

Progression: Priests almost never progress to other professions. They remain Priests for all their lives, becoming more and more learned, more and more skilled, and perhaps more and more likely to perform miracles.



Smith

Possessing might of both muscle and mind, the Smith is one of the most intriguing members of the *Aise Tathra*. Although his mystic power to forge metal weapons and implements, even enchanted ones, may seem limited compared to the powers of Druid or Wizard, the people of Tuala Morn depends on him as much or more as they do on more esoteric spellcasters.

Typical Goals And Motivations: Most Smiths are craftsmen first and foremost, interested not in adventure but in perfecting their skills and making fine objects at their forges. But he who crafts the sword must at times use it, and so a Smith may find himself drawn into an adventure whether he wants it or not! Some Smiths deliberately go on adventures to acquire star-iron or other rare ores and substances for use in their work.

Typical Abilities: Tualans Smiths have magical powers. Not only is the ability to shape iron and other metals into weapons and tools a mystic talent in and of itself, one that confers social status on the Smith, some Smiths are so skilled that they can forge weapons and armor with enchanted powers. See *Smithcraft* in Chapter Five for details on Smiths' powers.

Smiths are not truly fighting men, but one cannot know how to forge a good sword without knowing how to wield it! Some Smiths even use their hammers as weapons in battle, though most prefer not to run the risk of damaging them with such crude "work." Smiths can wear leather or chain armors.

SMITH PACKAGE DEAL

Abilities

Cost	Ability
12	Smithcraft: 12 points' worth of Smithcraft spells
5	+5 STR
6	+2 DEX
6	+3 CON
3	Armorsmith
3	PS: Blacksmith (DEX)
4	Weaponsmith (any three categories) (INT)
2	WF: Common Melee Weapons
10	Perk: Fringe Benefit: Social Rank: <i>Aise Tathra</i>

Equipment

Cost	Power
0	Smith's hammer
0	Base: forge (if desired)

Total Cost Of Package Abilities And Equipment: 51

Equipment: A typical Smith needs only a few things to do his work: his hammer, the main implement and symbol of his craft; a forge complete with fire, anvil, and other necessary tools; and a supply of ore or metal. Since these items aren't very portable, Smiths rarely travel; they prefer to find a good place to set up their forge and live there.

Starting equipment: Smith's hammer, forge

Suggested Disadvantages: Since they're relatively sedentary compared to most adventurers, Smiths may develop close ties to a specific village, town, or location that you can represent with Disadvantages like DNPC or Psychological Limitation. Some develop intense Rivalries with another Smith and strive to outdo their "enemy" with better and better work. Some make Hunteds out of people they refuse to work for, or whom they do not please with their work.

Progression: Some Smiths progress from the somewhat limited magic of the smithy to more general wizardry or druidry. Others find that the challenges of working iron can easily occupy them for a lifetime.

SPEARMAN PACKAGE DEAL

Abilities

Cost	Ability
15	15 points' worth of Feats
5	+5 STR
15	+5 DEX
10	+5 CON
6	+3 BODY
12	12 points' worth of Combat and/or /Penalty Skill Levels
4	KSs (4 points' worth pertaining to fighting and military matters)
4	WF: Common Melee Weapons, Common Missile Weapons
6	6 points' worth of Skills from the following list: Analyze, Climbing, Combat Driving (Charioteering), Combat Skill Levels, Defense Maneuver, Fast Draw, Gambling, High Society, Martial Arts (Tualan Spearfighting), Paramedics (Healing), Penalty Skill Levels, Riding, Stealth, Tactics, Tracking, Trading, Weapon Familiarity, any Background Skill
6	Combat Luck (3 PD/3 ED)

Equipment

Cost	Power
0	Croisech
0	Six throwing spears
0	Longsword
0	Large Shield (DCV +3)

Total Cost Of Package Abilities And Equipment: 83

Spearman (Sleáfeair)

A Spearman, or *Sleáfeair* in Tualan, is the most honored type of fighting man in Tuala Morn. Known for his tremendous fighting skills, his fierce bravado, and the amazing Feats he can perform, he's a terror to his enemies on the battlefield and a pillar of support for his lord and clan off it.

Typical Goals And Motivations: The motivations of Spearman are as varied as the colors of the leaves in autumn. Some are noble and true, serving a king or lord with great loyalty, or perhaps becoming heroic adventurers. Others are cruel or selfish, using their martial skills for personal gain by becoming *buan-nacht* (sell-swords), raiders, bandits, or the like.

Typical Abilities: A Spearman is extensively trained in the arts of war, favoring (obviously) the Hero's Spear (*croisech*) and throwing spears as his main weapons. In addition to his standard war arts, he can perform one or more astounding, even mystical, abilities known as *Feats*; see page 137 for more information and *HERO System* descriptions of Feats. (Spearman are the only profession that can buy Feats; no other type of character can learn them.)

Spearman are the only profession in Tuala Morn that can buy Combat Luck (see page 135). Unless the GM permits otherwise, they can only take the 3 PD/3 ED of it found in their Package Deal; they cannot increase the amount of defense they gain from it.



Equipment: All Spearmen carry the spears that give their profession its name, and usually also a sword as well. They do not wear armor.

Starting equipment: Croisech; six throwing spears; sword; large shield (DCV +3)

Suggested Disadvantages: A Spearman who serves a lord may have a Psychological Limitation reflecting his loyalty, or a DNPC representing his family (or perhaps a hostage the lord holds to compel his service). Battle-injuries may leave him with Distinctive Features such as scars. Enraged/Berserk is an obvious choice for many warriors (and perfectly appropriate for Tuala Morn), as are Hunted and Rivalries representing the unwelcome attentions of adversaries.

Progression: A Spearman generally wants to get better and better at what he does to prove his superiority over his fellows and his right to the Hero's Portion at feasts. As such he usually spends his Experience Points on more Feats, Combat Skill Levels, and other abilities rather than looking to another profession.

Warrior

If the Spearman is the elite fighting man of Tuala Morn, the Warrior is the common front-line fighter. Although not necessarily as powerful as a Spearman, he makes up for it with a greater breadth of skills and, oftentimes, more cleverness and practicality.

Typical Goals And Motivations: Like Spearmen, Warriors can have nearly any motivation, ranging from selfless kindness to utter cruelty and selfishness.

Typical Abilities: Warriors are trained in many different fighting arts. Besides the use of weapons, they're often versed in tactics, charioteering, and other martial skills.

Equipment: Warriors carry a variety of weapons, favoring the sword, spear, and axe for HTH Combat and the throwing spear or sling for Ranged Combat. They carry shields, and can wear leather and chain armors.

Starting equipment: Two melee weapons of the Warrior's choice (typically sword, spear, or battleaxe); one missile weapon of the Warrior's choice (throwing spear or sling); shield (DCV +2)

Suggested Disadvantages: Similar to Spearmen (see above).

Progression: Some Warriors gain enough skill and power to become Spearmen, while others abandon standard warfare for the pursuits of the Hunter. But most are content to remain Warriors, honing their skills so that they're even deadlier on the battlefield.

WARRIOR PACKAGE DEAL

Abilities

Cost	Ability
3	+3 STR
9	+3 DEX
6	+3 CON
6	+3 BODY
15	Combat/Penalty Skill Levels (15 points' worth)
4	KSs (4 points' worth pertaining to fighting and military matters)
3	Riding
5	WF: Common Melee Weapons, Common Missile Weapons, Sling
15	15 points' worth of Skills from the following list Analyze, Climbing, Combat Driving (Charioteering), Combat Skill Levels, Fast Draw, Gambling, High Society, Martial Arts (Swordfighting, Tualan Spearfighting, or Weapons Combat), Paramedics (Healing), Penalty Skill Levels, Persuasion, Stealth, Tactics, Tracking, Trading, Weapon Familiarity, any Background Skill

Equipment

Cost	Power
0	Two melee weapons of the Warrior's choice (typically sword, spear, or battleaxe)
0	One missile weapon of the Warrior's choice (throwing spear or sling)
0	Shield (DCV +2)

Total Cost Of Package Abilities And Equipment: 66

Wizard

Wizards, known in Tualan as *Asarlai* or *Cor-guinech* (both terms are singular and plural), are spellcasters similar in some respects to Druids... but very different in others. Druids learn their lore from elder Druids and keep their secrets locked entirely within their own minds. Wizards, on the other hand, are men with a talent for the Arcane Arts who develop their powers by studying mystical grimoires and the like. They may have the help of a master wizard to whom they apprentice (in fact, most do), but their study of magic is a far more "scholarly" and "bookish" pursuit than the Druids'.

Typical Goals And Motivations: The typical Wizard seeks more and more mystic power and knowledge. He's a delver, digging deep among crumbling tomes, ancient ruins, and even faerie shees for the information and spells he seeks. He tends to prefer an isolated, solitary lifestyle so he can pursue his studies in peace — but the desire to learn more, and the unavoidable needs of the people and world around him, often draw him out of his shell and into adventures.

Typical Abilities: Wizards are most noted for their spells (see Chapter Five for details). For the most part Wizards' spells and Druids' spells are effectively the same, though they may look different or require different methods of casting. However, Wizards do possess some lore that Druids lack (and vice-versa). Beyond that, a Wizard may be well-versed in all sorts of scholarly subjects — ancient languages, the

WIZARD PACKAGE DEAL

Abilities

Cost	Ability
30	30 Character Points' worth of magic Perks and spells
8	+8 INT
6	+3 EGO
3	+3 PRE
2	Cryptography; Translation Only (-½)
3	Deduction
3	Inventor (Spell Research)
3	KS: Arcane And Occult Lore (INT)
1	KS: Faerie Lore 8-
2	KS: Legends And Lore 11-
1	Literacy
2	PS: Wizard 11-
1	WF: Staffs
9	9 points' worth of abilities from the following list Analyze Magic, Concealment, Cramming, Forensic Medicine (Embalming), Gambling, High Society, Riding, Stealth, Streetwise, Survival, Tracking, Trading, Weapon Familiarity, any Background Skill, Eidetic Memory
10	Perk: Fringe Benefit: Social Rank: <i>Aise Tathra</i>

Equipment

Cost	Power
0	Staff
0	Wizard's robes

Total Cost Of Package Abilities And Equipment: 84

Optional Abilities

Cost	Power
-10	<i>Necromancer or Sorcerer</i> : Remove Perk: Social Rank and take certain Disadvantages (see text)
-10	<i>Witch</i> : Remove Perk: Social Rank

lore of plants and herbs, astrology, the histories of the Conhaile kings....

Like Bards and Druids, Wizards rank among the *Aise Tathra*. However, compared to those two professions, who earn their rank from respect for their learning and accomplishments, Wizards owe their social position as much to fear of their powers as anything. The Tualans call on Wizards for help if they must, but most prefer to avoid them whenever possible.

Wizards are not trained as fighting men. Typically a wizard at most knows how to use a club or staff, and sometimes a dagger, but nothing more. They cannot wear armor.

Equipment: Wizards' equipment usually consists of a staff (or similar weapon/tool) and paraphernalia for casting various spells (bats' eyes, mandrake root, strange crystals, dragonstones....). In their sanctums Wizards usually have much more equipment — books, cauldrons, monsters' skulls/skeletons, and so forth — that's too bulky to carry around on an adventure.

Starting equipment: Staff; wizard's robes

Suggested Disadvantages: Wizards are often reclusive, arrogant, suspicious, superstitious, cruel, condescending, or the like, any of which may constitute a Psychological or Social Limitation. An enemy Wizard may curse the character, creating any one of a host of Disadvantages (Dependence, Physical Limitation, Susceptibility, Vulnerability...). Other spellcasters may be Rivals, or Hunt the Wizard to steal his magic or his life. Evil Wizards may have Reputations.

Progression: Wizards usually remain Wizards throughout their careers. After all, there are always more spells, Skills, and abilities to spend their Experience Points on!

WIZARD SUBTYPES

Besides the typical Wizard, there are several types of more "specialized" spellcasters in Tuala Morn. They include:

Necromancer

A Necromancer is a Wizard who specializes in *Samhain*-Magic, particularly magics pertaining to death and the dead. Justly feared and loathed by all right-thinking Tualans, he's cruel and evil, warped by the very nature of the magics he studies so intently.

To qualify as a Necromancer, a character has to take either of two Disadvantages: if he's known to be a Necromancer, he must take *Reputation: Necromancer (Extreme)*; if he's not, he must take *Social Limitation: Harmful Secret (is a necromancer)*. Other, related, Disadvantages are certainly possible — for example, more than one necromancer mirrors the evil in his soul with physical blemishes or maladies such as palsy, warts, or a limp (Distinctive Features, Physical Limitation). Additionally, anyone known (or discovered) to be a Necromancer will be placed under the *Glam Dicin*.

Sorcerer

A Sorcerer is a Wizard who's particularly skilled at the use of *glamours* — spells of illusion, thought-sending and -reading, and domination of the mind. Only a fool looks a Sorcerer in the eye, for doing so allows the Sorcerer to steal a man's will and soul.

To qualify as a Sorcerer, a character has to take either of two Disadvantages: if he's known to be a Necromancer, he must take *Reputation: Sorcerer (Extreme)*; if he's not, he must take *Social Limitation: Harmful Secret (is a sorcerer)*. Other, related, Disadvantages are certainly possible. Additionally, anyone known (or discovered) to be a Sorcerer will almost certainly be placed under the *Glam Dicin*.

Witch

A Witch is a type of Wizard (usually female) who trafficks in various types of so-called "lesser" or "petty" magics, ranging from potion-brewing to the foul curses and hexes of black magic. Many Witches are little more than village wise-women working their craft to make their way in the world, but some are powerful forces for evil. Male witches, known as *warlocks*, are rare.

SKILLS



CHARACTERISTICS

Standard rules for Characteristics apply in Tuala Morn. Characters in Heroic campaigns are subject to the Normal Characteristic Maxima rules automatically, for no points. Characters in Superheroic campaigns are not, though their Characteristics rarely rise above 30 (at the most).

Skills are an important aspect of *Tuala Morn* campaigns — they're the main abilities most characters rely on to get things done, even in Superheroic campaigns.

This section discusses some special applications for Skills in Tuala Morn.

EVERYMAN SKILLS

Here are the Everyman Skills for Tualan characters:

Tuala Morn Everyman Skills

Acting
Climbing
Concealment
Conversation
Deduction
AK: home area or region
KS: My Tuath 11-
KS of player's choice 11-
KS of player's choice 8-
Tualan (4 points' worth, no literacy)
Paramedics (Healing)
Persuasion
One PS at 11- (representing the character's job, hobby, or the like)
Shadowing
Stealth
TF: Horses

ARMORSMITH

Tuala Morn campaigns use the rules for the *Armorsmith* Skill on page 85 of *Fantasy Hero*. Only Smith characters can buy this Skill (which they receive as part of their Package Deal); the knowledge of how to work metal in general, and create armor with it in particular, is a carefully-guarded form of mystical knowledge among their brotherhood.

COMBAT DRIVING: CHARIOTEERING

Tualan characters can buy Combat Driving as *Charioteering* — the ability to drive a chariot successfully in combat or crisis conditions. A character who buys Charioteering receives TF: Chariots for free (and already has TF: Horses as an Everyman Skill).

Except among the Barbathans, who still regularly use chariots in battle, Charioteering is no longer a common Skill in Tualan circles. But it's still necessary on occasion, and fighters admire a man who has the Skill.

See page 292 for a character sheet for a typical chariot.

HIGH SOCIETY

While this Skill retains its usual functions (knowledge of who's who in Tualan society, how to act toward a noble or king, and so forth) in *Tuala Morn* campaigns, it has other uses. In many ways it's more of a *Tualan Society* Skill than just High Society, since it lets a character know how to act toward anyone of a different social station. A Tualan character with High Society knows the proper way to behave before a king... or a betag.

Tualan royal courts aren't always the highly refined and culturally sophisticated courts found in other lands like Logres and Aquitaine. For a Tualan, High Society includes not only proper manners at court, but such things as how to take (and give) lighthearted insults without causing offense, knowledge of the customs surrounding the Hero's Portion, how to apologize to nobles he's inadvertently offended, rules and customs regarding hospitality (including weapons and dueling), and the like.

Many faerie-folk have this Skill as well. For them it typically represents a knowledge of the "faerie hierarchy" (such as who rules which shee) and how to conduct one's self before a powerful faerie to prevent offending him.

KNOWLEDGE SKILL

Many KSs are appropriate for Tualan characters. Some of the ones they often buy include:

KS: Faerie Lore: Knowledge of the different types of faerie-folk — what they're like, what they do, how they tend to react to Men and their activities, and even their quirks and weaknesses. The GM may apply a penalty to the roll based on how rare a particular type of faerie creature is, or how well-known to humans. While this KS should often prove helpful to PCs, the GM shouldn't treat it as a "free pass" to know every faerie's Disadvantages or flaws... after all, sometimes "common knowledge" about these things is wrong, or the faeries let Men *think* they know something about them that's actually not correct.

KS: Legends And Lore: A character with this KS has a general knowledge of the lore, legends, and history of Tuala Morn and its people. He knows how the Bloody Stone of Knoc Lorreg got its name, the hand-sign to make to ward off curses and misfortune, and how Ailell of Seanclough tricked the Four Troll Brothers to save himself and his wife from being eaten.

KS: My Tuath: This KS, an Everyman Skill for Tualan characters, represents knowledge of the character's *tuath*, or clan. He knows who's who, where specific clansmen live, who likes or dislikes who, who's responsible for what aspects of clan life, who's sweet on who, and other such information — both the practical and the gossip.

LANGUAGE

All Tualan characters know Tualan (*Tual-annach*) as an Everyman Skill for free (though characters from some regions, like Duvárach, substitute another Language, as discussed in their Racial Package Deals). Other Languages they can learn include:

Barbathan: The language spoken in Tir Barbatha. It has 2 points of similarity with both Tualan and Pictoi.

Duvárachan: The heavy dialect spoken in Duvárach. It has three points of similarity with Tualan.

Logren: The language spoken in Logres, the kingdom to the west of Tuala Morn whose traders often visit Tualan cities. It has 1 point of similarity with Tualan.

Pictoi: The harsh, guttural language of the Pictoi tribes. It has no similarity with Tualan.

Troll: The language spoken by the Trolls and related creatures, such as giants and some fachans. It has no similarity with Tualan.

Vulkring: The language of the Vulkring raiders. It has 1 point of similarity with Tualan.

See the Appendix for a dictionary of Tualan words.

MARTIAL ARTS

Tualan characters can buy Martial Arts with the GM's permission, but must restrict themselves to appropriate fighting styles — there are no unarmed combat arts like Karate or Kung Fu in the Ten Kingdoms! Some examples of appropriate styles include Swordfighting (from *Fantasy Hero*) and Weapons Combat and Wrestling (from *The Ultimate Martial Artist*). Tualan fighting men have also developed their own unique fighting style, Tualan Spearfighting.

WEAPON FAMILIARITY

Here are the categories and sub-categories of weapons appropriate to *Tuala Morn* campaigns. In some cases the subcategories are changed, or are listed in a different category, to reflect the nature of warfare in Tuala Morn and which weapons are known, unknown, and commonplace.

TUALAN SPEARFIGHTING

Used with Spears; Spears Weapon Element is Free

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Block	½	4	+2	+2	Block, Abort
Charge	½	4	+0	+2	Weapon + v/5 Strike, FMove
Jab	½	5	+1	+3	Weapon Strike
Shaft Strike	½	4	-1	+1	2d6 NND(1)
Strong Thrust	½	5	-2	+1	Weapon +4 DC Strike
Thrust	½	4	+0	+2	Weapon +2 DC Strike

Skills

KS: Tualan Spearfighting

Elements

Weapon +1 Use Art with Staff (for using weapon's shaft)

Characters cannot use the weapon's shaft to strike targets unless they buy the *Staff* Weapon Element; this includes the Shaft Strike maneuver, performed with the butt end of the weapon's shaft.

Common Melee Weapons: Unarmed Combat; Axes/Hammers; Blades; Clubs; Spears; Two-Handed Weapons

Uncommon Melee Weapons: Lances; Staffs; Whips; *Gae Bolga* (see page 209)

Common Missile Weapons: Thrown Rocks; Bows; Javelins And Thrown Spears; Slings; Thrown Knives And Axes

WEAPONSMITH

In Tuala Morn, the optional rules for Weaponsmith from pages 96-97 of *Fantasy Hero* are used, but with the following categories:

Arrows, Bolts, And Darts†

Axes

Bows*

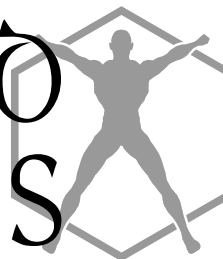
Hammers†

Spears (includes javelins, lances)†

Swords And Daggers

Categories marked with an asterisk (*) can be learned by any character. Categories marked with a cross (†) can be learned by any character, but the metal parts (spearheads, arrowheads, and the like) must be made by a Smith. All other categories can only be learned by Smith characters (they receive it as part of their Package Deal); the knowledge of how to work metal in general, and create weapons with it in particular, is as carefully-guarded a mystic secret as the lore of armorsmithing.

PERKS AND TALENTS



PERKS

Perks, particularly ones pertaining to social position and reputation, are an important part of life in Tuala Morn.

FAERIE FAVOR

This new Perk represents a character who has more pleasant (and thus safer!) relations with the faerie-folk than normal. For 5 Character Points, a character has “faerie tolerance” — the faerie-folk tend to tolerate his presence more than that of other mortals, and are more likely to forgive him certain blunders (such as accidentally stumbling into a faerie festival or unwittingly saying something offensive to a faerie prince).

For 10 Character Points, a character has true faerie favor. The faeries actually *like* him. While that doesn’t mean they’ll go out of their way to help him (in fact, too many requests for help might earn their disfavor, causing him to lose the Perk), but they’re more likely to provide assistance, information, and perhaps even magical gifts when he needs them and it’s not too much trouble to provide them.

Faerie Favor isn’t necessarily a permanent thing. If a character does something that grievously harms or insults the faeries, they may “revoke” his Faerie Favor temporarily or permanently.

Faerie Favor generally applies only to “generic” faeries (such as the one described on page 212) and to similar types of faeries, such as phoukas, pixies, and the like. It doesn’t work on “monstrous” faerie creatures like ogres, trolls, giants, dragons, and fachans, nor on bestial faeries (such as aughiskeys or black dogs). The GM determines which faeries respond to it, and how. Remember, the faeries are capricious folk, and sometimes not even their favor is enough to protect a hero....

MAGIC

As discussed in Chapter Five, characters who want to cast *Draichta* spells (druids, wizards, witches, and so forth) must buy a *Magic* Perk for each of the four categories of magic (Samhain-Draichta, Imbolc-Draichta, Beltane-Draichta, and Lugnasa-Draichta). The minimum cost of each Perk is 1 Character Point; there is no maximum. See Chapter Five for more information.

MONEY

Here’s how much annual income various levels of Money give a Tualan character:

Poor: 6 gold royals

“Middle Class”: 10 gold royals (1 cuwal)

Well Off: 60 gold royals (6 cuwals)

Wealthy: 400 gold royals (40 cuwals)

Filthy Rich: 1,000 gold royals (100 cuwals)

RELIGIOUS RANK

The accompanying table lists the values for Religious Rank (a type of Fringe Benefit) in Tuala Morn.

RELIGIOUS RANK

Value	Rank
Druids	
Druid	2
Druid Coill	3
Druid Dair	4
Druid Corann	5
Ard Druid	8
Golden Temple	
Sagar (Priest)	2
Coharba	5
Ard Coharba	8

REPUTATION

The *Reputation* Perk is both common and important in Tuala Morn, particularly among Spearmen and Warriors. Part of being a great hero is being *renowned* for one’s deeds or positive qualities, so it’s rare to find a hero who doesn’t have at least one *Reputation* Perk, if not more. Reputation is a mark of distinction that gives a character social importance and influence. At the very least, a hero could have a Reputation for honor, bravery, or honesty. In fact, the GM might even consider giving each PC a certain amount of Character Points’ worth of Reputation for free.

It’s not at all uncommon for two or more characters to have the same Reputation (such as “greatest warrior in all of Tuala Morn”). This inevitably leads to Rivalries, fights over the Hero’s Portion, and other activities the GM can exploit as plot hooks.

SOCIAL RANK

Value	Rank
Slave	Social Limitation
Peasant	Social Limitation
Betag	0
Borya	0
Tashac	0-2 [^]
Thane	2
Baron	4
Earl	6
Duke	8
Prince; <i>Tarnashta</i>	9
King	10
Member of the <i>Aise Tathra</i>	10*
Member of the <i>Ard Fion</i>	10†
High King	15

[^]: depends on clan's size and importance

*: If a king or other high-ranking noble is also a member of the *Aise Tathra*, the GM may choose to reduce the value of *Aise Tathra* (perhaps to just another 2-3 points), since the character already has more or less equivalent social prestige and power.

†: If a character already has Social Rank equal to 10 (because he's a King or one of the *Aise Tathra*), belonging to the *Ard Fion* costs him just another +2 Character Points. The GM may also, in his discretion, reduce the cost of *Ard Fion* membership for other high-ranking nobles, such as dukes and princes.

SOCIAL RANK

Social Rank is a form of the *Lordship* Perk from *Fantasy Hero* that encompasses all of Tualan society. In Tuala Morn, where a man stands on the *Dremir Veith* is crucial for his status, influence, and importance in society, and this Perk reflects that. See the accompanying table for Perk values based on social position.

However, there's one *caveat*, particularly as *Social Rank* pertains to members of the *Aise Tathra*: if such a person chooses to place himself in harm's way, typically by attacking someone, his *Social Rank* offers him no protection. For example, if a bard takes up weapons against a foe, that foe won't suffer any legal or social penalties for killing him.



TALENTS

Characters in *Tuala Morn* campaigns can buy Talents, though many are rare (at best) and a few (like *Simulate Death* and *Universal Translator*) are virtually non-existent.

COMBAT LUCK

In *Tuala Morn* campaigns, only *Spearmen* may buy this Talent, and only 3 PD/3 ED worth of it. The GM may change this rule, but doing so may alter the game balance between different classes who do and do not use armor. For example, if any fighter can buy lots of *Combat Luck*, there's not much point to being a *Knight* (who has the advantage of being more heavily armored than any other Tualan warrior).

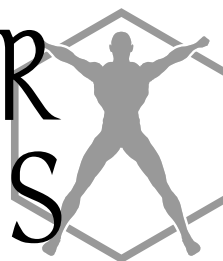
EIDETIC MEMORY

This is a common Talent for *Bards* and *Druids*. Both of them undergo years of training that involve memorizing enormous amounts of information presented to them orally, which conditions the mind to have intense powers of recollection.

ENVIRONMENTAL MOVEMENT

Due to their predilection for fighting while standing in rivers or at fords, Tualan fighters often buy a 2 Character Point version of this Talent called *Riverfighting* (no penalties suffered while standing in water up to hip deep; deeper water imposes standard penalties).

OTHER ABILITIES



BENEFICIAL GEASA

As discussed on page 50, characters sometimes have beneficial *geasa*, which usually pertain to how they can be killed or will die. Since this helps a character, a beneficial geas has to be paid for with Character Points. Typically they're bought as Damage Reduction and Armor that protect the character from death-blows involving various attacks. (The Absolute Effect Rule applies so that this power automatically stops any death-blow regardless of the amount of damage rolled for that attack — the character typically takes no damage at all from the attack, but see below.) A “death-blow” in this case is defined as any blow that would either (a) reduce a character to 0 or negative BODY so that he bleeds to death, or (b) that occurs when he's already in negative BODY.

The important thing to remember here, as indicated by the Limitations in the examples below, is that a beneficial geas only prevents *dying* via methods other than the listed one — it does *not* prevent *injury*. For example, if a character has a beneficial geas that he can only be killed with a spear, other forms of attack — axes, fists, fire, spells, being trampled by horses — cannot kill him (in other words, they can't deliver the “death-blow” that finally slays him or puts him in a position where he'll bleed to death). But any of those things *can* injure him, right up to the very point of death. As noted above, typically an attack covered by the geas that could kill the character simply does no damage to him at all — but at the GM's option, the character has to apply the geas defenses to the attack, and takes any remaining damage, to the point of reaching no less than 1 BODY. Below 1 BODY attacks covered by the geas defenses cannot take him.

LIMITATIONS FOR BENEFICIAL GEASA

Beneficial *geasa* come with several common Limitations. The first is *Only Works Against Limited Type Of Attack*. The value of this Limitation depends on how common the attack that can kill the character is: if it's very common (such as any weapon, or dying during the daytime), it's typically worth -½; if it's common (such as a spear, or dying on a specific day of the week), it's typically worth -1; if it's rare (such as can only be killed by a man wielding a golden spear while riding a white pig), it's worth -2 or more.

Second, beneficial *geasa* defenses *Only Works Against Death-Blows* (as defined above). This is worth -4 in *Tuala Morn* campaigns.

EXAMPLE BENEFICIAL GEASA

Some example beneficial *geasa* include:

Character can only be killed with [a particular type of weapon] (a spear, an axe, a bull's horn...): Physical and Energy Damage Reduction, 75% , Resistant (120 Active Points); *Only Works Against Limited Type Of Attack (for purposes of this example, make this a -½), Only Works Against Death-Blows (-4) (total cost: 22 points) plus* Armor (20 PD/20 ED), *Hardened (+¼) (75 Active Points); same Limitations as above (total cost: 14 points). Total cost: 36 points.*

Character can only die [during a specific time period] (during Dovarr, on a Wednesday, in the morning): Physical and Energy Damage Reduction, 75% , Resistant (120 Active Points); *Only Works Against Limited Type Of Attack (for purposes of this example, make this a -½), Only Works Against Death-Blows (-4) (total cost: 22 points) plus* Armor (20 PD/20 ED), *Hardened (+¼) (75 Active Points); same Limitations as above (total cost: 14 points). Total cost: 36 points.*

Character can only die [during a specific event] (while eating, during the Samhain fire ceremony, while asleep): Physical and Energy Damage Reduction, 75% , Resistant (120 Active Points); *Only Works Against Limited Type Of Attack (for purposes of this example, make this a -1), Only Works Against Death-Blows (-4) (total cost: 20 points) plus* Armor (20 PD/20 ED), *Hardened (+¼) (75 Active Points); same Limitations as above (total cost: 14 points). Total cost: 34 points.*

Character cannot be slain by the point or edge of any weapon (i.e., only blunt weapons or the like can kill him): Physical and Energy Damage Reduction, 75% , Resistant (120 Active Points); *Only Works Against Limited Type Of Attack (for purposes of this example, make this a -1), Only Works Against Death-Blows (-4) (total cost: 20 points) plus* Armor (20 PD/20 ED), *Hardened (+¼) (75 Active Points); same Limitations as above (total cost: 14 points). Total cost: 34 points.*

Character can only die [as the result of some incredible combination of events/factors] (only during Dovarr by a man riding a red pig and wielding a blue sword): Physical and Energy Damage Reduction, 75% , Resistant (120 Active

*Points); Only Works Against Limited Type Of Attack (-2), Only Works Against Death-Blows (-4) (total cost: 17 points) **plus** Armor (20 PD/20 ED), Hardened (+¼) (75 Active Points); same Limitations as above (total cost: 14 points). Total cost: 31 points.*

FEATS

Spearmen can buy special abilities called *Feats* (or *clessa* in Tualan). Feats represent astonishing, often magical or nigh-mythical, powers of fighting prowess — or sometimes just impressive “tricks” that show off a Spearman’s general strength, agility, and skill.

The Feats listed here are organized into two categories: Heroic and Superheroic. Heroic Feats are suitable for any *Tuala Morn* campaign; they represent the lower-powered, more easily-learned types of abilities. Superheroic Feats are fantastical, mythical, or even magical powers suitable only for Superheroic campaigns.

Performing a Feat properly and skillfully usually gains the character a bonus of +1 to +3 (sometimes more) to his Presence for purposes of using Interaction Skills or making a Presence Attack against anyone who witnesses the feat. On the other hand, failing a feat reduces his Presence by -1 to -3 (sometimes more). These effects last for a minute (at most; often less).

As mentioned above, only Spearmen can buy Feats. However, the GM can permit characters to buy similar abilities, if appropriate. For example, just because the Sword And Scabbard Feat involves buying the *Fast Draw* Skill doesn’t mean that only Spearmen can buy that Skill, and perhaps a Bard could buy PS: Juggling as a Skill without calling it “the Apple Feat.”

Heroic Feats

The Apple Feat: The ability to juggle nine apples.

Buy as: PS: Juggling (DEX +5). Total cost: 8 points.

The Ascent by Rope: A hero with this feat can climb ropes much more quickly than normal.

Buy as: Clinging (Normal STR) (10 Active Points); Only To Climb Ropes (-2). Total cost: 3 points.

The Binding of a Noble Champion: A character with this feat knows how to entangle an enemy’s weapon so that he cannot use it.

Buy as: +2 OCV with Bind. Total cost: 4 points. (At the GM’s option, only Spearmen who buy this Feat can use the Bind Combat Maneuver [Fantasy Hero, page 154] at all.)

The Blind-Feat of Birds: A hero with this Feat can shoot a single bird out of a flying flock with his sling... while blindfolded!

*Buy as: +4 OCV with Slings (total cost: 8 points) **plus** Detect Target In Ranged Combat Targeting, Range, Sense (total cost: 22 points). Total cost: 30 points.*

The Blow Feat: The hero knows how to strike mighty blows.

Buy as: +1 OCV with the Strike Maneuver in HTH Combat. Total cost: 3 points.

Body Feat: A hero who can perform this feat is tough and strong, able to take blows that would drop other men.

Buy as: +5 PD. Total cost: 5 points.

Cat Feat: This feat allows a warrior to move as quietly as a cat.

Buy as: +3 with Stealth rolls. Total cost: 6 points.

Edge Feat: Also called the Blade Feat, Sword-Feat, or Sword-Edge Feat, this feat involves slashing with a sword in a broad arc around one’s head and body to make an almost irresistible attack!

Buy as: +10 OCV with Strike Maneuver with Swords (30 Active Points); Extra Time (Full Phase; -½), Costs Endurance (-½). Total cost: 15 points. [Line Developer’s note: For this Feat, the GM reduces the cost of the Combat Skill Levels to 3 Character Points each (rather than 5) and permits the character to put Limitations on them, since otherwise it would be cheaper just to buy them as un-Limited 2-point CSLs.]

Feat of Cuar: A hero can use this Feat to sweep his weapon around him in a circle, striking multiple opponents. The character cannot perform this maneuver while in a moving chariot (but see *The Whirl of a Brave Chariot-Chief*, below).

Buy as: +4 OCV with Sweep with weapons (8 Active Points); Cannot Be Performed In A Chariot (-0). Total cost: 8 points.

The Leap Over Poison: Also called the Leap Over a Poisoned Stroke, this Feat allows a hero to dodge an otherwise lethal blow (a “poisonous” one, in poetic terms).

Buy as: +3 DCV (15 Active Points); Only When Using Dodge/Martial Dodge (-1). Total cost: 7 points.

The Palate Feat: A hero who knows this Feat can consume any food, no matter how hot — even boiling soup!

Buy as: +5 ED (5 Active Points); Only Works Versus Limited Type Of Damage (ingested hot or spicy foods; -4). Total cost: 1 point.

The Return-Stroke: Also called the Counter-Blow, this Feat allows a hero to strike back quickly and accurately when an enemy hits him.

Buy as: The Counterstrike Martial Maneuver (see The Ultimate Martial Artist, page 9), but redefined so that it works not after a Block but after any attack that hits the character. Total cost: 4 points. (Characters can buy this Feat even without having 10 total Character Points' worth of Martial Maneuvers.)

Rope Feat: This Feat allows a character to fight on a tightrope or any other similarly narrow surface.

*Buy as: Breakfall (total cost: 3 points) **plus** Environmental Movement (Supreme Balance) (total cost: 3 points). Total cost: 6 points.*

Salmon Feat of a Chariot-Chief: A character performs this Feat by leaping out of the car of his chariot onto the yoke between the horses, thus allowing him to strike a foe he could not otherwise reach this round. If he fails to perform it successfully, he lands badly and doesn't get to make an attack that Phase; if he fails badly (by 4 or more), he misses the yoke altogether, falls under the horses, and gets trampled by his own chariot (ouch!).

Buy as: Acrobatics (DEX +4) (11 Active Points); Only To Perform This Feat (-2). Total cost: 4 points. (Alternately, if the character already has Acrobatics [unlikely, but possible], he can simply buy this Feat as +4 to the roll with the Limitation.)

Sloping-Feat: A character using this Feat obtains more advantage from his shield — an additional +1 DCV — if he executes the maneuver correctly.

Buy as: +1 DCV (5 Active Points); Only When Using A Shield (-½), Requires A DEX Roll (assumes a DEX Roll of 12- or 13-; -¾). Total cost: 2 points.

The Stroke with Measure: Also called the Precise Stroke, this Feat allows the character to strike a designated part of his target precisely.

Buy as: Targeting Skill Levels: +6 versus Hit Location penalties in HTH Combat. Total cost: 12 points.

The Stroke with Quickness: This Feat allows a hero to strike with blinding speed.

Buy as: Lightning Reflexes: +4 to act first with All Attacks. Total cost: 6 points.

Supine Feat: The character fights as well from a prone position as he would on his feet. If he fails, he suffers the standard penalties for fighting while prone (-2 DCs and ½ DCV).

Buy as: PS: Groundfighting (DEX). Total cost: 3 points.

Swooping Feat: A hero can use this Feat to rush in on his opponent, overwhelming his defenses and striking with the force of momentum to improve the blow.

Buy as: +3 OCV with Move By and Move Through. Total cost: 9 points.

Sword-and-Scabbard Feat: This Feat lets a character unsheathe his sword with lightning speed.

Buy as: Fast Draw (Common Melee Weapons). Total cost: 3 points.

Sword-Twirling Feat: The character twirls his sword about his head and body, impressing onlookers with his blade-handling ability.

Buy as: +10 PRE (10 Active Points); Only To Make Presence Attacks Based On Favorably Impressing People (-1), Requires A DEX Roll (assumes a DEX Roll of 12- or 13-; -¾). Total cost: 4 points.

Wheel Feat: The character can pick up and throw a chariot wheel high in the air, or a great distance. Tualan fighting men and warriors-in-training compete in the Wheel Feat as a test of strength, to see who can throw the wheel the highest or farthest.

Buy as: +5 STR (5 Active Points); Only For Throwing (-1). Total cost: 2 points.

Whirl of a Brave Chariot-Chief Feat: This Feat allows a character to perform the Feat of Cuar from a moving chariot.

Buy as: Remove Limitation from Feat of Cuar. Total cost: 1 point.



Superheroic Feats

The Bellows-Dart: A character who knows this Feat can hurl a dart at an enemy — with nothing but his breath!

Buy as: RKA ½d6 (10 Active Points); Range Based On STR (-¼), Charges (varies). Total cost: 8 or fewer points, depending on the number of Charges taken.

Breath Feat: This is like the Apple Feat (and requires the character to already know that Feat), except that the character has to keep the apples in the air with just his breath!

Buy as: Telekinesis (5 STR); Only To Juggle (-4). Total cost: 1 point.

Gae Bolga Feat: This Feat represents the character's ability to use the *gae bolga*, a type of enchanted spear (see page 209).

Buy as: WF: Gae Bolga. Total cost: 1 point.

The Hero's Scream Feat: Also called the Three-District Shout, the Hero's Whoop Feat, the Noise-Feat, the Noise-Feat of Nine, or the Ardor of Shout, this Feat allows a hero to bellow so loudly that others can hear his voice over great distances.

Buy as: Images to Hearing Group, +4 to PER Rolls, Increased Size (64" radius; +1½) (42 Active Points); No Range (center of area is character's hex; -½), Set Effect (only amplifies character's voice; -1). Total cost: 17 points.

Salmon-Leap Feat: This Feat grants a character the ability to make prodigious leaps.

Buy as: Leaping +8". Total cost: 8 points.

Spear Throw-and-Catch Feat: To perform this Feat, also called the Javelin-Feat, the character throws his spear and then runs and catches it before it hits the target.

Buy as: Teleportation 30", Trigger (after character throws a spear and wants to use this power; +¼) (75 Active Points); Must Pass Through Intervening Space (-¼), Set Effect (see text; -2). Total cost: 33 points.

Spear Feat: To perform this Feat, a warrior throws three spears at three opponents other than the enemy he's targeting with the Feat. Then he leaps from spear to spear as they're in mid-air, landing right next to his main target and plunging his weapon into him with devastating force.

*Buy as: RKA 2½d6, Area Of Effect (10" Radius; +1¼), Selective (+¼) (100 Active Points); OIF (four spears of opportunity; -½), Can Only Hit Four Targets In Area (-0), Range Based On STR (-¼) (total cost: 57 points) **plus** Leaping +40", Trigger (when uses RKA of this power; +¼) (50 Active Points); Only To Move To In Front Of Main Target (see text; -1) (total cost: 25 points). Total cost: 82 points.*



Spear-Walking Feat: Also called the Twisting Around Spear Points Feat, the Running Up a Lance and Righting the Body On Its Point Feat, or the Straightening of the Body on a Spear-Point Feat, this Feat allows a character to jump up onto spear-points (or run up a spear and stand on them) without harming himself.

Buy as: Flight 12" (24 Active Points); Only To Run Up And/Or Stand Atop Spears (-1), No Noncombat Movement (-¼). Total cost: 11 points. (Note: the number of inches should generally be double the character's Running, so that he can "fly" straight up his normal Running distance. This example assumes a character with Running 6".)

The Stunning Shot Feat: The character fires a single sling bullet into a flock of birds, killing 2d6 of them with a single cast.

Buy as: RKA 1d6+1, Area Of Effect (One Hex; +½) (30 Active Points); OIF (sling and slingstones of opportunity; -½), Only Versus Flocks Of Birds (-2). Total cost: 9 points.

Swiftness Over Water Feat: The character can run so quickly that he can run on the surface of rivers and lochs!

*Buy as: Running +5" (total cost: 10 points) **plus** Flight 11" (22 Active Points); Only In Contact With The Surface Of Water (-½) (total cost: 15 points). Total cost: 25 points. (Note: the number of inches of Flight should equal the character's Running; this example assumes a character with Running 6", to which the additional 5" adds.)*

The Ten-At-A-Blow Feat: This Feat allows a character to throw his spear with such force that it runs through as many as ten men!

Buy as: RKA 2d6, Area Of Effect (24" Line; +1¼) (67 Active Points); OIF (spear of opportunity; -½), No Range (-½), Only Works Against A Maximum Of Ten Targets (-0). Total cost: 33 points.

Throw of the Staff Feat: The character can throw a staff as if it were a spear, doing spear damage even though there's no head on the staff.

Buy as: RKA 1d6+1 (20 Active Points); OIF (staff of opportunity; -½), Range Based On STR (-¼). Total cost: 11 points.

Thunder Feat: The character bashes his weapons on his shield and shouts with such vigor that anyone near him dies from the concussive impact of the sound.

Buy as: RKA 3d6, Area Of Effect (6" radius; +1), Personal Immunity (+¼) (101 Active Points); OIF (weapon and shield of opportunity; -½), No Range (-½). Total cost: 50 points.

GIFTS

Tualan characters sometimes possess what bards call *gifts* — special abilities or skills that distinguish them from other people and make their heroic activities and/or lives easier. In some cases gifts are innate abilities (like particularly keen eyesight or great beauty), in others they're learned abilities that Tualan culture places high value upon.

Here are some example gifts that Tualan characters can buy. Any character can buy them; they're not restricted to a particular kingdom or profession. Some, however, are primarily associated with women (see below). The GM may wish to restrict each gift to no more than one PC to keep them "special."

General Gifts

Far Sight: The character can see clearly over greater distances than other men.

Buy as: Telescopic (+8 PER versus Range Modifier for Normal Sight). Total cost: 4 points.

Fierce Gaze: The character can look at someone so fiercely that the subject is likely to faint dead away! (This gift is most common among Spear-men and Warriors.)

Buy as: Energy Blast 8d6, NND (defense is Flash Defense or not meeting the character's gaze somehow; +1) (80 Active Points); Eye Contact Required (-½). Total cost: 53 points.

Hearing: The character has particularly acute hearing.

Buy as: +3 to PER Rolls with Normal Hearing. Total cost: 3 points.

Horn-Skinned: The character's skin is unusually tough — so much so that he can sometimes turn blows that would pierce an ordinary man!

Buy as: Damage Resistance (2 PD/2 ED). Total cost: 2 points.

Judgment: The character possesses a fine sense of judgment in all matters. This is also known as the gift of prudence.

Buy as: +3 INT and +3 EGO. Total cost: 9 points.

Ristrath: The character may enter a state of *ristrath*, or battle-frenzy, in combat. When this happens (*i.e.*, when his Enraged [or Berserk] *In Combat* activates), the character becomes stronger and tougher. Typically there are visual indications that the character has entered *ristrath* — his eyes may bulge out, or his pupils whirl; his skin may change color; his hair may stand on end; his features may become distorted and horrifying; and so forth.

Buy as: Aid STR and PD 2d6, two Characteristic simultaneously (+½), Continuous (+1), Delayed Return Rate (points fade at the rate of 5 per Minute; +¼), Trigger (becoming Enraged/Berserk; +¼) (40 Active Points); No Conscious Control (cannot activate power on his own, but can use the Characteristics freely once it's activated; -1), Self Only (-½), Points Fade Immediately If Character Recovers From Being Enraged/Berserk (-½), Visible (-¼). Total cost: 12 points.

The Six Gifts Of Women

Beauty: The woman is particularly attractive.

Buy as: +4 COM. Total cost: 2 points.

Chastity: The woman is well-known for her "virtuous chastity."

Buy as: N/A

Needlework: The woman possesses the skills of fine sewing and embroidering.

Buy as: PS: Sewing 11- and PS: Embroidery 11-. Total cost: 4 points.

Sweet Speech: The woman has a silver tongue and can speak well and persuasively.

Buy as: Conversation and Persuasion. Total cost: 6 points.

Voice: The woman has an especially mellifluous and attractive voice.

Buy as: +2 COM. Total cost: 1 point.

Wisdom: The woman has great wisdom.

Buy as: EGO +3. Total cost: 6 points.

DISADVANTAGES



Here's some information on how various Disadvantages work in *Tuala Morn* campaigns. Unless noted otherwise, a Disadvantage has no "special" or unusual applications in *Tuala Morn*, but that doesn't necessarily mean it's appropriate for the setting. For example, Tualan PCs rarely have Susceptibilities or Vulnerabilities.

DISTINCTIVE FEATURES

Typical Distinctive Features like scars and other blemishes have particular significance in *Tuala Morn* because possessing them generally makes a character ineligible for positions of rulership or leadership — his personal flaws will carry over to the land he would rule or the enterprise he would command. Thus, if a character would otherwise be eligible for those sorts of responsibilities, scar/blemish Distinctive Features may count as "major reaction" or "extreme reaction" because of the way other people invoke them to restrict the character. (This also applies to flaws defined as Physical Limitations, such as loss of a limb or an eye.)

If a character is placed under the *glam dicin* (the Druid's Ban; see page 34), he automatically acquires a Distinctive Feature, *Under The Glam Dicin* (Not Concealable, Causes Extreme Reaction). Anyone he meets can tell he's subject to the Ban and reacts to him appropriately. (See *Social Limitation*, below, for more information, and page 34.)

ENRAGED/BERSERK

As discussed on page 140, some fighting men can enter a state known as *ristrath*, or "battle-frenzy." In game terms this partly means taking an Enraged (or Berserk) *In Combat*.

PSYCHOLOGICAL LIMITATION

The most common Psychological Limitation for Tualan characters, particularly Spearmen and Warriors, is *Tualan Honor*. See page 31 for details on the Tualan code of honor. Typically this is Common, Strong (15 points).

Similarly, the *fiontara* often have their own loose code of honor, described on page 29. This is usually a Common, Strong Psychological Limitation (15 Character Points), but some adventurers follow it more strictly than others.

REPUTATION

Social Disadvantages have particular significance in *Tuala Morn* due to the tightly-knit nature of society. A man's reputation is especially important, since it often serves as his introduction to strangers and determines how people react to him in general. Possible negative Reputations that characters can take as Disadvantages include:

- being a cheat
- being a liar
- being a coward
- being tight-fisted or greedy when one should be generous (*i.e.*, if one is a nobleman)
- being someone who takes advantage of hospitality beyond what is seemly, and/or without repaying the hospitality when he can
- having refused or failed to fulfill a *geas* (see below)
- being a necromancer or sorcerer (see page 131) (if no one knows that a person studies these feared magics, he can take a *Harmful Secret* Social Limitation instead, then convert it to a Reputation if and when the secret becomes known)

SOCIAL LIMITATION

Here are some of the common Social Limitations characters may encounter (or take) in *Tuala Morn* campaigns:

Glam Dicin

As discussed on page 34 and elsewhere in this book, a character who grievously breaks the law, disobeys a Druid's legal ruling, or assaults or deliberately harms a Bard or Druid, will be placed under the *glam dicin*, or Druids' Ban. This is a Very Frequently, Major Social Limitation worth 20 Character Points if taken at character creation.

A character subject to the *glam dicin* is an outlaw. He cannot bring legal claims, enter into contracts, participate in religious ceremonies, or claim hospitality. Anyone who kills him, even deliberately, owes no *einach* to his family or clan. Merchants and tradesmen often refuse to sell to him or have any dealings with him, and people in general shun him. If the character doesn't take steps to mend his ways and successfully appeal to the druids to lift the Ban, the local ruler usually puts a price on his head.

If a character takes *Glam Dicin* as a Social Limitation at the beginning of the campaign, he receives 20 Character Points for it, and "taking steps to mend his ways" involves spending Experience Points to buy the Disadvantage off. Usually he must spend a minimum of 1 Experience Point

per adventure doing so, but the GM may set other standards if he prefers. If a character acquires the *Glam Dicin* Social Limitation after play begins, he receives no Character Points for it, as usual — *but* “taking steps to mend his ways” *still* involves buying off the 20 point “value” with Experience Points.

See page 158 for the spell druids use to impose the Ban on someone.

Outlaw

Someone who's broken the law, but not to the extent of coming under the *glam dicin*, may take this Social Limitation to reflect his outlaw status. Such people often become catarans (see page 34). This is a Frequently, Major Social Limitation worth 15 Character Points if taken at character creation.

Slave

Page 29 discusses slavery in Tuala Morn. Being a slave is a Frequently, Major Social Limitation worth 15 Character Points. (It's worth a little less than the standard *Slave* Social Limitation listed in the rulebook because slaves have a lot of right under Tualan law, and because most masters treat them fairly for fear of the negative consequences of cruelty; if a character's a slave to a harsh master, increase the cost to 20 points as usual.)

Peasant

Peasants in Tuala Morn are often little better than slaves (and in fact, more than one peasant has voluntarily become a slave for a generous lord because that was better for him than remaining a peasant). Being a peasant is an Occasionally, Major Social Limitation worth 10 Character Points.

Dicenn (Clanless)

Sometimes a clan will cast out one of its members because of his crimes, refusal to aid the clan, or other reasons. Tualans refer to such a person as *dicenn*, or “clanless.” Without a clan to protect him, he becomes “fair game” for many forms of abuse and insult (since he can't muster the assistance of his brethren to fight enemies with clans) and his former clansmen are forbidden to have anything to do with him. This may not qualify as a Disadvantage because the character leaves the clan's territory altogether, but if he remains nearby, his clanless status might rise to the level of a Social Limitation.

Fionta

As discussed on page 29, ordinary Tualans tend to scorn and look down upon *fiontara* (adventurers) as rootless, restless troublemakers. If appropriate, a character can take this as a 5-point Social Limitation (Occasionally, Minor).

Golden Temple Worshipper

In parts of Tuala Morn where worship of the *Drommach Lanva* remains the predominant faith (which is most areas, though by no means all), followers of the Golden Temple are often looked down upon and scorned. This counts as an Occasionally, Minor Social Limitation worth 5 Character Points.

VULNERABILITY

As noted on page 158, all Tualan characters automatically have 2x Vulnerability to the effects of the *Laying The Ban* spell that imposes the *Glam Dicin*. They receive no Character Points for this.

GEASA AS DISADVANTAGES

While characters have to buy beneficial *geasa* as powers (see page 136), most *geasa*, particularly those received after the campaign begins, are negative — they hinder or restrict the character in some way. That makes them Disadvantages, even if PCs don't receive any Character Points for them.

Geas is a special type of Disadvantage for *Tuala Morn* campaigns. The value of a restrictive *geas* depends on (a) how often it affects the character and (b) how severely it affects the character, as summarized in the accompanying table. Dangerous and Very Dangerous *Geasa* are usually ones that put a character at risk for insulting, or drawing the unwanted attention of, fighting men, nobles, the *Aise Tathra*, and other powerful people.

The consequences of obeying a *geas* vary. In some cases the nature of the *geas* lets the GM determine the effects by roleplaying. For example, if a character has a *geas* that he must challenge at least one man to fight every day, then the GM roleplays out how the challenge (and any resulting combat!) resolves itself. In other cases obeying a *geas* may only expose a character to ridicule, embarrassment, or the like.

If a character fails (or refuses) to obey or fulfill a *geas* (depending on its wording and requirements), he suffers Unluck 4d6 until he puts the situation to rights. He's also considered to be acting dishonorably, a great burden to any Tualan. Sometimes this means giving in and doing what the *geas* requires of him (a common result when an NPC puts a *geas* on a character to force him to do something, like when a princess obligates a handsome hero to run away with her). In other cases the character may have to seek out a druid or the person who gave him the *geas* to perform a “penance” of some sort.

Some *geasa* never end — they affect a character for his entire life. Others have conditions built into them that indicate when they end. For example, consider the *geas* “You cannot wield weapons until I [the person imposing the *geas*, who dislikes the character] give them to you with my own hand.” Once the character finds a way to trick or compel that person into giving him weapons, the *geas* ends. If this occurs, the character must pay Experience Points to buy off the *geas* as soon as possible.

GEAS DISADVANTAGE

Value Frequency

5	Occasionally (8-)
10	Frequently (11-)
15	Very Frequently (14-)

Value Severity

+0	Mild (causes inconvenience or annoyance for character)
+5	Dangerous (puts the character's health, well-being, or social status at risk)
+10	Very Dangerous (puts the character's life at risk)

EXAMPLE GEASA

Here are a few example *geasa*:

Never wear red (Occasionally, Mild; 5 Character Points)

You may never shut the door to any room you're in (Occasionally, Mild; 5 Character Points)

Never eat X food (or drink X drink) (Occasionally, Mild; 5 Character Points)

Never enter graveyards or tombs (Occasionally, Mild; 5 Character Points)

You must always go barefoot (Occasionally, Mild; 5 Character Points)

Do not hunt the deer of the Kylv Duvtach (Occasionally, Mild; 5 Character Points)

Never enter X region or kingdom (Occasionally, Dangerous; 10 Character Points)

Never obey commands from X person (Occasionally, Dangerous; 10 Character Points)

You may never stay in a room with a shut door (Occasionally, Dangerous; 10 Character Points)

Never refuse or disobey the commands of X (Occasionally, Dangerous; 10 Character Points)

You must refuse hospitality to any single person who asks; only groups of two or more can obtain hospitality from you (Occasionally, Dangerous; 10 Character Points)

Never step out of the road for a warrior or king (Occasionally, Very Dangerous; 15 Character Points)

Never fight under X circumstances, or against X person/animal (Occasionally, Very Dangerous; 15 Character Points)

Do not walk eastward in the morning (Frequently, Mild; 10 Character Points)

Protect all women from danger and distress (Frequently, Dangerous; 15 Character Points)

Steal at least one cow from every herd you encounter (Frequently, Very Dangerous; 20 Character Points)

You can only wield weapons after I first give some to you (Frequently, Very Dangerous; 20 Character Points)

Never eat or drink in the presence of others (Very Frequently, Dangerous; 20 Character Points)

Never give anyone your name (Very Frequently, Very Dangerous; 25 Character Points)

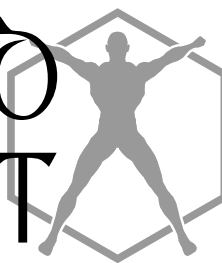
Never refuse a fight or challenge (Frequently, Very Dangerous; 20 Character Points)

You may never carry or use weapons (Very Frequently, Very Dangerous; 25 Character Points)

You must attack every stranger you meet (Very Frequently, Very Dangerous; 25 Character Points)



ARMS AND equipment



heroic attitudes and actions aren't enough to triumph in an adventure — the heroes need weapons and other equipment to help them succeed.

Here's how currency works in Tuala Morn:

10 copper pennies (cp) = 1 silver noble (sn)

10 silver nobles = 1 gold royal (gr)

10 gold royals = 1 *cuwal* (c) (the value of one female slave, equal to five healthy milk cows)

Copper and silver coins are most often used; gold is comparatively uncommon, and plenty of trading takes place in the form of barter as well. The accompanying Tuala Morn Price List includes commonly-available goods with their prices, weights, and other useful information.

The prices listed in the table are averages; they may vary from place to place and time to time. Furthermore, advanced crafted items (particularly weapons and armor) aren't usually available "off the rack"; a character can't go into an "armor shop" and buy a suit of armor right then and there. Instead he has to visit a smith, leatherworker, or other craftsman and commission the work, usually paying at least half (and often more) in advance. Then he leaves, coming back days or weeks later when the work's done. At times a craftsman may have something ready (or nearly ready) that he can sell a character more quickly, but the GM should make sure the characters work their way through the Tualan economy properly (which may give them a chance to roleplay a little and use the *Trading Skill* to obtain better deals for themselves).

STARTING INCOME

Unless the GM rules otherwise (based on the character having the *Money Perk* or *Disadvantage*, for example), every *Tuala Morn* character starts the game with 5 gold royals to spend. As indicated in his Package Deal, he gets certain equipment or other resources for free; those he does not have to buy with money.

TUALA MORN PRICE LIST

Item	Price	BODY	DEF	Mass
WEAPONS				
Axe				
Axe, Battle	35 sn	6	4	1.6
Axe, Great	4 gr	8	4	2.1
Axe, Hand (Hatchet)	2 gr	3	4	0.6
Axe, Small	23 sn	4	4	0.9
Bows				
Arrows, Normal (10)	5 sn	1	1	0.4
Arrows, Blunt (10)	5 sn	1	1	0.4
Bow, Heavy	3 gr	2	3	1.1
Bow, Light	16 sn	2	3	1.0
Bow, Medium	21 sn	2	3	1.0
Spears				
Lance	32 sn	7	3	6.0
Spear, Croisech	4 gr	6	3	2.5
Spear, Standard	3 gr	5	3	2.0
Spear, Throwing	2 gr	4	3	0.8
Sling	8 sn	2	2	0.3
Swords And Knives				
Dagger/Dirk	1 gr	3	5	0.8
Knife	5 sn	2	5	0.4
Sword, Broad/Long	3 gr	5	5	1.2
Sword, Great	4 gr	7	5	3.5
Sword, Short	2 gr	5	5	1.1
Whip	4 sn	2	2	0.3
ARMOR				
Brigandine	10 gr	12	4	10.0
Chainmail	18 gr	18	6	20
Cloth And Hide Armors				
Heavy Cloth	25 sn	3	1	3.5
Heavy Animal Hides	55 sn	9	3	7.0
Leather Armors				
Soft Leather	3 gr	3	1	3.5
Studded Soft Leather	36 sn	3	1	3.5
Heavy Leather	5 gr	6	2	5.0
Studded Heavy Leather	8 gr	6	2	5.0
Cuir-Bouilli (Boiled Leather)	8 gr	9	3	7.0
Studded Cuir-Bouilli	10 gr	9	3	7.0
Plate Armor	40 gr	21	7	40.0
SHIELDS				
Medium Shield	25 sn	4	3	4.0
Large Shield	3 gr	6	3	6.0
Tower Shield	4 gr	7	3	8.0

TUALA MORN PRICE LIST

Item	Price	BODY	DEF	Mass
CLOTHING				
Belt	3 sn	1	2	0.2
Boots				
Hard, High	15 sn	2	2	0.8
Hard, Normal	13 sn	2	2	0.5
Soft, High	10 sn	1	1	0.3
Soft, Normal	7 sn	1	1	0.1
Cape				
Heavy	12 sn	1	1	1.0
Light	7 sn	1	1	0.5
Dress/Gown				
Heavy	9 sn	1	1	1.0
Light	5 sn	1	1	0.5
Gloves	8 sn	1	1	0.2
Hat				
Heavy	4 sn	1	1	0.1
Light	3 sn	1	1	0.05
Pants				
Heavy	6 sn	1	1	0.2
Light	4 sn	1	1	0.1
Pouch, Belt				
Large	4 sn	1	2	0.3
Small	3 sn	1	2	0.2
Robe				
Heavy	10 sn	1	1	1.2
Light	6 sn	1	1	0.6
Slippers	3 sn	1	1	0.02
Tabard	5 sn	1	1	0.02
Tunic				
Heavy	7 sn	1	1	1.0
Light	4 sn	1	1	0.5
FOOD, DRINK, AND LODGING				
Ale or Beer (1 mug)				
Poor quality	.5 cp	—	—	—
Average quality	1 cp	—	—	—
High quality	5 cp	—	—	—
Bread (1 loaf)	1 cp	—	—	—
Cheese (1 wheel)	6 cp	1	0	0.3
Inn, room (1 person for 1 day)				
Space in the common room	2 cp	—	—	—
Poor quality	5 cp	—	—	—
Average quality	1 sn	—	—	—
High quality	3 sn	—	—	—
Meal (for one person)				
Poor quality	2 cp	—	—	—
Average quality	5 cp	—	—	—
High quality	1 sn	—	—	—
Meat (1 shoulder)	3 sn	1	0	0.4
Rations (1 day)	1 sn	1	0	0.2
Whiskey (1 drink)				
Poor quality	5 cp	—	—	—
Average quality	1 sn	—	—	—
High quality	4 sn	—	—	—

TUALA MORN PRICE LIST

Item	Price	BODY	DEF	Mass
Whiskey (1 bottle)				
Poor quality	3 sn	—	—	—
Average quality	5 sn	—	—	—
High quality	2 gr	—	—	—
Wine (1 glass)				
Poor quality	1 sn	—	—	—
Average quality	3 sn	—	—	—
High quality	1 gr	—	—	—
Wine (1 bottle)				
Poor quality	5 sn	—	—	—
Average quality	1 gr	—	—	—
High quality	3 gr	—	—	—
MISCELLANEOUS EQUIPMENT				
Barrel (wooden)	8 sn	5	3	10
Basket (wicker)	1 sn	1	1	.01
Camping/Outdoor Gear				
Bedroll	2 sn	1	1	1.0
Blanket	1 sn	1	1	0.5
Tent, canvas	10 sn	1	1	8.0
Candle	3 cp	1	0	0.01
Chest				
Large, Metal	6 gr	5	5	10.0
Large, Wooden	3 gr	5	3	4.0
Small, Metal	35 sn	4	5	5.0
Small, Wooden	2 gr	4	3	3.5
Cooking Gear				
Kettle, iron	3 gr	4	5	12.0
Pan, iron	15 sn	2	5	2.0
Pot, iron	2 gr	3	5	4.3
Flint and steel	5 cp	1	1	0.01
Goblet				
Crystal	15 gr	1	1	0.1
Glass	4 gr	1	1	0.1
Gold	12 gr	2	3	0.3
Silver	9 gr	2	3	0.2
Mirror, Small				
Silver	4 gr	1	3	0.07
Silvered glass	3 gr	1	1	0.05
Steel	2 gr	1	5	0.1
Musical Instruments				
Bagpipes	23 sn	3	2	3.0
Drum, Large	18 sn	3	3	3.0
Drum, Small	10 sn	2	3	1.0
Harp, Large	16 gr	4	3	12.0
Harp, Small/Lapharp	9 gr	3	3	5.0
Pipes, Metal	22 gr	2	4	0.3
Pipes, Wooden/Recorder	4 sn	2	3	0.1
Any Stringed Instrument	2 sn	1	0	—
Rope (8")	15 sn	3	2	5.0
Sack, leather	15 cp	2	2	0.3
Shovel/spade	20 sn	3	4	3.0
Slave				
Female	10 gr	var	var	var
Male	5 gr	var	var	var
Torch	1 cp	2	3	0.3
Whetstone	5 cp	1	2	0.08

TUALA MORN PRICE LIST

Item	Price	BODY	DEF	Mass
LIVESTOCK AND TRANSPORTATION				
Bit, bridle, and tack	15 sn	1	2	0.5
Bull	3 gr	22	2	600
Cart	6 gr	8	4	100
Cat, Domestic	2 sn	5	0	4.2
Chariot				
Regular	6 gr	12	3	80
Carpat Serrada	7 gr	12	3	82
Chicken	4 sn	3	0	3.0
Cow	2 gr	16	2	450
Dog				
Guard or Hunting	3 gr	9	0	25
Pet	3 sn	5	0	12
Donkey or mule	2 gr	13	1	350
Feed, Horse (per day)	5 cp	5	0	5.0
Horse				
Draft Horse	33 sn	18	1	800
Pony	2 gr	13	1	350
Riding Horse	25 sn	15	1	600
Warhorse, Light	45 sn	16	1	600
Warhorse, Medium	6 gr	17	1	700
Pig	25 sn	12	2	100
Saddle				
Pack	12 sn	3	2	7.0
Riding	19 sn	4	2	12.0
Saddlebags	13 sn	3	2	3.0
Stabling (per day)	5 cp	—	—	—
Wagon	8 gr	13	4	150

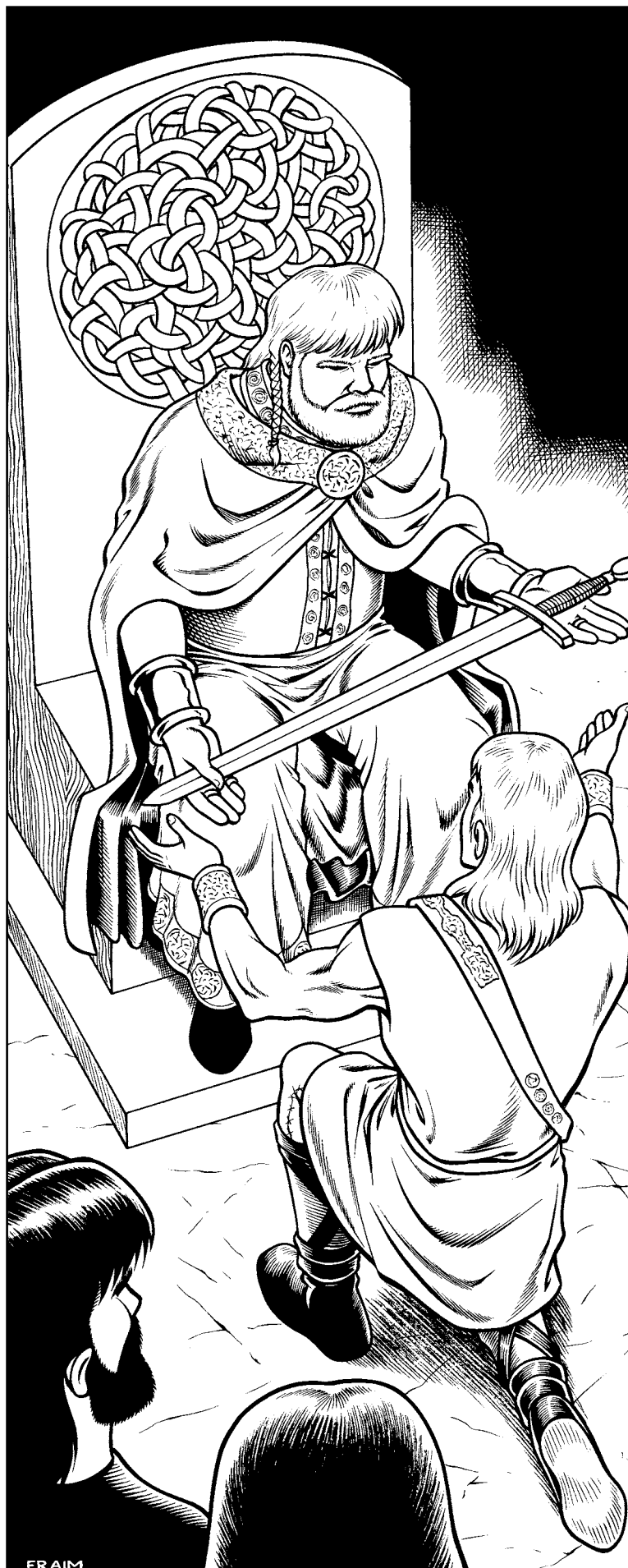
Price: The price of the item in silver nobles (sn), gold royals (gr), or copper pennies (cp). See the text for information on the values of these coins.

BODY and DEF: The BODY and DEFENSE of the item. In the case of items made primarily of one material, the DEF usually depends on the object's material, and the BODY on its size. In the case of items made of two or more materials, the DEF usually represents an averaging or balancing of the materials' DEF, and the BODY depends on the object's size.

Mass: The object's weight in kilograms (1 kg = 2.2 pounds), unless some other unit of measure is noted.

Notes: Any additional information about the object.

For items not listed here, the GM can extrapolate a price based on the price list in *Fantasy Hero* or any other method or source that seems good to him.



TUALA MORN HAND-TO-HAND WEAPONS TABLE

Weapon	OCV	Damage	STUNx	STR Min	BODY	DEF	Mass	A/R Cost	Length	Notes
Axes										
Axe, Battle	0	2d6	0	13	6	4	1.6	45/15	M	1 ½H
Axe, Great	0	2d6+1	0	16	8	4	2.1	52/15	M	2H
Axe, Hand (Hatchet)#	0	1d6	0	6	3	4	0.6	26/9	S	Can Be Thrown
Axe, Small	0	1d6+1	0	8	4	4	0.9	30/11	M	
Clubs										
Shillelagh	0	3d6 N	—	8	4	3	1.2	22/7	M	
Club	0	4d6 N	—	10	5	3	1.5	30/9	M	
Club, Great	0	6d6 N	—	15	7	3	2.0	45/11	M	2H
Stick	0	2d6 N	—	5	3	3	0.9	15/5	S	
Swords And Knives										
Dagger/Dirk#	0	1d6-1	0	6	3	5	0.8	21/8	S	Can Be Thrown
Knife#	0	½d6	0	4	2	5	0.4	17/7	M	Can Be Thrown
Sword, Broad/Long	0	1d6+1	0	12	5	5	1.2	30/11	M	
Sword, Great	+1	2d6	0	17	7	5	3.5	50/15	M	2H
Sword, Short	0	1d6	0	10	5	5	1.1	22/8	M	
Spears										
Lance	0	1 ½d6	0	13 †	7	3	6.0	52/15	L2	Only on horseback
Spear, Croisech	0	2d6-1	0	15	6	3	2.5	47/13	L	Set
Spear, Standard#	0	1 ½d6	0	12	5	3	2.0	51/18	L	Set, Can Be Thrown
Spear, Throwing#	0	1d6+1	0	10	4	3	0.8	35/13	L	Can Be Thrown
Other Melee Weapons										
Quarterstaff	+1	4d6 N	—	10	4	3	1.0	35/11	M	2H
Whip	0	½d6	0	5 †	2	2	0.3	Text	Text	3" Range, can Grab

Adding Damage:

#: Add +1 DC of damage per full +6.25 points of STR used above the STR Minimum.

KEY

1 ½H: One-And-A-Half-Handed Weapon

2H: Two-Handed Weapon

Can Be Thrown: The weapon has the Range Based On STR (+1/4) Advantage.

N: Normal Damage (all other weapons do Killing Damage), bought as a Hand-To-Hand Attack (but to which characters add damage only by exceeding the STR Minimum)

Only on horseback: Characters can only wield this weapon while mounted (a -½ Limitation)

Set: Characters can use this weapon to perform the *Set Versus Charge* Combat Maneuver

Unhorse: Characters can use this weapon to perform the *Unhorse* Combat Maneuver

†: STR Minimum Doesn't Add To Damage

All HTH Combat weapons are built as HKAs (or HAs) with the Advantage Reduced Endurance (0 END; +½) and the Limitations OAF (-1), Real Weapon (-1/4), and Strength Minimum (varies). Many also have the Required Hands Limitation.

OCV: This is applied as a bonus or penalty against all attacks made with the weapon. OCV bonuses are bought as 5-point Combat Skill Levels with the OAF, Required Hands, and Real Weapon Limitations. OCV penalties are a minor Side Effect (automatically occurs; -½) for the weapon.

STUNx: This is the STUN Multiplier for Killing Damage weapons (a 0 means "no modification"; use the standard 1d6-1 STUN Multiplier). Apply the STUNx modifier to the STUN Multiplier roll (or to the STUNx for the Hit Location struck, if the campaign uses Hit Location rules). For example, if a character with a War Flail (STUNx +1) hit an opponent in the Head, the total STUNx would be 6.

STR Min: STR Minimum. See pages 478-79 of The HERO System 5th Edition, Revised for rules. Remember to apply the rules in Adding Damage, page 405 of that book, when using STR to increase the damage of a weapon bought with Advantages.

BODY: The weapon's BODY.

DEF: The weapon's DEF.

Mass: The weight of the weapon in kilograms.

A/R Cost: The Active Point/Real Point cost of the weapon.

Length: The weapon's length — Short, Medium, or Long. L2 indicates a weapon with 2" Stretching that a character can use to strike from the second rank. See pages 179 and 186 of Fantasy Hero for more information on weapon lengths.

Notes: This catch-all category includes any information not listed elsewhere.

TUALA MORN RANGED WEAPONS TABLE

Weapon	OCV	RMod	Damage	STUNx	STR Min	BODY	DEF	Mass	Shots	Max Range	A/R Cost	Notes
Bows												
Bow, Light	0	0	1d6	0	8 †	2	3	1.0	10 RC	95"	19/4	2H, Conc
Bow, Medium	0	0	1d6+1	0	9 †	2	3	1.0	10 RC	125"	25/6	2H, Conc
Bow, Heavy	0	0	1 1/2d6	0	10 †	2	3	1.1	10 RC	155"	31/7	2H, Conc
Slings												
Sling	0	-1	1d6+1	+1	8 †	2	2	0.3	10 RC	150"	30/6	2H, Conc

KEY

2H: Two-Handed Weapon

Conc: Concentration (1/2 DCV "throughout" the loading and/or firing process, see text; -1/2)

No horse: Characters cannot fire this weapon while mounted (a -1/4 Limitation)

RC: Recoverable Charge

†: STR Minimum Doesn't Add Damage

Ranged weapons are built as RKAs with some or all of the following Limitations: Focus (OAF; -1), STR Minimum, Required Hands, Real Weapon, Beam, and Charges (indicating the number of rounds of ammunition the average user carries).

OCV: This is applied as a bonus or penalty against all attacks made with the weapon; see the Hand-To-Hand Weapons Table for more information.

RMod: This represents a modifier to the weapon's accuracy at Range. Positive values (bought as 3-point Penalty Skill Levels versus the Range Group with the Focus and Required Hands Limitations) help to offset the standard Range Modifier; negative values (a minor Side Effect (automatically occurs; -1/2)) add to it. RMod can never raise a character's base OCV, it can only negate penalties.

STUNx: This is the STUN Multiplier for Killing Damage weapons (a 0 means "no modification"; use the standard 1d6-1 STUN Multiplier). Apply the STUNx modifier to the STUN Multiplier roll (or to the

STUNx for the Hit Location struck, if the campaign uses Hit Location rules). For example, if a character with a Sling (STUNx +1) hit an opponent in the Head, the total STUNx would be 6.

STR Min: STR Minimum. See pages 478-79 of The HERO System 5th Edition, Revised for rules. Most muscle-powered ranged weapons do not allow characters to add damage from STR; for such weapons, the STR Minimum indicates the STR needed to hold and draw the weapon.

BODY: The weapon's BODY.

DEF: The weapon's DEF.

Mass: The weight of the weapon in kilograms.

Shots: The standard amount of ammunition carried by a user of the weapon. Typically a character can only fire/throw/shoot one round of ammunition in a Phase; thereafter he must reload his weapon (or ready a new one). Reloading/readying may or may not take time; see the text.

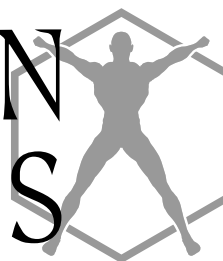
Max Range: The weapon's maximum Range in game inches (hexes). Of course, its effective range — the range over which it's likely to hit a target — is much less, thanks to the Range Modifier.

A/R Cost: The Active Point/Real Point cost of the weapon.

Notes: This catch-all category includes any information not listed elsewhere.



TUALAN NAMES



FEMALE NAMES

Aife
Bethaigh
Bethan
Blodwen
Branwen
Bronwen
Camma
Cathlean
Cliona
Consend
Decthine
Deirdre
Dervorgil
Dorvaile
Eilith
Elasaide
Fedelm
Fial
Finnabair
Fiona
Glenda
Gwendolyn
Gwyn
Iuchna
Kaitrin
Macha
Madoc
Maireade
Medana
Morag
Morrin
Muirne
Nuala
Olwen
Rairiu
Rhiannon
Rhianwen
Richis
Ronaide
Rowena
Sadhb
Seridwen
Sheevaun
Shianne
Shusaide
Sonag
Shinaide

If you're having trouble coming up with a proper-sounding name for your Tualan character, try this list.

Most Tualan surnames derive from a character's immediate ancestry (father or grandfather), his clan, or some combination thereof. The prefixes "Mac" and "Con" indicate "son of"; "O" indicates "grandson of"; "Cona" means "daughter of"; and "Ban" indicates "wife of." Thus, Conor Mac Loegaire (or MacLoegaire or ConLoegaire) is Conor son of Loegaire; his son will bear the surname MacConor, ConConor, or O'Loegaire, depending upon desire, family tradition, and other factors.

MALE NAMES

Abban	Bricru	Daray
Agroman	Brody	Darren
Aibellan	Cadoc	Dathi
Aidan	Cadwallen	Davaine
Ailbe	Cairbre	Declan
Ailill	Callahan	Dectan
Aillin	Calvaigh	Delano
Alastair	Cantigern	Dempsey
Aloys	Calatin	Dermot
Alwyn	Cannach	Derry
Amergin	Carbaid	Desmond
Andala	Carlin	Devaine
Angus	Carroll	Devin
Anluan	Cassidy	Devlin
Antoin	Caswallon	Dobar
Arca	Cathal	Donahue
Ardal	Cathbad	Donahy
Ardan	Cathmur	Donal
Artur	Cathor	Donald
Arval	Cedric	Donnan
Auliffe	Colbran	Donnelly
Badwaer	Colin	Dovlech
Baglan	Colla	Dovnal
Baird	Colm	Doyle
Barra	Coman	Drogaeda
Bartlaigh	Conaire	Drudechta
Barvin	Conall	Duer
Beachan	Conan	Duff
Benian	Conley	Dugal
Bera	Conn	Duglas
Berach	Connad	Duncan
Berchan	Connla	Dunham
Bevan	Conor	Durthacht
Birog	Conroy	Dylan
Boyd	Coscra	Eamon
Bran	Cowan	Earnan
Brasel	Crannacar	Echbel
Bregaire	Crodan	Edan
Brendan	Cullan	Edard
Brennan	Curran	Edric
Bret	Dair	Egan
Brion	Darail	Eivar

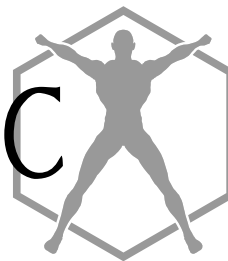
Enchard	Iubar	Owney
Enan	Jarlath	Padraic
Engan	Kane	Parlan
Eogan	Kearney	Partholan
Ervin	Keefe	Pedar
Evan	Keegan	Piaras
Ewan	Keirnan	Ragnal
Farchar	Kelan	Randal
Farrall	Kellach	Rectamar
Fathach	Kenelm	Reglan
Felan	Kern	Revlín
Feery	Kerry	Ringabar
Fellim	Kerwin	Rocard
Feoras	Kevan	Roland
Fergus	Kian	Ronan
Fiagal	Kinnaide	Rory
Fineen	Kire	Rothlan
Finnian	Kyle	Ruad
Finnley	Kynan	Ruard
Fintan	Labraid	Sainglen
Finvar	Lachlan	Salmor
Fionn	Lathabar	Sarlas
Flann	Lavras	Sarvra
Flynn	Leary	Scell
Forbenn	Liam	Scolang
Forgall	Lloyd	Seamus
Fossgrim	Lochlann	Sean
Gairade	Loclinn	Sedach
Galen	Logaire	Sedras
Gannon	Logan	Sefra
Garad	Loman	Seltcar
Garech	Luath	Senach
Garrett	Lugaid	Sencha
Garvan	Mahon	Senedig
Gavin	Mainech	Sernach
Gilkris	Malachlin	Sethern
Gilvareigh	Malbareth	Shane
Glasny	Malrone	Siann
Glen	Malrudan	Siaran
Glendower	Martaine	Sitric
Gordon	Matach	Slevin
Gothan	Moladran	Sorsa
Grady	Morgan	Tador
Gregaire	Morven	Taig
Grethir	Murcad	Tarlach
Guy	Murdach	Tarnach
Hogan	Murray	Teague
Hugh	Neal	Tiernan
Hurley	Neese	Tinammor
Ian	Nemran	Tirech
Ilbrech	Nessan	Torin
Ildanach	Nevan	Torrance
Ildathach	Nevin	Traglethan
Iliach	Niall	Trescath
Illadan	Nolan	Ulick
Innis	Nyle	Ullaime
Iocade	Odran	Vaune
Iovar	Orren	Wynne
Irgalach	Oscar	
Irloth	Owen	

CHAPTER FIVE:



Tualan Magic

TUALAN MAGIC



Magic is a subtle, yet powerful, thing in Tuala Morn. Magic power — what wizards and druids call *Draicht* — suffuses the entire land. But despite the stories sometimes told about them, Tualan wizards cannot fly through the air or throw enormous balls of fire at their enemies. Their spells are subtler things, suited to a variety of tasks and situations. But they are not weak, and those who can master them receive respect, not scorn. As the Tualans say, “Only a fool mocks a wizard.”

THE BASICS OF TUALAN MAGIC

Magic in Tuala Morn comes in several flavors.

DRUID AND WIZARD MAGIC

The most common, and what people typically mean when they refer to “magic” or “spellcasting,” is the magic of Druids and Wizards. (This includes the “specialized” spells of Necromancers, Witches, Sorcerers, and the like.) Briefly put, this type of magic is divided into four types: *Samhain-Draichta* (Autumn-Magic); *Imbolc-Draichta* (Winter-Magic); *Beltane-Draichta* (Spring-Magic); and *Lugnasa-Draichta* (Summer-Magic). The spells within each category are easier to cast at those times of the year, and harder to cast at certain other times.

To buy *Draichta* spells (of any type), a character must do two things. First, he has to pay for a Perk, one Perk for each category (*Samhain-Draichta*, *Imbolc-Draichta*, *Beltane-Draichta*, *Lugnasa-Draichta*). The minimum cost for each Perk is 1 Character Point; the maximum cost has no upper limit. Second, he must pay 1 Character Point for each spell he can cast. *However*, he can only pay for spells whose *spell rank* is equal to or less than the value of his Perk for the category that spell belongs to. For example, a character with 5 points in Perk: *Lugnasa-Draichta* could pay 1 Character Point for the ability to cast any *Lugnasa-Draichta* spell with a spell rank of 1-5; he cannot buy *Lugnasa-Draichta* spells with a spell rank of 6 or more. Some characters cannot buy some spells.

MIRACLES

Priests of the Golden Temple sometimes possess holy powers known as *Miracles*. A Priest who wants to be able to use a Miracle must pay its full Real Cost in Character Points. He cannot buy Miracles in a Power Framework; he must pay for each one individually.

SMITHCRAFT

Smiths of great skill have the power to craft enchanted weapons and armor. A Smith who wants to know how to make a particular type of enchanted metalwork must pay the full Real Cost for that spell in Character Points. He cannot buy it in a Power Framework; he must pay for each one individually.

OTHER RULES

Tualan magic generally does not involve Required Skill Rolls (Smithcraft is an exception). If a character knows how to cast a spell, he can cast it at any time, subject to its Limitations (which may include Activation Roll, if it's a difficult spell to use for some reason). However, virtually all spells cost END (and many cost a *lot* of END) and take a long time to cast.

TYPES OF MAGIC

Excluding priestly Miracles and the powers of Smithcraft (which are discussed in their own sections on pages 196 and 200, respectively), spells and magical powers fall into one of four categories based on the *sheashar*, or seasons of the year and the special days that mark them.

SAMHAIN-DRAICHTA (AUTUMN-MAGIC)

Samhain-Draichta, or Autumn-Magic, involves phenomena such as beginnings, earth, animals, the west, death, decay, secrets and hidden things, the colors red and orange, and change/transformation in general.

If cast during the autumn season (the months of Ildath, Corwis, and Remansech [corresponding to the modern September, October, and November]), *Samhain-Draichta* spells cost only half END; if cast on *Samhain* itself (the Tualan new year's day, in early Ildath [September]), they cost only 10% of their normal END cost. On the other hand, if they're cast in the springtime (the months of Adna, Dovarr, and Gamal [corresponding to the modern March, April, and May]), they cost 50% more END (for example, a spell that normally costs 6 END would cost 9 END), and if cast on *Beltane* itself they cost double END.

IMBOLC-DRAICHTA (WINTER-MAGIC)

Imbolc-Draichta, or Winter-Magic, involves phenomena such as the air, wind, the weather, clouds and mists, lightning, the north, negativity, the left, coldness, the moon, the colors black and purple, nighttime, and darkness.

If cast during the winter season (the months of Tavall, Balcu, and Uthacar [corresponding to the modern December, January, and February]), Imbolc-Draichta spells cost only half END; if cast on Imbolc itself (in early Tavall [December]), they cost only 10% of their normal END cost. On the other hand, if they're cast in the summer (the months of Linré, Scolan, and Eádrú [corresponding to the modern June, July, and August]), they cost 50% more END (for example, a spell that normally costs 5 END would cost 7 END), and if cast on Lugnasa itself they cost double END.

BELTANE-DRAICHTA (SPRING-MAGIC)

Beltane-Draichta, or Spring-Magic, involves phenomena such as water, the faerie-folk, the east, plants, trees, the colors blue and green, dreams, the mind/thought, and healing/birth/regrowth in general.

If cast during springtime (the months of Adna, Dovarr, and Gamal [corresponding to the modern March, April, and May]), Beltane-Draichta spells cost only half END; if cast on Beltane itself (in early Adna [March]), they cost only 10% of their normal END cost. On the other hand, if they're cast in the autumn (the months of Ildath, Corwis, and Remansech [corresponding to the modern September, October, and November]), they cost 50% more END (for example, a spell that normally costs 4 END would cost 6 END), and if cast on Samhain itself they cost double END.

LUGNASA-DRAICHTA (SUMMER-MAGIC)

Lugnasa-Draichta, or Summer-Magic, involves phenomena such as fire, heat, the sun, daytime, the colors yellow and white, light, life, positive qualities, the right, passion, and endings.

If cast during the summer (the months of Linré, Scolan, and Eádrú [corresponding to the modern June, July, and August]), Lugnasa-Draichta spells cost only half END; if cast on Lugnasa itself (in early Linré [June]), they cost only 10% of their normal END cost. On the other hand, if they're cast in the winter (the months of Tavall, Balcu, Uthacar [corresponding to the modern December, January, and February]), they cost 50% more END (for example, a spell that normally costs 7 END would cost 10 END), and if cast on Imbolc itself they cost double END.

SPELLCASTING DURING THE DROCHLARA

At the end of the Tualan year, between Eádrú (August) and Ildath (September) fall the *Drochlara* — five days that belong to no month and are considered unlucky. During these five days it's said that misfortune can befall even the virtuous, and that evil spirits and even the dead roam the world. Samhain, the Tualan new year, is the day on which the evil spirits have their greatest power... until the fire-lighting ceremony banishes them and returns the year to its normal course of days, weeks, and months.

All spells cast during Drochlara cost double END, with one exception: Necromancy. Treat Necromancy spells as if it were autumn already.

LEARNING AND BUYING SPELLS

Here's how characters learn and buy spells in game terms.

SPELL RANK

As you'll see when you read the spell descriptions below, all Draichta spells have a *spell rank* that indicates how difficult they are to learn and/or cast. The rank of a spell is typically derived by dividing its Active Points by some number. If the spell is one commonly known to a given type of spellcaster or is particularly easy to cast, usually the divisor is 20; for "average" spells it's 10; and for spells that are difficult to learn or cast it's 5. (If a Multipower or other Power Framework is involved, the reserve is divided, and then increased appropriately, usually by 1-2 points per slot, to obtain a rank.) The actual rank may be adjusted up or down slightly for various reasons, including wanting to make a spell less or more common in the campaign. Additionally, the rank for a given spell may be different for a Druid as opposed to a Wizard or Witch, since certain spells are more closely associated with specific professions. Some professions may not be able to learn some spells at all.

THE MAGIC PERK AND SPELL COST

To be able to cast a particular Draichta spell, a character needs to buy two things:

1. A *Magic Perk*, one Perk for each category: Samhain-Draichta; Imbolc-Draichta; Beltane-Draichta; and Lugnasa-Draichta. The minimum value for any of these Perks is 1 Character Point; the maximum value equals the highest rank of spells in that category. The amount of points spent on a *Magic Perk* indicates what spells from that category a character is eligible to cast (assuming he's bought them; see below).

A character can have different values for each of these Perks; they do not have to be equal, in proportion, or the like.

2. Knowledge of a spell itself. Each spell costs 1 Character Point, regardless of rank, Active Points, Real Points or any other factor — 1 Character Point buys one spell. *However*, a character can only buy spells whose spell rank is equal to or less than the value of his *Magic Perk* for the category that spell belongs to.

Example: *Aillel, a wizard, has the following Magic Perks: Samhain-Draichta 8; Imbolc-Draichta 5; Beltane-Draichta 3; and Lugnasa-Draichta 15. That means, for example, he can buy (and thus cast) any Samhain-Draichta spell of rank 8 or less; he can neither buy nor use Samhain-Draichta spells of rank 9 or above. Similarly, he can buy and cast Lugnasa-Draichta spells of rank 15 or below, but not rank 16 or above; that has no bearing on the Samhain-Draichta or other spells he can buy and cast.*

Some characters cannot buy some spells, regardless of the value of their relevant *Magic Perk*. Furthermore, as indicated in the text some spells are only appropriate for Superheroic *Tuala Morn* campaigns; they're simply too powerful and/or fantastical for the standard type of Tuala Morn game.

LEARNING SPELLS IN SETTING TERMS

In setting terms, every profession learns magic in a different way.

Druids study magic at the feet of their masters: higher-ranking druids of greater experience. The information is transmitted orally and committed to memory by the student; druids do not keep written records, spellbooks, or the like. This course of study usually begins when a talented person is still a child and can last 20 years or more.

Wizards (including those who become necromancers or sorcerers) also often study with a master, but in a different way. A wizard is a creature of grimoires, formulae, and book-learning. He may have to ponder a single passage in some lore-book for an entire day to puzzle out its meaning, or gather herbs from the forest to experiment with them and divine their uses.

Witches tend to learn through a combination of the two methods. Much of their lore is oral, passed on from crone to daughter over a bubbling cauldron. But some, such as formulae for love-potions and the like, may be written down in books.

CASTING AND USING SPELLS

A character with a *Magic Perk* can cast any spell from the category the Perk applies to that he's bought. He cannot cast spells of a higher rank than he can learn, nor any spell he has not bought even if it's of equal or lesser rank than his Perk's value. He does not have to make a Skill Roll to cast them; he can do so automatically.

Casting Time

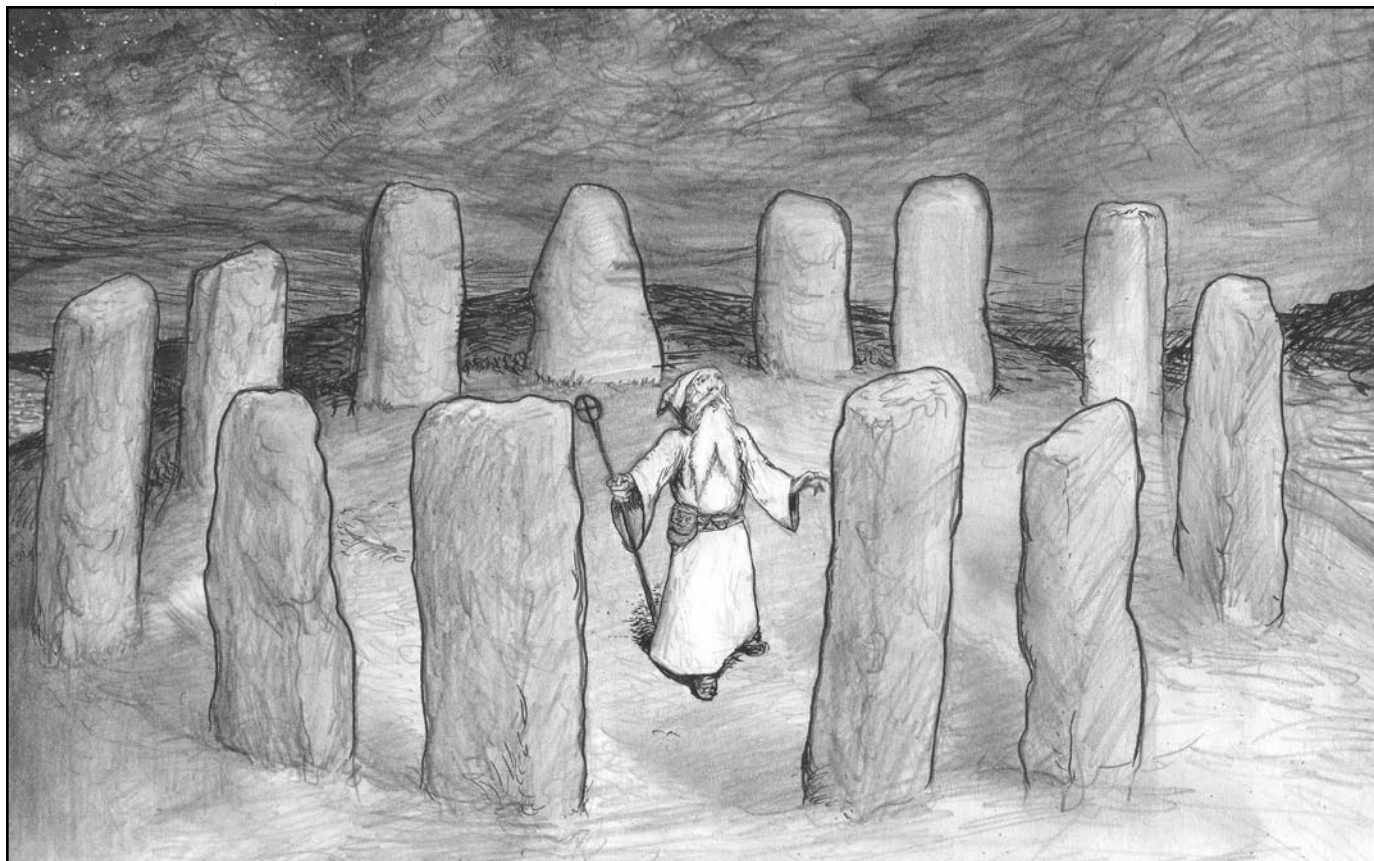
All Tualan spells take a Half Phase to cast unless some Power Modifier or rule indicates otherwise. Relatively few Draicht spells have true combat application; they take too much effort, concentration, or time to cast. But a clever spellcaster may find all sorts of ways to employ his magic against an enemy in battle.

Endurance

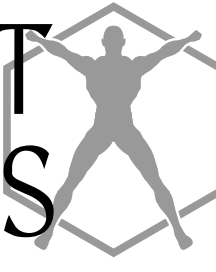
Virtually all spells cost END, and many of them cost a lot of it — using *Draicht* can exhaust a spellcaster quickly, forcing him to marshal his mystic resources and only use them when absolutely necessary. Unless the GM specifically permits it (as with some magic items found later in this chapter), spellcasters *cannot* buy Endurance Reserves to pay for their spells. Nor should they have marathoner-like Endurance scores. While many spellcasters are hardy souls, in the absence of Required Skill Rolls or similar restrictions the END cost of spells in *Tuala Morn* campaigns is one of the primary factors that keeps magic balanced with other abilities. If a character can too easily absorb that cost with a high END Characteristic or an Endurance Reserve, it will make the game less enjoyable.

Changes For Superheroic Campaigns

Tualan spellcasting tends to be easier in Superheroic campaigns. First, remove any *Increased Endurance Cost Limitation*, and if appropriate reduce the END cost still further with the *Reduced Endurance Advantage*. Second, consider decreasing the Extra Time required for the spell (if any) to a Full Phase or Extra Phase for most spells. (This does not apply to spells already marked as being for Superheroic campaigns only.)



DRAICHT SPELLS



Here are the spells that Druids, Wizards, and Witches learn and cast. See below for Necromancy and Sorcery spells (both of which are intended primarily for evil NPCs and the like) and pages 196 and 200, respectively, for priests' Miracles and the powers of Smithcraft.

SAMHAIN-DRAICHTA SPELLS

Samhain-Draichta, or Autumn-Magic, spells involve phenomena such as beginnings, earth, animals, the west, death, decay, secrets and hidden things, the colors red and orange, and change/transformation in general. In addition to the spells listed here, all the Necromancy spells (page 183) belong to this category.

Offensive Samhain Spells

AGONY

Effect: Ego Attack 2d6, Does BODY
Target: One character
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 20"
END Cost: 8
Spell Rank:
 Druid: 15
 Wizard: 12
 Witch: 8

Description: This spell allows a witch to lay a warrior low with agonizing pain — pain so great it can actually kill him. Sores and wounds may erupt spontaneously on his body, which may be considered “blemishes” that preclude him from being a ruler.

This is a spell of Witchcraft, and thus usually only learned by witches. A druid or wizard who's known to have learned or used it may suffer a blow to his reputation (at the very least).

Game Information: Ego Attack 2d6, Does BODY (+1) (40 Active Points); Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$), Extra Time (Extra Phase; $-\frac{3}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Increased Endurance Cost (x2 END; $-\frac{1}{2}$), Limited Normal Range (20"; $-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 10 points.

Options:

1) **Curse Of Agony:** The caster can inflict agony on someone no matter where that person is in Tuala Morn. Add Area Of Effect (One Hex Accurate; $+\frac{1}{2}$) and MegaScale (hex is the size of Tuala Morn; $+1\frac{1}{4}$), and change Limited Normal Range ($-\frac{1}{2}$) to No Range ($-\frac{1}{2}$). 75 Active Points, total cost 19 points. Spell ranks: Druid 22; Wizard 18; Witch 12.

BLIGHT

Effect: RKA 1d6, Only Versus Crops/Plants
Target: 16" Radius
Casting Time: 1 Minute (Attack Action)
Duration: Instant
Range: No Range
END Cost: 4
Spell Rank:
 Druid: 15
 Wizard: 15
 Witch: 8

Description: Also known as a Murrain, this spell allows a witch to cause crops to wither and die. If a man offend a witch, she may get revenge on him by sneaking onto his farm at night and casting this spell.

Druids sometimes learn a spell to counteract Blight, known as *Renewal*. It's bought almost the same as Blight, but as a Healing BODY 1d6 with no No Range Limitation. It has a spell rank of 8 for druids and N/A for other types of spellcasters.

This is a spell of Witchcraft, and thus usually only learned by witches. A druid or wizard who's known to have learned or used it may suffer a blow to his reputation (at the very least).

Game Information: RKA 1d6, Area Of Effect (16" Radius; $+1\frac{3}{4}$), MegaScale (1" = 10" wide and deep; $+\frac{1}{4}$) (45 Active Points); Concentration ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$), Extra Time (1 Minute; $-1\frac{1}{2}$), Gestures (throughout casting; $-\frac{1}{2}$), Gradual Effect (6 Hours, up to 1 point per Hour; $-1\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), No Range ($-\frac{1}{2}$), Only Works On Crops And The Like (-1), Spell ($-\frac{1}{2}$). Total cost: 6 points.

BLOOD SACRIFICE

Effect: Aid Magic 4d6, any Magic spell or power one at a time
Target: Self
Casting Time: 5 Minutes (Attack Action)
Duration: Instant
Range: Self
END Cost: 18
Spell Rank:
 Druid: 20
 Wizard: 22
 Witch: 18

Description: Blood is life and power, as any warrior will tell you. Witches know this as well, and some of them use the power of a blood sacrifice to augment their other spells. By spilling the blood of a medium-sized animal, such as a goat or a dog (usually a black one) on a sacred stone in a special ceremony, a witch enhances one of her spells for several hours.

This is a spell of Witchcraft, and thus usually only learned by witches. A druid or wizard who's known to have learned or used it may suffer a blow to his reputation (at the very least). However, it is used by certain shadowy druids (including Barbathean ones, and Pictoi shamans), who sacrifice to appease their darkling gods.

Game Information: Aid Magic 4d6, any Magic spell or power one at a time (+¼), Delayed Return Rate (points fade at the rate of 5 per Hour; +1) (90 Active Points); OAF Expendable (the sacrifice itself, plus ritual knife and other tools, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Costs Endurance (-½), Extra Time (5 Minutes; -2), Gestures (throughout; -½), Incantations (throughout; -½), Increased Endurance Cost (x2 END; -½), Only At Night Or In Darkness (-½), Self Only (-½). Total cost: 10 points.

Options:

1) Human Sacrifice: The most wicked spellcasters use a human sacrifice, which brings far greater power. Change to Aid Magic 4d6, all Magic spells and powers simultaneously (+2). 160 Active Points, total cost 17 points. Spell ranks: Druid 22; Wizard 24; Witch 20.

2) Sacrificial Ritual: Some witches learn this spell as one to be performed by a coven. Add Ritual (requires 13 casters; -1). Total cost: 9 points. Spell ranks: Druid 18; Wizard 20; Witch 15.

CURSE OF UGLINESS

Effect: Drain COM 3d6, Delayed Return Rate (5 points per Year)
Target: One character
Casting Time: 1 Hour (Attack Action)
Duration: Instant
Range: No Range
END Cost: 16
Spell Rank:
 Druid: 22
 Wizard: 20
 Witch: 16

Description: This curse renders the victim hideously ugly. Boils, warts, and suppurating sores break out on his body, his flesh becomes withered and sickly-looking, his hair falls out in patches (or grows in places it shouldn't), and so forth. Anyone so afflicted is far too blemished to be a Tualan ruler.

This is a spell of Witchcraft, and thus usually only learned by witches. A druid or wizard who's known to have learned or used it may suffer a blow to his reputation (at the very least).

Game Information: Drain COM 3d6, Delayed Return Rate (points return at the rate of 5 per Year; +2½), Area Of Effect (One Hex Accurate; +½), MegaScale (hex is the size of Tuala Morn; +1¼) (157 Active Points); OAF Expendable (the blood of five toads and five bats, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Spell (-½). Total cost: 20 points.

DEATH-CANDLE

Effect: RKA 6d6, NND, Does BODY, Gradual Effect (over the course of 1 Hour)
Target: One character
Casting Time: 6 Hours to prepare candle, 1 Hour to use (Attack Action)
Duration: Instant
Range: No Range
END Cost: 1 Charge
Spell Rank:
 Druid: N/A
 Wizard: 45
 Witch: 30

Description: Witches sometimes work their magic through enchanted candles. The most terrifying of these spells is one that literally kills the victim — as it burns away, so does his life! A Death-Candle takes six hours to make, and worked into its wax must be some remnant of the victim's body (spittle, blood, hair, skin, or the like).

Once lit, a Death-Candle burns for an hour, slowly killing the victim over that time. The witch must keep her concentration focused on the candle as it burns. If the candle stops burning, the effect stops at that point. The victim suffers the damage up to that point, but neither the candle nor its components can be used to harm the victim thereafter.

This is a spell of Witchcraft, and thus usually

only learned by witches. A druid or wizard who's known to have learned or used it may suffer a blow to his reputation (at the very least).

Game Information: *RKA 6d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Area Of Effect (One Hex Accurate; +½), MegaScale (hex is the size of Tuala Morn; +1¼), Delayed Effect (a witch may have available a number of candles equal to her INT; +½) (472 Active Points); OAF (-1), Concentration (0 DCV throughout making and using; -1), Extra Time (6 Hours to make; -3½), Extra Time (1 Hour to use; -3), Gestures (throughout making; -½), Gradual Effect (1 Hour, 1d6 per 10 minutes; -1¼), Incantations (throughout making; -½), No Range (-½), Only Works Against Specific Character For Whom Witch Has Prepared Candle (-2) 1 Charge (-2). Total cost: 29 points.*

ENVENOMING THE WOUND

Effect: Drain BODY 1d6, Delayed Return Rate (5 points per Month)
Target: One character
Casting Time: Full Phase (Attack Action)
Duration: Instant
Range: Touch
END Cost: 9
Spell Rank:
 Druid: 6
 Wizard: 6
 Witch: 6

Description: This spell causes a wound to become worse — making it heal more slowly and perhaps even become fatal — by “envenoming” it. To cast it, the caster must touch the wound (*i.e.*, the part of the body with an injury that inflicted at least 1 BODY damage); the GM may impose Hit Location penalties on the Attack Roll if desired. The result of the Drain BODY roll cannot exceed the amount of BODY damage caused by the wound.

Game Information: *Drain BODY 1d6, Delayed Return Rate (points return at the rate of 5 per Month; +2) (30 Active Points); Extra Time (Full Phase; -½), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Only Works On A Wounded Target (see text; -½), Spell (-½). Total cost: 8 points.*

FALL OF THE MOUNTAIN

Effect: RKA 10d6, OIF (mountain of opportunity)
Target: 1 km radius (see text)
Casting Time: 1 Turn (Attack Action)
Duration: Instant
Range: 1,310"
END Cost: 52
Spell Rank:
 Druid: 26
 Wizard: 30
 Witch: 30

Description: This powerful spell causes the death of many foes, and the destruction of entire cathairs and towns, by causing a nearby mountain to collapse on them.

This spell is only appropriate for Superheroic campaigns.

Game Information: *RKA 10d6, Area Of Effect (One Hex; +½), MegaScale (hex is 1 km wide, broad, and deep; +¼) (262 Active Points); OIF (mountain of opportunity; -½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), Spell (-½). Total cost: 46 points.*

FEAR

Effect: Drain PRE 6d6, Ranged
Target: One character
Casting Time: Full Phase (Attack Action)
Duration: Instant
Range: 20"
END Cost: 7
Spell Rank:
 Druid: 11
 Wizard: 9
 Witch: 10

Description: This spell causes the victim to feel intense fear. How the victim reacts to that fear isn't under the caster's control, but he can usually accompany the spell with some action sufficient to make the target flee.

Game Information: *Drain PRE 6d6, Limited Range (20"; +¼) (75 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 27 points.*

INVOKING THE HOST

Effect: RKA ½d6; Telekinesis (20 STR)
Target: 2" Radius; one character
Casting Time: Extra Phase (Attack Action)
Duration: Instant/Constant
Range: 150"
END Cost: 3
Spell Rank:

Druid: 5
 Wizard: 4
 Witch: 5

Description: This spell allows the caster to invoke the Sluagh, the Host of the Restless Dead that roams Tuala Morn at night, flying through the skies and lurking amidst the thickets. At his command the Host showers an area with their tiny darts (which they normally use on cattle, sheep, and other livestock). The Host can also grab someone the caster designates and carry him along on their "revels," perhaps hoisting him high into the sky and later dropping him, or dragging him along the ground through bush and mire.

This spell is a favorite of Necromancers, but many other casters learn it as well.

Game Information:**Cost Power**

- 9 *Invoking The Host:* Multipower, 30-point reserve; all Concentration (½ DCV; -¼), Extra Time (Extra Phase; -¾), Incantations (-¼), Only Works At Night (-½), Spell (-½)
- 1u 1) *Rain Of Venomous Darts:* RKA ½d6, Area Of Effect (One Hex Doubled; +¾); common Limitations listed above
- 1u 2) *Carry You Away:* Telekinesis (20 STR); common Limitations listed above, Only To Carry/Move Persons (-1)

Total cost: 11 points

LAYING OF THE BAN

Effect: Major Transform 3d6 (person to person under the Glam Dicin)
Target: One character
Casting Time: 5 Minutes
Duration: Instant
Range: No Range
END Cost: 12
Spell Rank:

Druid: 1
 Wizard: N/A
 Witch: N/A

Description: The Glam Dicin, or Druids' Ban, is discussed on page 34, and the Disadvantages associated with it on pages 142-43. Druids use this spell to impose the Ban by Transforming the target to have those Disadvantages. Under the "ground rules" governing Tuala Morn campaigns, all characters in Tuala Morn automatically have 2x Vulnerability to the effects of this spell (for which they receive no Character Points).

Game Information: *Major Transform 3d6 (person to person under the Glam Dicin; heals back when the same druid, or another druid with his approval, performs a ceremony to remove the ban), Area Of Effect (One Hex Accurate; +½), MegaScale (hex is the size of Tuala Morn; +1¼) (124 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Limited Target (humans who have committed acts for which the Glam Dicin is proper punishment; -½), Spell (-½). Total cost: 19 points.*

THE POISONOUS SPELL

Effect: RKA 6d6
Target: One character
Casting Time: 5 Minutes (Attack Action)
Duration: Instant
Range: No Range
END Cost: 25
Spell Rank:

Druid: 25
 Wizard: 25
 Witch: 25

Description: This powerful ritual, performed only after great deliberation and in dire circumstances, can kill a person anywhere in Tuala Morn. Casting it requires eight people (who must all be the same type of caster — all druids or all wizards, for example) and a stone circle or like place of power. When the casting is done, the victim simply drops dead.

Game Information: *RKA 6d6, Area Of Effect (One Hex Accurate; +½), MegaScale (hex is the size of Tuala Morn; +1¼) (247 Active Points); OIF Immobile (stone circle or similar place of power; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Ritual (8 casters required; -¾), Spell (-½). Total cost: 32 points.*

SENDING

Effect: Drain END 7d6, Gradual Effect (1d6/day for a week)
Target: One character
Casting Time: 5 Minutes (Attack Action)
Duration: Instant
Range: No Range
END Cost: 19
Spell Rank:
 Druid: 25
 Wizard: 25
 Witch: 15

Description: This foul working of black magic allows a witch to send a spirit (usually in the form of a black cat) to bedevil a victim in his sleep and prevent him from gaining meaningful rest. Day after day, the victim becomes more and more tired, even though he sleeps each night, until he can't even stand up and walk. However, once the spell ends (i.e., once all 7d6 of Drain END have been applied to the character), he recovers from his weariness swiftly.

This is a spell of Witchcraft, and thus usually only learned by witches. A druid or wizard who's known to have learned or used it may suffer a blow to his reputation (at the very least).

Game Information: Drain END 7d6, Area Of Effect (One Hex Accurate; +½), MegaScale (hex is the size of Tuala Morn; +1¼) (192 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Gradual Effect (1 Week, 1d6/day; -2), Incantations (throughout casting; -½), Spell (-½). Total cost: 26 points.

SHATTER

Effect: RKA 3d6, Only Versus Objects
Target: One object
Casting Time: Full Phase (Attack Action)
Duration: Instant
Range: No Range
END Cost: 4
Spell Rank:
 Druid: 8
 Wizard: 6
 Witch: 10

Description: By striking an object with his staff (or a similar implement) and uttering an incantation, the caster can make that object shatter.

Game Information: RKA 3d6 (45 Active Points); OAF (wizard's staff or the like; -1), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Versus Objects (-1), Spell (-½). Total cost: 9 points.

SICKNESS

Effect: Drain 2d6, any Characteristic, Delayed Return Rate (5 points per Month)
Target: One character
Casting Time: 1 Turn (Attack Action)
Duration: Instant
Range: 50"
END Cost: 14
Spell Rank:
 Druid: 7
 Wizard: 7
 Witch: 7

Description: With this spell a caster can make people or horses sick. He chooses the disease; examples include palsy (Drain DEX), brain fever (Drain INT or EGO), muscle aches (Drain STR), various disfiguring poxes (Drain COM), and diseases that exhaust the victim (Drain CON or END). The person heals from the disease slowly, at roughly the same rate he'd heal injuries (REC of points of the Characteristic per Month).

Game Information: Drain 2d6, any Characteristic one at a time (+¼), Limited Range (50"; +¼), Delayed Return Rate (points return at the rate of 5 per Month; +2) (70 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), Spell (-½). Total cost: 15 points.

Options:

1) Pestilence: The caster has the power to cause many people to become sick with a contagious disease. Change to: Drain 2d6, any Characteristic one at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Month; +2), Area Of Effect (One Hex Doubled; +¾), MegaScale (each hex is 5 km broad, wide, and deep; +½), Personal Immunity (+¼), Sticky (people who come into contact with a victim while disease remains in effect have a chance to catch the disease themselves; +½), with the same Limitations. 105 Active Points; total cost 22 points. Spell ranks: Druid 12; Wizard 12; Witch 12.

Defensive Samhain Spells

BOLSTER COURAGE

Effect: Power Defense (20 points); Only Protects Versus Fear Spells/Powers
Target: Up to 8 characters simultaneously
Casting Time: Full Phase (Attack Action)
Duration: Constant
Range: Touch
END Cost: 3
Spell Rank:
Druid: 4
Wizard: 3
Witch: 4

Description: Spellcasters can cause terror, but they can also help people withstand it. This spell makes someone brave enough to withstand the effects of the Fear spell and similar enchantments.

Game Information: Power Defense (20 points), Usable Simultaneously (by up to 8 people, cast on them one at a time; +¾) (35 Active Points); Concentration (while casting; ½ DCV; -¼), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Only Protects Versus Fear Spells/Powers (-1). Total cost: 12 points.

REVOLVING FORTRESS

Effect: Telekinesis (60 STR), Only To Revolve Fortress
Target: One Base
Casting Time: 1 Turn (Attack Action)
Duration: Constant
Range: 50"
END Cost: 9
Spell Rank:
Druid: 20
Wizard: 18
Witch: 25

Description: This mighty spell lets a character pick up a fortress or tower and spin it around so fast that not only can no one enter, but anyone who tries gets hit for 12d6 Normal Damage! The caster must be outside the structure, and neither the structure nor anything inside it is damaged by being revolved.

This spell is only appropriate for Superheroic campaigns.

Game Information: Telekinesis (60 STR) (90 Active Points); OAF (-1), Concentration (½ DCV throughout; -½), Extra Time (1 Turn to cast, then a Full Phase to use thereafter; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Limited Range (50"; -¼), Only To Revolve Fortress (see text; -1), Spell (-½). Total cost: 14 points.

SHATTERING STAFF

Effect: RKA 2d6, Damage Shield, Requires A Successful Block Roll, Only Works Against Weapons
Target: One weapon
Casting Time: N/A (see text)
Duration: Constant
Range: No Range
END Cost: 3
Spell Rank:
Druid: 6
Wizard: 4
Witch: 8

Description: Wizards sometimes must protect themselves against warriors. When attacked with a weapon, a wizard can raise his staff to block the attack, calling upon his arcane powers to shatter the weapon as he blocks it.

This spell has no casting time; it's essentially an "ability" the caster can call on at any time, provided he's paying the END to keep it active.

Game Information: RKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (½ END; +¼) (82 Active Points); OAF (wizard's staff or the like; -1), Only Works Against Weapons (-1), Requires A Successful Block Roll (-½). Total cost: 23 points.

VEIL

Effect: Invisibility to Sight Group, Only Versus Clairsentience
Target: Self
Casting Time: 1 Minute
Duration: Constant
Range: Self
END Cost: 2
Spell Rank:
Druid: 4
Wizard: 2
Witch: 4

Description: This spell shields the caster from Scrying and similar magical methods of spying on him — a caster trying to use one of those spells simply can't perceive him.

Game Information: Invisibility to Sight Group (20 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Versus Clairsentience (-1). Total cost: 4 points.

Sensory Samhain Spells

SPEAK WITH STONE

Effect: Retrocognition (Sight and Hearing Groups), Requires Sufficient Unworked Stone
Target: See text
Casting Time: 1 Minute
Duration: Constant
Range: No Range
END Cost: 5
Spell Rank:
 Druid: 5
 Wizard: 6
 Witch: 8

Description: This spell awakens the spirits in stones that they might tell the caster what has transpired near them in the past. The spirits have trouble remembering things accurately the further back in time the caster asks them to remember, and sometimes have difficulty with human concepts (such as large numbers). Nevertheless, they usually provide valuable information.

For this spell to work, the caster must have access to a sufficient quantity of unworked stone — at least one large boulder's worth. Smaller stones, and worked stone of any size, have no spirits able to respond to the spell's call.

Game Information: *Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); Concentration (½ DCV throughout; -½), Extra Time (1 Minute; -1½), Incantations (throughout casting; -½), No Range (-½), Requires Sufficient Unworked Stone (-½), Retrocognition Only (-1), Time Modifiers (-½). Total cost: 8 points.*

STORMCROW SENDING

Effect: Telepathy 4d6, Broadcast Only
Target: One character
Casting Time: 1 Turn (Attack Action)
Duration: Instant
Range: No Range
END Cost: 2
Spell Rank:
 Druid: 2
 Wizard: 2
 Witch: 2

Description: With this spell a caster summons a crow, to whom he imparts a message. The message has to be fairly short and simple — no longer than a short paragraph, at most. He then tells the crow who message is for, and the crow flies to that person, alights on his shoulder, and whispers the message into his ear. The spell does not empower the crow to fly any faster than normal or avoid dangers, so the message may take a long time to get through if the caster and recipient are far apart... and it may never get through if a falcon or storm kills the crow along the way.

Game Information: *Telepathy 4d6, Area Of Effect (One Hex Accurate; +½), MegaScale (hex is the size of Tuala Morn; +1¼) (55 Active Points); Broadcast Only (-½), Concentration (½ DCV; -¼), Extra Time (1 Turn to cast, plus see text; -1¼), Incantations (message must be spoken, and thus can be overheard; -¼), No Range (-½), Physical Manifestation (-¼). Total cost: 14 points.*

Spells Of Shapechanging

One of the powers that druids and other Tualan spellcasters are best known (and in some cases most feared) for is that of shapechanging.

FORM OF ANIMAL

Effect: Multiform (125 animals built on up to 200 Character Points each)
Target: Self
Casting Time: 1 Turn
Duration: Persistent
Range: Self
END Cost: 7
Spell Rank:
 Druid: 7
 Wizard: 10
 Witch: 10

Description: This spell, the most commonly used of the shapechanging spells, allows the caster to assume the form of any animal native to Tuala Morn. Changing from human to animal form, or back again, takes 1 Turn. The caster cannot change from one animal form to another directly; he must shift back to human form and then change to another animal shape if desired.

Game Information: *Multiform (125 animals built on up to 200 Character Points each) (75 Active Points); Concentration (½ DCV throughout change; -½), Costs Endurance (to change forms; -½), Extra Time (1 Turn to change shape or revert to human shape; -¾), Cannot Change From One Animal Form To Another (see text; -¼). Total cost: 25 points.*

Option:

1) Druid Rod: Some druids use their Druid Rod (see *Forced Form*, below) as part of this spell, making it easier to transform themselves. Add OAF (-1). Total cost 19 points. Spell ranks: Druid 6; Wizard 9; Witch 9.

FORM OF MAN

Effect: Shape Shift (any humanoid shape)
 Target: Self
 Casting Time: 1 Turn
 Duration: Constant
 Range: Self
 END Cost: 3
 Spell Rank:
 Druid: 7
 Wizard: 10
 Witch: 10

Description: Some spellcasters can also assume the shape of other people. Typically they cannot precisely imitate another person's appearance, speech, or the like.

Game Information: *Shape Shift (Sight, Hearing, Smell/Taste, and Touch groups; any humanoid shape) (29 Active Points); Concentration (½ DCV throughout change; -½), Extra Time (1 Turn to change shape; -¾). Total cost: 13 points.*

Options:

1) True Form Of Man: Add Imitation. 39 Active Points; total cost 17 points. Spell ranks: Druid 9; Wizard 12; Witch 12.

FORCED FORM

Effect: Major Transform 8d6 (human into animal), OAF (Druid Rod)
 Target: Self One character
 Casting Time: Full Phase (Attack Action)
 Duration: Instant
 Range: Touch
 END Cost: 15
 Spell Rank:
 Druid: 15
 Wizard: 18
 Witch: 18

Description: Some druids (and other spellcasters) can transform not just themselves but other people. To do so a druid must strike the target with a special wand called a Druid Rod. Typically a Druid Rod is made of hazelwood; in some cases it has small bells or other sacred items attached to it. Undoing a transformation involves getting it from the druid and touching the victim with it again.

Game Information: *Major Transform 8d6 (human into animal, heals back by being touched with the same Druid Rod), Improved Results Group (any animal native to Tuala Morn; +¼) (150 Active Points); OAF (Druid Rod; -1), All Or Nothing (-½), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Limited Target (humans; -½), No Range (-½), Spell (-½). Total cost: 32 points.*

OAKENFORM

Effect: Shape Shift into tree form
 Target: Self
 Casting Time: 20 Minutes
 Duration: Constant
 Range: Self
 END Cost: 6
 Spell Rank:
 Druid: 7
 Wizard: 10
 Witch: 10

Description: This spell grants the character the power to change his shape of any tree. The tree-form must be at least the caster's size, but can be any size up to eight times the caster's normal size.

Game Information: *Shape Shift (Sight and Touch Groups; any tree shape) (23 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes to cast; -1¼), Incantations (throughout casting; -½) (total cost: 6 points) **plus** Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg mass, -6 DCV, +6 PER Rolls to perceive character, 8" tall, 4" wide) (45 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes to cast; -1¼), Incantations (throughout casting; -½), Linked (-¼) (total cost: 11 points). Total cost: 17 points.*

SHAPETRADING

Effect: Major Transform 8d6 (human to look just like another human, and vice-versa)
 Target: Two characters
 Casting Time: 1 Turn (Attack Action)
 Duration: Instant
 Range: No Range
 END Cost: 30
 Spell Rank:
 Druid: 25
 Wizard: 30
 Witch: 30

Description: Perhaps the druid's most impressive shapechanging power is the ability to make two people trade shapes! After this spell is cast, Subject A looks like Subject B, and vice-versa (the caster may make himself one of the subjects, if desired). Both subjects must be touched with the Druid Rod, and thus both must be within the same hex as the caster and each other.

Game Information: *Major Transform 8d6 (human into other subject human, heals back by being touched with the same Druid Rod), Improved Results Group (any other person within range; +¼) (150 Active Points); OAF (Druid Rod; -1), All Or Nothing (-½), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Limited Target (humans; -½), No Range (-½), Spell (-½) (total cost: 32 points) **plus** same power, but built to affect the other subject, with Linked (-½) (total cost: 29 points). Total cost: 61 points.*

Animal Spells

BEAST COMMAND

Effect: Mind Control 8d6 (Animal class of minds)
Target: One animal
Casting Time: Full Phase (Attack Action)
Duration: Instant
Range: No Range
END Cost: 4
Spell Rank:
 Druid: 3
 Wizard: 4
 Witch: 4

Description: By whispering a magic word and a command in the ear of an animal, the caster persuades the animal to do what he asks. Usually this is a simple task that causes the animal relatively little trouble or harm; getting an animal to put itself in danger is difficult (at best).

Game Information: *Mind Control 8d6 (Animal class of minds) (40 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), No Range (-½), Spell (-½). Total cost: 14 points.*

DRUID'S CALL

Effect: Summon one animal built on up to 170 Character Points
Target: One animal
Casting Time: 1 Minute
Duration: Instant
Range: No Range
END Cost: 5
Spell Rank:
 Druid: 2
 Wizard: 5
 Witch: 5

Description: With this spell a caster can call to him a single animal built on up to 170 Character Points (sufficient to cover a bear, boar, wolf, bird of prey, or any other Tualan animal). It may take the animal a little while to arrive, if it lives in the area at all. It's moderately "friendly" toward the caster, but not overly so — if mistreated it will attack the caster or flee.

Game Information: *Summon one animal built on up to 170 Character Points Expanded Class (animals; +½) (51 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute; -1½), Incantations (throughout casting; -½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 11 points.*

Options:

1) **Many Animals:** Increase to any 16 animals built on up to 170 Character Points. 81 Active Points; total cost 18 points. Spell ranks: Druid 4; Wizard 8; Witch 8.

2) **Druid's Call To Faerie:** Instead of calling an ordinary creature, the druid calls a faerie creature, such as a faerie bull to sire strong calves for a lord's herd, a faerie horse for a knight, or the like. Change to Summon one animal built on up to 300 Character Points Expanded Class (faerie animals; +½). 90 Active Points; total cost 20 points. Spell ranks: Druid 6; Wizard 10; Witch 10.

EYES OF THE BEAST

Effect: Clairsentience (Sight Group), Mobile Perception Point, Only Through The Senses Of Local Animals
Target: Self
Casting Time: Full Phase (Attack Action)
Duration: Constant
Range: 500"
END Cost: 3
Spell Rank:
 Druid: 3
 Wizard: 3
 Witch: 3

Description: This spell allows the caster to see through the eyes of any animal within 500" of him. (Typically this means a mammal or bird of some kind; fish are possible, but rare, and insects far rarer still.) While casting the spell, he reaches out with his mystic senses to determine if there's an animal at or near his desired perception point. If not, he has to choose another perception point or stop casting the spell. If so, he selects the animal and can see out of its eyes. If the animal moves, so does the spell's perception point. If the caster wishes to shift the perception point to another animal, he must stop the spell and re-cast it. If the animal moves beyond the spell's 500" range, the spell automatically ends.

Game Information: *Clairsentience (Sight Group), Mobile Perception Point, 4x Range (500") (35 Active Points); Concentration (½ DCV throughout use; -½), Extra Time (Full Phase to cast and to use; -½), Incantations (-¼), Only Through The Senses Of Others (local animals; -½). Total cost: 13 points.*

RESPECT OF THE WILD

Effect: Animal Handler (all categories), PRE +3
Target: One animal
Casting Time: N/A (see text)
Duration: Constant
Range: Self
END Cost: 2
Spell Rank:
 Druid: 2
 Wizard: 4
 Witch: 3

Description: Druids (and to a somewhat lesser extent wizards and witches) often have the power to “make friends” with animals, and even to calm down fierce beasts or “tell” an animal what to do. There are limits — the animal generally won’t put itself in harm’s way to help him — but within reason he can earn the respect and friendship of one of Tuala Morn’s creatures.

This spell has no casting time; it’s essentially an “ability” the caster can call on at any time, provided he’s paying the END to keep it active.

Game Information: *Animal Handler (all categories), PRE +3 (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

Miscellaneous Samhain Spells

LOCKING AND OPENING

Effect: Telekinesis and Lockpicking
Target: One lock/door
Casting Time: 1 Turn
Duration: var
Range: No Range
END Cost: 1/0/4/0
Spell Rank:
 Druid: 9
 Wizard: 4
 Witch: 8

Description: This spell allows a caster to open or lock doors, gates, and similar structures. It provides him with three options. The first is simply to use mystic energies to lock the door normally (he cannot open the door this way unless he has the Lockpicking Skill or can see all the moving parts of the lock). The second is to place a clever locking-enchantment on the lock; a corresponding opening-enchantment can defeat the arcane lock, as can a sufficiently skilled person using ordinary Lockpicking. The third is a brute force approach in which he keeps the door shut with magical energy. Picking the door’s lock cannot overcome this application; only strength can open the door (this requires a STR Versus STR Contest). For any of these applications, breaking down the door bypasses the spell’s effects.

Game Information:

Cost Power

- 37 *Locking And Opening:* Multipower, 120-point reserve; all slots Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½)
- 1u 1) *Locking/Unlocking:* Telekinesis (4 STR), Fine Manipulation; Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½)
- 3u 2) *Arcane Lock:* Lockpicking 29-, Uncontrolled (duration of 1 Day, +1 day per point by which the caster makes an EGO Roll; +½); Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼), Only To Lock Doors (-½)
- 1u 3) *Arcane Unlock:* Lockpicking 29-; Costs Endurance (-½), Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼), Only To Unlock Doors (-½)
- 3u 4) *Door-Closing/Door-Opening:* Telekinesis (40 STR), Uncontrolled (duration of 1 Day, +1 day per point by which the caster makes an EGO Roll; +½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼), Only To Lock/Open Doors (-1), Limited Range (10”; -¼)

Total cost: 45 points.

SERPENT GUARDIAN

Effect: Summon serpent built on up to 130 points, Slavishly Loyal
Target: One serpent
Casting Time: 1 Minute
Duration: Instant
Range: No Range
END Cost: 5
Spell Rank:
 Druid: 10
 Wizard: 10
 Witch: 5

Description: This spell calls to the witch a single small, venomous serpent. The snake serves the witch faithfully; she normally either uses it to guard her treasures (hence the spell’s name) or sends it to kill her enemies.

This is a spell of Witchcraft, and thus usually only learned by witches. A druid or wizard who’s known to have learned or used it may suffer a blow to his reputation (at the very least).

Game Information: *Summon one small venomous serpent built on up to 130 points, Slavishly Loyal (+1) (52 Active Points); OAF Expendable (knot-charm woven of the skin from three different venomous serpents, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Summoned Being Must Inhabit Locale (-½), Arrives Under Own Power (-½). Total cost: 8 points.*

IMBOLC-DRAICHTA SPELLS

Imbolc-Draichta, or Winter-Magic, spells involve phenomena such as the air, wind, the weather, clouds and mists, lightning, the north, negativity, the left, coldness, the moon, the colors black and purple, nighttime, and darkness.

Offensive Imbolc Spells

CALLING THE THUNDERBOLT

Effect: RKA 3d6, Indirect
Target: One character
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 280"
END Cost: 12
Spell Rank:
 Druid: 11
 Wizard: 11
 Witch: 12

Description: This spell calls down from the sky a tremendous bolt of lightning to strike the caster's foes. If the target is inside, the bolt must first blast through the roof or other obstacles, diminishing its effect considerably.

This spell is easier to use if the caster stands within a stone circle on a hilltop. In that case, ignore the *Increased Endurance Cost* Limitation.

Game Information: RKA 3d6, Indirect (always comes from the sky; +¼) (56 Active Points); Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END, see text; -¼), Spell (-½). Total cost: 19 points.

CO DRUIDECHTA (THE DRUID'S MIST)

Effect: Change Environment (-3 to Sight Group PER Rolls); Dispel Mist Powers 16d6
Target: 8" Radius/any one Mist Power
Casting Time: Full Phase (Attack Action)
Duration: Constant/Instant
Range: 130"
END Cost: 3
Spell Rank:
 Druid: 2
 Wizard: 4
 Witch: 3

Description: One of the best known druidic powers is the ability to call forth the Co Druidachta, or Druid's Mist — a dense cloud of fog that can conceal things from the eyes of men. And what the druid can call up, he can also disperse.

Game Information:

Cost Power

- 40 *Co Druidachta*: Multipower, 60-point reserve; all Extra Time (Full Phase to cast; -¼), Incantations (during casting; -¼)
- 1u 1) *Calling Up The Druid's Mist*: Change Environment 8" radius, -3 to Sight Group PER Rolls; Extra Time (Full Phase to cast;

-¼), Extra Time (takes a Half Phase Action to maintain each Phase; -¼), Incantations (throughout casting; -½)

- 3u 2) *Dispersing Mists*: Dispel Mist Powers 16d6, any one Mist Power (+¼); Extra Time (Full Phase to cast; -¼), Incantations (during casting; -¼), Limited Range (130"; -¼)

Total cost: 44 points.

Options:

- 1) **Greater Mist**: Some druids can create clouds of Mist big enough to hide entire armies! Change slot 1 to 64" radius and a cost of 2u. Total cost 46 points. Spell ranks: Druid 4; Wizard 6; Witch 5.
- 2) **Necromancer's Shadow**: Necromancers learn their own version of this spell, which causes the caster's own shadow to grow and darken so that it obscures sight within the affected area. Change to: Change Environment 8" radius, -4 to Sight Group PER Rolls (29 Active Points); Extra Time (Full Phase to cast; -¼), Extra Time (takes a Half Phase Action to maintain each Phase; -¼), Incantations (throughout casting; -½). Total cost 15 points. Spell ranks: Druid N/A; Wizard 5; Witch N/A.

DARK DRUID WIND

Effect: Telekinesis (20 STR), Only To Disarm
Target: 6" Radius
Casting Time: Extra Phase (Attack Action)
Duration: Constant
Range: 20"
END Cost: 7
Spell Rank:
 Druid: 8
 Wizard: 8
 Witch: 8

Description: This spell creates a "dark wind" that sweeps over groups of fighting men and disarms them! The wind is so strong that it literally snatches the weapons right out of their hands and scabbards.

This spell is only appropriate for Superheroic campaigns. However, the GM might consider allowing characters in Heroic *Tuala Morn* campaigns to use it against a single target at a time.

Game Information: Telekinesis (20 STR), Area Of Effect (6" radius; +1¼) (67 Active Points); Concentration (½ DCV throughout use; -½), Extra Time (Extra Phase to cast; -½), Gestures (throughout use; -½), Incantations (throughout use; -½), Only To Disarm (see text; -½), Spell (-½). Total cost: 17 points.



DIMINISHED MIGHT

Effect: Drain STR and PRE 8d6, Limited Reduction
Target: One character
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 20"
END Cost: 16
Spell Rank:
 Druid: 18
 Wizard: 16
 Witch: 18

Description: With this spell a caster can sap the strength and bravery of a fighting man, reducing both by two-thirds.

Game Information: Drain STR and PRE 8d6, Delayed Return Rate (points return at the rate of 5 per 20 Minutes; + $\frac{3}{4}$), Limited Range (20"; + $\frac{1}{4}$) (160 Active Points); Concentration ($\frac{1}{2}$ DCV; - $\frac{1}{4}$), Extra Time (Extra Phase; - $\frac{3}{4}$), Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$), Limited Reduction (can at most reduce STR and PRE to one-third of normal; - $\frac{1}{4}$), Spell (- $\frac{1}{2}$). Total cost: 49 points.

Options:

1) Diminished Army: The caster is so powerful he can weaken an entire army! This spell is only appropriate for Superheroic games. Add Area Of Effect (16" Radius; +1) and change Limited Range to 200". 240 Active Points; total cost 74 points. Spell ranks: Druid 26; Wizard 24; Witch 26.

GAITH DRUIDECHTA (THE DRUID'S WIND)

Effect: Succor or Suppress Swimming 6d6
Target: One sailing ship
Casting Time: 1 Turn (Attack Action)
Duration: Constant
Range: 150"
END Cost: 3
Spell Rank:
 Druid: 6
 Wizard: 6
 Witch: 5 (see Options)

Description: With this spell a caster can control the winds. Typically he does this to make a sailing ship go faster, or to impede a ship's movement. The GM may allow the caster to accomplish other minor effects, such as blowing out (or perhaps helping to spread) a small fire, if he makes an EGO Roll at -3.

Game Information:

Cost Power

- 9 *Gaith Druidechta:* Multipower, 45-point reserve; Concentration ($\frac{1}{2}$ DCV throughout casting; - $\frac{1}{2}$), Extra Time (1 Turn to cast; - $\frac{3}{4}$), Extra Time (requires a Half Phase Action to maintain each Phase; - $\frac{1}{4}$), Gestures (throughout casting; - $\frac{1}{2}$), Incantations (throughout casting; - $\frac{1}{2}$), Only For Vehicles With The Sailed Limitation (-1), Spell (- $\frac{1}{2}$)
- 1u 1) *Strengthen The Winds:* Succor Swimming 6d6, Ranged (+ $\frac{1}{2}$); common Limitations listed above
- 1u 2) *Restrain The Winds:* Suppress Swimming 6d6; common Limitations listed above

Total cost: 11 points

Options:

1) **The Three Knots:** The Witchcraft version of this spell involves a special charm — a piece of rope with three knots tied in it. To unleash the winds (Succor), the witch unties the knots; to restrain them (Suppress) she ties them (or keeps them tied). Add OAF (-1) to the reserve and all slots. Total cost: 9 points.

MISTSHAPING

Effect: Images to Sight Group, +2 to PER Rolls, Only Works With Mist/Fog
Target: 8" Radius
Casting Time: Full Phase (Attack Action)
Duration: Constant
Range: 50"
END Cost: 3
Spell Rank:
 Druid: 5
 Wizard: 6
 Witch: 5

Description: This spell allows a character to shape mists, fogs, or clouds. For example, he could form images of people out of the mist, make it spell words, or change its overall shape. He can shape the mist within an 8" radius area, which may leave some parts of a larger field of fog untouched.

The shapes formed with the mist are obviously made of mist. For example, if a wizard used Mistshaping to form a cloud of fog into the shapes of ten spearmen, the spearmen would clearly be made of mist and would not fool anyone who saw them directly into thinking they were real warriors. However, a clever spellcaster may be able to use Mistshaping to trick his enemies — for example, to make them follow what seem to be fleeing enemies they can barely see through the fog.

Game Information: *Images to Sight Group*, +2 to PER Rolls, *Increased Size* (8" radius; +¾) (28 Active Points); *Concentration* (½ DCV throughout use; -½), *Extra Time* (Full Phase to cast; -¼), *Extra Time* (takes a Half Phase Action to maintain each Phase; -¼), *Gestures* (-¼), *Incantations* (-¼), *Limited Range* (50"; -¼), *Only Works With Mist/Fog* (-1), *Spell* (-½). Total cost: 6 points.

TUAI THE (CURSE)

Effect: Major Transform 8d6 (person into person with Unluck 3d6)
Target: One character
Casting Time: 1 Turn (Attack Action)
Duration: Instant
Range: 20"
END Cost: 24
Spell Rank:
 Druid: 12
 Wizard: 12
 Witch: 12

Description: Tualan spellcasters are feared for their ability to put a tuaithe, or curse, on someone who offends them. The most common cause seems to be failure to offer proper hospitality to the spell-

caster, but many other forms of offense could make a spellcaster angry enough to put a curse on someone. Typically the curse takes the form of misfortune or lack of prosperity (in the latter case, the GM simply limits the Unluck to things involved with money and property).

To cast a Tuaithe, a caster stands on one leg, closes one eye, and points one arm at the target.

Game Information: *Major Transform* 8d6 (person into person with Unluck 3d6, heals back through another application of this spell or a like spell) (120 Active Points); *Extra Time* (1 Turn; -1¼), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *Increased Endurance Cost* (x2 END; -½), *Limited Range* (20"; -¼), *Limited Target* (humans; -½), *Spell* (-½). Total cost: 24 points.

Options:

1) **Hex:** This form of Tuaithe is a Witchcraft spell. It applies the same effect, but can strike a target anywhere in Tuala Morn. Add Area Of Effect (One Hex Accurate; +½) and MegaScale (hex is the size of Tuala Morn; +1¼), and change Limited Range (-¼) to No Range (-½). 330 Active Points, total cost 63 points. Spell ranks: Druid 35; Wizard 33; Witch 25.

Defensive Imbolc Spells**SHIELD OF THE FOUR WINDS**

Effect: Missile Deflection (all non-gunpowder projectiles)
Target: Self
Casting Time: Half Phase (Attack Action)
Duration: Constant
Range: Self
END Cost: 3
Spell Rank:
 Druid: 3
 Wizard: 3
 Witch: 5

Description: When he casts this spell, the druid calls upon the four winds to protect him. They swirl about him in a whirlwind strong enough to keep sling-stones, thrown spears, and other missile weapons from hitting him.

Game Information: *Missile Deflection* (all non-gunpowder projectiles) (10 Active Points); *Costs Endurance* (-½), *Incantations* (-¼), *Increased Endurance Cost* (x3 END; -1). Total cost: 4 points.

Sensory Imbolic Spells

FARSPEAKING

Effect: Images to Hearing Group
Target: See text
Casting Time: 1 Turn (Attack Action)
Duration: Constant
Range: No Range
END Cost: 6
Spell Rank:
 Druid: 4
 Wizard: 3
 Witch: 4

Description: This spell allows the caster to make a distant object “speak” and repeat what he says — in other words, the object acts as a conduit for his speech. The object in question must be one he’s seen before, either directly or with the Scrying spell. He can only make the object say what he says at the time he casts and maintains the spell; he cannot “delay” the speech or “program” the object to speak at a later time.

Game Information: *Images to Hearing Group 1” radius, +2 to PER Rolls, Area Of Effect (Accurate; +0), MegaScale (hex is the size of Tuala Morn; +1¼) (25 Active Points); OIF (appropriate object of opportunity, see text; -½), Concentration (½ DCV throughout use; -½), Extra Time (1 Turn to cast; -¾), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), No Range (-½), Set Effect (only “repeats” character’s speech; -1), Spell (-½). Total cost: 4 points.*

VOICE OF THE WIND

Effect: Mind Link (any one willing person)
Target: Self
Casting Time: Full Phase
Duration: Constant
Range: Line Of Sight
END Cost: 1
Spell Rank:
 Druid: 2
 Wizard: 1
 Witch: 2

Description: Wizards have an even greater need for privacy than most people. They use this spell to communicate with a designated person without having anyone overhear them. The wizard whispers his message into the breeze, which carries it directly to the ears of the person chosen by the wizard (who must be within his Line of Sight). The person can respond in kind, using the winds to speak with the wizard.

Game Information: *Mind Link (any one willing person) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

Miscellaneous Imbolic Spells

BRIDGE OF FOG

Effect: Flight Usable By Other, Restricted Flight Path
Target: One character
Casting Time: 5 Minutes
Duration: Constant
Range: No Range
END Cost: 3 per Phase to use Flight, 10 to cast
Spell Rank:
 Druid: 18
 Wizard: 16
 Witch: 18

Description: This powerful spell allows the caster to call up a fog to “fill” or “cover” some obstacle — typically a chasm, body of water, channel, or the like — so that the subject of the spell can walk or ride over it. In effect, the fog becomes a bridge!

This spell is only appropriate for Superheroic campaigns.

Game Information: *Grant to a character: Flight 6” (12 Active Points); Increased Endurance Cost (x3 END; -1), Restricted Flight Path (fog can fill, at most, an area 50” long and 5” wide; -½) (total cost: 5 points). The following Limitations apply to the “base cost” of 5 points: Usable By Other (+¼) (6 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x10 END; -4). Total cost: 1 point.*

DICHELTAIR (THE DRUID’S COVERING)

Effect: Invisibility to Sight Group
Target: Self
Casting Time: Full Phase
Duration: Constant
Range: Self
END Cost: 8
Spell Rank:
 Druid: 4
 Wizard: 5
 Witch: 6

Description: The Dicheltair, or Druid’s Covering, allows the caster to conceal himself from the sight of others. An observant person who gets close enough might see faint traces of him, but to most people he’s totally unseen.

Game Information: *Invisibility to Sight Group (20 Active Points); Extra Time (Full Phase to cast; -¼), Incantations (-¼), Increased Endurance Cost (x4 END; -1½). Total cost: 7 points.*

STORMCALLING

Effect: Change Environment (alter the weather), +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1)
Target: 4 km Radius
Casting Time: 5 Minutes (Attack Action)
Duration: Constant
Range: No Range
END Cost: 32 per hour
Spell Rank:
 Druid: 16
 Wizard: 20
 Witch: 18

Description: Spellcasters are well-known for their power to alter the local weather. Typically they do this to call down storms when they're angry, but they can also use it to dispel an existing storm, bring pleasant weather, cause rain to water crops, and so on.

At the GM's option, a character using this spell has to make an EGO Roll every half hour. If he fails a roll, he loses control of the changes he's made to the weather. Either they quickly (and often violently) reverse themselves, or a storm he's called up becomes worse. If this happens, the character cannot cast the spell again to undo the effects; he has to let the weather play itself out naturally.

This spell is easier to use if cast at a holy spring or well. In that case, ignore the *Increased Endurance Cost Limitation*.

Game Information: *Change Environment (alter the weather)* 4" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼), Delayed Endurance Cost (once per Hour; +½) (157 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END, see text; -¼), No Range (-½), Spell (-½). Total cost: 30 points.

BELTANE-DRAICHTA
SPELLS

Beltane-Draichta, or Spring-Magic, spells involve phenomena such as water, the faerie-folk, the east, plants, trees, the colors blue and green, dreams, the mind/thought, and healing/birth/regrowth in general. In addition to the spells listed here, all the Sorcery spells (page 184) belong to this category; sorcerers often buy related Beltane spells in addition to their Sorcery spells.

Offensive Beltane Spells

BEWITCHMENT

Effect: Major Transform 4d6 (free-willed male into witch's willing slave)
Target: One male character
Casting Time: 1 Turn (Attack Action)
Duration: Instant
Range: 20"
END Cost: 13
Spell Rank:
 Druidess: 20
 Wizardess: 18
 Witch: 12

Description: This spell of beguilement allows a witch to so thoroughly dominate the mind of a man that he becomes the witch's willing and faithful servant for a lengthy period of time (usually at least a month, but it depends on how hardy and strong-willed he is). Warlocks (male witches) learn a version of the spell that only works against women.

This is a spell of Witchcraft, and thus usually only learned by witches. A druid or wizard who's known to have learned or used it may suffer a blow to his reputation (at the very least).

Game Information: *Major Transform 4d6 (free-willed male into witch's willing slave, heals back normally)*, BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), (135 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Normal Range (20"; -½), Limited Target (human males only; -½), Spell (-½). Total cost: 26 points.

DRUID ARMY

Effect: Summon up to 125 warriors built on 50 Character Points each, OIF (natural materials of opportunity)

Target: Special

Casting Time: 1 Minute

Duration: Instant

Range: No Range

END Cost: 21

Spell Rank:

Druid: 20
Wizard: 22
Witch: 24

Description: This spell, one of the most powerful in the druid's arsenal, lets him turn blades of grass, plants, and stones into warriors who fight on his behalf!

This spell is only appropriate for Superheroic campaigns.

Game Information: *Summon up to 125 warriors built on 50 Character Points each, Loyal (+½) (67 Active Points); OIF (natural materials of opportunity; -½), Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x3 END; -1), Spell (-½). Total cost: 11 points.*

DRUIDIC SLEEP

Effect: Mind Control 8d6; Cannot Achieve Results Greater Than EGO +10

Target: One character

Casting Time: 5 Minutes (Attack Action)

Duration: Instant

Range: No Range

END Cost: 8

Spell Rank:

Druid: 8
Wizard: 8
Witch: 9

Description: The Druidic Sleep (Codlath Druid-echta, in Tualan) allows the caster to slowly and subtly take over a person's mind. Typically the subject is restrained or otherwise in no position to offer resistance; otherwise he can simply flee before the caster finishes casting the spell.

Game Information: *Mind Control 8d6 (40 Active Points); Cannot Achieve Results Greater Than EGO +10 (-1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), No Range (-½), Requires An EGO Roll (assumes a roll of 12- or 13-; -¾), Spell (-½). Total cost: 5 points.*

FORGETFULNESS

Effect: Minor Transform 8d6 (lose memories)

Target: Self One character

Casting Time: 1 Turn (Attack Action)

Duration: Instant

Range: No Range

END Cost: 18

Spell Rank:

Druid: 18
Wizard: 18
Witch: 16

Description: Spellcasters (particularly sorcerers) know how to steal a person's memories — typically a specific memory or set of memories, such as who the victim's married to or what he did yesterday. (At the GM's option, a character can steal all of the target's memories by "converting" the spell into a Major Transform 5d6.)

Game Information: *Minor Transform 8d6 (person into person missing one particular set of memories, heals back normally or when reminded of what's been lost), Based On EGO Combat Value (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (180 Active Points); All Or Nothing (-½), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (humans; -½), No Range (-½), Spell (-½). Total cost: 31 points.*

Options:

1) Brew Of Oblivion: Some druids and many witches prefer a version of this spell in which the victim must drink a special brew that induces amnesia. Add OAF Fragile (-1¼). Total cost 26 points. Spell ranks: Druid 16; Wizard 16; Witch 14.

LOVE-DRAUGHT

Effect: Mind Control 20d6, OAF, Set Effect (make victim fall in love with the first person he sees)

Target: One character

Casting Time: 6 Hours

Duration: Instant

Range: No Range

END Cost: 1 Charge

Spell Rank:

Druid: 18
Wizard: 15
Witch: 8

Description: Many a village wise-woman trafficks in this foul brew, which causes the person who drinks it to fall in love with the first person he sees — typically the person who gave it to him (usually by slipping it into his drink). The effects wear off over time (i.e., eventually the victim makes his Breakout Roll), but who's to say what he may have done out of love in the meantime....

Alternately you can use this spell for the *Love Herb Bath*, a similar form of Witchcraft. The witch prepares a special packet of herbs, which the person who wants to win love puts in her (or his)

bath-water. After bathing she presents herself to the object of her affections, who will fall in love with her. Another similar spell involves enchanting some nuts; when the victim eats the nuts he falls in love with the woman who gave them to him.

This is a spell of Witchcraft, and thus usually only learned by witches. A druid or wizard who's known to have learned or used it may suffer a blow to his reputation (at the very least).

Game Information: *Mind Control 20d6, Delayed Effect (may have available a number of potions equal to character's INT; +½) (150 Active Points); OAF Fragile (-1¼), Based On CON (-1), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Gestures (throughout brewing; -½), Incantations (throughout brewing; -½), No Range (victim must drink potion; -½), Set Effect (make victim fall in love with the first person he sees; -1), 1 Charge (-2). Total cost: 12 points.*

RAISE THE WAVES

Effect: Succor Swimming 6d6; Suppress Swimming 6d6; Change Environment (-12" Running)
Target: One watercraft/one watercraft/4 km radius
Casting Time: 1 Turn (Attack Action)
Duration: Constant
Range: 150"/150"/No Range
END Cost: 10/4/4
Spell Rank:
 Druid: 13
 Wizard: 13
 Witch: 13

Description: This spell grants the character control over the waters. He can strengthen the current to speed a boat along its way, create choppy waves to slow a boat down, or simply cause the waters to rise and flood the land.

In game terms, the latter effect (causing floods) is represented by a reduction in Running — creatures that don't have at least Running 13" (typically due to long legs or large size) can't move on the ground (they have to swim or fly to move from place to place). However, based on special effects the GM can rule that buildings are inundated, people and cattle drown, crops are ruined, and so forth (or perhaps that the potential victims find a way to stem or drain off the flood, thwarting the caster's plans). After the character stops concentrating on that use of the spell, natural conditions soon resume (the GM decides how quickly).

Game Information:

Cost Power

- 23 *Raise The Waves:* Multipower, 96-point reserve; all Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Spell (-½)
- 1u 1) *Strengthen The Current:* Succor Swimming 6d6, Ranged (+½); common Limitations listed above, plus Only For Vehicles With The Sailed Limitation (-1),
- 1u 2) *Rough Waters:* Suppress Swimming 6d6; common Limitations listed above, plus Only For Vehicles With The Sailed Limitation (-1),
- 2u 3) *Flooding The Land:* Change Environment 4" radius, -12" Running, MegaScale (1" = 1 km wide and deep; +¼), Varying Effect (cause or stem flooding; +¼), Reduced Endurance (0 END; +½); common Limitations listed above, plus No Range (-½), Only Works Near Sufficiently Large Bodies Of Water (-½)

Total cost: 27 points.

SPIRITS OF THE FAINE

Effect: Aid STR 4d6, Maximum Of 26 STR
Target: 32" Radius
Casting Time: 5 Minutes (Attack Action)
Duration: Instant
Range: No Range
END Cost: 21
Spell Rank:
 Druid: 15
 Wizard: 15
 Witch: 18

Description: This spell gives a caster the power to call upon the spirits of a sacred site, such as Faine Clairloch or most stone circles, to give every warrior in a group the strength of ten men (in HERO System terms, STR 26). Both the warriors and the caster must be at the sacred site when the spell is cast, but afterward may leave the site without altering the effects of the spell.

Game Information: *Aid STR 4d6, Delayed Return Rate (points fade at the rate of 5 per Hour; +1), Area Of Effect (32" radius; +1¼) (150 Active Points); OIF Immobile (any appropriate stone circle or sacred spot, see text; -1½) Concentration (½ DCV throughout casting; -½), Costs Endurance (-½), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x3 END; -1), Only Increases STR To Maximum Of 26 (-0), Spell (-½). Total cost: 19 points.*

Defensive Beltane Spells

FAERIE WARD	
Effect:	Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Only Versus Faerie Magic
Target:	Up to eight characters simultaneously
Casting Time:	Extra Phase (Attack Action)
Duration:	Constant
Range:	Self
END Cost:	3 to use, 7 to cast
Spell Rank:	
	Druid: 8
	Wizard: 9
	Witch: 10

Description: While they lack the protective magics that Golden Temple priests have against the faerie-folk, Tualan spellcasters have learned how to protect themselves and their companions from faerie magic. It's up to the GM to decide what constitutes "faerie magic," but this spell does not protect a character against physical attacks such as a fachen's club, an elven prince's rapier, or a giant's fist.

Game Information: *Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Usable Simultaneously (up to eight others, cast one at a time; +¾), Reduced Endurance (½ END for use, caster still pays full END to cast; +¼) (80 Active Points); Extra Time (Extra Phase to cast; -½), Gestures (throughout casting; -¼), Incantations (throughout casting; -¼), Only Versus Limited Type Of Attack (faerie magic; -1). Total cost: 27 points.*

Healing Spells

HEALING CIRCLE	
Effect:	Healing BODY 3d6, Can Heal Limbs, Ritual
Target:	One character
Casting Time:	20 Minutes
Duration:	Instant
Range:	No Range
END Cost:	15
Spell Rank:	
	Druid: 18
	Wizard: N/A
	Witch: N/A

Description: When a group of powerful druids gathers together at a stone circle or similarly sacred site, they can perform a ritual that heals wounds, even to lost limbs.

Game Information: *Healing BODY 3d6, Can Heal Limbs (35 Active Points); OIF Immobile (stone circle or the like, see text; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x5 END; -2), Ritual (8 casters; -¾). Total cost: 4 points.*

HEALING WATERS	
Effect:	Aid REC 2d6 to speed healing of wounds; Healing Characteristics 2d6 to cure sickness
Target:	One character
Casting Time:	20 Minutes
Duration:	Instant
Range:	No Range
END Cost:	5/4
Spell Rank:	
	Druid: 12
	Wizard: N/A
	Witch: N/A

Description: In Tuala Morn, water taken from a natural hollow on top of a stone, or dust scraped from such a stone, has healing powers when prepared by a druid. (The same applies to water from certain sacred wells and springs.) After the water has been prepared in a special ceremony, it's given to the victim to drink, bringing relief from disease or making wounds knit more quickly.

Game Information:

Cost Power

- 10 *Healing Waters:* Multipower, 60-point reserve; all OIF (waters/dust from hollowed stone of opportunity; -½), Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½)
- 1u 1) *Speed Healing Of Wounds:* Aid REC 2d6, Delayed Return Rate (all points fade after 1 Month; +2); common Limitations described above plus Points Fade Immediately If Subject's Wound Heals (-¼)
- 1u 2) *Cure Sickness:* Healing 2d6, any four Characteristics at once (+1) (40 Active Points); common Limitations described above plus Only To Heal Characteristics Lost To Disease (-1)

Total cost: 12 points.



SOOTH

Effect: Major Transform 4d6 (diminish/cure mental disturbance)
Target: One character
Casting Time: 1 Turn (Attack Action)
Duration: Instant
Range: No Range
END Cost: 16
Spell Rank:
 Druid: 8
 Wizard: 8
 Witch: 12

Description: Tualan spellcasters of great sympathy and compassion have the gift of soothing minds troubled by madness and fear. To use this ability they must spend a few minutes speaking with the hapless soul and uttering incantations. When the spell is done, the caster touches the subject on the forehead, and the cloud of madness lifts... if not totally, then at least partway.

Game Information: Major Transform 4d6 (person with Psychological Limitation indicating madness or mental disturbance to person without that Disadvantage, or with it at a lesser level of effect; heals back by being subjected to spells or phenomena that cause the madness), BOECV (Mental Defense applies; +1), Works Against EGO Not BODY (+¼), Partial Transform (+½) (165 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Incantations (throughout casting; -½), Limited Target (humans suffering mental impairment; -½), No Range (-½), Spell (-½). Total cost: 35 points.

Sensory Beltane Spells

A FRIEND IN PERIL

Effect: Detect Designated Persons' Cries For Assistance (see text)
Target: Self
Casting Time: Special (see text)
Duration: Persistent
Range: Self
END Cost: 0
Spell Rank:
 Druid: 15
 Wizard: 10
 Witch: 15

Description: This simple but powerful spell lets a caster know when his close friends and allies, people he has specially “designated,” are in trouble. Declaring someone a “friend” for purposes of this spell requires that the caster and the friend be in the same hex and that the caster perform a 1 Minute ritual involving an incantation. Thereafter, whenever the friend is in trouble, he can “call out” to the caster in whatever way possible — verbally, mentally — and the caster instantly knows which friend is calling out to him for help. He knows where that person is, but not necessarily what kind of peril he’s in. Nor does the spell give him the power to reach that person instantly; he has to make his way to his friend normally.

Aside from the ritual of “friend designation,” this spell has no casting time. It’s essentially an “ability” the caster can use at any time, provided he’s paying the END to keep it active. To ensure

that it retains the proper “feel” in the campaign, the GM should be careful not to let PCs designate lots of “friends” — the spell and its effects are special, so they should only be used for special people, not just anyone the caster happens to like.

Game Information: *Detect Designated Persons' Cries For Assistance (INT Roll +5) (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Telescopic (+34 versus Range Modifier, enough to make unmodified PER Rolls for anyone in Tuala Morn). Total cost: 42 points.*

DREAM MESSENGER

Effect: Mind Link (any one willing target), Only Via Dreams
Target: One character
Casting Time: Full Phase (Attack Action)
Duration: Constant
Range: Special
END Cost: 2
Spell Rank:
 Druid: 3
 Wizard: 2
 Witch: 3

Description: This spell allows the character to send a message to a sleeping person via that person's dreams. The dreaming character cannot reply. The character cannot send a psionic attack or use a Mental Power on the subject through the Mind Link.

Game Information: *Mind Link (any one willing target), No LOS Needed (25 Active Points); Costs Endurance (-½), Extra Time (Full Phase; -½), Only Via Dreams (-1), One-Way Communication (character can only send a message, not attack, and recipient of message cannot reply; -1). Total cost: 7 points.*

HOPES AND FEARS

Effect: Detect Inner Feelings
Target: Self
Casting Time: Full Phase
Duration: Constant
Range: Self
END Cost: 1
Spell Rank:
 Druid: 5
 Wizard: 5
 Witch: 8

Description: By gazing deeply into a person's eyes, a caster using this spell can perceive his inner self, what lies within his heart — his hopes, fears, dreams, aspirations, goals, and general attitude and outlook. He can determine one such “fact” per Full Phase of eye contact.

Game Information: *Detect Inner Feelings (INT Roll) (Mental Group) (10 Active Points); Concentration (½ DCV throughout use; -½), Costs Endurance (-½), Extra Time (Full Phase; -½), Eye Contact Required (throughout; -½). Total cost: 3 points.*

MAGESIGHT

Effect: Detect Magic
Target: Self
Casting Time: N/A (see text)
Duration: Constant
Range: Self
END Cost: 1
Spell Rank:
 Druid: 2
 Wizard: 1
 Witch: 2

Description: One common power wizards have is the ability to perceive mystical energies and essences. To some extent they can even differentiate them (for example, they can tell whether a druid or wizard cast a spell, whether a spell is Witchcraft or Sorcery, whether it's human or faerie magic, and so on), but cannot usually identify specific spells or enchantments.

This spell has no casting time; it's essentially an “ability” the caster can use as a Half Phase Action at any time, provided he's paying the END to keep it active.

Game Information: *Detect Magic (INT Roll) (no Sense Group), Discriminatory (10 Active Points); Concentration (½ DCV; -¼), Costs Endurance (-½), Affected As Sight Group (-½). Total cost: 4 points.*

SCRYING

Effect: Clairsentience (Sight Group)
Target: Self
Casting Time: 1 Turn (Attack Action)
Duration: Constant
Range: 1,600”
END Cost: 4
Spell Rank:
 Druid: 4
 Wizard: 4
 Witch: 4

Description: This spell grants the caster the power to see events occurring at a distance. It's the perfect tool for spying on one's enemies. To make it work, he needs a reflective surface, such as a mirror, a crystal ball, or a calm pool of water. His ability to scry lasts as long as he concentrates on what he's perceiving, until he stops spending END, or until someone breaks or disturbs the reflective surface.

Game Information: *Clairsentience (Sight Group), 16x Range (1,600”) (40 Active Points); OIF (appropriate reflective materials of opportunity, see text; -½), Concentration (0 DCV throughout use; -1), Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼). Total cost: 9 points.*

Options:

1) Supreme Scrying: This form of the spell lets the caster view events anywhere in Tuala Morn. Increase to 8000x Range. 85 Active Points, total cost 20 points. Spell ranks: Druid 10; Wizard 10; Witch 10.

SENSE THE TRUTH

Effect: Detect Lie
Target: Self
Casting Time: N/A (see text)
Duration: Constant
Range: Self
END Cost: 1
Spell Rank:

Druid: 3
 Wizard: 2
 Witch: 3

Description: The character has a mystical sense for the truth — when someone speaks a lie in his presence, he knows they're lying. He doesn't know what the truth is, but he does know that false words have been uttered.

This spell has no casting time; it's essentially an "ability" the caster can use as a Half Phase Action at any time, provided he's paying the END to keep it active.

Game Information: *Detect Lie (INT Roll) (Hearing Group) (5 Active Points); Costs Endurance (-½). Total cost: 3 points.*

SLEEP OF TRUTH

Effect: Precognition, Usable As Attack plus RKA 6d6, Only If Subject Does Not Tell The Truth
Target: One character
Casting Time: 1 Minute (Attack Action)
Duration: Constant/Instant
Range: No Range
END Cost: 19
Spell Rank:

Druid: 20
 Wizard: 20
 Witch: 24

Description: This divinatory spell must be cast on a sleeping person who has previously agreed to have it cast on him. It causes him to have a truthful prophetic dream regarding a specific question or issue put to him before he went to sleep (typically something like "who should be king?" or "will we win the battle tomorrow?"). If the subject doesn't truthfully tell what he dreamed, the force of the spell strikes him dead.

Game Information: *Clairsentience (Sight Group), Precognition, Usable As Attack (defense is not agreeing to be the subject of the spell; +1) (80 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Only Works Regarding Specific Issue (-1) (total cost: 13 points) plus RKA 6d6, Trigger (if subject lies about what he dreamed; +¼) (112 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Linked (-¼), No Range (-½) (total cost: 21 points). Total cost: 34 points.*

Options:

1) **Sorcerous Sleep Of Truth:** Sorcerers know how to use this spell on themselves. Change to: Clairsentience (Sight Group), Precognition (40 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (6 Hours; -3½), Gestures (-¼), Incantations (-¼), No Range (-½), Only Works Regarding Specific Issue (-1). Total cost: 5 points. Spell ranks: Druid N/A; Wizard 18; Witch N/A.

SULE DRUIDECHTA (THE DRUID'S EYE)

Effect: Detect Geasa
Target: Self
Casting Time: N/A (see text)
Duration: Constant
Range: Self
END Cost: 1
Spell Rank:

Druid: 5
 Wizard: 7
 Witch: 8

Description: The Sule Druidichta, or Druid's Eye, is the power to perceive a person's geasa (if any) simply by being near him. Obviously this ability, while perfectly in keeping with the Tuala Morn setting, could pose serious game balance problems in the wrong hands, so the GM should monitor its use carefully.

This spell has no casting time; it's essentially an "ability" the caster can use as a Half Phase Action at any time, provided he's paying the END to keep it active.

Game Information: *Detect Geasa (INT Roll) (no Sense Group), Discriminatory, Analyze (15 Active Points); Concentration (½ DCV; -¼), Costs Endurance (-½), Affected As Sight Group (-½). Total cost: 7 points.*

TAISCELATH DRUIDECHTA
(THE DRUID'S OBSERVATION)

Effect: Precognition (Sight Group)
Target: Self
Casting Time: 5 Minutes
Duration: Constant
Range: No Range
END Cost: 8
Spell Rank:

Druid: 6
 Wizard: 6
 Witch: 8

Description: The character is a seer, able to foresee the future by various means. Some of the methods of divination used by Tualan spellcasters include:

■ **astrology:** the caster reads in the stars what is to come

■ **Taghairm:** The caster wraps himself in the hide of a freshly-killed bull and sits near a waterfall or precipice, waiting for the spirits to give him a vision of the future.

■ *Imbas Forasnai* ("the light of foreknowledge"): the caster chews a piece of specially-prepared meat, then considers a specific question about the future. When he's done he utters a spontaneous, usually cryptic, short poem that provides an answer.

■ *Sordán*: divination by humming

■ *Sreod*: divination by sneezing

■ divination by wheels

■ interpreting birdsong, the movement of clouds, the winds, or other natural phenomena

Game Information: *Clairsentience* (Sight Group), *Precognition* (40 Active Points); *Concentration* (½ DCV throughout; -½), *Extra Time* (5 Minutes to cast; -1), *Extra Time* (Full Phase to maintain; -½), *Gestures* (throughout; -½), *Incantations* (throughout; -½), *Increased Endurance Cost* (x2 END; -½), *No Range* (-½), *Precognition Only* (-1), *Time Modifiers* (-½), *Vague And Unclear* (-½). *Total cost: 6 points.*

Options:

1) Dichedal Cennaive (Divination From Heads):

Necromancers often learn this form of divination, which involves the use of a severed head. By performing a ceremony over the head, the necromancer summons its ghost, who answers questions about the future. Add OAF (severed head; -1). *Total cost 5 points; spell rank* Druid N/A; Wizard 6; Witch 8.

Miscellaneous Beltane Spells

BEAUTIFY

Effect:	Aid COM 3d6, Delayed Return Rate (5 points per Hour)
Target:	Self
Casting Time:	1 Minute (Attack Action)
Duration:	Instant
Range:	Self
END Cost:	6
Spell Rank:	
	Druid: 12
	Wizard: 12
	Witch: 6

Description: Many a witch has used this glamour, which renders her much more beautiful for the space of a few hours.

This is a spell of Witchcraft, and thus usually only learned by witches. A druid or wizard who's known to have learned or used it may suffer a blow to his reputation (at the very least).

Game Information: *Aid COM 3d6, Delayed Return Rate* (points fade at the rate of 5 per Hour; +1) (60 Active Points); *OAF Expendable* (a rose, Easy to obtain; -1), *Concentration* (½ DCV throughout casting; -½), *Costs Endurance* (-½), *Extra Time* (1 Minute; -1½), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *Self Only* (-½). *Total cost: 10 points.*



THE CLEAR PATH

Effect: Tunneling 6" through undergrowth
Target: Self One character
Casting Time: Full Phase (see Game Description)
Duration: Constant
Range: Self
END Cost: 4
Spell Rank:

Druid: 4
 Wizard: 5
 Witch: 4

Description: Many parts of Tuala Morn are wild places that have never seen the settling hand of Men. Brambles and undergrowth lie so thick that a person cannot walk through them... unless he knows this spell. When the caster waves his hand and speaks the incantation, thick plant growth spreads before him, creating a clear path for him and his friends to follow. After they pass through, the undergrowth closes back up again; the caster cannot make the path remain open.

In game terms, this spell uses Tunneling to create "safe passage" through undergrowth. Most natural undergrowth has DEF 1-3 for purposes of this spell.

Game Information: *Tunneling 6" through DEF 6 material, Fill In (40 Active Points); Extra Time (Full Phase to cast, then a Full Phase to use the movement each Phase no matter how many inches are moved; -½), Fill In Occurs Automatically (-0), Gestures (-¼), Incantations (-¼), Limited Medium (thickets, undergrowth, and the like; -1). Total cost: 13 points.*

KELPIE'S KISS

Effect: Life Support (Expanded Breathing: Breathe Underwater)
Target: Up to eight characters simultaneously
Casting Time: Extra Phase
Duration: Uncontrolled (duration of 1 Hour)
Range: Self
END Cost: 4 to cast, 0 to use
Spell Rank:

Druid: 8
 Wizard: 7
 Witch: 10

Description: This spell grants the caster, and up to seven other persons, the ability to breathe underwater for one hour.

Game Information: *Life Support (Expanded Breathing: Breathe Underwater), Usable Simultaneously (up to eight others, cast one at a time; +¾), Uncontrolled (duration of 1 Hour; +0) (9 Active Points); Costs Endurance (to cast, but not to use; -¼), Extra Time (Extra Phase to cast; -½), Gestures (throughout casting; -¼), Incantations (throughout casting; -¼), Increased Endurance Cost (x4 END to cast; -1½). Total cost: 2 points.*

THE RIVER-PATH

Effect: Flight 6", Only Along The Surface Of Calm Water
Target: Self
Casting Time: Full Phase
Duration: Constant
Range: Self
END Cost: 5
Spell Rank:

Druid: 8
 Wizard: 8
 Witch: 10

Description: This spell allows the caster to walk on the surface of a calm body of water — a loch, a slow-moving stream or river, or the like. He cannot walk up a waterfall, over rapids, on waves near the shore, or the like. The spell lasts as long as the character keeps paying END or until he sets foot on dry land or in a watercraft.

Game Information: *Flight 6" (12 Active Points); Extra Time (Full Phase; -½), Incantations (-¼), Increased Endurance Cost (x5 END; -2), Only Along The Surface Of Calm Water (-½). Total cost: 3 points.*

WAVESHAPING

Effect: Telekinesis (10 STR), Only To Shape Water
Target: Water
Casting Time: Full Phase (Attack Action)
Duration: Constant
Range: 20"
END Cost: 2
Spell Rank:

Druid: 2
 Wizard: 2
 Witch: 3

Description: With this spell a caster can shape water, making it look like simple sculptures or objects. If he has PS: Sculpting and adds Fine Manipulation (+1 rank), he can make beautiful, richly-detailed water-sculptures. But of course, anything he creates, no matter how pleasing to the eye, still has the consistency of water and collapses as soon as he stops maintaining the spell.

Game Information: *Telekinesis (10 STR) (15 Active Points); Concentration (½ DCV throughout use; -½), Extra Time (Full Phase; -½), Gestures (throughout use; -½), Incantations (throughout use; -½), Only To Shape Water (see text; -1), Spell (-½). Total cost: 3 points.*

LUGNASHA-DRAICHTA
SPELLS

Lugnasa-Draichta, or Summer-Magic, spells involve phenomena such as fire, heat, the sun, daytime, the colors yellow and white, light, life, positive qualities, the right, passion, and endings.

Offensive Lugnasa Spells

BRIGHT FLARE

Effect: Sight Group Flash 4d6
Target: One character
Casting Time: Full Phase (Attack Action)
Duration: Instant
Range: No Range
END Cost: 6
Spell Rank:
Druid: 6
Wizard: 5
Witch: 7

Description: This spell allows the caster to create a quick flash of flame bright enough to blind someone.

Game Information: *Sight Group Flash 4d6 (20 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), No Range (-½), Spell (-½). Total cost: 5 points.*

THE FIRES OF MIGHT

Effect: Aid STR and PRE 2d6, Maximum Of 20 STR
Target: One character
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: Touch
END Cost: 6
Spell Rank:
Druid: 10
Wizard: 8
Witch: 12

Description: This spell infuses a warrior with mystic might, stoking the fires of his strength and bravery to make him irresistible on the battlefield.

Game Information: *Aid STR and PRE 2d6, two Characteristics simultaneously (+½) (30 Active Points); Concentration (½ DCV; -¼), Costs Endurance (-½), Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Limited Effect (cannot increase subject's STR and PRE above 20 each; -¼), Spell (-½). Total cost: 7 points.*

Options:

1) **The Might Of Many Men:** Some spellcasters are so powerful they can cast this spell over entire armies. (This version of the spell is only appropriate for Superheroic campaigns.) Add Area Of Effect (12" radius; +1). 60 Active Points; total cost 14 points. Spell ranks: Druid 20; Wizard 16; Witch 24.

FLARING FIRE

Effect: RKA 2d6 and Change Environment (-3 to Sight Group PER Rolls), both OIF (existing fires of opportunity)
Target: 2" Radius
Casting Time: Full Phase (Attack Action)
Duration: Instant
Range: 10"
END Cost: 4
Spell Rank:
Druid: 8
Wizard: 7
Witch: 8

Description: This spell allows the caster to manipulate an existing fire for offensive effect.

First, he can cause the fire to flare up temporarily, sending out a shower of sparks and cinders to burn anyone nearby (*i.e.*, within 2" of the fire). This causes damage up to RKA 2d6, based on the size and intensity of the fire — a candle does at most 1 point of damage, while a bonfire does the full 2d6. (See pages 444-45 of *The HERO System 5th Edition, Revised* or pages 359-60 of *Fantasy Hero* for suggested damage ranges for fires.)

Second, instead of making the fire flare and spark, he can make it emit an enormous cloud of thick, blinding smoke. The smoke can cover up to a 2" radius around the fire, but the size of the cloud depends on the fire involved — it takes at least a campfire to get the full 2", whereas a torch provides 1" at most and a single candle barely enough smoke to blind one man (until he moves his head).

Game Information:

- 13 *Flaring Fire:* Multipower, 45-point reserve; all OIF (appropriate existing fires of opportunity, see text; -½), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (10", and center of radius must be the OIF; -¼), Spell (-½), Target Hex Is Hex Fire Is In (-0)
- 1u 1) *Shower Of Sparks:* RKA 2d6, Area Of Effect (One Hex Doubled, Nonselective; +½); common Limitations listed above, plus Varying Damage (damage depends on locally-available sources of flame; -½), Target Hex Is Hex Fire Is In (-0)
- 1u 2) *Blinding Smoke:* Change Environment 2" radius, -3 to Sight Group PER Rolls, Long-Lasting (smoke lingers for 2d6 Segments after spell is cast); common Limitations listed above, plus Varying Size (size of area filled by smoke depends on locally-available sources of flame; -¼)

Total cost: 15 points.

KINDLE

Effect: RKA 1 point, Continuous, Penetrating, Sticky
Target: One object or person
Casting Time: Half Phase (Attack Action)
Duration: Uncontrolled (until burns out or is extinguished)
Range: 85"
END Cost: 2
Spell Rank:
 Druid: 3
 Wizard: 1
 Witch: 4

Description: Wizards learn early how to use their magic powers to kindle a small flame. They can to this to light a candle or torch with dramatic flare, to start a campfire, or even to set an enemy's clothing or hair on fire. Any flammable object that touches an object lit on fire with the Flammifer also catches fire (the Sticky effect). The flames keep burning until they run out of fuel or air, or someone puts them out. Dousing one burning person or object doesn't affect any of the others; each person or object must be extinguished individually.

Game Information: RKA 1 point, Continuous (+1), Penetrating (+½), Sticky (only affects flammables; +¼), Reduced Endurance (0 END to maintain, but costs normal END to cast; +½), Uncontrolled (fire stops burning when it runs out of fuel or oxygen, or someone extinguishes it; +½) (19 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Spell (-½). Total cost: 8 points.

Options:

1) Greater Kindle: This version of Kindle allows the caster to every flammable object within an 8" radius on fire (or at least only those he wants to). The spell *also* has the Area Of Effect (One Hex Accurate) Advantage, so every Attack Roll made with it to selectively attack targets is made against DCV 3. Change to: RKA 1 point, Area Of Effect (8" Radius, +1¼), Selective (+¼), Area Of Effect (One Hex Accurate; +½), Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (spell ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (29 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Spell (-½). Total cost: 13 points.

QUENCH FIRE

Effect: Dispel Fire 12d6
Target: One fire
Casting Time: Full Phase (Attack Action)
Duration: Instant
Range: 225"
END Cost: 4
Spell Rank:
 Druid: 6
 Wizard: 4
 Witch: 6

Description: Wizards can extinguish fires as well as create them.

For fire spells possessed by characters, use the Active Points in the power to determine whether the Dispel works. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills one hex or less, use its Active Points (typically for an RKA, Continuous) to determine whether the Dispel works (see pages 444-45 of *The HERO System 5th Edition, Revised* or pages 359-60 of *Fantasy Hero* for suggested damage ranges for fires). If it fills more than one hex, the character can either extinguish it one hex at a time, or in larger "pieces." To determine the Active Points for a multi-hex fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like burning a crop or rath).

Game Information: Dispel 12d6, any Fire power one at a time (+¼) (45 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Spell (-½). Total cost: 16 points.

SHAPING THE FLAME

Effect: Telekinesis (20 "STR"), Only For Fire; RKA 2d6, Indirect
Target: One character
Casting Time: Full Phase (Attack Action)
Duration: Constant/Instant
Range: 30"
END Cost: 3/5
Spell Rank:
 Druid: 10
 Wizard: 7
 Witch: 10

Description: This spell allows a caster to control and shape flame in various ways.

First, he can "pick up" masses of flame, move them, and even create crude shapes with them (such as a fiery eagle or a tower of flame). The spell can pick up a mass of fire doing up to 4 Damage Classes' worth of damage (1 DC for every "5 STR" worth of Telekinesis). The caster can move the flame at the normal rate for Telekinesis. If he touches someone with the flame, that person takes the flame's damage; this extinguishes the flame (otherwise it does not "burn out" as long as the caster holds on to it). If the caster touches the flame

to something flammable, such as a curtain, he loses control of it and it keeps burning until it uses up all the available fuel.

Second, the caster can use local sources of flame — candles, lanterns, torches, hearth-fires, campfires, and so forth — to attack his foes. With a word of power and a gesture, he causes the flame to blaze up, leap through the air, and strike the target. Both the fire and the target must be within 30" of the caster, and the angle of the attack depends on the relative locations of the fire and the target. The damage caused depends on the size and intensity of the flame used (see pages 444-45 of *The HERO System 5th Edition, Revised* or pages 359-60 of *Fantasy Hero* for suggested damage ranges for fires). After the spell takes effect, the source of flame returns to its normal intensity.

Game Information:

Cost Power

- 35 *Shaping The Flame*: Multipower; 52-point reserve; all Incantations (-¼), Limited Range (30"; -¼)
- 1u 1) *Fireshaping*: Telekinesis (20 "STR"); Concentration (½ DCV throughout; -½), Extra Time (Full Phase to cast; -¼), Extra Time (requires a Half Phase Action to "keep hold" of the flame each Phase; -¼), Gestures (throughout; -½), Incantations (-¼), Limited Range (30"; -¼), Only Works On Fire (-1), Spell (-½)
- 1u 2) *The Leap Of The Flame*: RKA 2d6, Indirect (+¾) (52 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (30"; see text; -¼), Spell (-½), Varying Damage (damage depends on locally-available sources of flame; -½)

Total cost: 37 points.

SHOWER OF FIRE

Effect: RKA 2d6
Target: 12" Radius
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 50"
END Cost: 14
Spell Rank:
 Druid: 18
 Wizard: 18
 Witch: 20

Description: This spell causes a rain of fire to fall down on the faces of the caster's enemies.

This spell is only appropriate for Superheroic campaigns.

Game Information: RKA 2d6, Area Of Effect (12" Radius; +1½) (75 Active Points); Concentration (½ DCV; -¼), Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Limited Range (50"; -¼), Spell (-½). Total cost: 20 points.

SOLAS SIDHE (FAERIE LIGHT)

Effect: Mental Illusions 12d6, Set Effect (disorient and confuse)
Target: One character
Casting Time: 1 Turn (Attack Action)
Duration: Instant
Range: 10"
END Cost: 6
Spell Rank:
 Druid: 12
 Wizard: 12
 Witch: 12

Description: The *solas sidhe*, or Faerie Light, is the mysterious light that malicious or mischievous faerie-folk use to lead travelers astray. This spell grants a caster the ability to afflict a person with that same effect. The victim becomes dazed, disoriented, and confused. He cannot reliably find his way from one place to another or recognize directions, nor can he remember or understand what common implements and objects (weapons, wagons, doors, horses, eating utensils...) are for. This requires a minimum EGO +10 Effect Roll.

Game Information: Mental Illusions 12d6 (60 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Normal Range (10"; -¼), Mandatory Effect (EGO +10; -¼), Set Effect (see text; -½), Spell (-½). Total cost: 11 points.

STOKING THE FIRE

Effect: Succor RKA 6d6, Fire Special Effect Only
Target: One fire
Casting Time: Full Phase (Attack Action)
Duration: Constant
Range: 50"
END Cost: 3
Spell Rank:
 Druid: 4
 Wizard: 3
 Witch: 5

Description: By focusing his mystic power on fire — be it a candle-flame or a roaring bonfire — the character can make it stronger. It continues to burn at greater intensity as long as he concentrates on it. It uses up correspondingly more fuel during this time, so it may burn out much more quickly than it ordinarily would.

Game Information: Succor RKA 6d6, Limited Range (50"; +¼) (37 Active Points); Concentration (½ DCV throughout; -½), Extra Time (Full Phase; -½), Fire Special Effect Only (-¼), Cannot More Than Double Fire RKA (-0), Spell (-½). Total cost: 13 points.

THIRST

Effect: Energy Blast 4d6, NND plus Mind Control 6d6, Set Effect (get something to drink)
Target: One character
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 10"
END Cost: 7
Spell Rank:
 Druid: 12
 Wizard: 20
 Witch: 14

Description: One of the best ways for a Tualan spellcaster to protect himself from a warrior is to use this spell. It makes the victim feel an intense thirst — one so strong he may pass out from it, or stop whatever he's doing to search for a drink of water. In game terms it's built as an NND Energy Blast with a Linked Mind Control ("go get something to drink"). Due to the effects of the NND, the Mind Control usually only has to achieve an EGO +10 result, but the final decision is up to the GM based on the amount of damage done, the circumstances, and other factors.

Game Information: Energy Blast 4d6, NND (defense is Life Support [Diminished Eating]; +1) (40 Active Points); Concentration (½ DCV; -¼), Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Limited Range (10"; -¼), Spell (-½) (total cost: 12 Active Points) **plus** Mind Control 6d6 (30 Active Points); Concentration (½ DCV; -¼), Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Limited Normal Range (10"; -½), Linked (-½), Set Effect (go get something to drink; -1), Spell (-½) (total cost: 6 Active Points). Total cost: 18 points.

Options:

1) The Thirst Of Many Men: Some spellcasters are so powerful they can make entire armies suffer from thirst. (This version of the spell is only appropriate for Superheroic campaigns.) Add Area Of Effect (12" radius; +1) to each power. 60 + 60 Active Points; total cost 18 + 12 = 30 points. Spell ranks: Druid 24; Wizard 20; Witch 28.

WIZARD'S POWER

Effect: +20 PRE, Only For Impressiveness/Fear Presence Attacks
Target: Self
Casting Time: Full Phase (Attack Action)
Duration: Constant
Range: Self
END Cost: 6
Spell Rank:
 Druid: 8
 Wizard: 6
 Witch: 8

Description: Wizards and other Tualan spellcasters are justly feared for the power they wield — power that can harm as well as help, and which all too often corrupts those who possess it. Some wizards have discovered that a mere display of their power — arcane fires and light surrounding their bodies, typically — often impresses and cows people enough to prevent the need for further spellcasting.

Game Information: +20 PRE (20 Active Points); Costs Endurance (-½), Extra Time (Full Phase; -½), Increased Endurance Cost (x3 END; -1), Only For Impressiveness/Fear Presence Attacks (-1½), Spell (-½). Total cost: 4 points.

Defensive Lugnasa Spells

SMITH'S RESILIENCE

Effect: Armor (8 ED), Usable By Other, Only Works Against Fire
Target: One character
Casting Time: Full Phase (Attack Action)
Duration: Constant
Range: No Range
END Cost: 5 to cast, 2 to use
Spell Rank:
 Druid: 6
 Wizard: 5
 Witch: 6

Description: This spell allows the caster to make himself or one other person highly resistant to heat and flame. The protection lasts as long as the recipient concentrates on (i.e., spends END to maintain) the power.

Game Information: Grant to a character: Armor (8 ED) (12 Active Points); Costs Endurance (-½), Increased Endurance Cost (x2 END; -½), Only Works Against Limited Type Of Damage (fire/heat; -½) (total cost: 5 points). The following Limitations apply to the "base cost" of 5 points: Usable By Other (+¼) (6 Active Points); Concentration (½ DCV when casting; -¼), Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x5 END; -2). Total cost: 1 point.

Sensory Lughnasa Spells

TEIVE LOITHTA (THE FIRE CHANT)

Effect: Retrocognition, Time Modifiers, Side Effects (see text)
Target: Self
Casting Time: 20 Minutes
Duration: Instant
Range: Self
END Cost: 4/3
Spell Rank:
 Druid: 10
 Wizard: 10
 Witch: 12

Description: This spell allows the caster to gaze into the past and into the collective soul of the Tualans to answer a specific question, such as “What are the weaknesses of the trolls of the Sleeve Donn?” or “Who used to live in this ruined tower?”. To do this he chants the spell to enter a trance-like state, during which he inflicts injury on himself (usually by scourging, burning, or cutting). For every 1 BODY damage he does to himself, reduce the Time Modifier for the Retrocognition slot by 2, or the difficulty modifier for questions involving Knowledge Skills by 2. In short — the more he endures the fires of pain, the more accurate his insight becomes.

Game Information:

Cost Power

6 *Teive Loithta:* Multipower, 40-point reserve; all Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Applies To One Specific Question (see text; -½), Side Effects (character suffers BODY damage as described in the text; -¼)

1u 1) *Answers About The Past:* Clairsentience (Sight Group), Retrocognition; common Limitations as above, plus Instant (-½), Retrocognition Only (-1), Time Modifiers (see text; -½)

1u 2) *Answers About Tuala Morn:* KS: Everything Tualan (INT Roll +30); common Limitations as above, plus Costs Endurance (-½)

Total cost: 8 points.

Miscellaneous Lughnasa Spells

MAY FORTUNE GUIDE YOUR FOOTSTEPS

Effect: Luck 2d6, Usable By Other
Target: One character
Casting Time: 20 Minutes
Duration: Uncontrolled (lasts for one journey)
Range: Self
END Cost: 10 to cast, 0 to use
Spell Rank:
 Druid: 5
 Wizard: 5
 Witch: 6

Description: One of the most dangerous things for many Tualans to do is take a journey. Roads are often unsafe; they run through rough territory and may be plagued by floods, bandits, trolls, or wicked and prankish faerie-folk. To guard himself against such dangers, a traveler often carries a charm prepared by a wizard — a small stone carved with two footprints. As long as he retains the charm, the traveler will have good luck along the road. Usually this means avoiding the dangers of traveling, but also includes things like finding a hostel at just the right time or falling in with good traveling companions.

Game Information: *Grant to a character:* Luck 2d6, Uncontrolled (lasts for a single journey; +0) (10 Active Points); OAF (footprint-carved stone charm; -1) (total cost: 5 points). The following Limitations apply to the “base cost” of 5 points: Usable By Other (+¼) (6 Active Points); OIF (appropriate stone and carving tools; -½), Concentration (0 DCV throughout casting; -1), Costs Endurance (-½), Extra Time (20 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x10 END; -4). Total cost: 1 point.

WITCHLIGHT

Effect: Images to Sight Group, +2 to PER Rolls, Only To Create Light
Target: 1” radius
Casting Time: Full Phase (Attack Action)
Duration: Constant
Range: 30”
END Cost: 3
Spell Rank:
 Druid: 5
 Wizard: 3
 Witch: 3

Description: This spell conjures a small ball of fiery light. Within a 1” radius area it provides light equal to dim sunlight. The caster can move it around as he sees fit, but it must always remain within 30” of him or else it instantly goes out.

Game Information: *Images to Sight Group* 1” radius, +2 to PER Rolls, Mobile (+1) (32 Active Points); Concentration (½ DCV during casting; -¼), Extra Time (Full Phase to cast; -¼), Extra Time (requires a Half Phase Action to “keep hold” of the flame each Phase; -¼), Gestures (-¼), Incantations (-¼), Limited Range (30”; -¼), Only To Create Light (-1), Spell (-½). Total cost: 8 points.

NECROMANCY

Necromancy is a type of Samhain-Draichta that involves study and use of evil and unholy magics pertaining to death and undeath. Usually only necromancers (a type of wizard) learn these spells (see page 131 regarding qualifying to be a necromancer). A druid, wizard, or witch who's known to have learned or used Necromancy will suffer the same penalties as a necromancer, including being placed under the *Glam Dicin*.

CALL BEYOND THE GRAVE

Effect: Summon one ghost built on up to 500 Character Points, Friendly
Target: N/A
Casting Time: 5 Minutes
Duration: Instant
Range: No Range
END Cost: 12
Spell Rank:
 Druid: N/A
 Wizard: 12
 Witch: 12

Description: A necromancer can call up a ghost to perform services for him. To do this he must perform an evil ceremony using a "Necromancer's Sceptre" — a length of human bone (typically dug up from an old grave or tomb) carved with necromantic runes — where the person was buried or died, or where the ghost currently haunts. (The Specific Being Advantage is not applied because it's assumed the necromancer typically picks "any old ghost" to Summon; if he wants to Summon the ghosts of specific noteworthy people, rewrite the spell to include that Advantage.) When it appears the ghost is kindly disposed toward the necromancer, but not slavishly so; he may need to cast Mastery Of Unlife (see below) to make it do what he wants.

Game Information: *Summon one Ghost built on up to 500 Character Points, Friendly (+¼) (125 Active Points); OAF (length of human bone carved with necromantic runes; -1), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Must Be At Person's Grave, Place Person Died, Or Place Ghost Haunts (-1). Total cost: 18 points.*

GENESIS OF UNLIFE

Effect: Summon up to 125 skeletons or zombies built on up to 179 Character Points
Target: N/A
Casting Time: 5 Minutes
Duration: Instant
Range: No Range
END Cost: 14
Spell Rank:
 Druid: 20
 Wizard: 15
 Witch: 18

Description: This, perhaps the most basic of Necromancy spells, allows a necromancer to bring a skeleton (navarlach) or body (draukr) back to a hideous semblance of life to serve him. He must perform a foul ceremony over the bones or body using a "Necromancer's Sceptre" — a length of human bone (typically dug up from an old grave or tomb) carved with necromantic runes. A necromancer can have as many as 125 navarlach or draukr servants at a time, but he must create each one individually (unless the GM rules otherwise for dramatic purposes).

See pages 123 and 126 of *The HERO System Bestiary* for character sheets for skeletons and zombies.

Game Information: *Summon up to 125 navarlach or draukr built on up to 179 Character Points, Expanded Class (skeletons or draukr; +¼), Slavishly Loyal (+1) (142 Active Points); OAF (length of human bone carved with necromantic runes; -1), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Must Have Body Or Bones (-1), Must Create Each Skeleton Or Zombie One At A Time (-½). Total cost: 19 points.*

MASTERY OF UNLIFE

Effect: Mind Control 12d6, Only Versus Undead
Target: One undead
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 25"
END Cost: 6
Spell Rank:
 Druid: 15
 Wizard: 6
 Witch: 12

Description: Besides creating navarlach, draukr, taives, and the like, a necromancer can also command those he encounters.

Game Information: *Mind Control 12d6 (60 Active Points); Concentration (½ DCV; -¼), Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Limited Normal Range (25"; -½), Only Versus Undead Beings (-1), Spell (-½). Total cost: 13 points.*



SOULSTEALING

Effect: RKA 6d6, Penetrating
Target: One character
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 10"
END Cost: 26
Spell Rank:

Druid: 40
 Wizard: 25
 Witch: 35

Description: One of the most powerful, and feared, spells in Tuala Morn is this one, which allows a necromancer to literally rip the life out of a living being. Few survive the attack, and those who do are always weak and injured. It does not work against "soulless" beings, including inanimate objects, most faerie-folk, and the like.

Game Information: RKA 6d6, Penetrating (+½) (135 Active Points); Concentration (0 DCV; -½), Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Limited Range (10"; -¼), Not Versus Soulless Beings (-¼), Spell (-½). Total cost: 36 points.

SORCERY

Sorcery is a type of Beltane-Draichta that involves magics that manipulate or trick the mind or its thoughts. Usually only sorcerers (a type of wizard) learn these spells (see page 131 regarding qualifying to be a sorcerer). A druid, wizard, or witch who's known to have learned or used Sorcery will suffer the same penalties as a sorcerer.

DREAMWEAVING

Effect: Mental Illusions 12d6, Only To Alter Dreams
Target: One character
Casting Time: 1 Minute (Attack Action)
Duration: Instant
Range: No Range
END Cost: 6
Spell Rank:

Druid: 10
 Wizard: 6
 Witch: 10

Description: Sometimes the easiest way to manipulate a person's behavior is to do so indirectly, by altering his dreams to show what the caster wants him to see or do — a particularly effective tactic in Tuala Morn, where dreams are often regarded as having prophetic meaning. To cast it, the sorcerer must be right next to the sleeping victim. Incantations are required, but they can be whispered or muttered and so do not qualify as a Limitation.

Game Information: *Mental Illusions* 12d6 (60 Active Points); *Concentration* ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$), *Extra Time* (1 Minute; $-1\frac{1}{2}$), *Gestures* (throughout casting; $-\frac{1}{2}$), *No Range* ($-\frac{1}{2}$), *Only To Alter Dreams* (-1), *Spell* ($-\frac{1}{2}$). Total cost: 11 points.

FASCINATION

Effect: Mind Control 12d6, Eye Contact Required
Target: One character
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 3" (eye contact required)
END Cost: 12
Spell Rank:

Druid: 20
 Wizard: 12
 Witch: 18

Description: If a sorcerer can look someone in the eye, he can steal that person's will, enslaving him to his (the sorcerer's) own desires.

Game Information: *Mind Control* 12d6 (60 Active Points); *Concentration* (0 DCV; $-\frac{1}{2}$), *Extra Time* (Extra Phase; $-\frac{3}{4}$), *Eye Contact Required* ($-\frac{1}{2}$), *Gestures* ($-\frac{1}{4}$), *Incantations* ($-\frac{1}{4}$), *Increased Endurance Cost* (x2 END; $-\frac{1}{2}$), *Spell* ($-\frac{1}{2}$). Total cost: 14 points.

FETTERS

Effect: Entangle 3d6, 3 DEF, BOECV, Eye Contact Required
Target: One character
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 3" (eye contact required)
END Cost: 14
Spell Rank:

Druid: 22
 Wizard: 14
 Witch: 20

Description: Another way that a sorcerer can take control of someone's will is to force him to stand still.

Game Information: *Entangle* 3d6, 3 DEF, BOECV (+1), *Takes No Damage From Physical Attacks* ($+\frac{1}{4}$), *Works Against EGO Not STR* ($+\frac{1}{4}$) (75 Active Points); *Cannot Form Barriers* ($-\frac{1}{4}$), *Concentration* (0 DCV; $-\frac{1}{2}$), *Extra Time* (Extra Phase; $-\frac{3}{4}$), *Eye Contact Required* ($-\frac{1}{2}$), *Gestures* ($-\frac{1}{4}$), *Incantations* ($-\frac{1}{4}$), *Increased Endurance Cost* (x2 END; $-\frac{1}{2}$), *Spell* ($-\frac{1}{2}$). Total cost: 17 points.



GLAMOUR

Effect: Mental Illusions 12d6; Images to Sight, Hearing, and Touch Groups
Target: One character/
Casting Time: Extra Phase/Full Phase (Attack Action)
Duration: Instant/Constant
Range: 30"
END Cost: 12
Spell Rank:
 Druid: 20
 Wizard: 16
 Witch: 24

Description: Though they're not the masters of illusion that the faerie-folk are, sorcerers can create highly-believable glamours to trick, befuddle, and cajole.

Game Information:**Cost Power**

- 20 *Glamour:* Multipower, 60-point reserve; all Concentration (0 DCV; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Spell (-½)
- 2u 1) *Personal Glamours:* Mental Illusions 12d6; common Limitations listed above, plus Extra Time (Extra Phase; -¾)
- 2u 2) *Group Glamours:* Images to Sight, Hearing, and Touch Groups, -3 to PER Rolls, Increased Size (16" radius; +1); common Limitations listed above, plus Extra Time (Full Phase; -½)

Total cost: 24 points.

SLEEP

Effect: Ego Attack 6d6
Target: One character
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 20"
END Cost: 12
Spell Rank:
 Druid: 18
 Wizard: 12
 Witch: 18

Description: A powerful sorcerer can make his enemy fall asleep with but a single word.

Game Information: *Ego Attack 6d6 (60 Active Points); all Concentration (0 DCV; -½), Extra Time (Extra Phase; -¾), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Spell (-½). Total cost: 17 points.*

THOUGHTREADING

Effect: Telepathy 12d6, Receive Only
Target: One character
Casting Time: 1 Turn (Attack Action)
Duration: Instant
Range: No Range
END Cost: 6
Spell Rank:
 Druid: 18
 Wizard: 12
 Witch: 20

Description: Few things terrify a Tualan more than not being able to keep his thoughts private — and thus few things terrify him more than this spell, which allows a sorcerer to peer into his mind and learn his secrets, fears, and desires.

Game Information: *Telepathy 12d6 (60 Active Points); Concentration (0 DCV throughout casting and use; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Receive Only (-½), Spell (-½). Total cost: 10 points.*

THOUGHTSENDING

Effect: Telepathy 12d6, Broadcast Only
Target: One character
Casting Time: 1 Turn (Attack Action)
Duration: Instant
Range: 50"
END Cost: 6
Spell Rank:
 Druid: 18
 Wizard: 12
 Witch: 20

Description: Besides being able to read the thoughts of others, a sorcerer can send his own thoughts into their minds to communicate a message.

Game Information: *Telepathy 12d6 (60 Active Points); Concentration (0 DCV throughout casting and use; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Normal Range (50"; -½), Broadcast Only (-½), Spell (-½). Total cost: 10 points.*

DRAICHTA SPELL SUMMARY TABLE

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Agony#	Samhain	15	12	8	Ego Attack 2d6, Does BODY	155
Beast Command	Samhain	3	4	4	Mind Control 8d6 (Animal class of minds)	163
Beautify#	Beltane	12	12	6	Aid COM 3d6, Delayed Return Rate (5 points per Hour)	176
Bewitchment#	Beltane	20	18	12	Major Transform 4d6 (free-willed male into witch's willing slave)	169
Blight#	Samhain	15	15	8	RKA 1d6, Only Versus Crops/Plants	155
Blood Sacrifice#	Samhain	20	22	18	Aid Magic 4d6, any Magic spell or power one at a time	156
Bolster Courage	Samhain	4	3	4	Power Defense (20 points); Only Protects Versus Fear Spells/Powers	160
Bridge Of Fog*	Imbolc	18	16	18	Flight Usable By Other, Restricted Flight Path	168
Bright Flare	Lugnasa	6	5	7	Sight Group Flash 4d6	178
Call Beyond The Grave%	Samhain	N/A	12	12	Summon ghost, Friendly	183
Calling The Thunderbolt	Imbolc	11	11	12	RKA 3d6, Indirect	165
Clear Path, The	Beltane	4	5	4	Tunneling 6" through undergrowth	177
Co Druidachta (Druid's Mist)	Imbolc	2	4	3	Change Environment (-3 to Sight Group PER Rolls)	165
Curse Of Ugliness#	Samhain	22	20	16	Drain COM 3d6, Delayed Return Rate (5 points per Year)	156
Dark Druid Wind*	Imbolc	8	8	8	Telekinesis (20 STR), 6" Radius, Only To Disarm	165
Death-Candle	Samhain	N/A	45	30	RKA 6d6, NND, Does BODY, Gradual Effect (1 Hour)	156
Dichedal Cennaive (Divination From Heads)%	Beltane	N/A	6	8	Precognition	176
Dicheltair (Druid's Covering)	Imbolc	4	5	6	Invisibility to Sight Group	168
Diminished Might	Imbolc	18	16	18	Drain STR and PRE 8d6, Limited Reduction	166
Dream Messenger	Beltane	3	2	3	Mind Link (any one willing target), Only Via Dreams	174
Dreamweaving\$	Beltane	10	6	10	Mental Illusions 12d6, Only To Alter Dreams	184
Druid Army	Beltane	20	22	24	Summon up to 125 warriors, OIF (natural materials of opportunity)	170
Druid's Call	Samhain	2	5	5	Summon one animal built on up to 170 Character Points	163
Druidic Sleep	Beltane	8	8	9	Mind Control 8d6; EGO +10 maximum	170
Envenoming The Wound	Samhain	6	6	6	Drain BODY 1d6, Delayed Recovery Rate (5 points per Month)	157
Eyes Of The Beast	Samhain	3	3	3	Clairentience (Sight Group), Only Through The Senses Of Animals	163
Faerie Ward	Beltane	8	9	10	Force Field (10 PD/10 ED/10 MD/10 PowD), Only Versus Faerie Magic	172
Fall Of The Mountain*	Samhain	26	30	30	RKA 10d6, OIF (mountain of opportunity)	157
Farspeaking	Imbolc	4	3	4	Images to Hearing Group, anywhere in Tuala Morn	168
Fascination\$	Beltane	20	12	18	Mind Control 12d6, Eye Contact Required	185
Fear	Samhain	11	9	10	Drain PRE 6d6, Ranged	157
Fetters\$	Beltane	22	14	20	Entangle 3d6, 3 DEF, BOECV, Eye Contact Required	185
Fires Of Might, The Flaring Fire	Lugnasa	10	8	12	Aid STR and PRE 2d6, Maximum Of 20 STR	178
	Lugnasa	8	7	8	RKA 2d6, CE (-3 to Sight Group PER), OIF (fires)	178
Forced Form	Samhain	15	18	18	Major Transform 8d6 (human into animal), OAF	162
Forgetfulness	Beltane	18	18	16	Minor Transform 8d6 (lose memories)	170
Form Of Animal	Samhain	7	10	10	Multiform (125 animals built on up to 200 Character Points each)	161
Form Of Man	Samhain	7	10	10	Shape Shift (any humanoid shape)	162
Friend In Peril, A	Beltane	15	10	15	Detect Designated Persons' Cries For Assistance	173
Gaith Druidachta (Druid's Wind)	Imbolc	6	6	5	Succor or Suppress Swimming 6d6	166
Genesis Of Unlife%	Samhain	20	15	18	Summon up to 125 skeletons or zombies	183
Glamour\$	Beltane	20	16	24	Mental Illusions 12d6; Images to Sight, Hearing, and Touch Groups	186
Healing Circle	Beltane	18	N/A	N/A	Healing BODY 3d6, Can Heal Limbs, Ritual	172
Healing Waters	Beltane	12	N/A	N/A	Aid REC 2d6, Healing Characteristics 2d6	172

DRAICHTA SPELL SUMMARY TABLE (CONT'D)

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Hex#	Imbolc	35	33	25	Major Transform 8d6 (person into person with Unluck 3d6)	167
Hopes And Fears	Beltane	5	5	8	Detect Inner Feelings	174
Invoking The Host	Samhain	5	4	5	RKA ½d6; Telekinesis (20 STR)	158
Kelpie's Kiss	Beltane	8	7	10	Life Support (Expanded Breathing: Breathe Underwater)	177
Kindle	Lugnasa	3	1	4	RKA 1 point, Continuous, Penetrating, Sticky	179
Laying Of The Ban	Samhain	1	N/A	N/A	Major Transform 3d6 (person to person under the Glam Dicin)	158
Locking And Opening	Samhain	9	4	8	Telekinesis (open/shut doors) and Lockpicking	164
Love-Draught#	Beltane	18	15	8	Mind Control 20d6, OAF, Set Effect (fall in love)	170
Magesight	Beltane	2	1	2	Detect Magic	174
Mastery Of Unlife%	Samhain	15	6	12	Mind Control 12d6, Only Versus Undead	183
May Fortune Guide						
Your Footsteps	Lugnasa	5	5	6	Luck 2d6, Usable By Other	182
Mistshaping	Imbolc	5	6	5	Images to Sight Group, Only Works With Mist/Fog	167
Necromancer's Shadow%	Imbolc	N/A	5	N/A	Change Environment 8" radius, -4 to Sight Group PER Rolls	165
Oakenform	Samhain	7	10	10	Shape Shift into tree form	162
Poisonous Spell, The	Samhain	25	25	25	RKA 6d6	158
Quench Fire	Lugnasa	6	4	6	Dispel Fire 12d6	179
Raise The Waves	Beltane	13	13	13	Succor/Suppress Swimming 6d6; Change Environment (-12" Running)	171
Renewal	Samhain	8	N/A	N/A	Healing 1d6, Only On Crops	164
Respect Of The Wild	Samhain	2	4	3	Animal Handler (all categories), PRE +3	164
Revolving Fortress*	Samhain	20	18	25	Telekinesis (60 STR), Only To Revolve Fortress	160
River-Path, The	Beltane	8	8	10	Flight 6", Only Along The Surface Of Calm Water	177
Scrying	Beltane	4	4	4	Clairsentience (Sight Group)	174
Sending#	Samhain	25	25	15	Drain END 7d6, Gradual Effect (1d6/day for a week)	159
Sense The Truth	Beltane	3	2	3	Detect Lie	175
Serpent Guardian#	Samhain	10	10	5	Summon serpent, Slavishly Loyal	164
Shapetrading	Samhain	25	30	20	Major Transform 8d6 (two humans to look like each other)	162
Shaping The Flame	Lugnasa	10	7	10	Telekinesis (20 STR), Only For Fire; RKA 2d6, Indirect	179
Shatter	Samhain	8	6	10	RKA 3d6, Only Versus Objects	159
Shattering Staff	Samhain	6	4	8	RKA 2d6, Damage Shield, Only Against Weapons	160
Shield Of The Four Winds	Imbolc	3	3	5	Missile Deflection (all non-gunpowder projectiles)	167
Shower Of Fire*	Lugnasa	18	18	20	RKA 2d6, 12" Radius	180
Sickness	Samhain	7	7	7	Drain 2d6, any Characteristic, Delayed Return Rate (5 points per Month)	159
Sleep Of Truth	Beltane	20	20	24	Precognition, UAA + RKA 6d6, If Subject Lies	175
Sleep\$	Beltane	18	12	18	Ego Attack 6d6, 20" range	186
Smith's Resilience	Lugnasa	6	5	6	Armor (8 ED), Usable By Other, Only Works Against Fire	181
Solas Sidhe (Faerie Light)	Lugnasa	12	12	12	Mental Illusions 12d6, Set Effect (disorient and confuse)	180
Sooth	Beltane	8	8	12	Major Transform 4d6 (diminish/cure mental disturbance)	173
Sorcerous Sleep Of Truth	Beltane	N/A	18	N/A	Precognition	175
Soulstealing%	Samhain	40	25	35	RKA 6d6, Penetrating	184
Speak With Stone	Samhain	5	6	8	Retrocognition (Sight & Hearing), Requires Sufficient Unworked Stone	161
Spirits Of The Faine	Beltane	15	15	18	Aid STR 4d6, 32" Radius, Maximum Of 26 STR	171
Stoking The Fire	Lugnasa	4	3	5	Succor RKA 6d6, Fire Special Effect Only	180
Stormcalling	Imbolc	16	20	18	Change Environment (alter the weather)	169
Stormcrow Sending	Samhain	2	2	2	Telepathy 4d6, Broadcast Only	161
Sule Druidichta (Druid's Eye)	Beltane	5	7	8	Detect Geasa	175

DRAICHTA SPELL SUMMARY TABLE (CONT'D)

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Taiscelath Druiddechta (Druid's Observation)	Beltane	6	6	8	Precognition	175
Teive Loithta (The Fire Chant)	Lugnasa	10	10	12	Retrocognition, Time Modifiers, Side Effects	182
Thirst	Lugnasa	12	10	14	NND 4d6 + Mind Control 6d6 (get something to drink)	181
Thoughtreading\$	Beltane	18	12	20	Telepathy 12d6, Receive Only, No Range	186
Thoughtsending\$	Beltane	18	12	20	Telepathy 12d6, Broadcast Only, 50" range	186
Tuaithe (Curse)	Imbolc	12	12	12	Major Transform 8d6 (person into person with Unluck 3d6)	167
Veil	Samhain	4	2	4	Invisibility to Sight Group, Only Versus Clairsentience	160
Voice Of The Wind	Imbolc	2	1	2	Mind Link (any one willing person)	168
Waveshaping	Beltane	2	2	3	Telekinesis (10 STR), Only To Shape Water	177
Witchlight	Lugnasa	5	3	3	Images to Sight Group, +2 to PER Rolls, Only To Create Light	182
Wizard's Power	Lugnasa	8	6	8	+20 PRE, Only For Impressiveness/Fear Presence Attacks	181

Name: The name of the spell. A * indicates a Superheroic spell. A # indicates a Witchcraft spell. A \$ indicates a Sorcery spell. A % indicates a Necromancy spell.

DRAICHTA SPELLS BY RANK: DRUIDS

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Laying Of The Ban	Samhain	1	N/A	N/A	Major Transform 3d6 (person to person under the Glam Dicin)	158
Co Druiddechta (Druid's Mist)	Imbolc	2	4	3	Change Environment (-3 to Sight Group PER Rolls)	165
Druid's Call	Samhain	2	5	5	Summon one animal built on up to 170 Character Points	163
Magesight	Beltane	2	1	2	Detect Magic	174
Respect Of The Wild	Samhain	2	4	3	Animal Handler (all categories), PRE +3	164
Stormcrow Sending	Samhain	2	2	2	Telepathy 4d6, Broadcast Only	161
Voice Of The Wind	Imbolc	2	1	2	Mind Link (any one willing person)	168
Waveshaping	Beltane	2	2	3	Telekinesis (10 STR), Only To Shape Water	177
Beast Command	Samhain	3	4	4	Mind Control 8d6 (Animal class of minds)	163
Dream Messenger	Beltane	3	2	3	Mind Link (any one willing target), Only Via Dreams	174
Eyes Of The Beast	Samhain	3	3	3	Clairsentience (Sight Group), Only Through The Senses Of Animals	163
Kindle	Lugnasa	3	1	4	RKA 1 point, Continuous, Penetrating, Sticky	179
Sense The Truth	Beltane	3	2	3	Detect Lie	175
Shield Of The Four Winds	Imbolc	3	3	5	Missile Deflection (all non-gunpowder projectiles)	167
Bolster Courage	Samhain	4	3	4	Power Defense (20 points); Only Protects Versus Fear Spells/Powers	160
Clear Path, The	Beltane	4	5	4	Tunneling 6" through undergrowth	177
Dicheltair (Druid's Covering)	Imbolc	4	5	6	Invisibility to Sight Group	168
Farspeaking	Imbolc	4	3	4	Images to Hearing Group, anywhere in Tuala Morn	168
Scrying	Beltane	4	4	4	Clairsentience (Sight Group)	
Stoking The Fire	Lugnasa	4	3	5	Succor RKA 6d6, Fire Special Effect Only	174
Veil	Samhain	4	2	4	Invisibility to Sight Group, Only Versus Clairsentience	180
Hopes And Fears	Beltane	5	5	8	Detect Inner Feelings	160
Invoking The Host	Samhain	5	4	5	RKA ½d6; Telekinesis (20 STR)	174
May Fortune Guide						
Your Footsteps	Lugnasa	5	5	6	Luck 2d6, Usable By Other	182
Speak With Stone	Samhain	5	6	8	Retrocognition (Sight & Hearing), Requires Sufficient Unworked Stone	161
Mistshaping	Imbolc	5	6	5	Images to Sight Group, Only Works With Mist/Fog	167
Sule Druiddechta (Druid's Eye)	Beltane	5	7	8	Detect Geasa	175

DRAICHTA SPELLS BY RANK: DRUIDS (CONT'D)

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Witchlight	Lugnasa	5	3	3	Images to Sight Group, +2 to PER Rolls, Only To Create Light	182
Bright Flare	Lugnasa	6	5	7	Sight Group Flash 4d6	178
Envenoming The Wound	Samhain	6	6	6	Drain BODY 1d6, Delayed Recovery Rate (5 points per Month)	157
Gaith Druidechta (Druid's Wind)	Imbolc	6	6	5	Succor or Suppress Swimming 6d6	166
Quench Fire	Lugnasa	6	4	6	Dispel Fire 12d6	179
Shattering Staff	Samhain	6	4	8	RKA 2d6, Damage Shield, Only Against Weapons	160
Smith's Resilience	Lugnasa	6	5	6	Armor (8 ED), Usable By Other, Only Works Against Fire	181
Taiscelath Druidechta (Druid's Observation)	Beltane	6	6	8	Precognition	175
Form Of Animal	Samhain	7	10	10	Multiform (125 animals built on up to 200 Character Points each)	161
Form Of Man	Samhain	7	10	10	Shape Shift (any humanoid shape)	162
Oakenform	Samhain	7	10	10	Shape Shift into tree form	162
Sickness	Samhain	7	7	7	Drain 2d6, any Characteristic, Delayed Return Rate (5 points per Month)	159
Dark Druid Wind*	Imbolc	8	8	8	Telekinesis (20 STR), 6" Radius, Only To Disarm	165
Druidic Sleep	Beltane	8	8	9	Mind Control 8d6; EGO +10 maximum	170
Faerie Ward	Beltane	8	9	10	Force Field (10 PD/10 ED/10 MD/10 PowD), Only Versus Faerie Magic	172
Flaring Fire	Lugnasa	8	7	8	RKA 2d6, CE (-3 to Sight Group PER), OIF (fires)	178
Kelpie's Kiss	Beltane	8	7	10	Life Support (Expanded Breathing: Breathe Underwater)	177
Renewal	Samhain	8	N/A	N/A	Healing 1d6, Only On Crops	264
River-Path, The	Beltane	8	8	10	Flight 6", Only Along The Surface Of Calm Water	177
Shatter	Samhain	8	6	10	RKA 3d6, Only Versus Objects	159
Sooth	Beltane	8	8	12	Major Transform 4d6 (diminish/cure mental disturbance)	173
Wizard's Power	Lugnasa	8	6	8	+20 PRE, Only For Impressiveness/Fear Presence Attacks	181
Locking And Opening	Samhain	9	4	8	Telekinesis (open/shut doors) and Lockpicking	164
Dreamweaving\$	Beltane	10	6	10	Mental Illusions 12d6, Only To Alter Dreams	184
Fires Of Might, The	Lugnasa	10	8	12	Aid STR and PRE 2d6, Maximum Of 20 STR	178
Serpent Guardian#	Samhain	10	10	5	Summon serpent, Slavishly Loyal	164
Shaping The Flame	Lugnasa	10	7	10	Telekinesis (20 STR), Only For Fire; RKA 2d6, Indirect	179
Teive Loithta (The Fire Chant)	Lugnasa	10	10	12	Retrocognition, Time Modifiers, Side Effects	182
Calling The Thunderbolt	Imbolc	11	11	12	RKA 3d6, Indirect	165
Fear	Samhain	11	9	10	Drain PRE 6d6, Ranged	157
Beautify#	Beltane	12	12	6	Aid COM 3d6, Delayed Return Rate (5 points per Hour)	176
Healing Waters	Beltane	12	N/A	N/A	Aid REC 2d6, Healing Characteristics 2d6	172
Solas Sidhe (Faerie Light)	Lugnasa	12	12	12	Mental Illusions 12d6, Set Effect (disorient and confuse)	180
Thirst	Lugnasa	12	10	14	NND 4d6 + Mind Control 6d6 (get something to drink)	181
Tuaithe (Curse)	Imbolc	12	12	12	Major Transform 8d6 (person into person with Unluck 3d6)	167
Raise The Waves	Beltane	13	13	13	Succor/Suppress Swimming 6d6; Change Environment (-12" Running)	171
Agony#	Samhain	15	12	8	Ego Attack 2d6, Does BODY	155
Blight#	Samhain	15	15	8	RKA 1d6, Only Versus Crops/Plants	155
Forced Form	Samhain	15	18	18	Major Transform 8d6 (human into animal), OAF	162
Friend In Peril, A	Beltane	15	10	15	Detect Designated Persons' Cries For Assistance	173
Mastery Of Unlife%	Samhain	15	6	12	Mind Control 12d6, Only Versus Undead	183
Spirits Of The Faine	Beltane	15	15	18	Aid STR 4d6, 32" Radius, Maximum Of 26 STR	171
Stormcalling	Imbolc	16	20	18	Change Environment (alter the weather)	169
Bridge Of Fog*	Imbolc	18	16	18	Flight Usable By Other, Restricted Flight Path	168

DRAICHTA SPELLS BY RANK: DRUIDS

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Diminished Might	Imbolc	18	16	18	Drain STR and PRE 8d6, Limited Reduction	166
Forgetfulness	Beltane	18	18	16	Minor Transform 8d6 (lose memories)	170
Healing Circle	Beltane	18	N/A	N/A	Healing BODY 3d6, Can Heal Limbs, Ritual	172
Love-Draught#	Beltane	18	15	8	Mind Control 20d6, OAF, Set Effect (fall in love)	170
Shower Of Fire*	Lugnasa	18	18	20	RKA 2d6, 12" Radius	180
Sleep\$	Beltane	18	12	18	Ego Attack 6d6, 20" range	186
Thoughtreading\$	Beltane	18	12	20	Telepathy 12d6, Receive Only, No Range	186
Thoughtsending\$	Beltane	18	12	20	Telepathy 12d6, Broadcast Only, 50" range	186
Bewitchment#	Beltane	20	18	12	Major Transform 4d6 (free-willed male into witch's willing slave)	169
Blood Sacrifice#	Samhain	20	22	18	Aid Magic 4d6, any Magic spell or power one at a time	156
Druid Army	Beltane	20	22	24	Summon up to 125 warriors, OIF (natural materials of opportunity)	170
Fascination\$	Beltane	20	12	18	Mind Control 12d6, Eye Contact Required	185
Genesis Of Unlife%	Samhain	20	15	18	Summon up to 125 skeletons or zombies	183
Glamour\$	Beltane	20	16	24	Mental Illusions 12d6; Images to Sight, Hearing, and Touch Groups	186
Revolving Fortress*	Samhain	20	18	25	Telekinesis (60 STR), Only To Revolve Fortress	160
Sleep Of Truth	Beltane	20	20	24	Precognition, UAA + RKA 6d6, If Subject Lies	175
Curse Of Ugliness#	Samhain	22	20	16	Drain COM 3d6, Delayed Return Rate (5 points per Year)	156
Fetters\$	Beltane	22	14	20	Entangle 3d6, 3 DEF, BOECV, Eye Contact Required	185
Poisonous Spell, The	Samhain	25	25	25	RKA 6d6	158
Sending#	Samhain	25	25	15	Drain END 7d6, Gradual Effect (1d6/day for a week)	159
Shapetrading	Samhain	25	30	20	Major Transform 8d6 (two humans to look like each other)	162
Fall Of The Mountain*	Samhain	26	30	30	RKA 10d6, OIF (mountain of opportunity)	157
Hex#	Imbolc	35	33	25	Major Transform 8d6 (person into person with Unluck 3d6)	167
Soulstealing%	Samhain	40	25	35	RKA 6d6, Penetrating	184

DRAICHTA SPELLS BY RANK: WIZARDS

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Kindle	Lugnasa	3	1	4	RKA 1 point, Continuous, Penetrating, Sticky	179
Magesight	Beltane	2	1	2	Detect Magic	174
Voice Of The Wind	Imbolc	2	1	2	Mind Link (any one willing person)	168
Dream Messenger	Beltane	3	2	3	Mind Link (any one willing target), Only Via Dreams	174
Sense The Truth	Beltane	3	2	3	Detect Lie	175
Stormcrow Sending	Samhain	2	2	2	Telepathy 4d6, Broadcast Only	155
Veil	Samhain	4	2	4	Invisibility to Sight Group, Only Versus Clairsentience	160
Waveshaping	Beltane	2	2	3	Telekinesis (10 STR), Only To Shape Water	177
Bolster Courage	Samhain	4	3	4	Power Defense (20 points); Only Protects Versus Fear Spells/Powers	160
Eyes Of The Beast	Samhain	3	3	3	Clairsentience (Sight Group), Only Through The Senses Of Animals	163
Farspeaking	Imbolc	4	3	4	Images to Hearing Group, anywhere in Tuala Morn	168
Shield Of The Four Winds	Imbolc	3	3	5	Missile Deflection (all non-gunpowder projectiles)	167
Stoking The Fire	Lugnasa	4	3	5	Succor RKA 6d6, Fire Special Effect Only	180
Witchlight	Lugnasa	5	3	3	Images to Sight Group, +2 to PER Rolls, Only To Create Light	182
Beast Command	Samhain	3	4	4	Mind Control 8d6 (Animal class of minds)	163
Co Druidichta (Druid's Mist)	Imbolc	2	4	3	Change Environment (-3 to Sight Group PER Rolls)	165
Invoking The Host	Samhain	5	4	5	RKA ½d6; Telekinesis (20 STR)	158
Locking And Opening	Samhain	9	4	8	Telekinesis (open/shut doors) and Lockpicking	164

DRAICHTA SPELLS BY RANK: WIZARDS (CONT'D)

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Quench Fire	Lugnasa	6	4	6	Dispel Fire 12d6	179
Respect Of The Wild	Samhain	2	4	3	Animal Handler (all categories), PRE +3	164
Screaming	Beltane	4	4	4	Clairsentience (Sight Group)	174
Shattering Staff	Samhain	6	4	8	RKA 2d6, Damage Shield, Only Against Weapons	160
Bright Flare	Lugnasa	6	5	7	Sight Group Flash 4d6	178
Clear Path, The	Beltane	4	5	4	Tunneling 6" through undergrowth	177
Dicheltair (Druid's Covering)	Imbolc	4	5	6	Invisibility to Sight Group	168
Druid's Call	Samhain	2	5	5	Summon one animal built on up to 170 Character Points	163
Hopes And Fears	Beltane	5	5	8	Detect Inner Feelings	174
May Fortune Guide						
Your Footsteps	Lugnasa	5	5	6	Luck 2d6, Usable By Other	182
Smith's Resilience	Lugnasa	6	5	6	Armor (8 ED), Usable By Other, Only Works Against Fire	181
Dreamweaving\$	Beltane	10	6	10	Mental Illusions 12d6, Only To Alter Dreams	184
Envenoming The Wound	Samhain	6	6	6	Drain BODY 1d6, Delayed Recovery Rate (5 points per Month)	157
Gaith Druidechta (Druid's Wind)	Imbolc	6	6	5	Succor or Suppress Swimming 6d6	166
Mastery Of Unlife%	Samhain	15	6	12	Mind Control 12d6, Only Versus Undead	183
Mistshaping	Imbolc	5	6	5	Images to Sight Group, Only Works With Mist/Fog	167
Shatter	Samhain	8	6	10	RKA 3d6, Only Versus Objects	159
Speak With Stone	Samhain	5	6	8	Retrocognition (Sight & Hearing), Requires Sufficient Unworked Stone	161
Taiscelath Druidechta (Druid's Observation)	Beltane	6	6	8	Precognition	175
Wizard's Power	Lugnasa	8	6	8	+20 PRE, Only For Impressiveness/ Fear Presence Attacks	181
Flaring Fire	Lugnasa	8	7	8	RKA 2d6, CE (-3 to Sight Group PER), OIF (fires)	178
Kelpie's Kiss	Beltane	8	7	10	Life Support (Expanded Breathing: Breathe Underwater)	177
Shaping The Flame	Lugnasa	10	7	10	Telekinesis (20 STR), Only For Fire; RKA 2d6, Indirect	179
Sickness	Samhain	7	7	7	Drain 2d6, any Characteristic, Delayed Return Rate (5 points per Month)	159
Sule Druidechta (Druid's Eye)	Beltane	5	7	8	Detect Geasa	175
Dark Druid Wind*	Imbolc	8	8	8	Telekinesis (20 STR), 6" Radius, Only To Disarm	165
Druidic Sleep	Beltane	8	8	9	Mind Control 8d6; EGO +10 maximum	170
Fires Of Might, The	Lugnasa	10	8	12	Aid STR and PRE 2d6, Maximum Of 20 STR	178
River-Path, The	Beltane	8	8	10	Flight 6", Only Along The Surface Of Calm Water	177
Sooth	Beltane	8	8	12	Major Transform 4d6 (diminish/cure mental disturbance)	173
Faerie Ward	Beltane	8	9	10	Force Field (10 PD/10 ED/10 MD/10 PowD), Only Versus Faerie Magic	172
Fear	Samhain	11	9	10	Drain PRE 6d6, Ranged	157
Form Of Animal	Samhain	7	10	10	Multi-form (125 animals built on up to 200 Character Points each)	161
Form Of Man	Samhain	7	10	10	Shape Shift (any humanoid shape)	162
Friend In Peril, A	Beltane	15	10	15	Detect Designated Persons' Cries For Assistance	173
Oakenform	Samhain	7	10	10	Shape Shift into tree form	162
Serpent Guardian#	Samhain	10	10	5	Summon serpent, Slavishly Loyal	164
Teive Loithta (The Fire Chant)	Lugnasa	10	10	12	Retrocognition, Time Modifiers, Side Effects	182
Thirst	Lugnasa	12	10	14	NND 4d6 + Mind Control 6d6 (get something to drink)	181
Call Beyond The Grave%	Samhain	N/A	12	12	Summon ghost, Friendly	183
Calling The Thunderbolt	Imbolc	11	11	12	RKA 3d6, Indirect	165
Agony#	Samhain	15	12	8	Ego Attack 2d6, Does BODY	155
Beautify#	Beltane	12	12	6	Aid COM 3d6, Delayed Return Rate (5 points per Hour)	176
Fascination\$	Beltane	20	12	18	Mind Control 12d6, Eye Contact Required	185

DRAICHTA SPELLS BY RANK: WIZARDS (CONT'D)

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Sleep\$	Beltane	18	12	18	Ego Attack 6d6, 20" range	186
Solas Sidhe (Faerie Light)	Lugnasa	12	12	12	Mental Illusions 12d6, Set Effect (disorient and confuse)	180
Thoughtreading\$	Beltane	18	12	20	Telepathy 12d6, Receive Only, No Range	186
Thoughtsending\$	Beltane	18	12	20	Telepathy 12d6, Broadcast Only, 50" range	186
Tuaithe (Curse)	Imbolc	12	12	12	Major Transform 8d6 (person into person with Unluck 3d6)	167
Raise The Waves	Beltane	13	13	13	Succor/Suppress Swimming 6d6; Change Environment (-12" Running)	171
Fetters\$	Beltane	22	14	20	Entangle 3d6, 3 DEF, BOECV, Eye Contact Required	185
Blight#	Samhain	15	15	8	RKA 1d6, Only Versus Crops/Plants	155
Genesis Of Unlife%	Samhain	20	15	18	Summon up to 125 skeletons or zombies	183
Love-Draught#	Beltane	18	15	8	Mind Control 20d6, OAF, Set Effect (fall in love)	170
Spirits Of The Faine	Beltane	15	15	18	Aid STR 4d6, 32" Radius, Maximum Of 26 STR	171
Bridge Of Fog*	Imbolc	18	16	18	Flight Usable By Other, Restricted Flight Path	168
Diminished Might	Imbolc	18	16	18	Drain STR and PRE 8d6, Limited Reduction	166
Glamour\$	Beltane	20	16	24	Mental Illusions 12d6; Images to Sight, Hearing, and Touch Groups	186
Bewitchment#	Beltane	20	18	12	Major Transform 4d6 (free-willed male into witch's willing slave)	169
Forced Form	Samhain	15	18	18	Major Transform 8d6 (human into animal), OAF	162
Forgetfulness	Beltane	18	18	16	Minor Transform 8d6 (lose memories)	170
Revolving Fortress*	Samhain	20	18	25	Telekinesis (60 STR), Only To Revolve Fortress	160
Shower Of Fire*	Lugnasa	18	18	20	RKA 2d6, 12" Radius	180
Curse Of Ugliness#	Samhain	22	20	16	Drain COM 3d6, Delayed Return Rate (5 points per Year)	156
Sleep Of Truth	Beltane	20	20	24	Precognition, UAA + RKA 6d6, If Subject Lies	175
Stormcalling	Imbolc	16	20	18	Change Environment (alter the weather)	169
Blood Sacrifice#	Samhain	20	22	18	Aid Magic 4d6, any Magic spell or power one at a time	156
Druid Army	Beltane	20	22	24	Summon up to 125 warriors, OIF (natural materials of opportunity)	170
Poisonous Spell, The	Samhain	25	25	25	RKA 6d6	158
Sending#	Samhain	25	25	15	Drain END 7d6, Gradual Effect (1d6/day for a week)	159
Soulstealing%	Samhain	40	25	35	RKA 6d6, Penetrating	184
Fall Of The Mountain*	Samhain	26	30	30	RKA 10d6, OIF (mountain of opportunity)	157
Shapetrading	Samhain	25	30	20	Major Transform 8d6 (two humans to look like each other)	162
Hex#	Imbolc	35	33	25	Major Transform 8d6 (person into person with Unluck 3d6)	167
Death-Candle	Samhain	N/A	45	30	RKA 6d6, NND, Does BODY, Gradual Effect (1 Hour)	156

DRAICHTA SPELLS BY RANK: WITCHES

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Magesight	Beltane	2	1	2	Detect Magic	174
Stormcrow Sending	Samhain	2	2	2	Telepathy 4d6, Broadcast Only	161
Voice Of The Wind	Imbolc	2	1	2	Mind Link (any one willing person)	168
Co Druidechta (Druid's Mist)	Imbolc	2	4	3	Change Environment (-3 to Sight Group PER Rolls)	165
Dream Messenger	Beltane	3	2	3	Mind Link (any one willing target), Only Via Dreams	174
Eyes Of The Beast	Samhain	3	3	3	Clairsentience (Sight Group), Only Through The Senses Of Animals	163
Respect Of The Wild	Samhain	2	4	3	Animal Handler (all categories), PRE +3	164
Sense The Truth	Beltane	3	2	3	Detect Lie	175
Waveshaping	Beltane	2	2	3	Telekinesis (10 STR), Only To Shape Water	177
Witchlight	Lugnasa	5	3	3	Images to Sight Group, +2 to PER Rolls, Only To Create Light	182
Beast Command	Samhain	3	4	4	Mind Control 8d6 (Animal class of minds)	163
Bolster Courage	Samhain	4	3	4	Power Defense (20 points); Only Protects Versus Fear Spells/Powers	160
Clear Path, The	Beltane	4	5	4	Tunneling 6" through undergrowth	177
Farspeaking	Imbolc	4	3	4	Images to Hearing Group, anywhere in Tuala Morn	168
Kindle	Lugnasa	3	1	4	RKA 1 point, Continuous, Penetrating, Sticky	179
Scrying	Beltane	4	4	4	Clairsentience (Sight Group)	174
Veil	Samhain	4	2	4	Invisibility to Sight Group, Only Versus Clairsentience	160
Druid's Call	Samhain	2	5	5	Summon one animal built on up to 170 Character Points	163
Gaith Druidechta (Druid's Wind)	Imbolc	6	6	5	Succor or Suppress Swimming 6d6	166
Invoking The Host	Samhain	5	4	5	RKA ½d6; Telekinesis (20 STR)	158
Mistshaping	Imbolc	5	6	5	Images to Sight Group, Only Works With Mist/Fog	167
Serpent Guardian#	Samhain	10	10	5	Summon serpent, Slavishly Loyal	164
Shield Of The Four Winds	Imbolc	3	3	5	Missile Deflection (all non-gunpowder projectiles)	167
Stoking The Fire	Lugnasa	4	3	5	Succor RKA 6d6, Fire Special Effect Only	180
Beautify#	Beltane	12	12	6	Aid COM 3d6, Delayed Return Rate (5 points per Hour)	176
Dicheltair (Druid's Covering)	Imbolc	4	5	6	Invisibility to Sight Group	168
Envenoming The Wound	Samhain	6	6	6	Drain BODY 1d6, Delayed Recovery Rate (5 points per Month)	157
May Fortune Guide						
Your Footsteps	Lugnasa	5	5	6	Luck 2d6, Usable By Other	182
Quench Fire	Lugnasa	6	4	6	Dispel Fire 12d6	179
Smith's Resilience	Lugnasa	6	5	6	Armor (8 ED), Usable By Other, Only Works Against Fire	181
Bright Flare	Lugnasa	6	5	7	Sight Group Flash 4d6	178
Sickness	Samhain	7	7	7	Drain 2d6, any Characteristic, Delayed Return Rate (5 points per Month)	159
Agony#	Samhain	15	12	8	Ego Attack 2d6, Does BODY	155
Blight#	Samhain	15	15	8	RKA 1d6, Only Versus Crops/Plants	155
Dark Druid Wind*	Imbolc	8	8	8	Telekinesis (20 STR), 6" Radius, Only To Disarm	165
Flaring Fire	Lugnasa	8	7	8	RKA 2d6, CE (-3 to Sight Group PER), OIF (fires)	178
Hopes And Fears	Beltane	5	5	8	Detect Inner Feelings	174
Locking And Opening	Samhain	9	4	8	Telekinesis (open/shut doors) and Lockpicking	164
Love-Draught#	Beltane	18	15	8	Mind Control 20d6, OAF, Set Effect (fall in love)	170
Shattering Staff	Samhain	6	4	8	RKA 2d6, Damage Shield, Only Against Weapons	160
Speak With Stone	Samhain	5	6	8	Retrocognition (Sight & Hearing), Requires Sufficient Unworked Stone	161
Sule Druidechta (Druid's Eye)	Beltane	5	7	8	Detect Geasa	175
Taiscelath Druidechta (Druid's Observation)	Beltane	6	6	8	Precognition	175
Wizard's Power	Lugnasa	8	6	8	+20 PRE, Only For Impressiveness/Fear Presence Attacks	181
Druidic Sleep	Beltane	8	8	9	Mind Control 8d6; EGO +10 maximum	170

Name	Category	Rank			Description	Page
		Druid	Wizard	Witch		
Dreamweaving\$	Beltane	10	6	10	Mental Illusions 12d6, Only To Alter Dreams	184
Faerie Ward	Beltane	8	9	10	Force Field (10 PD/10 ED/10 MD/10 PowD), Only Versus Faerie Magic	172
Fear	Samhain	11	9	10	Drain PRE 6d6, Ranged	157
Form Of Animal	Samhain	7	10	10	Multiform (125 animals built on up to 200 Character Points each)	161
Form Of Man	Samhain	7	10	10	Shape Shift (any humanoid shape)	162
Kelpie's Kiss	Beltane	8	7	10	Life Support (Expanded Breathing: Breathe Underwater)	177
Oakenform	Samhain	7	10	10	Shape Shift into tree form	162
River-Path, The	Beltane	8	8	10	Flight 6", Only Along The Surface Of Calm Water	177
Shaping The Flame	Lugnasa	10	7	10	Telekinesis (20 STR), Only For Fire; RKA 2d6, Indirect	179
Shatter	Samhain	8	6	10	RKA 3d6, Only Versus Objects	159
Bewitchment#	Beltane	20	18	12	Major Transform 4d6 (free-willed male into witch's willing slave)	169
Call Beyond The Grave%	Samhain	N/A	12	12	Summon ghost, Friendly	183
Calling The Thunderbolt	Imbolc	11	11	12	RKA 3d6, Indirect	165
Fires Of Might, The	Lugnasa	10	8	12	Aid STR and PRE 2d6, Maximum Of 20 STR	178
Mastery Of Unlife%	Samhain	15	6	12	Mind Control 12d6, Only Versus Undead	183
Solas Sidhe (Faerie Light)	Lugnasa	12	12	12	Mental Illusions 12d6, Set Effect (disorient and confuse)	180
Sooth	Beltane	8	8	12	Major Transform 4d6 (diminish/cure mental disturbance)	173
Teive Loithta (The Fire Chant)	Lugnasa	10	10	12	Retrocognition, Time Modifiers, Side Effects	182
Tuaithe (Curse)	Imbolc	12	12	12	Major Transform 8d6 (person into person with Unluck 3d6)	167
Raise The Waves	Beltane	13	13	13	Succor/Suppress Swimming 6d6; Change Environment (-12" Running)	171
Thirst	Lugnasa	12	10	14	NND 4d6 + Mind Control 6d6 (get something to drink)	181
Friend In Peril, A	Beltane	15	10	15	Detect Designated Persons' Cries For Assistance	173
Sending#	Samhain	25	25	15	Drain END 7d6, Gradual Effect (1d6/day for a week)	159
Curse Of Ugliness#	Samhain	22	20	16	Drain COM 3d6, Delayed Return Rate (5 points per Year)	156
Forgetfulness	Beltane	18	18	16	Minor Transform 8d6 (lose memories)	170
Blood Sacrifice#	Samhain	20	22	18	Aid Magic 4d6, any Magic spell or power one at a time	156
Bridge Of Fog*	Imbolc	18	16	18	Flight Usable By Other, Restricted Flight Path	168
Diminished Might	Imbolc	18	16	18	Drain STR and PRE 8d6, Limited Reduction	166
Fascination\$	Beltane	20	12	18	Mind Control 12d6, Eye Contact Required	185
Forced Form	Samhain	15	18	18	Major Transform 8d6 (human into animal), OAF	162
Genesis Of Unlife%	Samhain	20	15	18	Summon up to 125 skeletons or zombies	183
Spirits Of The Faine	Beltane	15	15	18	Aid STR 4d6, 32" Radius, Maximum Of 26 STR	171
Sleep\$	Beltane	18	12	18	Ego Attack 6d6, 20" range	186
Stormcalling	Imbolc	16	20	18	Change Environment (alter the weather)	169
Fetters\$	Beltane	22	14	20	Entangle 3d6, 3 DEF, BOECV, Eye Contact Required	185
Shapetrading	Samhain	25	30	20	Major Transform 8d6 (two humans to look like each other)	162
Shower Of Fire*	Lugnasa	18	18	20	RKA 2d6, 12" Radius	180
Thoughtreading\$	Beltane	18	12	20	Telepathy 12d6, Receive Only, No Range	186
Thoughtsending\$	Beltane	18	12	20	Telepathy 12d6, Broadcast Only, 50" range	186
Druid Army	Beltane	20	22	24	Summon up to 125 warriors, OIF (natural materials of opportunity)	170
Glamour\$	Beltane	20	16	24	Mental Illusions 12d6; Images to Sight, Hearing, and Touch Groups	186
Sleep Of Truth	Beltane	20	20	24	Precognition, UAA + RKA 6d6, If Subject Lies	175
Hex#	Imbolc	35	33	25	Major Transform 8d6 (person into person with Unluck 3d6)	167
Poisonous Spell, The	Samhain	25	25	25	RKA 6d6	158
Revolving Fortress*	Samhain	20	18	25	Telekinesis (60 STR), Only To Revolve Fortress	160
Fall Of The Mountain*	Samhain	26	30	30	RKA 10d6, OIF (mountain of opportunity)	157
Soulstealing%	Samhain	40	25	35	RKA 6d6, Penetrating	184
Death-Candle	Samhain	N/A	45	30	RKA 6d6, NND, Does BODY, Gradual Effect (1 Hour)	156

MIRACLES



Miracles are the special abilities that priests of the Golden Temple sometimes possess. Although they're superficially similar to some of the spells cast by druids and wizards, the priests claim they're very different indeed — that they come directly from the Most High himself, not any foul sorcery. They say Varkulan's power flows through them, enabling them to accomplish things no man otherwise could without trafficking with demons. Druids and wizards scoff, opining that the "miracles" are just spells cast in a slightly different way.

One important difference between Miracles and Draichta spells is that Miracles have the *Limitation Only When Serving Varkulan's Purposes* (-½). This means that if the priest is not following the will of Varkulan, or commits a sin in the casting, or is involved in blasphemous or heretical practices, his Miracles won't work. It's up to the GM to decide when and how to invoke this Limitation; for example, if a priest starts to stray from the straight-and-narrow, perhaps his Miracles first become weaker (as a warning)... and if he doesn't change his ways then he cannot use them. After a priest loses the power to use Miracles, he must atone before he can use them again; either the Golden Temple or Varkulan himself will specify how he has to atone.

In game terms, Priest characters can buy any Miracle they want — they simply pay the full Real Point cost for each Miracle they want to learn. They cannot buy Miracles in Power Frameworks; they must buy each one individually.

BLESSING

Effect: +1 Overall
Target: Self One character
Casting Time: 1 Turn
Duration: Uncontrolled (duration of 1 Minute)
Range: No Range
END Cost: 8

Description: Most priests' blessings are relatively ordinary things, conferring at best the kind intentions of the priest and Varkulan toward the blessee. But some priests can channel Varkulan's power more directly, filling themselves and up to seven other people with the warmth and power of the Most High in a way that inspires confidence and competence.

The *Appropriate Uses Only* Limitation is a generic way of saying "a recipient can only use the Overall Level for actions Varkulan approves of." The GM decides what uses of the Overall Level are valid ones in the eyes of the Most High.

Game Information: +1 Overall, Usable Simultaneously (up to eight people at once, cast on each one individually; +¾), Uncontrolled (duration of 1 Minute; +0) (17 Active Points); Costs Endurance (to cast; -¼), Extra Time (1 Turn to cast on each recipient; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x4 END; -1½), Only When Serving Varkulan's Purposes (-½), Appropriate Uses Only (-½). Total cost: 3 points.

DRIVING BACK DEMONS

Effect: +30 PRE; Only Works With Banish The Faerie-Folk
Target: Self
Casting Time: Full Phase
Duration: Constant
Range: Self
END Cost: 6

Description: All priests have the power to drive off the faerie-folk by invoking the power of the Most High (see their Package Deal in Chapter Four). But some priests are particularly strong in this, able to drive off "demons" powerful enough to resist the exhortations of an ordinary priest.

Game Information: +30 PRE (30 Active Points); Concentration (½ DCV; -¼), Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Only Works With Banish The Faerie-Folk (-1), Only When Serving Varkulan's Purposes (-½). Total cost: 6 points.

HAMMER OF THE MOST HIGH

Effect: RKA 2d6, Only Versus Undead
Target: One undead
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 20"
END Cost: 9

Description: Perhaps the most foul violation of Varkulan's natural order is the existence of the undead, and he has granted to some of his priests the power to strike back against these horrible beings. When a priest invokes the Hammer Of The Most High, a beam of Varkulan's golden sunlight projects from his hand to strike down an undead foe.

Game Information: RKA 2d6 (30 Active Points); Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$), Extra Time (Extra Phase; $-\frac{3}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Increased Endurance Cost (x3 END; -1), Limited Range (20"; $-\frac{1}{4}$), Only Versus Undead (-1). Total cost: 6 points.

LAY ON HANDS — CURE SICKNESS

Effect: Healing 1d6, any four Characteristics, Only To Heal Characteristics Lost To Disease
Target: One character
Casting Time: 1 Minute (Attack Action)
Duration: Instant
Range: No Range
END Cost: 10

Description: In addition to the laying on of hands to alleviate pain and help heal injuries (see below), some priests can lay hands on a sick person and use the power of the Most High to cure him — or at least speed his recovery.

This power only works on those who follow the faith of Varkulan, or persons whom the priest genuinely believes he can convert. Unbelievers cannot benefit from the healing powers of the Most High.

Game Information: Healing 1d6, any four Characteristics at once (+1) (20 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; $-1\frac{1}{2}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Increased Endurance Cost (x5 END; -2), Only To Heal Characteristics Lost To Disease (-1), Only When Serving Varkulan's Purposes ($-\frac{1}{2}$), Others Only ($-\frac{1}{2}$). Total cost: 2 points.

LAY ON HANDS — HEAL INJURIES

Effect: Aid STUN 2d6 + Aid REC 2d6
Target: One character
Casting Time: 1 Turn (Attack Action)
Duration: Instant
Range: No Range
END Cost: 14

Description: Perhaps the best-known of the priests' Miracles is the power to lay hands on an injured person and "heal" him. When the priest lays his hands on someone who's been injured and utters a short prayer, healing power flows forth and does two things. First, it temporarily alleviates the pain of the injury. Hopefully by the time the soothing effect fades the victim has received additional medical care or been able to get to a place of safety. Second, it quickens the victim's own recuperative powers, allowing him to heal much more swiftly than he otherwise would. But stories about priests instantaneously healing deadly wounds are just that — stories.

This power only works on those who follow the faith of Varkulan, or persons whom the priest genuinely believes he can convert. Unbelievers cannot benefit from the healing powers of the Most High.

Game Information: Aid STUN 2d6, Delayed Return Rate (points fade at the rate of 5 per Hour; +1) (40 Active Points); Concentration (0 DCV throughout casting; -1), Costs Endurance ($-\frac{1}{2}$), Extra Time (1 Turn; $-1\frac{1}{4}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Increased Endurance Cost (x2 END; $-\frac{1}{2}$), Only Restores STUN Lost To Injury Up To Normal Starting Value ($-\frac{1}{2}$), Only When Serving Varkulan's Purposes ($-\frac{1}{2}$), Others Only ($-\frac{1}{2}$) (total cost: 6 points) **plus** Aid REC 2d6, Delayed Return Rate (all points fade after 1 Month; +2) (60 Active Points); Concentration (0 DCV throughout casting; -1), Costs Endurance ($-\frac{1}{2}$), Extra Time (1 Turn; $-1\frac{1}{4}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Linked ($-\frac{1}{4}$), Only When Serving Varkulan's Purposes ($-\frac{1}{2}$), Others Only ($-\frac{1}{2}$) (total cost: 10 points). Total cost: 16 points.



LIGHT OF THE MOST HIGH

Effect: Images to Sight Group, +4 to PER Rolls, Only To Create Light
Target: 1" Radius
Casting Time: Full Phase (Attack Action)
Duration: Constant
Range: No Range
END Cost: 4

Description: When the darkness presses in and despair and fear seem to take command, a priest can call on the Most High to provide him with a tiny spark of the sun's light to drive back the shadows.

Game Information: *Images to Sight Group 1" radius, +4 to PER Rolls (22 Active Points); Concentration (½ DCV throughout; -½), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), No Range (-½), Only To Create Light (-1), Only When Serving Varkulan's Purposes (-½), Spell (-½). Total cost: 4 points.*

MULTIPLY

Effect: Minor Transform 3d6 (food into larger amounts of food)
Target: Self One character
Casting Time: Half Phase (Attack Action)
Duration: Instant
Range: No Range
END Cost: 6

Description: If famine threatens or an adventuring group is about to run out of rations, a priest can use this Miracle to demonstrate the Most High's bounty.

In game terms, this spell turns a small amount of food into a larger amount of food. For every 5 BODY achieved on the Transform roll the priest can double the amount of food he has already. This won't work on more food than the priest can easily hold with his two hands/arms.

Game Information: *Minor Transform 3d6 (food into larger amounts of food) (30 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), Limited Target (food; -½), No Range (-½), Only When Serving Varkulan's Purposes (-½), Spell (-½). Total cost: 5 points.*

RIGHTEOUS COURAGE

Effect: Power Defense (20 points); Only Versus Fear
Target: Up to eight people at once
Casting Time: Half Phase
Duration: Constant
Range: No Range (see text)
END Cost: 4

Description: By calling on the power of the Most High, a priest can bolster his own courage, and that of up to seven people near him, to resist fear.

Game Information: *Power Defense (20 points) (20 Active Points); Concentration (½ DCV throughout; -½), Costs Endurance (-½), Extra Time (Full Phase to cast; -¼), Incantations (throughout; -½), Only To Protect Against Fear-Based Presence Drains And Like Attacks (-2), Only When Serving Varkulan's Purposes (-½) (total cost: 4 points) plus Usable Simultaneously (up to eight people at once; +1) for Power Defense (20 Active Points); Persons Affected Must Remain Within 4" Of Character Or Power Stops Working For Them (-½) (total cost: 13 points). Total cost: 17 points.*

SHIELD OF THE MOST HIGH

Effect: Power Defense (+5 points) and Mental Defense (+5 points)
Target: Up to eight people at once
Casting Time: Full Phase
Duration: Constant
Range: No Range
END Cost: 4

Description: Priests innately have some protection from faerie powers (see their Package Deal on page 127). But some priests can call on the Most High for even greater protection... and, if necessary, extend all of that protection to up to other people near them.

Game Information: *Power Defense (+5 points) (5 Active Points); Concentration (½ DCV; -¼), Costs Endurance (-½), Extra Time (Full Phase to activate; -¼), Incantations (-¼), Only Works Against Faerie Powers/Magic (-1), Only When Serving Varkulan's Purposes (-½) (total cost: 1 point) plus Mental Defense (+5 points) (5 Active Points); same Limitations as Power Defense (total cost: 1 point) plus Usable Simultaneously (up to eight people at once; +¾) for total Power Defense (11 Active Points); Persons Affected Must Remain Within 4" Of Character Or Power Stops Working For Them (-½) (total cost: 7 points) plus Usable Simultaneously (up to eight people at once; +¾) for total Mental Defense (10 Active Points); Persons Affected Must Remain Within 4" Of Character Or Power Stops Working For Them (-½) (total cost: 7 points). Total cost: 16 points.*

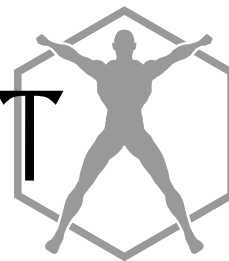
STRENGTH OF THE MOST HIGH

Effect: Dispel Draichta Magic 20d6
Target: One character
Casting Time: Extra Phase (Attack Action)
Duration: Instant
Range: 20"
END Cost: 7

Description: By calling on the power of the Most High, a priest can break the power of the blasphemous magics used by druids and wizards, and also faerie magic/powers as well.

Game Information: *Dispel Draichta Magic 20d6, any one Draichta Magic spell or power at once (+¼) (75 Active Points); Concentration (½ DCV; -¼), Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Only When Serving Varkulan's Purposes (-½), Spell (-½). Total cost: 21 points.*

SMITHCRAFT



Beyond the ability to create ordinary weapons and armor, which in and of itself is regarded as a mystical power by the Tualans, some Smiths have the skill and lore to create actual enchanted armor and weaponry. Compared to the enchanted items found in a typical High Fantasy setting these items are not highly powerful, but in Tuala Morn they are regarded as mighty things, and any warrior who receives one treasures it.

Smithcraft differs from other types of Tualan magic in one important way: it involves a Skill Roll. The Skill in question is either Armorsmithing, Weaponsmithing, or PS: Blacksmithing, depending on what's being created. If the character fails his roll, all his time, preparations, and work are wasted; he has to melt his flawed creation down and start over if he still wants to create the item. Unless the GM permits, a weapon can never have more than one enchantment from a Smith.

In game terms, creating enchanted weapons and armor in Tuala Morn is done with the alternate magic item creation rules on page 279 of *Fantasy Hero*. Because the items themselves have the *Independent* Limitation, whenever a Smith makes one the Real Point cost of the "Creation Spell" for that item must be paid *permanently* — the points are forever lost if the item itself is lost, stolen, given away, or the like. Those points can come from one of three sources:

- the Smith himself
- the person for whom the Smith makes the item
- an enchanted or mystic substance that provides raw mystical power (such as a dragonstone or some *fil sidhe*; see the *Enchanted Items* section, below, for more information)

Smith characters can buy any Smithcraft ability they want — they simply pay the full Real Point cost for the "Creation Spell" for each Smithcraft ability they want to learn. They cannot buy Smithcraft abilities in Power Frameworks; they must buy each one individually. Weapon abilities typically have a "sword" and "spear" version, each of which the character has to buy separately; similarly, he has to buy the "chain" and "plate" versions of the armor powers individually. You can easily devise similar versions of these powers for axes and other weapons, if desired.

All Smithcraft items have an OAF Expendable, "item creation supplies." This includes not only the Smith's forge, anvil, and tools (which are not expended), but the materials needed to create

a weapon or armor: ore or ingots of metal, any substances the Smith must work into the metal as part of enchanting it, and so on. These are considered "Difficult to get" since a Smith who's crafting an enchanted item uses only the best, purest substances.

If there is a Smith PC in the game, the GM should carefully oversee his use of these powers. It's only fair to allow the Smith to use the abilities that make him distinctive and special, but loading down every character in the game with lots of enchanted weapons and armor is contrary to the "feel" of the setting and campaign as well as simply posing game balance problems.

WEAPONS

SPEAKING SWORD

Effect of item: HKA 1d6+1 that can speak

Target: One character

Time To Create: 4 Days

Duration of item's powers: Instant

Range of item's powers: No Range

Skill Roll Penalty to create: -2

END Cost to create: 6 Long-Term END

Description: The most basic enchantment found on Tualan swords, one possessed by nearly every noteworthy blade, is the power to speak the tales of the deeds that have been performed with that sword.

Game Information:

Item: HKA 1d6+1, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½) (total cost: 5 points) **plus** Images to Hearing Group 1" radius, +2 to PER Rolls, Reduced Endurance (0 END; +½) (16 Active Points); OAF (-1), Independent (-2) (total cost: 4 points). Total cost: 9 points.

Creation Spell: 17 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x3 END; -1), Requires A Skill Roll (see text; -½). Total cost: 3 points.

POISONOUS WEAPON

Effect of item: HKA 3d6; HKA 3d6+1 with 1" reach

Target: One character

Time To Create: 7 Days for sword, 8 Days for spear

Duration of item's powers: Instant

Range of item's powers: No Range

Skill Roll Penalty to create: -3

END Cost to create: 6 Long-Term END

Description: This weapon is enchanted to be "poisonous" — a Tualan poetic term for "very deadly." Anyone struck with a Poisonous weapon will be lucky to survive the blow. In some tales Poisonous weapons are known as weapons of "Mighty Strikes," or (in the case of a sword) as a "Champion's Blade."

Game Information:

Item (Poisonous Sword): HKA 3d6, Reduced Endurance (0 END; +½) (67 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½). Total cost: 15 points.

Creation Spell (Poisonous Sword): 27 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x2 END; -½), Requires A Skill Roll (see text; -½). Total cost: 6 points.

Item (Poisonous Croisech): HKA 3d6+1, Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), Independent (-2), STR Minimum (15; -¾) (total cost: 16 points) **plus** 1" reach (7 Active Points; total cost 2 points).

Creation Spell (Poisonous Croisech): 29 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x2 END; -½). Total cost: 6 points.

ARDOROUS WEAPON

Effect of item: HKA 2d6;

HKA 2½d6 with +1" reach

Target: One character

Time To Create: 4 Days for sword, 7 Days for spear

Duration of item's powers: Instant

Range of item's powers: No Range

Skill Roll Penalty to create: -2

END Cost to create: 4 Long-Term END

Description: Some Tualan weapons develop an intense ardor for battle, a yearning to strike and slay. So great does this ardor grow that their blades or spearheads become red-hot, eventually bursting into flame. Anyone wielding such a weapon does extra damage, but the ardor can destroy the weapon itself before too long. To keep the weapon cool when there's no need to fight, the owner must leave it immersed in a cauldron of water (and even then, the weapon's ardor will often start the water to boil, so the owner must replace the contents of the cauldron occasionally). Furthermore, if it's used for more than 1 Turn without the wielder spending at least one Full Phase immersing it in water (or some other liquid... but not blood) to cool it off, the weapon becomes so arduous it begins to destroy itself, taking 1 BODY in each of the wielder's Phases until it falls apart. (The same thing happens on a per Hour basis if the weapon's not kept immersed when not in use.)

Game Information:

Item (Ardorous Sword): HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), Side Effects (weapon can self-destruct if not cooled down, see text; -¼), STR Minimum (12; -½). Total cost: 9 points.

Creation Spell (Ardorous Sword): 16 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x2 END; -½), Requires A Skill Roll (see text; -½). Total cost: 3 points.

Item (Ardorous Croisech): HKA 2½d6, Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2), Side Effects (weapon can self-destruct if not cooled down, see text; -¼), STR Minimum (15; -¾) (total cost: 13 points) **plus** 1" reach (7 Active Points; total cost 2 points).

Creation Spell (Ardorous Croisech): 22 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x2 END; -½), Requires A Skill Roll (see text; -½). Total cost: 5 points.

WEAPON OF HARSH CUTTING

Effect of item: HKA 1d6+1, AP;
HKA 2d6-1, AP with +1" reach
Target: Self One character
Time To Create: 3 Days for the sword, 5 Days for the spear
Duration of item's powers: Instant
Range of item's powers: No Range
Skill Roll Penalty to create: -1 for the sword, -2 for the spear
END Cost to create: 1x Long-Term END for the sword, 2 LTE for the spear

Description: This weapon has a particularly sharp blade/head, so it cuts through armor much more easily than the average weapon can.

Game Information:

Item (Sword of Harsh Cutting): HKA 1d6+1, Armor Piercing (+½), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½). Total cost: 9 points.

Creation Spell (Sword of Harsh Cutting): 12 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x3 END; -1), Requires A Skill Roll (see text; -½). Total cost: 2 points.

Item (Croisech of Harsh Cutting): HKA 2d6-1, Armor Piercing (+½), Reduced Endurance (0 END; +½) (54 Active Points); OAF (-1), Independent (-2), STR Minimum (15; -¾) (total cost: 14 points) **plus** 1" reach (7 Active Points; total cost 2 points).

Creation Spell (Croisech of Harsh Cutting): 22 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x2 END; -½). Total cost: 5 points.

QUICK WEAPON

Effect of item: HKA 1d6+1 with +3 DEX to strike first; HKA 2d6-1 with +3 DEX to strike first, with +1" reach
Target: One character
Time To Create: 2 Days for the sword, 5 Days for the spear
Duration of item's powers: Instant
Range of item's powers: No Range
Skill Roll Penalty to create: -2 for the sword, -5 for the spear
END Cost to create: 2 Long-Term END for the sword, 5 LTE for the spear

Description: Some Tualan weapons are enchanted to strike far more swiftly than ordinary blades.

Game Information:

Item (Quick Sword): HKA 1d6+1, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½) (total cost: 5 points) **plus** Lightning Reflexes: +3 DEX to act first with Sword's attacks (3 Active Points); OAF (-1), Independent (-2) (total cost: 1 point).

Creation Spell (Quick Sword): 10 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Requires A Skill Roll (see text; -½). Total cost: 2 points.

Item (Quick Croisech): HKA 2d6-1, Reduced Endurance (0 END; +½) (40 Active Points); OAF (-1), Independent (-2), STR Minimum (15; -¾) (total cost: 8 points) **plus** Lightning Reflexes: +3 DEX to act first with Spear's attacks (3 Active Points); OAF (-1), Independent (-2) (total cost: 1 point) **plus** 1" reach (7 Active Points; total cost 2 points).

Creation Spell (Quick Croisech): 17 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x2 END; -½), Requires A Skill Roll (see text; -½). Total cost: 4 points.

ROARING SPEAR

Effect of item: HKA 2d6-1 with +1" reach and +10 PRE
Target: One character
Time To Create: 6 Days
Duration of item's powers: Instant/Persistent
Range of item's powers: Self
Skill Roll Penalty to create: -2
END Cost to create: 6 Long-Term END

Description: This spear makes a roaring sound as battle nears and then during the fight, terrifying the wielder's opponents.

Game Information:

Item: HKA 2d6-1, Reduced Endurance (0 END; +½) (40 Active Points); OAF (-1), Independent (-2), STR Minimum (15; -¾) (total cost: 8 points) **plus** +10 PRE (10 Active Points); OAF (-1), Independent (-2), Only For Fear-/Impressiveness-Based Presence Attacks In Battle (-1½) (total cost: 2 points) **plus** 1" reach (7 Active Points; total cost 2 points).

Creation Spell: 19 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x3 END; -1), Requires A Skill Roll (see text; -½). Total cost: 4 points.

SWORD OF TRUTH

Effect of item: HKA 1d6+1; Detect Lie; Damage Shield versus liars
Target: One character
Time To Create: 6 Days
Duration of item's powers: Instant for HKA, Constant for Damage Shield
Range of item's powers: No Range
Skill Roll Penalty to create: -6
END Cost to create: 6 Long-Term END

Description: This particular type of sword is often used by nobles, kings, and brehons. It can perceive whether the person holding it is telling a lie, and if he is, it cuts him.

Game Information:

Item: HKA 1d6+1, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½) (total cost: 5 points) **plus** Detect Lie 16- (12 Active Points); OAF (-1), Independent (-2) (total cost: 3 points) **plus** Damage Shield (+½) and Constant (+1) for HKA, Trigger (when the person holding it is perceived to have lied; +¼) (29 Active Points); OAF (-1), Independent (-2) (total cost: 7 points). Total cost: 15 points.

Creation Spell: 29 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Requires A Skill Roll (see text; -½). Total cost: 6 points.

WEAPON OF UNAVOIDABLE BLOWS

Effect of item: HKA 1d6+1 with +3 OCV; HKA 2d6-1 with +3 OCV, with +1" reach
Target: One character
Time To Create: 4 Days for the sword, 6 Days for the spear
Duration of item's powers: Instant
Range of item's powers: No Range
Skill Roll Penalty to create: -2 for the sword, -5 for the spear
END Cost to create: 2 Long-Term END for the sword, 5 LTE for the spear

Description: Favored by many warriors, this enchantment makes a sword or spear more accurate.

Game Information:

Item (Sword of Unavoidable Blows): HKA 1d6+1, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½) (total cost: 5 points) **plus** +3 OCV (15 Active Points); OAF (-1), Independent (-2) (total cost: 4 points).

Creation Spell (Sword of Unavoidable Blows): 17 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Requires A Skill Roll (see text; -½). Total cost: 4 points.

Item (Croisech of Unavoidable Blows): HKA 2d6-1, Reduced Endurance (0 END; +½) (40 Active Points); OAF (-1), Independent (-2), STR Minimum (15; -¾) (total cost: 8 points) **plus** +3 OCV (15 Active Points); OAF (-1), Independent (-2) (total cost: 4 points) **plus** 1" reach (7 Active Points; total cost 2 points).

Creation Spell (Croisech of Unavoidable Blows): 55 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Requires A Skill Roll (see text; -½). Total cost: 13 points.

ARMOR AND SHIELDS

ARMOR OF MIGHTY PROTECTION

Effect of item: Armor (8 PD/8 ED or 10 PD/10 ED)

Target: Self

Time To Create: 2 Days

Duration of item's powers: Persistent

Range of item's powers: Self

Skill Roll Penalty to create: -1

END Cost to create: 4 Long-Term END

Description: This form of enchanted armor is sturdier and tougher than standard types, and thus provides greater protection to the wearer.

Game Information:

Item (Chainmail of Mighty Protection): Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½). Total cost: 6 points.

Creation Spell (Chainmail of Mighty Protection): 12 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x4 END; -1½), Requires A Skill Roll (see text; -½). Total cost: 2 points.

Item (Plate Armor of Mighty Protection): Armor (10 PD/10 ED) (30 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½). Total cost: 7 points.

Creation Spell (Plate Armor of Mighty Protection): 15 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x4 END; -1½), Requires A Skill Roll (see text; -½). Total cost: 3 points.

ARMOR OF NOBILITY

Effect of item: Armor (6 PD/6 ED or 8 PD/8 ED) plus +10 PRE

Target: Self

Time To Create: 3 Days

Duration of item's powers: Persistent

Range of item's powers: Self

Skill Roll Penalty to create: -1

END Cost to create: 4 Long-Term END

Description: This enchanted armor is made with an eye toward beauty and grace that enhances the wearer's bearing in the eyes of those who see him. He becomes more noble, confident, and impressive, able to command the attention (and even obedience) of others.

Game Information:

Item (Chainmail of Nobility): Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½) (total cost: 4 points) **plus** +10 PRE (10 Active Points); OIF (-½), Independent (-2) (total cost: 3 points). Total cost: 7 points.

Creation Spell (Chainmail of Nobility): 16 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x4 END; -1½), Requires A Skill Roll (see text; -½). Total cost: 3 points.

Item (Plate Armor of Nobility): Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½) (total cost: 6 points) **plus** +10 PRE (10 Active Points); OIF (-½), Independent (-2) (total cost: 3 points). Total cost: 9 points.

Creation Spell (Plate Armor of Nobility): 19 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x4 END; -1½), Requires A Skill Roll (see text; -½). Total cost: 3 points.

ARMOR OF SWIFT LEAPS

Effect of item: Armor (6 PD/6 ED or 8 PD/8 ED)
plus +3 DCV

Target: Self

Time To Create: 2 Days for chainmail,
3 Days for plate armor

Duration of item's powers: Persistent

Range of item's powers: Self

Skill Roll Penalty to create:

-2 for chainmail,

-3 for plate armor

END Cost to create: 6 Long-Term END

Description: This armor carries an enchantment that both makes it lightweight and its wearer more agile. Since it's no more restrictive than cloth, he can run, jump, and dodge with full grace.

Game Information:

Item (Chainmail of Swift Leaps): Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Independent (-2) (total cost: 5 points) **plus** +3 DCV (15 Active Points); OIF (-½), Independent (-2) (total cost: 4 points). Total cost: 9 points.

Creation Spell (Chainmail of Swift Leaps): 22 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x2 END; -½), Requires A Skill Roll (see text; -½). Total cost: 5 points.

Item (Plate Armor of Swift Leaps): Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Independent (-2) (total cost: 7 points) **plus** +3 DCV (15 Active Points); OIF (-½), Independent (-2) (total cost: 4 points). Total cost: 11 points.

Creation Spell (Plate Armor of Swift Leaps): 26 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x2 END; -½), Requires A Skill Roll (see text; -½). Total cost: 5 points.

SHIELD OF SWIFT AVOIDANCE

Effect of item: +4 DCV; HA +3d6

Target: Self One character

Time To Create: 1 Day

Duration of item's powers: Constant/Instant

Range of item's powers: Self

Skill Roll Penalty to create: -1

END Cost to create: 4 Long-Term END

Description: A shield often protects a warrior as much as his armor, and can be enchanted by a smith just as easily. Enchanted shields such as this one, which provides more protection than the typical shield, can be distinguished from ordinary shields because they are mostly or entirely made of metal (though the enchantments on them keep them from weighing any more than an ordinary shield).

The example given is for a medium shield, but you can easily extrapolate to large and tower shields if necessary. Each type counts as a separate spell.

Game Information:

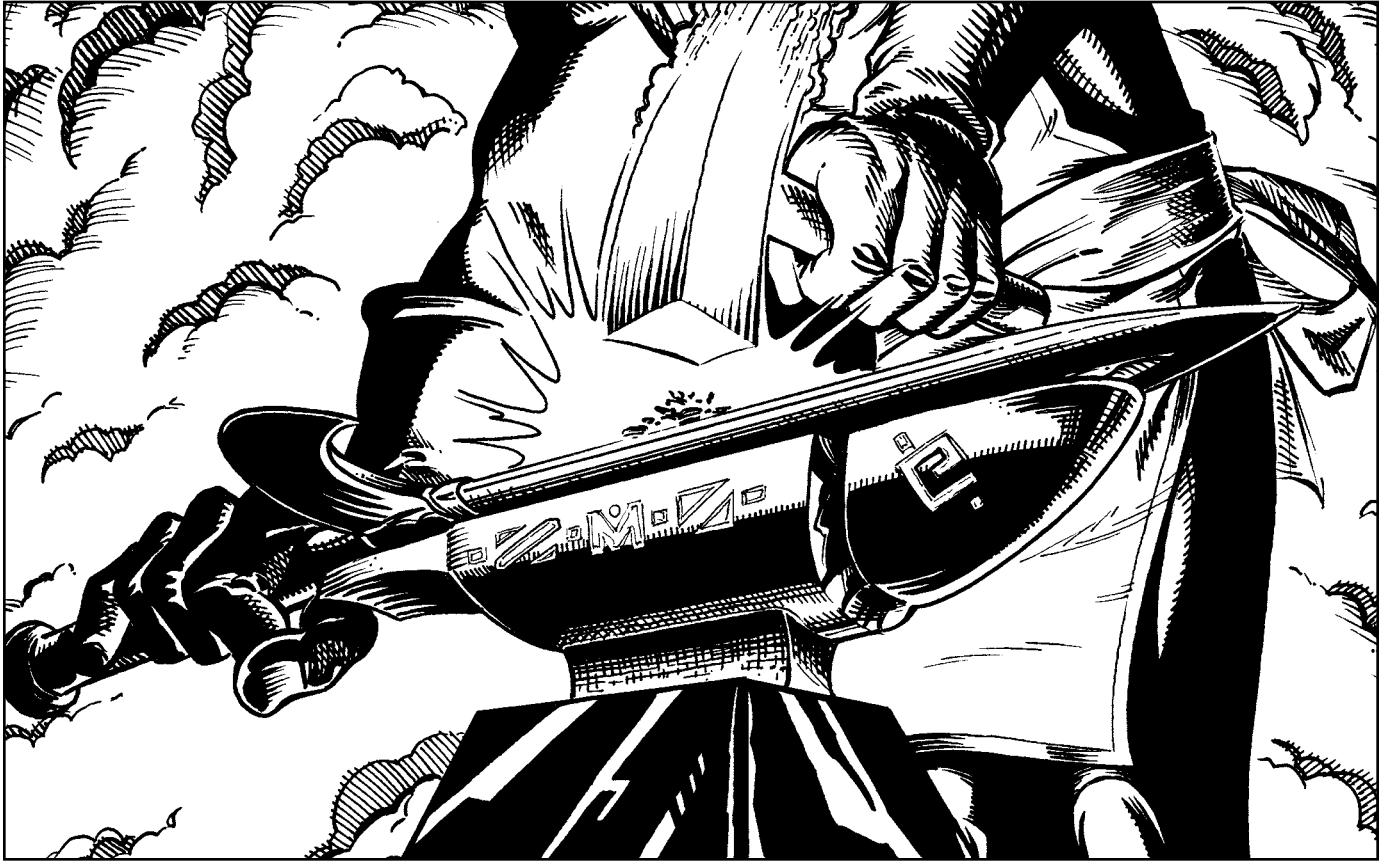
Item:

Cost Power

- 4 *Medium Shield Of Swift Avoidance:* Multi-power, 20-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense:* +4 DCV (20 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash:* HA +3d6 (15 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)

Total cost: 6 points.

Creation Spell: 10 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x4 END; -1½), Requires A Skill Roll (see text; -½). Total cost: 2 points.



SHIELD OF WARNING

Effect of item: +2 DCV; HA +2d6; Danger Sense

Target: Self One character

Time To Create: 1 Day

Duration of item's powers: Constant/Instant/Persistent

Range of item's powers: Self

Skill Roll Penalty to create: -1

END Cost to create: 4 Long-Term END

Description: This enchanted shield utters warnings to its wielder when danger threatens.

The example given is for a medium shield, but you can easily extrapolate to large and tower shields if necessary. Each type counts as a separate spell.

Game Information:

Item:

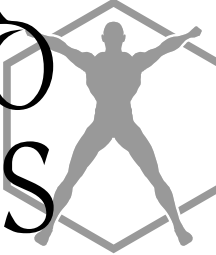
Cost Power

- 2 *Medium Shield Of Swift Avoidance:*
Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 6 *Moaned Warnings:* Danger Sense (self only, out of combat, sense) (INT Roll +3); OAF (-1), Independent (-2)

Total cost: 10 points.

Creation Spell: 12 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (½ DCV throughout creation; -½), Gestures (throughout creation; -½), Incantations (throughout creation; -½), Increased Endurance Cost (x4 END; -1½), Requires A Skill Roll (see text; -½). Total cost: 2 points.

ENCHANTED ITEMS



The chronicles of the Tualans, and the grimoires of wizards, record the existence of many different types of enchanted and wondrous items. Some were forged by wizards or druids, some were gifts from the faerie-folk, and some simply *are* — heroes find them from time to time in magical or sacred places, and who put them there none can say. In addition to the Smith-made ones described above, here are a few examples of Tualan magical items.

ANGUINAM

An *anguinam*, also known as a “druid’s egg” or “serpent’s egg,” is a greenish crystal about the size of a small apple. It brings good fortune in law-suits.

Anguinam: *Luck 4d6 (20 Active Points); OAF (-1), Independent (-2), Only Applies To Law-Suits (-1). Total cost: 4 points.*

THE BASILISK ORB

Perhaps the most powerful enchanted item ever known in Tuala Morn is the Basilisk Orb (*Sféar Piast*). In times past it was possessed by Coruch Crotha, and formed the basis of much of his power; at his death, it was lost, and to this day it remains lost. The Orb is a sphere of strange greenish crystal carved with nine interwoven basilisks. Each basilisk provides the Orb’s owner with a different magical power, *if* he can learn how to unlock those powers. A few wizards’ grimoires, some dating from the time of Coruch Crotha, describe some of the Orb’s powers. But no one text lists them all, and a few of them aren’t mentioned in *any* tome or scroll.

When a character uses a particular Orb power, the carved basilisk representing that power glows, and sometimes seems to come alive, rise up from the Orb, and affect the target directly, much as if the character and target were experiencing a very vivid mutual dream. Other persons rarely witness this.

The powers are:

Anord (Chaos): Anord is the power of sundering, of unmaking that which is. When used, it disperses a person or thing back into the elemental chaos-stuff from which he was formed.

RKA 6d6, Line Of Sight (+½), Reduced Endurance (0 END; +½) (180 Active Points); OAF (-1), Independent (-2). Total cost: 45 points.

Camstail (Deception): Camstail creates illusions — waking dreams so real that one can touch them, speak with them, and sometimes even be slain by them.

Mental Illusions 18d6, Reduced Endurance (0 END; +½) (135 Active Points); OAF (-1), Independent (-2). Total cost: 34 points.

Creidav (Faith): Creidav inspires others to have faith in the character who possesses the Orb. No matter how outrageous his statements, no matter how dangerous the tasks he asks them to perform, they will believe them or do them, all out of unshakeable faith in the character.

Mind Control 18d6, Reduced Endurance (0 END; +½) (135 Active Points); OAF (-1), Independent (-2). Total cost: 34 points.

Eágar (Order): As Osraltach enhances magical powers, Eágar weakens them by opposing them with the energies of unvarying Order.

Drain Magic 6d6, all Magic spells and powers at once, Range (+½), Line Of Sight (+½), Reduced Endurance (0 END; +½) (150 Active Points); OAF (-1), Independent (-2). Total cost: 37 points.

Egla (Fear): Egla protects the owner of the Orb against all types of fear and anxiety. He need not activate this aspect of the Orb to obtain the benefits (they apply as long as he has the Orb on his person); if he activates Egla, its affects protect those near him as well.

*Mental Defense (25 points + (EGO/5)) (25 Active Points); OAF (-1), Independent (-2) (total cost: 6 points) **plus** Power Defense (25 points) (25 Active Points); OAF (-1), Independent (-2) (total cost: 6 points) **plus** Usable Simultaneously (up to eight people at once; +1) for Mental Defense (25 Active Points); Persons Affected Must Remain Within 4” Of Character Or Power Stops Working For Them (-½) (total cost: 17 points) **plus** Usable Simultaneously (up to eight people at once; +1) for Power Defense (25 Active Points); Persons Affected Must Remain Within 4” Of Character Or Power Stops Working For Them (-½) (total cost: 17 points). Total cost: 80 points.*

Firin (Truth): Firin compels a man to tell the truth. In its presence, not even the wickedest rogue can tell an untruth, or a half-truth.

Mind Control 30d6, Reduced Endurance (0 END; +½) (225 Active Points); OAF (-1), Independent (-2), Set Effect (force someone to tell the truth; -1). Total cost: 45 points.

Osraltach (Unreality): Osraltach represents the fundamental power of *draicht*, the ability to remake the world at will. When a character activates this Orb power, it improves his magical powers.

Aid Magic 6d6, all Magic spells and powers at once, Range (+½), Line Of Sight (+½), Reduced Endurance (0 END; +½) (150 Active Points); OAF (-1), Independent (-2), Self Only (-½). Total cost: 33 points.

Raltach (Reality): Perhaps the greatest of the Orb's abilities, Raltach is the power to create — to bring into being that which does not yet exist. With it, a hungry man can conjure a feast, a thirsty man a chalice of wine, a warrior a sword.

Major Transform 6d6 (air into any nonliving object), Improved Results Group (anything; +1), Reduced Endurance (0 END; +½) (225 Active Points); OAF (-1), Independent (-2). Total cost: 56 points.

CATBONE CHARM

This item, the product of Witchcraft, confers invisibility. To make it a witch must sacrifice a black cat and then boil the body until all the flesh falls off the bones. Then she takes the bones and one by one puts them into her mouth until she discovers which one contains the magic. Thereafter, whenever she carries the charm in her mouth (which makes speech, including Incantations, difficult), she's invisible.

Catbone Charm: *Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), Side Effects (character's speech is slightly distorted, and he must succeed with a DEX Roll to cast any spell involving Incantations; -¼). Total cost: 7 points.*

CATHACH

These holy relics of the Golden Temple (see page 46) confer great power on a priest who carries one.

Cathach: *Aid Priest Miracles And Abilities 4d6, all Priest powers simultaneously (+2), Reduced Endurance (0 END; +½) (140 Active Points); OAF (-1), Independent (-2). Total cost: 35 points.*

CAULDRON OF KNOWLEDGE

Tualan legends speak of magical cauldrons handed down by the gods that can confer knowledge on those who eat or drink what they contain. In game terms this is simply a plot device through which the GM can allow characters to buy new Knowledge Skills (or perhaps even some related PSs, like PS: Singing or PS: Poet). In some cases this may simply explain how a character spends his Experience Points and instantly knows something new; in others the new KS may come as an Experience Point-like reward given to successful PCs at the end of an adventure.

CAULDRON OF PLENTY

Enchanted cauldrons provide not only knowledge. Another type remains ever-full of a particular type of food or drink (such as stew or wine) no matter how much is spooned out of it. The food is always hot (if appropriate), and the cauldron cannot be tipped over or spill its contents.

This writeup assumes the cauldron is part of a Base, and thus can be used by anyone in that Base.

Cauldron Of Plenty: *Life Support (Diminished Eating: no need to eat) (3 Active Points); OAF Bulky (-1½), Independent (-2). Total cost: 1 point.*

THE CLOAK OF GRATHAK

This cloak, made from the skin of the dragon Grathak, was the trophy of Feoras after he slew that fearsome wyrm. Upon his death, it passed to his son Dratha, and thence to the kings and princes of the land Dratha named for himself. Currently King Brenaine wears it.

The Cloak Of Grathak: *Armor (4 PD/4 ED) (12 Active Points); OAF (-1), Activation Roll 11- (-1), Independent (-2) (total cost: 2 points) **plus** Armor (+6 ED) (9 Active Points); OAF (-1), Activation Roll 11- (-1), Independent (-2), Only Versus Limited Type Of Attack (fire/heat; -½) (total cost: 2 points). Total cost: 4 points.*

DRAGONSTONES

Tualan spellcasters sometimes find an unusual sort of rounded, greenish stone. Known as *dragonstone*, it possesses potent magical power — indeed, some say it is raw magical power crystallized into the form of a rock.

A pebble-sized dragonstone can be used as a “battery” for END to power spells. It has an Endurance Reserve with 10 END and 0 REC. Once that's all used up, the stone crumbles into dust. Similarly, it can provide 2 Character Points toward making an enchanted weapon or armor with Smithcraft, thus saving either the Smith or his patron from having to spend those points themselves. Lastly, a small dragonstone can be used as a sling-stone. This means the sling does *triple* its ordinary damage, but that single use consumes the stone.

A fist-sized dragonstone has an Endurance Reserve with 20-30 END and 0 REC, and can provide 5 Character Points toward making an enchanted weapon or armor with Smithcraft.



A boulder-sized dragonstone has an Endurance Reserve with 40-60 END and 0 REC, and can provide 8 Character Points toward making an enchanted weapon or armor with Smithcraft.

DRUID WAND

Druids and other spellcasters can change shape on their own using spells. With this wand, anyone can change his own shape.

Druid Wand: *Multiform (125 animals built on up to 200 Character Points each) (75 Active Points); OAF (-1), Costs Endurance (to change forms; -½), Extra Time (1 Turn to change shape or revert to human shape; -¾), Cannot Change From One Animal Form To Another (-¼), Independent (-2). Total cost: 14 points.*

FIL SIDHE (FAERIE BLOOD)

Sometimes the faeries of one shee go to war against the faeries of another. When this happens, faerie blood is spilled, and sometimes it falls to the ground. There it may linger and crystallize as *fil sidhe*, or “Faerie Blood.” *Fil si* is magically potent. If carefully scraped up, a handful of it has an Endurance Reserve with 30 END and 0 REC for powering spells, or can provide 4 Character Points toward making an enchanted weapon or armor with Smithcraft.

THE GAE BOLGA

The *Gae Bolga* (“Bag Spear”) is one of the most potent enchanted weapons found in Tuala Morn. Possessed of mighty enchantments, it never misses, and it does *nine times* the damage of an ordinary *croisech*. But it has several significant drawbacks. First, due to its spear-ardor, a Hero can only use it while fighting in a ford (or other shallow water). He keeps it below the water and thrusts it with his foot (thus, it requires a special Weapon Familiarity to use). Second, and far worse, whenever a character uses the *Gae Bolga*, somehow he accidentally kills a relative or friend. Maybe a fragment of the target’s armor flies off and impales a comrade, or killing the target creates a chain of events that quickly results in a brother’s death. But inevitably, someone the wielder cares for dies.

Gae Bolga: *HKA 15d6, Reduced Endurance (0 END; +½) (337 Active Points); OAF (-1), Independent (-2), STR Minium (15; -¾), Can Only Be Used While Fighting In Shallow Water (-1), Requires Special WF (-0), Side Effects (using the Gae Bolga results in the death of one of the wielder’s friends or relatives, always occurs; -1). Total cost: 50 points.*

HORN OF WINE

When filled with ordinary water, this drinking-horn (or sometimes cup) transforms it to pure, sweet wine.

Horn Of Wine: *Major Transform 1d6 (water in horn to wine), Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), Limited Target (water that's in the horn; -1), No Range (-½). Total cost: 4 points.*

TATHLUM

A *tathlum* is a special type of mystical weapon made from the head of a slain foe. The character who makes the *tathlum* (almost always a druid) must have slain the foe himself, and must complete the creation within two days of the foe's death. After removing the flesh from the skull, the druid scoops out the brains. He mixes them with special herbs and other mystic substances (which often take time and effort to gather), then packs the mixture back into the skull. The skull is now a *tathlum*, ready to be hurled at a foe to cause great damage — but if not used within a month of its creation, it becomes inert.

The damage caused by a *tathlum* depends on two factors. The first is the social status of the person whose skull and brains are used — the base damage is 1 DC for every point that character spent on his *Social Rank* Perk. However, you must subtract 1 DC for every point of difference between what that person spent and what the target of the *tathlum* spent (counting slaves and peasants as spending 0 points). It's offensive to the gods and the

forces of magic for a prominent man's skull to be used to slay a lesser man, or vice-versa. (Similarly, the *tathlum*'s accuracy depends on relative social status — subtract 1 OCV, down to a minimum of 1, for every point of difference in the *tathlum*'s and target's Social Ranks) The minimum damage, even with this subtraction, is RKA ½d6. A *tathlum* can only be used once.

Tathlum: *RKA 5d6 (see Limitations and text), Delayed Effect (+¼) (94 Active Points); OAF (-1), Concentration (½ DCV throughout creation process; -½), Extra Time (1 Hour to create; -3), Independent (-2), Damage Depends On Social Status (see text; -¼), Range Based On STR (-¼), 1 Charge which Never Recovers (-4) (total cost: 8 points) **plus** +10 OCV (50 Active Points); OAF (-1), Concentration (½ DCV throughout creation process; -½), Extra Time (1 Hour to create; -3), Independent (-2), Number Of CSLs Usable Depends On Social Status (see text; -¼), 1 Charge which Never Recovers (-4) (total cost: 4 points). Total cost: 12 points.*

WAND OF ANIMAL CONTROL

Made of hazel-wood, this wand allows the user to control even the most ferocious beasts. All he has to do is touch the animal with the wand and speak a command.

Wand Of Animal Control: *Mind Control 15d6 (Animal class of minds), Reduced Endurance (0 END; +½) (112 Active Points); OAF (-1), Independent (-2), No Range (-½). Total cost: 25 points.*

CHAPTER SIX:



The Tualan Bestiary



Before you read about the specific types of faeries described later in this book, here's some information about a "typical" or "generic" faerie, and the faerie-folk in general.

The descriptions of the various types of faeries and faerie creatures in this chapter include information on where they originate in the real world (such as Ireland, Scotland, or the Isle of Man) so that you can use this information in games not set in Tuala Morn if you like. The *Campaign Use* section of each character sheet includes information about using the creature in Tuala Morn specifically, if needed.

OTHER MONSTERS

For other appropriate monsters and creatures for Tuala Morn campaigns, see *The HERO System Bestiary* (and, to a lesser extent, *Monsters, Minions, And Marauders*). Just be sure to restrict yourself to monsters that fit the feel of the setting. For example, the dragons in the HSB work just fine for Tuala Morn, but the vampires don't.

FAERIE				
Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
14	COM	2	12-	
5	PD	4		Total: 5 PD (5 rPD)
5	ED	3		Total: 5 ED (5 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	14		
60	END	20		
18	STUN	0		
Total Characteristics Cost: 133 (+25 with NCM)				

Movement: Running: 6"/12"
Teleportation: 20"/40"

Cost	Powers	END
250	Faerie Powers: Variable Power Pool, 100 base + 50 control cost, Cosmic (+2)	var
5	Faerie Form: Damage Resistance (5 PD/5 ED)	0
30	Faerie Form: Physical Damage Reduction, Resistant, 75%; Does Not Work Against Iron Attacks (-1)	0
60	Faerie Form: Energy Damage Reduction, Resistant, 75%	0
11	Faerie Mind: Mental Defense (15 points total)	0
15	Faerie Form: Power Defense (15 points)	0
50	Faerie Nature: Life Support (Total, including Longevity: Immortality)	0
45	Faerie Concealment: Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
60	Vanishing: Teleportation 20", Reduced Endurance (0 END; +½)	0

Skills	
3	Concealment 13-
3	High Society 14-
5	AK: local area where the faerie lives 15-
3	KS: Legends And Lore 13-
3	Stealth 13-

Total Powers & Skills Cost: 543
Total Cost: 676

75+ Disadvantages

- 20 Psychological Limitation: Capricious Faerie Nature (Very Common, Strong)
- 20 Susceptibility: takes 2d6 per Turn from iron (Common)
- 20 Susceptibility: takes 2d6 per Turn from salt (Common)
- 541 Experience Points

Total Disadvantage Points: 676**OPTIONS****Cost Power**

- +25 *Faerie Power*: Reduce END to 20 and buy Endurance Reserve (200 END, 20 REC)+125
Powerful Faerie: Increase VPP to 150 base + 75 control cost
- +250 *More Powerful Faerie*: Increase VPP to 200 base + 100 control cost
- +500 *Incredibly Powerful Faerie*: Increase VPP to 300 base + 150 control cost
- +87 *Power Within His Domain*: Faerie also buys VPP +50 base + +25 control cost; Only Works In Faerie's Domain (his secret lair, special territory, or other area where he's at his most powerful; -1)
- 107 *Pishogue*: Multipower, 107-point reserve
- 10u 1) *Personal Pishogue*: Mental Illusions 14d6, Reduced Endurance (0 END; +½)
- 11u 2) *Group Pishogue*: Images to Sight, Hearing, Smell/Taste, and Touch Groups, -6 to PER Rolls, Increased Size (16"; +1), Reduced Endurance (0 END; +½)
- 43 *Shapechanging (Limited Forms)*: Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, four predefined shapes), Instant Change, Reduced Endurance (0 END; +½)
- 82 *Shapechanging (Any Form)*: Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)
- 40 *Full Faerie Invisibility*: Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)
- 13 *Faerie Wings*: Flight 10"; Restrained (-½)
- 9 *Faerie Wit*: faerie buys Conversation, Persuasion, and Seduction
- 3 *Faerie Equestrian*: faerie buys Riding
- 3 *Faerie Consumption*: Removed Diminished Eating from Life Support (the faerie has to eat normally, though what he has to eat varies from faerie to faerie)
- var *Faerie Factionalism*: Hunted (by enemy shee or some other type of faerie) or Rivalry (with another faerie in his shee)
- var Remove Susceptibilities, possibly replacing them with Psychological Limitations indicating simple dislike of those substances
- 25 Psychological Limitation: Dislikes Sunlight And Avoids It As Much As Possible (Very Common, Total)

Origin: Throughout the British Isles

Other Names: Addlers, Ad-Hene, Aes Sidhe, Daoine Beaga, Daoine Coire, Daoine Matha, Elves, Fane, Feadh-Ree, Ferish, Ferishers, Ferlies, Ferries, Fir Sidhe, Frairies, the Good Folk, the Good Neighbors, the Good People, the Greenies, the Hidden People, the Little Folk, the Little People, Marcra Shee, Menters, the Night Folk, Pharisees, the Secret Folk, Sheagh Sidhe (or Slooa-Shee), Sleagh Maith, Sprites, Them, Themselves, the Wee Folk

Ecology: The faerie-folk live all over the British Isles, in many different environments; see below for further information on their homes and realms. As magical beings, they don't have to sleep, breathe, or worry about the weather. Most of them don't have to eat, either, but they do so anyway for the joy of tasting food and drink. Some kinds, including many described elsewhere in this book, do require specific types of sustenance... including things like human flesh and blood.

Personality/Motivation: By human standards, faeries tend to be capricious in the extreme, varying from helpfulness to wickedness at the drop of a hat. They also tend to react to human customs and practices in unusual ways; for example, a kindly faerie may leave and never return, or even turn malicious, if thanked or given a gift. See below for more information on faerie nature.

Powers/Tactics: Faeries possess vast magical powers. Though faeries of higher rank or station, such as the Daoine Sidhe, have more power than lesser faeries, even the weakest sprite or pixy has arcane abilities rivalling those of the strongest wizard or druid.

Among the powers possessed by most faeries are: the ability to become invisible (or make other people and things invisible); the ability to move from one place to another in the blink of an eye (Teleportation); the power to trick the senses with *pishogue* (illusions, glamours); the ability to Transform beings and things into other beings and things (turning a man into a beast of some sort is a popular faerie punishment for boorish Humans, and faeries often turn oak leaves into gold to trick the greedy); the ability to enchant objects or grant magical powers to people; the ability to grant wishes; the power to change their shape into animals, natural objects, and sometimes just about anything (referred to as *faet fiada*, "the look of an animal," among the gods of Ireland, the Tuatha dé Danaan), and the ability to heal wounds (or inflict pain). In game terms, the typical faerie has a large Variable Power Pool for his magical powers. Technically there are some restrictions on this Pool (for example, it can't create things made of iron, or technological devices), but they so rarely come into play in faerie stories that they're not listed as Limitations.

Furthermore, faeries rarely suffer any injury from mortal weapons (though enchanted ones could cause them harm), and they possess a broad immunity to many types of magic. But they do have a strong distaste for two things: iron and salt.



A quantity of either presented strongly will drive them away or ward an area against them (and earn their enmity for the user), and weapons of iron can kill them permanently.

Campaign Use: See below for more information about the faerie-folk. The information presented here often applies, to one degree or another, to many other creatures and monsters in this book.

In Tuala Morn, the typical faerie living in a shee (such as Ballymore Shee or Gohartha Shee) uses this character sheet. The faerie nobility and notables use the Daoine Sidhe character sheet (see below).

Appearance: As masters of illusion and shapechanging, faeries can look like nearly anything they want to — from tall, beautiful, noble-looking elves like the Daoine Sidhe, to ugly, misshapen goblins, to the tiny winged sprites of Victorian fancy. They may go naked or wear clothes; in the latter case they favor colors like green, red, white, and brown.

SPECIFIC TYPES OF FAERIES

Some types of faeries are basically identical to, or minor variations of, the generic faerie described above, but deserve special mention.

Bendyth Y Mamau

This is the name given to the faeries in Glamorganshire; it means “Mother’s Blessing.” They’re usually described as short and ugly; some stories claim they’re actually a crossbreeding of more typical faeries and goblins. They live underground. They engage in many of the usual faerie practices, like stealing children and cows, playing pranks, and

elf-riding horses; many of them hate humans and treat them very badly. Housewives put bowls of milk outside the door to placate them.

Daoine Beaga Ruadh

These faeries, the “Little Red Men,” live on the Isle of Skye. The males dye their clothes red using lichen; the females wear green clothes.

Feeorin

The Feeorin are faeries of Lancashire. They’re tiny men dressed in green coats and red caps, and have green skin. Like many faeries they love music and dancing.

Ferier

These Suffolk faeries have sandy-colored skin and long hair and wear green coats, golden belts, and yellow satin shoes. They sneak into human homes through cracks in the floorboards to inspect them; if the house is neat and tidy they leave gifts and firewood. This generosity continues until the householders tell someone where they’re getting all these things, at which point the Feriers abandon the house.

Ferrishyn

The Ferrishyn are faeries of the Isle of Man. They often troop, but unlike the Daoine Sidhe or most other trooping faeries have no nobility or royalty to lead them. They’re short (one to three feet tall), wear green caps and coats, and love to hunt using faerie hounds and horses.

Guillyn Beggey

These faeries from the Isle of Man are just six inches tall. They have pale faces, tiny eyes and ears, and no beards. They wear blue coats which they use to fly.

Gwarchell

The Gwarchell are small faeries from Wales, perhaps relatives of the Ellyllon, Gwragedd Annwn, or Tylwyth Teg. They tend to treat humans with kindness and respect unless offended in some way. Like many faeries they dislike sunlight and live underground to avoid it, coming out only at night.

Plant Annwn

The Plant Annwn are Welsh faeries who enter our world through lakes. The Gwragedd Annwn, or lake-maidens, are their women; they herd cattle (*gwartheg y llyn*) and breed swift white hounds (*cwn annwn*). Sometimes the women and hounds take to the air in Wild Hunt-like forays to chase down the souls of unrepentant sinners. They're ruled by a king named Gwyn ap Nud.

Plant Rhys Dwfen

The Plant Rhys Dwfen ("Family of Rhys Dwfen") are beautiful Welsh faeries slightly smaller than human size and ruled by Rhys Dwfen. They live in an invisible land (the invisibility comes from an herb that grows there). Compared to many faeries they're kind and honest; some tales claim they're actually half-human. For fun they go to markets and auctions and outbuy the other buyers by offering high prices for goods.

Sheogue

These small Irish faeries live either underground or in thorn bushes. They make music so enchanting that it leads people astray into bogs and other perils, but those who hear it and live (or who, as children, are kidnapped and raised by them) often become great bards.

Tylwyth Teg

These are the Welsh faerie-folk, largely indistinguishable from the Bendith Y Mamau, Plant Annwn, and Gwragedd Annwn in most respects. They have blonde hair and often admire or kidnap human children who are also blonde. They live underground or in the water.

Faerie Lore

The tales and legends of the British Isles feature extensive lore about the faeries, their activities, and how they interact with humans.

THE FAERIE COURTS

Broadly speaking, faeries divide themselves into two courts: the Seelie Court and the Unseelie Court. As men characterize them, the Seelie Court consists of the "good" faeries, and the Unseelie Court of "evil" faeries. But this is not to say that Seelie faeries like humans. A few do seem to, but for most of them it's more accurate to say that they *tolerate* humans, or regard them neutrally. They may help men on occasion, but they also ignore their pleas frequently and often play (relatively harmless) pranks on them for fun. To Seelie faeries, men are slow, clumsy, and serve quite well as the butt of jokes.

Unseelie faeries, on the other hand, bear distinct malice and ill-will towards men. They resent their bumbling natures, crude ways, intrusive

curiosity, loud and braying voices, and general destructiveness. They enjoy playing wicked, and often dangerous or fatal, pranks upon them (such as misleading a traveler so that he walks right off a cliff), and never provide them any aid or assistance unless coerced or tricked into doing so. Men interact with Unseelie faeries only at great risk.

In some parts of the British Isles, people also refer to the Unseelie Court as the *Sluagh* (slooa). In other regions, that term refers to the hosts of the spirits of the restless dead, a vast troop of malicious ghosts.

Rulers And Ranks

Within Faerie, as within the realms of men, rank and position exists. Some faeries rule, others are ruled. Given the chaotic nature of faeries in general, the term "rule" is a relative thing, but when a faerie king or duke makes a law, all faeries obey it scrupulously or suffer severe punishment. The highest and most powerful of faeries are the *Daione Sidhe*, who are described in greater detail on page 237. They're the faerie nobility, the kings, dukes, lords, and knights who hold sway over "common" faeries.

The Faerie Realms

Faeries live in a wondrous Otherworld known, aptly enough, as *Faerie*. In Faerie, time (as men know it) has little meaning, and enchantment fills and affects everything. All the creatures are magical faerie creatures, and even the plants and stones are magical.

At various places, the realms of Faerie interact and coincide with the realms of men, thus allowing humans to pass into the Otherworld (either accidentally or on purpose). The most common of these places are *shees* (or *sidhes*). To most people, shees resemble ordinary grassy hills. But to a person with the faerie favor or the ability to perceive magic, the hills are hollow, with vast faerie halls inside, or have faerie castles of heartstopping beauty on top. Here the faeries live, and woe to the mortal who intrudes unasked on them! Woe, too, to the person who stumbles across a shee on some moonlit night when the faeries host a feast or revel. If he follows the siren call of the faerie music (*céol-sidhe*) and goes to dance with them, or if he consumes even the least bit of faerie food or drink, he may find himself trapped in Faerie for-ever. Or he may awaken in the morning, lying on the grassy hillside, thinking that but a night has passed when in reality he's been gone from the world of men for many years. A faerie king and queen, or sometimes a lesser noble, rules each shee with unquestioned authority.

Bards tell many tales of other places where Faerie and mortal lands come together. There's Tir na n'Og, the Land of Youth, a magical island where a man can live forever in the health and fitness of youth; and Tir fai Thune, the Land Beneath the Waves, where faeries live in wondrous underwater palaces. Even Annwn, the Welsh land of the dead, could be considered a part of the Faerie realms.

THE FUATH

Fuath (or *vough*) is a general term for dangerous or evil water-faeries. Examples include Jenny Greenteeth, many Urisks, various water-horses like the Aughiskey, the Fideal, the Nuckelavee, the Shelly-coat, and many others.

FAERIE CREATURES

Wondrous versions of many creatures exist in Faerie, and sometimes they find their way into the mortal realms. The famed white hart is one example, as are the gigantic wild boars that hero-bands sometimes have to hunt before they lay waste to entire duchies or kingdoms.

Many, though by no means all, faerie creatures have similar markings. They tend to be white, with red or reddish-brown ears and/or spots. In some cases, Men can capture them, using them to improve breeding stock or for other purposes. Faerie cattle, horses, pigs, and hounds all serve Men admirably this way — though sometimes their faerie masters come to take them back!

Some faerie creatures don't always have an unusual appearance, but possess unusual abilities. Most often they're intelligent and can speak as well as any man. Some act to hinder heroes, others bear messages to them or provide assistance when they need it the most.

FAERIE GROUND

Faerie lore speaks of *foidin mearai* or *foidin seachrain*, translated as “confusing clump” or “stray sod.” This refers to a faerie spell on a particular piece of ground so that a human wandering into either (a) thinks he’s continuing to move forward, when in fact he stands on that one spot, walking in place, or (b) walks around confusedly, unable to find his way out of the area even if he normally knows it well. Even turning one’s clothes doesn’t offer protection against this power (which you can simulate with Mental Illusions).

Féar gortach, or “hungry grass,” is a similar phenomenon. Anyone stepping on a patch of it becomes consumed by a hunger so fierce that he quickly dies of starvation unless he has food with him. In game terms this is an RKA, NND, Does BODY, with the defense being having food one can eat right away.

Faerie lore also mentions *trods*, or straight paths in the grass that are of a deeper, richer green than the surrounding grass. Animals avoid trods, but walking on one is said to cure rheumatism and other maladies... provided one doesn’t meet a faerie who’s walking the path at the same time. If that happens, the faerie’s likely to become angry... perhaps even angry enough to kill the hapless human.

FAERIE ACTIVITIES

The faeries have many ways to amuse themselves besides playing tricks on humans. They frequently engage in competitions with each other, ranging from games (such as riddling or faerie chess), to various sports, to duels of magic and power. Sometimes disputes grow between them and one noble leads the forces of his shee in battle against another. Though mortals rarely see any sign of these battles, they can rage unchecked across Faerie (or through the skies), as faeries use their blades and spells to take the lives of their fellows. Knowing that men are much stronger and sturdier than they, the faeries of a particular shee sometimes bribe or coerce bold warriors to compete on their team or fight with them against their enemies. Even a single human warrior aiding the forces of a shee can be enough to turn the battle in that shee’s favor.

Many faeries enjoy music and dance immensely. Their own, as mentioned above, can bewitch and entrance human beings, but they also appreciate a skilled human musician. A bard who pleases them may find himself gifted with greater lore or items of power... or may end up kidnapped, a prisoner of the faeries who don’t want to let him go because they like his music so much. “Faerie rings” of mushrooms often show where faeries like to dance.

Other faeries enjoy participating in craftwork. They bake faerie bread, cobble faerie shoes, or forge enchanted blades with their seemingly delicate anvils and hammers. Goods produced by the faeries rarely break or wear out, no matter how hard-used, and often possess minor magical properties; any human who gets one as a gift treasures it.

Some faeries enjoy herding faerie cattle, sheep, or pigs (or participating in *tains* — cattle-raids — against other shees); breeding faerie hounds; or participating in faerie hunts for enchanted creatures through the mystic woods of Faerie. If a mortal can obtain one of these beasts for his own herds, it will greatly improve his stock. But most faeries guard their herds jealously and rarely part with even a single animal. On the other hand, faeries often like human horses, and may “borrow” one from a human’s stable to “elf-ride” it — ride it all over the fields and moors until the poor beast is exhausted, then return it to its home.

On nights when the moon is full, sometimes the courts of the nobles of the Daione Sidhe go forth from their underhill halls on *rades*, elaborate and usually solemn processions in which they ride their faerie steeds across the land to enjoy the sights. On most occasions they ride along the ground like mortal folk, but if the mood takes them they may spur their horses up into the air, riding among the clouds like birds. This is also known as *trooping*, and faeries who engage in it as “trooping faeries.” Sometimes the faeries go in flying companies known in Scotland as *oiteag sluaigh* (“people’s puff of wind”) that snatch up people and carry them through the skies on a dangerous, dizzying journey. They eventually return the victim to his house so disoriented and confused he doesn’t recognize it or anyone in it.

HUMAN-FAERIE INTERACTION

As any man with sense can tell just from reading the above, dealing with the faerie-folk, even the Seelie Court, is fraught with peril. Faeries are touchy and temperamental, and can easily take offense at the most innocent comment, or a Human’s failure to obey some faerie law he knew nothing about. On the other hand, if pleased with a man, the faeries may grant him wondrous gifts, so heroes and other people often risk faerie displeasure in hopes of earning themselves a magical reward.

Dislikeable And Meritorious Human Traits

The faeries despise certain human traits and often punish anyone who exhibits them. First and foremost, they dislike curiosity and infringements upon their privacy. Those who spy upon faerie doings often find themselves turned into toads, inflicted with a disease (such as *breac sith*, “elfin pox”) or blemish, or subjected to some equally horrific punishment. The faeries also resent greed. Anyone who comes to them just in the hopes of receiving gifts or favors will likely find his feet turned backwards for his pains, or receive some other “gift” that wasn’t anything like what he hoped for. Similarly, a lack of generosity on the part of Humans merits faerie displeasure, as does general rudeness, incivility, boorishness, or bad manners. Lastly, faeries dislike sloppiness or messiness in all its forms; they are a fastidious folk.

On the other hand, the faeries appreciate qualities in mortals which are the opposite of what they dislike. Humans with noble hearts, generous natures, a lack of greed, and a respect for others’ privacy (particular that of the faeries themselves) may earn themselves gifts. Good manners, a kind nature, truthfulness and fair dealing, respect for the faeries and their customs, and neatness also merit faerie goodwill. For example, if a faerie happens to come to a human house and finds the hearth well-swept, the baby clean and cared for, the dishes washed, an absence of dangerous cats, and perhaps a bowl of clear water or milk set out for himself, he may leave a present for the housewife. But if he finds things out of order, he’s likely to do the cleaning on his own and then punish the wife for not attending to her duties. Faeries also like human cheerfulness, music, and stories, and reward people who make them merry.

One special gift the faeries grant to people who please them, or to craftsmen who catch the faeries using their tools without permission, is *ceaird chomuinn* (“association craft”) — a grant of skill or ability. They may make the person particularly skilled at his chosen career (such as smithing), but musical talents, magical abilities, and powers of prophecy, second sight, or healing are most common.

Borrowing And Lending

For some reason, the faeries seem to have a penchant for borrowing (or stealing) items from mortals (including cattle). Though able to create whatever they need with their powers, they seem to prefer Human implements; perhaps they pos-

sess a greater strength than faerie ones. A person who's generous with his goods, or who doesn't bother to pursue thieving faeries, may find himself rewarded (or at least not bothered too often); one who begrudges the faerie-folk, or tries to keep them away with iron or salt, may suffer whatever torments the faeries consider appropriate.

To appease the faeries and act "neighborly," many people leave a crock of water or milk, and perhaps some light food like a cake of bread, on the stoop at night for the local faeries. In gratitude for this, the faeries often protect the house or farm from Unseelie faeries and see to it that the animals are never barren or dry of milk. But if someone in the household tries to thank them, give them gifts (such as clothing), or spies upon the faeries when they visit, they never come again and may inflict blights upon crops or animals.

Many faeries are as good at lending as they are at borrowing. If they see that a person needs some help to get a job done, they'll provide him with faerie tools, or perhaps some surreptitious faerie help at night. Many a farmer facing acres of crops to harvest on his own has had a field-faerie appear suddenly and offer him a scythe to use. Upon accepting the offer politely, he finds that the scythe mows an acre of grain with every sweep! Faeries only accept minor and indirect rewards for such assistance (like the aforementioned milk and bread); attempts to pay them back with greater gifts only drive them away for good.

Changelings And Faerie Brides

Perhaps the most unusual faerie borrowing and lending is of faeries themselves! Sometimes faerie babies misbehave so badly that their mothers sneak into human homes and switch them for well-mannered human babies. The faerie babies left behind are called *changelings* (or in Welsh, *plenty-n-newid*). Sometimes the mother can get her real baby back by spanking the faerie child, thus arousing its mother's sympathy, but usually she's stuck with her new child. But if she is a good mother and puts up with the child's tantrums, eventually its perverse faerie nature fades away, leaving it a man.

Occasionally a man gets lucky and snares a faerie bride for himself. Some trick a faerie maiden into marrying them, others compel them by hiding the enchanted animal-skins they use to change shape. A few win a faerie woman's genuine love and affection in some manner. But all find that faerie wives possess great beauty, excellent manners, and the best of womanly skills. Their children are fae-blooded and often have strange powers or attributes related to their faerie heritage (such as the webbed hands of the sons and daughters of selkie women); some become mighty wizards.

The Si Gaithe

Faeries (and even gods) sometimes appear to mortals through the *si gaithe*, or "faerie whirlwind" — a twisting, obscure column of air from which wonders sometimes appear. Most people who see one quickly avert their eyes and flee out of fear of what may happen, but a bold man sometimes earns gifts or favors from the faerie-folk if he stands his ground.

Protection From Faeries

Since faeries are often dangerous, men have found many ways to protect themselves from them. Besides confronting them with iron (or steel) or salt (for example, hanging an iron horseshoe over the door of a house, or open scissors over a baby's cradle), other methods include:

- turning one's clothes inside-out
- carrying a cross, Bible, holy water, churchyard mold, or other holy/sacred object (in some cases a traveler sprinkles one of these substances in his path as he goes) (in a Fantasy setting such as Tuala Morn, some other religious symbols or substances would be used instead)
- wearing or ringing a bell or bells
- carrying certain plants or herbs, such as a four-leaf clover, red verbena, St. John's wort, daisies, wood or berries from any tree with red berries (especially rowan and mountain ash), ground ivy, or pearlwort
- leaping across running water, particularly a stream that flows south (though this doesn't work with all faeries, particularly ones who live in fresh water)
- tossing a glove inside a faerie ring to make the faeries there run away
- scattering flax on the floor of a room to keep the faeries from entering
- burying a witch's bottle (a glass bottle containing sharp objects, salt, rowan wood, and ashes) buried in front of the doorstep keeps the faeries out of the house; properly banking a fire or putting a broom next to the fireplace stops them from coming down the chimney
- putting up a mirror anywhere the faeries might see it (they don't like to see reflections of themselves)
- a ring of fire
- sprinkling oatmeal on one's clothes, or carrying it in one's pocket
- sprinkling stale urine on doorposts and walls every quarter keeps the faeries out of a building; sprinkling it on cattle prevents the faeries from stealing them
- a mulberry tree in the garden keeps faeries away from it

In game terms, a faerie's *Capricious Faerie Nature* Psychological Limitation, or other Disadvantages such as its Susceptibilities, accounts for its dislike of these substances and practices. However, despite all these methods, characters in myths and folktales constantly fall victim to faerie tricks and depredations, so the GM may forbid PCs to use any of these methods until they learn of them through in-game experience, or can otherwise restrict them (for example, by minimizing the strength of the Psychological Limitation so it's easier for a faerie to make its EGO Roll).

ATHACH				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [5]
14	DEX	12	12-	OCV: 5/DCV: 5
23	CON	26	14-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
7	COM	-1	11-	
8	PD	3		Total: 8 PD (8 rPD)
8	ED	3		Total: 8 ED (8 rED)
4	SPD	16		Phases: 3, 6, 9, 12
10	REC	0		
46	END	0		
40	STUN	0		
				Total Characteristics Cost: 94 (+11 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
5	<i>Fangs:</i> HKA 1 point (½d6 with STR)	1

Skills	
15	+3 HTH
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 22
Total Cost: 116



75+ Disadvantages

- 10 Physical Limitation: Aversion To Sunlight (see text) (Infrequently, Greatly Impairing)
- 15 Psychological Limitation: Murderous And Cruel (Common, Strong)
- 16 Experience Points

Total Disadvantage Points: 116

OPTIONS

Cost Power

- 8 *Claws:* HKA ½d6; Reduced Penetration (-¼)
- 6 *Multiple Heads:* +2 PER with all Sense Groups
- 10 *More Eyes Better:* Increased Arc Of Perception (360 Degrees) for Sight Group
- 5 *Extra Heads:* Extra Limbs (more heads), Inherent (+¼); Limited Manipulation (-¼)

Origin: Scotland

Ecology: "Athach" is a general Highland term for various monstrous or gigantic faeries that haunt lonely gorges, mountains, and glens, and sometimes lochs or waterfalls. While it can include many other faeries, such as the luideag, bocan, and fachan, more specifically it means a large, ogreish faerie who waylays unsuspecting victims to eat them.

Athachs dislike sunlight, which makes them uncomfortable. They suffer a -1 on PER Rolls, Skill Rolls, and Attack Rolls in sunlight. They usually live in caves or ruins, coming out only on overcast days or at night.

Personality/Motivation: Athachs are vicious, wicked, and cruel. They attack travelers and sometimes even villages to slaughter men for food. Sometimes an athach kidnaps his victims and bring them back to his cave, where he imprisons them so he can eat them later.

Powers/Tactics: Athachs use their great strength and large weapons in combat to overwhelm their enemies with brute power. They usually pick one target, typically the mightiest warrior opposing them, and smash him until he's dead, then move on to the next foe. Cleverer athachs may try Sweeps or similar maneuvers when facing several opponents at once.

Campaign Use: Compared to most of the monsters in this book, an athach is a straightforward combat challenge. It's the perfect creature to use when your heroes are tired of faerie trickery and evasion and just want to beat on something.

In Tuala Morn, athachs are most common in Duvárach and the Sleve Fergairon, but do live in some other hilly or mountainous regions.

Appearance: An athach is a large, brutish, ogre-like monster. It covers its ugly form with ragged clothing. It usually wields a large club or other oversized weapon.

AUGHISKEY

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
8	PD	2		Total: 8 PD (5 rPD)
8	ED	3		Total: 8 ED (5 rED)
3	SPD	3		Phases: 4, 8, 12
11	REC	0		
42	END	0		
47	STUN	0		Total Characteristics Cost: 103 (+16 with NCM)

Movement: Running: 12"/24"
Swimming: 4"/8"
Leaping: 6"/12"

Cost	Powers	END
10	<i>Sharp Teeth:</i> HKA ½d6 (1d6+1 with STR)	1
10	<i>Kick/Rear:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
22	<i>Stuck In The Saddle:</i> Telekinesis (30 STR), Reduced Endurance (0 END; +½); Only To Force A Rider To Stay In The Saddle (-2)	0
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
8	<i>Heavy:</i> Knockback Resistance -4"	0
42	<i>Faerie Consumption:</i> Life Support (Total, except for Diminished Eating)	0
12	<i>Water Horse's Legs:</i> Running +6" (12" total)	1
2	<i>Water Horse's Legs:</i> Swimming +2" (4" total)	1
5	<i>Water Horse's Eyes:</i> Nightvision	0
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups but Sight Group	0

Talents

3	Environmental Movement: Aquatic Movement (no penalties in water)
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Skills

3	+1 with Sharp Teeth, Kick/Rear
1	Riding 13-; Complementary To Rider's Skill Only (-1)
3	Stealth 13-

Total Powers & Skills Cost: 132

Total Cost: 235

75+ Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Call Of The Sea (see text) (Uncommon, Total)
165	Experience Points

Total Disadvantage Points: 235

Origin: Ireland (see also below)

Other Names: Capall-Uisce; see below

Pronunciation: ahg-ISS-kee

Ecology: Aughiskeys are water-horses — horses that live in the sea or large bodies of still fresh water. But unlike normal horses, they're carnivorous. They come ashore at times to devour cattle, and as described below sometimes eat men as well. They're most active in the month of November.

When an aughiskey dies, its body rapidly degenerates into a jelly-like slime.

Personality/Motivation: Normal animal motivations, though tinged with a certain maliciousness and cunning.

Powers/Tactics: An aughiskey fights like a normal horse, though it's stronger, tougher, and has a carnivore's sharp teeth. If captured, bridled, and saddled, it makes an excellent horse and can increase the quality of a horse herd by breeding with the mares. But its rider must stay inland with it — if it ever sees the sea, even for an instant, it magically pins its rider in the saddle, gallops for the ocean as fast as it can, plunges in, and then devours its rider at its leisure. (It doesn't eat the victim's liver, which soon drifts to the surface.)

Campaign Use: Aughiskeys should represent a tempting challenge for your heroes. They make excellent mounts, but careless heroes will soon find that they've taken on more than they bargained for the first time they get near the sea.

Appearance: The aughiskey, or water-horse, lives in the sea or a large body of fresh water (but not running water, only kelpies [see below] live in rivers and streams). It looks like an ordinary horse of the finest, most handsome variety, often grey in color.

OTHER WATER HORSES

The water horse is a common type of faerie found all over the British Isles. Some other examples include:

Cabyll-Ushtey

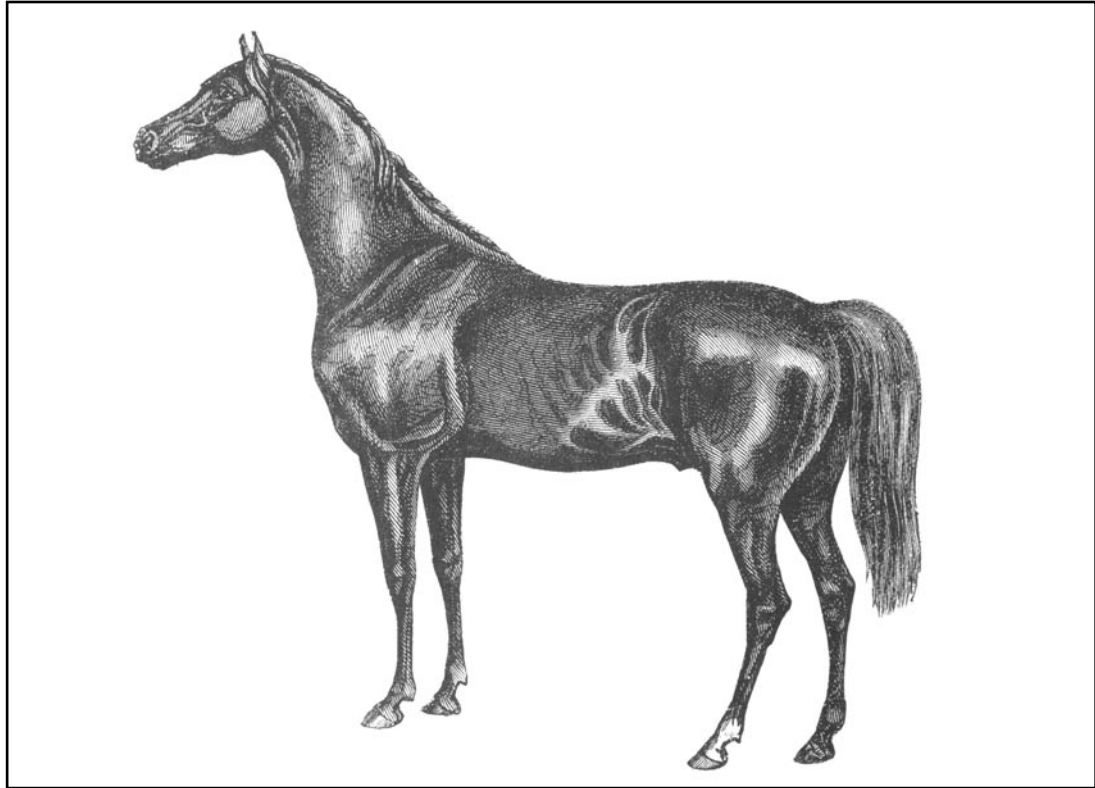
This is the water-horse of the Isle of Man. It's as deadly and greedy as the each uisge (see below). It's pale grey in color, and its hooves are backwards.

Ceffyl-Dŵr

The water-horse of Wales, similar in most respects to the aughiskey. It has the power to change its shape to that of a goat, a handsome young man, or a mist. (Use the *Shapechanging (Limited Forms)* power for the former, and *Desolidification* for the latter.) It sometimes leaps out of the water to grab a passerby and kill him by squeezing or trampling him to death.

Each-Uisge

This is the Scottish version of the aughiskey, and is particularly vicious and cruel. It rides up and down the shores of a loch, already saddled and bridled, waiting for someone to try to catch and ride it. As soon as it has a rider, it runs into the water and eats him, as described above. Some tales claim it can even grow larger to accommodate multiple riders, if necessary.



An each-uisge (ech-OOSH-kya) can change shape into a handsome young man to come ashore and seduce women, but a clever girl can recognize it for what it is because it always has a strand or two of seaweed in its hair. It can also take the form of a boobrie (a large carnivorous faerie water-bird).

Glastyn

The glastyn (or glashtin) is a Manx form of the aughiskey. It often takes the shape of a dark-haired, handsome man to try to lure female victims to come closer to the sea with it before it transforms back into horse, seizes them, and drags them off. It can be identified on close inspection by the fact that it has tiny horses' ears (it arranges its hair to hide them). Like the cabyll-ushtey it has backward hooves. According to some tales the only way to kill a glastyn is with a *baodhag* ("fury of the quiver"), a special type of arrow. (In game terms, a glastyn with that power would have Damage Reduction that did not apply against baodhags.)

Kelpie

This Scottish water-horse is like the each-uisge, except that it lives in streams and rivers instead of the sea or still bodies of fresh water. It can take the form of a shaggy-haired man, in which shape it sometimes leaps up on the saddle behind riders

of ordinary horses to grab and crush them (or just scare them). When it leaps into the water with a victim there's a sound like a thunderclap. Just seeing a kelpie is considered dangerous — a portent of death or disaster to come via drowning or flooding.

Noggle

The noggle (or neugle) is the kelpie of Shetland, though it's less harmful — when it takes its victim into the water it then turns into a blue flame and dances away, leaving the victim terrified but unharmed. It also stops millwheels from turning at night (it can be driven away by thrusting a burning brand or a steel blade through the mill's vent-hole). It looks like a beautiful grey Shetland pony with its tail curved up over its back like a half-wheel.

Shoopiltee

The shoopiltee is another Shetland water-horse.

Tangie

Native to the Orkney and Shetland islands, the tangie is similar to the aughiskey in most respects. In addition to its normal form (a rough-haired pony) it can take the shape of an old man covered in seaweed. Sometimes a tangie teams up with an outlaw or raider, serving him as a riding-horse so they can commit greater evils together than they could separately.

BANSHEE				
Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
5	PD	4		Total: 5 PD (5 rPD)
5	ED	3		Total: 5 ED (5 rED)
3	SPD	10		Phases: 4, 8, 12
3	REC	0		
20	END	0		
20	STUN	2		Total Characteristics Cost: 38

Movement: Running: 6"/12"
Teleportation: 20"/40"

Cost	Powers	END
10	<i>Terrifying Wail:</i> +20 PRE; Only To Make Fear-Based Presence Attacks (-1)	0
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
15	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Iron Attacks (-1)	0
30	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 50%	0
7	<i>Faerie Mind:</i> Mental Defense (10 points total)	0
10	<i>Faerie Form:</i> Power Defense (10 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
45	<i>Faerie Concealment:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
60	<i>Vanishing:</i> Teleportation 20", Reduced Endurance (0 END; +½)	0

Skills

3	Concealment 12-
6	AK: local area where she lives 15-
2	KS: Legends And Lore 11-
2	KS: lore of the family she "belongs" to 11-
3	Stealth 11-

Total Powers & Skills Cost: 248

Total Cost: 286

75+ Disadvantages

20	Susceptibility: takes 2d6 per Turn from iron (Common)
20	Susceptibility: takes 2d6 per Turn from salt (Common)
171	Experience Points

Total Disadvantage Points: 286

OPTIONS

Cost Power

162	<i>Deadly Wail:</i> RKA 3d6, NND (defense is being deaf or otherwise unable to hear; +1), Does BODY (+1), Area Of Effect (voice range; +1), Reduced Endurance (0 END; +½); Incantations (voice range; -¼)
13	<i>Banshee Wings:</i> Flight 10"; Restrained (-½)
60	<i>Caionteach's Strike:</i> Major Transform 8d6 (human with working legs to human with paralyzed, useless legs; heals back by getting the caionteach to touch the legs, or certain counterspells); Limited Target (humans; -½), No Range (-½)

Origin: Ireland, Scotland

Other Names: Bachuntha, Badhbh Chaointe ("Wailing Crow"), Ban Sith, Bean Si, Beansidhe; see also below

Ecology: The banshee ("faerie woman" or "woman of the mound") has no known ecology; it appears at specific times for specific reasons, and otherwise remains hidden.

Personality/Motivation: A banshee appears to warn of an impending death (or sometimes other disaster) in the family. In tales only old, notable Irish or Scottish families receive this treatment, and in some cases know their banshees by name, but in game settings any family might be subject to a banshee's attentions. Typically a banshee only warns of the deaths of people who are powerful, holy, or otherwise particularly important.

Powers/Tactics: The banshee appears only at night, usually by the water near the house of the person who's going to die. Some banshees are bolder, leaving their customary place by the waters to sit in the courtyard of a castle where the soon-to-be-deceased person lives, or to stick their heads in the windows of his house. It begins a dreadful wailing (or keening) that disturbs, even terrifies, anyone who hears it. If confronted in any way, it vanishes.

Campaign Use: In some game settings the GM likes to make banshees a little bit more combat-capable. In this case their wail can cause deadly damage if they so desire.

Appearance: This often dangerous faerie usually takes the form of an old, emaciated woman dressed in robes of green or grey (often a grey cloak over a green gown), or more rarely black. She weeps constantly, which makes her eyes red, particularly in contrast with her pallid skin. Sometimes her stringy hair (red or grey) can be seen, other times a hood covers her head. Her clothes often look wet. (A few banshees are described as looking like beautiful but sad young women.) She appears by a body of water, sometimes washing the grave-clothes of the person who's about to die while she wails her mournful lament.



OTHER BANSHEES

The legend of the banshee takes many forms across the British Isles. Some similar faeries include:

Bean Nighe

The *bean nighe* (ben NEE-yuh, or “Washer Woman”) is a Scots Highland version of the banshee. Some say she’s the ghost of a woman who died in childbirth. She looks similar to the banshee in most respects, but has only one nostril, a large, protruding front tooth, red webbed feet, and long, pendulous breasts. She wears green clothes. She usually appears by lonely streams, washing the bloodstained clothes of a person who’s about to die.

If someone sees a bean nighe and can get between her and the water before she can enter the stream, she is compelled to answer three questions (or in some tales, grant three wishes). However, she asks three questions in return, and if they’re not answered truthfully she’ll attack or withdraw the wishes. Anyone who grabs one of her breasts and suckles it becomes her “foster child” and earns her favor.

Caoineag

The caoineag (KON-yack) is similar to the bean nighe, but cannot be compelled to answer questions or grant wishes. She wails her warning at a waterfall near the house of the clan about to be overtaken by disaster. Unlike the bean nighe or banshee, a caoineag is always invisible.

Caointeach

This version of the banshee is similar to the bean nighe, but more dangerous. If interrupted at her work a caointeach (kon-DYUK, “the Keener”) strikes the offender with her wet laundry, depriving him of the use of his legs.

Cyhyraeth

The *cyhyraeth* (ker-HAIR-rig-th) is a Welsh or Cornish banshee with matted hair, long, black teeth, and wings. She most often appears before a family or village suffers multiple deaths (such as in battle or from a plague) and similar large-scale disasters. Typically her keening, which sounds like the groaning of a sick person about to die, is heard three times: once

far away; a second time closer; a third time very nearby. They also warn of shipwrecks by walking up and down on the shore carrying a will o’ the wisp-like light. A few cyhyraeth are male.

Gwrach Y Rhibyn

A gwrach y rhibyn (GOOR-ark er HREE-bin) is another Welsh banshee. She accompanies the person she wants to warn invisibly. When that person comes to a stream or a crossroads she lets forth a horrifying shriek and begins beating the ground while making appropriate lamentations (such as “my husband” or “my child” if she’s foretelling the death of the subject’s husband or child). She has tangled hair, long black teeth, and disproportionately long arms.

BAOBHAN SITH

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
5	PD	4		Total: 5 PD (5 rPD)
5	ED	3		Total: 5 ED (5 rED)
3	SPD	5		Phases: 4, 8, 12
3	REC	0		
20	END	0		
18	STUN	0		Total Characteristics Cost: 55

Movement: Running: 6"/12"

Cost	Powers	END
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11	<i>Blood-Drinking:</i> RKA 1 point, NND (defense is not having blood or having protective skin; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); Skin-To-Skin Contact Required (-1)	0
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
7	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 25%; Does Not Work Against Iron Attacks (-1)	0
15	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 25%	0
7	<i>Faerie Mind:</i> Mental Defense (10 points total)	0
10	<i>Faerie Form:</i> Power Defense (10 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
20	<i>Raven Form:</i> Multiform (assume 100-point raven form; see <i>The HERO System Bestiary</i> , page 139)	0

Skills

3	Concealment 13-
3	Conversation 13-
3	High Society 13-
5	AK: local area where the faerie lives 15-
3	KS: Legends And Lore 13-
5	Seduction 14-
3	Stealth 13-

Total Powers & Skills Cost: 150

Total Cost: 205

75+ Disadvantages

20	Psychological Limitation: Malicious Faerie Nature (Very Common, Strong)
20	Susceptibility: takes 2d6 per Turn from iron (Common)
20	Susceptibility: takes 2d6 per Turn from salt (Common)
70	Experience Points

Total Disadvantage Points: 205



Origin: Scotland

Other Names: Baoban Sith, Bavanshee, Boabhan Sith

Pronunciation: BAA-van shee

Ecology: An evil faerie akin both to vampires and succubi, the baobhan sith subsists on human blood, preferably taken from a handsome young man. They typically live in the wilds and attack young shepherds and huntsmen out on the moors.

Personality/Motivation: Baobhan sith are thoroughly evil and cruel. They prey on humans the way humans prey on wild game.

Powers/Tactics: The baobhan sith has the power to leech the blood from a man by touch (she has to be able to touch her skin with his). She prefers to do this with a kiss, but other touches, such as through dancing, work perfectly well. With her beauty she tempts men to dance with her and kiss her... and as he does, she drinks his blood! An observant onlooker may be able to see tiny drops of blood fall to the ground around her, thus revealing her for what she is.

A baobhan sith can assume the form of a raven, and often uses this power to escape pursuit, hide, or follow potential prey.

Campaign Use: A baobhan sith makes an ideal adversary for a game with a lot of social aspects. Just move the baobhan sith out of the wilderness and into the king's court — or, say, a coffee shop in an Urban Fantasy setting — and let her wreak her havoc.

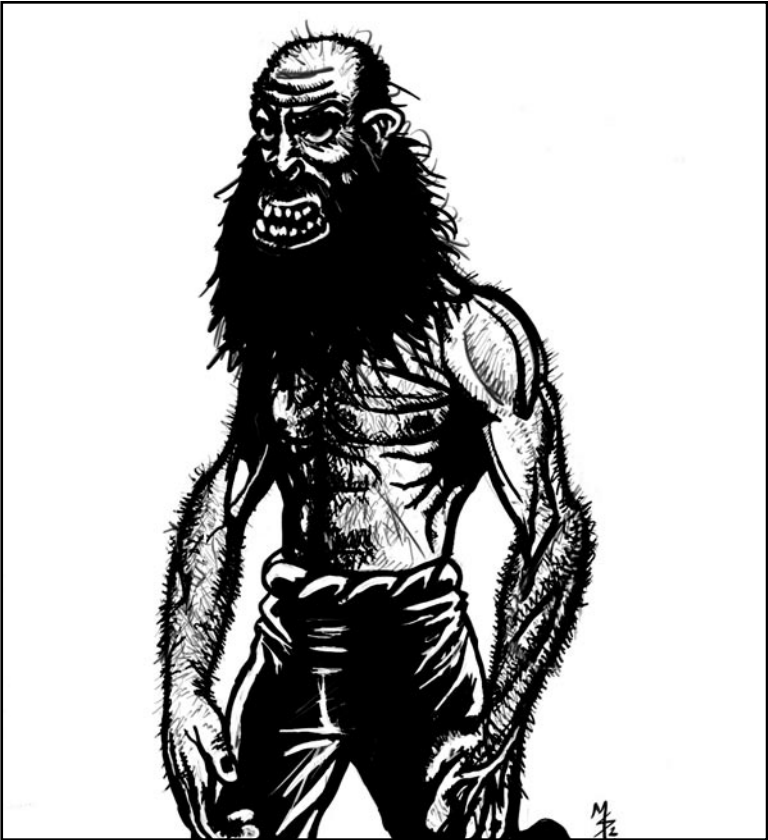
Appearance: The baobhan sith usually resembles a beautiful maiden, and though she has deer's hooves for feet hides them beneath her long white or green dress.

BARROW-WIGHT				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
16	CON	12	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
5	PD	3		Total: 5 PD (5 rPD)
5	ED	2		Total: 5 ED (5 rED)
3	SPD	4		Phases: 4, 8, 12
5	REC	0		
32	END	0		
30	STUN	7		Total Characteristics Cost: 69

Movement: Running: 6"/12"

Cost Powers **END**

207 *Maddening Sight:* Major Transform 8d6 (sane person to person with the Psychological Limitation *Utterly, Gibberingly Insane* [Very Common, Total]; heals back through application of this spell or a like spell), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Area Of Effect (4" Radius; +1), Trigger (when barrow-wight chooses to activate, activation takes no time, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½); All Or Nothing (-½), Limited Target (sentient humanoids; -½), No Range (-½), Only Works On Targets Looking At Barrow-Wight (-¼)



100 *Faerie Powers:* Variable Power Pool, 40 base + 20 control cost, Cosmic (+2) var

5 *Faerie Form:* Damage Resistance (5 PD/5 ED) 0

7 *Faerie Form:* Physical Damage Reduction, Resistant, 25%; Does Not Work Against Iron Attacks (-1) 0

15 *Faerie Form:* Energy Damage Reduction, Resistant, 25% 0

7 *Faerie Mind:* Mental Defense (10 points total) 0

10 *Faerie Form:* Power Defense (10 points) 0

50 *Faerie Nature:* Life Support (Total, including Longevity: Immortality) 0

21 *Barrow-Wight Resilience:* Healing 3d6 (Regeneration; 3 BODY per Day), Resurrection (see text), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Day; -¾), Resurrection Only (-½) 0

Skills

3 KS: Legends And Lore 12-

7 Stealth 14-

Total Powers & Skills Cost: 432

Total Cost: 501

75+ Disadvantages

20 Psychological Limitation: Must Guard Barrow (Very Common, Strong)

20 Susceptibility: takes 2d6 per Turn from iron (Common)

20 Susceptibility: takes 2d6 per Turn from salt (Common)

25 Susceptibility: takes 2d6 per Turn from sunlight (Very Common)

341 Experience Points

Total Disadvantage Points: 501

Origin: England

Ecology: Barrow-wights are evil spirits, ghosts, or faeries that live in or haunt barrows (grave mounds). They have no need to eat or drink, and are almost always solitary (one wight per barrow).

Personality/Motivation: A barrow-wight's goal is to prevent anyone from disturbing the barrow it lives in — particularly the treasure buried within it. If anyone enters the barrow, or worse tries to take the treasure, the enraged barrow-wight attacks with all the power and guile it can muster.

Powers/Tactics: When it confronts people breaking into its barrow, a barrow-wight uses its Faerie Powers VPP to fight. It may grow claws and fangs for a physical confrontation, use Images or Mental Illusions to trick the invaders, or lull them to sleep with Ego Attacks. But if it must, it unleashes the full horrific force of its appearance, which drives mad anyone within 4" of it who looks at it. (Of course, since this ability to drive men insane could easily affect every PC with one attack, the GM should be wary about using it.)

Perhaps the most amazing power the barrow-wight possesses is the ability to return from the dead! Adventurers who "kill" a wight will be sur-

prised to discover it alive and well a few days later. The only way to stop this is to cut off its head and place it between the wight's knees.

Campaign Use: In a High Fantasy setting of dungeons and monster-killing, a barrow-wight could be the biggest, baddest monster in a low-powered dungeon designed around a burial mound, or just one monster among many inhabiting a higher-powered dungeon. If the burial complex is large enough, the barrow-wight should have an AK for it to represent his intimate familiarity with the place.

Similar to the barrow-wight is the *hogboy*, a faerie of the Orkney Islands. If the burial mound he lives in is broken into or disturbed, he responds by causing the local cattle to die.

Appearance: A barrow-wight is a little shorter than human sized and has a large head on top of a long neck, a lean face with teeth like a horse and a ragged, dirty beard. Their knees bend backwards, like those of a bird. When they speak (which isn't often), their voices are harsh and grating.

BEITHIR				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [6]
14	DEX	12	12-	OCV: 5/DCV: 5
20	CON	20	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
12	PD	6		Total: 12 PD (8 rPD)
12	ED	8		Total: 12 ED (8 rED)
4	SPD	16		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
50	STUN	7		Total Characteristics Cost: 112 (+23 with NCM)

Movement: Running: 6"/12"
Swimming: 5"/10"
Leaping: 3"/6"

Cost	Powers	END
18	<i>Lightning Blast:</i> RKA 2d6, +1 STUN Multiplier (+¼); Extra Time (Full Phase; -½), Increased Endurance Cost (x2 END; -½)	8
20	<i>Jaws:</i> HKA 1d6+1 (2½d6 with STR)	2
12	<i>Claws:</i> HKA 1d6-1 (1½d6 with STR)	1
8	<i>Reptilian Skin:</i> Damage Resistance (8 PD/8 ED)	0
3	<i>Water Faerie Nature:</i> Swimming +3" (5" total)	1
5	<i>Water Faerie Nature:</i> Life Support (Expanded Breathing: can breathe underwater)	0
6	<i>Bestial Senses:</i> +2 to PER Rolls with all Sense Groups	
Talents		
3	Environmental Movement: Aquatic Move- ment (no penalties in water)	
Skills		
10	+2 HTH	
2	AK: local area where beithir lives 11-	
3	Stealth 12-	

Total Powers & Skills Cost: 90

Total Cost: 202

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 107 Experience Points

Total Disadvantage Points: 202



Origin: Scotland

Other Names: Behir

Pronunciation: beh-HEER

Ecology: This fuath (evil water spirit) dwells in caves (especially those with water in them) and corries (water-filled bowl-like depressions on mountaintops). It eats sheep, cattle, wild animals, and any men it can catch.

Personality/Motivation: Normal animal motivations, but with a touch of malice and cunning not found in ordinary beasts.

Powers/Tactics: If possible a beithir prefers to attack from surprise, ambushing its foes when they're least expecting it — it's particularly clever in figuring out ways to do this. It fights mostly with its fangs and claws, but if necessary can unleash blasts of lightning against its opponents. When summer thunderbolts are seen in the Scottish Highlands, folk know beithirs are out and about.

Campaign Use: Since legends and lore about the beithir are relatively sparse, the GM can work them into a setting however he sees fit. They might simply be dragon-like monsters for heroes to slay, or they could be servants of wicked deities, the pets of the storm-god, or a wizard's experiment run amok.

Appearance: Descriptions of the beithir are vague, but from its association with serpents and lightning one can think of it as a reptilian being looking something like a dragon, but only human-sized and unable to breathe fire.

BLACK ANNIS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
8	PD	5		Total: 8 PD (5 rPD)
8	ED	4		Total: 8 ED (5 rED)
4	SPD	14		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
32	STUN	0		Total Characteristics Cost: 95

Movement: Running: 6"/12"

Cost	Powers	END
15	<i>Iron Claws:</i> HKA 1d6 (2d6 with STR)	1
5	<i>Long Teeth:</i> HKA 1 point (½d6 with STR)	1
75	<i>Faerie Powers:</i> Variable Power Pool, 30 base + 15 control cost, Cosmic (+2)	var
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
15	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Iron Attacks (-1)	0
30	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 50%	0
5	<i>Faerie Mind:</i> Mental Defense (8 points total)	0
8	<i>Faerie Form:</i> Power Defense (8 points)	0
42	<i>Faerie Consumption:</i> Life Support (Total, except for Diminished Eating)	0

Skills	
3	Concealment 13-
5	AK: local area where the faerie lives 15-
3	KS: Legends And Lore 13-
3	Stealth 12-

Total Powers & Skills Cost: 214
Total Cost: 309

75+	Disadvantages
20	Psychological Limitation: Malicious Faerie Nature (Very Common, Strong)
15	Susceptibility: takes 1d6 per Turn from iron (Common)
15	Susceptibility: takes 1d6 per Turn from salt (Common)
184	Experience Points

Total Disadvantage Points: 309

Origin: England

Other Names: Black Agnes

Ecology: Black annises live in caves in hill and mountain ranges. If there's no natural cave available, an annis digs one in a suitable spot with her iron nails. She eats stray sheep and children that she captures. After skinning and eating her human victims, she typically strews the bones about her cave and the surrounding area and then hangs the skin on a tree to dry. Sometimes she descends from the hills into settled areas so she can reach into houses and snatch babies; people who live in areas plagued by a black annis often have no windows, or only small ones, as protection against this.

Personality/Motivation: Black annises are thoroughly evil and murderous, existing only to cause death and misery.

Powers/Tactics: Black annises are tough foes who don't shrink from a fight, though they prefer to prey on people and animals far weaker than themselves.

Campaign Use: Traditionally Black Annis lives in a cave in the Dane Hills of Leicestershire. This writ-eup assumes she's a species rather than a singular being, but the GM can change that if he wants to have a particular area in his world known for being inhabited by her.

If you want to make her a singular being in Tuala Morn, she should live in the southern Drim-narth and plague the folk of Dalriada.

Appearance: This monstrous hag looks like a withered, evil old woman with a blue face, long white or yellow teeth, long tattered hair, and iron claws on her fingertips. She usually wears a black, hooded robe. It's said that one can hear her howls or her teeth grinding from miles away.



BLACK DOG				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
5	PD	2		Total: 5 PD (5 rPD)
5	ED	2		Total: 5 ED (5 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
31	STUN	0		Total Characteristics Cost: 57

Movement: Running: 9"/18"

Cost	Powers	END
30	<i>Black Dog's Blast:</i> Multipower, 60-point reserve; all Only Works On Persons Who Strike Or Talk To Black Dog (-1)	
2u	1) <i>Wounds:</i> Energy Blast 8d6; Limited Range (3"; -¼), Only Works On Persons Who Strike Or Talk To Black Dog (-1)	4
2u	2) <i>Death:</i> RKA 2½d6; Limited Range (3"; -¼), Only Works On Persons Who Strike Or Talk To Black Dog (-1)	4
3u	3) <i>Paralysis:</i> Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½); Limited Range (3"; -¼), Only Works On Persons Who Strike Or Talk To Black Dog (-1)	6
15	<i>Black Dog's Bite:</i> HKA 1d6 (2d6 with STR)	1
5	<i>Terrifying Aspect:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1)	
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
15	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Iron Attacks (-1)	0
30	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 50%	0
3	<i>Faerie Mind:</i> Mental Defense (5 points total)	0
5	<i>Faerie Form:</i> Power Defense (5 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
6	<i>Swift Runner:</i> Running +3" (9" total)	1
60	<i>Vanishing:</i> Teleportation 20", Reduced Endurance (0 END; +½)	0

Skills	
3	Concealment 12-
5	AK: local area where the black dog lives 13-
5	Stealth 13-

Total Powers & Skills Cost: 244
Total Cost: 301

- 75+ Disadvantages**
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
 - 20 Psychological Limitation: Malicious Faerie Nature (Very Common, Strong)
 - 20 Susceptibility: takes 2d6 per Turn from iron (Common)
 - 20 Susceptibility: takes 2d6 per Turn from salt (Common)
 - 151 Experience Points

Total Disadvantage Points: 301

OPTIONS

- Cost Power**
- 82 *Shapechanging:* Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)
 - 7 *Terrifying Howl:* +15 PRE; Only For Fear-Based Presence Attacks (-1)

Origin: England

Other Names: Black Hound, Phantom Hound; Old Shock (Suffolk); the Gurt Dog (Somerset); see below

Ecology: People typically encounter black dogs along roads, particularly at crossroads or bridges. They sometimes also appear in ruins, cemeteries, burial mounds, and even in churchyards.

Personality/Motivation: Varies. Most black dogs are evil or harmful, but some appear to help people in distress (mainly to guide lost travelers, particularly women, to safety). Others are portents of death or doom, similar to the banshee.

Powers/Tactics: Black dogs often simply frighten people (both with their general appearance, and with what their appearance signifies). Usually they do this by approaching a traveler and walking silently alongside him until he becomes so terrified that he flees, faints, or dies (and if he flees, they may give chase). Others actively attack people using their large jaws. And if someone strikes, touches, or even speaks to a black dog, it can unleash a blast that resembles fire and which can injure, kill, or paralyze. Sometimes a black dog vanishes as it uses the blast (i.e., the GM lets the dog use its Teleportation immediately after it attacks).

Campaign Use: Sir Arthur Conan Doyle used tales of the black dog as inspiration for the Sherlock Holmes novel *The Hound Of The Baskervilles*, and the GM can do the same in a campaign that doesn't feature magic. Instead of being a faerie, the black dog is simply a normal dog trained to savagery and made to look eerie by ordinary means.

Unlike most faeries, sightings of black dogs supposedly have continued into the modern day. For example, in some districts otherwise inexplicable automobile crashes have been attributed to the appearance of black dogs.

Appearance: These fearsome spirits look like calf-sized dogs with shaggy black fur and large, round, saucer-like, fiery red eyes. Some have



green eyes instead, or just a single eye; a few have no heads at all, with their eyes floating in mid-air ahead of their bodies.

OTHER BLACK DOGS

Stories of the black dog are so pervasive throughout parts of England that variations on the theme have become known. Some similar creatures include:

Black Angus

Black Angus is a specific black dog with yellow eyes and horns. He's said to roam the English-Scottish border in search of victims.

Black Shuck, Old Shuck

In East Anglia, the black dog is known as Black Shuck and usually looks either like a shaggy black donkey with huge, fiery red eyes (or a single red eye that emits sparks of green and red fire), or like a monk with the head of a hound. Just seeing it can cause sickness and death.

Capelthwaite

Another specific black dog, from Westmorland. Said to have the power to assume any shape, he was quite helpful to the locals, often rounding up sheep and cattle for them, but troublesome and even dangerous to strangers and visitors. The story's told of how he once rounded up a hare with the sheep, then complained to the flock's owner that he'd had more trouble with that one "little lamb" than all the rest!

Church Grim

A church grim is a black dog that guards churchyards from the Devil, witches, and other evil folk. Its appearance often portends death, though the minister of the church can see it without harm. It sometimes appears, harmlessly, at funerals, and in some cases is said to live in the church's belltower.

Gally-Trot, Gilitrutt

This black dog of Suffolk and the North Country is actually white, and the size of a bullock. It frightens and chases people.

Guytrash, Gytrash

This northern England version of the black dog can assume any shape; besides its favored black dog form, it often appears as a black horse, mule, or cow. Most of its forms have webbed feet.

Padfoot

A faerie of Yorkshire, a padfoot looks something like a sheep, with long hair and fiery, saucer-shaped eyes. Sometimes it looks like a black or white dog, or a black donkey, and drags a chain behind itself. If necessary it can roar with a unique sound. At other times it remains invisible. Typically it appears to warn of death or disaster, but it may also try to frighten people... and anyone who strikes it soon dies.

Skriker, Trash

In Lancashire there's a black dog-like faerie called a *skriker* (when invisible) and *trash* (when not); the name "trash" comes from the distinctive padding sound its feet makes as it walks. A trash looks like a typical black dog. Sometimes it seems content merely to frighten people (often with its moans and howls), at other times it tries to lure them into danger.

BOGGART

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	4		Total: 5 PD (5 rPD)
5	ED	3		Total: 5 ED (5 rED)
4	SPD	15		Phases: 3, 6, 9, 12
3	REC	0		
20	END	0		
18	STUN	0		Total Characteristics Cost: 51

Movement: Running: 6"/12"
Teleportation: 20"/40"

Cost	Powers	END
30	<i>Faerie Power:</i> Endurance Reserve (150 END, 15 REC)	0
150	<i>Faerie Powers:</i> Variable Power Pool, 60 base + 30 control cost, Cosmic (+2)	var
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
15	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Iron Attacks (-1)	0
30	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 50%	0
7	<i>Faerie Mind:</i> Mental Defense (10 points total)	0
10	<i>Faerie Form:</i> Power Defense (10 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
45	<i>Faerie Concealment:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
60	<i>Vanishing:</i> Teleportation 20", Reduced Endurance (0 END; +½)	0
82	<i>Shapechanging:</i> Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)	0

Skills

3	Concealment 12-
3	High Society 12-
5	AK: local area where it lives 14-
3	KS: Legends And Lore 12-
7	Stealth 14-

Total Powers & Skills Cost: 505

Total Cost: 556

75+ Disadvantages

20	Psychological Limitation: Malicious Faerie Nature (Very Common, Strong)
20	Susceptibility: takes 2d6 per Turn from iron (Common)
20	Susceptibility: takes 2d6 per Turn from salt (Common)
421	Experience Points

Total Disadvantage Points: 556

Origin: Scotland

Other Names: Bag, Boggard, Boogart, Buggard

Pronunciation: BOG-gart

Ecology: Boggarts are house faeries. Some take a liking to a particular house and stay there regardless of who the human residents are; others "adopt" a specific family and follow them to a new house if they move. In some cases a boggart chooses to terrorize a whole village, town, or district instead of just one house; it moves from place to place within the area as the mood takes it.

According to some tales, boggarts eat wood. This means they not only make mischief within a home, they can literally destroy a house one mouthful at a time.

Personality/Motivation: Boggarts are mischievous, even cruel. Unlike a brownie (page 232), who helps out around the house, a boggart does nothing but cause trouble. He moves or throws objects, snatches food off plates and away from children, trips people, makes noises, slams doors, breaks things, and sometimes even tries to smother people as they sleep.

Powers/Tactics: The boggart uses its powers of invisibility and shapechanging to remain hidden from the people it torments, and its Variable Power Pool to play pranks and make trouble. Telekinesis with Invisible Power Effects is its favorite power.

While a boggart has the same weaknesses to salt and iron as most faeries, attempts to drive him away with them usually just make him angry and prompt even worse mischief. He'll use Telekinesis to throw the offending objects as far away as possible, then continue his reign of terror.

Campaign Use: Some storytellers speculate that a boggart is a brownie who's turned evil for some reason — or that a brownie is a boggart who's been reformed. That may give PCs a way to rescue a family from a boggart without having to kill the creature, which is difficult due to its powers.

Appearance: While it can take many shapes (including various animal forms and that of a squat, dark, hairy, dwarfish human with long, yellow teeth), in its true form a boggart is an invisible spirit.

BOGIE

Similar in many respects to the boggart is the *bogie*. To some extent the term "bogie" is used generically to refer to all kinds of spirits, demons, and faeries, most of whom like to frighten or torment people; in that respect a boggart is just a type of bogie. More specifically, a bogie is a malicious goblin-like faerie who steals children and causes other evil. He most often appears as a short, shadowy man, sometimes with long, cold fingers and glowing yellow eyes. Other shapes he often uses include a black dog and a tree trunk. While wicked, a bogie isn't necessarily that bright; a clever victim can trick a bogie into leaving him be.

BWAGANOD

The bwaganod is a Welsh faerie similar to a boggart. It can only appear for a few minutes at dusk, but during that time can take any shape it wants and uses this power to terrify humans.

BROLLACHAN

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
8	PD	4		Total: 8 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
40	END	0		
35	STUN	0		Total Characteristics Cost: 66

Movement: Running: 6"/12"
Swimming: 4"/8"

Cost Powers **END**

57	<i>Formlessness Into Form:</i> Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any form), Imitation, Instant Change	6
400	<i>Formed Powers:</i> Variable Power Pool, 200 base + 100 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Linked (to Shape Shift; -¼), Only For Abilities Of Shape Shifted Forms (-¼)	var
7	<i>Fearsome:</i> +15 PRE; Only For Fear-Based Presence Attacks (-1)	0
2	<i>Tough Form:</i> Damage Resistance (2 PD/2 ED)	0
60	<i>Hard To Harm:</i> Physical Damage Reduction, Resistant, 75%; Does Not Work Against Iron Attacks (-1) plus Energy Damage Reduction, Resistant, 50%	0
10	<i>Shifting Form:</i> No Hit Locations	0
5	<i>At Home Underwater:</i> Life Support (Expanded Breathing: breathe underwater)	0
2	<i>Strong Swimmer:</i> Swimming +2" (4" total)	1

Total Powers & Skills Cost: 543

Total Cost: 609

75+ Disadvantages

20	Psychological Limitation: Malevolent And Wicked (Common, Total)
514	Experience Points

Total Disadvantage Points: 609

Origin: Scotland

Other Names: Boneless

Ecology: Sometimes said to be the child of a fuath (evil water faerie), a brollachan ("shapeless thing") typically lives in millstreams or other bodies of water. It kills and eats men for its sustenance, and also thrives on inflicting terror.

Personality/Motivation: Brollachans are malign and wicked. As members of the Unseelie Court, they care nothing for humans, looking upon them as food, playthings, or the like.



Powers/Tactics: Scottish folklore and legends describe a brollachan as being "without form" except for having eyes and a mouth; some tales liken it to a fog-cloud or puddle of muck with a few human aspects, such as hands. In a gaming context a brollachan is a shapeless mass of flesh that can transform itself into whatever shape it likes. One of a brollachan's favorite tricks is to disguise itself to look like one of its victim's loved ones and lure him into a lonely spot so that it can feast undisturbed after it kills him.

Campaign Use: A brollachan works well in several roles, and can perhaps play several of them in the space of a single scenario. It might start out spying on the PCs, curious about who and what they are... then introduce an element of potential danger by trying to join them in human form, or even worse kill one of them and take his place. Ultimately, when it's found out, it can revert to a sort of Lovecraftian horror-form as a thing with countless eyes, tentacles, and mouths that can fight all the PCs at once.

Appearance: A brollachan is a formless mass of flesh able to change its shape into that of people, animals, or monsters.

BROWNIE				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
13	CON	6	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
4	PD	3		Total: 5 PD (5 rPD)
4	ED	2		Total: 5 ED (5 rED)
3	SPD	2		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		Total Characteristics Cost: 59

Movement: Running: 3"/6"
Teleportation: 10"/20"

Cost	Powers	END
20	<i>Faerie Power:</i> Endurance Reserve (100 END, 10 REC)	0
100	<i>Faerie Powers:</i> Variable Power Pool, 40 base + 20 control cost, Cosmic (+2)	var
4	<i>Faerie Form:</i> Damage Resistance (4 PD/4 ED)	0
15	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Iron Attacks (-1)	0
30	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 50%	0
9	<i>Faerie Mind:</i> Mental Defense (12 points total)	0
12	<i>Faerie Form:</i> Power Defense (12 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
45	<i>Faerie Concealment:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
30	<i>Vanishing:</i> Teleportation 10", Reduced Endurance (0 END; +½)	0

Skills	
10	<i>Hard To Hit:</i> +2 DCV
3	Concealment 13-
3	<i>Easily Hidden:</i> +2 to Concealment; Self Only (-½)
3	High Society 12-
5	AK: local area where the brownie lives 15-
3	KS: Legends And Lore 13-
2	PS: House And Farm Chores 11-
7	Stealth 15-

Total Powers & Skills Cost: 351
Total Cost: 410

75+ Disadvantages

- 5 Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Capricious Faerie Nature (Very Common, Moderate)
- 15 Psychological Limitation: Hates Cats And Dogs (Common, Strong)
- 15 Susceptibility: takes 1d6 per Turn from iron (Common)
- 15 Susceptibility: takes 1d6 per Turn from salt (Common)
- 265 Experience Points

Total Disadvantage Points: 410

Origin: Scotland, northern England

Other Names: Broonie (Lowland Scotland), Brounie, Bruinidh; Booman (Orkney and Shetland islands); see also below

Ecology: Brownies are domestic faeries. They live in the houses of people they favor, coming out at night to do chores while the other inhabitants sleep. During the day they hide in dark corners of the house, or sometimes in a hollow tree or ruin nearby.

Personality/Motivation: A brownie is devoted to the good of the household to which he attaches himself. When everyone's asleep he does all sorts of tasks not yet done — cleaning, threshing, washing, looking after livestock, ironing, and so on. If he becomes particularly devoted to a specific person in the house (which sometimes occurs), he may appear to give advice to or run errands for that person. In exchange he expects to have a bowl of cream or good milk and a newly-baked bannock cake spread with honey left out for him at night (not offered to him directly, which will drive him away, but simply left where he can find it).

Like many helpful faeries, a brownie doesn't expect thanks or gifts for his labors. In fact, if anyone tries to thank him or give him a present, he'll leave, either (a) because he's offended at being treated that way, or (b) because now he thinks he's too good to work anymore. (The latter attitude often arises when someone gives him a gift of new clothes.) A few brownies, however, expect an annual gift, and if they don't receive it (or receive one of lesser quality) will leave.

Similarly, brownies don't like to be taken for granted. If people deliberately begin to shirk their duties (or dismiss their servants) because they expect the brownie to do the work, or if they say unkind things about the quality of the brownie's work, the brownie gets angry and leaves them to do their own work — and may even destroy whatever work he's done. In some cases an offended brownie may become a bog-gart (see page 230) and not only undo his labors, but turn into a plague on the house.

Brownies, like many household faeries, hate cats and dogs. They either won't attach themselves to a house that has one, or kill the poor animal to get it out of the way.



Powers/Tactics: Brownies have the usual range of faerie powers, but they use them for the purpose of performing chores. A little extra STR, SPD, or the like can make even the tedious tasks the brownie does go quickly and easily. If confronted with force for some reason, a brownie simply leaves.

Campaign Use: While few PCs settle down long enough to attract a brownie of their own, they might visit an inn or home that has one and inadvertently insult it. Then they have to go on an adventure to find it and convince it to return!

Appearance: These friendly, beloved, and helpful household faeries look like small (three foot tall) men with brownish skin, shaggy brown hair, and ragged brown clothes (though some are described as wearing no clothes at all). Their faces are usually flat, their eyes large, their nostrils tiny, their skin a bit wrinkled.

OTHER BROWNIES

Brownie-like faeries are common throughout the British Isles. Some of them include:

Bwbachod

This Welsh domestic faerie (pronounced BOO-bak-kod), also called a bwbach, is similar to the brownie in most respects, but is much more (good-naturedly) mischievous. It loves to play pranks on the householders. It dislikes teetotallers

and plays all sorts of pranks (often painful but not fatal) on them. He looks like a small (about two to three feet tall), stout man wearing a loincloth, a fur cloak, and large red hat.

Sometimes the ghosts of people who've left hidden treasure appeal to the bwbachod to get someone to dig it up. The bwbachod offers to transport a lucky individual to the site of the treasure, offering a choice of "above-wind," "mid-wind," and "below the wind" travel. "Above" means a chilling, terrifying ride high in the clouds; "below" means being dragged along the ground; only "mid-wind" is safe.

Bwca

Another Welsh variant of the brownie, the bwca (BOO-kuh or BOOK-uh) works hard, but expects his bowl of cream and cake without fail. If the food isn't to his liking, he becomes troublesome, playing pranks, throwing and breaking things, and telling family secrets out loud when visitors are present.

Bodachan Sabhaill

The "Little Old Men of the Barn" work at night threshing corn and tidying up the barn for old men who have trouble keeping up with the work. They look like small (about two to three feet tall) old man farmers.

Brownney

This Cornish version of the brownie is a special guardian of bees and beehives; people call on him for help when the bees start to swarm.

Glashan

The glashan (or glaisein), or "Grey-Headed Man," is a brownie-like faerie from the Isle of Man. They're very strong (STR 15) and can also change shape, often appearing as yearling lambs or foals. A few of them are wicked and kidnap women. They live in the hills above farmsteads.

Glaistig Uaine

This brownie-like Scottish faerie looks like a woman dressed in green. She watches over old castles and houses.

Niägruisar

These household faeries from the Faeroe Islands look like small men wearing red caps. They live in tall trees near their houses, and in addition to doing chores bring luck to the household... as long as their trees aren't cut down.

BUGGANE				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
6	PD	2		Total: 6 PD (6 rPD)
6	ED	2		Total: 6 ED (6 rED)
3	SPD	2		Phases: 4, 8, 12
8	REC	0		
40	END	0		
35	STUN	0	Total Characteristics Cost: 93	
Movement:		Running: 6"/12"		
Cost	Powers			END
20	Buggane's Claws: HKA 1d6+1 (2½d6 with STR)			2
5	Terrifying Aspect: +10 PRE; Only For Fear-Based Presence Attacks (-1)			
200	Faerie Powers: Variable Power Pool, 80 base + 40 control cost, Cosmic (+2)			var
6	Faerie Form: Damage Resistance (6 PD/6 ED)			0
15	Faerie Form: Physical Damage Reduction, Resistant, 50%; Does Not Work Against Iron Attacks (-1)			0
30	Faerie Form: Energy Damage Reduction, Resistant, 50%			0
7	Faerie Mind: Mental Defense (10 points total)			0
10	Faerie Form: Power Defense (10 points)			0
50	Faerie Nature: Life Support (Total, including Longevity: Immortality)			0
82	Shapechanging: Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)			
Skills				
3	Concealment 12-			
3	High Society 13-			
5	AK: local area where the buggane lives 14-			
3	KS: Legends And Lore 12-			
3	Stealth 13-			
Total Powers & Skills Cost: 432				
Total Cost: 535				

75+ Disadvantages

- 20 Psychological Limitation: Malicious Faerie Nature (Very Common, Strong)
- 20 Susceptibility: takes 2d6 per Turn from iron (Common)
- 20 Susceptibility: takes 2d6 per Turn from salt (Common)
- 400 Experience Points

Total Disadvantage Points: 535

Origin: Isle Of Man

Pronunciation: bug-AIRN

Ecology: A buggane could appear just about anywhere; there seems to be no limit to where they'll go to work their mischief, though they prefer wilder and less inhabited areas (as opposed to towns and cities). Some are known to prefer areas with running water or waterfalls.

Personality/Motivation: Bugganes are malicious and cruel. Among the actions attributed to them by legend and lore are kidnapping maidens, destroying the work on churches in the process of being built, and frightening people.

Powers/Tactics: Bugganes are vicious and aggressive, and enjoy physical confrontations. If a victim doesn't run in terror from them, they'll often use their Variable Power Pool for Growth so they can become larger, stronger, and more frightening. If a victim flees, the buggane often gives chase... and if the victim makes it to safety, the enraged buggane may pull off his own head and throw it at the victim as a missile! (Energy Blast 6d6, Range Based On STR.)

Campaign Use: Because of their versatility and power, bugganes make excellent foes for PCs. The residents of a district, village, or castle plagued by a buggane may appeal to the heroes as their only hope for rescue.

Appearance: The malicious buggane can change its shape. It may appear in dwarfish or human form (with or without a head, and possibly with clawed hands and fangs), as a black calf (with or without head and tail), a horse, a black dog, or many other shapes, including gigantic or monstrous ones. According to some sources even in human form it still has a horse's hoofs and/or ears.

CAILLEACH BHEUR				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
16	DEX	18	12-	OCV: 5/DCV: 5
25	CON	30	14-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
8	PD	0		Total: 8 PD (8 rPD)
8	ED	3		Total: 8 ED (8 rED)
4	SPD	14		Phases: 3, 6, 9, 12
13	REC	0		
50	END	0		
53	STUN	0		Total Characteristics Cost: 153 (+30 with NCM)

Movement: Running: 7"/14"

Cost	Powers	END
42	<i>Winter Weather Control:</i> Change Environment 4" radius, -10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); No Range (-½), Can Only Alter Existing Weather, Not Create Weather (-¼), Extra Time (5 Minutes; -2)	0
13	<i>Blight Crops:</i> RKA 1d6, Area Of Effect (16"; +1¼), MegaScale (1" = 10" wide and deep; +¼), Extra Time (1 Minute; -1½), Only Works On Crops And The Like (-1)	4
125	<i>Faerie Powers:</i> Variable Power Pool, 50 base + 25 control cost, Cosmic (+2)	var
8	<i>Faerie Form:</i> Damage Resistance (8 PD/8 ED)	0
15	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Iron Attacks (-1)	0
30	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 50%	0
8	<i>Faerie Mind:</i> Mental Defense (12 points total)	0
12	<i>Faerie Form:</i> Power Defense (12 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
2	<i>Long Legs:</i> Running +1" (7" total)	1
48	<i>Rock Form:</i> Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, into a rock), Instant Change, Reduced Endurance (0 END; +½), Persistent (+½)	0

Skills

3	High Society 13-
5	AK: local area where the cailleach bheur lives 15-
3	KS: Legends And Lore 13-
3	Stealth 12-

Total Powers & Skills Cost: 367

Total Cost: 520

75+ Disadvantages

20	Psychological Limitation: Malicious Faerie Nature (Very Common, Strong)
15	Psychological Limitation: Guardian Of The Animals (Common, Strong)
20	Susceptibility: takes 2d6 per Turn from iron (Common)
20	Susceptibility: takes 2d6 per Turn from salt (Common)
370	Experience Points

Total Disadvantage Points: 520

OPTIONS

Cost Power

var	<i>Gigantic Hag:</i> Apply the <i>Large Physical Limitation</i> and other abilities from the <i>Large Size Template</i> , as appropriate
84	<i>Holly-Wood Staff:</i> RKA 4d6, NND (defense is Force Field; +1), Does BODY (+1), Reduced Endurance (0 END; +½); OAF (-1), No Range (-½)
100	<i>Summon Animals:</i> Summon up to 16 animals built on up to 300 Character Points each, Expanded Class (animals; +½), Slavishly Loyal (+1); Summoned Beings Must Inhabit Locale (-½), Arrives Under Own Power (-½)
-36	<i>Cailleach Bera:</i> Remove Winter Weather Control and add PS: Reaping 16-
+18	<i>Muilearteach:</i> Add Swimming +5", Environmental Movement: Aquatic Movement (no penalties in water), expand her Shape Shift to allow for a watery reptilian form, and buy the following:
19	<i>Healing Balm:</i> Healing 6d6, any one Characteristic at a time (+¼); OAF (-1), Extra Time (5 minutes to apply balm; -2)
27	<i>Revive The Dead:</i> Healing BODY 4d6, Resurrection (can be prevented by cutting off the head); Extra Time (1 Turn; -1¼)

Origin: Scotland

Other Names: Blue Hag

Pronunciation: KAL-yak vair, KAL-ee-ak burr

Ecology: A cailleach bheur is a being of the hills, mountains, and moors. She's most active from Samhain (Halloween) until Beltane (May Eve), during which time she calls down the winter snows, blights growth, and hurls blasts of icy wind. But come May Eve she throws her staff of holly-wood beneath a holly or gorse bush and transforms into a stone to wait the coming of the next Samhain. (Other stories claim she transforms into a beautiful maiden instead, or that she somehow remains active and can blight crops if angered.)

Personality/Motivation: A cailleach bheur is generally inimicable to mankind. While she doesn't necessarily seek people out to harm them, her pursuits (such as blighting crops) can cause serious problems.

A cailleach bheur is also a guardian of animals. Deer are her particular favorite (she herds them, milks them, and keeps them safe from huntsmen),



but she also looks after wild cattle and goats, pigs, and wolves. In some places she's also regarded as a guardian of wells and streams.

Powers/Tactics: A cailleach bheur is immensely strong; some legends claim various islands were created when she dropped some stones from loads she was carrying in her apron (or basket). If forced to fight she use her fists, and perhaps her staff. According to some stories a cailleach bheur's staff brings death to anyone it touches. If anyone can find it while she's in her stone form, it's said it will give him power over the destiny of all mankind.

Campaign Use: The Cailleach Bheur of legend is a singular being who personifies winter and is said to live in a cave beneath Ben Nevis. This writeup treats her as a species so the GM can use her repeatedly and in different places if desired.

In a more high-powered Fantasy campaign or a *Champions* campaign that featured the Cailleach Bheur as a villain, she might have powers involving wind, weather, and/or ice control. She could blast her foes with the bitterly cold winds of *Faoiltach* (the Wolf Storms), entrap foes in blocks of ice, hammer her enemies with hailstorms, and maybe even hurl thunderbolts.

Appearance: This fearsome weather-faerie is a tall (sometimes gigantic), lean hag with a blue face and skin and frost-white hair. In some descriptions she has only one eye. She wears plaid robes and a cloak the color of withered leaves (or sometimes blue and white), and carries a mallet or stout staff (often made of holly-wood, and sometimes topped with a crow's head or skull). A crow often rides on her shoulder.

OTHER WINTER HAGS

Many faeries similar to the cailleach bheur exist throughout the British Isles, such as:

Caillagh Ny Groamagh

The "Old Woman of Gloominess" on the Isle of Man controls weather all year round, not just during winter. If the weather on February 1 (St. Bride's Day) is good, she sees no need to worry about it the rest of the year, which is a bad omen for humans; if it's rainy or snowy, she has to exert her powers to ensure good weather the rest of the year.

Cailleach Bera

This Irish form of the cailleach bheur is identical in most respects, but lacks any association with wild animals or power over winter. She's known for building mountains and islands with stones she carries in her apron. She's also a skilled reaper and often challenges men to reaping contests so difficult only she can win.

Another Irish version of the cailleach bheur is the Cally Berry of Ulster. She's just an evil mystical hag with no weather or animal powers.

Muilearteach

The muilearteach (or muireartach, "One of the Seas") is an aquatic form of the cailleach bheur that lives in the sea. She can assume the form of a large, reptilian creature and causes fierce storms when she rises up out of the waves. She's known for going on land and visiting cottages to beg a place by the fire; if allowed in she grows to such proportions that she fills the entire place, destroying it. However, if she's feeling charitable she carries a balm that can heal any sickness or injury, and can even bring the dead back to life by sticking one of her fingers in the corpse's mouth.

DAOINE SIDHE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
13	CON	6	12-	
10	BODY	0	11-	
23	INT	13	14-	PER Roll 14-
23	EGO	26	14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7d6
20	COM	5	13-	
6	PD	4		Total: 6 PD (6 rPD)
6	ED	3		Total: 6 ED (6 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
10	REC	10		
40	END	7		
30	STUN	8		Total Characteristics Cost: 175 (+36 with NCM)

Movement: Running: 12"/24"
Teleportation: 30"/60"

Cost	Powers	END
50	<i>Faerie Power:</i> Endurance Reserve (250 END, 25 REC)	0
500	<i>Faerie Powers:</i> Variable Power Pool, 200 base + 100 control cost, Cosmic (+2)	var
6	<i>Faerie Form:</i> Damage Resistance (6 PD/6 ED)	0
30	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 75%; Does Not Work Against Iron Attacks (-1)	0
60	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 75%	0
15	<i>Faerie Mind:</i> Mental Defense (20 points total)	0
20	<i>Faerie Form:</i> Power Defense (20 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
45	<i>Faerie Concealment:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
12	<i>Swift As The Wind:</i> Running +6" (12" total)	1
90	<i>Vanishing:</i> Teleportation 30", Reduced Endurance (0 END; +½)	0
82	<i>Shapechanging:</i> Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)	

Skills

3	Concealment 14-
3	Conversation 16-
3	High Society 16-
5	AK: local area where the faerie lives 16-
3	KS: Legends And Lore 14-
3	Persuasion 16-
3	Seduction 16-
3	Stealth 14-

Total Powers & Skills Cost: 986

Total Cost: 1,161

75+ Disadvantages

- 20 Psychological Limitation: Capricious Faerie Nature (Very Common, Strong)
- 20 Susceptibility: takes 2d6 per Turn from iron (Common)
- 20 Susceptibility: takes 2d6 per Turn from salt (Common)
- 1,026 Experience Points

Total Disadvantage Points: 1,161

OPTIONS**Cost Power**

- var *Faerie Hobby:* one or more PSs or related skills representing a Daoine Sidhe's special interest in some subject or pursuit
- var Hunted: by faeries from a rival/enemy shee

Origin: Ireland

Other Names: Daoine O'Sidhe, Daoine Sith, Doane Shee

Pronunciation: THEE-nuh shee, DEE-nee shee

Ecology: The Daoine Sidhe ("People of the Hills") are the most noble and powerful of the faerie races; indeed, they often rule over lesser faeries the way kings rule mortal men. Some sources refer to them as the "fallen angels of Ireland," describing them either as the old gods of Ireland, the Tuatha dé Danaan, reduced in status by the coming of other peoples and of Christianity, or literally as angels who fell from Heaven with Satan but were not evil



enough to fall all the way to Hell. They live underground, beneath the hills of Ireland, sometimes marking their domains with towers that appear, to human eyes, as simple standing stones.

Personality/Motivation: Typical faerie motivations (see page 213). A Daoine Sidhe can be witty and wise, capricious and cruel, or eerie and enigmatic as suits him. Some find humans fascinating and enjoy interacting with them (at least in some ways); others despise mortals and make sport of them. Some Daoine Sidhe develop a fascination with a particular pursuit (such as music, hunting, warfare, or chess) and master it, often challenging mortals to competitions (in which a mortal's greater physical prowess and quick wit may be all that allows him to win).

Powers/Tactics: The Daoine Sidhe are so powerful in comparison to mankind that they don't really need "tactics" as such. They can transform themselves or reality with but a thought, so fighting them physically or with magic is a losing proposition. (They have the usual faerie weakness to iron and salt, but woe betide the man who uses it against them — sooner or later he will let down his guard....) If a confrontation is inevitable, the only way to defeat them is with wits — for example, by challenging a Daoine Sidhe to a contest in which he's tricked into agreeing not to use his powers.

Campaign Use: As a sort of faerie nobility, the Daoine Sidhe could be encountered nearly anywhere — presiding over their own feasts and fetes (which mortals attend at their peril!), as elfin knights riding errantry through enchanted forests in imitation of human customs, fighting a faerie war against an enemy shee in which they need human help, leading other faeries in playing tricks or causing problems for mankind, as otherworldly lovers or objects of desire, and perhaps even as patrons of unusual and captivating groups of adventurers.

Appearance: The Daoine Sidhe typically appear as human-sized faeries of unearthly beauty, supreme grace, and great power. Their ears are pointed, their hair most often blonde or black, their skin pale. They dress in the most elegant of medieval garb, favoring the color green, and to human eyes sometimes fairly seem to glow with magical power.

DUERGAR				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
7	COM	-1	10-	
8	PD	0		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 ED (8 rED)
4	SPD	12		Phases: 3, 6, 9, 12
12	REC	0		
60	END	10		
40	STUN	0		
Total Characteristics Cost: 139 (+25 with NCM)				

Movement: Running: 6"/12"
Teleportation: 15"/30"

Cost	Powers	END
125	<i>Faerie Powers:</i> Variable Power Pool, 50 base + 25 control cost, Cosmic (+2)	var
107	<i>Pishogue:</i> Multipower, 107-point reserve	
10u	1) <i>Personal Pishogue:</i> Mental Illusions 14d6, Reduced Endurance (0 END; +½)	0
11u	2) <i>Group Pishogue:</i> Images to Sight, Hearing, Smell/Taste, and Touch Groups, -6 to PER Rolls, Increased Size (16"; +1), Reduced Endurance (0 END; +½)	0
8	<i>Faerie Form:</i> Damage Resistance (8 PD/8 ED)	0
15	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Iron Attacks (-1)	0
30	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 50%	0
6	<i>Faerie Mind:</i> Mental Defense (10 points total)	0
10	<i>Faerie Form:</i> Power Defense (10 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
45	<i>Faerie Concealment:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
45	<i>Vanishing:</i> Teleportation 15", Reduced Endurance (0 END; +½)	0
82	<i>Shapechanging (Any Form):</i> Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)	

Skills	
3	Concealment 13-
5	AK: local area where the duergar lives 15-
3	KS: Legends And Lore 13-
3	Stealth 13-

Total Powers & Skills Cost: 558
Total Cost: 697

75+ Disadvantages

- 5 Physical Limitation: Small (1m; +3" KB)
(Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Malicious Faerie Nature; Hates Mankind (Very Common, Strong)
- 20 Susceptibility: takes 2d6 per Turn from iron (Common)
- 20 Susceptibility: takes 2d6 per Turn from salt (Common)
- 30 Susceptibility: takes 2d6 per Phase from sunlight (Very Common)
- 497 Experience Points

Total Disadvantage Points: 697

Origin: England

Pronunciation: DWAIR-gar

Ecology: These solitary faeries appear only at night, for sunlight is deadly dangerous to them.

Personality/Motivation: Duergar are particularly noted for their maliciousness, cruelty, and hatred of mankind. Even if a duergar seems to be friendly or tolerant, he's not — he's simply planning a fiendish trick. Among other things, they like to trick humans into contests, or try to set them tasks, which will result in the victim's death. For example, one tale tells of a duergar who let a man share his fire one night. Through actions and gestures he hinted that the man should get up to bring wood from a nearby pile over to the fire. The man, suspecting some trick, let the fire die down. When he awoke in the morning, the man saw that the "wood-pile" was a duergar illusion covering the edge of a cliff — had he stepped over to it to get firewood he'd have walked right over the edge!

Powers/Tactics: Duergars are immensely strong, able to lift huge logs and break them in two. But they don't use their strength on men — they prefer to play wicked pranks, and for that they have their powers of illusion and shapeshifting. They often lead travelers astray with their glamours, perhaps tricking them into walking into a bog or off the side of a ravine.

Campaign Use: Duergars are similar to pixies and many other faerie-folk in their predilection for tricking and misleading people, especially travelers. But unlike most such faeries, who are simply having fun, duergars want to cause harm, even death. That makes them a much better challenge for many adventuring groups.

Appearance: Duergar stand about two to three feet tall and have black hair and beards, green eyes, and dark complexions. They wear clothing of skins and furs, and sometimes hats made of green moss and decorated with a feather. With his powers of illusion a duergar sometimes changes his appearance, the better to trick his victims.



DWARF, TUALAN				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
12	DEX	6	11-	OCV: 4/DCV: 4
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
12	PRE	2	11-	PRE Attack: 2d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
36	END	3		
27	STUN	0		Total Characteristics Cost: 32

Movement: Running: 5"/10"

Cost	Powers	END
8	<i>Dwarven Mind:</i> Mental Defense (10 points total)	0
10	<i>Dwarven Form:</i> Power Defense (10 points)	0
5	<i>Dwarven Sight:</i> Nightvision	0
2	<i>Dwarven Longevity:</i> Life Support (Longevity: lifespan of up to 400 years)	0
1	<i>Adapted To The Underground:</i> Life Support (Expanded Breathing: Thin Air)	0
-2	<i>Short Legs:</i> Running -1" (5" total)	



- Talents**
- 1 Bump Of Direction; Only Underground (-1)
 - 3 Resistance (3 points)
- Skills**
- 10 *Hard To Hit:* +2 DCV
 - 3 Armorsmithing 11-
 - 3 Climbing 11-
 - 7 Concealment 13-
 - 3 *Dark Dwarven Stonesense:* +3 to Concealment; Only To Detect Hidden/Concealed/Cunning Stonework (-1)
 - 2 KS: Stonework 11-
 - 2 One appropriate PS at 11- (examples: Blacksmithing, Gemcutter, Masonry, Mining, Stonework)
 - 7 Stealth 13-
 - 2 Survival (Underground) 11-
 - 4 WF: Common Melee Weapons, Common Missile Weapons
 - 5 Weaponsmith (5 points' worth)
- Total Powers & Skills Cost: 76**
Total Cost: 108

- 75+ Disadvantages**
- 5 Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
 - 15 Psychological Limitation: Grasping And Greedy (Common, Strong)
 - 10 Psychological Limitation: Admire Fine Stone-, Metal-, And Craftwork (Common, Moderate)
 - 10 Vulnerability: 1½ x Effect from Sight Group Flashes based on bright light (Common)
- Total Disadvantage Points: 115**

Ecology: Related to the Good Folk, but not truly part of either court, Dwarves resemble short, doughty, bearded men. Possessing a great affinity for stone, they dwell deep in the mountains, in vast warrens and halls carved out of the living rock. Though very strong, and powerful warriors at need, they dislike Men and prefer to remain hidden from them as much as possible. Only druids, and occasionally great heroes, have any contact with them most of the time.

According to scholars, there are two great clans of Dwarves, the black dwarves and the red dwarves. Hair and beard color distinguish members of the two clans. Other than that, dwarves of either group are the same, though red dwarves do occasionally dwell in forts they build aboveground, and have greater skill at woodworking than their black-bearded brothers.

Personality/Motivation: Dwarves are well-known for their greedy, grasping nature — they covet gold, silver, gems, and other riches, and obsessively hide and protect those they own. Those who steal from the Dwarves, or fail to keep bargains made with them, earn the Dwarves' undying wrath, and will soon taste the keen and unforgiving blade of dwarven vengeance.

Because they possess great skill at such crafts themselves, the Dwarves admire fine smithwork and stonework more than almost anything. A

man who can present them with a gift of his own making, a gift that displays skill and creativity nearly the equal of their own, earns the Dwarves' respect much more quickly than one who blusters or begs. And once a Dwarf befriends you, all Dwarves remain your friend for the rest of your life, unless you betray or harm them.

Powers/Tactics: Among the Tualans, the dwarven mastery of stonework, mining, blacksmithing, gemworking, and many other crafts is legendary. So skilled is their smithwork that weapons and armor forged by them usually possess magical properties, and so adroit their creation of jewelry that a single dwarven necklace or ring might be the bride-price for a princess. Many men seek the Dwarves out, hoping to obtain such gifts from them... but all save a few return to their homes empty-handed, having never even seen the Dwarves, much less had a chance to beseech them.

Wizards say that dwarves are fierce enemies of trolls, goblin-folk, and other such foul creatures. Sometimes the thunder rolling among the mountaintops of Tuala Morn is not the presaging of a great storm, but the clash of battle between the dwarves and their ancient enemies.

Campaign Use: Unlike many High Fantasy settings, where Dwarves are a player character race, in a Celtic setting (such as Tuala Morn) they're only NPCs. They're too isolated, too greedy, too irascible, and often dislike humans too much to make a good PC race.

Appearance: Tualan dwarves look like two to three feet tall doughty men with black or red hair. They usually wear peasant-style clothes (and often leather aprons, when working at the forge).

FACHAN				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [6]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
8	PD	2		Total: 8 PD (8 rPD)
8	ED	3		Total: 8 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
11	REC	0		
46	END	0		
50	STUN	8		Total Characteristics Cost: 97 (+10 with NCM)

Movement: Running: 0"/0"
Leaping: 12"/24"

Cost	Powers	END
8	<i>Faerie Form:</i> Damage Resistance (8 PD/8 ED)	0
7	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 25%; Does Not Work Against Iron Attacks (-1)	0
15	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 25%	0
5	<i>Faerie Form:</i> Power Defense (5 points)	0
-12	<i>One Leg Only:</i> Running -6" (0" total)	
6	<i>One Powerful Leg:</i> Leaping +6" (12" total)	1

Skills

5	AK: local area where the fachan lives	14-
1	KS: Legends And Lore	8-
3	Stealth	12-
2	WF: Common Melee Weapons	

Total Powers & Skills Cost: 40

Total Cost: 137

75+ Disadvantages

20	Psychological Limitation: Brutish And Cruel (Very Common, Strong)
42	Experience Points

Total Disadvantage Points: 137

OPTIONS

Cost Power

22	<i>Enchanted Flail:</i> HKA 3d6, +2 Increased STUN Multiplier (+½) (67 Active Points); OAF (-1), STR Minimum (25; -1)
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Origin: Scotland, Ireland

Other Names: Direach, Fochan

Ecology: Fachans are solitary faeries who typically live in deserted places — dark forests, caves, wastelands, bogs, and the like. They consume primarily meat, and prefer human flesh if they can get it.

Personality/Motivation: Fachans are monstrous, evil, and cruel, with no redeeming personality features to speak of.

Powers/Tactics: Fachans are brutes with little tactical sense. They chase down their enemies (or prey)



with great leaps and then smash them to death with blows from their weapon. Typically a fachan wields an ordinary club, morningstar, or flail (use the appropriate information from Fantasy Hero), but sometimes its weapon is unusual or magical in nature. One fachan is described as carrying a flail with twenty chains, each chain having fifty balls on it, with a “venomous spell” on each ball.

Campaign Use: Despite their odd appearance, fachans are more like a “traditional” Fantasy gaming monster than many of the faerie-folk. You could even make them non-solitary so bands of them can waylay groups of powerful PCs. Be careful, though — between their strength and their weapons they could easily kill many a hero.

Appearance: The fachan is a hideous brute of a creature with one leg in the center of its body, one eye in the center of its head, and one arm projecting from the center of its chest. (Some have only one ear as well.) Its ears are pointed, its skin greenish-grey, and there’s just one tuft of tough hair on top of its head. It usually wields a club, flail, or other crude weapon. Some fachans’ bodies are covered with feathers. It’s much larger than a normal human, but not large enough to qualify as a true giant.

FIRBOLG

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
16	DEX	18	12-	OCV: 5/DCV: 5
30	CON	40	15-	
25	BODY	30	14-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
15	PD	5		Total: 15 PD (6 rPD)
15	ED	9		Total: 15 ED (6 rED)
3	SPD	4		Phases: 4, 8, 12
16	REC	0		
60	END	0		
65	STUN	0		Total Characteristics Cost: 179 (+813 with NCM)

Movement: Running: 14”/28”
Leaping: 5”/10”

Cost	Powers	END
25	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 50 STR	2
6	<i>Firbolg Form:</i> Damage Resistance (6 PD/6 ED)	0
10	<i>Heavy:</i> Knockback Resistance -5”	0
16	<i>Long Legs:</i> Running +8” (14” total)	0
6	<i>Giantish Senses:</i> +2 PER with all Sense Groups	0
4	<i>Reach:</i> Stretching 1”, Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills	
2	AK: local area where the firbolg lives 11-
2	KS: Legends And Lore 11-
4	Survival (Mountains, Underground) 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 77
Total Cost: 256

75+ Disadvantages	
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
20	Psychological Limitation: Malicious Faerie Nature (Very Common, Strong)
20	Susceptibility: takes 2d6 per Turn from iron (Common)
131	Experience Points

Total Disadvantage Points: 256

OPTIONS

Cost	Power
125	<i>Firbolg Magical Powers:</i> Variable Power Pool, 50 base + 25 control cost, Cosmic (+2)
+17	<i>Firbolg Wizard:</i> Increase INT and EGO to 20

Origin: Ireland

Other Names: Fibholg, Fir Bolg, Fir Vulag

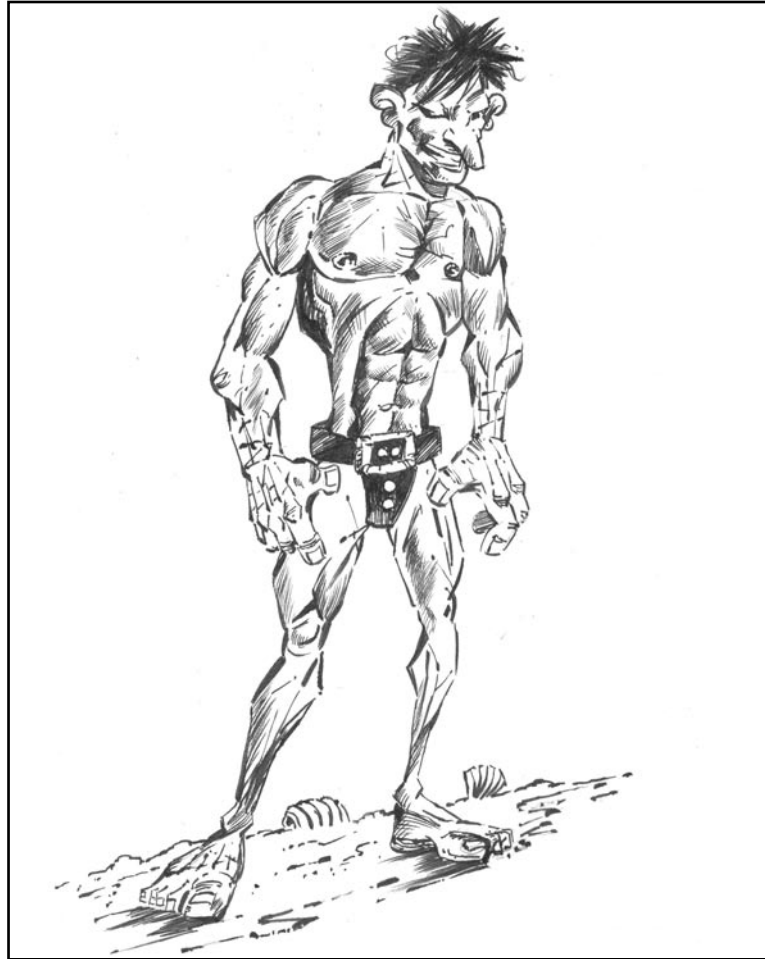
Pronunciation: feer-VOO-lag

Ecology: Firbolgs usually live along coasts, in caves, or in dark forests. Their preferred diet is meat, especially human flesh. In some places they live in clans or tribes ruled by powerful kings; in others they're solitary.

Personality/Motivation: Most firbolgs are cruel brutes who enjoy hurting people. A few, perhaps the nobles or wizards, are calmer and wiser, able to concoct clever and malicious plans.

Powers/Tactics: For the most part, firbolgs rely on their size and strength in combat; they often wear armor and carry weapons scaled to their size. Stories say that some firbolgs possess great magical power; if so they won't hesitate to use it on their enemies.

Campaign Use: According to legend, the Firbolgs were the inhabitants of Ireland who defeated the Fomorians (see below) and who were in turn conquered and driven into hiding by the Tuatha dé Danaan (the gods). Some sources describe them not as giants, but as diminished beings no more than about a yard tall. In a gaming campaign, the Firbolgs might be an ancient race



toppled from power, an ancestral enemy of a PC race, or the like — there are many ways to preserve the idea of a “fallen” or “defeated” race lurking in the shadows and wild places, eager for a chance to strike back, or perhaps even return to power....

Appearance: A firbolg is a grotesque, ugly giant.

FIR DARRIG				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
12	CON	4	10-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
7	COM	-1	10-	
5	PD	3		Total: 5 PD (5 rPD)
5	ED	3		Total: 5 ED (5 rED)
4	SPD	14		Phases: 3, 6, 9, 12
4	REC	0		
30	END	3		
30	STUN	9		Total Characteristics Cost: 88

Movement: Running: 6"/12"
Teleportation: 20"/40"

Cost	Powers	END
40	<i>Faerie Power:</i> Endurance Reserve (200 END, 20 REC)	0
200	<i>Faerie Powers:</i> Variable Power Pool, 80 base + 40 control cost, Cosmic (+2)	var
107	<i>Pishogue:</i> Multipower, 107-point reserve	
10u	1) <i>Personal Pishogue:</i> Mental Illusions 14d6, Reduced Endurance (0 END; +½)	
11u	2) <i>Group Pishogue:</i> Images to Sight, Hearing, Smell/Taste, and Touch Groups, -6 to PER Rolls, Increased Size (16"; +1), Reduced Endurance (0 END; +½)	



4	<i>Skull-Topped Shillelagh:</i> HA +2d6; OAF (-1), Hand-To-Hand Attack (-½)	1
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
15	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Iron Attacks (-1)	0
30	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 50%	0
11	<i>Faerie Mind:</i> Mental Defense (15 points total)	0
15	<i>Faerie Form:</i> Power Defense (15 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
45	<i>Faerie Concealment:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
60	<i>Vanishing:</i> Teleportation 20", Reduced Endurance (0 END; +½)	0

Skills	
3	Concealment 13-
3	High Society 12-
5	AK: local area where the fir darrig lives 15-
3	KS: Legends And Lore 13-
9	Mimicry 16-
3	Stealth 12-

Total Powers & Skills Cost: 629
Total Cost: 717

75+ Disadvantages	
5	Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
20	Psychological Limitation: Capricious Faerie Nature (Very Common, Strong)
20	Susceptibility: takes 2d6 per Turn from iron (Common)
20	Susceptibility: takes 2d6 per Turn from salt (Common)
577	Experience Points

Total Disadvantage Points: 717

Origin: Ireland
Other Names: First word Fear or Far, last word Darig, Dearc, Dearg, Dearig, Dhearga
Pronunciation: feer derg, feer ya-RA-ga

Ecology: Despite the fact that they possess the typical faerie resilience, some fir darrigs like to warm themselves beside human housefires. When the mood takes them, they knock on the door and ask to be allowed to come in. It's a wise resident who agrees, for it so the fir darrig will sit quietly near the fire until he's ready to go, and may even bring some luck to the inhabitants (Major Transform to grant them Luck for a while). If they refuse, he'll curse everyone in the house with bad luck (Major Transform to impose Unluck on them).

When not visiting human homes, fir darrigs tend to live in swamps, bogs, cemeteries, along coastlines, or in ruins (especially ones in the aforementioned areas). Some tales claim they like to eat carrion, particularly fish — and if so, they may not have qualms about arranging for a supply of man-flesh with their tricks.

Personality/Motivation: Typical faerie capriciousness. Some fir darrigs are essentially harmless, perhaps even curious about human customs and ways, and can even be called upon to rescue humans held captive in faerie realms. Some like to inspire writers and artists, though they tend to do so with frightening and disturbing illusions. And some just like to play pranks, ranging from the harmless to the malicious.

Powers/Tactics: Fir darrigs use their powers of illusion to protect themselves. If someone tries to attack, hurt, or inconvenience them, they cast a pishogue on him to turn aside his attack (for example, make him hit a tree or rock thinking it's the fir darrig), make him lose himself in an illusory landscape, or the like. Some prefer to invoke their powers for Growth, making themselves even larger than a human to frighten troublemakers off.

Fir darrigs have wondrous voices that can sound like just about anything — birdsong, the crashing of waves, strange accents, and more. Sometimes they use this ability to enhance their illusions, make a prank better, or lure someone into danger.

Campaign Use: The term "Red Man" (the meaning of the name fir darrig) sometimes also refers to a red-headed human who's a captive in Faerieland. In stories he advises human visitors so they don't end up trapped there like he is.

Appearance: A fir darrig looks like a plump, ugly little man (about two to three feet tall) wearing a long red coat and a red sugarloaf hat. He has long, grey hair and beard and dark, wrinkled skin. Other than his coat and hat his clothes seem old and ragged. He carries a shillelagh topped with a skull. Some fir darrigs are said to have long noses, tails, and a rat-like appearance.

FOMORIAN				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
16	DEX	18	12-	OCV: 5/DCV: 5
30	CON	40	15-	
25	BODY	30	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
18	PD	10		Total: 18 PD (8 rPD)
18	ED	12		Total: 18 ED (8 rED)
3	SPD	4		Phases: 4, 8, 12
14	REC	0		
60	END	0		
60	STUN	0		
				Total Characteristics Cost: 166
				(+85 with NCM)

Movement: Running: 12"/24"
Leaping: 4"/8"
Swimming: 4"/8"

Cost	Powers	END
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
15	<i>Fangs:</i> HKA 1d6 (2d6 with STR)	1
20	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 40 STR	2
8	<i>Fomorian Form:</i> Damage Resistance (8 PD/8 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
5	<i>Sea Giant Nature:</i> Life Support (Expanded Breathing: breathe underwater)	0
12	<i>Long Legs:</i> Running +6" (12" total)	0
2	<i>Sea Giant Nature:</i> Swimming +2" (4" total)	1
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Talents

3 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

2 AK: local area where the fomorian lives 11-
2 KS: Legends And Lore 11-
2 Survival (Marine) 11-
2 WF: Common Melee Weapons

Total Powers & Skills Cost: 93

Total Cost: 259

75+ Disadvantages

5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15 Psychological Limitation: Malicious And Cruel (Common, Strong)
159 Experience Points

Total Disadvantage Points: 259

OPTIONS

Cost Power

- 125 *Fomorian Wizardry*: Variable Power Pool, 50 base + 25 control cost, Cosmic (+2)
- 10 *Horns*: HKA ½d6 (1d6+1 with STR)
- 5 *Larger Claws*: Increase Claws to HKA 1d6
- 53 *Shapechanging (Human Form)*: Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, four predefined shapes), Instant Change, Reduced Endurance (0 END; +½) **plus** Shrinking (one level, to attain human size), Reduced Endurance (0 END; +½), Linked (to Shape Shift; -½)
- +5 *Beautiful Fomorian*: Increase COM to 14

Origin: Ireland, Scotland

Other Names: Formorian, Fomor

Pronunciation: fo-MORE-ee-un

Ecology: The Fomorians are demonic sea-giants who live under the waves. They normally eat fish and other such ocean provender, but they prefer beef and other food from land — particularly human flesh! — if they can get it. Sometimes at night they raid coastal areas to steal cattle and commit mayhem.



Personality/Motivation: Fomorians are evil and cruel. At times they can interact peacefully with other races of similar power, such as the Firbolgs and Tuatha dé Danaan (see below), but even then in the end they're likely to turn on their "friends." They view humans primarily as a source of food and amusement, not as equals.

Powers/Tactics: In battle the Fomorians rely on their enormous size and strength. They rarely wear much armor (since their skin and mystical nature protect them just fine), but wield weapons scaled to their size.

Some Fomorians possess powerful magic, or other strange mystical powers. For example, Balor, the Fomorian king who was defeated and slain at the Second Battle of Magh Tuiredh (see below), had a single eye with a deadly gaze — whomever he looked upon would be slain. He was so large that it took four men to lift his eyelid so the power of the eye could be unleashed!

Campaign Use: According to Irish legends, the Fomorians were perhaps the original inhabitants of Ireland and were pivotal players in the cycle of invasions that define the mythic history of the island. First they defeated the children of Partholon. Next came the Nemedians, whom the Fomorians

defeated and subjected to a harsh burden of tribute. In time the Nemedians fought the Fomorians again and killed their king, Conann, but it was such a Pyrrhic victory that the Nemedians left Ireland. Then the Firbolgs arrived and conquered the Fomorians (or, according to some versions of the story, never met them); the Firbolg were in turn defeated by the Tuatha dé Danaan. The Tuathans later clashed with the Fomorians and reached a tentative peace that even allowed for some intermarriage. But the Fomorians oppressed the Tuathans and in time hostilities flared again. At the Second Battle of Magh Tuiredh (Moytura, "Plain of Pillars") the Tuathans defeated their hideous giantish foes and drove them into the sea, where they now live.

In Scotland, the Fomorians are more like traditional giants.

See Chapters One and Three for details of the Fomorians in Tuala Morn.

Appearance: The Fomorians are a race of ugly, mis-shapen giants whose bodies are composed of parts from various animals — each Fomorian looks different from any other, but they're all equally hideous. Many of them can assume the form of a handsome man or beautiful woman, to hide their true identity and nature. They live in the sea. A few are said to look like fachans (q.v.) and to have three rows of sharp fangs; even fewer are said to be quite attractive, suitable as spouses for kings and gods.

GIANT, TUALAN

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [9]
14	DEX	12	12-	OCV: 5/DCV: 5
26	CON	32	14-	
25	BODY	30	14-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
15	PD	6		Total: 15 PD (4 rPD)
12	ED	7		Total: 12 ED (4 rED)
3	SPD	6		Phases: 4, 8, 12
14	REC	0		
52	END	0		
61	STUN	0		Total Characteristics Cost: 151 (+57 with NCM)

Movement: Running: 12"/24"
Leaping: 4"/8"

Cost	Powers	END
22	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 45 STR	2
4	<i>Resilience:</i> Damage Resistance (4 PD/4 ED)	0
30	<i>Giantish Form:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
12	<i>Long Legs:</i> Running +6" (12" total)	0
3	<i>Giantish Senses:</i> +1 PER with all Sense Groups	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
Skills		
10	+2 HTH	
2	Survival (choose environment) 11-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 97

Total Cost: 248

75+ Disadvantages

5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
163	Experience Points

Total Disadvantage Points: 248

OPTIONS

Cost	Power
75	<i>Giantish Wizardry:</i> Variable Power Pool, 30 base + 15 control cost, Cosmic (+2)
+7	<i>Clever Giant:</i> Increase INT to 18 and COM to 12

Ecology: Tualan giants usually live in the hills, mountains, or forests. They often find a spacious cave and make that their lair. Giants with magical powers may live in magic castles that they hide from mortal eyes with their spells.

Giants are omnivores, eating nearly anything... but they prefer meat. The more wicked and cruel ones particularly savor the taste of human flesh.

Personality/Motivation: Normal sentient humanoid motivations for the most part, but they tend to be malicious and hostile toward men.

Powers/Tactics: Giants are best known for their enormous strength and resilience, both of which they use to tremendous effect in combat. But in Tuala Morn, a giant may be more than just an enormous brute. Many Tualan giants are clever, and more than a few possess mystical powers. In some cases their powers are general ones; in other cases a giant may have one or two specific magical abilities (such as the power to make the area around him experience wintry weather, or the ability to transform stones into gold).

Campaign Use: Short of a dragon, in many ways a giant (particularly one with magical powers) is the ultimate foe a group of Tuala Morn heroes can face. Immensely strong, extremely tough, and smarter than giants in many settings, a Tualan giant should give any band of heroes a challenge they won't soon forget. If necessary increase the giant's Characteristics or other powers to make him tough enough to fight your entire group of PCs.

Appearance: Tualan giants look like enormous Men, twenty or more feet tall, and usually heavily muscled (though some seem to be overweight and crude-looking). They often have beards and shaggy heads of hair, and usually dress in furs or simple clothing. A few of the wiser or more magically powerful giants are handsome and wear fine clothes.



GWRAGEDD ANNWN				
Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
5	PD	4		Total: 5 PD (5 rPD)
5	ED	3		Total: 5 ED (5 rED)
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	4		
20	END	0		
20	STUN	2	Total Characteristics Cost: 89	
Movement:		Running: 6"/12" Swimming: 6"/12" Teleportation: 20"/40"		
Cost	Powers			END
40	Faerie Power: Endurance Reserve (200 END, 20 REC)			0
200	Faerie Powers: Variable Power Pool, 80 base + 40 control cost, Cosmic (+2)			var
5	Faerie Form: Damage Resistance (5 PD/5 ED)			0
30	Faerie Form: Physical Damage Reduction, Resistant, 75%; Does Not Work Against Iron Attacks (-1)			0
60	Faerie Form: Energy Damage Reduction, Resistant, 75%			0
11	Faerie Mind: Mental Defense (15 points total)			0
15	Faerie Form: Power Defense (15 points)			0
50	Faerie Nature: Life Support (Total, including Longevity: Immortality)			0
40	Vanishing: Teleportation 20", Reduced Endurance (0 END; +½); Only Between/ Within Bodies Of Water (-½)			0
4	Water Faerie Nature: Swimming +4" (6" total)			1
Talents				
3	Environmental Movement: Aquatic Movement (no penalties in water)			
Skills				
3	Concealment 13-			
3	High Society 13-			
5	AK: lake, pond, or loch where the gwragedd annwn lives 15-			
3	KS: Legends And Lore 13-			
3	Seduction 13-			
3	Stealth 13-			
Total Powers & Skills Cost: 478				
Total Cost: 567				

75+ Disadvantages

- 20 Psychological Limitation: Capricious Faerie Nature (Very Common, Strong)
- 20 Susceptibility: takes 2d6 per Turn from iron (Common)
- 452 Experience Points

Total Disadvantage Points: 567

Origin: Wales

Other Names: Lake Faeries, Lake Maidens

Pronunciation: GOOR-a-geth ANN-noon (both oo pronounced as in *book*, not as in *boot*)

Ecology: The gwragedd annwn live in palaces, towers, and cities beneath the surface of lakes. On days when the water is clear one can sometimes look down and see the faerie structures there.

According to broader faerie lore, the gwragedd annwn are merely the female members of the Plant Annwn (see page 215).

Personality/Motivation: Typical mysterious faerie motivations. Sometimes, as in the Arthurian tales concerning the Lady of the Lake, a gwragedd annwn gives gifts to mortals, provides advice or lore to them, or even falls in love with and marries a human man. On the other hand, according to one tale concerning just such a faerie bride, the “woman” was noted for unusual behavior, such as laughing at funerals or weeping at weddings.

Powers/Tactics: A gwragedd annwn possesses standard mystical faerie powers (though presumably she gives most of them up, or is bound not to use them, if she marries a mortal). If threatened she vanishes like mist in sunlight, then uses her magic powers to take vengeance on her attacker — possibly with the help of other gwragedd annwn.

Campaign Use: Many stories speak of a faerie maiden who marries a human man, perhaps after he wins her hand by triumphing in some contest or unraveling a mystery or puzzle. Typically this marriage comes with prohibitions, and if the husband violates them his wife leaves him forever, often taking the rich dowry she brought to the marriage with her. But if she has children she may return to visit them from time to time, perhaps teaching them many wondrous and useful things. This might make an intriguing background for a PC, with his gwragedd annwn defined as a Contact if necessary.

Appearance: A gwragedd annwn looks like a beautiful young woman with long blonde hair and blue eyes who wears a white gown. Male gwragedd annwn are rarely seen. They look like handsome old men with long white beards wearing noble robes, and usually describe the females as their daughters.

JACK-IN-IRONS

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [6]
14	DEX	12	12-	OCV: 5/DCV: 5
25	CON	30	14-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
7	COM	-1	10-	
12	PD	6		Total: 18 PD (8 rPD)
12	ED	7		Total: 18 ED (8 rED)
3	SPD	6		Phases: 4, 8, 12
11	REC	0		
50	END	0		
50	STUN	2		Total Characteristics Cost: 117 (+33 with NCM)

Movement: Running: 12"/24"
Leaping: 3"/6"

Cost	Powers	END
15	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 30 STR	2
6	<i>Giantish Form:</i> Damage Resistance (6 PD/6 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
12	<i>Long Legs:</i> Running +6" (12" total)	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

- 2 AK: local area where the Jack-In-Irons lives 11-
- 1 KS: Legends And Lore 8-
- 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 48

Total Cost: 165

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Cannot Be Stealthy (always makes noise when he moves) (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Wicked And Cruel (Common, Strong)
- 60 Experience Points

Total Disadvantage Points: 165



Origin: England

Ecology: A Jack-In-Irons is a solitary creature who lives in wild areas near roads, possibly in a cave or similar shelter if one's available. It attempts to waylay travelers along the road, sometimes just for the fun of frightening them, at other times to catch them to eat.

Personality/Motivation: A Jack-In-Irons is cruel and monstrous. It has no kind or merciful thoughts toward other beings, the way some wise giants do; it only enjoys causing misery, pain, and destruction.

Powers/Tactics: A Jack-In-Irons is brutish in many ways, including its combat style. It fights using its sheer strength and hardness, without any particular thought for tactics or the like. However, it is cunning enough to be skilled at planning ambushes along the roadside — but it has to move into position in advance, since the chains draping its body make it impossible for it to move quietly.

Campaign Use: In folklore, Jack-In-Irons seems to be a unique Yorkshire monster. This writeup assumes he's a race of creatures that could appear in any appropriate locale, but the GM can convert him back to a singular being haunting a specific location if preferred.

Appearance: Jack-In-Irons is a hideous giant wearing furs and wielding a club. Clanking chains wrap around his body.

JENNY GREENTEETH				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
4	PD	2		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	3		Total Characteristics Cost: 38 (+1 with NCM)

Movement: Running: 6"/12"
Swimming: 6"/12"

Cost	Powers	END
5	<i>Fangs:</i> HKA 1 point (½d6 with STR)	1
2	<i>Hideous Strength:</i> +5 STR; Only With Grab (-1)	1
4	<i>Faerie Form:</i> Damage Resistance (4 PD/4 ED)	0
3	<i>Faerie Mind:</i> Mental Defense (5 points total)	0
5	<i>Faerie Form:</i> Power Defense (5 points)	0
42	<i>Faerie Consumption:</i> Life Support (Total, except for Diminished Eating)	0
4	<i>Fuath Nature:</i> Swimming +4" (6" total)	1

Talents
3 Environmental Movement: Aquatic Movement (no penalties in water)

Skills
4 *Fuath's Lunge:* +2 OCV with Grab; Only When Lunging Out Of The Water To Attack Someone On The Riverbank (-0)
3 Concealment 12-
5 AK: river where the Jenny Greenteeth lives 14-
2 KS: Legends And Lore 11-
7 Stealth 14-

Total Powers & Skills Cost: 89
Total Cost: 127

75+ Disadvantages
20 Psychological Limitation: Wants To Kill And Eat People, Especially Children (Very Common, Strong)
20 Susceptibility: takes 2d6 per Turn from iron (Common)
12 Experience Points

Total Disadvantage Points: 127

Origin: England

Ecology: A Jenny Greenteeth is a fuath, or evil water faerie. She lives in the stagnant pools at the edges of rivers, especially ones covered with green algae or scum. She eats people she catches when they get too close to the river's edge; she lunges out and drags them down to drown.

Personality/Motivation: A Jenny Greenteeth is wicked and cruel, preying on people both for sustenance and for the fun of killing them.

Powers/Tactics: Typically a Jenny Greenteeth lurks near the bank, waiting for her prey to get close. She hides under the scum on the surface of the water or amidst the water weeds. When someone gets close enough, she lunges out, makes a Grab, and tries to drag him underwater, where she uses her fangs on him.

Campaign Use: Although the Jenny Greenteeth presented here is a species that could live in many rivers, in folklore she seems to have been a singular being inhabiting the River Ribble in Lancashire. She's a "nursery bogie," invented for cautionary tales told to children to frighten them away from dangerous things. The GM can keep her as a unique fuath if he prefers, and use other such faeries (see below) for other rivers and regions.

Appearance: A Jenny Greenteeth looks like a short, emaciated, long-armed woman with dark green skin, sharp green fangs, and water-weeds in her hair. She lives in ponds and stagnant river pools, particularly those covered in green slime or scum.

OTHER FEMALE FUATHS

Faeries similar to Jenny Greenteeth are found in other rivers and regions of the British Isles. Some examples include: the grindylow of Yorkshire; Nelly Longarms (found in Derbyshire, Lancashire, Cheshire, Yorkshire, and Shropshire); and most prominently Peg Powler of the River Tees (which forms the border between Yorkshire and Durham). Peg Powler looks like a hideous hag with green skin, long green hair, and an enormous mouth filled with sharp green teeth. Froth on the river, called "Peg Powler's Suds," indicates that she's nearby; so does green scum on the water's surface ("Peg Powler's Cream"). She's particularly active on Sundays.

LEANAN-SIDHE

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
13	CON	6	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
4	PD	3		Total: 4 PD (1 rPD)
4	ED	1		Total: 4 ED (1 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
26	END	0		
20	STUN	0		Total Characteristics Cost: 48

Movement: Running: 6"/12"

Cost	Powers	END
5	<i>Life Force Leeching:</i> Drain BODY 1 point, Delayed Return Rate (points return at the rate of 5 per Month; +2), Invisible Power Effects (fully invisible; +1); Extra Time (1 Minute; -1½)	2
17	<i>Inspire Creativity:</i> Aid INT and PRE 2d6, two Characteristics simultaneously (+½), Delayed Return Rate (points fade at the rate of 5 per Hour; +1); Extra Time (1 Minute; -1½), Others Only (-½)	2
1	<i>Faerie Form:</i> Damage Resistance (1 PD/1 ED)	0
2	<i>Faerie Mind:</i> Mental Defense (5 points total)	0
5	<i>Faerie Form:</i> Power Defense (5 points)	0
42	<i>Faerie Consumption:</i> Life Support (Total, except for Diminished Eating)	0
30	<i>Faerie Concealment:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½); Does Not Work Against Her Intended Victim (-½)	0

Skills

3	Concealment 12-
3	Conversation 13-
3	High Society 13-
5	AK: local area where the leanan-sidhe lives 14-
3	KS: Legends And Lore 12-
3	Persuasion 13-
5	Seduction 14-
5	Stealth 12-

Total Powers & Skills Cost: 132

Total Cost: 180

75+ Disadvantages

20	Psychological Limitation: Predatory Faerie Nature (Very Common, Strong)
20	Susceptibility: takes 2d6 per Turn from iron (Common)
20	Susceptibility: takes 2d6 per Turn from salt (Common)
45	Experience Points

Total Disadvantage Points: 180

Origin: Ireland

Other Names: Leanhaun Sidhe, Leannán Sí, Leannan Sith (Scotland), Lhiannen-Sidhe (Isle of Man)

Pronunciation: LAN-awn shee

Ecology: Typically a leanan-sidhe ("faerie mistress") lives near a well or a stream, where she waits for a suitable victim to come near. In a gaming campaign she might actually mingle with humanity while seeming to be just a beautiful woman. She lives on the life-essence she consumes from her victims, who are bards, poets, writers, artists, and similar creative men.

Personality/Motivation: Most tales depict the leanan-sidhe as vampiric — she regards her victims as prey and leeches their life-force from them without a qualm. However, some leanan-sidhe may be more like true muses, gladly inspiring creativity while leeching just enough life-force to stay alive.

Typically a leanan-sidhe finds her victims by wandering through towns and villages at night, listening and looking for creative output. When she finds suitable prey she arranges an encounter, perhaps by simply knocking on the man's door.

Powers/Tactics: A leanan-sidhe uses her beauty and seductive powers to attract the attention of a suitably talented creative person — usually a bard or poet, but possibly a novelist, composer, painter, or the like. She gets close to him, developing a relationship in which her presence inspires him, driving him to heights of creativity that are as addicting and intoxicating as her feminine charms. But all the time she's using her powers to boost his creativity (to Aid his INT and PRE, in game terms) she's feasting on them as well. Eventually she leaves him, typically after he dies of exhaustion but possibly while he's still alive — a harsh and bitter soul who's enjoyed a period in his life that will never come again, and whose output he'll never match.

Only a leanan-sidhe's victim can see her. At the GM's option she can appear to other people, but usually she uses her influence to cause her victim to withdraw from his usual social circle and become a loner, associating only with her.

Campaign Use: A leanan-sidhe makes a good Hunted for a bard or other character who's involved with artistic or creative pursuits. The trick for the heroes is recognizing the threat she poses, since most of the time she'll seem like a really great girlfriend for her victim.

According to some stories, if a mortal exerts his willpower enough to refuse a leanan-sidhe, she must become his slave (rather than the reverse, which is the usual outcome of the situation).

Appearance: To her victim the leanan-sidhe looks like a beautiful woman... but no one else can see her.

LEPRECHAUN				
Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	4		Total: 5 PD (5 rPD)
5	ED	3		Total: 5 ED (5 rED)
4	SPD	10		Phases: 3, 6, 9, 12
3	REC	0		
20	END	0		
20	STUN	2		Total Characteristics Cost: 79
Movement: Running: 3"/6" Teleportation: 20"/40"				
Cost	Powers	END		
40	Faerie Power: Endurance Reserve (200 END, 20 REC)			0
250	Faerie Powers: Variable Power Pool, 100 base + 50 control cost, Cosmic (+2)	var		
5	Faerie Form: Damage Resistance (5 PD/5 ED)			0
15	Faerie Form: Physical Damage Reduction, Resistant, 50%; Does Not Work Against Iron Attacks (-1)			0



30	Faerie Form: Energy Damage Reduction, Resistant, 50%	0
11	Faerie Mind: Mental Defense (15 points total)	0
15	Faerie Form: Power Defense (15 points)	0
50	Faerie Nature: Life Support (Total, including Longevity: Immortality)	0
45	Faerie Concealment: Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
60	Vanishing: Teleportation 20", Reduced Endurance (0 END; +½)	0
-6	Short Legs: Running -3" (3" total)	

Skills		
10	Hard To Hit: +2 DCV	
3	Concealment 13-	
3	Easily Hidden: +2 to Concealment; Self Only (-½)	
3	High Society 12-	
5	AK: local area where the faerie lives 15-	
3	KS: Hidden Treasures 13-	
3	KS: Legends And Lore 13-	
3	PS: Cobbler 13-	
7	Stealth 15-	

Total Powers & Skills Cost: 555
Total Cost: 634

75+ Disadvantages		
5	Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)	
10	Physical Limitation: cannot escape a captor who keeps his eye on him (see text) (Infrequently, Greatly Impairing)	
20	Psychological Limitation: Capricious Faerie Nature (Very Common, Strong)	
20	Susceptibility: takes 2d6 per Turn from iron (Common)	
20	Susceptibility: takes 2d6 per Turn from salt (Common)	
484	Experience Points	

Total Disadvantage Points: 634

OPTIONS

Cost	Power
-1	Ugly Leprechaun: Reduce COM to 7
Origin: Ireland	
Other Names: Leipreachán, Lepracaun, Lubrican, Luchorpáin, Lugh-Chromain, Lúracán, Luchragán, Lurricane, many others	
Pronunciation: LEP-ruh-kawn	
Ecology: Leprechauns are solitary faeries. They typically live under the roots of trees, in abandoned castles, and the like. They love whiskey and beer; a leprechaun often has a jug to hand.	
Personality/Motivation: Leprechauns possess the usual faerie capriciousness. Sometimes they're helpful if approached correctly, but more often they play pranks or do their best to avoid mortals.	
Powers/Tactics: Leprechauns possess powerful faerie magic, though they typically use it only if forced to (see below). They're known for their skill	

as cobblers, and the gentle tapping of hammer on shoe is what most often gives away their presence. If seen at this work a leprechaun always seem to be working on a single shoe, never a pair.

If a mortal can lay hands on a leprechaun (*i.e.*, successfully Grab him), the leprechaun cannot use its power to escape him... as long as the mortal keeps his eyes on the leprechaun. (If the mortal lets the leprechaun go, or stops looking at him for more than a Phase, the leprechaun vanishes in the blink of an eye, laughing as he goes.) The mortal can then compel the leprechaun to lead him to the leprechaun's own hoard of gold, or a buried treasure. If the leprechaun escapes, it may take steps to thwart the mortal that caught it. In one famous tale, a man catches a leprechaun, who leads him to a treasure buried underneath a bush in a field. The man lets the leprechaun go, ties his red garter to the bush to mark it, and leaves to fetch a shovel. When he returns he finds that the leprechaun has tied an identical red garter to every bush in the field!

Campaign Use: Leprechauns can serve as a plot seed. After the heroes catch one, he leads them to a treasure containing something that launches them on their next adventure. Alternately, perhaps the leprechaun will offer information, assistance, or the granting of a wish instead of treasure.

Some sources use the name *luchorpáin* for a leprechaun; others claim that name refers to a sea-dwelling leprechaun who can take mortals safely under the water by putting magic herbs in their ears or an enchanted cloak over their heads.

Appearance: A leprechaun looks like a small man (about one to three feet tall) wearing a green jerkin, a silver-buttoned waistcoat, blue stockings, and black shoes with silver buckles. He may have a red or grey beard, and his face may be wrinkled and ugly or round-cheeked and merry; his nose is usually pointed. When he's working, for example at cobbling shoes, he dons a leather apron. He may wear a cocked or tri-corner hat, and at times puts his head on the ground and spins on the hat as if he were a top. He often smokes a small pipe.

LLAMHIGYN Y DWR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
5	PD	2		Total: 5 PD (5 rPD)
5	ED	2		Total: 5 ED (5 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 45

Movement: Running: 1"/2"
Leaping: 5"/10"
Flight: 3"/6"
Swimming: 5"/10"

Cost	Powers	END
5	<i>Jaws:</i> HKA 1 point (½d6 with STR)	1
5	<i>Terrifying Shriek:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1)	0
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
3	<i>Water-Leaper Form:</i> Swimming +3" (5" total)	1
2	<i>Water-Leaper Lunge:</i> Leaping +2" (5" forward, 3" upward)	1
4	<i>Water-Leaper Wings:</i> Flight 3"; Restrainable (-½)	1
-10	<i>Water-Leaper Form:</i> Running -5" (1" total)	

Talents

3 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

6 +3 OCV with Grab
10 *Hard To Hit:* +2 DCV
3 Concealment 11-
3 *Easily Hidden:* +2 to Concealment; Self Only (-½)
5 AK: body(ies) of water where the llamhigyn y dwr lives 14-
7 Stealth 14-

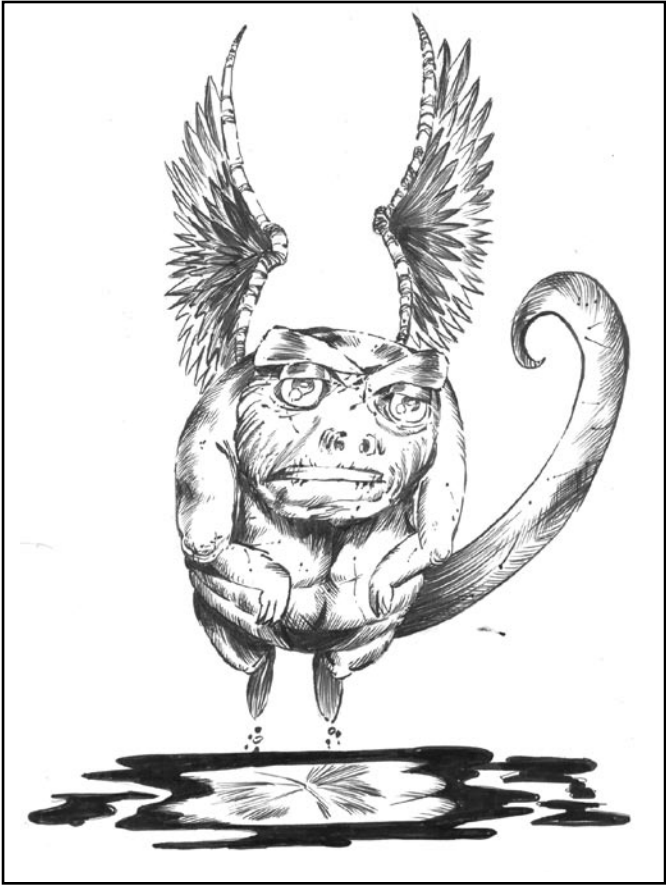
Total Powers & Skills Cost: 51

Total Cost: 96

75+ Disadvantages

15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
5 Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
20 Psychological Limitation: Hates Mortals, Especially Fishermen (Very Common, Strong)

Total Disadvantage Points: 115



Origin: Wales

Other Names: Water-Leaper

Pronunciation: thlam-HEE-gin er doorr (with the oo pronounced as in *book*, not *boot*)

Ecology: Water-leapers are solitary creatures who live in lakes, rivers, and other bodies of fresh water. They're carnivorous, preferring the flesh of men (whom they drag into the water, drown, and devour) or sheep (whom they trick into coming close to the water's edge and then grab, or wait until an unwary sheep falls into the water).

Personality/Motivation: Although in some ways a typical predator, a llamhigyn y dwr seems to be motivated by malice as much as hunger. It particularly dislikes fishermen, and often breaks their lines even when it isn't hunting them specifically.

Powers/Tactics: A llamhigyn y dwr usually attacks from ambush. If it can it grabs a fisherman's line and drags him under with it; otherwise it utters a terrifying shriek that startles and temporarily immobilizes its prey so it can grab him and drag him under.

Campaign Use: If a single llamhigyn y dwr isn't enough of a challenge for your heroes, make them pack animals (at least temporarily) instead of solitary predators. While one might not pose a threat to a well-armed group of PCs, five or six of them will... especially if they attack while the PCs are in a boat far from shore.

Appearance: The "water-leaper" looks like an enormous frog with a serpentine tail instead of back legs and two wings sprouting from its back.

MERROW				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
14	COM	2	12-	
3	PD	1		Total: 3 PD (3 rPD)
3	ED	0		Total: 3 ED (3 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
30	END	0		
25	STUN	2		Total Characteristics Cost: 36 (+2 with NCM)

Movement: Running: 0"/0"
Swimming: 7"/14"

Cost	Powers	END
75	<i>Faerie Powers:</i> Variable Power Pool, 30 base + 15 control cost, Cosmic (+2)	var
3	<i>Faerie Form:</i> Damage Resistance (3 PD/3 ED)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
5	<i>Water Faerie Nature:</i> Swimming +5" (7" total)	1
-12	<i>Fish-Like Tail:</i> Running -6" (0" total)	
5	<i>Aquatic Eyes:</i> Nightvision	0
5	<i>Aquatic Eyes:</i> Infrared Perception (Sight Group)	0
43	<i>Shapechanging (Limited Forms):</i> Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, four predefined shapes [self with two ordinary legs, a small hornless cow, and two others chosen by GM]), Instant Change, Reduced Endurance (0 END; +½)	

Talents

3 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

3 Concealment 11-
3 High Society 12-
5 AK: local seas where she lives 14-
3 KS: Legends And Lore 12-
3 Seduction 12-
3 Stealth 13-
2 Survival (Underwater) 11-

Total Powers & Skills Cost: 199
Total Cost: 235

75+ Disadvantages

5 Physical Limitation: can't return to the water if red hat is taken (see text) (Infrequently, Slightly Impairing)
20 Psychological Limitation: Capricious Faerie Nature (Very Common, Strong)
135 Experience Points

Total Disadvantage Points: 235

OPTIONS

Cost Power

- 3 *Male Merrow*: Reduce COM to 7
- 4 *A Red Cocked Hat For You*: Life Support (Expanded Breathing: breathe underwater), Usable By Other (+¼), Persistent (no need to maintain LOS; +½); OAF (red hat, see text; -1)

Origin: Ireland

Other Names: Murdhuacha (muh-ROO-chah), Moruach, Moruadh, Muir-Gheilt, Murrughach, Samhghubha, Suire

Pronunciation: MARE-row

Ecology: Merrows (or murdhuacha in Irish) are mer-people. They live in the sea, and to the extent they feel like eating they consume fish, shellfish, and other marine bounty.

Personality/Motivation: Merrows display a typical range of mer-folk emotions and desires. Some, like classical mermaids elsewhere in the world, attempt to seduce sailors and fishermen to come join them under the waves... though others do the same thing not out of evil desire, but because they've genuinely fallen in love with a mortal. Some will help a lost fisherman home through the fog, or show him where to find the best fish; other lure boats onto the rocks for fun.

Powers/Tactics: Like other mer-folk, merrows are most at home in the sea, where they can swim at great speeds and fight without restriction. Wicked ones may try to drag or entice sailors from ships, but many have no interest in fighting and will use their superior speed and faerie powers to escape if necessary.

Merrows have minor shapechanging powers. Using these one can go live on land if she falls in love with a mortal man, though she'll be trapped there if her red hat is taken from her. (Some merrows also like to visit the land in the shape of small, hornless cattle.) Any children she has with her mortal husband may have scaly skin or webbed hands.

Some merrows have the power to take mortals under the waves with them instead. To do this, they give the mortal an enchanted red cocked hat that lets him breathe underwater. Once they reach the merrow's home, he may not need the cap, since some merrows live in underwater houses or palace that are filled with air... but in that case he still needs the hat to leave safely.

Some people regard seeing a merrow as a portent of a coming storm.

Campaign Use: This character sheet represents a typical female merrow; for a male, adjust the COM downward as indicated under Options.

Appearance: Merrows are mer-people. The men have red noses, eyes like pigs', and green skin, hair, and teeth, plus short, almost flipper-like arms; the women are beautiful, with pale skin and long hair, and have webbed fingers. Both genders have fishes' tails and wear red caps (cohullen druith).

Some tales describe murdhuachas as having the lower bodies of fish and the torsoes and heads of seals or walruses.

OTHER MER-FOLK

Besides the merrows, many other mer-people inhabit the waters of the British Isles.

Ben-Varrey

The ben-varrey (bedn VAR-ruh) are the mer-folk of the Isle of Man. They have blonde hair. Several tales report how a ben-varrey warned seamen of a coming storm and saved their lives, but other ben-varreys might decide to trick people into sailing into a storm. Those who treat a ben-varrey kindly can usually expect a reward. For example, one story tells about how a fisherman rescued a ben-varrey who'd been washed ashore. To repay him for his kindness, she told him where to find a treasure — but unfortunately



he, not recognizing the Spanish Armada gold for what it was, threw it into the ocean.

Ceasg

A ceasg (KEE-ask) or *Maighdean na Tuinne* (“Maiden of the Waves”) is a malicious Scottish mermaid-like creature with the upper body of a woman and the tail of a salmon. Some are large enough to swallow a man whole. A ceasg’s standard tactic is to use her great beauty to lure men close to her, then drag them underwater and tear them to bits with her sharp teeth. It’s possible to fight a ceasg, but killing one is virtually impossible because they place their souls in objects that they hide. Unless the soul-object is destroyed, the ceasg defies death. However, most people don’t want to kill a ceasg, they want to capture one. A captured ceasg has to grant its captor three wishes as the price of her freedom.

Daoine Mara

The Daoine Mara (“Sea People”) are a type of Scottish mer-folk. The males are big, hairy, and have large mouths, beards, flat noses, long arms, and skin that looks jaundiced. The women are typical mermaids.

Dinny-Mara

The dinny-mara (DOON-yuh maruh), or dooinney marrey, is another Manx mer-person, though rarer than the ben-varrey. It seems more kindly disposed toward humans, though not always understanding of human customs; one tale tells of a mermaid who married a mortal man, and was worried that she had to hurry home one night to cook his dinner because she thought if she wasn’t on time he’d eat their children! However, they do seem to have some control over winds, so Manx sailors don’t whistle on board their ships for fear a dinny-mara will hear them and think they want more wind than they really do.



NUCKELAVEE				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
16	DEX	18	12-	OCV: 5/DCV: 5
20	CON	20	13-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
2	COM	-4	9-	
8	PD	4	Total: 8 PD (5 rPD)	
8	ED	4	Total: 8 ED (5 rED)	
4	SPD	14	Phases: 3, 6, 9, 12	
8	REC	0		
40	END	0		
40	STUN	0	Total Characteristics Cost: 101 (+10 with NCM)	
Movement:		Running: 12"/24" Swimming: 6"/12"		
Cost	Powers			END
75	Faerie Powers: Variable Power Pool, 30 base + 15 control cost, Cosmic (+2)			var
7	Powerful Fighter: HA +2d6; Hand-To-Hand Attack (-½)			1
70	Blight And Sicken: Drain 2d6, any one Characteristic (DEX, CON, or BODY) one at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Week; +1¾), Reduced Endurance (0 END; +½)			0
5	Terrifying Aspect: +10 PRE; Only For Fear-Based Presence Attacks (-1)			
47	Disgusting Stench: Change Environment 2" radius (stench), -4 to CON Rolls (see text), -6 to Smell/Taste Group PER Rolls, Multiple Combat Effects, Personal Immunity (+¼), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No Range (-½)			0
30	Disgusting Stench: Add to Change Environment -2 OCV, -2 to DEX-based Rolls, -2 to INT-based Rolls, and -2 to PRE-based Rolls, Personal Immunity (+¼), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No Range (-½) Only Applies If Victim Fails CON Roll (see text; -½)			0
5	Faerie Form: Damage Resistance (5 PD/5 ED)			0
3	Faerie Mind: Mental Defense (5 points total)			0
5	Faerie Form: Power Defense (5 points)			0
42	Faerie Consumption: Life Support (Total, except for Diminished Eating)			0
12	Horse's Legs: Running +6" (12" total)			1
4	Water Faerie Nature: Swimming +4" (6" total)			1
4	Reach: Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Non-combat Stretching (-¼), No Velocity Damage (-¼)			0
Talents				
3	Environmental Movement: Aquatic Movement (no penalties in water)			

Skills

- 2 AK: local area where nuckelavee lives 11-
 1 KS: Legends And Lore 8-
 3 Stealth 12-

Total Powers & Skills Cost: 318**Total Cost: 419****75+ Disadvantages**

- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
 20 Psychological Limitation: Evil, Cruel, And Destructive (Very Common, Strong)
 20 Susceptibility: takes 2d6 per Turn from iron (Common)
 35 Susceptibility: takes 2d6 per Segment from fresh water (Very Common)
 264 Experience Points

Total Disadvantage Points: 419**Origin:** Scotland**Pronunciation:** nuk-uh-LAY-vee

Ecology: Nuckelavees live in sea, though they frequently come onto land to commit mayhem and murder. Despite their aquatic nature they cannot stand fresh water (its touch burns them), will not cross running streams and rivers, and never come ashore when it's raining. They eat flesh, preferably that of humans if they can get it.

Personality/Motivation: Nuckelavees are among the most evil and destructive of faerie-folk. They often come onto land for the express purpose of killing people and cattle, destroying things, terrifying people, and spreading disease.

Powers/Tactics: Nuckelavees rarely have to fight — their appearance is so horrendous that most people flee from them in terror — but if they do they use their strength to deal out powerful blows.

Nuckelavees emit an odor so awful that it often weakens their foes. Anyone who comes within 2" of a nuckelavee must make a CON Roll at -4. If he fails, he suffers a -2 penalty to CV and all Skill Rolls because of gagging and retching. He may make another roll each Phase; the -2 penalty remains in effect until he succeeds. The GM may lower the CON Roll penalty over time (-3 the second roll, -2 on the fourth roll, -1 on the eighth roll, and so on) to reflect how the character becomes used to the odor. Additionally, the smell makes it difficult to perceive other smells (on the other hand, it also reduces the nuckelavee's ability to use Stealth).

Campaign Use: Nuckelavees are powerful monsters to fight and kill. There's no trickery to them as with so many faerie-folk, just a deadly foe to oppose with all the strength the heroes can muster.

Appearance: A nuckelavee looks like a man riding a horse, but it's all one creature. It has no skin; the exposed flesh and muscles are apparent on the surface of its body, and black blood runs through yellowish arteries and veins. The horse-legs sometimes have fins instead of hooves, and its arms are sometimes said to reach the ground. The human head may be unusually large, and always has a large mouth. Sometimes a nuckelavee's human head has only one eye, and all of the monster's eyes are fiery red. It emits a horrible stench.

PHOUKA

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (5 rPD)
5	ED	2		Total: 5 ED (5 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 103

Movement: Running: 9"/12"
 Teleportation: 20"/40"

Cost	Powers	END
40	<i>Faerie Power:</i> Endurance Reserve (200 END, 20 REC)	0
250	<i>Faerie Powers:</i> Variable Power Pool, 100 base + 50 control cost, Cosmic (+2)	var
107	<i>Pishogue:</i> Multipower, 107-point reserve	
10u	1) <i>Personal Pishogue:</i> Mental Illusions 14d6, Reduced Endurance (0 END; +½)	
11u	2) <i>Group Pishogue:</i> Images to Sight, Hearing, Smell/Taste, and Touch Groups, -6 to PER Rolls, Increased Size (16"; +1), Reduced Endurance (0 END; +½)	0
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
30	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 75%; Does Not Work Against Iron Attacks (-1)	0
60	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 75%	0
11	<i>Faerie Mind:</i> Mental Defense (15 points total)	0
15	<i>Faerie Form:</i> Power Defense (15 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
45	<i>Faerie Concealment:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
6	<i>Fast:</i> Running +3" (9" total)	1
60	<i>Vanishing:</i> Teleportation 20", Reduced Endurance (0 END; +½)	0
82	<i>Shapechanging (Any Form):</i> Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)	0

Skills

- 3 Concealment 13-
 3 High Society 13-
 5 AK: local area where the phouka lives 15-
 3 KS: Horses 13-
 3 KS: Legends And Lore 13-
 3 Riding 13-
 3 Stealth 13-
 3 Trading 13-

Total Powers & Skills Cost: 808**Total Cost: 911****75+ Disadvantages**

- 20 Psychological Limitation: Capricious Faerie Nature (Very Common, Strong)
- 20 Susceptibility: takes 2d6 per Turn from iron (Common)
- 20 Susceptibility: takes 2d6 per Turn from salt (Common)
- 776 Experience Points

Total Disadvantage Points: 911**Origin:** Ireland**Other Names:** Puck, Pwca, Phooka, Pooka**Pronunciation:** POO-kuh**Ecology:** Phoukas are solitary faeries of great power...and great mischievousness.**Personality/Motivation:** Typical faerie capriciousness. Some phoukas like to play relatively harmless pranks and tricks on people. The classic example is taking the form of a handsome horse, luring the victim onto its back for a ride, then galloping around

wildly, with the victim unable to dismount, until it throws its bruised and battered rider into a ditch. Others are more malevolent — for example, they might throw the victim off the edge of a cliff instead. Some are even reported to have helped with farm or household chores, similar to a brownie, and to have been driven off by a gift of clothing.

Powers/Tactics: With its vast faerie abilities, including powers of glamour and shapechanging, a phouka never has to fight any battle it doesn't want to. It's more of a prankster than an actual threat in most cases, though some phoukas are dangerous.

According to legend, phoukas are responsible for blighting crops still in the field after Samhain (sometimes called "Phouka Night") and spoiling any blackberries still on the bush by then. They can also enter and manipulate peoples' dreams using Telepathy and Mental Illusions, and particularly enjoy doing this to drunkards. They have a fine appreciation of horses and may sometimes sell them to mortals, or invisibly visit racecourses to watch the races.

Campaign Use: The phouka's legendary mischievousness gives the GM free rein to pit the hapless

heroes against a phouka's who's taken "an interest" in them (be it mere curiosity or something more akin to malice). A phouka might even trap all the heroes in the same "dreamscape" and run them ragged there... then give them gifts when he allows them to awaken if they provided good entertainment.

Appearance: A phouka can take many shapes, such as a wild (even devilish) horse (with either a normal or human head, and often with shaggy hair or draped in chains), an eagle, a dog, a bull, a bat, a donkey, a wide-horned goat, a rabbit, a tuft of wool that rolls around making strange buzzing noises, or a withered old dwarf wearing tattered clothes. However, its most common form is a satyr-like one, with the body of a human and the head of a goat. (Sometimes it substitutes a rabbit's or horse's head.) In animal form it's usually black with fiery eyes.


REDCAP				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [5]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
5	PD	0		Total: 5 PD (5 rPD)
5	ED	1		Total: 5 ED (5 rED)
3	SPD	5		Phases: 4, 8, 12
10	REC	2		
36	END	0		
40	STUN	3		Total Characteristics Cost: 75 (+5 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
50	<i>Faerie Powers:</i> Variable Power Pool, 20 base + 10 control cost, Cosmic (+2)	var
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
5	<i>Fangs:</i> HKA 1 point (½d6 with STR)	1
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
3	<i>Faerie Mind:</i> Mental Defense (5 points total)	0
5	<i>Faerie Form:</i> Power Defense (5 points)	0
30	<i>Redcap Vanishing:</i> Teleportation 30", Reduced Endurance (0 END; +½); Only When Confronted With Religious Symbols (see text; -2)	0
	Skills	
10	+2 HTH	
3	Concealment 11-	
5	AK: local area where the redcap lives 14-	
1	KS: Legends And Lore 8-	
5	Stealth 13-	
2	WF: Common Melee Weapons	

Total Powers & Skills Cost: 134

Total Cost: 209

75+ Disadvantages

20	Psychological Limitation: Predacious And Cruel (Very Common, Strong)
15	Psychological Limitation: Fears And Hates Religious Symbols And Readings (Common, Strong)
99	Experience Points

Total Disadvantage Points: 209

Origin: Scotland

Other Names: Fir Larrig (Ireland), Bloody Cap, Red Comb

Ecology: Redcaps are solitary faeries who live in old ruined towers and castles in the highlands and mountains. It particularly favors ruins where evil deeds were once done long ago. They are carnivorous, preferring the flesh of men or even other faeries. They also hunt men for their blood, which they need to keep their caps dyed a proper shade of red.

Personality/Motivation: Thoroughly cruel and destructive, redcaps like nothing better than to cause mayhem, harm, and death. Travelers in hilly or mountainous areas where they typically live had best beware!

Powers/Tactics: Redcaps are tough and strong, and rely on those qualities in battle. Although they have claws and fangs, they prefer to use weapons — typically a spear, staff, pike, axe, or scythe, but even a simple club will do if nothing else is available. When possible a redcap attacks from ambush, leaping on his intended victims to strike them down with swift, vicious blows.

Redcaps lack the usual faerie vulnerability to iron or salt. However, they flee from the sign of the cross or readings of Scripture. If confronted with these, a redcap emits a horrid, dismal yell and vanishes, leaving behind one of its fangs as a trophy.

Campaign Use: In a Fantasy gaming context, you might expand the redcap's habitat to include caves, dungeons, and ruins of all sorts, particularly if the campaign doesn't feature a lot of mountainous areas. You can also make them tribal rather than solitary so the heroes can't overwhelm a single redcap with force of numbers.

Appearance: Redcaps are ogreish beings, ugly, ill-tempered, and strong. A typical redcap is slightly shorter than a typical man, broad-shouldered, and thick-set, with long, clawed fingers at the ends of his powerful arms, a mouthful of fangs, stringy grey hair, and fiery red eyes. (In some cases he looks more like a tough, wizened old man with little or no hair.) He wears iron boots, a filthy tunic, and a sort of conical soft cap he keeps red by dipping it in the blood of his victims. He carries a spear, staff, pike, axe, or scythe as a weapon, and eats Human and faerie flesh.

SELKIE				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
4	PD	2		Total: 4 PD (2 rPD)
4	ED	1		Total: 4 ED (2 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0	Total Characteristics Cost: 34 (+1 with NCM)	
Movement:		Running: 6"/12" Swimming: 6"/12"		
Cost	Powers			END
75	Faerie Powers: Variable Power Pool, 30 base + 15 control cost, Cosmic (+2)			var
2	Faerie Form: Damage Resistance (2 PD/2 ED)			0
3	Faerie Mind: Mental Defense (5 points total)			0
5	Faerie Form: Power Defense (5 points)			0
8	Water Faerie Nature: Life Support (Expanded Breathing: breathe underwater; Safe Environment: Intense Cold, High Pressure			
4	Water Faerie Nature: Swimming +4" (6" total)			1
12	Seal Form: Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups), Reduced Endurance (0 END; +½); OAF (enchanted sealskin, can't be taken away from character once he changes form; -½), Extra Time (requires an Extra Phase to don or remove skin; -¾)			0
Talents				
3	Environmental Movement: Aquatic Movement (no penalties in water)			
Skills				
3	High Society 12-			
5	AK: local seas where the selkie lives 14-			
2	KS: Legends And Lore 11-			
3	Seduction 12-			
3	Stealth 12-			
Total Powers & Skills Cost: 128				

75+ Disadvantages

10 Psychological Limitation: Capricious Faerie Nature (Common, Moderate)

20 Susceptibility: takes 2d6 per Turn from iron (Common)

20 Susceptibility: takes 2d6 per Turn from salt (Common)

37 Experience Points

Total Disadvantage Points: 162

Origin: Orkney and Shetland Islands

Other Names: Silkie

Pronunciation: SELL-kee

Ecology: Selkies live under the sea, where they have houses and castles of their own. However they often come ashore, either in response to a summons or out of curiosity.

Personality/Motivation: For the most part selkies prefer to keep to themselves. The males, however, are lascivious and enjoy spending time with human women. Sometimes a woman will summon a male selkie to be her lover by sitting on a oceanside stone at high tide and dropping seven tears into the ocean. Female selkies don't respond to such summons from men, but a man who steals a selkie's seal-skin (perhaps when she comes ashore to dance) can compel her to marry him. Their children will have webbed fingers (which makes them good swimmers); if the webbing is cut, horny growths soon cover the hands, making them hard to use (-2 on all DEX-based rolls).

Powers/Tactics: Through the use of enchanted seal-skins selkies can assume the form of seals. They also possess mild faerie magics, which they use to help them flee from attackers.

Some tales claim that shedding the blood of a selkie into the sea can cause a storm. Others say the selkies and merrows (see above) are allies and will come to each other's aid if hard-pressed.

Campaign Use: In a Fantasy campaign, the selkies might have an entire underwater civilization the heroes could visit, or fight against if necessary.

In Tuala Morn, selkies are most common along the northern coasts, particularly in the Inish Keera. They're not often seen south of Inish Doaga.

Appearance: Selkies look like beautiful doe-eyed humans, but can assume the shape of seals.

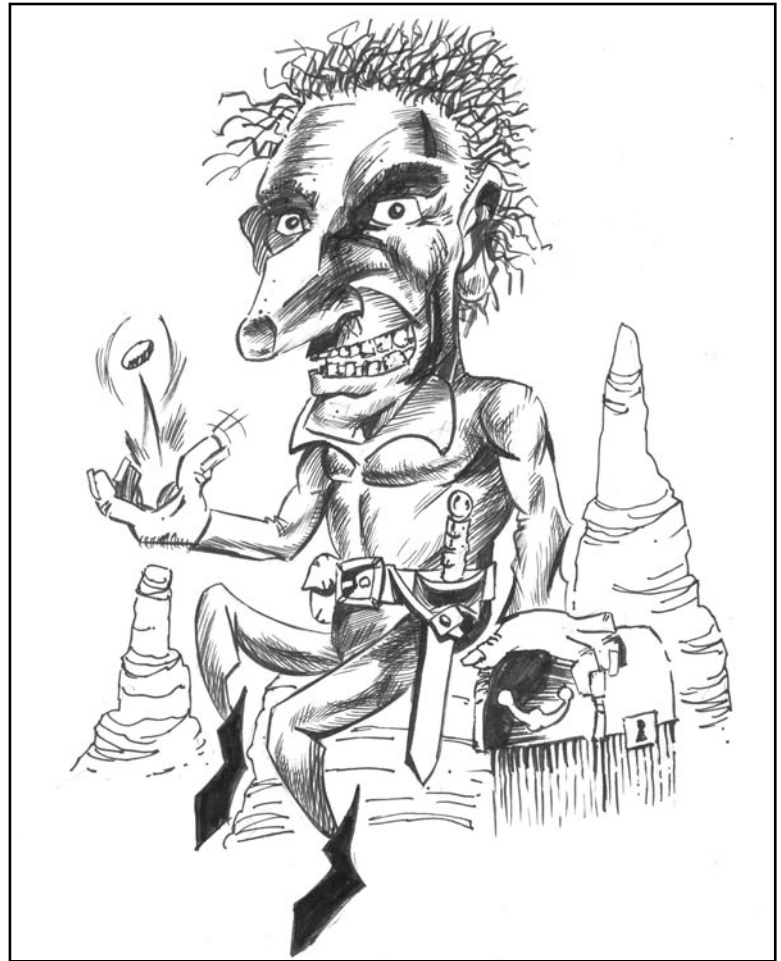
SPRIGGAN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
5	COM	-2	10-	
5	PD	2		Total: 5 PD (5 rPD)
5	ED	2		Total: 5 ED (5 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
31	STUN	0		Total Characteristics Cost: 77

Movement: Running: 3"/6"
Teleportation: 20"/40"

Cost Powers **END**

8	<i>Gigantic Size:</i> Growth (spriggan goes from 1m tall to 4m tall — +15 STR, +3 BODY, +3 STUN, -3" KB, 800 kg, -2 DCV, +2 PER Rolls to perceive character); Lockout (prevents use of DCV Levels and other abilities based on normal short stature; -½), Side Effects (reduces Stealth roll to 12- and eliminates bonus to Concealment roll; -¼)	3
8	<i>Gigantic Legs:</i> +6" Running (9" total); Linked (to Growth; -½)	1
150	<i>Faerie Powers:</i> Variable Power Pool, 60 base + 30 control cost, Cosmic (+2)	var
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
7	<i>Faerie Form:</i> Physical Damage Reduction, Resistant, 25%; Does Not Work Against Iron Attacks (-1)	0
15	<i>Faerie Form:</i> Energy Damage Reduction, Resistant, 25%	0
7	<i>Faerie Mind:</i> Mental Defense (10 points total)	0
10	<i>Faerie Form:</i> Power Defense (10 points)	0
50	<i>Faerie Nature:</i> Life Support (Total, including Longevity: Immortality)	0
60	<i>Vanishing:</i> Teleportation 20", Reduced Endurance (0 END; +½)	0
-6	<i>Short Legs:</i> Running -3" (3" total)	1
28	<i>Stone Form:</i> Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, into a stone), Reduced Endurance (0 END; +½)	0

**Skills**

10	<i>Hard To Hit:</i> +2 DCV
3	Concealment 12-
3	<i>Easily Hidden:</i> +2 to Concealment; Self Only (-½), Does Not Apply When Using Growth (-0)
1	High Society 8-
5	AK: local area where the spriggan lives 14-
2	KS: Hidden Treasures 11-
3	KS: Legends And Lore 12-
7	Stealth 14-

Total Powers & Skills Cost: 376

Total Cost: 453

75+ Disadvantages

5	Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
20	Psychological Limitation: Capricious Faerie Nature (Very Common, Strong)
20	Susceptibility: takes 2d6 per Turn from iron (Common)
20	Susceptibility: takes 2d6 per Turn from salt (Common)
313	Experience Points

Total Disadvantage Points: 453

OPTIONS

Cost Power

15 Psychological Limitation: Must Guard Treasure (Common, Strong)

Origin: England

Pronunciation: SPRIG-gun

Ecology: Some people believe other faeries use spriggans to guard treasure, for they live in and around old stone circles, giants' caves and castles, barrows, ruins, and other such places. A few claim they're the ghosts of the giants who obtained the treasure in the first place. Men who have tried to find and dig up spriggans' treasure usually regret it, for the least the spriggans will do is terrify him into fleeing.

Personality/Motivation: Spriggans are typical Unseelie faeries — if not actively malicious toward mankind, they certainly bear it no love.

Powers/Tactics: Spriggans are credited with a whole host of faerie powers and activities, including causing storms and controlling the weather, blighting crops, robbing travelers and houses, and stealing human babies. Some tales say they can assume the shape of stones or grow to giant size if need be.

Campaign Use: If there's one thing PCs love, it's treasure — and that means sooner or later they're likely to meet up with spriggans guarding some! In a Fantasy campaign the spriggans might even have an entire civilization based in underground caverns.

Appearance: Spriggans are unusually short (typically no more than three feet tall, at most) and extraordinarily ugly — some say they're the most ugly of the Unseelie Court. Their bodies are squat, and sometimes wizened-looking, and their heads are oddly large.

TROLL, TUALAN

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [7]
14	DEX	12	12-	OCV: 5/DCV: 5
25	CON	30	14-	
22	BODY	24	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
12	PD	5		Total: 14 PD (2 rPD)
8	ED	3		Total: 10 ED (2 rED)
3	SPD	6		Phases: 4, 8, 12
12	REC	0		
50	END	0		
53	STUN	0		Total Characteristics Cost: 119 (+38 with NCM)

Movement: Running: 9"/18"

Cost	Powers	END
15	<i>Claws:</i> HKA 1d6 (2d6 with STR)	1
6	<i>Troll's Hide:</i> Armor (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
6	<i>Troll's Legs:</i> Running +3" (9" total)	1
5	<i>Troll's Eyes:</i> Nightvision	0
6	<i>Troll's Senses:</i> +2 PER with all Sense Groups	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

2 Survival (Mountains) 11-

2 WF: Common Melee Weapons

Total Powers & Skills Cost: 52

Total Cost: 171

75+ Disadvantages

5 Physical Limitation: Large (-2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)

91 Experience Points

Total Disadvantage Points: 171

OPTIONS

Cost Option

10 *Fangs:* HKA ½d6 (1d6+1 with STR)

Many-Headed Troll: Add the following (total cost 21 points):

6 *Multiple Heads:* +2 PER with all Sense Groups

10 *More Eyes Better:* Increased Arc Of Perception (360 Degrees) for Sight Group

5 *Extra Heads:* Extra Limbs (heads), Inherent (+¼); Limited Manipulation (-¼)

25 *Troll Magic:* 25 points' worth of magic Perks, spells, and abilities

-40 *Susceptibility:* to direct sunlight, takes Major Transform 3d6 (troll to stone) per Segment of exposure (Very Common)

Ecology: Although usually not as clever or intelligent as men, trolls possess a certain wit of their own. They govern themselves much as the Tualans do, with great troll-kings who rule over their lesser brethren. Each troll must pay a tax of the treasure he takes from Tualans to his liege. Many trolls pay this tribute with ill grace, for they are as greedy as dragons or Dwarves, disliking to give away their gold — or to have it stolen. In times past, it may be that trolls battled each other over such things, but since the Troll Wars their numbers are so diminished that they rarely fight one another for these reasons.

Trolls prefer to eat meat — human flesh, when they can get it, is a special favorite.

Personality/Motivation: Trolls are rapacious, greedy, and cruel. Even when they're not hungry they kill any men they encounter simply for spite.

Powers/Tactics: Although no longer able to mass huge troll armies to destroy entire hero-bands, trolls still pose a great danger to the Tualans. For this reason few Tualans venture into the mountains by themselves. On those rare occasions when some troll-king assembles a group of trolls to attack villages and towns, Tualan kings must send warriors in large numbers to find them and stop them.

A few trolls have more than one head! This occurs most commonly in cave-trolls, but has been seen among trolls living in other places as well. In general, the more heads a troll has, the smarter and more powerful he is, but often the more vain as well.

A few trolls know magic! In addition to standard Tualan *draichta* wizardry, they can use the Troll Magic described in *The Fantasy Hero Grimoire II*. Consider those spells as Beltane-Draichta spells.

Campaign Use: Trolls are one of the standard foes in a Tualan campaign. From Duvárach to Mar Cormac, the PCs will encounter trolls on many an occasion when they have to venture into the hills, mountains, or deep forests.

Appearance: Trolls stand eight to ten feet tall, sometimes taller, and their strength is as great as their size. Their arms as wide around as a warrior's waist, with their mighty thews they can heft and throw boulders, smash down trees or fortress doors with a single blow, and wield weapons large enough to cleave a man in two with but a casual stroke. Their leathery, often warty skins protect them against the blows of many weapons, though not against the large swords and spears of Tualan warriors.

TROLL SUB-TYPES

The troll described above is the typical mountain troll, well-known to the Tualans. But trolls can live in other places as well.



Cave-Trolls

Cave-trolls dwell even deeper in the mountains than ordinary trolls — often inside caves, sometimes in vast palaces they build themselves. Cave or palace, most troll-lairs have lavish appointments, for cave-trolls are the most powerful and wealthy of their kind. Some have hoards rivalling those of dragons, perhaps including gold and gems from before the arrival of the Tualans.

As ugly as they are to the eyes of Men, cave-trolls sometimes have daughters the size and shape of human women, as beautiful as the finest Tualan lass. Many a hero has dared the wrath and magics of a powerful cave-troll not to thief from his hoard, but to spirit his daughter away and wed her. Conversely, trolls sometimes kidnap maidens for use as food or servants; they particularly enjoy having women's soft hands scratching their shaggy heads.

Cave-trolls cannot withstand the light of the sun. If the sun's rays ever touch their bodies, they turn to solid stone, never to move again! Thus, they only come out during the night, spending the daytime hidden within their homes. A clever hero who chances to meet a cave-troll outside at night may be able to attract and hold the troll's attention with tales and jokes... and thus trick it into staying outside too long, until dawn catches and kills it.

Forest Trolls

Some trolls live deep within the forests of Tuala Morn, in caves, or perhaps in steadings or

houses. Day and night they stalk among the trees, seeking unwary woodcutters and other men to catch and eat, or sometimes fighting among themselves. They return to their homes only to make sure that no one has stolen their treasure (though thieving it would involve slaying the guardians the forest troll set over it, and avoiding the many clever traps protecting it).

Some forest trolls build their homes near the paths and trails of men, then charge a toll to allow people to use the road unmolested. Those who do not pay wind up in the troll's stew-pot. Those who do pay may still find themselves attacked by the troll, perhaps because of some trumped-up insult or rudeness, since most trolls are wicked creatures.

A few forest trolls guard their hoards by turning them into their homes. They build forest glades of their own, where the trees have trunks of gold, branches of silver, and leaves of copper or gems. Anyone who dares touch so much as a single leaf brings the troll out of hiding to slay him, for only the blood of men makes golden troll-trees grow.

Hill Trolls

Smaller, and usually weaker, than mountain, cave, or forest trolls, hill trolls dwell mainly in hilly areas and dark dales, but sometimes also in forests, fens, or just about anywhere else they can remain hidden from, yet prey upon, the Tualans. Like their brethren of cave and forest, they tend to prefer solitude, but sometimes hill trolls band together into small "clans" to lay claim to a region or raid a town. A few even recruit bandits and other wicked men as followers of a sort, using them to commit all sorts of evil acts.

War Trolls

Some of the most powerful troll-kings have their own "hero-bands" of the most powerful troll warriors under their command. Larger, stronger, and more skilled in battle than other trolls, these fearsome adversaries are known to the Tualans as "war trolls." Most are cave-trolls, but occasionally a forest troll achieves war troll status.

Like the troll-kings they serve, war trolls use the best war-gear available to their people. Accoutered in thick armor so heavy that no man could wear it, and wielding enormous swords, axes, and clubs in their leathern hands, they can strike down a dozen bold Tualans at a blow without suffering so much as a scratch in return. To show their prowess and bring fear to the hearts of their enemies, they often take the heads of their downed foes, tying them by the hair to the broad belts they wear.

THE WILD HUNT

A dark force akin to neither Seelie nor Unseelie, yet considered part of the faerie host, the Wild Hunt haunts the skies and lands of Tuala Morn for purposes unknown to man. On nights both mooned and moonless, it boils up over the land like a swift stormcloud, and woe to any who meet it.

A strange being leads the Hunt. He has the semblance of a man, bare-chested and bare-armed, his face hidden by an intricately-carved mask, and with the horns of a deer sprouting from his head. He bears a long, black-shafted spear whose head shines like the glint of water in moonlight. At times he rides a black horse; at others he walks behind his hell-hounds with an implacable stride. His very presence inspires fear and trembling.

At the Huntsman's feet, or streaming out through the sky before him if in pursuit of quarry, stand his hounds — a pack of beasts larger than wolves, with coal-black skin and eyes and mouths filled with eerie fire. Not even the fiercest beast can withstand the savagery of the Wild Pack, and no wizardry known to the Tualans can stay the Huntsman's hand when he finds someone worthy of his attention.

When the Huntsman's horn and the baying of the Pack ring through the night, wise men stay inside, stoking their fires against the darkness. Men foolish or unlucky enough to be caught outside when the Hunt rides the skies in search of prey inevitably fall victim to it. Those who are good and just the Huntsman may merely harry until they reach home, or until they die of fright; but he looses the full fury of the Pack on evildoers, whom neighbors find the next day torn to bloody bits. If the chosen prey somehow eludes the Pack, it will turn to the nearest forest in search of a deer, bear, or other substitute.

Sometimes a person who merely glimpses the Wild Hunt can get drawn into it! The deep magic of the Hunt takes hold of him, forcing him to join it either in the form of a hound (if the Huntsman deems it appropriate to transform him) or simply running alongside the Pack in man-form. Come break of day, a victim of the Hunt's draw finds himself miles from where he remembers seeing the Hunt, perhaps next to the remains of the Hunt's prey.

THE WILD HUNTSMAN, A.K.A SAMHAIN

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
30	DEX	60	15-	OCV: 10/DCV: 10
25	CON	30	14-	
20	BODY	20	13-	
30	INT	20	15-	PER Roll 15-
30	EGO	40	15-	ECV: 10
60	PRE	50	21-	PRE Attack: 12d6
4	COM	-3	10-	
10	PD	5		Total: 10 PD (10 rPD)
10	ED	5		Total: 10 ED (10 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
10	REC	0		
50	END	0		
50	STUN	4		Total Characteristics Cost: 276 (+149 with NCM)

Movement: Running: 15"/30"
Flight: 15"/30"
Teleportation: 15"/30"

Cost	Powers	END
20	<i>The Huntsman's Spear:</i> HKA 2d6 (3½d6 with STR); OIF (-½)	3
125	<i>Faerie Powers:</i> Variable Power Pool, 50 base + 25 control cost, Cosmic (+2)	var
110	<i>Fear Powers:</i> Multipower, 110-point reserve	
5u	1) <i>Evoke Fear:</i> Mind Control 14d6, Reduced Endurance (0 END; +½); Only To Control/Inflict Fear (-1)	0
5u	2) <i>Images Of Fear:</i> Mental Illusions 14d6, Reduced Endurance (0 END; +½); Only To Confront Target With Things He Fears (-1)	0
11u	3) <i>Susceptibility To Fear:</i> Drain PRE 4d6, Area Of Effect (7" Radius; +1), Ranged (+½), Personal Immunity (+¼)	11
5	<i>Faerie Form:</i> Damage Resistance (5 PD/5 ED)	0
60	<i>Faerie Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
10	<i>Faerie Mind:</i> Mental Defense (16 points total)	0
10	<i>Faerie Form:</i> Power Defense (10 points)	0
50	<i>Faerie Nature:</i> Life Support (Total; includes Longevity: Immortality)	0
18	<i>Faerie Swiftess:</i> Running +9" (15" total)	2
30	<i>Faerie Swiftess:</i> Flight 15"	3
30	<i>Vanishing:</i> Teleportation 15"	3
22	<i>Terrorsense:</i> Detect Person's Fears 15- (no Sense Group), Discriminatory, Analyze, Range, Sense	0

Skills

3	Power: Fear Powers 15-
3	Stealth 15-

Total Powers & Skills Cost: 517

Total Cost: 793

75+ Disadvantages

- 25 Psychological Limitation: Punishes Evildoers And Harries The Unwary Innocent (Very Common, Total)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 668 Experience Points

Total Disadvantage Points: 793

Background/History: Unknown — as a powerful faerie or spirit, the Wild Huntsman keeps his personal background to himself. If he has a history the Tualans do not know it.

Personality/Motivation: Wild Huntsman exists to punish evildoers, but he has no qualms against scaring an innocent person half to death (or even all the way) if that person is foolish enough to remain outside at night when the cries of the Hunt ring across the skies.

Powers/Tactics: The Wild Huntsman has typical faerie powers, but relies on them less than two other abilities. The first is his mystic spear, a powerful weapon only he can wield that returns to his hand if taken from him (*i.e.*, it's a Personal OIF). The second are his fear-powers. He can simply create raw fear within a victim's heart (Mind Control), or show a victim his greatest specific fears (Mental Illusions). With the latter power, he often tries to achieve a +20 affect so he can cause STUN and BODY damage (he scares the victim so badly that a heart attack ensues). If he wants to cause fear in a large number of people, he'll rely on his Drain PRE and Presence Attacks.

For the dogs of the Huntsman's Pack, use the Giant Wolf character sheet on page 129 of *The HERO System Bestiary*, but give them Flight 11" and increase their PRE to 30.

Campaign Use: Despite the passage of time and cataclysms, the Wild Huntsman survives into the present day, where he's known by the name Samhain (see *Champions Universe*, page 126). But not even a being as powerful as he can weather the changes in the world and not be changed himself. By the era of the Champions Universe, Samhain is weaker, since he's no longer universally believed in and feared the way he is in Tualan times. In place of his spear and VPP he has just his fear-generating powers... but those are usually more than enough.

Furthermore, his attitude and personality have changed as well. No longer is he a force of nature, sometimes punishing evildoers. Now he's more purely a being of fear, an evil thing that lives only to savor the terror it can cause. It may be that someone could put it back on its true path, restoring it to its true role, but even the mightiest and wisest heroes would find that a task difficult beyond belief.

Appearance: See above.

But Morrin is not as cold-hearted and greedy as most of her kind. For example, once she saw a group of trolls attacking the *tashacs* of three clans. With no thought for her own safety, she threw herself into the battle, killing two trolls and wounding several others, thus giving the chieftains' men time to regroup and finish their attackers off. On several other occasions she's helped people in need with nothing to gain for herself... though at heart she remains a bandit and a leader of bandits.

KNIGHT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	1		Total Characteristics Cost: 51

Movement: Running: 6"/12"

Cost	Skills	END
10	+2 HTH	
6	Riding Skill Levels: +2 OCV versus Mounted Combat penalties with all attacks	
3	Climbing 12-	
3	High Society 12-	
2	KS: Knights 11-	
2	PS: Knight 11-	
7	Riding 14-	
3	Stealth 12-	
3	WF: Common Melee Weapons, Lance	

Total Powers & Skills Cost: 39

Total Cost: 90

75+ Disadvantages

- 15 Psychological Limitation: Code Of Chivalry (Common, Strong)
- 5 Rivalry (with another knight)

Total Disadvantage Points: 95

Description: This character sheet represents a typical knight the PCs might encounter — one whose Skills have been chosen with an eye toward combat and opposing adventurers. Perhaps he's a "black knight" guarding some bridge or road against all passersby, or he's on a quest that dovetails with the PCs' current adventure, or he's an evil knight they have to fight and slay.

EXAMPLE: SIR GARAIDE OF THE SWIFT LIMB

Sir Garaide of the Swift Limb is one of the most prominent knights in Tuala Morn. A noble knight and true, he earned his sobriquet from his speed with a sword; few warriors can have their blades out of the scabbard and ready to attack as quickly as Sir Garaide. (He has Fast Draw 14-.)

Despite his confidence and valor on the battlefield, Sir Garaide is markedly uncomfortable in social situations. He often seems to have difficulty interacting with people unless the discussion relates to war, deeds of honor, or like subjects. Around women his shyness becomes even more pronounced.

Though most Tualans who know Sir Garaide think very highly of him, for he is genuinely honorable and kind, he has one significant enemy: Sir Agustin of Tullyvor Vale, whom Sir Garaide accidentally offended early in his (Garaide's) career as a knight. Though he attempted to apologize, Sir Agustin arrogantly refused to accept the apology, and holds a grudge against Sir Garaide to this day. Agustin and his men go out of their way to make trouble for Sir Garaide, even taking advantage of every opportunity to exploit his sense of honor and chivalry to goad him into pointless single combats.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Longsword	+0	—	1d6+1	1d6-1	12		
Battleaxe	+0	—	2d6	1d6-1	13		
Lance	+0	—	1½d6	1d6-1	13+2"		reach, only on horseback

Armor

Plate armor (DEF 8)
Shield (+2 DCV)

Gear: Medium warhorse and tack, tent and bedroll, pennant bearing his symbol

Clothing: Tabard, armoring garb, court clothes

PICOI WARRIOR				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
5	PD	2		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	1		Total Characteristics Cost: 43

Movement: Running: 6"/12"

Cost	Skills	END
10	+2 HTH	
5	+1 DCV	
3	Climbing 12-	
3	Combat Driving (Charioteering) 12-	
3	Concealment 11-	
2	AK: home territory 11-	
3	Riding 12-	
3	Security Systems 11-	
3	Stealth 12-	
2	Survival (choose one category)	
1	Tracking 8-	
5	WF: Common Melee Weapons, Common Missile Weapons, Sling	

Total Powers & Skills Cost: 43
Total Cost: 86

75+	Disadvantages
10	Social Limitation: Pictoi (Occasionally, Severe; Not Limiting In Pictoi Culture)
1	Experience Points

Total Disadvantage Points: 86

OPTIONS

Cost	Power
+19	<i>Pictoi Chieftain:</i> Increase PRE to 15 and SPD to 4, and add a 4-point <i>Social Rank</i> Perk
+100	<i>Pictoi Shaman:</i> Reduce STR and BODY to 10; increase INT and EGO to 15; add Oratory, Paramedics (Healing), Persuasion, and Trading; add Perk: Religious Rank (4 points); and add <i>Magic</i> Perks (Samhain-

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Longsword	+0	—	1d6+1	1d6-1		12	
Spear	+0	+0	1½d6	1d6-1	1	12	Recoverable Charge
Sling	+0	-1	1d6+1	1d6	8	10	
Bow, Medium	+0	+0	1d6+1	1d6-1	9	10	
Armor							
Heavy Animal Hides (DEF 3)							
Medium Shield (DCV +2)							
Gear: Flint and iron, trap-making materials							
Clothing: Furs, stolen clothing							

Draichta 18, Imbolc-Draichta 18, Beltane-Draichta 9, and Lugnasa-Draichta 12) and the following spells:

- Samhain-Draichta:** *Agony, Blood Sacrifice, Envenoming The Wound, Fear, Sickness, Veil, Stormcrow Sending, Form Of Animal, Druid's Call, Serpent Guardian*
- Imbolc-Draichta:** *Co Druiddechta, Mistshaping, Tuaithe, Stormcalling*
- Beltane-Draichta:** *Druidic Sleep, Scrying, Taiscelath Druiddechta*
- Lugnasa-Draichta:** *Bright Flare, Flaring Fire, Kindle, Quench Fire, Wizard's Power, Teive Loitha*

Description: Squat, dark, and ill-favored, the Pictoi apparently lived in Tuala Morn before the Tualans arrived there, but not even the wisest wizard knows where they came from. In fact, the Tualans know very little about the Pictoi, since the two races have violently hated each other since they first met. The Pictoi seem to regard the Tualans as intruders and thieves, and kill them whenever the opportunity arises.

Since rising up against the Tualans centuries ago and suffering utter defeat, the Pictoi have remained in hiding. Now few in number, they live deep in the forests, hills, and mountains of Tuala Morn, where the Tualans rarely go. They guard their territory with vicious traps such as deadfalls, spike-filled pits, and concealed tubes that spit poisoned darts.

The Pictoi organize themselves into tribes. Most tribes name themselves after the totem they worship — Bull Tribe, Bear Tribe, Wolf Tribe, Deer Tribe, Dog Tribe, Hawk Tribe, and the like. The totem supposedly provides certain qualities and benefits to the Pictoi who worship it; for example, Wolf Pictoi can run further than other Pictoi, Hawk Pictoi have better eyesight, and Dog Pictoi are vicious and tenacious. A few tribes name themselves after some fetish they possess, or where they live (such as the Black Rock Tribe, Mountain God Tribe, or Shadow Oak Tribe).

Pictoi warriors typically use spears and arrows tipped with razor-sharp flint heads, clubs (often viciously spiked), and slings; a few have metal weapons taken from the bodies of their Tualan victims. They often coat their weapons with poisons which cause death, disease, or mad-



EXAMPLE: GOBANNI SPLIT-NOSE

Of all the chieftains of the Barbathans, few are as feared as Gobanni Split-Nose. A warrior both strong and cunning, with the wisdom of a seasoned leader, he has fought many battles against both Barbathan and Tualan, and always emerged victorious.

Gobanni's nickname — and his somewhat frightening appearance — come from an incident when he was a young warrior serving under Torach the Bull-Thewed. Looking to make a name for himself, he insulted one of Torach's older warriors, only to have the man slash at him with a dagger. He survived the blow across his face, though he nearly lost an eye and has had to live with a terrible gash in his nose ever since.

Gobanni's brother Canutu serves as his "second in command," to the extent the Barbathans recognize such distinctions at all. When Canutu speaks, the other warriors listen carefully, for they know that Gobanni rarely dis-

ness. Having experienced thorough defeat at the hands of the Tualans in pitched battles, they now fight from the shadows, attacking lone travelers or small groups from surprise and then melting away into the dark forests and glens if their victims mount a counterattack.

The Pictoi have a strange type of magic, similar to witchcraft but with some druid-like powers as well. They worship their totems and various nature-spirits, propitiating them with sacrifices to keep the tribe safe and ensure victory in battle. Their shamans usually have skill with plant-lore, the brewing of poisons, and stealthy attacks, making them dangerous assassins if crossed. Pictoi shamans use the "Witch" spell rank for their Draichta spells.

The Pictoi are even less likely than the Barbathans to mingle with normal Tualan society. In fact, a Pictoi walking the streets of a Tualan village or town would cause a nine-days' wonder at best, and more than likely bring forth some local warrior to slay him.

Appearance: Even more primitive than the Barbathans, the Pictoi are so little like the Tualans that many Tualans wonder if they are Men at all. They're dusky-skinned and dark-haired where the Tualans have fair skin and hair, short and squat where the Tualans are tall and slender. They have almost no clothmaking skills, relying entirely on furs, animal skins, and stolen garb to cover their bodies. They carry bows and flint-tipped arrows, clubs, and weapons stolen from their foes.

agrees with his younger brother (whom he rightly regards as far smarter than he, though not so powerful a fighter). Other warriors of note in Gobanni's tribe include Golamg, Uradd, Brothec, and Lutrin.

Gobanni carries the *geas* that he can only take as wives women whose first husbands he kills in battle. He has two so far, and has set his sights on Bruscha, the young and pretty wife of Drenaul, a warrior in the Dark Stag tribe. War between Gobanni's tribe and the Dark Stag will almost certainly break out soon.

For all his faults — his temper, his stubbornness, his mistreatment of his wives — Gobanni possesses a strong streak of Barbathan honor. When he gives his word, he keeps it, no matter what it costs him, and he treats fairly with any Barbathan warrior who seeks audience with him and comes in peace. His honor does not extend to non-Barbathans — Tualans, in other words — who, by Barbathan custom, he may treat as treacherously and cruelly as he likes.

VULKRING RAIDER				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
16	CON	12	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
6	PD	3		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
32	END	0		
30	STUN	1		Total Characteristics Cost: 51

Movement: Running: 6"/12"

Cost	Skills	END
15	+3 HTH	
3	Climbing 12-	
2	KS: Vulkring History And Lore 11-	
2	KS: Who's Who In Vulkring Society 11-	
2	Navigation (Marine) 11-	
2	PS: Sailing 11-	
3	Riding 12-	
2	Survival (Temperate) 11-	
3	Stealth 12-	
1	Tracking 8-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 39
Total Cost: 90

75+	Disadvantages
15	Psychological Limitation: Thinks Of Other Peoples As "Weak" And Suitable Targets For Raiding (Common, Strong)
0	Social Limitation: Doesn't Fit Into "Civilized" Societies (Occasionally, Minor; Not Limiting In Some Cultures)

Total Disadvantage Points: 90

Description: This character sheet represents a typical Vulkring raider.

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Longsword	+0	—	1d6+1	1d6-1	—	12	
Battleaxe	+0	—	2d6	1d6-1	—	13	
Armor							
Leather armor (DEF 2)							
Shield (+2 DCV)							
Gear: Flint and tinder, whetstone							
Clothing: Wool tunic and leggings, waterproof cape, leather boots							

EXAMPLE: JARL TOR GRIMHAND

With his bushy blonde beard, moustache, and shoulder-length hair, Tor Grimhand fits the very Tualan stereotype of a Vulkring barbarian. In truth, though, he is no unthinking raider but a *jarl*, or chieftain, who rules over many men. Though the Vulkring culture is not as sophisticated as that of the Tualans, he and his people are not barbarians. In fact, contrary to the Tualan stereotype, Tor is intelligent and canny.

But first and foremost he is a Vulkring reaver who looks at Tuala Morn as a treasure-hoard ripe for plundering. He has even greater designs on the Tualans, though — he believes the Vulkrings can conquer their lands. He commands many brave, strong warriors and sturdy ships, and believes them sufficient to take and hold at least part of Tuala Morn. As yet he has only learned a little about the Tualans, but everything he's found out confirms his opinion that they're "weak." He's unsure that his rune-mages can deal with Tualan druids and wizards, but ultimately thinks he and his fellow warriors will carry the day regardless. He does not, however, know anything of the faerie-folk....

One of the reasons for Jarl Tor's confidence is that a death-prophecy protects him. Similar to some Tualan *geasa*, it was uttered by a *voluspa* (roughly equivalent to a Tualan witch) when he first received sword and shield from his father. It states that he can only be killed by:

*Corpse-biter, hall-lighter,
Horse-frighter, tree-smiter.*

Tor believes the answer is some sort of fear-some, corpse-eating monster, large enough to knock over trees when it moves, with big fiery eyes that would "light" a room — maybe some type of dragon. He's completely wrong. The answer is "fire." Tor can only die by fire, though that could mean burned at the stake, immolated by a spell, trapped in a burning building, or beaten to death with a torch used as a club. No other means will suffice to end his life. You should arrange things so your PCs find out about the prophecy (and interpret it correctly) in time to ensure they can meet Grimhand for a final confrontation they have a chance of winning.

WITCH				
Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
13	CON	6	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
2	PD	1		Total: 2 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
26	END	0		
20	STUN	0		Total Characteristics Cost: 21

Movement: Running: 3"/6"

Cost	Spells	END
	<i>Samhain-Draichta</i>	
1	Agony	8
1	Blight	4
1	Blood Sacrifice	18
1	Curse Of Ugliness	16
1	Fear	10
1	Invoking The Host	3
1	Sending	19
1	Serpent Guardian	5
1	Sickness	14
1	Stormcrow Sending	2
	<i>Imbolc-Draichta</i>	
1	Co Druidechta	3
1	Diminished Might	16
1	Farspeaking	6
1	The Three Knots	3
1	Tuaithe	24
	<i>Beltane-Draichta</i>	
1	Beautify	6
1	Bewitchment	13
1	Love-Draught	[1]
1	Scrying	4
	<i>Lugnasa-Draichta</i>	
1	Flaring Fire	4
1	Kindle	2
1	May Fortune Guide Your Footsteps	10
1	Quench Fire	4
1	Solas Sidhe	6
1	Witchlight	3

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Knife	+0	+0	½d6	1d6-1	1	4	Recoverable Charge

Armor
None

Gear: Cauldron, various ingredients to be put in cauldron, gnarled old walking-stick

Clothing: Peasant's clothes or robes

Powers

-6 *Old And Slow:* Running -3"

Perks

18 Magic: Samhain-Draichta 18
18 Magic: Imbolc-Draichta 18
12 Magic: Beltane-Draichta 12
12 Magic: Lugnasa-Draichta 12

Skills

9 +3 with Spells
3 Concealment 12-
3 Deduction 12-
3 Inventor (Spell Research) 12-
3 KS: Arcane And Occult Lore 12-
1 KS: Faerie Lore 8-
2 KS: Legends And Lore 11-
1 Literacy
2 PS: Witch 11-
3 Stealth 11-

Total Powers & Skills Cost: 109

Total Cost: 130

75+ Disadvantages

5 Age: 40+
15 Psychological Limitation: Wicked
(Common, Strong)
35 Experience Points

Total Disadvantage Points: 130

OPTIONS

Cost Power

+8 *Beautiful Young Witch:* Increase COM to 12 and remove Age Disadvantage

Description: This character sheet represents the typical witch a group of PCs might encounter — an evil, hideous old crone.

Witches often group themselves into *covens* of thirteen people — twelve members and a leader. Covens with less than the full complement of thirteen often work hard to “fill out the roster,” searching high and low for potential members and wooing them with promises of wealth and power.

Almost all witches are women. Men who study witchcraft are known as *warlocks*; most Tualans despise and fear them. Neither witches nor warlocks receive the social benefits other spellcasters do; the law regards them as ordinary persons of their birth-rank.

CHAPTER SEVEN:



Beyond Tualan Shores

LANDS AFAR



Few Tualans travel beyond their native shores, and so far few outsiders have chosen to visit the Ten Kingdoms. Every year a handful of trading-ships visits some of the major coastal cities, like Dun Brec in Seanclough, Rath Torvan in Dratha, and Rath Fintaire in Mar Cormac. Most of them are from Logres, the land immediately to the east, but a few come from farther afield — the glittering courts of Aquitaine, the hill-steadings of the Kelmark, the wind-swept plains of Hrusland. And of course with each passing year, raids by the terrible Vulkrings become more and more frequent....

LOGRES, THE LAND OF NINE DRAGONS

East of Tuala Morn lies the kingdom of Logres. Known as the “Land of Nine Dragons” for its nine powerful former kingdoms, it’s a realm that’s been in the grip of an uneasy peace for the past twenty-five years under the rule of King Baldagor the Conqueror.

THE LAND

Logres is a land much like Tuala Morn in most respects. Its fields are green, its mountains low, its hills frequent, its forests dark, its rivers and lakes many. The main difference a clever man would notice is that some feeling of the *special*, the wondrous, has gone from the land. While there remains much that is sacred and mystical in Logres, the advances of the Golden Temple here (see below) have weakened peoples’ bond with the land and its spirits. In more than one place old stone-rings and sacred sites have been left to the weeds, and druids must practice their faith in secret at night, in distant woodland groves. In others the old ways hold on more strongly, but somehow the land itself seems able to sense that they are passing, slowly but steadily.

The faerie-folk seem to feel this too, for fewer of them are seen with each passing year, and those who make their presence felt most often seem to be the darker faeries of the Unseelie Court, and their kin — boggarts, fachans, trolls, and more. The dragons, once so common that they gave the land its name, have been harried so well by Baldagor’s knights that the ones who survive are either the most powerful and dangerous of their kind, or adept at hiding in wild places.

But let no one think that the magic has gone from Logres entirely, for it has not. Still the lake-maidens dwell within the waters and streams, still wizards and druids practice their strange craft, and still a peasant woman may awaken to find that the faeries have left a changeling in place of her beautiful baby. The great stone circle at Imbolcar, larger even than Faine Clairloch, remains the most sacred site in all the land. But if the Golden Temple has its way, perhaps all that will one day come to an end.

The Scaithe

The far northern peninsula of Logres is the Scaithe, a rocky, mountainous land of short summers and harsh winters. For centuries it was the home of barbarian peoples, known simply as the Scaithans, who raided into the lowlands as the mood took them and harried the lands of northern Logres unmercifully. But two hundred years before King Baldagor’s reign the great King Lofword united the other kings under his leadership and conquered the Scaithe, imposing harsh laws and burdens of tribute on its clan chieftains. Since then military service in the Scaithe has become a popular occupation for the lesser sons of noblemen seeking a way to put their military training to use. The Scaithans, while bitterly resentful of Logren rule (and willing to strike back at it whenever they get the chance), have slowly but surely adjusted to the situation in many respects, even adopting some features of Logren politics and culture.

The druidic faith remains much stronger in the Scaithe than in Logres proper. What few temples the Golden priests have built there tend to be isolated, monastery-like things, as much fortresses as places of worship. But they are patient men, and slowly but surely their preaching wins them converts, and thus does the magic of druid and faerie make way for their own more harsh and sterile lore.

The Scaithan “capital” is Stenmoth, a city built with Logren help and largely according to Logren ideas at the mouth of the Stenmoile River, where there’s a fine harbor. Farmers and herdsmen from all over the Scaithe travel there periodically to sell furs, wool, and other goods in its bustling, noisy marketplace.

The Scaithans speak Logren, but in a distinct dialect that many Logrens find almost unintelligible. Their accents are obvious to all, and often considered melodic. Scaithan bards have fine, rich singing voices, and prefer the harp and bagpipe as their instruments.



Cwmbria

The westernmost part of Logres is the land of Cwmbria (KOOM-bree-uh), and like the Scaithe it's not so much a part of Logres as it is a land ruled by the same king. But in this case the vassalage came about not as the result of military conquest but of marriage. For most of its history Cwmbria was ruled by a whole host of kings so petty that many a Tualan *tashac* controls more people and land. And these kings fought constantly, their pride and honor all the greater for their lack of true power. Now and again one of these kings, seeking advantage over his fellows, would make alliance with one of the powerful Logren nobles to the east by marrying a daughter to him.

In the time of King Denhard, grandson of Lofword, most of the power in Cwmbria had consolidated among three kings. One of these men, Eurigg, more ambitious even than the other two, had a daughter Mairona whose beauty and grace were a legend throughout the land. By giving Denhard her hand in marriage he forged an alliance with the Logren throne that won him a kingdom. Denhard's and Eurigg's forces were able to sweep the other two realms from the field, but Eurigg's sons were all slain in the battle. That left his eldest daughter, Mairona, his heir by Cwmbrian law... and thus made her husband Denhard king of that land when his father-in-law died.

Since then the Logren kings have ruled Cwmbria, but for the most part they remain content to leave it to its own affairs as long as its lords don't cause too much trouble with their border wars and pig-stealing. Traditionally the king's second oldest son holds the title Prince of Cwmbria and lives there for a good part of his life, overseeing the greater affairs of the land.

The Cwmbrians speak their own language, one that bears little relation to Logren. Its words are a tongue-twisting agglomeration of consonants so difficult for outsiders to learn that most of the Logren princes have had to communicate with their vassals through an interpreter. The Golden Temple has made more inroads here than in the Scaithe, but not many more.

The Skalbard Islands

To the north and west of the Hook of Scaithe lie the Skalbard Islands, a small, rocky archipelago. Settled countless years ago by a people similar to the Scaithans, it's been "conquered" a time or two by Logren kings but remains effectively independent due to distance and the simple fact that it lacks much of anything that anyone wants. Still, despite its isolation and often bitterly cold weather, for its inhabitants and people of a certain mind it remains a place of deep, stark beauty. Its people live mostly by fishing and by herding the shaggy-haired Skalbard cattle whose deliciously-flavored meat and sturdy leather are the islands' chief trade-goods.

THE RULERS

As its sobriquet indicates, Logres is a land of nine "kingdoms": Anglia; Carmarthen; Eastumbria; Estven; Farlothian; Holderness; Marchioness; Mersia; and Northumbria. In times past, when the supposed king of Logres was weak, the lords who ruled these realms styled themselves kings, and even today many people still refer to them that way even though Baldagor forced them to take the title "duke" instead and swear fealty to him.

Of the nine, Estven, Mersia, Marchioness, and Eastumbria are considered the most powerful and influential, partly for historical reasons and partly due to their proximity to the throne at Andegorre. But in many ways the other dukes are scarcely less powerful, and distance from the king's halls makes some of them bold. The Duke of Northumbria, Rodric the Harsh, has spoken openly of his desire to free "his people" from the yoke of King Baldagor's rule; Wulfred of Carmarthen is rumored to be a wizard who plans to use his powers to cause the King's downfall.

Andegorre

The seat of King Baldagor's power is Andegorre, a mighty city at the mouth of the River Tarmon. Before his conquests it was little more than an eastern trade-town, but he decreed that it would be his capital. In two decades he's transformed the place, building his proud castle Helitstan ("Brightstone"), erecting a mighty wall, and paving roads.

Carlion

The only city in Logres that can truly compete with Andegorre is Carlion, seat of the Anglian dukes along the southern coast. Grown rich from trade with Aquitaine, it's referred to by some (including the Golden priests) as a place of sin and turmoil, where a man can lose his purse or his life as quick as you please.

SOCIETY

Logres is a feudal society in which power, in theory, descends from the king to his chief vassals, then downward to lesser nobles, with that structure supported by a foundation of craftsmen, peasant farmers, and herders. For most of Logren history the king has been relatively powerless, with his chief vassals holding most of the authority. Thirty-five years ago that began to change when the newly-crowned young king, Baldagor, determined to assert his prerogatives. Over the course of ten years he used diplomacy and war to bring the lesser kings (now known as dukes) into line and under his thumb. For the past 25 years he's ruled strongly but fairly from Andegorre. As age begins to overtake him, the people begin to wonder how his eldest son, Crown Prince Cynric, will rule them in the years to come. Some see in Cynric the seeds of wisdom and cleverness that his father has planted; others consider him a fool who'll be too easily swayed by advisors, friends, and powerful lords.

Warfare in Logres is primarily conducted by knights — heavily-armored warriors who fight from horseback and follow a strict code of conduct (or at least claim to). Supporting King Baldagor's rule is an elite order of these warriors, the Knights of the Solar

Chamber, who meet in a high-windowed room in Helitstan shaped like the sun. The Knights are paragons of virtue and heroism who often ride on errantry throughout the land, seeking adventures, protecting the weak, and slaying monsters.

Magic in Logres is thought to be much the same as it is in Tuala Morn, though Tualan druids and wizards who have visited the Land of Nine Dragons claim that magic seems to be weaker there, and possibly different in ways they don't entirely understand. Logres has fewer druids than Tuala Morn, and they have less social influence, particularly now that the Golden Temple has become the primary religion throughout so much of the realm. Wizards are even fewer, and tend to isolate themselves in towers, caves, and castles located far from ordinary folk. Many people think that King Baldagor's court wizard, the wise and powerful Bergrath, is the only wizard in the land, since they've never seen or heard of any other magic-workers.

ACQUITAINE, REALM OF THE SUMMER KING

Hundreds of miles across the storm-tossed seas from Tuala Morn lies the Empire of Aquitaine, a land of great power and wealth. From his glittering capital Teshiana the legendary "Summer King," Helsicar III, rules over a vast realm. It began as a minor kingdom in his great-great-great-grandfather's day, but brutal conquest, clever diplomacy, and the occasional subtly-poisoned drink allowed it to grow into what it is today. It's said the King has a hundred palaces and a separate wife for each palace.

According to Logren merchants, in Aquitaine the King's rule is absolute and unquestioned in a way unknown to their land or Tuala Morn. Many nobles owe fealty to Helsicar III, but none has a coterie of knights so large, bold, and powerful as his own. A thousand chevaliers capparisoned in golden armor fight and die for the King, obeying his commands without hesitation. When they take the field the sunlight reflected from their armor and shields blinds the foe.

Traders visiting Aquitaine sail up a broad river flanked by rolling green fields and farms as far as their eyes can see. Off in the distance they sometimes see hills or mountains, and the Aquitainians say that far to the east and south their land becomes very mountainous. One source of the King's wealth are rich mines he owns in those mountains; nobles who control the few passes through the mountains have likewise grown wealthy from trade.

Whispers have reached the ears of the Logren traders that Aquitaine is currently at war with another great realm to its south, Essania, but they say they've seen no sign that King Helsicar plans to go to battle.

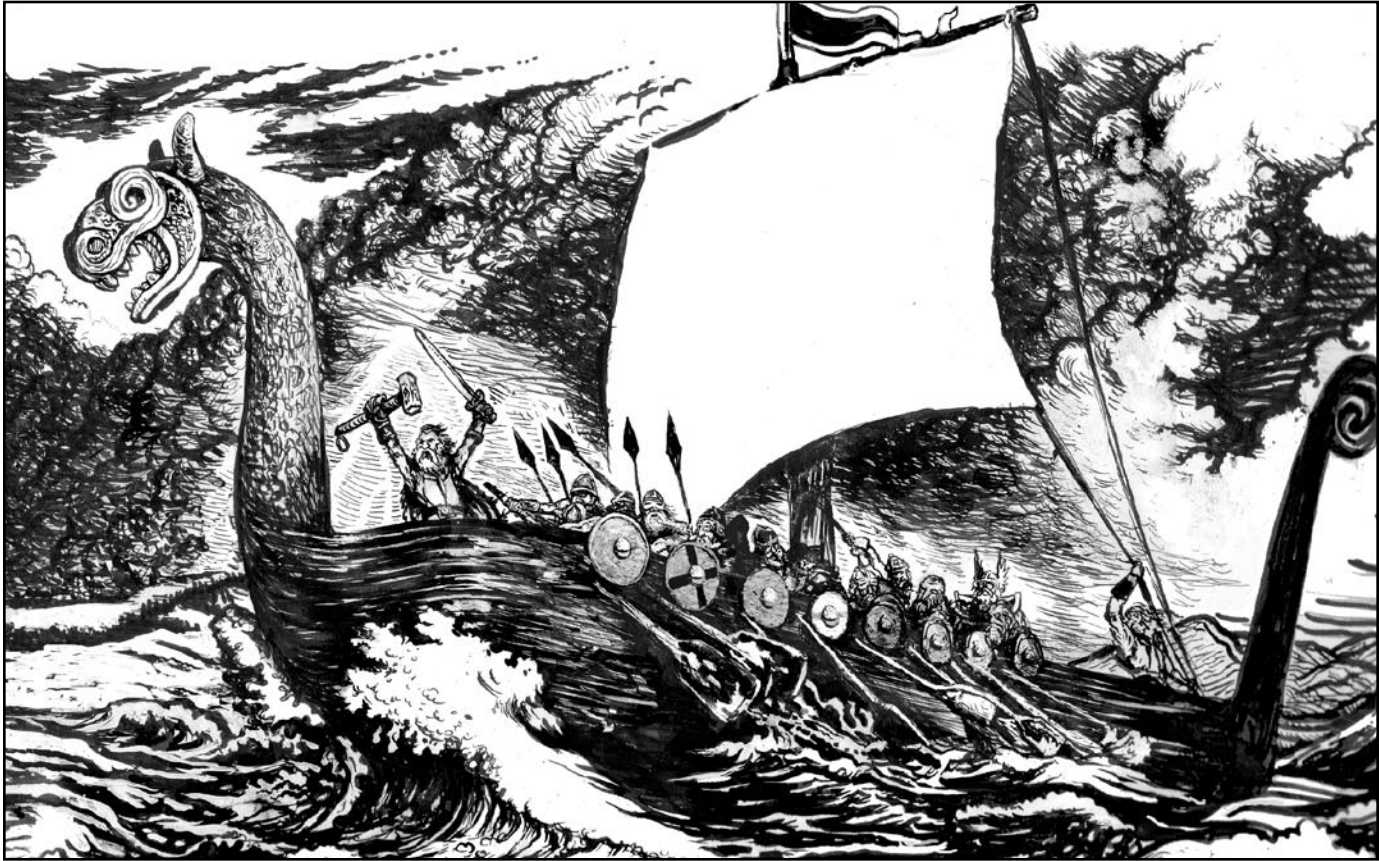
THE KELMARK

East of Logres and the Scaithe, across the choppy, serpent-haunted waters of the Murtath, lies the Kelmark. A vast finger of land pointing north, it's the home of a proud people who once ruled much of the Northlands. According to the *Chronicles of the Kellings* by the wizard Viselin, a copy or two of which have made their way to Tuala Morn and the libraries of Tualan mages, centuries ago the Kelmark included most of northern and western Turonia and western and southern Vulkringland. Tribute poured into the coffers of the king, who claimed descent from the hero Kelling, son of the sky-god Durren. But in time, so the *Chronicles* say, the kings of the Kelmark grew soft and lazy. One by one their conquests were taken from them by the fierce Vulkrings and Turonian warriors, and even their own vassals at times rebelled against them.

Today, the Kelmark is a sparsely-settled land mostly content to keep to itself. The rough terrain, marked by many steep hills and deep valleys, often makes farming and herding difficult. Settlements tend to cluster in liveable areas and center around a defensible steading where the local lord lives. As in Tuala Morn, large extended families and clans control social life. Often one clan comes together with another in vast festivals known as *hengats* where they trade, arrange marriages, and compete at sports and games. But all is not merriment, more than one of the Kelmark's famous *heiptr*, or blood-feuds, has resulted from some insult given, intentionally or accidentally, by one family to another at a *hengat*.

The Kellings, even the nobles and kings, live in buildings made of wood, for the stone in the Kelmark is of poor quality for building or too difficult to quarry and the forests are thick. For a freeman a house of rough planks will do, but for a chieftain or king huge whole logs are cut into proper lengths to build steadings as secure as any Tualan rath or Logren castle. Grandest of them all is Hrelcreft, where King Regner rules. Renowned as wise and just, he is old now, and pained by a lifetime of battle-wounds; his headstrong son Esbern, who's thought to harbor dreams of war, conquest, and glory, will succeed him.

It's said the Kellings reject the teachings of the Golden Temple, and in fact disembowel any Golden priest who enters their lands. Instead they worship a pantheon of gods led by Durren, lord of sky and thunder, and his wife Farra, goddess of the earth and fertility. Their magic is similar to that of the Vulkrings, involved carved or painted runes of power, though some believe their bards, known as *skalds*, have mystic powers as well.



VULKRINGLAND

Far to the east of Tuala Morn lies a realm the Tualans speak of either in fearful whispers or with bitter hatred: Vulkringland, home to the Vulkring raiders that have terrified coastal towns and cities throughout the Northland for many years.

Very little is known about the Vulkrings, for they guard their land well and admit few outsiders. Logren merchants permitted to trade there are confined to small trading-towns on the coasts, where they bargain for furs, leather, semi-precious stones, and other Vulkring commodities. From what the traders can gather, Vulkringland itself is not rich — the bitter weather makes farming difficult, forcing the people into more of a herding lifestyle that has given rise to a long tradition of cattle-thieving similar to that of the Tualans, but harsher. Seeking greater wealth and adventure, every year bands of Vulkrings put to sea in long ships to raid other lands instead of their neighbors' herds.

Despite the fact that they are often thought of (and rightly so) as brutal butchers, the Vulkrings are not wholly dislikeable, according to the Logrens. For example, they have a strong sense of honor. It's said that a Vulkring will never lie to you, and that if he gives you his word he will keep it, even if he must die to do so. If one makes a friend of a Vulkring (a rare thing, since they tend to consider other peoples weak), one has a friend for life.

Vulkringland seems to have no king, or at least no king in the Logren or Tualan sense of the word. By Vulkring law, all Vulkrings are free men (their thralls are captives from other peoples taken in battle), none answerable to another for anything save his own deeds. Leadership is provided by local chieftains who obtain their position by strength of arm and will — in other words, by becoming a Vulkring other Vulkrings look up to enough to want to follow them and their advice. Such men earn the wealth to fund raiding expeditions which make them wealthier still. But one of the virtues the Vulkrings most admire in their leaders is generosity, so even the richest booty mostly goes into gifts that the chieftain and his warriors give to others. Sometimes a chieftain becomes so renowned, rich, and powerful that he in effect becomes “king of the Vulkrings,” but such a “realm” rarely lasts long, and almost never beyond his lifetime. Every attempt to establish a hereditary kingship has failed miserably.

The Vulkrings worship many gods, chief among whom are Yggval, god of war, and his sons Troron (god of storms) and Forsen (god of honor, justice, and proper conduct). Yggval's symbol, the eagle, is often drawn in blood on buildings sacked by Vulkring raiders.

Vulkring magic, a thing often scorned by warriors as a tool of the wicked, the weak, and women, involves mystic runes carved or painted onto objects and people. It's said that Hrodr, god of wisdom and magic, himself gave the runes to the Vulkrings so they could match the arcane powers displayed by the wizards of other peoples.

Viesterland

North and west of Vulkringland lies Viesterland — two large islands and countless small spits of land. Many years ago Vulkring outlaws fleeing punishment in their homeland discovered and settled them, and today they support small but thriving Vulkring communities. The Vulkrings as a people are renowned as great mariners, but the Viesterlanders are doubly so (and fierce raiders to boot). Their rocky homeland supports little farming and not much more herding, so they support themselves largely by fishing and hunting seals and whales. They're used to being out in the water in all weathers.

KARELLIA

North and east of Vulkringland lies the northernmost realm in the world, Karellia, a land so cold there's snow on the ground even in summertime. The Karellians have thick fur on their bodies, like that of a bear, and ride large deer instead of horses. Even stranger, it's said they're ruled by women! Instead of a king they have a queen, and within a household the husband obeys the wife. This is because the Karellian women possess a strange song-magic, like and yet unlike the powers of Tualan bards, that gives them all the influence and control in society. Some wealthy women even have two, three, or more husbands!

Hrusland

Separated from Karellia by an inland sea as large as all of Tuala Morn is Hrusland, a place scarcely warmer than its neighbor to the north. It's so far away that few Logrens (and even fewer Tualans) have ever visited there, but the Hrus are great traders and their land possessed of much wealth, so a few merchants have dared the stormy (and often pirate-infested) waters of the Turonian Sea and the Gulf of Petseri to visit the Hrus city of Kev and exchange Logren furs, cloth, and craftworks for Hrusan goods.

TURONIA

East of Aquitaine (and largely separated from it by vast ranges of mountains and hills) and south and west of Hrusland lies Turonia, a wide land of thick forests, swift, deep rivers, and snowcapped peaks. It's inhabited by a people outsiders call Turons, but who think of themselves only as belonging to a specific tribe that controls its lands under a king, chieftain, or in whatever other way it sees fit: the fierce Velgai; the Dracori, with their demon-carved houses; the brutish Thurings; the Uglichs, who trade their souls for magical power; the Krivichi, renowned for their oracular wise-women; the coastal-dwelling Novgars, who do much of the region's trading from their small city Skellingard; the skilled horsemen of the Veletai; and many, many more. All of them are brave fighting people, as willing to go to war with each other as with invaders.

BEYOND ACQUITAINE AND TURONIA

It's said that south of Aquitaine and Turonia lies a vast and nigh-impassable range of mountains and stretches of forest so dense even the Turonian tribesmen don't dare to enter them. But if one can somehow win through, on the other side lies the vast Anditarrean Sea, whose shores are lined with kingdoms and empires of wealth so vast that the richest Tualan would be but a pauper there.

ESSANIA

Few Tualans have even heard of this realm. It's said to be at war with Aquitaine, but nothing is known of it beyond that.

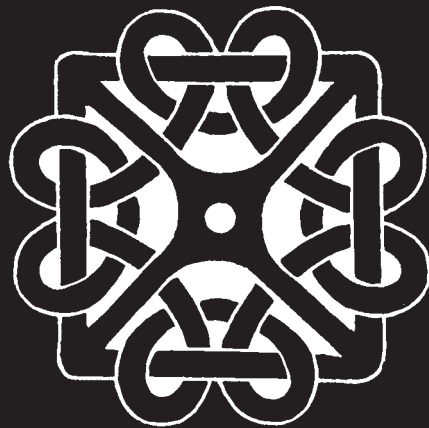
TALIANORA

The priests of the Golden Temple speak often of Talianora, a land, so they say, of long summers, bountiful harvests, and honorable men. Their greatest sacred site, *the* Golden Temple itself, is located at the heart of Marona, the Talianoran capital. Across a great plaza from it is the palace of the emperor, whose very word is law throughout his lands and who eats and drinks every day from plates and cups of gold.

BYTHAINIA

Talianora's chief rival, located to the west, is Bythainia, through which much trade from lands still further west is said to flow. The two empires have warred with one another many times, but never decisively. Bythainia itself is said to be the grandest city in the world, a place where the streets are paved with marble and no man goes hungry.

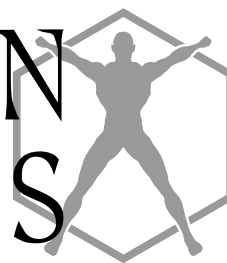
chapter eight:



The Bard's Portion

Gamemastering Tuala Morn

TUALA MORN CAMPAIGNS



With its unusual culture, strange magic, faerie-folk, and general ambience, Tuala Morn definitely isn't your typical "generic European medieval" Fantasy roleplaying game setting. This can make running games in it a little more difficult than in a more "ordinary" Fantasy world. This chapter contains background information, suggestions, and scenario ideas to help you run games — as well as a GM's Vault full of secret information for your eyes only. But as you're free to change anything you want, or add to what's presented here, to make your campaign better.

If you're not a GM, *READ NO FURTHER!* Doing so will only spoil your enjoyment of a Tuala Morn campaign and make the GM's job harder.

CAMPAIGN TYPES

Tuala Morn campaigns fall into two categories, Heroic and Superheroic.

The typical Tuala Morn campaign is a *Heroic* campaign with PCs typically built on 75 Base Points plus up to 75 points from Disadvantages, and to whom the Normal Characteristic Maxima rules automatically apply. It's intended to simulate a relatively Low Fantasy setting in which the heroes are important characters — perhaps ones who'll save the world, in fact — but not supermen. They cannot buy Feats or spells designated "Superheroic." The GM should adjust the starting Character Point totals and other parameters as he sees fit to give the campaign the "feel" he wants it to.

On the other hand, a *Superheroic* Tuala Morn campaign simulates the fantastical elements and feel of Celtic myth and legend. Characters are built on 200 Base Points plus up to 150 points from Disadvantages; the Normal Characteristic Maxima rules do not apply. They can buy any spell or Feat in this book, and should be built and played with an eye toward incredible adventures and fast-paced action featuring characters of great power. A single Superheroic spearman might be able to take on an army singlehandedly (or at least frighten it into backing down with the strength of his reputation and Feats); a Superheroic wizard or druid can work the mightiest of magics.

CAMPAIGN THEMES, STORYLINES, AND EVENTS

Although you're free to tell whatever stories you want to in your campaigns, here are some brief summaries of major themes and events affecting Tuala Morn at the time described in this book. Any one of them can produce enjoyable story arcs or ongoing plots for your campaign.

THE DARKNESS FROM TOR REHGION

For ten years, Tuala Morn has been without a High King because the ten kings cannot agree on who should take the throne in Dunrioga. Since the High King is the land, and the land is the High King, the lack of a High King mystically "poisons" the land, causing much harm — harvests are worse, peoples' lives are less pleasant, flowers aren't as pretty, monsters and Unseelie faeries are more common and more active. But it's worse than that. The disquiet of the land has awakened the last High King, Davaine the Strong, from death. Though he was laid to rest in a barrow in Tor Rehigion, he has risen from the grave, an undead lich-thing of tremendous arcane power. Ambitious to rule the world once more, this foul creature has already begun schemes to ensnare Tuala Morn... and the PCs. His chief pawns in this are various necromancers, sorcerers, and witches, but through them and other evil men he has built a spider's web of evil across the land.

For Davaine himself, use the *Lich* character sheet on page 107 of *Monsters, Minions, And Marauders*, but change his magic spells. Give him 30 points in the *Samhain-Draichta* Perk and 25 points in each of the other three *Magic* Perks, and assume he can cast any spell appropriate to those ranks. However, he is Susceptible to sunlight (2d6 per Turn) and thus generally cannot leave his barrow for very long (and then only at night).

If the heroes can figure out what's happening and slay Davaine for good, the land will improve... but not fully. Until there is a High King in Dunrioga once more, Tuala Morn and her people can never be fully healthy, fertile, and productive.

THE QUEST FOR THE BASILISK ORB

In recent years, rumors of the Basilisk Orb, the legendary magical talisman of Coruch Crotha (see page 8), have become rife throughout Tuala Morn. You could base an entire campaign, or a significant part of one, on the characters' search for the Orb (and the means to unlock its power) — and the

consequences of success on their quest.

According to some ancient prophecies and wizards' mouthings, the evils currently besetting Tuala Morn can only be cured by one who wields the Basilisk Orb. If these redes speak true, then your heroes can do little to stem the tide of darkness in Tuala Morn without the Orb — they can only achieve lesser victories here and there, in a noble but futile gesture of defiance against the shadow. Only with the Orb can they truly triumph.

The location of the Basilisk Orb, and the nature of the guardian(s) who protect it, is up to you, since ideally they should be tailored specifically to your group of PCs.

THE FURY OF THE VULKRINGS

Far to the north and east, across the wintry northern seas, lies the land of the Vulkrings — fierce warriors who sail to Tuala Morn and other lands to plunder and raid. Of late the raids have become worse and worse, and the Vulkrings more savage (and more clever; already they have corrupted the King of Dratha; see page 285). Can the quarreling Tualan kings unite to oppose a common enemy worse than any of them, or will the axe-wielding warriors of the north conquer first one kingdom, and then another, until all the land comes under their sway?

THE FEUD OF THE CROWS

The kings of Conhaile and Seanclough have feuded for centuries and fought countless battles on the Plain of Crows. Neither realm has ever achieved a decisive advantage, for many reasons. The two current kings, Crogher of Conhaile and Sitric of Seanclough, hate each other with a terrible passion, and their war threatens to spill over into all of Tuala Morn as they forge secret alliances and try to bring the arcane forces of the wizards into play. What side will the characters choose, and what actions will they take to save Tuala Morn, or damn it?

In more general terms, remember that feuds between clans and kingdoms, with all the attendant activities such as *tains* and border skirmishes, are a fact of life throughout Tuala Morn. Whether a feud is more like a friendly rivalry or a fight to the death depends on the circumstances and participants, but Tualans take any type of feud seriously. Player characters, particularly those who are rootless adventurers, can easily get caught up in such events without even knowing it, thus causing themselves all sorts of trouble — and providing you with countless story opportunities.

THE AMBITION OF THE CORMAC

The Undying King isn't the only one who wants to rule all of Tuala Morn. The ambition of the Cormac of Mar Cormac knows no bounds. He wants to rule not only the Ten Kingdoms, but eventually the islands and lands beyond them as well. Though he lacks the arcane might that the Undying King commands, his ordinary political and military power are more than enough to cause trouble for the player characters — and the world.

A CLASH OF FAITHS

Since the arrival of the priests of the Golden Temple in Tuala Morn, religious tension and strife have plagued Tuala Morn as never before. The traditional faith of Tuala Morn, the worship of the Hundred Children whom the druids and bards serve (but whom the servants of the Most High label “demons”), feels increasing pressure. In some places the gods of wood and field are withdrawing from the world, refusing to communicate with those who would propitiate and honor them. The time is coming when blood may be spilled over religious differences. What role will the characters play in this doctrinal conflict?

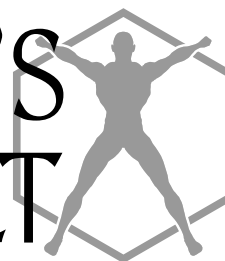
Generally speaking, this book describes neither faith as “correct” or “best,” leaving that question for individual GMs to decide on their own. If you choose to make the Golden Temple an antagonist in your campaign, and you have a bent for large-scale conspiratorial plots, consider this: perhaps the Golden priests are responsible for the kings' inability to choose a High King, and thus for the rise of the Undying King in Tor Rehigion. Through their machinations they wish to poison the land, killing the Hundred Children once and for all so only their temples flourish. The characters would have to discover this plot and put a stop to it before much of the magic that *is* Tuala Morn disappears from the world forever.

THE BATTLEFIELDS OF FAERIE

The rulers of the faerie-folk, the Daoine Sidhe, are every bit as vain, stubborn, spiteful, and quarrelsome as Men, perhaps moreso. Recently among them, there has been a falling-out, with those loyal to Nechtan and Seevna, the generally acknowledged “High King” and Queen of Faerie, contending against others who question Nechtan's right to rule. This conflict, while of little or no concern to many faerie-folk, involves enough of them that it could spill over into the realms of men in many different ways, wreaking untold havoc. For example, one faction or another might try to “recruit” the player characters, since human vigor and strength are potent weapons against the faeries in pitched combat.

The Good Folk are a significant aspect of Tuala Morn that you should never overlook or fail to consider. Unseelie faeries may decide to work harm on the characters for the sheer delight of doing so, or to stop them from accomplishing some goal; Seelie faeries may aid the characters, play pranks on them, give them wondrous gifts, or simply ignore them. Every Tualan has a dozen opportunities to interact with the Good Folk every day, and PCs probably have three dozen — so make use of them, even if only to add some Tualan “color” to your game.

THE GM'S VAULT



This section contains additional and/or secret information about Tuala Morn that's for the GM's eyes alone. *If you're playing in, or plan to play in, a campaign based on the Tuala Morn setting, do not read this section!!*

The GM's Vault is organized by chapter and page number. If the Vault doesn't comment on some part of the main text, it's usually safe to take what's written there as accurate (or as left for each GM's individual interpretation). As always, you're free to change anything in this book to suit your own preferences or campaign.

CHAPTER TWO

PAGE 40 — DARK DRUIDS

The rumors of dark druids who engage in human sacrifice are true, though such evil cults are not common. In place of the *Dronnach Lanva* they worship but one god, Crom Cruach ("the Bloody Bent One"), who strives to cast shadow and pain over all the world. Their holy places are special stone circles with a single large monolith representing the god, surrounded by a ring of twelve lesser stones representing evil spirits that serve him. In some cases the central monolith is replaced by a golden idol depicting the god.

PAGE 44 — KINGDOMS OF FAITH

In the following realms, where the Golden Temple is less tolerated, reduce the power of priests' *Banish The Faerie-Folk* ability to +40 PRE, and cut their Mental Defense and Power Defense versus faerie powers in half:

- Conhaile
- Lenamore
- Mar Cormac
- Rathmarda
- Seanclough

CHAPTER THREE

PAGES 54, 66 — THE WYRM OF KNOC GANOG

The dragon who slew King Colbran long ago indeed possesses a rich hoard, but it does not including the Basilisk Orb.

PAGE 54 — THE SLOUGH OF AIRITH

The tower and possessions of the sorcerer MacLaegan do still exist in the heart of the Slough, though the tower has partially collapsed and sunk into the bog. MacLaegan's spirit still haunts the place, jealously guarding the possessions he so carefully acquired during his life, and his power has attracted Unseelie faeries and other monsters as well.

PAGE 54 — THE KYLLE DUVTACH

Within the Kyle Duvtach, inside a gorge so deep the sun only shines into it at high noon, lives a tribe of foul Pictoi. They have forsaken the gods of their people and their totem animals, worshipping instead a strange stone that sits at the bottom of the gorge and pulses with a faint, evil greenish light. Their leader is Gorlatt, the tribe's shaman, whose fell powers the stone augments. Use the *Pictoi Shaman* character sheet for him on page 268, but increase all of his *Magic* Perks to 20 and give him another 10 Character Points' worth of spells. Furthermore, as long as he remains within sight of the stone, he has 25% Physical and Energy Damage Reduction, Resistant.

PAGE 56 — THE DOOM OF CORUCH CROTHA

The game effects of the Doom are this: when a northern war-band or army fights one from the south on southern soil, all fighting-men in the southern group gain +2 Combat Skill Levels with All Combat.

PAGE 60 — TEMRACH

Temrach has its own "mascot," one that most people regard as a faerie creature: Cait Ausris, a golden-furred cat with red-tipped ears. It always seems to be somewhere in the cathair, though the same person rarely sees him more than once in a week. Cait Ausris is a clever judge of character, able to distinguish the heroic and noble-minded from the base and evil, and indicating which is which by his reactions to people.

PAGE 66 — SLEVE GULLION CONSPIRATORS

The rumors are correct — there are always groups of men in the Sleeve Gullion plotting ways to overthrow the king of Conhaile and “regain their freedom.” Few of these groups amount to anything, but enough nobles share their desire that the right spark could set all the highlands on fire with the flames of rebellion.

PAGE 67 — THE BWAREN-ISC

The Bwaren-Isc, the dark stone in the Glamorgan Hills of Conhaile that emits water, possesses great magical powers — anyone who drinks of the water coming from the stone as it emerges is healed of injuries (Healing BODY 3d6) and cured of any illnesses he may have. However, the *fuath* that live in the loch surrounding it guard the Bwaren-Isc jealously; chief among them is Garle Casath, a twisted, evil lake-god, a male Gwragedd Annwn gone bad. In addition to his standard powers he can cast any druidry spell as if he had *Magic* Perks of 12 in all four categories.

PAGE 68 — DUKE FINNIN OF CULROSS

Finnin is a schemer who seeks ways to increase his power and wealth. He even entertains dreams of seizing the throne of Conhaile, if he can just find a way to pit the king's many enemies against him and weaken all of them at once. Finnin's long-suffering wife, the Duchess Alastrina, tries to sooth his mind and his ambition, preferring to keep what they already have than to throw it all away on desperate bids for power. But Finnin often has little inclination to listen to her, particularly since he lives under a *geas* that proclaims “you will die old in high Bashaalen.”

PAGE 69 — BELRIC'S WALL

Some Dalriadans say Belric did not truly die the day the Wall was finished, for one of the workmen took a stone from the wall for good luck, and thus it was never truly completed. They claim the druids spirited the king away to a sacred fane in the Drimnarth. He made that fane his lair, and lives there today, keeping the last stone safe while he uses his undying vitality to kill Rosleigh men. It's not true... unless, of course, you want it to be.

The Knight Of The Blue Shield

The blue foundation-stone Gormcloch, laid in Glen Dortha to support Belric's Wall at its first turn, is a mystical embodiment of the principles of order, solidity, and durability. Were it to be removed (or badly damaged) the whole Wall would collapse, and the situation in Tuala Morn would worsen. Standing as its guardian is the Knight of the Blue Shield, a strange, armored warrior who says little but fights with deadly intent if challenged or if anyone tries to dismantle the wall anywhere within a league of Gormcloch. He does not care if people try to go over or under the wall, and will not stop them from doing so; he protects Gormcloch and the wall itself.

The Knight of the Blue Shield was once an ordinary knight, but one day he grievously offended King Nechtan of the Seelie Court, who assigned

him to guard the Gormcloch with his life for all time as a punishment. For his honor, the Knight performs this duty to the best of his ability, as onerous as it may be, and hopes that one day King Nechtan will see fit to release him from his duress. Day or night, sun or storm, summer or winter, the Knight stands near the Gormcloch, protecting it from all harm, and himself protected from the need for food, shelter, or sleep by Nechtan's enchantment.

The Knight's *geasa* are that he cannot refuse a challenge nor fail to try to protect Gormcloch. Thus, anyone who wishes to take Gormcloch need only announce his intention to fight the Knight... and then win the battle. Before entering combat, the Knight lays a death-*geasa* on his challenger and any of his challenger's companions that they may not touch or move Gormcloch until he (the Knight) is dead.

The Knight wields the sword *Turascaile*, a magical blade given him by King Nechtan (HKA 2d6+1, +1 Increased STUN Multiplier, STR Min 10). A large, beautiful sapphire is set into its hilt. He wears plate armor (DEF 8) that never rusts or needs care, and further protects himself with *Scathgorm*, the enchanted blue shield from which he takes his name (+5 DCV, HA +4d6). He rides a faerie steed that will, if necessary, bear his body back to King Nechtan.

PAGE 72 — EOGAN CUROSA AND QUEEN GLYNIS

The rumors about this pair are untrue; they are not lovers, though they are friends.

PAGE 76 — KING BRENAINE

Despair has taken hold of King Brenaine. He fears the Cormac will attack his realm any day, and he knows he lacks the strength to defeat the king of Mar Cormac. To bolster his fighting power, he has made a secret alliance with the Vulkrings. They have paid him much gold, with which he will hire bands of *fiontara* to fight on his behalf, and the Vulkrings have promised to come to his aid as well, should the Cormac invade. In exchange, they can raid the Drathan coastline unmolested, and King Brenaine allows them to hide from the ships of the other kings in secret coves along the shores of the Bay of Dratha and Drathan Sea. If his nobles find out about this, they will surely depose him, so he does whatever he must to keep this secret safe.

PAGE 77 — THE STONE OF CORRIM

The curse that befalls anyone who violates the ban against fighting near the Stone is a simple, if dangerous, one: the victim suffers Unluck 5d6 for the rest of his life.

PAGE 77 — THE DUCHY OF MORNATH

In reference to the current leaderless state of Mornath, the wizard Margaes said, “the corpse shall find its head in the hands of the enemy, to take back at the point of a spear.” Each Mornathan *tashac* sees himself as the “enemy” of Clan ConLadhar, the ancestral ducal clan, and thus entitled to take the throne at spear-point.



But they are wrong. Margaes's Prophecy refers to Darray, an illegitimate son of the last duke, Sorla ConLadhar. Not wishing to acknowledge the boy, Duke Sorla fostered him with Malachlin ConSelan, a lord of Mar Cormac with whom he was good friends. Though Duke Sorla told no one of this, by asking the right people and examining his personal effects, someone could figure out the truth. The Drathans must discover Darray's existence, invade Mar Cormac, and snatch him back at spear-point. If they do so, he will become the new duke, and Mar Cormac's invasion of Dratha will falter soon after it begins. Otherwise the invasion will almost certainly succeed.

PAGE 81 — SIR RHOREC

The identity of the man (or being) who gave Sir Rhorec his sword is left up to the GM. So are the sword's powers, with this exception: if anyone but Sir Rhorec tries to wield it, the thorns on the rose-and-vine decoration that twine the hilt and guard grow larger and sharper, piercing the hand and causing 1 BODY damage and -2 OCV.

PAGE 81 — PRINCE DECLAN

Declan's bitterness over the fact that his brother Callahan will inherit the throne rather than he is no act. He's so angry about it he might even turn against his family (allying, perhaps, with the Cormac...) to obtain the throne for himself.

PAGE 81 — THE HAG OF COR CALLIACH

In the Duchy of Umbr in Duneane, there is a hill, Cor Calliach, the Hill of the Witch. In a cave near its summit lives a fearsome hag possessed of great magical powers. She likewise possesses

a strange object — a block of stone larger than a saddle, yet light enough that a child can pick it up with a single hand. The stone, across which ever-shifting colors play, increases the strength of the hag's witchcraft. Use the *Witch* character sheet on page 271 for her, but increase all of her *Magic* Perks to 18 and give her another 10-15 Character Points' worth of spells. The stone functions as an Aid Magic 2d6, all Magic spells and powers simultaneously, that only applies to Witchcraft and Necromancy.

PAGE 82 — A GET OF THE GREY

A get of the Grey is like an ordinary horse but has Running +1", +1 CON, +1 BODY, and +1 COM.

PAGE 82 — EARL ANMIRE

Earl Anmire has not begun studying wizardry; that's a vicious rumor spread by his rivals and enemies. He has as yet expressed no preference over who will succeed him to the throne.

PAGE 82 — DUKE RONAL

Duke Ronald's plans and dreams extend beyond the boundaries of the hills; he sees himself wearing the Wind Crown and seated on a throne in Cathair Duneane. Although he dissembles well, the Ogmores has little love for the royal family. But his dislike of the royal family and his desire for the throne are not strong enough to lead him into treachery. He'll engage in sharp dealing and perhaps skirt the edges of honorable conduct, but he would never directly violate his oaths of fealty... as much as he'd like to.

PAGE 87 — KING ROCARD AND QUEEN FITHEAL

Rocard's curse is that he changes into a stag every night from midnight until 6:00 AM. He offended the faerie-folk by hunting a white faerie hind without permission, so they decided this particular curse was an appropriate punishment. The change does not affect him on the night of the full moon and the nights immediately preceding and following it.

Queen Fitheal is not barren. She is, however, the victim of treachery. One of her ladies-in-waiting is a spy working for Baron Jarlath of Strangorre, who has ambitions to seize the kingdom for himself. Jarlath's maternal great-grandmother was from Clan MacLena, and according to his researches, if King Rocard dies without issue, the throne should pass to him by the laws of succession. So, he has instructed his spy to slip a subtle poison into the queen's food, which prevents her from conceiving children. If King Rocard were to discover this, he would make war on the Baron — a war the lord of Strangorre would probably welcome.

PAGE 89 — STRANGORRE, GORANN, CORION, AND CLAER

The descriptions of Baron Jarlath of Strangorre and Duke Tador of Gorann are accurate; both are ambitious and neither is loyal to the throne. Each of them has sent emissaries in secret to try to sound out Duke Antaine and stoke the fires of rage that must lurk within his breast. So far the duke has confounded them with pleasing but empty words. In truth Antaine, while having no love for the King, doesn't desire revenge; he simply wants to rule his realm well and get his vengeance by succeeding in spite of the obstacles Rocard has put in his way.

The Blue Lady of Craigleith, a faerie queen who lives beneath the waters of Fathach Cotherne (the Giant's Cauldron), has warned Baron Andros of Claer that if he raises his hand against the Falcon Throne, a terrible doom will befall him.

PAGE 91 — THE CORMAC

The Cormac does not limit himself solely to weapons of the hand. Fascinated by the Arts Arcane since he was but a child, the Cormac has secretly essayed to learn what he can of wizardry, sometimes with the help of mages hired to instruct him, at other times on his own, using grimoires gathered over the centuries by his ancestors. He is by no means an accomplished wizard, but he has learned a few competencies and can cast a spell or two. (In game terms, he has *Magic Perks* of 3 in all categories and 5 Character Points' worth of spells.)

As suspected, the Cormac uses a large corps of spies to obtain information on his rivals, plant seeds of doubt in the minds of nobles who oppose him, and ferret out secrets. Those who think him nothing but a bully and a war-leader may eventually learn, to their sorrow, that he is a scholar and a man of wit as well — and a treacherous, deceitful one at that.

Not content simply to rule his own realm, the Cormac desires to conquer all of Tuala Morn. He has already made inroads into Dratha, and is considering pressing his advantage there soon. After years of careful watching and encouraging discord among his fellow kings (or within their realms), he feels they no longer have the ability to unite against him once he begins his wars of conquest. Rathmarda and Duneane will undoubtedly be his first targets, but they will not be his last.

PAGE 93 — THE CARCASHAEL

The Carcashael — the strange, greenish stone set into the throne of Mar Cormac — is, unknown to even the wisest druids, an evil thing from the ages before the Tualans reached these shores. Its influence makes the Cormac craftier and more cunning than he would be otherwise, and encourages him to use spies and other secretive, dishonorable means to achieve his goals.

PAGE 93 — WESTERN MAR CORMAC

Both Duke Bercart of Torgen and Earl Owain of Lanvar encourage the Cormac to begin his campaign of conquest, since they hope to see their realms augmented by his victories. The establishment of the Pale of Cormac has already benefitted Earl Owain, who acts as the Cormac's chief captain throughout the Pale. If he does his job well, the Cormac may add the Pale's lands to his earldom, greatly increasing his wealth and prominence within the kingdom. Owain, jealous of some of the other lords due to what he perceives as their greater access to the Cormac, would eagerly welcome any way to improve his lot (and, if possible, diminish that of his rivals).

PAGE 97 — BARON WULFRING

Baron Wulfring's spies and allies watch the king closely, hoping that in his travels he will leave himself vulnerable, thus providing Wulfring the chance to take Cathair Rosleigh and the throne. In villages all along the shores of Loch Leene, his men have hidden coracles and boats so that they may cross the water instead of having to fight their way around the lake through Drumcavnar.

Wulfring himself has a *geas* that he can only be killed by a man who's riding a horse that's half red and half black while carrying a cauldron in one hand and a spear in the other.

PAGE 98 — THE CONAGLISH FAERIE BLADE

The fragment of a faerie blade possessed by Clan ConAglish can provide up to 8 Character Points' worth of the cost of buying a magical weapon that it's used to forge — but so far no one in the clan has dared to suggest melting it down for fear something horrible will happen if they do.

PAGE 102 — GORAG'S COVEN

Deep within the Kille Dorach, on a tall, round hill covered with black pines and firs, lives a coven of evil witches. Led by a hideously ugly troll-blooded woman named Gorag, the witches of Knap Neevin work their malign magics. None, save the witches themselves, know their true purposes and

goals — in fact, few outside the *Aise Tathra* even know of their existence. But those who do know them, fear their power, and those who know them not can still feel the evil they work across the land.

Gorag alone is an enemy most men would not dare to contend with. Possessing the size and strength of her trollish ancestors, and the cleverness and insight of a demon, she has formidable magical powers. With her sisters to aid her, she can cast curses on men many leagues from Knap Neevin — perhaps even all the way to Dunrioga itself!

Gorag's lieutenant, Sorchu Duvgraig, is both witch and were-wolf. On nights when the moon shines, Sorchu can take the form of an enormous, black-furred wolf and stalk the land, feasting on any humans unfortunate enough to encounter her.

Another of the witches, Ulica ConaParlan, can also change her shape, but into the forms of other people. She delights in using this power to spread misunderstanding and strife, particularly between Conhaile and Seanclough. Without her to stoke the fires of hatred between the two kingdoms, their feud might have ended long ago.

You can use the Coven of Knap Neevin in many different ways. They might simply be a local villain, used for a scenario or two that take place in Seanclough. Alternately, they might play a larger role on the Tualan stage. Perhaps the witches are partly responsible for the rise of the Undying King, or for the kings' inability to choose a new High King. Or, they might use their powers to stir the Pictoi or trolls to once again attack Tuala Morn *en masse*.

PAGE 107 — FAINE BLOSC, THE CIRCLE OF SKULLS

Some Barbathans follow religious customs even darker than those of their fellows. A few druids, harking back to the earliest remembered days of the Tualan people, before they even came to these shores, practice rites calling for bloody human sacrifice. Without these sacrifices, they say, the gods will turn their faces from men, and the world will suffer a great cataclysm. But though they sincerely hold this belief, these "black druids" also gain great magic power from the taking of human life in accordance with ritual.

In the high hills south of the Sleva Donn, a steep-walled gorge narrows down to a cleft, then widens again underground to become a large network of caves. Within these caves, in an enormous central chamber where dripping waters have created thick columns of dark blue-green stone that ooze a thick crimson substance like blood, a group of black druids has created a special shrine: *Faine Blosc*, the Circle of Skulls. Around a central slab of that same dark blue-green stone they've erected a henge-like circle of columns made of the skulls of the victims they sacrifice on the central "altar." Ever-burning torches cast a garish red light over the chamber, eternal witnesses to how the druids slowly but surely increase the thickness of the skull-columns.

THE COUNCIL OF DRAGONS

Many mystic threats imperil Tuala Morn. Troll-mages, the Unseelie Court, Pictoi shamans, evil necromancers, and deep curses from centuries ago all pose a danger to the Ten Kingdoms and their peoples. To protect the land against these threats, about a century ago a group of wizards formed the Council of Dragons. The Council takes as its mission the protection of Tuala Morn from dangers against which a king's sword and shield offer no defense. Taig (page 79) and Cairbre ConMethar (see page 87) are but two of the mages who belong to this most secretive group.

Each member of the Council carries a staff topped with a dragon shaped of arcane metals in a specific color — thus, Taig of the Red Dragon, for example. As need demands, they meet in secret rooms in Tem-rach and the palaces of the ten kings. Though they all have Tuala Morn's best interests at heart, each has his own priorities at well, and wizards rarely work well together in any event. As a result, the Council's meetings often become acrimonious, and the group's very nature sometimes inhibits its effectiveness.

In the past ten years, they have pressed themselves to the limit dealing with all the problems raised by the lack of a High King. They remain open to the idea of recruiting more members to the Council to help shoulder some of the burden, but have not found any mages worthy of the honor for some time.

The Council has begun to suspect that the shadow its members sense in Tor Rehgion is the cause of much of the land's misery. But as yet they have not determined the shadow's true nature or what steps they should take against it.

An incredibly ancient arch-druid named Ushalec leads the cult. The rest of the druids, almost all of whom are old men, remember well when they joined the cult, and Ushalec was aged even then. They wonder if he's bargained with some unknown dark god, trading his soul for immortality.

To obtain sacrifices, the druids and debased laymen of the cult must haunt the roads and fields, seeking unwary victims to capture. Sometimes they even range north of the Boundary Stone to claim Tualans for their altar. All Barbathan chieftains who know of them have outlawed them and their cult, making membership a crime punishable by beheading.

PAGE 109 — THE WINTER ISLANDS

The Tualans' suspicions that the Vulkrings have temporary settlements on the northern coasts of some of the Winter Islands are correct.

PAGE 111 — TIR NA VORRAG

The stories of the Overking's might are not exaggerated — he rules with an iron fist and enjoys the complete loyalty of his people, who both love him and fear his vast powers.

PAGE 111 — ISLANDS OF WONDER

The existence and nature of the islands described in the main text are generally left to your fiendish imagination. One exception: the Island of



the Serpent Kings. The beings who live there are *Ssujala*, strange serpent-men who've survived many ages of the world (see *The Turakian Age* for more information about them). Their king's crown is one of the lesser crowns forged by Kal-Turak as he worked to create the Crowns Of Krim.

CHAPTER SEVEN

Some of the information in this chapter is exaggerated or outright "traveler's tales" containing more lies than truth. For example, the Karellians don't have fur (they simply wear heavy fur coats most of the time) and Acquitainian knights don't wear golden armor (it may have gilt decorations, but it's steel, just like Tualan armor).

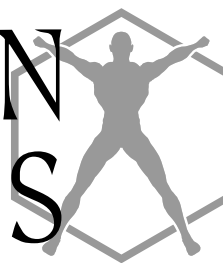
PAGE 274 — LOGRES

Very few Tualans, and only slightly more Logrens, realize the two lands are actually part of one large island. The Sleva Balla in eastern Tuala Morn (or western Logres) forms an impassable barrier; the mountains are high, with no passes at all through them.

PAGE 276 — WULFRED OF CARMARTHEN

The rumors about Wulfred are true — he *is* a wizard, and he plans to use his powers to cause King Baldagor's downfall...and his own ascension to the throne.

TUALA MORN PLOT SEEDS



In addition to the scenario ideas sprinkled throughout the rest of this book, here are a few suggestions for stories you could tell in your campaign:

Necromancy In The Plain of Crows: Because the Tualans have fought so many battles there over the centuries, the Plain of Crows is a ripe hunting ground for necromancers who seek corpses or spirits for their spells. You can concoct many different plots based on this, perhaps making connections to the Undying King as well.

The Wurm Of Knoc Ganog: As described on pages 54 and 66, a terrible dragon lives in a cave on Knoc Ganog, guarding a tremendous hoard — which your heroes may think includes the Basilisk Orb! No adventurers who have sought to take his hoard have ever survived. But maybe the PCs can find a way to succeed where other heroes have failed.

The Secrets Of The Drimnarth: The Drimnarth has always been a region of mystery and danger. Why have so few Tualans gone into those hills to live, and even fewer survived there? Why are trolls and fell creatures so common? Investigating this enigma may lead the characters to the threat of the Undying King, or other dangers to Tuala Morn.

The Maiden Of Knoc Dalgra: Ancient tales tell of a beautiful maiden imprisoned inside Knoc Dalgra by a terrible magic. To the heroes who would rescue her will come glory, treasure, and perhaps the hand of the fair maiden herself. But first they must rescue her, destroy the evil that imprisoned her, and follow up on any interesting clues found inside the mountain.

Invasion Of The Winter Jotuns: Jotuns, a terrible form of giant from the Vulkning lands, often possess great magical power. A group of jotuns with spells of ice and snow descend on Tuala Morn, making the winter even colder and deadlier. Someone must fight them off... and in the process perhaps gain a bit of their magical lore for himself.

The Shards Of The Sword: When Magrosh Iron-Fist's sword Balcaebur broke, its pieces scattered all over the realm — but they did not entirely lose their magic. Somehow, the characters find a piece. Can they use this one sliver as a "compass" to find other pieces, or even the Basilisk Orb itself?

The Madness Of Galladin ConCovar: Centuries ago, the wizard Galladin son of Covar, seeking yet more years in which to conduct his magical researches, submitted himself to the kiss of a baobhan sith. While his plan worked, it did so with a cruel twist, turning him into a strange vampire-lich creature.

At long last he has awakened in his stronghold in the Sleve Fergairon and begun to reach his long, dark hand out over the land, seeking the power he has always craved. He alone is a threat, but if the Cormac of Mar Cormac should somehow enlist him as an ally, or a slave, Galladin ConCovar could pose an even greater danger to Tuala Morn.

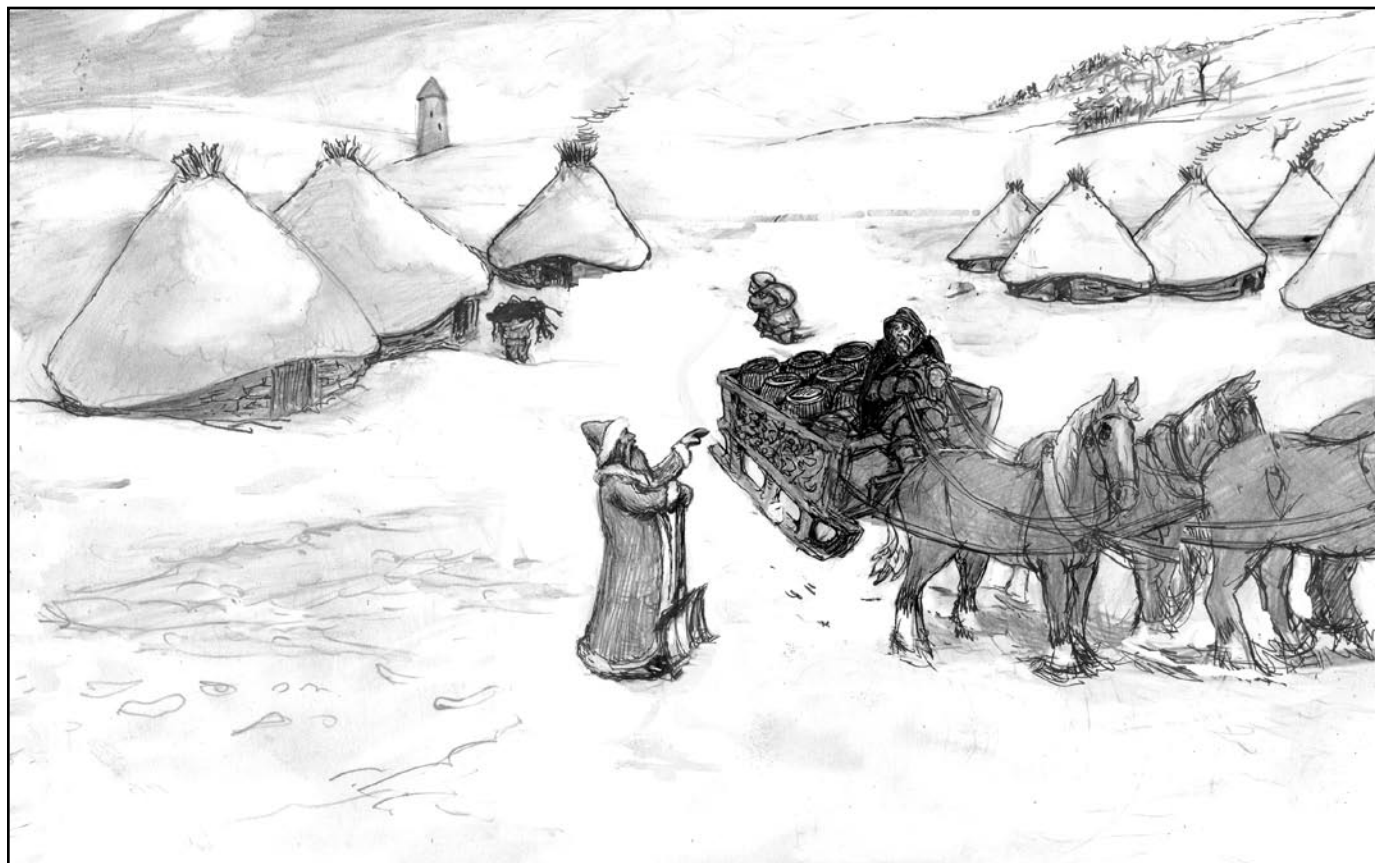
The Cattle-Raid Of Amvara: When a cattle-raid between two feuding lords goes badly, outright war — with the characters trapped in the middle — seems imminent. The characters have to resolve the situation one way or another (by finding a peaceful solution or choosing sides). But as it happens, the turn of ill luck that caused the problem may not be luck at all, but the working of malign forces behind the scenes....

Torir: The characters fight off a band of Vulkning raiders, and as they do so they capture one of the Vulknings' thralls. The thrall sues for clemency, claiming he is a Tualan taken decades ago in a raid — and that he knows of the Vulknings' plans for future raids! Is he what he claims to be, or a Vulkning spy, or a means for Jarl Tor Grimhand to lure the characters into a trap?

The Temple Of Arathwar: Brothers of the Golden Temple want to build one of their temples in the village of Arathwar. The people, Lanvans all, want no part of it, but their localthane seems willing to grant his permission because of the taxes the temple will pay. Violence will surely ensue if the characters don't find a way to defuse the situation.

The Pictoi Scroll: The characters chance upon a great rarity, a written work from the time of the Pictoi Wars (or just after them) setting forth Pictish legends. One tale tells of five brothers who shared a powerful magic (the Basilisk Orb, perhaps?). Each brother took a piece of the magic to his tomb. Using the clues in the manuscript, the characters must locate the first of the tombs and explore it, finding therein clues to the next one, and so on. Eventually, if they survive the first four, they can go on to the fifth, final, deadliest tomb of all, perhaps to their deaths, but perhaps to earn great glory in a triumph over ancient evil.

The Basilisk Of The Black Pool: The characters hear rumor of a tiny, backwoods village in Lenamore, in the shadow the Sleve Donn. It's near a spring of some kind which the villagers call the Pool of the Basilisk (*Linn Piast*). Thinking this might provide a clue to the location of the Basilisk Orb, the PCs travel there, only to find that there's a much more sinister explanation for the name....



The Battle Of High Kilcarry: Two factions in the dispute among the Daoine Sidhe have finally come to blows. As they so often do, they recruit mortal men, strong and fierce, to help them fight their battles. This time, one of the factions offers many fabulous treasures and gifts to recruit the characters to come fight for it on the cloud-battlefields above Loch Kilcarry. But who has the other side recruited — and can the characters *really* count on the faerie-folk to keep their promises?

Into The Kyle Draichta: In their quest for treasure, glory, and perhaps even the Basilisk Orb itself, the characters dare to venture into Kyle Draichta, the Enchanted Forest, where most men fear to travel. There, capricious faeries, evil hags, trolls and ogres with many strange mystic powers, and other unusual dangers all threaten to keep them from their goal.

The Cormac's Mighty Drill: Rumors reach the ears of the player characters (or their patron) that the Cormac has received a wondrous gift from the faerie-folk — a magical engine powerful enough to drill through castle walls! Concerned about this threat, they go to investigate it and get caught up in one of the Cormac's plots.

The Palace Under The Waves: They say that far beneath the waters of Loch Laune exists a wondrous faerie palace, and that on moonlit nights you can see it if you stare deeply enough into the water. But do not stare too long! If you do the faeries will call you down, and nevermore shall you see the world of men. That's what happened to Adamnan O'Cullen. His young wife Maeve has begged the characters to get him back. They must descend to

the palace, treat with the faeries who live there (a delicate task under any circumstances!), retrieve O'Cullen, and somehow get out with their souls and minds intact (and without being drawn into the faerie wars).

Alternately, perhaps the Master of Bones (page 86) has become a lich, and the characters have to go to the faeries of Loch Laune to obtain the faerie-charm King Amergin used to slay him before... and then finish the job he started.

Night Of The Tarasc: With his foul sorceries, the Undying King seeks to awaken a dread monster of the Drimnarth — the tarasc, an enormous, powerful, ravening creature who could lay waste the whole of Tuala Morn. The characters learn that something's going on (though not who's behind it), and must stop it before the monster awakens. In the process they may gain some clues regarding the existence and nature of the Undying King.

The Hag Of Knoc Traiben: For all the prayers spoken in the halls of Greymont Abbey, many strong evils still lurk among the hills of Donegore. Chief of these, the wicked Hag of Knoc Traiben, is a witch of such power that no priest's mouthings can do aught but blunt her evil powers. No one knows who the Hag is, or where she came from. For many generations she has lived on Knoc Traiben, often snatching sheep or even children to make her meals. Adventurers who have sought to stop her have always met their doom, but occasionally a village maiden seeking a potion with which to win her true love has stirred the Hag's sympathy and left the caves of Knoc Traiben with the philtre she sought. The Donegore dukes have always worried about

CHARIOT
OPTIONAL
EQUIPMENT

Carpat Serrda: HKA 1d6 (up to 2d6 with STR and velocity), Reduced Endurance (0 END; +½); OIF Bulky (-1), Real Weapon (-¼), Must Perform A Move By To Use (-½)
Additional Cost: 8

her presence there, and what it might mean should the warriors of Parlas Rosleigh seek to cross Belric's Wall, but as yet have found no way to dislodge or slay her. The hero who ends her malicious life would surely earn great reward from Clan Gardal.

The Fires Of The Northmen: Vulkring raids along the coast of Conhaile and among the islands just off its coast have left many villages and monasteries naught but smoking ruins. Why this sudden upsurge in Vulkring activity, and what can the characters do to stop it?

The Hermit Of Inish Doaga: Deep in the forests and high among the hills of Inish Doaga there lives a hermit. Some say this old man holds to himself a fragment of the legendary Basilisk Orb. Will the characters brave the dangers of the journey there to seek the truth of the rumor — and if they do, what will they find?

Against The Bandits: Bringing a king the head of a truly infamous cataran plaguing his kingdom, such as Grogar Gap-Tooth or Keshlen the Badger, will earn a character enough gold to make his fortune.

The Poisoned Goblet: The Cormac is trying to undermine the political stability of Duneane by poisoning the Earl of Orbaill and planting evidence to make it look like his family's ancient rival and enemy, the Earl of Dinismere, is to blame. If his plot succeeds, the entire kingdom could be torn apart by war, giving the Cormac's warriors the chance to swoop in and conquer one of the richest realms in Tuala Morn. The characters have to unravel the plot and put things aright.

The Brothers Of Ayle Gloneen: On the tiny island of Ayle Gloneen, off the coast of Dratha, stands a monastery of the Golden Temple maintained by a sect that advocates a much more aggressive approach to stamping out the Lanvan faith. There the brothers have made a startling mystical discovery that could provide a significant advantage in their war to destroy the Hundred Children. When the characters find out about it, what will they do to help or hinder the monks?

Corruption Of The Blood: By playing on the superstitions, fears, and insecurities of Nuala the Proud, an insidious agent of the Undying King strives to bring young Prince Aillin under the corrupting influence, even control, of his undead father. Can the characters uncover the scheme and put an end to it before the Prince's soul is forever lost?

The Terror Of The Kyle Duvtach: Not for nothing did the Kyle Duvtach earn its name — the Forest of the Black Child. Peasant folk who dwell near the forest live in terror of it, not daring even to walk beneath its boughs to chop firewood. Who or what is the Black Child — an immortal Pictoi wizard, a corrupted Unseelie prince, an ancient god long thought dead? — and what danger does he pose to Tuala Morn?

The Hunt For The White Hart: Someone sees a white hart near some fort or castle, and a merry hunt ensues. The characters pass into and out of the Faerie realms during the chase, and perchance encounter the Wild Hunt itself!

CHARIOT			
Val	Char	Cost	Notes
2	Size	10	1.6" x .8"; 400 kg; -2 KB; -1 DCV
20	STR	0	Lift 400 kg; 4d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
12	BODY	0	
3	DEF	2	Does Not Protect Occupants (-½)
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 32			

Movement: Ground: 0"/0"
Gliding (Towed): 15"/30"
Swimming: 0"/0"

Abilities & Equipment		END
Cost	Power	
-12	Not Self-Mobile: Ground Movement -6" (0" total)	
-2	Ground Vehicle: Swimming -2" (0" total)	
4	Towed Wheeled Vehicle: Gliding 15"; OAF Bulky (-1½), Towed (-½), Costs Endurance (towing creature's END; -½), Only On Appropriate Terrain (-¼)	1
3	Metal-Banded Spoked Wooden Wheels (5 DEF, 3 BODY)	0

Total Abilities & Equipment Cost: -7
Total Vehicle Cost: 25

Value Disadvantages
None

Total Disadvantage Points: 0
Total Cost: 25/5 = 5

Description: Chariots were used by many ancient peoples, including the Egyptians, Greeks, Romans, and Irish — as well as the Tualans. They consist of semi-circular carriage open at the back (so the driver and passenger can easily climb in and out) with an axle beneath and a pair of wheels (one to each side), and a tow-pole at the front to which one or more horses were tied.

When no horses are attached, the vehicle tips forward so the tow-pole rests on the ground and prevents the vehicle from moving.

One type of Tualan chariot, the *carpat serrda* or "scythe-chariot," has blades projecting from the hubs of its wheels. This allows the driver to make lethal sideswipes against people and other chariots.

The carriage itself, typically made of wood or wicker and sometimes reinforced with metal, is open to the air, and its sides and front only come up to about the level of a person's waist. Its DEF is bought with the *Does Not Protect Occupants* Limitation, but at the GM's discretion, the DEF might protect against attacks that hit an occupant in Hit Locations 13-18.

Some chariots carried only one person — the owner, who both drove and fought from it. Others had two people, a driver and the owner, thus leaving the owner free to concentrate on fighting or watching the passing scenery. Some chariots could carry as many as four people.

Appendix One:

THE TUALAN
TONGUE

This appendix provides a short English-Tualan dictionary focusing on the elements of place-names and the like. It's primarily intended for GMs, who can use it to create place-names consistent with those presented in this book, but players may enjoy incorporating some of these words into character names as well.

See page 8 regarding how to pronounce Tualan.

**ENGLISH-TUALAN
DICTIONARY**

Abbey: mainster
 Alder: fearn, navarn
 Angle: cule
 Apple: uvall
 Ash tree: inshin, unshan
 Assembly place: nas
 Badger: broc
 Badger warren: brocky
 Bank: *see* sand bank
 Battle: cath
 Battlefield: parga
 Beast: piast
 Bed: lebba, labby
 Bend (in a river): brug
 Between: eder, ader
 Birch: beith
 Birches, place with: beithach, beha
 Bird: en, ain
 Bird's nest: nead
 Black: dub, duv
 Blackbird: lon
 Blackthorn: dreem
 Blind or one-eyed: keagh
 Blood: fil
 Blue: gorm
 Boar: torc
 Boat: baud
 Boat, small: cot, cotty
 Bog: moin, mone
 Borough: burris
 Bottom (of anything): bun
 Branch (of a tree): creeva
 Bridge: drocade
 Bull: tarv
 Burial ground, old: caltrach, calurach

Burial mound: duvha, dua, toome
 Burning, conflagration: totaun
 Burnt, burnt ground: lusk, lusk
 Calf: gavhan
 Cast (n., as in "a throw"): urchur, urcher
 Castle: casleane, cathair
 Castle, stone: cloch, clogh,
 Cat: cait
 Cattle fair: anach
 Cauldron: cotherne
 Causeway: tochar
 Cave: darc, cuas
 Cemetery: relig
 Chair: cathar, cathor
 Children: clann
 Church: kil, kyle, conwal
 Church, small: arigal, aglish
 City: cathair, caher
 Clayey place: grellach
 Cleft: scalp
 Cliff: fail
 Cliff, sheer and/or steep: eskar
 Cow: bo
 Cow, feeding place for: buaile, boley
 Cow, milch: gavnach
 Crane: cor
 Crow (the bird): gavnach
 Dance: rince, rinka
 Deer: fiath
 Definite article ("the"): an
 Dell, enclosed: coomb
 Descendants: kinel, kinal
 Desert: ester, ishart
 District: trough
 Ditch: clath
 Doe: eilit, elt
 Dog: madath
 Eagle: iolar, ilra
 Elder tree: troom, trom
 Elevated place with a good view: tevaire, tara
 Elm: leav, levan
 Elm wood: levcoll
 End (of anything): bun
 Enchanted place: dolluid, draichta
 Entrance: bel
 Faerie: shee
 Faerie hill, faerie mound: shee
 Faerie palace: breen, breena
 Family: munter

Fawn: os	Hill, the brow of: eden
Field: achad, moy	Hill, gentle: lahard
Field, green: tonag, tavnach	Hill, level and smooth at the top: kady
Field, level, near residence: faha	Hill, little: tulach
Field, tilled: gort, gart	Hill, long: amry, drim, drum
Fine (adj): min, meen	Hill, long low: lurga, lurgan, mas
Fire: tenn, tinny, tenny	Hill, nose-like: shrone, stran
Fish (n.): iasg	Hill, pointed: ben, ban
Flagstone: lac	Hill, round: cnap, cor, knap
Fleet of ships: covlach	Hill, round little, a hump: crotta
Ford: ath, bel	Hill, round stacked up, a rick: cruach, croagh
Ford, shallow and rugged: scarva	Hill, sand: eskrae
Ford, swimming: snava	Hill, side of: lacan, largan
Forest: kyll, ros, ross	Hill, wet side of: letracha
Forest, oak: derva	Hole: poll
Forge: carda, cartan	Hollow: cavan, coome
Fork in a river: gaval	Holly: cullen
Fork formed by glens: ladar	Honey: mil
Fort, fortified (or a rath on a hilltop): dun	Horn: benn, ban
Fort, circular: rath	Horse: caball, augh
Fort, circular earthen: lass, lassa	Host (n.): sluagh, sloe
Fort, circular stone: ailach, cashel	Hound: cu, con
Fortress: dangan, lonart	House: lan
Fortress, cow: bawn	Hunting: shallo, shellig
Fox: shinna	Hut: both
Front: can, ken	Island: inish, ayle
Furze: aiten	Island, artificial: crannog
Gable: bann, bannaher	Ivy: inagh
Gallows: croch, shallan	Kiln: aith
Gap: bern, barna	Kindred: kinel
Gapped: bernach	Kingly residence: dun, cathair
Garden: garra	Knight: ridire
Giant: fathach	Knob: cnap, knap
Glen: glen	Lake: loch
Glen, side of: alt	Lake dwelling: crannog
Goat: gavar	Lake which dries up in summer: turlach
Goose: geth	Land: farran
Gorge: bragad	Land, near a lake or river (<i>i.e.</i> , marshy): mellick
Grave: ferta, navart, labba	Land, soft and spongy: mathaile,
Grave, for plague-dead: tavlecht	Large: mor, more
Great: mor, more	Leap (n.): leem
Green: glas	Little: og
Grey: laith	Long: fada
Grey shrubbery: liathvone	Man: feer, fir
Habitation: convail, conwal, connell	Mare: larach, lara
Half: leath	Marsh: corach, anna, rusk
Half height: lahard	Marsh next to a river or lake: imlach
Hangman: crochaire	Marsh, salt or seaside: murvach, murrisk
Hangman's rope: shallan	Marshy place: greagh
Hawk: savac, shoke	Meadow: cloon, clon
Hazel: col	Meadow, low, beside a river: ennis
Head: an, kan	Meadow, marshy, beside river or lake: cala
Heath: freagh	Men: feera
Height: alt	Middle: vethon
Henge: henga	Mill: mulleane
Hermitage: dysart	Moat: moat
Heron: cor	Monastery: mainster
Highest point: bar, baur, can	Moss: canach
Hill: bri, bree, goolan	Mound, burial: duan
Hill, bare/naked/exposed/bald: fornocht	Mound, large: mota

Mountain: knoc, sleve
 Mountain flat, coarse: reith
 Mouth: bel
 Mouth of a river: inver
 Oak: dair, dar
 Oak forest: darva
 Oak grove or wood: daira
 Oak-plain: darvagh, durrow
 Of: na
 Old: sean, shan, shanna
 Orchard: avall
 Palace: brug, greenan
 Palace, faerie: breen, breena
 Pass: balag, slee
 Pass, mountain, elevated: matham
 Path: casan
 Peak: benn, ban
 Peaks: bennchar, bannahar
 Peninsula: leithin, ross
 People: munter
 Pig: muc
 Pillar stone: cairthe, carra, carha, legan
 Pinnacle, pointed: staic
 Place: ait
 Plain: clare, moy, mahaire
 Plover: fadog
 Point of land: rinn, rin, reen
 Pool: lin, linn
 Prayer, prayer-house: urnaigh
 Priest: sagar(t), taggart
 Province (a "fifth part"): cogath
 Quagmire: sheskin
 Quarter of land: carrow
 Rabbit: coneen
 Rabbit warren: coneer, conigar
 Race (of people): kinel
 Raven: bran, fiach
 Red: derc, derg, derga
 Ridge, long hill: drum, drim
 River: av, avaine
 River mouth: inver
 Road: belach
 Road, little: bohoreen
 Rock: carrick, craig
 Rock, jutting out: stoc
 Rock, large: bwaren
 Rock, sharp: sker, skerry
 Rock, tower-like: tor
 Rocky district or land: borren
 Rough: garva
 Ruin (n.): mothar, moher
 Sallow (n.): salach
 Sand bank, in a river: farsad
 Seagull: faileanne
 Seasons of the year: sheashar
 Seat: see
 Seed: corca
 Serpent: piast
 Sheep: caraigh
 Ship: long

Shoulder: guala
 Shrine: scrin, screena
 Shrubbery: garran, garn
 Sidhe: faerie
 Site: ait, lathair, lathrach, laragh
 Sixth part of: shesha
 Slaughter: ar, aur, air
 Sloe: airne, arneg
 Small: min, meen
 Smith: gova, govan
 Smooth: min, meen
 Spring: fovair
 Spring, cold: fuaran
 Stone: cloch
 Stones, monumental heap of: carn, carna, lacht
 Stones, sacred ring of: faine
 Stone, standing: gallan; cf. "Henge"
 Stones, stepping-stones across a river: clogan
 Strait: colas
 Strand: trey
 Stream: trone
 Streamlet: fadan
 Street: sraid, straid
 Strong: dur
 Summer house: grianan
 Summit: mullach, mulla
 Sun: grian, gren
 Table: tabla
 The: an
 Thicket: scart
 Thicket along a river: gartha
 Third part of: trian, treen
 Throat: bragad
 Throw (n.): urchur, urcher
 Tilled ground: capach
 Top: bar, baur
 Tower: tor
 Town: baile, bally
 Town with one street: sravaile
 Tree: cran
 Tree, branchy: creeva
 Tree, large ancient: bile, billa, bella
 Trees, cluster of: mothar, moher
 Trench: clash, navart
 Tribe: clan
 Troll: vathtar
 Two: da, daw, a
 Valley: glen
 Valley, enclosed: coom, coombe
 Village: graig, grag
 Water: iska, isky
 Water channel: esk
 Waterfall: ess
 Well (n.): tobar, tipra
 White: vaun, bawn
 Whitethorn bush: skey
 Wilderness: fasach
 Wind: gath
 Wolf: brach, mictiera
 Woods: kyll, ros, ross

Worm: piast
 Yellow: bweth
 Yew: yochail, aughal
 Young: og, ock

TUALAN-ENGLISH DICTIONARY

A: two
 Achad: field
 Ader: between
 Aglish: church, small
 Ailach: fort, circular stone
 Ain: bird
 Air: slaughter
 Airne: sloe
 Ait: place
 Ait: site
 Aiten: furze
 Aith: kiln
 Alt: glen, side of
 Alt: height
 Amry: hill, long
 An: definite article ("the")
 An: head
 Anach: cattle fair
 Anna: marsh
 Ar: slaughter
 Arigal: church, small
 Arneg: sloe
 Ath: ford
 Augh: horse
 Aughal:
 Aur: slaughter
 Av: river
 Avaine: river
 Avall: orchard
 Ayle: island
 Baile: town
 Balag: pass
 Bally: town
 Ban: hill, pointed; horn; peak
 Bann: gable
 Bannahar: peaks
 Bannaher: gable
 Bar: highest point
 Bar: top
 Barna: gap
 Baud: boat
 Baur: highest point; top
 Bawn: cow fortress; white
 Beha: birches, a place with
 Beith: birch
 Beithach: birches, a place with
 Bel: entrance; ford; mouth
 Belach: road
 Bella: tree, large and ancient
 Ben: hill, pointed
 Benn: horn; peak

Bennchar: peaks
 Bern: gap
 Bernach: gapped
 Bile: tree, large and ancient
 Billa: tree, large and ancient
 Bo: cow
 Bohereen: road, little
 Boley: feeding place for cows
 Borren: rocky district or land
 Both: hut
 Brach: wolf
 Bragad: gorge
 Bragad: throat
 Bran: raven
 Bree: hill
 Breen: faerie palace
 Breena: faerie palace
 Bri: hill
 Broc: badger
 Brocky: badger warren
 Brug: bend (in a river)
 Brug: palace
 Buaille: feeding place for cows
 Bun: bottom (of anything); end (of anything)
 Burris: borough
 Bwaren: rock, large
 Bweth: yellow
 Caball: horse
 Caher: city
 Cairthe: pillar stone
 Cait: cat
 Cala: meadow, marshy, beside river or lake
 Caltrach: burial ground, old
 Calurach: burial ground, old
 Can: front
 Can: highest point
 Canach: moss
 Capach: tilled ground
 Caraigh: sheep
 Carda: forge
 Carha: pillar stone
 Carn, carna: monumental heap of stones
 Carra: pillar stone
 Carrick: rock
 Carrow: quarter of land
 Cartan: forge
 Casan: path
 Cashel: fort, circular stone
 Casleane: castle
 Cath: battle
 Cathair: castle; city; kingly residence
 Cathar, cathor: chair
 Cavan: hollow
 Clan: tribe
 Clann: children
 Clare: plain
 Clash: trench
 Clath: ditch
 Cloch: castle, stone
 Cloch: stone

Clogan: stepping-stones across a river
 Clogh: stone castle
 Clon: meadow
 Cloon: meadow
 Cnap: hill, round
 Cnap: knob
 Cogath: province (a "fifth part")
 Col: hazel
 Colas: strait
 Con: hound
 Coneen: rabbit
 Coneer: rabbit warren
 Conigar: rabbit warren
 Connell: habitation
 Convail: habitation
 Conwal: church; habitation
 Coom, coomb, coombe: enclosed valley or dell
 Coome: hollow
 Cor: crane
 Cor: heron
 Cor: hill, round
 Corach: marsh
 Corca: seed
 Cot: boat, small
 Cotherne: cauldron
 Cotty: boat, small
 Covlach: fleet of ships
 Craig: rock
 Cran: tree
 Crannog: artificial island; lake dwelling
 Creeva: branch (of a tree)
 Creeva: tree, branchy
 Croagh: hill, round and stacked up; a rick
 Croch: gallows
 Crochaire: hangman
 Crotta: hill, round little; a hump
 Cruach: hill, round and stacked up; a rick
 Cu: hound
 Cuas: cave
 Cule: angle
 Cullen: holly
 Da: two
 Dair: oak
 Daira: oak grove or wood
 Dangan: fortress
 Dar: oak
 Darc: cave
 Darva: oak forest
 Darvagh: oak-plain
 Daw: two
 Derc, derg, derga: red
 Derva: oak forest
 Dolluid: enchanted place
 Draicht: magic, magic force
 Draichta: enchanted place; magic force; arcane
 Dreen: blackthorn
 Drim: long hill; ridge
 Drocade: bridge
 Drum: long hill; ridge
 Dua, duan: burial mound

Dub: black
 Dun: fort; fortified place; a rath on a hilltop; a kingly residence
 Dur: strong
 Durrow: oak-plain
 Duv: black
 Duvha: burial mound
 Dysart: hermitage
 Eden: the brow of a hill
 Eder: between
 Eilit: doe
 Elt: doe
 En: bird
 Ennis: meadow, low, beside a river
 Esk: water channel
 Eskar: sheer and/or steep cliff
 Eskrae: hill, sand
 Ess: waterfall
 Ester: desert
 Fada: long
 Fadan: streamlet
 Fadog: plover
 Faha: level field near a residence
 Faileanne: seagull
 Fail: cliff
 Faine: stones, sacred ring of
 Farran: land
 Farsad: sandbank in a river
 Fasach: wilderness
 Fathach: giant
 Fearn: alder
 Feer: man
 Feera: men
 Ferta: grave
 Fiach: raven
 Fiath: deer
 Fil: blood
 Fir: man
 Fornocht: bare/naked/exposed/bald hill
 Fovair: spring (of water)
 Freagh: heath
 Fuaran: spring, cold
 Gallan: standing stone (see also *henga*)
 Garn: shrubbery
 Garra: garden
 Garran: shrubbery
 Gart: tilled field
 Gartha: thicket along a river
 Garva: rough
 Gath: wind
 Gaval: fork in a river
 Gavar: goat
 Gavhan: calf
 Gavnach: cow
 Gavnach: crow (the bird)
 Geth: goose
 Glas: green
 Glen: glen
 Glen: valley
 Goolan: hill

Gorm: blue	Legan: pillar stone
Gort: tilled field	Leithin: peninsula
Gova, govan: smith	Letracha: hill, the wet side of
Grag: village	Levan: elm
Graig: village	Levcoll: elm wood
Greagh: marshy place	Liathvone: grey shrubbery
Greenan: palace	Lin: pool
Grellach: clayey place	Linn: pool
Gren: summit	Loch: lake
Grian: summit	Lon: blackbird
Grianan: summer house	Lonart: fortress
Guala: shoulder	Long: ship
Henga: henge	Lurga, lurgan: long, low hill
Iasg: fish (n.)	Lusk, lusky: burnt; burnt ground
Ilra: eagle	Madath: dog
Imlach: marsh next to a river or lake	Mahaire: plain
Inagh: ivy	Mainster: abbey; monastery
Inish: island	Mas: long, low hill
Inshin: ash tree	Mathaile: soft and spongy land
Inver: mouth of a river	Matham: pass, mountain, elevated
Inver: river mouth	Meen: fine (adj); small; smooth
Iolar: eagle	Mellick: land that's marshy or near a lake or river
Ishart: desert	Micteera: wolf
Iska: water	Mil: honey
Isky: water	Milch: cow
Kady: a hill that level and smooth at the top	Min: fine (adj); small; smooth
Kan: head	Moat: moat
Keagh: blind; one-eyed	Moher: ruin (n.)
Ken: front	Moher: trees, cluster of
Kil: church	Moin, mone: bog
Kinal: descendants	Mor, more: great; large
Kinel: descendants	Mota: mound, large
Kinel: kindred	Mothar: ruin (n.)
Kinel: race (of people)	Mothar: trees, cluster of
Knap: round hill; knob	Moy: plain; field
Knoc: mountain	Muc: pig
Kyle: church	Mulla, mullach: summit
Kylle: forest; woods	Mulleane: mill
Labba: grave	Munter: family; people
Labby: bed	Murrisk: salt/seaside marsh
Lac: flagstone	Murvach: salt/seaside marsh
Lacan: side of a hill	Na: of
Lacht: monumental heap of stones	Nas: assembly place
Ladar: fork formed by glens	Navarn: alder
Lahard: half height	Navart: grave
Lahard: gentle hill	Navart: trench
Laith: grey	Nead: bird's nest
Lan: house	Ock: young
Lara: mare	Og: little; young
Larach: mare	Os: fawn
Laragh: site	Parga: battlefield
Largan: hill, side of	Piast: beast; serpent; worm; basilisk
Lass: fort, circular earthen	Poll: hole
Lassa: fort, circular earthen	Rath: fort, circular
Lathair: site	Reen: point of land
Lathrach: site	Reith: mountain, flat, coarse
Leath: half	Relig: cemetery
Leav: elm	Ridire: knight
Lebba: bed	Rin: point of land
Leem: leap (n.)	Rince: dance

Rinka: dance
 Rinn: point of land
 Ros: forest; woods
 Ross: forest; woods; peninsula
 Rusk: marsh
 Sagar(t): priest
 Salach: sallow (n.)
 Savac: hawk
 Scalp: cleft
 Scart: thicket
 Scarva: ford, shallow and rugged
 Screena: shrine
 Scrin: shrine
 Sean: old
 See: seat
 Shallan: gallows
 Shallan: hangman's rope
 Shallog: hunting
 Shan, shanna: old
 Sheashar: seasons of the year
 Shee: faerie; faerie hill or mound
 Shellig: hunting
 Shesha: sixth part of
 Sheskin: quagmire
 Shinna: fox
 Shoke: hawk
 Shrone: hill, nose-like
 Sidhe: faerie
 Sker, skerry: rock, sharp
 Skey: whitethorn bush
 Slee: pass
 Sleve: mountain
 Sloe: host (n.)
 Sluagh: host (n.)
 Snava: ford, swimming
 Sraid: street
 Sravaile: town with one street
 Staic: pointed pinnacle
 Stoc: a rock that's jutting out
 Straid: street

Stran: nose-like hill
 Tabla: table
 Taggart: priest
 Tara: elevated place with a good view
 Tarv: bull
 Tavlecht: grave for the plague-dead
 Tavnach: green field
 Tenn: fire
 Tenny: fire
 Tevaire: elevated place with a good view
 Tine: fire
 Tinny: fire
 Tipra: well (n.)
 Tobar: well (n.)
 Tochar: causeway
 Tonag: green field
 Toome: burial mound
 Tor: tower-like rock; tower
 Torc: boar
 Totaun: burning; conflagration
 Treen: third part of
 Trey: strand
 Trian: third part of
 Trom: elder tree
 Trone: stream
 Troom: elder tree
 Trough: district
 Tulach: little hill
 Turlach: lake that dries up in summer
 Unshan: ash tree
 Urcher: throw (n.)
 Urcher, urchur: cast (n., "a throw")
 Urchur: throw (n.)
 Urnaigh: prayer, prayer-house
 Uvall: apple
 Vathtar: troll
 Vaun: white
 Vethon: middle
 Yochail: yew

Appendix Two:

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This is a subject-matter index to *Tuala Morn*. It does not include people, places, things, and events — for those, please visit the “Free Stuff” page at <http://www.herogames.com> and download the *Encyclopedia Tuala*, a comprehensive guide to the world of Tuala Morn (with page references and a pronunciation guide). Also it does not include the spells in Chapter Five, which are indexed and summarized in the summary tables on pages 187-95 (or are easily accessible on pages 196-206).

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