MYFAROG™

Basic Mythic Fantasy Role-playing Game
by Varg Vikernes

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MYFAROG was originally made as an educational tool for home-schooling.

Go to www.myfarog.org to find a digital map of Thulê, errata, updates, tutorials, quick reference sheets and much more!

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Abbreviations

CHA	The value of Charisma
Cha	The modification for Charisma
CON	The value of Constitution
Con	The modification for Constitution
CR	Character Role
CS	Combat Skill
DD	Degree of Difficulty
DEX	The value of Dexterity
Dex	The modification for Dexterity
DV	Defensive Value
INT	The value of Intelligence
Int	The modification for Intelligence
Level	Experience level
MÊ	Mêlée
MI	Missile
Mod	Modification
MS	Movement Skill
NPC	Non-Player Character
OV	Offensive Value
PL	Power Level
RV	Real Value
SP	Stamina Points
SS	Special Skill
STR	The value of Strength
Str	The modification for Strength
T	Trained
WIL	The value of Willpower
Wil	The modification for Willpower
XP	Experience Point

"One should die proudly when it is no longer possible to live proudly."

Introduction to MYFAROG

MYFAROG is a game where a myth master leads one or more players through a story. Each player takes the role of a made up individual, a player character, and to a large extent decides how the story shall go. The game is similar to child's play, where you dream and pretend and play in an imaginary reality, but MYFAROG gives this play structure and frames, via the myth master and rules. Taking the role of the myth master is a bit more demanding than a player character. The myth master has much to keep track of; rules, tables, a whole imaginary world and all of the imaginary individuals in it.

The player characters can and will develop during the game and can to a large degree be shaped by the players' wishes, although within the limits set by MYFAROG. The myth master has no character of his own, but works as a referee for the players, and he explains to the players what happens when they do different things – in an imaginary world. He also takes the role of all the non-player characters (NPCs) the player characters meet in Thulê, the world of MYFAROG. The myth master also has to prepare adventures for the players. It is an advantage if the players know Thulê, but this knowledge can come from playing the game.

Thulêan Pronunciations

The -R ending found in some Ancient Thulêan (Elfish) words is pronounced like a voiced -sh. Þ (þ), is pronounced like «th» in English «thing». Ð (ð), is pronounced like «th» in English «that». Æ (æ) is pronounced like the first «e» in English «ever». Ø (ø) is pronounced like «ea» in English «earn». Á (á) is like the Scandinavian Å, pronounced like an English «ou» in «ought». The Ö (ö) is pronounced like a *short* Á (á). Good luck...

The purpose of this game is to have fun, but even though the game is made to entertain it also has a pedagogical effect. You learn to develop your mind; you use your language, by formulating thoughts and communicating with the other players and the myth master; you use basic maths and learn how to read tables; you learn to think about the consequences of your actions; and you learn to pretend. You don't play against other players, but with them. You learn to cooperate with others. You "win" by having fun and learning something – and you can play for as long as you wish. You don't "lose" either, but your player character can die – and if your player character dies all you have to do to keep playing is to make a new player character.

MYFAROG gives you the opportunity to live in Thulê, a dream world full of possibilities and dangers, without ever risking anything. Without exposing you to anything other than imaginary danger.

To play you need this rule book, an adventure (home-made or purchased), pencil and eraser, some sheets of paper and somewhere to play. You also need a set of polyhedral dice and at least three 6 sided dice. The 4 sided die is called a D4, the 6 sided die a D6, the 8 sided die a D8, the 10 sided die a D10, the 12 sided die a D12 and the 20 sided die a D20. A D3 is a D6 where the result is divided by two (rounded up). A D2 is a D6 where the result is divided by three (rounded up). A D5 is a D10 where the result is divided by two (rounded up). Finally you need a creative and inventive myth master and at least one player.

The rules are somewhat complex, so it may take some time before the myth master can help the players create their player characters. The myth master should also explain the basics of the rules to the players, to enable them to know what to do and when to do it, and to let them know their options.

Levels

Player characters, non-player characters, diseases, favours and poisons are described in MYFAROG as having a "level" or a "power level". This is just a way for the myth master to know whether something in the game is experienced or inexperienced, smart or stupid, strong or weak, easy or difficult to use, wield or resist, *et cetera*.

Game Mechanics & Rules

Playing MYFAROG is like being a part of a living story. The myth master describes what is happening, what the world looks like and how the individuals in it act. The players tell what their characters do in this world, based on the information they get from the myth master. How much information the players get depends on the attributes and skills of their characters and what the players pretend they do.

The player characters have different experience levels giving them a certain modification to a variety of skills, and the players (or the myth master) usually have to cast their dice every time the myth master is to decide whether the player characters succeed or not at what they are trying to do. In rule terms a player tests his character's skill proficiency against a degree of difficulty (DD). This is (unless otherwise stated) done by casting a D20 and adding the result of the die roll to his character's skill proficiency. The sum of the die roll and the skill proficiency (and any other modifications) is called *the result* and is measured against the DD to find a *consequence*. The myth master will then explain the consequence to the players – and this influences the story.

The result of the dice alone (without any modifications) is called the natural result.

To keep track of everything, what is happening, when it is happening, if it is happening, in which order it is all happening, and so forth, the myth master has to keep track of imaginary time. A player character who for example tries to scale a wall will need some time to do so; perhaps ten seconds, or just five. In MYFAROG time is first and foremost measured in rounds. A round is made up of five seconds. When one player wants his character to do something that takes a lot of time he will have to wait whilst the other players let their characters do other less time consuming things.

When combat occurs rounds are always used and the players must declare what their characters are going to do. After that they check Initiative to determine in which order the actions are to be performed. See **Initiative** (**Combat Rules**). Finally they cast their dice to determine the consequences of their actions. See **The Round** (**Combat Rules**) for more about this.

Round

Declare actions[1]
Check Initiative
Perform actions[1]

[1]Mêlée attack, missile attack, movement, attack and small movement, use of skills or spells *et cetera*.

Sometimes, there is no need to use rounds, or it is better to use rests – like when the player characters are out travelling and the myth master tells them how many rests they go. A rest is how long you can travel before you need a short rest (i. e. normally about two hours), but there are no wrist watches or cell phones in Thulê, so they use rests instead. See **The Land of Thulê** for more details on the different units of measurement in Thulê.

When player characters are communicating with other player characters or NPCs you rarely need to know exactly how much time they spend doing this, but the myth master can keep track of this if he thinks he needs to.

Only the myth master knows what is hiding up front or in the future, or behind the next door, and he shall not reveal this until the player characters arrive there. If they do.

All fractional numbers are rounded up or down normally (i. e. 0.4 and less is 0 and 0.5 to 1 is 1), unless otherwise stated.

The focus of the rules lies on playability rather than on overly detailed rules slowing down the game play.

How to use the Rules

There are many ways to play this game and although the game is designed to be played as written, the rules can be seen mainly as suggestions on how to play the game. Before playing, the myth master and his players should decide which MYFAROG rules (and optional rules) to use and which not to use, and perhaps also when and how to use or not use them. The myth master should feel free to modify and change any rules as he sees fit.

For the novice myth master and players most of the rules, and probably all the optional rules, should in any case be left out until the myth master and his players are sufficiently familiar with the system for them to include these rules effortlessly – possibly one by one.

If the myth master is ever in doubt about how to do something he can simply make a quick judgement himself. It is generally speaking more important to make the game flow than it is to follow the rules as written.

Don't be disheartened if the game play is slow and difficult when you start playing. Things will run much smoother when the myth master and the players are all familiar with the MYFAROG system.

Introduction to Thulê

Thulê is an archipelago located in the uttermost North, with a mostly temperate climate (because of the warm sea currents from the South and mountain ranges in the distant West forcing the wind further Southwards [warming up the air] before it reaches Thulê). Most of Thulê is wilderness; bogs and forests, steep mountains, deep fjords and inlets, rivers, lakes and coves.

Be prepared to enter a world very different from our own.

The Origin of Man

The Ettins came to Earth from the stars, and some sages claim that actually all life-forms on Earth originated somewhere amongst the stars, far, far away. There is evidence, some claim, that men are indeed fallen gods, who fell from the stars and landed on a barren Earth. If so, were they sent there because they made a mistake? Were they sent to learn something? To create life there? To build a colony? Or as pieces in some divine game? Nobody knows why. If it is at all true, of course...

"Travellers from afar can lie with impunity."

"Lík börn leikar bezt."
('Similar children play best together.')

Hâvamâl, stanza 76

"Deyr fê
deyja frændr,
deyr sjâlfr it sama;
ek veit einn,
at aldregi deyr:
hveim er sêr gôðan getr."

(Cattle die,
friends die,
you die the same way yourself;
but I know one thing
that never dies:
an honourable reputation.)

Character Generation & Development

First of all the players need to create their characters; they must, whilst consulting the myth master, go through the following steps:

1. Hamingja
2. Racial Background
3. Birth-Date
4. Attributes
5. Special Abilities & Restrictions
6. Age
7. Talents
8. Flaws
9. Character Roles
10. Gear
11. Experience Points
12. Calculations & Name

Character Concept

It is probably a good idea to sit down and think over what kind of character you want to play before you start generating a character. Perhaps discuss it with the other players and the myth master as well.

«Man makes prophecies, but the gods decide»

Hamingja

When you generate your character there are many factors to take into account, and in Thulê the first thing you have to consider is how your Hamingja will influence the character you create.

Hamingja

The Hamingja mechanics have been introduced to MYFAROG to inspire players to do good and to cultivate the noble hero in themselves, both when they take the role of a character in Thulê and hopefully also in real life. There is a Native European Traditional aspect to it, as it is very much what our forebears believed; that your Hamingja was linked to you, and that it followed you through the ages. That is what it means in the first place; Hamingja from *hamr-gengja*: "To Walk in Shapes". You walk in different shapes, in different bodies, and change body when it dies, to be reincarnated in a new one. Your luck remains. Your Honour remains.

Hamingja is your character's accumulated Honour, abstracted with a number for game purposes. As a concept it is very similar to Karma, but it is not exactly the same. Your character can gain Hamingja when you play, from good deeds and heroic acts, and from acting in a just way.

You can use this Hamingja in play, as a luck modifier, and you can use it when your character dies and you create your next character, as if he died and is reincarnated into a new body. In MYFAROG the Hamingja is therefore linked to the *player*, and can thus allow him to have his deceased character's Hamingja influence the next one he is about to create.

The maximum Hamingja a player can have is the same as his character's experience level. If you gain Hamingja when you already have maximum Hamingja, the excess Hamingja points are lost.

If used *in play*, a point of Hamingja can be used to gain a +2 modifier to any one skill test or resistance test. Only one point can be used each round and it must be used before the player casts the dice.

If Hamingja is used when a new character is created, it can be used to 'buy' different advantages to the character. *New* players start playing MYFAROG with 3 Hamingja points, that they can use when they create their *first* character only! We pretend that 'brand new sparks' put into living creatures start out with good Hamingja.

Hamingja Cost	Option
2 point	Gain 1 extra Character Role Skill of player's choice. See **Character Roles**.
1 point	Gain 1 extra Trained Skill of player's choice. See **Character Roles**.
2 points	Gain a +1 mod to any one attribute. *This mod also influences the max attribute!*
1 point	Know 1 extra language. Explain how your character learnt it. See **Experience Points**.
2 points	Gain a Heirloom.
1 point	Start playing with 2D6 oz of s in addition to normal starting valuables.
2 points	Start playing with 5D6 oz of s in addition to normal starting valuables.
3 points	Start playing with 8D6 oz of s in addition to normal starting valuables.
2 point	Gain an extra Talent. See **Talents**.
2 point	If Bard, Ranger or Sorcerer, know 1 extra Weak spell. See **Sorcery**. See **Character Roles**.
3 points	Can freely pick his character's race/species. See **Racial Background**.

Heirloom

If you chose the Heirloom Option you gain an item with a +1 (1-5 on a D6) or a +2 (6) effect. See **Item Type** in **The Land of Thule** to find the type of item

Bad Hamingja

Then we have the concept of *bad* Hamingja, where a character – instead of gaining Hamingja through his actions actually loses Hamingja. His Hamingja can even become bad. This happens when he has a *negative* number of Hamingja points.

Hamingja Rewards

The Myth Master should give players Hamingja points when they perform acts that are *significant, heroic* and *honourable* and especially *when their acts come at a cost for themselves*. When they make a sacrifice for others! He should likewise take away Hamingja points from them, and give them bad Hamingja, when they perform acts that are *coward, unjust, criminal* or *dishonourable* and especially when done solely for their own benefit.

How many points? For small acts, like for assisting someone in need (1 point), for big acts, like for giving up something important or valuable for the benefit of somebody else (2 points) and for extreme acts, like risking your life and limbs to protect somebody else (3 points). Bad Hamingja would likewise be granted for refusing to assist someone in need (1 point), for taking something important or valuable from somebody else for your own benefit (2 points) and for risking the life and limbs of others to protect yourself (3 points).

Negative Hamingja points will be used by the Myth Master in game to give the player's character bad luck. A point of bad Hamingja can be used to give the character a -2 modifier to any one skill test and to a resistance test. Only one point can be used each round. The Myth Master should use the bad Hamingja when the player *least* want him to, when the character needs good luck the most. Yes, that is how *bad* luck works...

Your character should think twice before he commits any bad deeds, before he misuses his power, or acts cowardly or in an unjust way.

"To err is human, to forgive is divine."

"The gods assist the industrious."

"Birds of a feather flock together."

Racial Background

A character's race is determined randomly (use dice and check the result against the table) or (if the player uses Hamingja to be able to freely pick his next character's race) the player can pick and choose freely. See **Hamingja**. All races have their limitations and advantages. The character's sex is determined by player's choice or by casting a D6.

D20	Species/Race		Sex (D6)
1-2	**Dark Elf**		1-5 ♂ 6 ♀
	1-18	Dwarf	
	19-20	Gnome (Petty Dwarf)	
3-6	**Elf (Light Elf)**		1-2 ♂ 3-6 ♀
	1-6	Grey Elf	
	7-8	Half-Elf	
	9-10	High Elf	
	11-20	Wood Elf	
7	**Halfling**		1-3 ♂ 4-6 ♀
8-20	**Human**		1-3 ♂ 4-6 ♀
	1-9	Common Man	
	10-11	High Man	
	12-20	Lesser Man	

The Thulêan & Elfish names for the different Races & *Species in Thulê			
English	Thulêan	Elfish	Meaning
Common Man[1]	Maðr	MannR	"Man", "Thinking"
	Jarnmaðr	ErinamannR	"Iron Man"
*Dark Elf	Svartalfr	SwertalbaR	"Black Elf", "Dark Elf"
Dwarf	Dvergr (♂)	DwargaR	"Opening in the Ground"
	Dyrgjá (♀)	Dwurge	"Opening in the Ground"
Gnome	Smárdvergr	SmanôdwargaR	"Petty Dwarf"
Grey Elf	Gráralfr	GranôalbaR	"Grey Elf"
Half-Elf	Halfalfr	HalbalbaR	"Half-Elf"
*Halfling[1]	Holbúi	Hulabôe	"Hole-dweller"
	Búi	Bôe	"Dweller"
High Elf	Háralfr	HawôalbaR	"High Elf"
High Man[2]	Hauldmaðr	HauldamannR	"Noble Man"
	Hálogi	Hawôlagan	"Sacred"
	Þulr	ÞuliR	"Sage"
*Human	Maðr	MannR	"Man", "Thinking"
Lesser Man	Eirmaðr	AirmannR	"Bronze Man"
*Light Elf	Ljósalfr	LesalbaR	"Light Elf", "White Light"
Wood Elf	Víðalfr	WeþalbaR	"Wood Elf"

[1]Halflings are called both Holbúi and Búi.

[2]Common Men and High Men are called by different names. The first listed names are the most commonly used.

Dark Elf

The Dwarves, some times called the Dark Elves, were originally worm-like creatures crawling about in Ýmir's body, but the deities changed them and made them more human-like. After the metamorphosis they were sex-less immortals, but because they had been changed by the deities, and because they were unable to reproduce themselves, they hid in the depths of the Earth and crafted there wives for themselves. This enabled them to reproduce, but at a cost. They still have very long lives, but they lost their immortality, and now live on average to about 300 years – but are known to have lived for up to 600 years.

The deities changed them for a purpose, to make them serve the deities, as master craftsmen, but their stubbornness and greed made them a difficult species to control.

Dwarf

The Dwarves are short and stocky, and well adapted to live underground, in narrow tunnels. Their beards and hair are red, brown or dark brown, or even black, and their eyes come in all colours.

They mostly eat fungi and blind fish, found underground, but can eat any food available in Thulê.

When they can, they serve no deities, and instead focus on mining the mountains of Thulê, for gems and precious metals, for their own benefit.

Their mines are said to be so widespread under the mountains that you can travel underground continuously from one end of Thulê to the other, even under the sea, and this vast network of tunnels and halls is commonly called Niflheimr ("Fog World").

Gnome

The Gnomes were just like the Dwarves at one point, but separated from them, because they desired knowledge, solitude and lore more than gold, and with time became a race of their own.

They are smaller than Dwarves, and less stocky, and prefer living in the forest, most often under roots or in hollow trees. They differ from the Dwarves also in their spells, that are more fairy in nature than the more runic spells of the Dwarves.

The Gnomes are good-natured, but somewhat sceptical to others, and often use their spells to avoid contact with others. Their hair is grey to white, their eyes blue and their skin fair.

"Yield to divine power."

Light Elf

The Elves are the beautiful children of Freyja and Freyr. They are also called Light Elves, because they are fair, in eyes, hair and skin, and in mind and spirit. They were in the past used by the deities to carry messages, between the deities and the humans, but this has become very rare.

Elves other than Half-Elves are immortals, in the sense that they cannot die from old age. Half-Elves normally live to become around 500 years old, but some live to be as much as 1000.

The Elves are ready for the deities to make use of them as messengers again, but until that happens, they will try to keep to themselves in their sylvan realm and keep the ancient stories, dances, music and songs alive. Rarely do Elves seek other realms, and rarely do Elves tolerate non-Elves in their own realms.

Grey Elf

Grey Elves are the elves who settled along the coast and became accustomed to life near the sea or even on the sea as nomads on ships.

Half-Elf

Half-Elves are the rare result of romantic relationships between Elves and High Men.

High Elf

High Elves are elves who focused on the studies on runes (secrets) and lore, and who built tall towers for looking at the stars and the sky.

Wood Elf

Wood Elves are the elves who stayed in the forest and kept living there like the original elves did, often as nomads and in caves in the forest (or in the trees themselves).

Halfling

Nobody seems to know from whence the Halflings came, if they descend from Light Elves or Men, or both, or perhaps even from Dark Elves (maybe Gnomes), or from all three, but at some point they made their appearance. Perhaps they were there all along, only nobody noticed them. We don't know. They are able to survive in Thulê in isolated places, by hiding from others, in their comfortable holes in the ground.

They are unknown to most other living creatures in Thulê, and they intend to keep it like that for as long as they can.

Halflings normally live to become around 60 years old, but some live to be as old as 120.

"Good health is above wealth."

Human

Common Man

Descendants mainly of the free Natives of Ancient Thulê. They are fair skinned and mostly blonde, but brown and red hair do occur. They have blue, green or grey eyes.

High Man

Descendants of the noble Natives of Ancient Thulê. They also have Fairling blood and some claim also Elven blood. They are proud, fair and noble in nature.

Lesser Man

Descendants of Native, Khemetian and Arbî thralls and their Native owners. They are so mixed that they come in all shades of colour; from bronzed to fair skinned, blonde to black haired, and blue to black eyed.

"Hungry fleas bite hard."

"Old thanks can not be used for new gifts."

Birth-Date

The player must cast dice as described in the tables below to find the exact moment of birth for his character. Most (surviving) children are born during the spring and summer. Depending on the season of birth, one character attribute value is modified by +1. Note that this modification also alters the maximum attribute value. See **Attributes**.

New Year's Day is the day between the last autumn month and the first winter month.

D20	Season	Character Attribute
1-4	Winter	+1 INT
5-9	Spring	+1 STR
10-14	Summer	+1 WIL
15-19	Autumn	+1 CON
20	New Year's Day	+1 CHA

A *Human* or *Half-Elf* character born on a deity's birthday automatically gains the Talent Marked as an *extra* (free) Talent at character creation.

"A wise man's heart is seldom cheerful."

Month	The Full Thulêan Year	Season	Elfish Name
1	Valaskjölf ("the trembling of the chosen/fallen")	Winter	Walaskelbijô
2	Himinbjörg ("heaven/hidden mountain")	Winter	Hemenaberga
3	Landvíði ("woodland")	Winter	LandawîduR
4	Søkkvabekkr ("deep/sinking creek")	Winter	SinkwabankiR
5	Þruðheimr ("strength world")	Spring	ÞruðôhaimaR
6	Breiðablik ("wide flash")	Spring	Braiðôblika
7	Nóatun ("shipyard")	Spring	Nôwatuna
8	Glítnir ("sparkling")	Summer	GlîtnijaR
9	Folkvangr ("folk meadow")	Summer	FulkawangiR
10	Alfheimr ("elf world", "white world")	Summer	AlbahaimaR
11	Glaðsheimr ("shining light world")	Autumn	GlaðashaimaR
12	Þrýmheimr ("noise world")	Autumn	ÞrîmahaimaR
13	Ýdalir ("yew dale", "rain valley")	Autumn	ÎwadalaR

D6	Winter Month	Divine Birthday
1	Valaskjölf	Váli (♂) the 13th
2	Himinbjörg	Heimdallr (♀/♂) the 13th
		Týr (♂) the 25th
3-4	Landvíði	Viðarr (♂) the 13th
5-6	Søkkvabekkr	Sága (♀) the 13th

D6	Spring Month	Divine Birthday
1-2	Þruðheimr	Þórr (♂) the 13th
3-4	Breiðablik	Baldr (♂) the 13th
		Jörð (♀) the 1st
5-6	Nóatun	Njörðr (♂) the 13th
D6	**Summer Month**	**Divine Birthday**
1-2	Glítnir	Forseti (♂) the 13th
3-4	Folkvangr	Freyja (♀) the 13th
		Sól (♀) the 13th
5-6	Alfheimr	Freyr (♂) the 13th
D6	**Autumn Month**	**Divine Birthday**
1-2	Glaðsheimr	Óðinn (♂) the 13th
3-4	Þrýmheimr	Skaði (♀) the 13th
		Máni (♂) the 22nd
5-6	Ýdalir	Höðr (♂) the 13th

D8	Birthday	Thulêan	Elfish
1	Sunday (Su)	Sunnudagr	SunþudagaR
2	Monday (Mo)	Mánadagr	ManadagaR
3	Tuesday (Tu)	Týsdagr	TîwadagaR
4	Wednesday (We)	Óðinsdagr	WôðanadagaR
5	Thursday (Th)	Þórsdagr	ÞunadagaR
6-7	Friday (Fr)	Frjádagr	FraujudagaR
8	Saturday (Sa)	Laugardagr[1]	HaimadalþadagaR

[1]"Cleaning Day". Instead of using the name of the deity for this day, they use the task associated with the deity for this day.

Exact Birth Date				
D8	**1-2**	**3-4**	**5-6**	**7-8**
Moon phase[1]	**Eclipse**	**New**	**Full**	**Waning**
Week of	**Rebirth**	**Birth**	**Life**	**Death**
Sunday	1st	8th	15th	22nd
Monday	2nd	9th	16th	23rd
Tuesday	3rd	10th	17th	24th
Wednesday	4th	11th	18th	25th
Thursday	5th	12th	19th	26th
Friday	6th	**13th**	20th	27th
Saturday	7th	14th	21st	28th

[1]For the sake of simplicity the myth master should let the Moon phases follow this calendar (more or less, because an eclipse or Full Moon does not last for a full week), even though the Moon in reality completes its cycle in 29 days, 12 hours and 44 minutes on average.

"You have to believe in gods to see them."

Attributes

There are six attributes for characters in MYFAROG: Charisma (CHA), Constitution (CON), Dexterity (DEX), Intelligence (INT), Strength (STR) and Willpower (WIL).

CHA determines the character's relationship to the spirits and the divine and is the sum of inner and outer beauty. CON determines the general physical fitness and the quality of the immune system of the character. DEX determines the balance, body control, dexterity, agility and responsiveness ('body-mind communication') of the character. INT determines how easily the character can learn new things and how well he understands the world around him and the processes taking place in it. STR determines the physical strength and 'explosiveness' (≈speed) of the character. WIL determines the character's ability to resist temptations, his spiritual persistence, self-discipline and courage.

The player finds his character's starting attributes by casting dice. He casts 3D6 twice for each attribute, and picks the best result for each, as we can imagine nature picking the best genes from the two parents. He then adds the racial modification to the result, and writes it down as attribute value on the character sheet. If an attribute value after the racial modification is < 3 the player casts again for that attribute until he gets an attribute value that is ≥ 3.

Attributes	CHA	CON	DEX	INT	STR	WIL	Height	Size[1]
Common Man (♂)	+0	+0	+0	+0	+0	+0	≈5'10"	+0
Common Man (♀)	+2	+0	+0	+0	-2	+0	≈5'6"	-1
Dwarf (♂/♀)	-2	+3	-1	+0	+0	+2	≈4'6"	-1
Gnome (♂/♀)	-3	+1	+1	+2	-3	+0	≈3'	-2
Grey Elf (♂/♀)	+3	-1	+2	+0	-1	+1	≈5'4"	-1
Halfling (♂/♀)	-1	+3	+3	+0	-4	+0	≈3'	-2
Half-Elf (♂)	+2	+0	+1	+0	+0	+1	≈5'8"	+0
Half-Elf (♀)	+3	+0	+1	+0	-1	+1	≈5'6"	-1
High Elf (♂/♀)	+3	-1	+3	+1	-1	+1	≈5'5"	-1
High Man (♂)	+1	+2	+0	+0	+0	+1	≈6'	+1
High Man (♀)	+3	+2	+0	+0	-2	+1	≈5'7"	+0
Lesser Man (♂)	-1	+0	+0	-1	-1	-1	≈5'8"	+0
Lesser Man (♀)	+0	+0	+0	-1	-2	-1	≈5'5"	-1
Wood Elf (♂/♀)	+3	-1	+3	+0	-1	+1	≈5'4"	-1

[1]Cast a D6. On 1 modify size by -1. On 6 modify size by +1. Size roughly translates as "weight". See size table in **Combat Resolution** in **Combat Rules**.

Size & Appearance

If your character has more size than normal, but less Strength than normal, then he is overweight. If he has less of both, he is thin. If he has more of both, he is big and muscular. If a player wants his character to very tall or very short for his race, he should be allowed to. The height in the table is just the average.

Characters can improve their attributes by gaining experience. See **Experience Points**. The *maximum* attribute value a character can ever have for an attribute is 20 + racial modification. E. g. the maximum STR a male High Elf can have is (20 – 1 =) 19. See **Birthdate**. See **Flaws**. See **Hamingja**. See **Curses & Gifts** in **The Land of Thulê**.

To determine the attributes' influence on skills and other factors in the game it is necessary to find the attribute modifications.

Value	Modification
≤ 1	-3
2-3	-2
4-8	-1
9-12	+0
13-17	+1
18-19	+2
≥ 20	+3

Some modifications only influence the attributes temporarily, like those from potions, poison and diseases.

When the rules of MYFAROG refer to the attributes abbreviated with capital letters (e. g. INT) they refer to *the value*. When the attributes instead are abbreviated with one capital and two lower-case letters (e. g. Int) the rules refer to *the modification*.

Outlaws

Thulêan outlaws were most often honourable men once, who made one or more grave mistakes in life. Even though they are outlaws they probably still have a sense of honour and still want to do what is right, so most of them don't live like bandits, but simply stay away from their tribes – to contemplate what they have done wrong, and perhaps they are going to do things differently when they return to their communities. This is the purpose of the outlawing of criminals: to protect the community from their ill deeds and bad influence, make the criminals think over what they have done and force them to see what they are missing in life when they don't behave honourably.

Permanent outlaws, i. e. those who never had or are never to return to the protection of the law, are more likely to pose a real danger to those who encounter them.

Spears & Horses

When it is hard to know whether or not the tribe should go to war, and the voting system provides no clear solution, it is common in Thulê to place a pile of spears on the ground and then let a warrior ride a horse over it. If the horse steps on a spear it means war (decided by the gods/spirits themselves), if not it means peace. The same can be done to solve other unclear issues. Guilty or not guilty? Let him ride a horse over a pile of spears and we will see....

Special Abilities & Restrictions

Race/*Species	Special Abilities/Restrictions:
Dwarf	Night Vision (can see 100' even in total darkness as if he had Ettin eyes) Can learn Dwarf Spells Can sense mechanical devices within 60' on 1-3 (D6) Knows True North when Underground Phobia (level 1): Fear of Open Water (see **Flaws**) Greedy (level 1) (see **Flaws**) Dislike (Orcs level 1). See **Flaws**. Base Tempo is only 30' (see the skill Tempo)
Gnome	Night Vision Can learn Gnome Spells Phobia (level 1): Fear of Open Water (see **Flaws**) Base Tempo is only 30' (see the skill Tempo)
*Halfling	Night Vision Phobia (level 1): Fear of Open Water (see **Flaws**) Base Tempo is only 30' (see the skill Tempo)
*Human	n/a
*Light Elf	Night Vision Can learn Elf Spells (for Half-Elf: regardless of Character Role) and see Incorporeal Trolls, Nymphs and other spirits Dislike (Orcs level 1). See **Flaws**.

"Either conform to the customs or flee the realm."

Race/*Species	Skill Modifications
Dwarf	+2 Crafts, +4 Fortitude, +1 Mechanics, +1 Rune Lore, +2 Stamina, -5 Swimming
Gnome	+5 Fortitude, +1 Perception, +1 Stealth, -5 Swimming
Grey Elf	+1 Acrobatics, +1 Crafts, +1 Fortitude, +1 Missile, +2 Perception, +1 Rune Lore, +1 Stealth
*Halfling	+7 Fortitude, +1 Missile, +1 Perception, +3 Stealth, -4 Swimming
Half-Elf	+1 Fortitude, +1 Perception, +1 Rune Lore, +1 Stealth
High Elf	+1 Crafts, +2 Fortitude, +1 Missile, +1 Perception, +2 Rune Lore, +1 Stealth
*Human	n/a
Wood Elf	+1 Acrobatics, +1 Fortitude, +1 Missile, +2 Perception, +1 Rune Lore, +2 Stealth

«Auðsenna er annars vamm.»
('Another man's flaws are easy to see.')

Race/*Species	Resistance Modifications
Common Man	n/a
Dwarf	+3 Heat, +3 Cold, +1 Disease, +1 Poison
Gnome	+2 Heat, +2 Cold, +1 Disease, +1 Poison
Grey Elf	+2 Cold, +10 Disease, +1 Poison
*Halfling	+2 Heat, +2 Cold, +3 Disease, +2 Poison
Half-Elf	+1 Cold, +5 Disease
High Elf	+2 Cold, +10 Disease, +1 Poison
High Man	+1 Cold, +1 Disease
Lesser Man	+1 Heat, -1 Disease
Wood Elf	+2 Cold, +10 Disease, +1 Poison

Age

A character's starting age is normally fixed, but can be modified upwards if the Myth Master allows it.

A character's CON may change during play, and this can influence the maximum age of that character. An old character who for some reason temporarily loses CON may actually die because of this, if his maximum age then becomes lower than his current age.

Race/*Species	Age[1]	Maximum Age[2]
Common Man	21	CON * 5
*Dark Elf	21	CON * 30
Grey Elf	28	n/a
*Halfling	21	CON * 6
Half-Elf	28	CON * 50
High Elf	28	n/a
High Man	21	CON * 6
Lesser Man	14	CON * 4
Wood Elf	28	n/a

[1]The age (in years) when the character reaches his biological adulthood, is seen as an adult and is expected to be able to take care of himself. See also **The Tradition** (**The High Festivals**) for more details on when children are defined as adults (or "real men").

[2]This is the age when the character will die from natural causes. The character will remain healthy (in game terms: unaltered) until he dies (or goes insane).

Talents

Talents are not developed, but rather discovered. They were there all along, but did not surface until the character reached a certain point in life. Each talent can only be chosen once. Some talents require that the character already has a certain other talent, and this can be found under "prerequisite".

A character starts the game with one talent. See **Experience Points**. See **Hamingja**.

Siblings

In the fairy tales we often hear of the adventures not of groups of friends or some random group of individuals with common interests or goals, but almost always of the adventures of *siblings*. The father or someone else decides that it is about time they leave the home – usually to compete (in a bride's race) for the hand of a beautiful princess or to perform some act of heroism. If the players want to, and if the myth master allows it, a (same species) player character party can when first created be made up of siblings (possibly adding a cousin or two as well). This would explain why they travel together and why they risk their lives for each other. Player groups who make this choice when they start playing the game should be rewarded for doing so (adding flavour and depth to the game) by being allowed to pick one extra Talent for their characters when they create them, but must perhaps also adjust the starting age of their characters a bit. There should (unless some are to be twins or have different mothers, or are just cousins) be some age difference between them, with the youngest having a normal starting age and then the others can add at least 1 year for every (surviving) sibling. The players can decide the sibling order for themselves, or the myth master can decide. Siblings need not always have both the same parents. Some may have another mother or father. See also **Morale** (**The Combat Rules**).

"What is permitted us we least desire."

"A slip of the foot may soon be recovered, but that of the tongue perhaps never."

"The gods send nuts to those who have no teeth."

Þá er bótin næst, er bölit er hæst. ('When the need is biggest, the help is smallest')

Talent	Prerequisite	Effect (modifications are cumulative)
Acrobatic		+1 Acrobatics & Dancing
Aggressive		+1 Initiative
Animal Friend	Empathic	+1 Riding, +2 mod for morale tests against animals
Arachnean	Strong Grip	+1 Climbing
Argonautic	Mariner	+1 Seamanship
Ascetic		Need only half the normally needed food and water
Athletic		+10 Tempo when running, sprinting and dashing
Bloodhound	Tracker	+1 Tracking
Calliopean	Polyhymnian	+1 Poetry
Careful	Focused	+1 Perception, +1 Stealth
Cliopean	Curious	+1 World Lore
Courageous		+2 mod to all morale tests
Craftsman	Nimble	+1 Crafts
Curious		+1 World Lore
Dart Thrower	Thrower	+1 Missile (when throwing lead-weighted darts)[1]
Deep Breather	Swimmer	Spends only 1 SP/round when holding his breath
Dodger	Good Reflexes	+1 Dodging
Durable		+1 Heat Resistance, +2 Stamina
Empathic		+1 Social Skills & Healing
Enduring		+2 Stamina
Eratorean	Polyhymnian	+1 Lyre Playing
Euterpean	Polyhymnian	+1 Flute Playing
Fast	Athletic	+10 Tempo when running, sprinting and dashing
Fast Sleeper		Need only half the normally needed rest
Favourite[2]	Marked	+1 Fortitude
Fearless	Courageous	+2 mod to all morale tests
Fighter		+1 Mêlée[1]
Fist Fighter	Fighter	+1 Mêlée (when using unarmed combat/battle gloves)[1]
Focused		+1 Perception
Good Reflexes		+1 Initiative, +1 Dodging
Hawk-Eyed		Negates all the mods *a target* gets to DV (MI) from movement (see Stance & Movement under **Combat Modifications [Combat Rules]**)
Hephaestusean	Craftsman	+1 Crafts
Heraklean	Fighter	+1 Mêlée (when using concussion weapons)[1]
Herbalist		+1 Alchemy & Foraging
Humble		+1 Religious Tradition
Inquisitive	Cliopean	+1 Rune Lore & Alchemy
Lancer	Fighter	+1 Mêlée (when using spear weapons)[1]
Light Footed		+1 Stealth
Lynx' Eyes		Night vision 30' (or he can see +100' in total darkness, if he already has Night vision)
Mariner		+1 Seamanship
Marked[3]		+1 Fortitude
Mechanic	Nimble	+1 Mechanics
Melpogomenean		+1 Acting
Merman/-maid	Swimmer	+1 Swimming
Mule	Strong Back	STR for determining carrying capacity is modified by +2
Nimble		+1 Mechanics & Trickery
Perseusean	Good Reflexes	+1 Defence Value when using shields

Pietistic	Humble	+1 Religious Tradition
Polyhymnian		+1 Flute Playing, Lyre Playing, Poetry & Singing
Rider	Animal Friend	+1 Riding
Sensitive	Empathic	+1 Rune Lore
Sharpshooter	Shooter	+1 Missile (when using a bow or crossbow)[1]
Shooter	Focused	+1 Missile (when using a bow or crossbow)[1]
Sirenean	Polyhymnian	+1 Singing
Slinger	Thrower	+1 Missile (when using slings)[1]
Slow Ageing[4]		Maximum age is 20% higher than normal for his race
Spear Thrower	Thrower	+1 Missile (when using thrown spear weapons)[1]
Springy		+1 Acrobatics
Strong Back		STR for determining carrying capacity is modified by +2
Strong Grip		+1 Climbing
Survivor		+1 Cold & Disease Resistance, +1 Foraging
Swimmer		+1 Swimming
Sword Dancer	Fighter	+1 Mêlée (when using swords & daggers weapons)[1]
Terpsichorean	Acrobatic	+1 Dancing
Thalian		+1 Social Skills & Acting
Thrower		+1 Missile (when using thrown weapons)
Tough		+1 Electrical & Poison Resistance, +2 Health Points
Tracker	Focused	+1 Tracking & Navigation
Trickster	Nimble	+1 Trickery
Uranian		+1 Navigation
Warm Hands		+1 Healing
Zevsean	Thrower	+1 Missile (when using thrown concussion weapons)[1]
Ægirean		You look scary. -1 own Fright Mod.

[1]Also enables the character to attack more often than what is normal with certain weapons. See footnote 1 under Special Attacks & Manoeuvres, **Combat Modifications** (**Combat Rules**).

[2]Favourite of the spirits/deities.

[3]Marked by the spirits/deities.

[4]This Talent can only be picked when the character is created, and never by an Elf.

Flaws

By default, most characters suffer from no flaws, but (only) when a player generates a new character he can 'buy' an extra Talent for the prize of *two* Flaws (see **Talents**), or he might get Flaws in game because he suffers from a trauma (see **Morale** in the **Combat Rules**) or a curse (see **Curses & Gifts** in **The Land of Thulê**). A flaw can be picked randomly from the list below (using a D100), or, if the myth master allows it, the player can choose the Flaws for his character as he wills. Flaws resulting from traumas or curses will normally be picked by the Myth Master, and should, if possible, be related to the actions that gave the player the traumas.

«Illr ávöxtr rennr upp af illri rót.»
('Bad growths grow from bad roots')

I am born with it...

Dwarves, Halflings and Gnomes automatically suffer from Fear of Open Water (Phobia, level 1). Dwarves will automatically suffer also from Greedy (level 1) and Dislike (Orcs level 1). Elves will automatically suffer from Dislike (Orcs level 1). See **Special Abilities & Restrictions**.

If a Flaw is picked, the character has the Flaw at level 1. If a Flaw with multiple levels or multiple options (like 'Phobia', where you can have different types of phobias), or both, is picked several times, let it increase in severity (level), or have multiple flaws of the same type (different phobias, different delusions, different dislikes, different philias *et cetera*). If a Flaw with only one level and one option (like 'Parasite') is picked several times, make another pick instead.

All modifications to attributes from Flaws *also* influence the maximum attribute value! See **Attributes**.

Role-play the flaws of your character!

(D100) (Flaw Name)
(Flaw description)

Horrible Flaws
If you do not like a flaw your character gets, talk to your myth master and see if he will allow you to find a flaw you are more happy with.

01-02 Alcoholic (If Elf: Dislike [Dwarves])
Level 1: You need to drink at least 1 justa (0.675 l) of *alcoholic beverage* every day. If you fail to drink what you need you become sick and suffer a -1 mod to all skill tests until you have drunk what you need to drink. Your maximum age is reduced by 10%.
Level 2: You instead need to drink at least 2 justas of alcohol every day and your maximum age is instead reduced by 20%.
Level 3: You instead need to drink at least 3 justas of alcohol every day and your maximum age is instead reduced by 40%.

03-04 Annoying
Level 1: Your look, your voice, the way you dress or talk (close talker?), or something else is annoying to others. You suffer a -1 to CHA.
Level 2: You instead suffer a -2 to CHA.
Level 3: You instead suffer a -3 to CHA.

05-06 Bad Back
Level 1: When casting a natural 1 or 2 on any movement or combat skill you – in addition to any other negative consequences – lose 1 HP and suffer a -2 mod to Str and Dex for D6 *hours*. The HP lost is regained at the end of the D6 hour period, but can be healed before that by other means. See **Encumbrance** in **Skills**.
Level 2: You instead lose D6 HP and suffer a -4 mod to Str and Dex for D6 *days*.
Level 3: You instead lose D8 HP and suffer a -6 mod to Str and Dex for D6 *weeks*.

07-08 Bad Sight
Level 1: You suffer a -1 mod to all skills involving sight, like Perception, Tracking, Mêlée & Missile.
Level 2: You instead suffer a -2 mod to all skills involving sight.
Level 3: You instead suffer a -3 mod to all skills involving sight.

09-10 Bad Tempered
Level 1: You have problems controlling your anger, and react violently to any and all provocations. Test Wil against DD 8 to control yourself.
Level 2: Instead test Wil against DD 10.
Level 3: Instead test Wil against DD 12.

11-12 Chronic Pain
Level 1: Something is constantly causing you pain. You suffer a -1 to your DEX.
Level 2: You instead suffer a -2 to your DEX.
Level 3: You instead suffer a -3 to your DEX.

13-14 Clumsy
Level 1: Your fumbling range is increased by 1. E. g. if a character normally fumbles on a natural 1, a Clumsy character will fumble on a natural 1 or 2 instead.
Level 2: You fumbling range is instead increased by 2.
Level 3: You fumbling range is instead increased by 3. You are a real hazard to yourself and those around you. You should stay away from all types of combat.... and climbing.

15-16 Coward
Level 1: You suffer a -1 mod to all Morale tests.
Level 2: You instead suffer a -2 mod to all Morale tests.
Level 3: You instead suffer a -3 mod to all Morale tests.

17-18 Delusional
Level 1: You believe in something that is simply not true or does not actually exist, and deny all evidence proving you wrong. You get a -1 to your INT.
Level 2: You instead suffer a -2 to your INT.
Level 3: You instead suffer a -3 to your INT.

19 Depressed
Level 1: To be allowed to get up in the morning you need to test Wil against DD 8. If you fail, you stay in bed until the next day. Every time you fail, cast a D20. On a 1 you commit suicide at Sunset.
Level 2: Instead test Wil against DD 10.
Level 3: Instead test Wil against DD 12.

«Dyrt er dróttins orð.»
('Strict is the king's word')

20-27 Dislike

Level 1: There is something or someone, an important individual, a species, a race, a tribe or the like, that you really dislike and refuse to cooperate with. If the something or someone you dislike dies you will automatically start to dislike something or someone else instead. Test your Wil against DD 8 in order not to intentionally provoke what you dislike into attacking you. A Critical Failure means you attack instead.

Level 2: Instead test Wil against DD 10.

Level 3: Instead test Wil against DD 12.

28 Dyslexia

Level 1: You cannot read maps or runes and suffer a -1 mod to Rune Lore whenever runes are involved.

Level 2: You instead suffer a -2 mod to Rune Lore.

Level 3: You instead suffer a -3 mod to Rune Lore.

29-30 Enemy

Level 1: You have a powerful enemy, looking to hurt you.

31-32 Fearful

Level 1: You suffer a -1 mod to all Morale tests.

Level 2: You instead suffer a -2 mod to all Morale tests.

Level 3: You instead suffer a -3 mod to all Morale tests.

33-34 Frail

Level 1: You suffer -2 maximum HP.

Level 2: You instead suffer -4 maximum HP.

Level 3: You instead suffer -6 maximum HP.

35-36 Gluttonous

Level 1: You are overly fond of good food. Your size is modified by +1. You get a -1 to your DEX and CHA.

Level 2: Your size is instead modified by +2, and get a -2 to your DEX and CHA.

Level 3: Your size is instead modified by +3, and get a -3 to your DEX and CHA.

37-38 Greedy

Level 1: Every time you have the opportunity to profit from something you need to test Wil against DD 8 in order to resist the temptation.

Level 2: Instead test Wil against DD 10.

Level 3: Instead test Wil against DD 12.

«Bráðir eru barns hugir.»
('The mind of a child is hasty'.)

39-40 Gullible

Level 1: You very easily believe in what others tell you. Others who try to lie to or in other ways deceive you get a +1 mod to their Acting test.

Level 2: They instead get a +2 mod.

Level 3: They instead get a +3 mod.

41 Haemophilic

Level 1: Whenever you get a bleeding wound, it will never stop bleeding on its own, and those who try to stop your bleeding suffer a -1 mod to their Healing/Medicine test.

Level 2: They instead suffer a -2 mod.

Level 3: They instead suffer a -3 mod.

42 Hyper-sexual

Level 1: You have a strong need to sleep with individuals of the opposite sex. You will have to test Wil against DD 8 whenever you meet a potential sexual partner, and if you fail you will disregard all other obligations, and do everything you can in order to have sex with her/him. *The DD is modified by the Cha of the potential sexual partner.* A Critical Failure means you will even go as far as to force yourself upon her/him.

Level 2: Instead test Wil against DD 10.

Level 3: Instead test Wil against DD 12.

43-44 Jealous

Level 1: You strongly dislike it when others are better than you at something – anything. When that happens test Wil against DD 8, in order not to somehow insult or hurt them (emotionally [Failure] or physically [Critical Failure]).

Level 2: Instead test Wil against DD 10.

Level 3: Instead test Wil against DD 12.

45-46 Lawful

Level 1: In order to break the law you must every time test Wil against DD 8. See **Justice** (**The Land of Thulê**).

Level 2: Instead test Wil against DD 10.

Level 3: Instead test Wil against DD 12.

47-48 Lazy

Level 1: You are lazy, and try always to take the shortest and easiest way to the goal. Hard work is for others. You suffer a -1 to your WIL.

Level 2: You instead suffer a -2 to your WIL.

Level 3: You instead suffer a -3 to your WIL.

49-50 Limp

Level 1: You have a limp and suffer a -5 penalty to Tempo and Travel speed. On the good side, you automatically gain the Marked Talent for free, because your limp qualifies as you being Marked by the deities/spirits.

51-52 Low Self-Esteem

Level 1: To be allowed to test any skill against DD 10 or more you first need to test Wil against DD 8. If you fail, you fail to even give it a try. You are convinced you will fail anyhow.
Level 2: Instead test Wil against DD 10.
Level 3: Instead test Wil against DD 12.

53-54 Seasickness

Level 1: You get sick and suffer a -1 mod to all skills when in a vessel, even for only a few minutes.
Level 2: You instead suffer a -2 mod.
Level 3: You instead suffer a -3 mod.

55-56 Over-Confident

Level 1: You always believe things are easier than they actually are. For skill tests you might plan to take, the DD is estimated by you to be 2 lower than it actually is. E. g. a '12' for you is only '10'.... or so you think.
Level 2: The DD is instead estimated by you to be of 4 lower than it actually is.
Level 3: the DD is instead estimated by you to be of 6 lower than it actually is.

"Whom the gods love die young."

57-58 Paranoid

Level 1: You tend to interpret others and what they do as a threat to you and what you do, even if they are not.

59-60 Parasite

Level 1: You feed on others and what others do. You are unable to create anything yourself, do any manual labour or think morally in relation to others and their belongings. You think 'intelligence' is the same as the ability to tell lies and to get away with crime.

61-62 Philia

Level 1: You have an irrational attraction to something.

63-68 Phobia

Level 1: You have an irrational fear of something and must test Wil against DD 8 to be allowed to face what you fear, and also suffers a -1 mod to all skills when you do.
Level 2: Instead test Wil against DD 10.
Level 3: Instead test Wil against DD 12.

69-70 Physical Defect

Level 1: You have a very visible physical defect that gives you -1 to your CHA and also makes you easy to remember and identify. On the good side, you automatically gain the Marked Talent for free, because your physical defect qualifies as you being Marked by the deities/spirits.
Level 2: You instead suffer a -2 to CHA.
Level 3: You instead suffer a -3 to CHA.

"Worship the gods of where you live."

71 Physical Weakness

Level 1: You have a visible physical weakness that makes you easy to injure in mêlée. You get a -1 to DV MÊ.
Level 2: You instead suffer a -2 to DV MÊ.
Level 3: You instead suffer a -3 to DV MÊ.

72-73 Poor Hearing

Level 1: You suffer a -1 mod to all skills involving hearing.
Level 2: You instead suffer a -2 mod.
Level 3: You instead suffer a -3 mod.

74 Secret

Level 1: You have a secret that you really don't want others to know. If they find out, it will seriously influence their relationship to you – for the worse.

75-76 Self-Hating

Level 1: You have an exceptionally negative view on yourself, possibly caused by brainwashing, making you hate yourself and everyone who are like you (your race?). You constantly excuse yourself and even regret your own existence, and are always willing to take the blame for whatever goes wrong.

77-78 Selfish

Level 1: You must test Wil against DD 8 in order to put the needs of others before your own.
Level 2: Instead test Wil against DD 10.
Level 3: Instead test Wil against DD 12.

79-80 Selfless

Level 1: You must test Wil against DD 8 in order to put (any of) your own needs before those of others.
Level 2: Instead test Wil against DD 10.
Level 3: Instead test Wil against DD 12.

81-82 Sickly

Level 1: Your health is rather poor. You suffer a -1 to your CON.
Level 2: You instead suffer a -2 to CON.
Level 3: You instead suffer a -3 to CON.

83 Short-Lived (If Elf: Dislike [Orcs])

Level 1: Your character's maximum age is only 80% of your race's normal.
Level 2: Your character's maximum age is instead only 60% of your race's normal.
Level 3: Your character's maximum age is instead only 40% of your race's normal.

84-85 Shy

Level 1: You suffer a -1 mod to Acting, Flute Playing, Lyre Playing, Singing and Social Skills.
Level 2: You instead suffer a -2 mod.
Level 3: You instead suffer a -3 mod.

86-87 Slave-Minded

Level 1: You have no initiative, and become afraid and confused unless you have someone to lead you. You must test Wil against DD 8 in order to do *anything* unless told to do so.
Level 2: Instead test Wil against DD 10.
Level 3: Instead test Wil against DD 12.

88-90 Stubborn

Level 1: You always want your own way. If things does not go your way, you suffer a -1 mod to all skills for the rest of the day (until Sunrise), because you are so frustrated.
Level 2: You instead suffer a -2 mod.
Level 3: You instead suffer a -3 mod.

91-92 Stuttering

Level 1: You suffer a -1 mod to Acting and Social Skills.
Level 2: You instead suffer a -2 mod.
Level 3: You instead suffer a -3 mod.

93-94 Unlucky

Level 1: If something bad happens to a randomly picked character in the player party, you are likely (1-3 in a D6), to *automatically* be the one affected by this.
Level 2: If something bad happens to a randomly picked character in the player party, you are likely (1-4 in a D6), to *automatically* be the one affected by this.
Level 3: If something bad happens to a randomly picked character in the player party, you are likely (1-5 in a D6), to *automatically* be the one affected by this.

95-96 Vulnerable

Level 1: You suffer a -1 to any one 'Resistance'. Effects are cumulative.

"Raise no more spirits than you can conjure down."

97-98 Weak-minded

Level 1: You suffer -1 mod to Fortitude.
Level 2: You instead suffer a -2 mod.
Level 3: You instead suffer a -3 mod.

99-100 Whiny

Level 1: Whenever you face a problem/danger you must test Wil against DD 8 or you will be unable to do anything about it. Instead you will just whine and complain if the others don't solve your problems.
Level 2: Instead test Wil against DD 10.
Level 3: Instead test Wil against DD 12.

Using Flaws

If you use Flaws, you will see that many of them can create very interesting situations, that otherwise would not occur. Whether your character is 'Bad Tempered' or 'Stubborn' or 'Selfless', or something else, it can certainly move the game into an unexpected direction – and probably most of all add humour to the gaming table.

If you want more heroic player characters I advice that you do not use Flaws at all.

It is your game, you play it like you want, and leave out what you do not like.

"The gods are powerful, but more powerful is destiny."

Character Roles

For most races the race is also the Character Role, because of cultural uniformity. This is where the Human species and Half-Elves shine, as they show a stronger ability to adapt and specialize, and therefore can choose between several different Character Roles, instead of just customizing one single Character Role. Note that a Half-Elf has the special ability to learn Elf spells regardless of his Character Role, because he still is an Elf. See Character Role Advantages & Special Abilities.

By default, a character starts out as a level 1 character: If Human or Half-Elf he starts with one of the following Character Roles:

Civilian: a stereotypical farmer, seaman, hunter-gatherer, or craftsman.

Warrior: a man trained for war; on land, on sea and on horseback.

Stalker: a scout, a messenger, spy, surveyor and stalker of the enemy.

Trickster: an agent, a thief, a manipulator, a spy, an impostor pretending to be someone or something else. If working for a lord the Trickster can steal for him, spread false rumours for him, deceive for him, and make sure others do not do the same in his lord's realm.

Ranger: a fanatic/idealist follower of the goddess Skaði (his favourite deity). His main task is to protect the flora and fauna of Thulê against the misuse of others. He regards the elm (ulmus glabra), the yew (taxus baccata) and the willow (salicaceae) as sacred. He also regards (especially) the (female) bear, the deer, the bee, the crow and the toad as well as the colours dark green, dark brown and silver as sacred. He belongs to a very loosely organised and leaderless "organisation" called "The Rangers", which is part of "The Temple of the Source". See **Bands, Cults & Organisations** (in **The Creatures & Phenomena of Thulê**).

"Generous and brave men live the best."

Erudite Travellers

The skalds, bards and troubadours of the historic past are known to have been poets and musicians, reciting poetry or singing and playing songs, and they might indeed have been little more than this in the Christian era, but in Pagan times they were the schools of society, the philosophers and bards, who travelled the lands and spread lore. In MYFAROG the Bards are just that: travelling bards, singing songs of praise for their favourite deities, helping and healing those they meet on their journeys.

Bard: a servant of the deities. There is no monotheism in Thulê, but the Bards (like the Rangers) have a favourite deity, that they primarily serve and (unlike Rangers) 'take the role as'. Because they impersonate their favourite deities, male Bards can only have male favourite deities (or Heimdallr) and female Bards can only have female favourite deities (or Heimdallr). See **Mythical Deities**. The Bard has taken over the role of the Sorcerer in most societies in Thulê, and his/her main task is therefore to ensure sunshine, rainfall and good health, and to gain the favour of the deities in order to help his/her society. See **Special to Bards**.

Sorcerer: a spell-caster whose main task is to ensure sunshine, rainfall and good health, and to manipulate the spirits of nature for the good of society through the use of spells. See **Special to Sorcerers**.

In most societies the Sorcerer has lost his role to the Bard, and is first and foremost viewed with contempt, fear, and hidden admiration or as an embarrassing remnant of a more "primitive" past.

Dark Elf vs Elf

Dark elves are elves too, but if you ever read about "elf" or "elves" anywhere in this book, and it's not specifically stated that we are talking about *dark* elves, then you can assume it was about *light* elves.

"Everything we hear is an opinion, not a fact. Everything we see is a perspective, not the truth."

Character Roles	Pre-Requisites
Bard	High Man or Half-Elf, ≥ 16 CHA, the Marked Talent. Must be of the same sex as Favourite deity. A female Bard must also remain a virgin in order to keep the Character Role.
Civilian	n/a
Ranger	High Man or Half-Elf, Skaði as the Favourite deity, ≥ 13 CHA, ≥ 9 CON, ≥ 9 DEX, ≥ 9 INT, ≥ 9 WILL. A female Ranger must also remain a virgin in order to keep the Character Role.
Sorcerer	High Man or Half-Elf, ≥ 13 INT, ≥ 13 WIL, the Marked talent.
Stalker	≥ 9 CON, ≥ 9 DEX, ≥ 9 INT.
Trickster	≥ 9 CHA, ≥ 9 DEX, ≥ 9 INT.
Warrior	≥ 9 CON, ≥ 13 STR, ≥ 9 WIL. Male.

There are *no* pre-requisites for the non-human Character Roles!

Character Role Advantages & Special Abilities

Dwarf

Level 1

If the Dwarf has a positive Int *and* Wil mod, he can (starting at level 2) learn and cast Dwarf Spells. If he does not have a positive Int and Wil, and he later on improves his Int and Wil so that the mods becomes positive, he can *from then on* start to learn and cast Dwarf Spells.

Travelling underground and in mountains is easier for him. See **Travel & Survival** (**The Land of Thulê**). A Dwarf and everyone in his party travel faster when travelling underground or in the mountains. See the skill Navigation.

Can jog (rather than just walk) with the guard up and when part of a formation. Can Charge. Can attack with very long-reaching weapons from the 2nd line of a column or square formation made up of only Dwarves. See **Lowered Guard**, **The Round**, **Charges**, **Formations** and **Combat Modifications** (**Combat Rules**).

Level 4

+1 mod to morale tests.

Level 8

Inspires all friends and allies within sight, giving them his Str as a mod to morale tests, provided that he remains conscious and does not flee. This mod is not cumulative if more than one Dwarf is present on the same side in a fight, but the best Str is then used.

+1 mod to morale tests. See **Morale** (**Combat Rules**).

Level 12

A Dwarf with a positive Wil can have his own war-band with a number of dedicated Dwarves (who count as free Dwarf mercenaries) equal to his Wil * 4.

Gnome

Level 1

If the Gnome has a positive Int *and* Wil mod, he can (starting at level 2) learn and cast Gnome Spells. If he does not have a positive Int and Wil, and he later on improves his Int and Wil so that the mods becomes positive, he can *from then on* start to learn and cast Gnome Spells.

Travelling underground and in forests is easier for him. See **Travel & Survival** (**The Land of Thulê**). A Gnome and everyone in his party travel slightly faster when travelling underground or in a forest. See the skill Navigation.

Grey Elf

Level 1

If the Grey Elf has a positive Int *and* Wil mod, he can (starting at level 2) learn and cast Elf Spells. If he does not have a positive Int and Wil, and he later on improves his Int and Wil so that the mods becomes positive, he can *from then on* start to learn and cast Elf Spells.

A Grey Elf and everyone in his party travel faster when he is piloting a vessel. See the skill Navigation.

Level 4

+1 mod to morale tests.

Level 8

+1 mod to morale tests.

Level 12

A Grey Elf with a positive Int can have his own war-band with a number of dedicated Grey Elves (who count as free Elf mercenaries) equal to his Int.

High Elf

Level 1

If the Elf has a positive Int *and* Wil mod, he can (starting at level 2) learn and cast Elf Spells. If he does not have a positive Int and Wil, and he later on improves his Int and Wil so that the mods becomes positive, he can *from then on* start to learn and cast Elf Spells.

Level 4

+1 mod to morale tests.

Level 8

+1 mod to morale tests.

Level 12

A High Elf with a positive Int can have his own war-band with a number of dedicated High Elves (who count as free Elf mercenaries) equal to his Int.

Wood Elf

Level 1

If the Wood Elf has a positive Int *and* Wil mod, he can (starting at level 2) learn and cast Elf Spells. If he does not have a positive Int and Wil, and he later on improves his Int and Wil so that the mods becomes positive, he can *from then on* start to learn and cast Elf Spells.

Sneaking is easier and faster for him. See **Travel & Survival (The Land of Thulê)**. See the Skill Navigation. A Wood Elf and everyone in his party travel faster when travelling in a forest. See the skill Navigation.

Level 4

+1 mod to morale tests.

Level 8

+1 mod to morale tests.

Level 12

A Wood Elf with a positive Int can have his own war-band with a number of dedicated Wood Elves (who count as free Elf mercenaries) equal to his Int.

Halfling

Level 1

Sneaking is easier and faster for him. See **Travel & Survival (The Land of Thulê)**. See the Skill Navigation.

Level 4

+1 mod to morale tests.

Level 8

+1 mod to morale tests.

Bard

Level 1

Can learn spells. A Bard begins play knowing a Weak spell known by his favourite deity. See **Sorcery**. Official title is "Skáld" (♂) or a "Skáldmey" (♀) or simply "Bard".

Level 8

Can have his/her own congregation with a number of dedicated followers equal to his/her Cha * 5. These followers (who count as free mercenaries) can have any character roles as long as they have the same favourite deity as the Bard. Official title is "Góði" (♂) or "Gyðja (♀)" instead, or simply "Ovates".

Level 12

A Bard with ≥ 18 CHA can initiate his/her own temple (for his/her congregation). See **Bands, Cults & Organisations**. Official title is "Dróttinn" (♂) or "Dróttning" (♀) instead, or simply "Druid" (♂) or "Druidinne" (♀).

Ranger

Level 1

Can learn spells. See **Sorcery**.

Travelling is easier for him. See **Travel & Survival (The Land of Thulê)**. A Ranger and everyone in his party travel slightly faster than others do when travelling in marshland (bog), forest or mountainous terrain. See the skill Navigation.

Level 8

No bear will ever attack a Ranger, even if ordered to do so by someone controlling it, unless the bear is attacked by the Ranger first.

Sorcerer

Level 1

Sorcerers can learn Fire and Air spells. To learn Earth spells he must also have a positive Str. To learn Water spells he must also have a positive Con. To learn Spirit spells he must also have a positive Cha. If a Sorcerer later on improves his attributes so that he qualifies to learn spells connected to other elements he can *from then on* learn those spells too. A Sorcerer begins play knowing any one Weak spell that he is able to learn.

Level 12

Can have up to three dedicated Sorcerer apprentices.

Stalker

Level 1

Travelling is easier for him. See **Travel & Survival (The Land of Thulê)**. A Stalker and everyone in his party travel slightly faster than others do when travelling in marshland (bog), forest or mountainous terrain. See the skill Navigation.

Level 12

A Stalker with a positive Cha can have his own scout-band with a number of dedicated Stalkers (who count as free Stalker mercenaries) equal to his Cha * 3.

Trickster

Level 1

Gains a +2 bonus to all relationship checks. See **Human & Demi-Human Encounters (The Land of Thulê)**.

Level 12

A Trickster with a positive Cha can have his own scout-band with a number of dedicated Tricksters (who count as free Trickster mercenaries) equal to his Cha * 3.

Warrior

Level 1

Can jog (rather than just walk) with the guard up and when part of a formation. Can Charge. Can attack with very long-reaching weapons from the 2nd line of a column or square formation made up of only Dwarves and/or Warriors. See **Lowered Guard**, **The Round**, **Charges**, **Formations** and **Combat Modifications (Combat Rules)**.

Level 4

+1 mod to morale tests.

Level 8

Inspires all friends and allies within sight, giving them his Str as a mod to morale tests, provided that he remains conscious and does not flee. This mod is not cumulative if more than one Warrior is present on the same side in a fight, but the best Str is then used.

+1 mod to morale tests. See **Morale (Combat Rules)**.

Level 12

A Warrior with a positive Cha can have his own war-band with a number of dedicated Warriors (who count as free Warrior mercenaries) equal to his Cha * 4.

Character Role Skills

The player picks *six* skills from the relevant CR (Character Role) Skill lists to be the Character Role skills of his character. The character will be Trained in *all the other* skills in the list (if any). To customize a character further, the player can replace *two* skills in the relevant list for *one* not in the relevant list. E. g. a Warrior can replace Riding *and* Seamanship (or any other two of the skills in his list) with Stealth (or any other skill not in his list). Two Character Role Skills replaced this way will become a new Character Role skill. Two trained skills or one Character Role and one Trained skill replaced this way will become a new Trained skill. If Civilian, the player instead picks *any five skills of his choice* to be his character's Character Role Skills.

Players can mark off, on the character sheet, the boxes next to the skills his character has either training in (T), or has as character role skills (CR). See **Character Sheet**. See **Skills**.

«Fátt er rammara en forneskjan.»
('Nothing is stronger than sorcery.')

"In calm water every ship has a good captain."

Demi-Human Character Role Skills

Dwarf (CR Skill List)
Climbing
Crafts
Foraging
Fortitude
Mechanics
Mêlée
Missile
Rune Lore
Stamina
World Lore

Gnome (CR Skill List)
Alchemy
Climbing
Foraging
Fortitude
Poetry
Rune Lore
Singing
Stealth
Trickery
World Lore

Grey Elf (CR Skill List)
Acrobatics
Climbing
Crafts
Dancing
Flute Playing
Fortitude
Healing
Mêlée
Missile
Navigation
Poetry
Seamanship
Singing
Swimming

Halfling (CR Skill List)
Climbing
Dancing
Foraging
Fortitude
Missile
Navigation
Poetry
Singing
Social Skills
Stealth
Trickery

High Elf (CR Skill List)
Acrobatics
Climbing
Dancing
Flute Playing
Fortitude
Healing
Mêlée
Missile
Navigation
Poetry
Rune Lore
Singing
Swimming
World Lore

Wood Elf (CR Skill List)
Acrobatics
Climbing
Dancing
Flute Playing
Foraging
Healing
Mêlée
Missile
Navigation
Poetry
Singing
Stealth
Swimming
Tracking

Human & Half-Elf Character Role Skills

Bard (CR Skill List)
Acting
Alchemy
Dancing
Flute Playing
Healing
Lyre playing
Poetry
Religious Tradition
Singing
Social Skills
World Lore

Civilian (CR Skill List)
Any five skills of player's choice

"Everyone's friend is everyone's fool."

Ranger (CR Skill List)

Acrobatics
Foraging
Healing
Missile
Navigation
Poetry
Religious Tradition
Stamina
Stealth
Swimming
Tracking

Sorcerer (CR Skill List)

Alchemy
Fortitude
Healing
Poetry
Rune Lore
Singing
World Lore

Stalker (CR Skill List)

Acrobatics
Climbing
Navigation
Riding
Stamina
Stealth
Swimming
Tracking

Trickster (CR Skill List)

Acrobatics
Acting
Climbing
Mechanics
Social Skills
Stealth
Trickery

Warrior (CR Skill List)

Acrobatics
Mêlée
Missile
Riding
Seamanship
Stamina

NB! Human and Half-Elf *females* are always *also* Trained in *two* of the following skills: Acting, Crafts, Healing, Foraging, Religious Tradition, Singing, Social Skills, Swimming, World Lore. Human and Half-Elf *males* are always *also* Trained in *one* of the following skills: Climbing, Crafts, Flute Playing, Foraging, Lyre Playing, Mêlée, Missile, Poetry, Social Skills, Stamina, Swimming, World Lore.

Losing your Character Role

If a human character for some reason loses his character role, he automatically becomes a Civilian instead, with the same experience level he had before he lost his original character role, and must pick five of the character role skills from the character role he lost to be his new character role skills. He will keep the rest of them as Trained skills instead.

Dedicated Followers

A player whose character has dedicated followers or apprentices should generate (at least a few of) them as level 1 non-player characters (NPCs), with their own character sheets. Whether they join the player character on an adventure, or are sent on a mission by themselves, they are at all times to be controlled/played by the same player. If the player character should die the player can continue playing by choosing one of his dead player character's dedicated NPC followers as his new player character (with the others probably scattering in all directions, now that their leader is gone). If a player character has a dedicated follower that grows too strong (i. e. gains a higher level than that of the player character) that follower will leave the player character to seek adventure elsewhere and on his own.

If a dedicated follower of a player character dies the player character will attract a new follower within D6 weeks if the situation allows it.

Characters created to be dedicated followers some times need to have certain minimum statistics (in relation to character attributes), so if the initial result of a die roll is too poor in relation to these statistics the player can roll again until he gets an acceptable result.

It might be wise for the myth master to limit the number of dedicated followers (and mercenaries) joining the "main" player characters on adventures to one or perhaps two, or else there might be too many characters for the players (or myth master) to keep track of.

Special to Bards

Bards dedicate their lives to serving the deities, and do so by imitating *one* of the deities (their favourite deity). They therefore have to dress like their favourite deities in order to gain favour with them, and can not use weapons other than those traditionally used by their favourite deities. If they do not dress like their favourite deities or if they use a weapon not traditionally used by those deities they will lose their ability to cast spells for a full month. The female Bards normally marry after ten years of serving their favourite deity, and until then they all must remain virgins. When they lose their virginity they also lose their Bard character role. See **Losing your Character Role**.

Favourite Deity (Sex)	Friend Deities
Freyja (♀)	Njörðr, Máni
Baldr (♂)	Sól, Váli
Forseti (♂)	Sága, Óðinn
Skaði (♀)	Njörðr, Máni
Sága (♀)	Týr, Forseti
Jörð (♀)	Freyr, Viðarr
Freyr (♂)	Jörð, Höðr
Sól (♀)	Baldr, Þórr
Váli (♂)	Baldr, Þórr
Óðinn (♂)	Týr, Forseti
Heimdallr (♀/♂)	
Víðarr (♂)	Jörð, Höðr
Höðr (♂)	Freyr, Viðarr
Njörðr (♂)	Freyja, Skaði
Máni (♂)	Freyja, Óðinn
Týr (♂)	Sága, Óðinn

Bard's Favourite Deity (Sex)	Allowed Weapons[1]	Clothes in Sacred Colours
Baldr (♂)	Sword & short sword	Yellow, gold, white or orange
Forseti (♂)	Angon, javelin, light javelin & any spear	Blue
Freyja (♀)	Dagger, any seax & sickle	Light blue
Freyr (♂)	Dagger, any seax & sickle	Buff or pink
Heimdallr (♀/♂)	Curved short sword, sickle, sword-scythe & war scythe	White, indigo, purple or black
Höðr (♂)	Any bow, curved short sword, sickle, sword-scythe& war scythe	Black
Jörð (♀)	n/a	Light brown or bright green
Máni (♂)	Sickle	White or silver
Njörðr (♂)	Trident	Turquoise
Óðinn (♂)	Angon, javelin, light javelin & any spear	Dark blue
Sága (♀)	Angon, javelin, light javelin & any spear	Olive green
Skaði (♀)	Any bow, any seax & short sword	Dark brown, dark green or silver
Sól (♀)	Angon, javelin, light javelin & any spear	Yellow, gold, white or orange
Týr (♂)	Sword	Blue, white or black (with stars)
Þórr (♂)	Any axe	Rose red or maroon
Váli (♂)	n/a	White
Viðarr (♂)	Battle glove	Brown or green

[1]Other than club, flail, war flail, staff, hammer, wands, war-hammer, mace, sling, staff sling and rock, which can all be used without penalty by all Bards.

The deities used to be impersonal and androgynous spirits, who only later turned into deities, and even though they today are either male or female, to represent the deities the male Bards need to dress partly as women, in robes, whilst female Bards need to dress partly as men, with men's clothing on the upper body. This custom is archaic, but still practised.

A level 1 Bard knows by default one *Weak* spell known by his favourite deity, but can learn a new spell every time he gains a new level (but must do so *instead* of gaining Training in a new skill). He will learn the spells through prayer to the deities.

Bards have no restrictions when it comes to the use of armour, but they must wear the traditional clothes in the sacred colours underneath or over their armour.

Special to Sorcerers

A Sorcerer dresses up to look like the spirits of nature; he must wear robes and a brimless pointy hat, a large hood, pointy wide hat, a large hat with tassel or a tight hat or hood. He does this to trick the spirits into believing that he too is a spirit, and this masquerade makes the spirits susceptible to being manipulated by the Sorcerer. If a Sorcerer does not wear his special clothes the spirits will be scared away and the Sorcerer will not be able to cast spells until the next Sunrise.

A Sorcerer can not use shields or wear armour or helmets without disclosing to the spirits that he is not one of them. If he uses a shield, an armour or a helmet the spirits of nature will flee from him, rendering him unable to cast spells until the next Sunrise.

Sorcerers can only cast spells using a sorcerer's staff, which is basically a normal staff with a piece of aurichalcum, iron, bone, rock, bronze, electrum, gold, crystal, silver, pearl or copper attached to one end. The type of material needed for the sorcerer's staff depends on the type of spells to be cast by the sorcerer.

"Not every sort of wood is fit to make an arrow."

Spell Element	Materials needed on staff to cast the Spell
Air Spells	Aurichalcum or iron
Earth Spells	Aurichalcum, bone or rock
Fire Spells	Aurichalcum, bronze, electrum or gold
Spirit Spells	Aurichalcum, crystal, pearl or rock
Water Spells	Aurichalcum, copper, electrum or silver

If a Sorcerer for some reason is able to learn Dwarf, Elf, Gnome or Orc spells, he must still use his staff to cast them, and in relation to materials needed on the staff to cast the spell, a Dwarf, a Gnome or an Orc spell is the same as an Earth spell, and an Elf spell is the same as an Air, Fire or Water spell.

The Sorcerer can normally not use any sharp weapons capable of chopping or cutting down trees or other growths in nature. If he uses such a weapon the spirits of nature will flee from him, rendering him unable to cast spells until the next Sunrise. So the only weapons he can use without penalty are clubs, flails, war flails, staves, hammers, wands, war-hammers, maces, slings, staff slings and rocks.

An exception to this rule is when a Sorcerer becomes a May King (see **The High Festivals**), in which case he will also be allowed to use all swords without penalty. Note that this only applies to *male* Sorcerers.

Another exception to this rule is the sickle a Sorcerer can use to gather herbs for potions. These blades need to be made from gold and have runes carved on them, lest they ruin the power of the herbs gathered. The runes must spell *linalaukaR*, from proto-Thulêan *linoloukos*, meaning "white linen clothing flower meadow"). This formula makes sure the herbs are not ruined when gathered. See the skill Alchemy.

The Sorcerers have an oral tradition so no spells or other secret lore can be found in books or on scrolls. This is how the Sorcerers protect themselves and their lore from the misuse of others, and also how they stay in power.

A level 1 Sorcerer knows by default one *Weak* spell, but can learn a new spell every time he gains a new level (but must do so *instead* of gaining Training in a new skill). He must do so from another Sorcerer (this takes 1 day) or study it all by himself whilst

sitting (for 1 week) on a mountain top (for Air spells), in a dark cave (for Earth spells), by a fire (for Fire spells), on a burial mound under a sacrificial tree (for Spirit spells) or by a sacred spring (for Water spells), whilst holding unto his staff.

The Sorcerer sees himself as the ruler of the entire world, and his nails and hair are seen as representations of the world's plants and other growths. Because of this the Sorcerer can not cut his hair, nails or beard without consequence. If he (or someone else) does so he will forget all his spells so that he has to learn them anew. This takes 1 *day* for each spells, and the spells must be re-learned one spell at a time. The Sorcerer loses no proficiency but he can not cast the spells again until he has learnt them anew. He can re-learn the spells on his own and without any special aids (save his staff).

Sorcerers do not believe in gods or goddesses. They see themselves as the masters of everything in nature, and the sympathetic deities are to them but powerful spirits that they have yet to learn how to manipulate. Horses are seen as messengers of the deities, of these powerful and uncontrollable spirits, and because of this they scare away the less powerful spirits manipulated by the Sorcerers. So if a Sorcerer as much as touches a horse he will not be able to cast another spell until the next Sunrise.

Novice Characters

A level 1 character in MYFAROG is a young apprentice. He is just a beginner, a completely inexperienced being, that has just been sent into the world by his family, to fend for himself – and to prove his worth. His character role has been defined, his future path set, but he has yet to walk the path and to turn that crude rock he still is into a beautiful and unique statue worthy of praise.

Gear

All new characters are dressed in normal clothes and start out with 3 + 3D6 oz of silver (or 6 + 4D6 for Dwarves). They can use these precious metals to purchase equipment at listed prices (real value) before game start. **NB!** Dwarf and Elf characters do not automatically have equipment of Dwarf and Elf quality respectively when they start, but unlike other characters can buy such equipment if they can afford it. See **Trade** (**The Land of Thulê**). See **Encumbrance** (**Skills**). See **Hamingja**.

Female Hunters

Native females in Thulê some times hunt like the males do, only not when they are pregnant or have small children to care for, and not with spears or javelins. They are never expected to hunt large game or indeed large predatory animals though. Instead girls and women hunt small and some times medium game using bow and arrow. For this they are no less suitable than the males are – and no less skilled.

Experience Points

By default, characters start play at level 1 and with 0 XP. A character gains XP when he succeeds with his actions. He gains 50 XP for every spell he casts for effect, 50 XP every day he spends travelling, 50 XP each time he participates in a High Festival (see **The High Festivals**) and 50 XP for every round spent in combat – mêlée or missile. He also gains XP from using his skills, both when testing skills against a DD and when testing skills for a best possible result. If the latter is the case, XP is instead gained based on the result of the dice cast when testing the skill.

Some races are more conservative, narrow-minded and even unwilling to learn, and their maximum normal level is therefore rather low. What this means is that they *can* advance beyond their maximum normal level, but they will do so much slower. To advance beyond maximum normal level you need *twice* the normal amount of XP. There is no level cap for anyone.

Character Role	Max Normal Level
Dwarf	9
Gnome	7
Grey Elf	9
Halfling	6
High Elf	9
Wood Elf	9
Bard	12 (♀ 14)
Civilian	12
Ranger	12
Sorcerer	12
Stalker	12
Trickster	12 (♀ 14)
Warrior	12 (♀ n/a)

The XP is summed up and given to each individual character at the end of each Saturday (in game), the day when you harvest what you sow. The XP needed to gain a new level is: **level * level * 250**.

Level	XP Needed (Level * Level * 250)	XP Needed after Maximum Normal Level Advancement Reached (Level * Level * 250 * 2)
1	0	
2	1000	
3	2250	
4	4000	
5	6250	
6	9000	
7	12250	24500
8	16000	32000
9	20250	40500
10	25000	50000
11	30250	60500
12	36000	72000
etc.		

Degree of Difficulty		Dice Result	XP
≤ 7	Routine	1-8	0
8-11	Easy	9-11	25
12-15	Medium	12-14	50
16-19	Hard	15-18	250
20-23	Very Hard	19-20	500
≥ 24	Absurd		1000

"The roots of knowledge are bitter, but its fruits are sweet."

For every new level gained the player character can **gain Training in a skill he is Untrained** in *or* (if able to) he can **learn a new spell**. See **Sorcery**. At every *odd* experience level (e. g. 3, 5, 7 9 *et cetera*) he can *instead* **gain a new Talent**. At every *even* experience level (e. g. at level 2, 4, 6, 8, 10, *et cetera*) the character can *instead* **gain +1 to one attribute of his choice** (to a maximum value of 20 + race modification for each attribute). All characters *also* **gain 1 to 3 HP** for *every* experience level (*including* level 1) up to and including level 12. See **Health Points** in **The Combat Rules**.

Character Role	HP per level
Dwarf	+3
Grey, High or Wood Elf	+1
Gnome	+1
Halfling	+1
Bard	+1
Civilian	+1
Ranger	+1
Sorcerer	+1
Stalker	+1
Trickster	+1
Warrior	+2

Experience Points

The myth master can reward good role-play, immersion, cooperation between players and other positive contributions to the group as well, with perhaps as much as 500 XP each session, and also reward players with XP for solving the problems they face in adventures the best or cleverest ways possible (e. g. 100 XP) -- and even more for solving the problems in the most honourable way possible (e. g. 250 XP).

Languages (Optional Rule 1)

Instead of gaining training in a new skill, a myth master can allow a character to learn a new language (and its script) when he gains a level. To do so though, a character should be able to learn this language from someone who already knows the language himself and is at least Friendly towards the character. See **Racial Background**. See **Trade** and **Random Encounters** (**The Land of Thulê**) for more on how to establish a relationship to others respectively.

Known Languages in Thulê	Known by
Dwarfish	Dwarves
Elfish (Ancient Thulêan)	Elves
Gnollish	Gnolls
Gnomish	Gnomes
Orcish	Orcs
Thulêan («Common Speech»)	Everyone

Character Roles

In Thulê men are born into their roles in life, and they stick to them until the end. Some are not very good at what they do, but they still do it, because that is what was meant for them in (this) life. In MYFAROG this means that a character can not change his character role, other than if he has completed (or failed in) his Religious task, and returns to being a Civilian again.

A player who for some reason regrets his choice of character role for his character, can either retire the character and make a new character with another role, or heroically sacrifice his character for the sake of honour – and thus gain Hamingja. See **Racial Background** and **Attributes**. See **Hamingja**.

Left Handed Characters

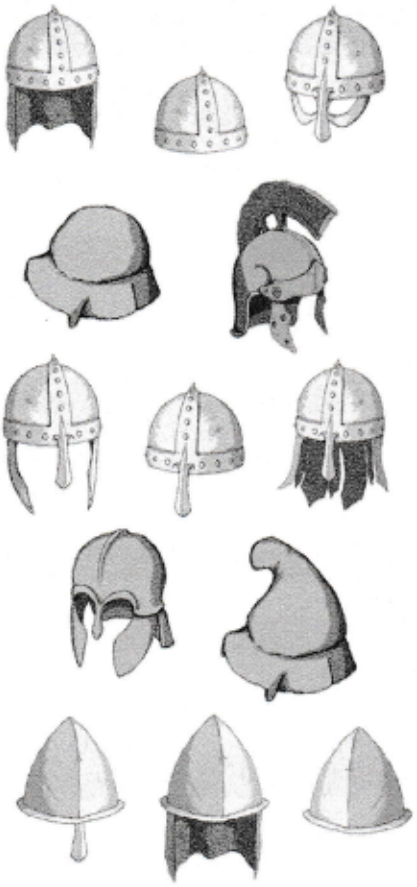
If you want your character to be left-handed, you are allowed to if you cast a 20 on a D20. If you are female you need to cast a 20 normally and then cast 4, 5 or 6 on a D6 as well, because it's more rare for females to be left-handed. Left-handed characters get a +1 bonus to their Int.

Calculations & Name

Finally the player needs to finish the calculations on his character sheet and come up with a name for his player character. See also **Experience Points**, **Health Points** and **Combat Resolution** (**Combat Rules**), and the skill Stamina.

At this point the player character is ready and you can start playing. Your character has just become an adult and has been sent out into the perilous world to fend for himself. Good luck, and may the deities (or spirits) be with you!

"Fear the reckoning of those you have wronged."



Hâvamâl stanza 1

"Gâttir allar,
âðr gangi fram,
um skoðask skyli,
um skyggnask skyli,
þvî at ôvist er at vita,
hvar ôvinir
sitja â fleti fyrir."

(Before you enter
all doors,
you shall look,
you shall peek in,
because it is unknown
where enemies sit
on the benches.)

Skills

In MYFAROG your character gets ½ of his experience level (rounded down) as a mod to all his Character Role skills, *or* ¼ of his experience level (rounded down) as a mod to skills he is Trained in (but never less than a +0 mod or more than a +5 mod to Character Role skills and a +4 mod to Trained skills), and no mod to skills he is Untrained in. If Untrained in a skill your character will instead get a penalty (from -5 to +0) when he uses that skill (see **Character Sheet**). Dodging, Perception and Tempo are not eligible as Trained or Character Role skills. The mod is added to the base value connected to each skill. The base value is usually the modification for an attribute. The sum of this and any other modification(s), usually racial modifications, attribute modifications and Talents, is what makes up the character's skill proficiency.

Testing Skills

When a skill is tested it is done against a target number, called a Degree of Difficulty (DD), determined by the myth master. The player casts a D20 and then adds his character's relevant skill proficiency. The sum of this is called the result. The result needs to be at least the same as the DD for the character to succeed. If a character is testing his skill in relation to an NPC or another character with the same skill (called an 'opposing skill test'), they can both test their skills and the highest score wins. The degree of success is determined normally, as if the poorest result was a normal DD.

Testing of Skills	Consequence
Result ≥ 5 < DD	Critical Failure
Result 1-4 < DD	Failure
Result = DD	Semi-Success
Result 1-4 > DD	Success
Result ≥ 5 > DD	Critical Success
Cast a natural 1	Critical Failure Risk
Cast a natural 2	At best Failure
Cast a natural 19	At worst Semi-Success
Cast a natural 20	At worst Success

Task	DD	DD Range[1]
Routine	n/a	≤ 7
Easy	8	8-11
Medium	12	12-15
Hard	16	16-19
Very Hard	20	20-23
Absurd	24	≥ 25

[1]A standard DD modified will often end up differing slightly from the standard DD definition. The DD range is normally only used to determine the amount of XP a character gets from succeeding.

A **Critical Success** often means that the character achieved a result beyond his expectations. A **Success** means the character succeeded in doing what he was trying to do. A **Semi-Success** means he succeeded, but with some adverse effect (e. g. he did manage to land safely on his feet after a jump from a tall wall, but broke some item in his sack when he did). If tested as an opposing skill test, a Semi-Success is a 'draw'. A **Failure** means he didn't succeed and a **Critical Failure** means he failed miserably. Critical Failures can be catastrophic (e. g. when characters are climbing high above the ground). A **Critical Failure Risk** means that the character testing an MS or SS skill must also cast a D12 and if he gets a 12 or a result *higher* than the skill proficiency in the (MS or SS) skill he was testing it is a Critical Failure. If not it is just a normal Failure. See **Fumbling** (**Combat Rules**).

"Much skill is not a heavy load to carry."

E. g. a level 4 character Trained in Climbing and with a Dex of +1, has a ([level 4 / 4 =] 1 + 1 [for Dex] =) +2 proficiency in the skill Climbing. He tries to scale a stone wall, and the action is defined by the myth master to be easy (DD 8). The player casts a D20 and gets a 5. The result is only (2 for his skill and 5 for the die result =) 7, so the consequence is a failure. He fails to scale the wall this round, but can try again the next round.

Some skills are not tested against a DD, but instead the consequences of the result achieved can be read from a table (included in the description of these skills). Natural results (i. e. a dice result of 1, 2, 19 or 20) for such skills give the worst possible result (1: Critical Failure) or the best possible result (20: Success), or at best the least negative modification (2: Failure), i. e. a -1 result, or at worst the least positive modification (19: Semi-Success), i. e. a +1 result.

"A man of gladness seldom falls into madness."

Sometimes, the myth master needs to find a random DD. When he does he can use the Random DD table.

(D10) Random DD	DD	Task
10	n/a	Routine
8-9	8	Easy
5-7	12	Medium
3-4	16	Hard
2	20	Very Hard
1	24	Absurd

Routine Tasks

The myth master should not ask the players to test their skills in relation to routine tasks (e. g. climbing ladders) unless this makes sense; e. g. when they are in a stressful situation, or when a critical failure can influence the course of events.

Practising

Whenever a character successfully performs a task, and then tries to perform the exact same task again (e. g. he climbs the same tree again), he should enjoy a -2 reduction to the DD, because he has already done it, and thus knows better how to perform that particular task. For every time he performs the exact same task, he should enjoy an additional -2 reduction of the DD, to a maximum reduction of -6.

The Power of Will

When skills are tested the dice represent the luck of the character and the randomness in the situation, but also the effort put into the action by the player character.

Sometimes, even the most incompetent individual can perform exceptionally, simply because he tried so hard and made such an effort that what he did became a success anyway. To include this power of will factor in the game, and to remove some of the randomness, the players are allowed to cast an extra die (i. e. 2D20 instead of a single D20) when testing a skill, and then keep the best result – and they can do this a number of times equal to their characters' Wil every day (in-game time). If a character has no or negative Wil mod he will not be able to do this at all. Characters using their Wil this way gain no XP when doing so and the result does not count as a natural result!

Encumbrance

There is a limit to how much a character can carry. A character can carry his STR * 4 lbs as a light load. If he carries more than that but less than his STR * 8 lbs he carries a medium load. If he carries more than that but less than his STR * 12 he carries a heavy load.

A character can lift and carry heavier objects over short distances. The maximum weight he can lift and carry is STR * 20 lbs, and he then moves only Tempo / 2 in feet every round, and spends 4 SP doing so. He can drag/push his STR * 32 max 5 feet every round, and spends 4 SP doing so.

A character's carrying capacity can be modified by Talents (**Mule** or **Strong Back**) and a Flaw (**Bad Back**). The STR for determining carrying capacity is modified by +2 for each relevant Talent (with cumulative effect) and -2 for each level of the **Bad Back Flaw**.

The load your character carries can modify his movement skills (MS) and how fast and easy travelling is. See Skill Types. See **Travel & Survival** in **The Land of Thulê**.

The myth master must use common sense and the information in Trade (**The Land of Thulê**) to guide the players in relation to just how much they can pack into a sack or a backpack or a pouch, and whether or not this will hinder them in any way whilst adventuring beyond the weight of those items. See the skill Stamina and the Equipment Sheet.

You can not perform tasks where you need at least one hand free if you carry both a shield and an extra weapon.

Skill Types

There are three types of skills in MYFAROG: movement skills (MS), special skills (SS), and combat skills (CS). All MS are all influenced by the armour worn and any shields used by characters.

All MS are also influenced by encumbrance. When a character jumps, dances, rides or uses another MS he suffers the modifications listed below. SS are only modified by the character's encumbrance if this is stated in the description of that particular skill. All MS and SS, with the exception of Stamina, are also modified by the condition of the character. See Stamina. See **Combat Rules** for information on how encumbrance and the character's condition influences his Offensive and Defensive Values.

Mod to MS	Encumbrance level
+0	Light load
-1	Medium load
-3	Heavy load

Mod to MS & SS	Character Condition
-1	Tired[1]
-2	Weary[1]
-3	Exhausted[1]
-1	Seriously injured[2]
-3	Severely injured[3]
-1	Soaking Wet[2]

[1]See Stamina.

[2]Can not dash or sprint. See **Health Points** (**Combat Rules**). See the skill Tempo. See **Travel & Survival** in **The Land of Thulê**.

[3]Can not fly, dash, sprint, run or sneak. See **Travel & Survival** in **The Land of Thulê**.

The Skills

Acrobatics (MS)

Attribute: Dex

Penalty for being Untrained: +0

Acrobatics determines how well your character can move about, keep his balance or jump and land softly. A character who falls normally takes D6 – 3 damage (or a D6 in damage for falls from 5' above the ground, and then +D6 for every 5' extra). Armour other than helmets does not normally protect against damage taken from a fall (subtract 1 from damage for helmets if you fall). *If effective falling distance is -5' or less, the character takes no damage.*

Characters can jump STR + Acrobatics proficiency + Size in whole feet long, and the same / 4 high.

If a character falls or jumps he can test Acrobatics in an attempt to control his fall/jump and land safely, and the result will influence the effective falling distance.

"The burden of someone else is always light."

"Avarice increases with wealth."

Result	Effective falling Distance
< 3	+15'
4-7	+10'
8-11	+5'
12-13	+0'
14-15	-5'
16-17	-10'
18-19	-15'
20-23	-20'
≥ 24	-25'

E. g. if a character with an Acrobatics proficiency of +4 falls 20', and casts 12 when he tests his skill, he will take damage as if he fell from 10' – because 12 + 4 = 16, which modifies the effective falling distance by -10'.

Other Modifications to Effective falling Distance	
-5'	Lands on soft ground (grass, field)
+0'	Lands on hard soil
+10'	Lands on rocky surface
+5'	Lands on uneven surface
-5'	For every full 1' of snow on the ground
-10'	Controlled jump (i. e. he jumps intentionally)
+10'	Is unconscious, sleeping or paralysed
-30'	Lands in deep water
-5'	Lands in shallow water/mud
/2	Falls or rolls the distance down a hillside

Note that a character landing in deep water will probably need to pass a Swimming test as well, in order not to drown.

E. g. our character with an Acrobatics proficiency of +4 still falls 20', and get the same result as in the example above, but lands on a rocky surface (+10'), so his effective falling distance is back up to 20', and he will take 4D6 in damage – one D6 for every full 5' he falls.

Had he not fallen straight down, but had instead fallen/rolled down a hillside the same distance, he would have taken only 2D6 in damage – because 20' / 2 = 10'.

Had he jumped intentionally, the effective falling distance would have been reduced by 10', and he would have only suffered 2D6 in damage from a free fall, and D6 if he had jumped down a hillside.

Acting (SS)
Attribute: Cha
Penalty for being Untrained: -2

Acting determines your ability to tell convincing lies and to, in a convincing way, play a role. The skill is used to deceive others, but also by Bards when they lead High Festivals.

DD	Example Task
6	Tell a likely lie
8	Tell a thinkable lie
16	Tell an unlikely lie
20	Tell an unthinkable lie
+	Target's Int

E. g. a character tries to tell a thinkable lie (DD 8) to a character with Int +1, and must then test his Acting skill against DD 8 + 1 = 9.

Alchemy (SS)
Attribute: Int
Penalty for being Untrained: -5

Alchemy is used to brew and find the effects of potions. To brew a potion a character must first cast a spell without fumbling, to be able to store the effect in the potion. Each potion can hold 1 dose. When that has been done, the character tests his Alchemy proficiency against a DD depending on the strength of the spell to be stored in the potion. The stronger the potion the harder it is to brew: DD is 12 for Weak spells, 16 for Normal spells, 20 for Strong spells and 24 for Mighty spells. It takes D6 hours to gather and purify (in the smoke of a fire) the herbs needed for any potion. Only herbs gathered in white linen clothing (for Sorcerers; using a Sorcerer's golden sickle) can be used to brew a potion. See **Special to Sorcerers**. The character must gather and purify all the herbs he needs before he can start brewing the potion.

To find the effect of a potion, just by examining it, test Alchemy against DD 14.

Potions lose their power and turn to vinegar after some time. You can use Alchemy to find out approximately when a potion will lose its power. The DD to do this is 18.

DD Modifications for Alchemy	
+0	Has only a cauldron to brew his potion in
-1	Has an alchemist's laboratory at his disposal
-1	Has at least one assistant with no less than half his Alchemy proficiency
-3	The potion will expire after D6 days
-1	The potion will expire after D6 weeks
+0	The potion will expire after D6 months
+1	The potion will expire after D6 years
+3	The potion will expire after D6 decades
+5	The potion will expire after D6 centuries
+7	The potion will expire after D6 millennia
-1	Brew a beneficial/healing potion when the Moon is waning or during a Lunar eclipse
-1	Brew a poisonous/harmful potion when the Moon is new or full
+1	Brew a poisonous/harmful potion when the Moon is waning or during a Lunar eclipse
-1	Use a mistletoe in the potion
-3	Use a mistletoe gathered at the Autumnal Equinox in the potion.
-3	Brew a potion at Summer Solstice

The number of hours it takes to gather enough herbs	
-1 hr	Herb-gatherer has a +1 Perception proficiency
-2 hr	Herb-gatherer has between +2 and +5 in Perception proficiency
-3 hr	Herb-gatherer has +6 or more in Perception proficiency
-4 hr	Has access to an alchemist's garden
+0 hr	It's Summer or Spring
+1 hr	It's Autumn
+5 hr	It's Winter
-1 hr	Has access to a stock of dried herbs

A character can never spend less than 1 hr to gather the herbs he needs for a potion, and if it takes *more than* 6 hours to gather enough herbs for the potion, it means the alchemist was *unable* to find the herbs he needed that day, and the potion brewing was a failure. He can try again the next day.

A stock of dried herbs must be collected in the spring, summer or autumn, and it takes a full day to gather enough herbs for one single potion.

E. g. a character is gathering herbs for a potion during Winter (+5 hr). Thankfully his Perception proficiency is +2 (-2 hr). He casts a D6 and gets a 3. Because 3 + 5 – 2 = 6, he is just able to find enough herbs to brew the potion. Had he cast a 4, he would not have been able to find enough (or the right) herbs to brew the potion that day.

Climbing (MS)
Attribute: Dex
Penalty for being Untrained: +0

Climbing determines how well your character can climb.

Crafts (SS)
Attribute: Int
Penalty for being Untrained: -5

Crafts enables your character to craft new items or repair broken items. When an item is going to be crafted the character needs resources to do so, and the necessary tools (i. e. usually Craftsman's Tools. See **Trade** [**The Land of Thulê**]). He then tests his skill and checks the result on the Quality table. See also **Ettins** (**The Creatures & Phenomena of Thulê**) for information on how to prepare Ettin stone hearts.

Result	Quality
≤ 3	Terrible (-3 mod, real value * 0.25)
4-5	Poor (-2 mod, real value * 0.5)
6-7	Below average (-1 mod, real value * 0.75)
8-13	Average (real value * 1)
14-17	Above average (+1 mod, real value * 1.5)
18-21	High (+2 mod, real value * 3)
22-25	Very High (+3 mod, real value * 6)
26-29	Exceptional (+4 mod, real value * 10)
≥ 30	Divine (+5 mod, real value * 20)

Elven characters producing items always automatically produce items of Elf quality. Loki and Dwarves producing items always automatically produce items of Loki/Dwarf quality. The mods for this comes in addition to the mods for Quality. See **Item Quality** (**The Land of Thulê**).

DD	Example Tasks
4	Climb a steep staircase, a steep hill or a ladder
8	Climb a tree with many branches
12	Climb a tree with a fair amount of branches, or scale a 10' high wall
14	Climb a tree with few branches, a cliff or a ship's mast
16	Climb a tree with almost no branches, or scale a 15' high wall
20	Climb a steep cliff with overhang or a stone surface
24	Climb a stone surface with overhang

DD	Modifications for Climbing
+2	Climbs when it is wet/raining/snowing or snow on the ground
-2	Uses a rope
-4	Uses a rope with knots
-1	Can climb in a corner or narrow space
-2	Is assisted by another person at least of the same size
-1	Is assisted by another person of lesser size
+4	Carries an object in both hands
+0	Both hands are free
+1	Carries an object other than a shield in one hand
+2[1]	Carries a shield in one hand
+0[1]	Carries a shield attached to the back
+1	Climbs downwards

[1]This mod comes on top of the normal mod for carrying a shield when using MS.

Dancing (MS)
Attribute: Dex
Penalty for being Untrained: -2

Dancing is used in ceremonies, but also to impress others. The dancer must dance for D6 minutes to achieve any effect. Dancing to reduce the DD in relation to Social Skills normally only works with individuals of the opposite sex. See Social Skills.

Dodging (CS)
Attribute: Dex. The Dodging proficiency can never be negative, and minimum Dodging is +1.

Dodging makes the character harder to injure with both mêlée and missile weapons in most contexts. The Dodging proficiency is added to the DV unless the character is helpless, riding or surprised, or if the character is fighting where dodging enemy blows would be unlikely (e. g. in a narrow tunnel or balancing on a narrow ledge). See Riding. See **Combat Modifications** (**Combat Rules**).

Flute Playing (SS)
Attribute: Int
Penalty for being Untrained: -5

Flute Playing is used in ceremonies, but also to impress others. The proficiency determines how well your character plays the flute and also how many melodies he knows. One who is able to play beautifully will be able to more easily convince others (with Social Skills) to do as he pleases. The flute player must play for D6 minutes to achieve any effect. Flute Playing can reduce the DD in relation to Social Skills.

Foraging (SS)
Attribute: Int
Penalty for being Untrained: -2

Foraging is the ability to find food and drinking water ('day rations') in the wilderness, and also the ability to fish. The forager tests Foraging and checks the result on the table (and the myth master should adjust the result depending on location, season and so forth). This process can be repeated every hour. When you find drinking water there is normally no limit to how much water you have access to. Finding drinking water in Thulê is not so easy, because of all the pollution left by the fallen civilization. Many streams are too polluted to drink from. Foraging is possible whilst travelling, but not if riding.

Result	Day Rations
≤ 5	0
5-7	0
8-11	1
12-13	D3
14-15	D6[1]
16-19	D6 + 1[1]
20-23	D6 + 2[1]
≥ 24	D6 + 3[1]

[1]You also find drinking water.

"Pestilence follows famine."

Bad Food?
A natural 1 cast whilst testing foraging mean the character found some food that is actually contaminated or – unknown to him – poisonous. Anyone who eats the food must test his Poison Resistance against a poison with PL 3D6.

Modifications for Foraging	
+0	In a forest
+1	Along the coast, river or in a boat (fishing)
-1	In the mountains[1]
-3	In a bog[2]
+0	Autumn, summer or spring
-3[1]	Winter
-1	There is a fog, or it is raining or snowing[1]
-2	Normal eyes during the night
-5	Normal eyes in pitch black darkness
-5	Night vision in pitch black darkness
-1	Ettin eyes in artificial light
-2	Ettin eyes in daylight
-6	In Jötunnheimr

[1]+0 instead if searching for drinking water. +0 instead if fishing.

[2]If you drink bog water, test your Disease Resistance against a disease with PL 3D6.

Fortitude (SS)
Attribute: Wil
Penalty for being Untrained: +0

Fortitude is the character's spiritual strength, used mainly to resist spells and to avoid giving in to fear.

"Live for today, for tomorrow never comes."

Healing (SS)
Attribute: Int
Penalty for being Untrained: -5

Healing enables you to heal injuries with the help of herbs, bandages, simple surgery *et cetera*, and to stop bleeding, cure illnesses, counteract poison or revive drowned individuals, all with or without the help of sorcery/healing potions. See **Health Points** (**Combat Rules**).

A healing potion works just like the healing spells, only the effect comes from a potion instead of a spell. See **Spells** in **Sorcery**. Healing potions can be made using Alchemy.

To heal injuries by means of Healing you test Healing (+any mod for using a healing potion or spells) and check the result on the table. Each individual can give Healing once every day to each injured individual, and once to each individual bleeding. If more than one individual is to give Healing to the same individual or bleeding, the one with the lowest Healing proficiency must give Healing first, and to be able to give Healing the second individual (and third, and fourth *et cetera*) must have at least 2 more in Healing proficiency than the one who gave Healing before him had for the Healing to have any positive effect.

Each bleeding must be treated separately and independently of any Healing given to the individual to heal injury.

An individual with very low Healing proficiency risks doing more harm than good when giving Healing.

It is possible for a character to give Healing to himself (except when done to revive a drowned person or if he is helpless or unconscious), but he gets a -1 mod when he does so. It takes 3D6 rounds to give Healing – whether it is given to heal injury, stop bleeding, revive drowned individuals, cure poisons or diseases, and the effect of Healing does not take place until after the 3D6 rounds have passed. If a spell is used in context with Healing the casting time is added to the total.

"Better go without healing than call for an unskilled healer."

Result	HP Healed	Result	Bleeding[1]
≤ 5	-2	≤ 7	+1
6-7	-1	8-11	+0
8-11	+0	12-13	-1
12-13	+1	14-15	-2
14-15	+2	≥ 16	-3
16-21	+4		
22-25	+8		
26-31	+16		
≥ 32	+32		

[1]The result indicates an increase in severity (+) or a decrease in severity (-). See **Combat Rules**.

Moon Phases

All attempts to test Healing when the Moon is *waning* receive a +1 mod, because the dying Moon helps take away harmful effects. All attempts to test Healing when the Moon is *waxing* receives a -1 mod, because the waxing Moon helps the harmful effects grow stronger.

"Ván er vakandi manns draumr."
(Hope is the dreams of the man awake)

Drowning

Healing (and the spell Heal) can be used to revive a drowned individual. DD to succeed in doing so is 10 and +1 for every full minute it takes from the individual drowns until the revival attempt starts. See Swimming.

Faster Healing

A player who wishes to let his character heal faster than normal can add a -2 modifier for every D6 he wishes to remove from the 3D6 rounds it normally takes to heal a person, to a minimum of D6 rounds.

Poisons & Diseases

An individual exposed to a poison or a disease must test his poison or disease resistance as if it was a skill test against a DD equal to the Power Level (PL) of the poison/disease. There is no difference between a "natural" poison/disease and one created by means of sorcery. The CON recovers after the effect of the poison/disease has ended with a speed of 1 every week until back to normal. See **Age** (**Character Generation & Development**) for more on how the temporary loss of CON can potentially be fatal (and especially so to old characters).

Result	Consequence	Damage to CON
≥ PL[1]	n/a	0
1 < PL[1]	-1[2]	1
2 < PL[1]	-2[2]	2
3 < PL[1]	-4[2]	3
4 < PL[1]	-6[2]	4
5 < PL[1]	-10[2]	5
≤ 6 < PL[1]	Death	

[1]The Power Level of the poison/disease.
[2]To all skills.

To find out just how long it takes for a random poison/disease to start working the myth master casts a D6.

D6	Works after:
1-2	D6 rounds
3	D6 minutes
4	D6 hours
5	D6 days
6	D6 weeks

«Dead dogs do not bite, but dead women might.»

Contagious Diseases (Optional Rule 2)

Those who suffer from a disease suffer from a disease that can easily infect others if they roll 1-3 on a D6. All exposed to the infected individual (and this includes individuals giving Healing to them) must test their disease resistance at the beginning of each 6 hour period they are in contact with the diseased character against the PL of the disease.

Injuries

Sometimes, the characters are injured by something that would obviously hamper them in relation to one or several skills: e. g. if a character is injured because he steps barefooted on a sharp rock it would certainly make all running and jumping so much harder for that character, or e. g. if the character is injured because he burned his hands when he touched a glowing orb it would make wielding weapons, climbing, picking locks *et cetera* so much harder for him. When an injury is of this type the myth master can, as a rule, penalize the character by an additional -2 mod to all his skill tests in relation to the relevant skills.

Some creatures attack with paralysing poison. See **Poisonous Creatures** (**The Creatures & Phenomena of Thulê**).

Result	Paralysing Poison
≥ PL[1]	n/a
1 < PL[1]	1 minute of paralysis[2]
2 < PL[1]	2 minutes of paralysis[2]
3 < PL[1]	3 minutes of paralysis[2]
4 < PL[1]	4 minutes of paralysis[2]
5 < PL[1]	5 minutes of paralysis[2]
≤ 6 < PL[1]	6 minutes of paralysis[2]

[1]The Power Level of the poison.
[2]Starts to work D6 rounds after poison has been delivered to target.

If an individual suffers from the effects of a poison/disease other than a paralysing poison the myth master must determine for how long this effect will last. The player tests his poison/disease resistance again and checks the result on the poison/disease duration table.

"A wise man's heart is seldom cheerful."

Result	Poison/Disease Duration
≤ 5	6 months
6-7	1 month
8-11	D3 Weeks
12-13	D6 days
14-15	6 hours
16-19	5 hours
20-23	4 hours
24-25	3 hours
26-27	2 hours
≥ 28	1 hour

It is possible to use Healing to help a poisoned/diseased character.

Result	Duration[1]
≤ 5	Increased by 250%
6-7	Increased by 150%
8-11	No effect
12-13	Reduced by 20%
14-15	Reduced by 40%
16-19	Reduced by 60%
20-23	Reduced by 80%
≥ 24	Reduced by 100%[2]

[1]The duration of the poison or disease.
[2]This is the only result able to completely and instantly cure a target, even if the effect was to be fatal (but has not yet started working).

Mod	Healer
-2	The one giving Healing has no bandages[1]
+1	Has an assistant with at least half his proficiency
+2	Uses surgeon's tools[1/2]
-1	Performs Healing on himself
-4	Performs Healing on a child[3]

[1]Does not apply to cases of drowning, disease or poisoning.
[2]Healer must have at least +5 Healing proficiency to use these tools.
[3]See Life & Death comment below. This applies whether the Healer is using sorcery/asking for favours or not.

Life & Death

In the world of MYFAROG one would expect that sorcery and the deities would lower the death rates for infants and children, and to some degree they do, but not significantly. The spirits, small and large, weak and powerful, seem to have a very well developed understanding of what is good in the long run, so even though sorcerers and bards aid sick infants and children (i. e. those not yet defined in their society as adults), the healing seems to work less efficiently than on adults. From a purely biological (i. e. natural) point of view, healing those not worthy of life is neither good nor wise, because in the long run their survival will threaten the survival of their entire species by making it weaker and less resistant to the realities of life. Some children are meant to die, for the betterment of their species, race, tribe and family. Nature is neither "good" nor "evil", but it can be very cruel and unforgiving.

The men of Thulê appreciate these facts, and rather than mourn the passing of the weak and effete, they celebrate the survival of the strong. See the high festival Halloween.

Lyre Playing (SS)
Attribute: Int
Penalty for being Untrained: -5

Lyre Playing is used in ceremonies, but also to impress others. The proficiency determines how well your character plays the lyre and also how many melodies he knows. One who is able to play beautifully will be able to more easily convince others (with Social Skills) to do as he pleases. The lyre player must play for D6 minutes to achieve any effect. Lyre Playing can reduce the DD in relation to Social Skills. See Social Skills.

The lyrist can also sing or recite poems whilst playing the lyre, adding to the effect of his music. See Singing and Poetry.

Mechanics (SS)
Attribute: Dex
Penalty for being Untrained: -5

Mechanics enables the character to safely disarm (and if the myth master allows also build) mechanical traps, and to pick locks and thus open locked doors fairly silently and without damaging the doors. To pick a lock you must test Mechanics against the DD of the lock. It takes D6 (routine), 2D6 (easy), 3D6 (medium), 4D6 (hard), 5D6 (very hard) or 6D6 (absurd) rounds to pick a lock or disarm a trap (or try and fail). For every full 2 points above DD the player achieves when he tests this skill he saves D6 rounds. It never takes less than D6 rounds to pick a lock/disarm a trap.

DD	Example Tasks Mechanics
4	Routine lock/trap
8	Easy lock/trap
12	Medium lock/trap
16	Hard lock/trap
20	Very hard lock/trap
24	Absurd lock/trap

DD Modifications for Mechanics	
+5	In blindness
+2	Normal eyes in the night
+5	Normal eyes in pitch black darkness
+5	Night vision in pitch black darkness
+1	Ettin eyes in artificial light
+2	Ettin eyes in daylight
+/-	Quality mod of lock-picking tools (only for picking locks)
+3	Has no lock-picking tools (only for picking locks)
+1	Freezing temperatures

"Better unlearned and bright, than erudite and foolish."

If a character fails at picking a lock he can (unless he wants to try picking the lock until he succeeds or either breaks his tools or jams the lock) always try to force the door open. Weak doors can be forced open in 3D6 - Str rounds or in 2D6 - Str rounds if using a concussion weapon, and strong doors can be opened in 6D6 - Str rounds (only) by using a metal-headed concussion weapon. You can never force a door open in less than 1 round. Strong wooden doors with a metal frame and similar can be forced open in D6 - Str hours (but never less than 1 hour) by using a metal-headed concussion weapon.

Everyone nearby (e. g. indoors somewhere in the same building and outdoor in a forest within 600 feet and in open terrain within 1200 feet) when someone is forcing a door open will probably hear the noise and might understand what is happening.

Mêlée (CS)
Attribute: Str
Penalty for being Untrained: -2

Gives proficiency with concussion weapons (hammer, club, Dane axe, pick axe, staff sling, spear sling, short and long war-hammer, mace, long and short battle axe, flail, war flail, wand,war-hammer and wood-man's axe), spear weapons (javelin, light javelin, angon, spear, staff, war scythe, trident, halberd and pike) and swords & daggers (dagger, lead-weighted dart, sickle-shaped sword, short sword, [broad, long and short] seax, curved short sword, sickle, longsword, sword, sword-scythe and scimitar) as mêlée weapons. Also gives unarmed combat proficiency and proficiency with battle glove as a mêlée weapon. See **Combat Rules**.

Missile (CS)
Attribute: Dex
Penalty for being Untrained: -2

Gives proficiency with bows (composite bow and self-bow), thrown concussion weapons (club, hammer, rocks, throwing axe, short battle axe, war-hammer and non-listed mêlée and improvised weapons), crossbows, lead-weighted darts, slings (sling and staff sling) and thrown spear weapons (javelin, light javelin [with or without the use of a spear sling], angon, spear and trident), as missile weapons. See **Combat Rules**.

Navigation (SS)
Attribute: Int
Penalty for being Untrained: -2

Navigation is used to successfully get as fast as possible from A to B.

The traveller (or the party's leader or guide) tests Navigation *every hour* travelling to see how his skill affects the average travel speed. If his result is very weak he will spend much time finding back to his route after repeatedly "taking the wrong turn", and will travel much slower, and he might even walk in circles or get lost. If his result is very good he is able to all the time see what route will be the fastest and he will avoid time consuming and often dangerous detours. See **Travel & Survival** (**The Land of Thulê**) for more travelling.

Result	Speed (Miles per Hour)
≤ 1	Critical failure. Wrong way. You are lost![1]
natural 1	Critical failure risk
2-3 or natural 2	-4 (Walks in circle)
4-7	-3 (Walks in circle)
8-11	-2 (Many detours)
12-15	-1 (Poor choices)
16-23	+0
≥ 24	+1 (Short cuts found)

[1]Test Navigation against DD 12 and spend 1 hour to find a way back to the right path. See illuminations mods to travel time.

Specialized Guides & Travellers

A Ranger or a Stalker and everyone in his party travel faster (+1 mph) when travelling on paths/in fields, in marshland (bog), forest or mountainous terrain. Halflings travelling in groups made up of only Halflings (and Wood Elves) travel slightly faster (+1 mph) when Sneaking. A Wood Elf and everyone in his party travel faster (+1 mph) when travelling in forest, and if travelling in groups made up of only Wood Elves (and Halflings) also when Sneaking. A Grey Elf and everyone in his party travel faster (+1 mph) when he is piloting a vessel. A Dwarf and everyone in his party travel faster (+1 mph) when travelling underground or in mountainous terrain. A Gnome and everyone in his party travel faster (+1 mph) when travelling underground or in forest.

Illumination level influences the travel time as well:

Illumination mods to travel time	Speed (Miles per Hour)	Critical Failure Risk on (D20)
Night with Full Moon[1]	-1	1 & 2
Night with Waxing/Waning Moon[1]	-2	1, 2 & 3
Night with Lunar ecclipse[1]	-3	1, 2, 3 & 4
Total Darkness[2]	-8	1, 2, 3, 4 ,5, 6, 7, 8 & 9

[1]Does not apply to characters with Night Vision if they travel alone or in a group where everyone has Night Vision. The increased chance for critical failure risk does not apply if *the guide* has Night Vision!

[2]Does not apply to characters with Ettin Eyes if they travel alone or in a group where everyone has Ettin Eyes. The increased chance for critical failure risk does not apply if *the guide* has Ettin Eyes (or is a Dwarf)!

"Cheerful company shortens the journey."

Other mods to travel time	Speed (Miles per Hour)
For every full 5 individuals in the party	-1[2]

[1]To a maximum of -3.

"There is no need to cross the river to find water."

A party travelling along a coastline, on a road or a path or is following a river, travels every hour at normal (+0 miles per hour) travel time and need (normally) not test Navigation, but the travel time will be modified normally by illumination, fog, snow, mud, maybe specialized guides and also the size of the party. See **Travel & Survival** (**The Land of Thulê**).

Perception (SS)
Attribute: Int

You can only improve your Perception proficiency by improving your Int (or by picking certain Talents).

The Perception skill determines how perceptive your character is, if he sees or understands what is going on around him; if he e. g. sees the trap he is about to walk into, if he discovers secret doors nearby, if he can sense the person sneaking up on him from behind, and so forth. When it comes to finding and following tracks the Tracking skill is used.

Both your travelling speed (see Tempo) and whether you wear a helmet or not influences your ability to perceive what is going on around you.

A character actively looking for something (e. g. searching a room) usually spends a minute doing so for every square 10 feet, but can add a +1 mod for every extra minute spent looking when he tests Perception (to a maximum of +3), but should only be allowed to perform *one* such test when such tests are performed, unless of course this doesn't make sense in that situation.

If a character is looking for another character hiding in a particular location, he modifies the DD of the character hiding by +1 for every extra minute the character spends looking for him (to a maximum of +3). See Stealth.

DD mod to Perception based on Illumination level	
+2	Normal eyes in the night (or +1 if full moon) (or +2 if new or waning moon) (or +3 if lunar eclipse)
+5	Normal eyes in pitch black darkness
+5	Night vision in pitch black darkness
+1	Ettin eyes in artificial light
+2	Ettin eyes in daylight
+2	Standing in light looking into darkness

Poetry (SS)
Attribute: Int
Penalty for being Untrained: -5

Poetry is used in ceremonies, but also to impress others. For the poetry to have any effect the poet needs to recite poems for D6 minutes. For others to even be willing to listen to the poem recitation, the poet needs to first initiate a conversation, something he does by testing Social Skills against DD 8. Poetry to reduce the DD in relation to Social Skills usually only works in relation to those of the opposite sex. See Social Skills.

Religious Tradition (SS)
Attribute: Cha
Penalty for being Untrained: -5

Religious Tradition is a skill needed by Bards and Rangers who want to gain favour with the deities and learn to cast spells. The higher Religious Tradition proficiency the character has, the more powerful spells he can learn. Religious Tradition is also used to lead religious ceremonies in the right way. See **Casting Spells (Sorcery)**.

Religious Tradition
Characters other than Bards and Rangers can perfectly well pick Religious Tradition as a Trained skill. They might not be able to make much use of it, but at least they can more easily blend in and participate in Religious high festivals, if they so wish, and if a Trickster, perhaps they can make other use of this skill too?

Riding (MS)
Attribute: Dex
Penalty for being Untrained: -5

Riding determines your ability to stay on the back of your riding animal or in your vehicle and to control it in difficult situations. The moment you face difficulties you need to test your Riding skill. When the rider/driver tests his skill and the consequence is a failure he loses control of his animal and must test his skill again the next round against a random DD and achieve at least success in order to regain control. A second Failure or a Critical Failure causes the rider/driver (and his passengers) to fall off his mount/vehicle after D6 rounds of uncontrolled riding/driving. Whether or not the rider/driver (and passengers) is injured by the fall is determined by how high he was above ground when he fell. See Acrobatics. See **Aerial Combat (Combat Rules)**.

A *driver* can not attack whilst driving his vehicle, but can be attacked as if he was a rider – and will lose control of the vehicle if he chooses to attack anyhow (see above). A rider/passenger who attacks from a riding animal/vehicle can attack (and be attacked) normally every round or (*if* he is a Warrior, *and* there is room for manoeuvre, *and* he is using a long or very long reaching weapon [*and* if a *passenger* of a vehicle that is a *chariot*]) he can charge every D6 + 1 round (or every 2D6 rounds if in a chariot). See **Charges (Combat Rules)**. When charging, the rider/driver (and passenger) can normally not be attacked in mêlée other than in the round the charge is carried out. A rider/driver (but not passengers) in mêlée must fight without the Dodging mod to his mêlée and missile defence values.

A rider/passenger can shoot or throw missiles if that is possible with the weapon used, with the modifications based on the weapon used. See **Combat Modifications (Combat Rules)**. Any rider/passenger simply riding *directly towards* his target when he attacks with a missile weapon, can add a D4 to the damage of the weapon he is using.

No matter what he wants to do, he must test Riding against DD 8 every round for as long as he is engaged in combat and at least succeed to be allowed to move where he wants to and to attack (or if a driver; to allow his passengers to attack). A rider can never attack more than once every round. The riding animal spends SP when used as a mount in combat as if it was engaged in mêlée. See the skill Stamina. See Chariot in **Trade (The land of Thulê)**.

DD	Example Tasks (Riding)
3	Ride on a road/in the air (Test skill every hour)
4	Ride fast on a road/in the air (Test skill every hour)
4	Ride on a path/in a field (Test skill every hour)
6	Ride fast on a path/in a field (Test skill every hour)
8	Attack from the animal[1]
16	Control an animal taking damage[2]
[3]	Jump an obstacle and land softly[4]
+2	Riding where it's narrow

[1]Test skill every round.
[2]Test skill every round the riding animal takes damage.
[3]DD = obstacle height in feet * 3.
[4]Test skill every jump.

Two handed mêlée weapons can not be used two-handed by a rider, but must be used one-handed with the normal penalties for using two-handed weapons in one hand. See **Mêlée Weapons & Shields (Combat Rules)**. Two handed missile weapons can be used by a rider, but with restrictions. See **Combat Modifications (Combat Rules)**.

Rune Lore (SS)
Attribute: Int
Penalty for being Untrained: -5

Rune Lore is the knowledge about sorcery, about secrets, the ability to recognize enchantments and spells, know their effects and what triggers these. Rune Lore lets you understand enchanted items and figure out how to use them. If you are a spell-caster other than a Bard or a Ranger your Rune Lore will also determine your ability to learn new spells. See **Sorcery**. A Rune Lore proficiency of +1 or more also means the character can read and write Runes.

Runes & Sunlight

You don't need to keep a rune away from Sunlight to keep its power. The belief that you need this stems from a misunderstanding of what a rune really is. What they said in the historic past was that if a rune (a secret!) is brought out into the daylight (i. e. the public eye) it will lose its force. It had however nothing to do with rune carvings.

Backfiring Wands?

A Critical Failure when trying to use an enchanted item might lead to a catastrophic result. Perhaps a spell backfires and affects the wielder of the item instead of the intended target, or even destroys the enchanted item?

Rune	(Latin)	Thulêan	Elfish	Hour	Meaning
ᚠ	(f)	Fé	Fêhu	21-22	Cattle
ᚢ	(u)	Úrr	ÛruR	22-23	Proto-
ᚦ	(þ)	Þurs	ÞursaR	23-24	Goblin
ᚨ	(a, â, á, å)	Áss	AnsuR	24-01	Spirit
ᚱ	(r)	Reið	Raiþô	01-02	Ride
ᚲ	(k, c, q, x)	Kaun	Kauna	02-03	Boil
ᚷ	(g)	Gjöf	Gebô	00-04	Gift
ᚹ	(v, w)	Vina	Wina	04-05	Girlfriend
ᚺ	(h)	Hagall	HagalaR	05-06	Hail
ᚾ	(n)	Nauð	Nauþi	06-07	Need
ᛁ	(i)	Íss	ÎsaR	07-08	Ice
ᛃ	(j)	Ár	Jêra	08-09	Year
ᛇ	(î, í, y)	Ýr	ÎwaR	09-10	Yew
ᛈ	(p)	Ferð	Perþi	10-11	Journey
ᛉ	(z, -R)	Elgr	AlgiR	11-12	Elk
ᛊ	(s)	Sól	Sôwili	12-13	Sun
ᛏ	(t)	Týr	TîwaR	13-14	God
ᛒ	(b)	Bjarkan	Berkô	14-15	Birch
ᛖ	(e, ê, é)	Jór	EwaR	15-16	Horse
ᛗ	(m)	Maðr	MannR	16-17	Man
ᛚ	(l)	Lögr	LaguR	17-18	Water
ᛜ	(ng, ing)	Ingr	InguR	18-19	Love
ᛞ	(d, ð)	Dagr	DagaR	19-20	Day
ᛟ	(o, ö, ô, ó)	Óðal	Ôþala	20-21	Allodium

"Everyone's friend is faithful to no one."

"The wand is mightier than the sword."

Seamanship (SS)
Attribute: Int
Penalty for being Untrained: -5

Seamanship determines your character's ability to operate boats and ships. The captain (or if the myth master finds it appropriate the crew members of the vessel) needs to test Seamanship in different situations, and when travelling once every day. See Wind Strength in **Weather & Wind** (**The Land of Thulê**). Testing Seamanship (every hour) under normal conditions (e. g. little wind, nice weather, no stress) should only be done if the captain or crew has a *negative* Seamanship proficiency.

Failure when testing Seamanship results in damage to vessel; it hits a rock and takes in water, something important in the vessel, like a vital rope or even the rudder is broken. A Failure when operating a damaged vessel or a Critical Failure results in a shipwreck. See **Travel & Survival** (**The Land of Thulê**).

DD	Example tasks for Seamanship
3	Row a boat (Test skill every hour)
4	Sail a ship (Test skill every hour)
6	Moor a vessel

DD modifications for Seamanship	
+0	Calm
+1	Moderate breeze
+2	Fresh/strong breeze, moderate/strong gale
+3	Whole gale or storm
+4	Hurricane
+1	For each missing crew member (ships with big crews can suffer more from this than ships with small crews)
+2	Damaged vessel
+1	Freezing temperatures
+0	Row or sail on a lake
+1	Row or sail on the sea
+2	Row or sail in a river

Singing (SS)
Attribute: Int
Penalty for being Untrained: -5

Singing is used in ceremonies, but also to impress others. The proficiency determines how well your character sings and also how many songs he knows. One who is able to sing beautifully will be able to more easily convince others (with Social Skills) to do as he pleases. The singer must sing in D6 minutes to achieve any effect. A singer can also play the lyre whilst singing for added effect. See Lyre Playing. See Social Skills.

Social Skills (SS)
Attribute: Cha
Penalty for being Untrained: -2

Social Skills determines how well your character can bargain and how he relates to others in social contexts. See **Trade** and **Random Encounters** (**The Land of Thulê**) for more on how to bargain and how to establish a relationship to others respectively. Characters can not use Social Skills in relation to individuals who are hostile.

DD	The target is
-5	Affectionate
-3	Friendly
-1	Welcoming
+0	Neutral
+2	Suspicious
n/a	Hostile

DD	Other factors
-D6	Gifts/bribes[1]
-D6	Threats or other means of pressure[1]
+X	Mod for Dancing, Flute Playing, Lyre Playing, Poetry, Singing and/or World Lore.

[1]Failure when using bribes, threats or other pressure worsens the NPC's relationship to the character by one degree. Critical Failure worsens the NPC's relationship to the character by two degrees. If the relationship to the character turns to hostile this might be very serious to the character and he risks being attacked.

Result	X[1]
≤ 4	+4 DD
5-7	+2 DD
8-11	+0 DD
12-13	-1 DD
14-15	-2 DD
16-19	-3 DD
20-23	-4 DD
≥ 24	-5 DD

[1]Mod for Dancing, Flute Playing, Lyre Playing, Poetry, Singing and/or World Lore. DD modifications are cumulative if more than one skill is used. See Poetry.

For the target to understand what you say you normally need to speak a language known by the target, but when you use Social Skills you can establish a friendly relation to others using body language, sign language and other forms of communication as well. So language skills don't always need to matter much.

DD	Example Tasks for Social Skills
8	Start a conversation in order to use skills such as Dancing, Flute Playing, Lyre Playing, Poetry, Singing or World Lore
6	Convince a person to tell you directions
12	Convince a person to guide you to the location you want directions to
6 + #	Convince a person living outside of a town or stead to show you hospitality for one night. The number (#) of party members influences the DD.
16 + #	Convince a person living in a town or stead to show you hospitality for one night. The number (#) of party members influences the DD. (It is more normal to sleep in a temple's dormitory in towns and steads.)
4	Convince a merchant to trade with you in the morning (after 06:00, during the day or in the evening (before 18:00)
8	Convince a merchant to trade with you in the evening (after 18:00)
14	Convince a merchant to trade with you in the night or in the morning (before 06:00)
16	Convince a person to treat you with food and drink
24	Convince a person to reveal a secret he has sworn not to reveal to anyone
30	Convince a king to not let your crimes have any consequence for you

When given hospitality, a Success lets the party sleep in the barn. A Critical Success allows the party to sleep inside the house, and attend all meals free of charge.

Stamina (SS)
Attribute: 8 + Con
Penalty for being Untrained: +0

Stamina determines for how long a character can perform fatiguing activities. The number of Stamina Points (SP) you have is equal to your proficiency in Stamina. You become Tired when you have spent SP * 1, Weary when you have spent SP * 2, Exhausted when you have spent SP * 3 and you fall Unconscious when you have spent SP * 4.

If you, because of cold weather (see **Weather & Wind [The Land of Thulê]**), because you are drained (see **Ettins** and **Trolls [The Creatures & Phenomena of Thulê]**), or because you lack food, drink or rest (see **Travel & Survival [The Land of Thulê]**), spend more than SP * 4, you will die when you have spent SP * 5.

You regain spent SP at the same rate it takes for you to spend them. So e. g. if you are in a Mêlée and spend 1 SP for one round, then you also need to spend 1 round resting to regain it. If you on the other hand spend 1 SP for one hour walking, then you have to spend 1 hour resting to regain it.

A character will *also* regain 6 + Con SP every time he Rests. See **Resting (The Land of Thulê)**.

SP lost because the character has been drained by a troll will be regained at a rate of 1 every hour! See **Trolls (The Creatures & Phenomena of Thulê)**

You do not regain SP from resting if you are fatigued *because you lack food or drink or sleep*. Also, if you lack food, drink and/or sleep you can not reduce your level of fatigue. I. e. you will remain Exhausted, Weary or Tired, and can never regain lost SP beyond your own level of fatigue until you eat, drink and/or sleep.

E. g. if you are Tired whilst lacking food, drink or rest, and you spend enough SP to become Weary instead, then you will remain Weary, until you have eaten, drunk or rested.

The difference between a *rest* and a *Rest*

A **rest** is any time spent inactive to regain SP. But a **Rest** (with capital R) is actually *sleeping* (for about 6 hours). To confuse players even more, a rest can also be *the distance you can normally travel on foot before you need a little rest*, which is 4 quarters (36000 feet). See **Resting (The Land of Thulê)**

SP are spent at the beginning of each fatiguing activity performed, and are spent even if the character stops performing this activity in order to do something else instead – unless he changes into doing something *less tiring* and also something that will take *less time* than he would have spent if he was to finish his more tiring activity instead. If so he spend SP as if he performed the less tiring and less time—consuming activity instead.

Duels in Thulê

It is not uncommon in Thulê for men who duel to allow the opponent to rest and catch his breath if he becomes too tired to carry on fighting. This is especially common if one of the combatants is significantly older than the other. It is often better to lose a duel than to win it by hitting a man with lowered guard.

When a character is Tired and wants to continue a fatiguing activity, he needs to first test his Wil against DD 6 and at least achieve a Success to be able to do so. When a character is Weary and wants to continue a fatiguing activity, he needs to first test his Wil against DD 8 and at least achieve a Success to be able to do so. When a character is Exhausted and wants to continue a fatiguing activity, he needs to first test his Wil against DD 12 and at least achieve a Success to be able to do so. If he is Tired and keep spending SP he will eventually become Weary. If he is Weary and keep spending SP he will eventually become Exhausted. If he is Exhausted and keep spending SP he will eventually fall Unconscious. If he fails to continue a fatiguing activity he must instead rest until he has regained at least 1 SP, before he can try again. If forced to rest when engaged in mêlée he lowers his guard; he gains only half any shield DV mod, he can not attack and is regarded as Unarmed (even if he carries a shield!) until he Succeeds the Wil test (against DD 6, 8 or 12. See above). See **Lowered Guard** (**Combat Skills**).

Four- (or more) legged creatures can sneak, walk, jog, run, sprint and dash for twice as long as listed in the table for the spent SP.

See **Travel & Survival** (**The Land of Thulê**) for how Stamina works when travelling.

Regaining SP Example

A character is Tired after a long day's travel, and is then attacked by a bandit. He spends so many SP in mêlée with the bandit that when the fight is over he is Weary instead. However, he only needs to rest some rounds to get back to Tired, because it only took him some rounds to get Weary from fighting. To get back to *fully* Rested though, he will need to rest for several hours.

"Nowhere are there more hiding places than in the heart."

Activity	Spent SP
Carry out a Charge	2 every round
Climb	1 every 2 rounds
Crawl	1 every 2 rounds
Dance	1 every minute
Dash	5 every round
Drive carriage	1 every hour
Engaged in mêlée	1 every round[1]
Fly at full speed	1 every 4 minutes
Fly fast	1 every 10 minutes
Fly slow	1 every hour
Fly very fast	1 every 5 minutes
Fly very slow	1 every 20 minutes
Hold your breath	2 every round[2]
Jog	1 every 5 minutes
Carry heavy object	4 every round
Ride (any creature)	1 every hour
Ride (any creature) fast	1 every half hour
Row a boat	1 every 15 minutes
Run	1 every minute
Sail a ship	1 every hour
Shoot/throw missile	1 every minute
Sneak and/or Track	1 every half hour
Sprint	1 every round
Swim	1 every 2 minutes
Swim fast	1 every 2 rounds
Swim slowly	1 every 15 minutes
Tactical advance/ offensive fighting	2 every round
Tactical retreat/ defensive fighting	1 every 2 rounds
Walk	1 every half hour

[1]This also applies to mounted fighters, but SP is for them spent for mêlée instead of for riding. See also tactical advance and tactical retreat in this table.

[2]A character automatically recovers all the SP spent for holding his breath after 2 rounds of normal breathing.

Condition (all Skills)	Mod	Other Restrictions[1]
Tired	-1	Can not Dash
Weary	-2	Can not Sprint
Exhausted	-3	Can not Fly/Run/Jog
Unconscious	n/a	Can not do anything

[1]The other restrictions are cumulative.

Stealth (MS)

Attribute: Dex

Penalty for being Untrained: +0

Stealth gives your character a chance to sneak undetected past others or to hide from them. If your character sneaks, you test his skill each round (and he moves as much as his Tempo allows every round.

See Tempo) and if your character hides, you test his skill every minute (i. e. every 12 rounds), as long as he remains in sight of any observers he may try to hide from. You also test his skill every time the conditions for hiding change. If a character hiding starts to move, he is instead sneaking and must test his skill every round instead.

Characters travelling can use Stealth to avoid contact with other creatures, or to improve their chances to spot encountered creatures before they spot the characters. See **Random Encounters** (**The Land of Thulê**).

Quick Stealth

The example tasks for stealth might be a bit too much for most myth masters. It is there for you if you want to use it, but if not simply give a quick DD for the task ahead and let the character(s) test their Stealth skill.

DD	Example Tasks for Stealth
8	Hide in a very suitable location (e. g. brushwood, under a bed, in a wardrobe)
12	Hide in a suitable location (e. g. shrubberies, behind a curtain)
16	Hide in an unsuitable location (e. g. a field, under a large dining table)
20	Hide in a very unsuitable location (e. g. open ground, unfurnished room)
-2	Hide in darkness and observer has ordinary eyes
-5	Hide in pitch black darkness and the observer has ordinary eyes/Night Vision
-1	Hide in artificial light and the observer has Ettin Eyes
-2	Hide in daylight and the observer has Ettin Eyes
-1	For every 30' away from nearest observer[1]
+0	Is less than 30' from nearest observer[1]
+X[2]	Listener/observer is moving
-1	Listener/observer is lax
+1	Listener/observer is on guard
+2	Listener/observer knows you are there
+	Listener/observer's Perception proficiency
14	Sneak on hard soil, over a lawn, on cobblestone or other stone surface[3]
18	Sneak on creaking wooden floor[3]
-1	Sneak near running water[3] (or +0 near a creek or a deep river) (or -1 near a shallow river) (or -2 near a small waterfall) (or -3 near a large waterfall)
15	Sneak on forest floor[3]
-4	Sneak in relation to a specific individual or group in a busy street[3]
-1	Sneak when it is raining[3] (or +0 in light rain, or -1 in normal rain, or -2 in heavy rain)
-1	Sneak on a noisy battlefield[3]
-3	Sneak when all listeners are sleeping[3]
-1	For every 30' away from nearest listener (when Sneaking)[3]
+0	Sneaking less than 30' from nearest listener[3]
+	Sneaking/hiding character's size mod
+1	Wear clothes in unsuitable colours (e. g. blue or dark blue in a forest)
+2	Wear clothes in very unsuitable colours (e. g. pink, red, white or yellow in a forest)
+4	Wear clothes in extremely unsuitable colours (e. g. blue, red or yellow in the snow)
+0	Wear clothes in suitable colours (e. g. black, brown, grey or green in a forest)
-1	Wear a cloak (changing the silhouette)
+1	Shoot or throw something at the listener
[4]	There is more than one observer/listener
+3	Shoot or throw something at the observer

[1]If the character is in observer's field of vision

[2]See Tempo.

[3]Moves in sneaking tempo. See Tempo and Stamina.

[4]For every observer more than 1 the DD is modified by +1 to a maximum of +4. Only characters likely to alert the main observer are to be taken into account.

Swimming (MS)
Attribute: Con
Penalty for being Untrained: -5

Swimming enables your character to swim and avoid drowning in difficult situations. When your character is swimming under optimal conditions (i. e. no wind and no current) you need to test your character's skill every minute (i. e. every 12 rounds) against a DD of 8 to avoid swallowing too much water or even drown. If you succeed your character manages to swim a distance in feet equal to 10 + his proficiency in Swimming (every round). If he swims slowly you can divide this distance by 2. If he swims fast you can multiply this distance by 1.5. regardless of modifiers, if you succeed, you never swim less than 5'

The first time you achieve a Failure when you test your character's Swimming he swallows water and gets a -1 mod to Swimming from then on and until he is on dry land or safe in a vessel. If you fail again he gets a -2 mod. The third time you fail he drowns. See Healing. A Critical Failure leads to a -2 mod right away, or if the character already has swallowed water, to drowning. A Critical Success removes a -1 mod, or reduces a -2 mod to a -1 mod.

There is no difference between swimming normally or swimming under water, save in the fact that those who swim under water also needs to hold their breath while they do so. See Stamina.

DD	Swimming
8	Avoid swallowing too much water (and be allowed to attack whilst Swimming. See Stance & Movement under **Combat Modifications** [**Combat Rules**])

DD Modifications for Swimming	
-1	Swim slowly
+1	Swim fast
+0	Wear normal clothing
+3[1]	Use a shield
+1[1]	Has a shield attached to the back
+0	Calm
+1	Moderate breeze[2]
+2	Fresh or strong breeze, moderate or strong gale[2]
+3	Whole gale or storm[2]
+4	Hurricane[2]
+1	Swim in a river/slow current
+3	Swim in a fast river/fast current
+6	Swim in a maelstrom
+2	Swim in freezing water[3]

[1]This comes in addition to the ordinary modification to MS for using a shield.
[2]In the sea. No mod in lakes or rivers.
[3]You lose 4 (minus Cold Resistance) SP each round if you try to swim in freezing water. You will in other words quickly pass out from hypothermia and drown (unless helped). See **Resistance & Damage** (**Combat Rules**).

Tempo (MS)
Attribute: n/a. For player characters base Tempo is 40 (or 30 for Dwarves, Gnomes and Halflings) and is only sometimes modified by Str * 10 and by the Talents **Athletic** and **Fast**.

You can not improve your Tempo proficiency through experience. See the spell Seven-Miles-Boots.

Tempo determines how fast your character can move. The base distance (in feet) your character can walk on a level field in one round (5 seconds) is equal to Tempo proficiency. See footnote 3 below.

See Stamina for information about for how long a character can perform an action in different tempos.

Tempo is modified by -5 if the character is seriously injured and by -10 if severely injured.

See **Armour** (**Combat Rules**).

Action	Speed[1]	Mod[2]
Crawl	Tempo / 4	-1 mod
Climb	Tempo / 4	-1 mod
Sneak and Track	Tempo / 3	+0 mod
Carry heavy object	Tempo / 2	-2 mod
Sneak	Tempo / 2	-1 mod
Track	Tempo / 2	+0 mod
Walk/fly very slow	Tempo	-1 mod
Jog/fly slow	Tempo * 1.5	-2 mod
Run/fly fast	Tempo * 2[3]	-3 mod
Sprint/fly very fast	Tempo * 3[3]	-4 mod
Dash/fly at full speed	Tempo * 4[3]	-6 mod

[1]Always round up to nearest whole 5.
[2]Mod to Perception. See Tracking and Stealth.
[3]Add Str * 10 for player characters. Modify by +10 for the Talent Athletic and Fast, or +20 if the character has both Talents. E. g. a character with +2 Str (and a base Tempo proficiency of 40) can climb (Tempo / 4 =) 10' in one round, jog (40 *1.5 =) 60' in one round and sprint (40 * 3 + [2 * 10] =) 140' in one round. With +3 Str and the Talent Athletic the character will sprint (40 * 3 + [3 * 10] + 10 =) 160' in one round.

Action	Check for Fall
Run	Test Acrobatics against DD 2 at the start of every minute running
Sprint	Test Acrobatics against DD 3 every round sprinting
Dash	Test Acrobatics against DD 4 every round dashing

"What is the use of running when we are not on the right track?"

Tracking (SS)
Attribute: Int
Penalty for being Untrained: -2

Tracking determines your character's ability to find and follow tracks left by others.

Tracking is tested every hour when a character follows tracks he has found, and every time a character comes across tracks (to see if he spots them).

Characters travelling can use Tracking to increase the chance for contact with other creatures. See **Random Encounters** (**The Land of Thulê**).

Success when testing Tracking to follow tracks means the tracker can move for one hour following the tracks before he needs to test his Tracking skill again.

To determine exactly how much information the tracker is able to gather when he finds tracks use the relevant tracking table.

One who is not looking for tracks can still test the tracking skill when coming across tracks (unless he is riding or flying), but the DD should then be modified depending on his mode of travel. See Tempo.

See the Water Spells Ghost Feet and Heat Signature.

"A beaten track is a safe one."

DD[1]	Tracking
4	In snow or sand
6	In a meadow
12	In the forest
16	Along a trail
20	Along a road
14	Find where someone has left the trail/road
30	In a cobblestone street/road

[1]-1 DD for every additional 4 individuals leaving tracks, to a maximum of -4.

DD Modifications to Tracking	
-1	Fresh tracks (less than two hours old)
+0	Tracks less than one day old
[1]	Old tracks
-1	It rained the day before the tracks were made
[2]	It has rained after the tracks where made
+2	In darkness and the tracker has ordinary eyes
+5	In pitch black darkness and the tracker has ordinary eyes or Night Vision
+1	In artificial light and the tracker has Ettin Eyes
+2	In daylight and the tracker has Ettin Eyes
+1	In rain and fog
-	Mod for the size of the largest tracked creature
-2	At least one of the tracked creatures is bleeding

[1]+1 DD for each day since the tracks were made.
[2]An additional +1 DD for each rainy day since the tracks were made. See Footnote 1.

Tracking + 3D6	Consequence
5 ≤ DD	Critical Failure. E. g. he finds other or false tracks or leads, sending him in the wrong direction
1-5 < DD	Failure. Finds no tracks
= DD	Semi-Success. Finds the tracks
1 to 2 > DD	Success. Can also tell what type of creature left the tracks
3 to 4 > DD	Success. Can also tell the number of creatures leaving tracks
≥ 5 > DD	Critical Success. Can also accurately tell the age of the tracks

See Tempo. See **Armour** (**Combat Rules**). See **Advanced Tracking** (**The Land of Thulê**).

**"Go often to the house of thy friend,
for weeds soon choke up the unused path."**

Trickery (SS)
Attribute: Dex
Penalty for being Untrained: -2

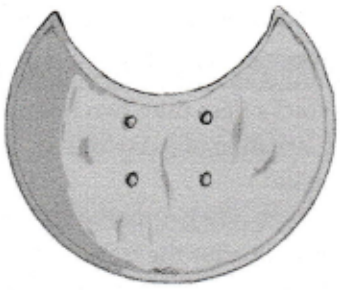
Trickery can enable your character to undetected steal items from unsuspecting individuals, or to make objects disappear in front of their eyes or perform other magic tricks. Base DD should be the same as the target's Perception.

DD	Modifications for Trickery
+8	Make a nut disappear
+8	Steal a pouch from a belt (using e. g. a dagger or seax)
+14	Steal a pouch from a belt (without using e. g. a dagger or seax)
+12	Steal a small object from a person
+14	Steal a large object from a person
+18	Steal a necklace from someone's neck
+30	Steal a ring from a finger
-2	Trick a person with normal eyes in darkness
-5	Trick a person with normal eyes or Night Vision in pitch black darkness
-1	Trick a person with Ettin Eyes in artificial light
-2	Trick a person with Ettin Eyes in daylight
-2	Trick an unaware person (after successfully sneaking up on him)
-3	Trick an intoxicated person
-5	Trick a sleeping person

**"A learned man has always wealth
in himself."**

World Lore (SS)
Attribute: Int
Penalty for being Untrained: -5

World Lore is the knowledge about the fauna, flora, lands and peoples in the world (geography), knowledge about nobles and their symbols (heraldry), knowledge about the past and myths (history), mathematics and philosophy. World lore can be used for your character to gain more hints and leads from the myth master when playing and to impress NPCs. To impress NPCs your character first needs to start a conversation, something he does by testing Social Skills against DD 8, and then talk to them for D6 * D6 minutes. See Social Skills.



"A wise companion is half the journey."

Combat Rules

The Combat Mechanics

A mêlée (MÊ) is a situation where two or more creatures engage each other in close combat, standing about 5' (and less than 10') away from each other, and try to injure each other with mêlée weapons (or by fighting unarmed). When someone tries to injure another by means of missile weapons, such as crossbows, bows, slings or thrown weapons, it is instead defined as missile (MI) combat. One can use missile weapons too in a mêlée, but with a penalty. See **Combat Modifications**.

Combat Skills are not tested against a DD, but against the enemy's defence value (DV). All characters have an offensive value (OV) and a defensive value (DV) in relation to MÊ and MI. The DV can never go below +0 no matter what modifications otherwise state.

Offensive Value (OV) for Mêlée

+ mêlée skill proficiency
+ encumbrance mod (if carrying a medium or heavy load)
+ condition mod (if fatigued, injured or soaking wet)
+ weapon mod (if any)
+ 1 if carrying a weapon in each hand
+ other mêlée mods (see **Combat Modifications**)

Offensive Value (OV) for Missile

+ missile skill proficiency
+ encumbrance mod (if carrying a medium or heavy load and using a thrown weapon or a sling/staff sling)
+ condition mod (if fatigued, injured or soaking wet)
+ helmet mod (if wearing a helmet)
+ weapon mod (if any)
+ other missile mods (see **Combat Modifications**)

Defensive Value (DV)

+ 10
+ armour and helmet DV (if any)
+ shield mod (if using a shield)

DV for Missile only:

- (size / 2) (see **Combat Resolution**)
+ other missile mods (see **Combat Modifications**)

"Do not cry before you are hurt."

DV for Mêlée only:

+ encumbrance mod (if carrying a medium or heavy load)
+ condition mod (if fatigued, injured or soaking wet)
+1 if carrying one weapon in each hand
+ weapon mod (if any)
+ other mêlée mods (see **Combat Modifications**)
+ mêlée skill proficiency /3 (rounded down)

Dodging

The **Dodging** proficiency of the target is added to the DV (MÊ & MI), but only if the target is aware of the shooter/thrower and is in a position where he is able to perform evasive manoeuvres. See the skill Riding. See optional rule 4 and **Combat Modifications**.

Weapon Damage

Weapon damage in MYFAROG is based firstly on the assumption that each weapon inflicts much or little damage to a target hit by it based on the weight and design of the weapon itself, and secondly on the assumption that if you hit well enough it doesn't really matter that much what weapon you wield, the target will suffer great injury anyway.

When you attack you don't just attack with a weapon; you attack with everything at hand, and your main weapon is just your *main* weapon. It does not mean you only use that weapon when you attack. So if you hit well and because of that inflict extra damage it might just as well be because you not just hit well with your (main!) weapon, but also e. g. manage to bash your opponent with your shield boss, give him an elbow in his face or perhaps hand him a proper kick in the knee as well.

When you cause a Cut or Shock effect (see Combat Resolution in Combat Rules) you have to keep the above in mind, and the weapon-based modification of the result in this context is just because you are more or less likely to cause a Cut or Shock effect depending on which weapon you wield as a main weapon. You can perfectly well knock your opponent out in mêlée even when you wield a short sword or a dagger (you can hit him with the pommel!), just like you can perfectly well give him a bleeding wound when attacking him with a club or staff (ripping his skin open). You are just more or less likely to do so depending on the weapon you wield.

Lowered Guard

If moving any faster than in walking (or if Dwarf or Warrior jogging) tempo, or if forced to rest when engaged in mêlée, you lower your guard; your shield's DV (MI) is halved (round up to nearest whole number), you can not attack in mêlée (but you can attack with a missile weapon if the guard is lowered only because you are moving fast!) and are regarded as Unarmed (even if you carry a shield). See **Charges**, **Combat Modifications**, **Formations** and the skill Stamina.

Combat Resolution

The result of an attack can vary. Sometimes you miss your target, some times the armour or shield or tough skin absorbs all damage, and other times you inflict very little damage to your target. You can also hit your target so well that one hit is enough to slay your opponent, almost no matter how tough he is.

OV (+D20)	Consequence (Damage delivered to target[1])
< DV	No damage
= DV	Damage /2
1-2 > DV	Damage
3-4 > DV	Damage +1
5-6 > DV	Damage +2
7 > DV	Damage +4
8 > DV	Damage +6
9 > DV	Damage +8
≥ 10 > DV	Damage +10
Natural 1	Fumble (see **Fumbling**)
Natural 2	Automatic no damage
Natural 19	At worst damage / 2
Natural 20	At worst damage

[1]Damage = weapon damage. See **Mêlée Weapons & Shields** and **Missile Weapons**. Add any mod to damage directly to weapon damage. E. g. a dagger with damage D5 inflicts D5 + 1 instead if the attacker's result is Damage +1. Damage mod / 2 if the weapon used is a Spear sling, a Staff sling or Unarmed and only / 4 if the weapon used is a Wand.

If the target loses ≥ 1 HP in the attack, cast 3D6 twice, one for Cut and one for Shock effect.

Damage Delivered vs "Hit"

Technically you don't cast dice to see if you 'hit' your opponent or not, but rather to see if you manage to 'injure' your opponent or not.

«We are more than the sum of our knowledge. We are products of our imagination.»

3D6 + Mods	Cut Effect[1]
≥ 8	No effect
5 to 7	Light Bleeding (1 HP lost every 10 minutes, for 60 minutes)
2 to 4	Medium Bleeding (1 HP lost every minute for 6 minutes. After that it turns into a Light Bleeding)
0 to 1	Serious Bleeding (1 HP lost every round for 6 rounds. After that it turns into a Medium Bleeding)
≤ -1	Cast a D12: Instant Death if result is > target's size. Otherwise it's a Serious Bleeding.

[1]The bleeding causes loss of HP at *the end* of the listed time period, until the bleeding stops by itself or until stopped by Healing.

Mods for Cut Effect

- damage delivered to target / 2 (rounded down)
+ the Cut effect of the weapon used

3D6 + Mods	Shock Effect
≥ 8	No effect
5 to 7	Stun (can not attack and gets a -2DV [MÊ] mod for one round[1])
2 to 4	Knock-down (can not attack and gets a -4 DV [MÊ] mod and a +1 DV [MI] mod for one round[2/3])
0 to 1	Knock-out (is out for 3D6 rounds, and is then Stunned for D6 rounds)[3]
≤ -1	Instant Death

[1]He loses his next action if he has not yet done anything this round and is stunned the rest of the round and the next round. Tactical manoeuvres not allowed.

[2]He loses his next action if he has not yet done anything this round and is knocked down the rest of this round and the next round. A character can if he chooses to remain prone or he can spend a round getting up. See **Combat Modifications**.

[3]Check for fall injury. See the skill Acrobatics.

Mods for Shock Effect

- damage delivered to target / 2 (rounded down)
+ the Shock effect of the weapon used
+ the size of the target

A target with a bleeding wound who gets another bleeding wound does not increase the degree of bleeding by one level, but instead gets another bleeding wound. Each bleeding must be stopped separately. See the skill Healing.

See the Earth spell Berserk and **Corporeal Trolls (The Creatures & Phenomena of Thulê)** for information on when not all these rules apply.

A Fistful of Dice

To speed up combat, when your character performs an attack you can cast a D20 along with 6D6 in two different colours (3D6 of each colour): to determine whether or not you deliver any damage (with the D20) and the 3D6 in one colour show the Cut effect and the 3D6 in the other colour show the Shock effect.

It is normally only possible for one single individual to engage up to 8 other individuals in a mêlée at the same time; one in North West, one in North, one in North East, one in East, one in South East, one in South, one in South West and one in West. If more enemies are present the rest will have to wait for an opportunity to attack their outnumbered foe.

Colossal creatures take up more space than others do, so the myth master can adjust the number above based on that knowledge, meaning that e. g. as much as 16 or 24 or even 32 human characters can at the same time engage one single colossal creature.

Description	Creature's Weight (lbs)	Size
Tiny	1-5	-10
	6-10	-9
	11-20	-8
	21-30	-7
	31-45	-6
	46-60	-5
Very Small	61-75	-4
	76-95	-3
Small	96-115	-2
Below Average	116-135	-1
Medium	136-165	+0
Above Average	166-205	+1
Large	206-255	+2
Very Large	256-320	+3
	321-400	+4
Colossal	401-500	+5
	501-650	+6
	651-850	+7
	851-1100	+8
	1101-1400	+9
	≥ 1401	+10

Dwarves and Warriors in the second line of a column or square formation who use very long-reaching weapons can also attack their enemies over the shoulders of their allies (for Dwarves, only if the allies are Dwarves) standing in front of them, but they must do so with a -3 mod to OV. See **Initiative** and **Formations**.

Line of sight between two creatures is determined by common sense and is ultimately decided by the myth master.

Two creatures moving 10' or more away from each other (e. g. if *both* use a Tactical Retreat/fight defensively) must spend time (a round or more) to engage in mêlée again. See **Combat Modifications**.

Health Points

To determine the physical condition of creatures (including player characters) MYFAROG uses an abstract system of 'health points' (HP). The more HP a creature has, the more physical punishment it can take before it dies.

For player characters, HP is their CON + Str + size. All characters also gain extra HP for every experience level, including level 1. See the talent Tough (**Talents**).

Character Role	HP per level
Dwarf	+3
Grey, High or Wood Elf	+1
Gnome	+1
Halfling	+1
Bard	+1
Civilian	+1
Ranger	+1
Sorcerer	+1
Stalker	+1
Trickster	+1
Warrior	+2

When a creature loses ½ of its HP it is defined as being seriously injured, suffers from a -1 mod to all skills, and can not dash or sprint. When a creature loses ¾ of its HP it is defined as being severely injured, suffers from a -3 mod to all skills, and can not fly, run or sneak either. See Condition & Encumbrance under **Combat Modifications**. When a creature loses all its HP it dies.

Humans and demi-humans regain 1 + Con (and other creatures regain 1 + size) HP every day they rest, and never less than 1 HP, but not if they suffer from a lack of food or drink, in which case they will not heal anything by resting. An injured character can also regain lost HP by receiving Healing. See the skill Healing.

"It is easier to hurt than to heal."

Resistance & Damage

There are several types of damage in MYFAROG: cold, disease, electricity, heat, physical and poison. Some creatures have a special resistance in relation to certain types of damage, and this resistance absorbs damage taken. E. g. a creature with Cold resistance of +2 taking 5 HP in Cold Damage, will only suffer (5 – 2 =) 3 HP in damage.

Player characters can gain resistance because of their race. They can also some times gain resistance – in relation to cold weather – simply by putting on warm clothes. See **Trade** (**The land of Thulê**).

If a character has a negative resistance mod (e. g. -1), he will take extra damage equal to the negative number when suffering at least 1 such damage.

Unless specifically stated otherwise, damage in the rules of MYFAROG means physical damage. E. g. "D6 damage" means "D6 physical damage".

Disease and poison resistance is modified by racial modifications and Con, and poison resistance by the size of the target as well, and is tested against the PL of the disease/poison. See the skill Healing.

The Round

When combat occurs everyone involved must:

1. Check morale (page 59)
When the encounter starts, or if the character has taken damage the round before.

2. Declare actions
E. g. move[1], form formation, attack with mêlée or missile weapon (possibly in combination with a move[1]), disarm enemy (**optional rule 5**, page 64), use skill, use item or cast spell.

3. Check for falling (**optional rule 3**, page 58)

4. Riders test their Riding skill (page 44)

5. Check for random movement (**optional rule 4**, page 64)

6. Check initiative (page 56)

7. Check fatigue (page 47)
Check if the character has the Stamina to perform planned action. Test Wil if Tired, Weary or Exhausted. Record spent SP.

8. Perform actions (order determined by initiative)
a. Check if any combat modifications apply (page 61).
b. Combat Resolution (page 54).
c. Fumble (page 58)

9. Check for Random Item Damage (**optional rule 6**, page 65)

[1]Unless he is riding, sneaking, walking or (if Dwarf, Orc or Warrior) jogging the character is always moving with a lowered guard (see **Lowered Guard**). Combatants running (or sprinting or even dashing) into or away from mêlée do so with a lowered guard – but if done wisely it can be done without suffering an attack whilst the guard is lowered. You can move into mêlée after your opponent has performed his action, or you can move away from battle before your opponent can perform his action. See **Initiative**. A character can perform a mêlée or missile attack and move 5' to 15' in the same round, but if in mêlée must do so as part of a tactical advance or retreat or a sideways movement. See **Special Attacks & Manoeuvres** under **Combat Modifications**.

Initiative

To find out which character acts first in a round you check Initiative. The one with the best result acts first. If several combatants achieve the same result when checking for Initiative in a mêlée they both get a -2 mod to DV that round, but only in relation to the other combatant(s) with the same Initiative result and only in relation to mêlée attacks.

The myth master checks for Initiative every round or e. g. every minute or when the circumstances of the mêlée changes, like when a new combatant joins the mêlée.

The basic formula to calculate initiative is:

Initiative
+D6
+Dex (or +1 if a creature other than a player character)
+mod for talent (Good Reflexes and/or Aggressive)
+4 if using a missile weapon (n/a if using a missile weapon other than a loaded crossbow *in mêlée*)

If a character uses a missile weapon has the initiative, his attack will be resolved before taking into consideration the initiative modifications for Mêlée. I. e. if a character using a missile weapon wins the initiative he gets to resolve his missile attack before any mêlée attacks are resolved!

If multiple attacks are declared by a character for the same round, initiative is determined normally for the first attack, and the second (and third) attack is resolved at the end of the round, after all others have performed their actions. If several characters want to perform multiple attacks in a round, initiative is determined normally between their second (and third) attack. I. e. the one who had the initiative for the first attack will also have the initiative for the first attack (and then finally for his third attack).

Initiative Modifications only for Mêlée

+size
+2 if using a long-reaching mêlée weapon (i. e. a sword, a javelin, a flail, a short spear or a war flail).
+4 if using a very long-reaching mêlée weapon (i. e. an angon, a spear, a light javelin, a staff, a trident, a sword-scythe or a war scythe). See also **Charges**.
+6 if using an extremely long weapon (i. e. pike). See also **Charges**.
+2 if you fight Offensively
-8 if you fight Defensively

Characters in a formation roll for initiative for their formation as a unit, using the initiative modifiers of the slowest character (i. e. the character with the most negative or least positive mod to Initiative) in the formation.

Characters can not, if their initiative result was better, choose to act after the others have acted in a round, but must then instead forfeit their actions one round to be allowed to automatically act first in the next round instead. If several characters do this they must check initiative amongst themselves normally. Characters who forfeit their actions a round defend themselves normally.

Formations

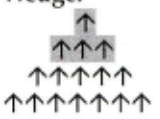
Sometimes, characters may want to move and fight as a formation. See optional rule 4. The minimum number of individuals needed to form the formation is the number of arrows marked with dark grey background colour in the examples below. All the arrows represent individuals and their facing direction.

Column:

Line:

Circle:

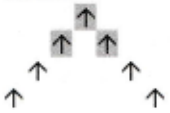
Wedge:



Right echelon:

Left echelon:

Skein:



Square:

Herringbone:

A group of characters standing within walking distance from each other can, in 1 round, form any formation they want – to minimize or maximize the number of enemies they can/have to engage at any time, to block enemy access to areas whilst fighting, to fill empty spaces (like tunnels or doorways) *et cetera*.

It is not possible to shoot or throw anything through a friendly (or for that sake enemy) line to hit anyone behind it, unless it is perfectly logical to do so: e. g. if the target and/or shooter is on elevated ground. See **The Combat Mechanics**.

All characters in a formation enjoy a +2 mod to Morale as long as they remain in the formation. If everyone in the formation has a large shield (see **Mêlée Weapons & Shields**) they also receive a +2 mod to DV (MÊ & MI), because they are then able to provide some protection to the others in the formation as well. If everyone in the formation has a very long- or extremely long mêlée weapon (!) or a shield, and not all have large shields, they instead receive a +1 mod to DV (MÊ & MI).

The first line in a square formation can exchange place with the second line (usually in order to rest) during a mêlée if the first line performs (as a line formation) a tactical retreat at the same time as the second line (as another line formation) performs a tactical advance. See **Combat Modifications**. Normally the first line will continue to move (the next round) backwards to the rear of the formation, where they hopefully can rest safely. None of the moving lines in the square are allowed to perform offensive actions whilst performing this manoeuvre. The enemy they are facing can attack either of the lines normally (or both if they are attacking multiple times that round).

Only characters actually fighting (attacking or defending) spend SP for being in a mêlée, and the inactive characters in a formation simply walk about

on the battle field, waiting for their turn to engage the enemy (spending 1 SP at the beginning of every half hour walking, and when the formation doesn't move, they can actually rest).

Characters in a moving formation must walk to keep the formation, unless they are all Dwarves, Orcs or Warriors in which case they can choose to jog instead.

Stay on your Feet! (Optional Rule 3)

It is not at all uncommon for mêlées to be determined not just by the fighting skills of the combatants, but also by their ability to stay on their feet. A combatant engaged in mêlée needs to test Acrobatics against DD 4 at the beginning of every round of mêlée (preferably before the myth master determines whether there is any random movement or not (see optional rule 4) to see if he loses his balance before he is able to take action. Modify the DD if the combatants are fighting in difficult terrain (+1), on a narrow ledge (+2), on top of a roof (+2), on a slippery surface (+2), balancing on a wooden board placed between two walls (+4), *et cetera*. You can – if it makes sense to do so in that situation – add the wind strength as a factor too. Of course all the normal mods for MS apply here as well, meaning the not very strong character wearing a heavy armour might soon regret his choice to do so.

If the Acrobatics result is a Failure the combatant fails to attack, and instead spends the round regaining his balance (with a -1 to DV MÊ that round). A Critical Failure means he falls. A normal fall in this context is a fall from 0' (D6 - 3 damage), and he lays prone next to his enemy and have to spend time getting back up (as if he was knocked down. See **Combat Resolution**). However, if fighting on a ledge high above the ground, on a narrow bridge crossing a chasm or something similar a fall can be fatal in itself. The myth master can determine the fall direction and distance as if the fall was a move in a random direction. See optional rule 4. See the skill Acrobatics.

Fencing

In pre-history and Classical Antiquity the sword was used for offensive action, for thrusting, slashing, cutting and hacking, and a shield would be used to block enemy attacks. Unless the combatant had no other option he would not try to block an attack using his sword – because it would for sure ruin the edge of the blade.

Fumbling

If you cast a natural 1 in a mêlée or missile attack you fumble and must cast a D20 and add either your Mêlée or Missile skill / 3 (rounded down) and check the result on the fumbling table. See footnotes 3 & 4 in Special Attacks & Manoeuvres under **Combat Modifications**. See also the Flaw **Clumsy**.

Missile weapons[1]	Slings	MÊ	Consequence (for natural attacks)
≥ 10	≥ 11	≥ 10	A (A)
8-9	10	8-9	B (F)
6-7	9	6-7	C (F)
-	7-8	5	D (F)
≤ 5	≤ 6	≤ 4	E (E)

[1]Missile weapons other than slings; i. e. bows, crossbows and thrown weapons.

A = Always a miss. If multiple attacks were planned the attacker must abstain from further attacks this round. Test Acrobatics against DD 8 to avoid falling (taking D6 – 3 damage on a Critical Failure). Modify the DD according to situation (e. g. if fighting on a narrow ledge, the DD might well be 12 or even 16) and also damage taken from a fall (if e. g. fighting high above the ground)!

B = Attacker drops his weapon and needs to spend one round to pick it up (if he indeed wishes to risk picking it up again).

C = Attacker breaks his weapon and to use it again he must either (1-2 on a D6 [n/a for sling]) repair it in a smithy or workshop for D6 hours and against a random DD or (3-6 [1-6 for sling]) using craftsman's tools for D6 * 5 minutes and against a random DD. See **Skills**.

D = Attacker hits himself instead (and takes normal weapon damage).

E = Attacker misses his intended target, and is at risk of hitting someone else instead. If anyone (including riding animals) is within 10' (for mêlée attacks and for missile attacks at short range) to 50' (for missile attacks at extreme range) radius of the intended target the attacker must cast his dice again and carry out an attack against him instead. If multiple individuals are near the intended target the myth master randomly picks one (friend or foe) to be attacked. It is not possible to fumble when carrying out this attack. If nobody are near the intended target treat this instead as a consequence A.

F = Attacker hurts himself (i. e. his teeth, his horns, his fist, his knee, his tusks etc.) whilst attacking and takes D4 damage (check for Cut/Shock effect) as a result of this.

"Courage is better than powerful sword."

Morale

Fighting for your life can be terrifying, so all creatures (save those immune to fear), including the player characters, need to test their morale whenever they take at least 1 HP in damage in combat (but never more than once per round) and the first time they see the creature(s) they run into (but never more than once per encounter).

A creature checks for morale by testing Fortitude. Add the enemy's fright mod (and if more are present only the fright mod of the most frightening enemy) as a mod, and then check the result against the result-consequence table below. See the Earth Spells Berserk and Courage. See the Fire Spell Light of the Mind. See also the Orc spell Fear of the Dark.

Modifications for Morale tests	
+2	Courageous (Talent)
+2	Fearless (Talent)
+2	Formation mod
+1	Level 4 Dwarf/Elf/Halfling/Warrior advantage
+1	Level 8 Dwarf/Elf/Halfling/Warrior advantage
+2	Animal Friend (Talent) (only in relation to animals)
+Str[1]	Dwarf/Warrior inspiration
+2	A male family/tribe member is fighting on your side
+4	A female family/tribe member is fighting on your side or a female or child member of your family/tribe is at risk of suffering harm if you lose the fight

[1]The Str of the strongest level ≥ 8 Dwarf/Warrior present.

Result	Consequence[1]
≤ 0	Panics and flees for 2D6 rounds. He is in addition to that traumatized with a -1 mod to Fortitude[2/3]
1	Panics and flees for D6 rounds[2]
2	Terrified for D6 minutes
3	Fearful for D6 minutes
4-5	Afraid for D6 minutes
6-8	Nervous for D6 minutes
≥ 9	No consequence
Natural 1 or 2	At best nervous for D6 minutes
Natural 19 or 20	Always no consequence

[1]The consequences are not cumulative, but when multiple consequences are achieved (e. g. over the course of several rounds of mêlée) the most severe one is always used. E. g. if your character is nervous but faces no consequence the next time you test his morale he will remain nervous. E. g. if he is nervous and achieves another nervous consequence the next time you test his morale he will remain nervous and use the longest duration of the two nervous consequences. When the consequence expires it is reduced in severity. An individual no longer terrified becomes fearful for D6 minutes instead; an individual no longer fearful becomes afraid for D6 minutes instead, and so forth until there is no consequence.

[2]Fleeing creatures (if they have the Stamina and Wil to do so) run in a direction of their choice. See the skill Tempo. If they for some reason can not flee (e. g. the road is blocked, they are too exhausted or they are running slower than their opponents) they must test Wil against DD 8. If they semi-succeed, succeed or succeed critically they can instead choose to fight on in panic (with +1 mod to all skills and spells). If they fail or fail critically they *will* surrender, and if human or demi-human is taken prisoner. If humans or demi-humans are fighting creatures that can be assumed not to accept a surrender (such as animals, ettins or trolls) they will always fight on in panic. The panic lasts for as long as they otherwise would flee.

[3]Your character can have multiple traumas at the same time, and the consequences of these are cumulative. When your character gets a trauma, cast a D6: on 1-2 the trauma is permanent and your character gets a Flaw related to it (or roll dice to find a random Flaw for your character), on 3-6 the trauma goes away after 1 year. If a character has so many traumas that his Fortitude proficiency becomes -1 or less, he will lose his mind and become permanently and incurably insane. A player character should at that point retire and the player can create a new character.

Condition	Mod to all Skills
Nervous	-1
Afraid	-2[1]
Fearful	-3[1]
Terrified	-4[2]
Panic	+1[3]

[1]Can not fight offensively (i. e. use Tactical Advance).

[2]Can only fight defensively (i. e. use Tactical Retreat), if that is possible, and must try to disengaged and retreat if possible.

[3]Can not fight defensively (i. e. use Tactical Retreat).

Hostile human or demi-human parties (including the player party) has a +0 Fright mod. See the Talent **Ægirean**. When encountering men a Sorcerer in the party will add -4 to the party's Fright mod, a Bard -2, an Elf -1. If characters carrying flames or any bright light sources (e. g. flaming torches, glowing orbs or something similar) are facing animals or Huldrs they have an extra -4 Fright mod. Ettins and Trolls (save the Huldr) are immune to normal fear and thus never need to test their morale.

Scary Adventures

A myth master can also use the Morale rules when scary things happen, or when scary locations are visited, and then instead of letting the fear wear off after only some rounds, he can let the consequence last D6 *hours* instead of *minutes* – or even until the scary event is past or the characters have left the scary location.

Aerial Combat

A creature flying or a character riding a flying creature (but not the creature he is riding) can attack (and be attacked) in mêlée every D6 + 1 rounds (or every D3 rounds for giant dragonfly and giant wasp) and must do so charging. He can attack (and be attacked) with missile weapons normally, as if he was riding a land-based creature. A fleeing flyer can only be attacked at all in mêlée if the pursuer is flying faster than the fleer. Flying creatures (except the giant dragonfly and the giant wasp) can not hover and must move at least flying speed * 1 every round. See the skill Riding.

Charges

A charge can be carried out with special effect only by Dwarves or Warriors (and all non-human and non-Demi-human creatures) and only if the enemy is at least 20' but no more than Tempo * 1.5 feet away and if the attacker does not need to move through rough terrain or other places where it is difficult to move (like in a furnished room) at any point during the charge. You can under any circumstances only attack once every round when you charge. A character armed with a pike will because of the weapon's extreme reach always be able to attack first in a charge, whether he is attacking or defending, unless his opponent too is armed with such a weapon, in which case initiative is checked normally. A character armed with an angon, a light javelin, a spear, a staff, a trident, a sword-scythe or a war scythe will because of the weapon's very long reach always be able to attack first in a charge, whether he is attacking or defending, unless his opponent too is armed with such a weapon, in which case initiative is checked normally, or unless his opponent is armed with a pike, in which case his opponent will be able to attack first. See the skill Riding.

You spend 2 SP (instead of just 1 SP for a normal attack) when you carry out a charge and move in jogging tempo. See the skill Stamina.

The modifications for the character carrying out the charge are: -1 DV (MÊ), +1 DV (MI), +2 OV (MÊ) and + D6 to damage. These modifications last for one single round, when the charge is carried out. You can not charge and execute a tactical advance, retreat or sideways manoeuvre at the same time. See **Combat Modifications**. Only a formation made up of only Dwarves or Warriors can carry out a charge.

Helpless or Surprised Targets

Helpless (tied up, unable to move, held, paralysed, sleeping, unconscious *et cetera*) or surprised targets for mêlée attacks always have your DV / 3. The only thing normally able to modify this is sorcery (spells, protective rings *et cetera*). Helpless or surprised targets for missile attacks have normal DV, but without the mod for Dodging. In order to surprise a target in mêlée the attacker needs to successfully sneak up on the target from behind or hide and wait for an opportunity to surprise attack, or (if he has the opportunity to) do something perhaps even more dishonourable and strike an opponent unexpectedly. See the skill Stealth. A character attacking a helpless or surprised target with a mêlée weapon can decide for himself whether the weapon shall only deliver Shock effect to the target (to e. g. increase the chance to knock the target out, to avoid killing him).

Combat Modifications

Condition & Encumbrance	OV (MÊ)	OV (MI)	DV (MÊ)	DV (MI)
Carry a heavy load	-3	-3[1]	-3	+0
Carry a medium load	-1	-1[1]	-1	+0
Exhausted	-3	-3	-3	+0
Stunned	n/a	n/a	-2	+0
Seriously injured (has lost ½ of all HP)[2]	-1	-1	-1	+0
Severely injured (has lost ¾ of all HP)[3]	-3	-3	-3	+0
Tired	-1	-1	-1	+0
Weary	-2	-2	-2	+0
Soaking wet	-1	-1	-1	+0

[1]+0 for crossbows and bows.

[2]Can not dash or sprint.

[3]Can not fly, dash, sprint, run or sneak.

"Blue eyes say, love me or I die; black eyes say, love me or I kill you."

Special Actions	OV (MÊ)	OV (MI)	DV (MÊ)	DV (MI)
Cast spell	n/a[1]	n/a	-2[1]	+0
Draw a weapon from sack/ backpack or put on a helmet	n/a	n/a	-4 & No Dodging	No Dodging
Draw a weapon from belt/scabbard	-3[2]	-3	-3[2]	+0
Pick up object from ground	n/a	n/a	-4	+0

[1]Or +0 if casting a spell that involves trying to injure the target with a staff/wand.

[2]Instead -1 if the weapon is a dagger or a short seax. Instead -2 if the weapon is a curved short sword, a long seax, a broad seax or a short sword.

"Fish and guests smell at three days old."

Missile	OV (MI)	DV (MÊ)	DV (MI)
Carry out a missile attack in a mêlée	-2	-4	+0
Load a crossbow/spear sling	n/a	-8 & No Dodging	No Dodging
Aim with your missile weapon for one round	+1	-8 & No Dodging	No Dodging
There is a breeze and side or head wind	-1[1]	+0	+0
There is a gale and side or head wind	-2[1]	+0	+0
Using a bow or crossbow when it is raining	-1	+0	+0

[1]+0 for thrown concussion weapons or slings. +0 (breeze) or -1 (gale) for crossbows or thrown spear weapons.

Puny Weapons

The spear sling and the staff sling can be used as mêlée weapons, but they are not intended as such, and they are not very good for mêlée. They are really just something you will use as a last resort, if you have nothing else at hand. A man can fight Unarmed as well, but he is not equipped with any sharp claws, strong fangs or horns, so he is really not that dangerous unless he wields a proper weapon. In MYFAROG the damage mod to these weapons (including Unarmed) is therefore reduced, to /2 (and to /4 for wand), meaning it is much harder to kill an enemy for characters using these rather weak weapons.

Special Attacks & Manoeuvres	OV (MÊ)	OV (MI)	DV (MÊ)	DV (MI)
Attack 2 times in 1 round[1]	-3	-3	-3	+0
Attack 3 times in 1 round[1]	-6	-6	-6	+0
Charge	+2	n/a	-1	+1
Shoot every round with a staff sling or a crossbow[2]	n/a	-3	-3	+0
Tactical advance (offensive fighting) (move towards foe, to push him 5 to 15' back)[3]	+2	+0	-2	+0
Tactical sideways move (5 to 15')[4]	+0	+0	+0	+2
Tactical retreat (defensive fighting) (move 5 to 15' backwards, away from foe)[5]	-2	+0	+2	+0
Attack from 2nd line in a column or square formation[6]	-3	n/a	+0	+0

[1]Attacking more than once every round increases the chance for a fumble. Attacker fumbles on a natural 1 and 2 instead of just on a natural 1. All mods for attacking several times in one round apply to all attacks carried out that round. The mod to DV (MÊ) applies to all attacks directed at the attacker that round. To be able to attack twice each round with a missile weapon the attacker needs to be especially talented with the weapon used, meaning he must have a particular talent (see **Talents [Character Generation & Development]**) depending on which weapon he is using; Dart Thrower (for lead-weighted darts), Sharpshooter (for bows), Slinger (for slings), Spear Thrower (for thrown spear weapons) and Zevsean (for thrown concussion weapons). It is not possible to shoot or throw more than twice each round, except if you throw lead-weighted darts, light javelins (without the use of a spear sling) or javelins and have these ready in your shield hand or on the inside of your shield, in which case you can (if you have the relevant talents, mentioned above) throw thrice each round. You need to be a Fighter (see **Talents [Character Generation & Development]**) in order to attack twice each round with a mêlée weapon. In order to attack 3 times each round you need the following talents: Fist Fighter (for unarmed and battle gloves), Lancer (for spear weapons), Sword Dancer (for swords & daggers) or Heraklean (for concussion weapons). The first attack is performed normally in relation to the character's initiative result, and the other attacks are carried out in relation to the character's initiative result +1 (for the second attack), then +2 (for the third attack) etc. See **Initiative**. It is never possible for a rider to attack more than once every round! You can not attack multiple times and fight *defensively* at the same time!

[2]Shooting faster than normal with a staff sling or crossbow also increases the chance for a fumble. Attacker fumbles on a natural 1 and 2 instead of just on a natural 1. To be able to shoot faster than normal with a staff sling or crossbow you need to be Slinger (for staff sling) or Sharpshooter (for crossbows). See **Talents (Character Generation & Development)**. It is not possible to shoot any faster than this with a staff sling or crossbow.

[3]If both you and your opponent try to advance in the same round both must cast a D20 and add their Mêlée OV and Size; only the one with the best result will succeed and push his opponent backwards. The loser must test his Acrobatics against DD 8 (or something harder if the situation suggests it) or fall prone (normally taking D6 – 3 damage from the fall). If both achieve the same result nobody will succeed and both will remain where they are. 2 SP will be spent by each combatant anyway. See the skill Stamina. You can push someone into a fall, e. g. off a cliff, but you can not push your opponent back further (although you can still fight offensively) if he has nowhere to go (or fall), e. g. if he is fighting with his back against the wall. If possible you move: 5' (1-3 on a D6), 10' (4-5) or 15' (6) when you perform a tactical advance/fight offensively.

[4]You can perfectly well perform a tactical advance or a tactical retreat and a tactical sideways move at the same time, meaning you move the 5 to 15' diagonally to the left or right front, or 5 to 15' diagonally left or right backwards. If possible you move: 5' (1-3 on a D6), 10' (4-5) or 15' (6).

[5]You spend only one SP every second round when you fight defensively. No extra SP will be spent for moving the 5 to 15' backwards. This tactic is not possible if there is nowhere to retreat to. If both/all combatants in a mêlée fight defensively no attacks will be made by anyone and nobody spends any SP. The opponent of a character performing a tactical retreat is (if he is performing a mêlée attack other than a tactical retreat and if he indeed wants to follow the retreating combatant) assumed to automatically advance (5 to 15') to keep up with his retreating foe, even if he is not performing a tactical advance. If possible you move: 5' (1-3 on a D6), 10' (4-5) or 15' (6).

[6]Only possible for Warriors and Dwarves. See **Character Role Advantages & Special Abilities** (in **Character Generation & Development**).

Stance & Movement	OV (MÊ)	OV (MI)	DV (MÊ)	DV (MI)
Attack from moving chariot	-1	-2[1]	+1 (& no Dodging for driver)	+2 (& no Dodging for driver)
Attack from moving vehicle other than chariot	-2	-3[2]	(No Dodging for driver)	+1 (& no Dodging for driver)
Attack from moving vessel	-1	-2[1]	+1	+2
Climb	n/a	n/a	Lowered Guard & no Dodging	Lowered Guard & no Dodging
Cover	+0	+0	+0	+1 to +9[14]
Dash	Lowered Guard	-6[3]	Lowered Guard	+2 & Lowered Guard
Fly	+0	-1[3]	-	+2
Jog	Lowered Guard[4]	-1[5]	Lowered Guard[4]	Lowered Guard[4]
Levitate	-2	-2	No Dodging	No Dodging
Prone	-4	n/a[6]	-4	+1
Ride/attack from (flying) riding animal	+0	-2[7]	+1 & no Dodging	+2 & no Dodging
Run	Lowered Guard	-2[8]	Lowered Guard	+1 & Lowered Guard
Sit/stand up from prone or sitting position	-2	-2[9]	-2	+0
Sprint	Lowered Guard	-4[3]	Lowered Guard	+2 & Lowered Guard
Swim	-4[10]	n/a	-4	+1 & no Dodging
Walk	+0	+0[11]	+0	+0
Is attacked from the flanks (Left & Right)[12]	+0	+0	-2	Only ½ shield mod
Is attacked from the front (Left front, Front & Right front)[12]	+0	+0	+0	+0
Is attacked from the rear (Left rear, rear & right rear)[12]	+0	+0	-4 & Lowered guard, no Dodging & no shield mod[13]	No shield mod[13]

[1]-1 composite bow, short self bow & thrown weapons.

[2]-2 composite bow, short self bow & thrown weapons.

[3]N/a for crossbow, bow, sling and staff sling.

[4]The lowered guard does not apply to Dwarves, Orcs or Warriors, who can both attack and keep their guard up whilst jogging. See **Lowered Guard**.

[5]-4 crossbow, staff sling and bow, -2 sling.

[6]+1 crossbow, -4 thrown concussion weapons.

[7]-4 crossbow and sling. -1 composite bow, short self bow & thrown weapons. N/a for staff slings. You can not re-load a sling or crossbow whilst riding.

[8]N/a for crossbow, staff sling and bow, -4 sling.

[9]+1 crossbow and bow for sitting. N/a for slings and staff slings.

[10]You need to test Swimming against DD 8 and at least achieve a Success every round you wish to be allowed to attack whilst swimming.

[11]-2 crossbow, -1 bow.

[12]You can assume that if fighting only one foe your character always faces his foe, but if he fights more than one foe at the same time you must decide where his front is – most of the time anyway; he will not just stand there facing one way only. He naturally does his best to defend against all his foes, but in game terms he must mainly face this or that direction, and receive DV (MÊ) penalties for attacks from the flank and rear in relation to that.

[13]Unless the shield is carried on the back, in which case you receive ½ the shield mod.

[14]+1 DV MI for every 10% of the character being behind cover, up to a maximum of +9 (e. g. arrow slit).

**"We have not inherited Thulê from our ancestors;
we have borrowed it from our children."**

Illumination	OV (MÊ)	OV (MI)	DV (MÊ)	DV (MI)
Ettin Eyes in artificial light	-1	-1	-1	+0
Ettins Eyes in direct sunlight	-3	-3	-3	No Dodging
Ettin Eyes in daylight	-2	-2	-2	No Dodging
Night Vision in pitch black darkness	-5	-5	-5	No Dodging
Pitch black darkness	-5	-5	-5	No Dodging
Night with Full Moon	-1	-1	-1	+0
Night with Waxing/Waning Moon	-2	-2	-2	No Dodging
Night with Lunar eclipse	-3	-3	-3	No Dodging
Direct sunlight	-2	-2	-2	No Dodging

Random Movement (Optional Rule 4)

The combatants are not just standing there taking turns trying to hit each other with a weapon. They move about, dodge blows, feint attacks, grab opportunities to move to a more advantageous position and so forth. The myth master must check before each round if the individuals engaged in combat move (together, still facing each other!) in a random direction during that round. A character moving in a direction that he can not move in (because it is occupied or blocked) or that he does not want to move in (e. g. because doing so will cause him to fall off a cliff or in some other way make him end up in a very disadvantageous position) is instead of moving penalized that round by not being allowed to add his Dodging proficiency to his DV, and will change position in relation to his opponent (if he or they were able to move) – and if in a formation (if they moved) also in relation to his friends. Formations are (possibly only partly) disrupted or split if one or more individuals in the formation are not allowed to (or do not want to) make the move.

The random movement comes in addition to (or negates) any movement from (but not the other effects of) a tactical advance, a tactical sideways move or a tactical retreat manoeuvre. To determine the movement direction (or to determine that there is no movement) the myth master casts a D20. The direction is determined by where the opponent or (if more than one is present) main opponent is located in relation to the player character/player formation, assuming a grid is used. If there is movement and if it is possible to do so, he moves 5' (1-3 on a D6), 10' (4-5) or as much as 15' (6) (or flying Tempo*1 if flying). See also optional rule 3.

Movement order if several groups are moving in a round is determined by the initiative of the formation.

Random Movement Direction	D20
No movement	1-12
Left	13
Right	14
Front left	15
Front right	16
Rear left	17
Rear right	18
Front	19
Rear	20

Disarming (Optional Rule 5)

Instead of trying to hit your opponent you can instead try to hit only a weapon he is wielding, to break it or to disarm him – or you can in a mêlée try to take the weapon (but not the shield) from him (something you can only try to do if you have at least one hand free). To do any of this you must test your OV normally (with a -6 mod for missile attacks [for attempts to disarm], and a -3 mod for unarmed attacks). Depending on how much damage you would have been able to deliver to your opponent you must cast a die to see if your attack has a consequence or not.

Result	Possible Consequence on a (D6)
Damage	1
Damage +1	1-2
Damage +2	1-3
Damage +4	1-4
Damage +6	1-5
Damage +8 or +10	1-6

If there is a consequence the target must cast a D6 as if his weapon was hit by chance (see footnote 3 under optional rule 6), or if the attacker tries to take the weapon, he succeeds in doing so on 1-5 (on a D6) for weapons with a long wooden shaft (e. g. spears, javelins, angons, war scythes etc.) and bows and crossbows, on 1-4 for weapons with a short wooden shaft (e. g. axes, clubs, maces, flails, etc.) and on 1-2 for bladed weapons (e. g. daggers and all swords), with no effect if he fails.

Random Item Damage (Optional Rule 6)

At the end of every round a character has been engaged in mêlée or was injured by a missile weighing ≥4 oz the myth master must cast a die to find out if something his character carries or wears has been damaged; there is a possible consequence on a 1 (on a D6). A damaged object could possibly be used to some effect, like a broken sword could perhaps be used as a dagger, or a broken battle axe as a club, but as a general rule all broken/damaged objects lose their positive features and keep the negative features (i. e. encumbrance, negative MS mods etc.) until repaired. **NB!** If a shield was used to successfully block a missile this round, do not cast a dice and instead automatically check for possible consequence for the shield!

D20[1]	Possible Consequence
1-6	If he carries a shield it might be damaged.[2]
7-8	If he wears a helmet it might be damaged[2]
9-12	If he wields a weapon it is hit (if he wields one in each hand: 1-4 on a D6 means the main weapon is hit, 5-6 means his secondary weapon is hit)[3]
≥ 13	A random object carried by the character (e. g. [in] the backpack/sack) is damaged

[1]D20 + 1 if the character carries a sack or a backpack. D20 + 2 if the character carries a sack and a backpack.

[2]Damaged if the result of a D6 + mods is ≤3. Mods are: +1 if the item is made from aurichalcum, -1 if made from bronze or wood, +2 if a shield, +2 if the character was not engaged in mêlée that round, -1 if the opponent is using a battle axe, throwing axe or wood-man's axe, +1 if of exceptional or divine quality, -1 if of poor or terrible quality.

[3]Cast a D6. On 1 the weapon is dropped and suffers damage in the same manner as other objects do. On 2 the weapon suffers damage in the same manner as other objects do. On 3-6 the weapon is dropped. See footnote 2.

D6	The Degree of Damage
1	The object is broken (i. e. damaged beyond repair) (the broken object might be used to make a new similar item).
2-3	The object is damaged to such a degree that you need a smithy/workshop to repair it (i. e. test Crafts against a random DD). Repairs take D3 hours.
4-6	The object is damaged and you need to repair it (i. e. test Crafts against a random DD). Repairs take D6 * 10 minutes.

Armour

Wearing armour can provide you with great protection, but travelling long distances in heavy armour is slow and exhausting.

Armour protects against physical damage and makes your character harder to injure. All armour gives +1 Cold, Electric and Heat resistance to wearer. Whether a character wears a helmet or not does not matter in this context. See also footnote 3 under Clothes & Hides, in **Trade (The Land of Thulê)**. See the skill Acrobatics.

The Defensive mod of armour is modified if the target in a mêlée is helpless or surprised (but it is not modified when helpless or surprised and attacked by a missile weapon). The Defensive mod not only reflects the protection value of the armour, but also its coverage. See **Helpless or Surprised Targets**.

NB! The MS mod for wearing armour comes in addition to any MS mod for carrying a medium or heavy load. See **Encumbrance (Skills)**.

Aurichalcum

There is gold and copper in aurichalcum, but nobody knows what the third metal in the aurichalcum alloy is. Aurichalcum is a metal used by the ancient Fairlings in Thulê, before the coming of the other human races, but the last Fairlings who knew how to manufacture it are long dead. However, man can still use the aurichalcum they can find to craft items of all sorts.

Some aurichalcum is still available in many Thulêan communities, but unfortunately – and for unknown reasons – the Ettins crave for the metal and have for thousands of years sought it to consume (!) it, so there is not much left. Some claim the Ettins can even smell the metal when they are near it (using their troll noses). If anyone would risk it they could of course kill an Ettin and see what they can find inside it. Some claim there are loads of aurichalcum inside the Ettins; the older and the bigger they are, the more aurichalcum they have had the time and opportunity to find and consume, and the more you will find.

Gauntlets

A character wearing a heavy armour or a scale armour can attack and defend unarmed as if he was wearing battle gloves.

	DV	Dodging	Mod to MS	Weight	Travelling SP	Real Value
Light Armour						
Fur shirt	+1		+0[1]	5 lbs		3 s
Gambeson	+2		+0	5 lbs		4 s
Boiled Leather	+2		-1	10 lbs		10 s
Dragon scale	+3		-1	5 lbs		24 g
Medium Armour (Min Str +0[2])						
Laminated	+3	Max +2	-2	15 lbs	+1 SP/hour	1 g
Mail shirt	+3	Max +2	-1	25 lbs	+1 SP/hour	6 g
Scale	+3	Max +2	-3	25 lbs	+1 SP/hour	2 g
Heavy Armour (Min Str +1[2])						
Mail hauberk	+4	Max +1	-4	35 lbs	+2 SP/hour	8 g
Mail shirt w/scales	+4	Max +1	-4	45 lbs	+2 SP/hour	8 g
Half plate	+5	Max +1	-4	40 lbs	+2 SP/hour	9 g
Plate	+6	Max +1	-5	50 lbs	+2 SP/hour	10 g
Helmet						
Helmet	+1		Perception -1	4 lbs		4 s

[1]+3 to Stealth if the fur is made from any non-predatory animal and it is used in relation to any non-predatory animal, otherwise +0.

[2]A character with less than minimum Str must subtract the difference between his Str and the armour's minimum Str from DV, Dodging and the mod to MS when using that armour. See the skill Crafts and **Trade (The Land of Thulê)**.

Greaves and arm guards are assumed to already be a part of the armour. Characters can improve their defence by wearing helmets, alone or in combination with the armour.

A medium or heavy armour made from Aurichalcum will have +1 to DV and have real value +16 g *extra* for every 1 lbs of weight. A medium or heavy armour made from Bronze will have -1 to DV but still have real value +3 s *extra* for every 1 lbs of weight.

Helmets

Wearing a helmet gives you pretty good protection in MYFAROG, because a helmet protects the most important and also highly vulnerable and exposed head.

Wrestling (Optional Rule 7)

A character who wishes to grab and hold another character (e. g. to tie him up) performs a normal Unarmed mêlée attack with a -2 mod. Add attackers Size to his OV and defenders Size to his DV. Instead of inflicting damage to his opponent, he will – if he scores at least "Damage" in the Combat Resolution – grab and hold him. A character must have both his hands free to try this. If the attacker scores a Perfect Hit he will also successfully silence his opponent (e. g. with a hand over his mouth).

If two or more (max 8) characters try to grab and hold one other, the best OV and biggest Size mod for an Unarmed mêlée attack is used and the result is modified by +1 for each character helping.

A held character is for game purposes defined as helpless (see **Helpless or Surprised Targets**) and can not perform any action, save talk (and scream!) or try to break free from the hold. A character who is also silenced will not be able to talk (or scream).

In order to break free from a hold, a character needs to perform a normal Unarmed mêlée attack with a -2 mod to his OV, and score at least a "Damage" to succeed. Size mods apply as described above. The DV of the character holding him is modified by +1 for each character helping him.

A character holding another character is also for game purposes defined as helpless (see **Helpless or Surprised Targets**) and can not perform any other action, save talk (or scream), as long as he keeps the hold.

Ad hoc Solutions

As a myth master you can allow all sorts of thinkable actions. When you do though, stick to the ad hoc rule and use the same rule if a similar situation occurs in the future. The best rule is for the myth master and his players to simply use common sense. If it makes sense it applies. If not you better come up with something better.

Light Javelin

A light javelin is a long light throwing spear, or rather a large dart, feathered and designed solely as a throwing weapon. It has a shaft so frail that it is not suitable for mêlée (e. g. it can not be used to block an attack and if used for that it will most likely just break). It therefore has as much as -3 DV in mêlée.

Javelins

Javelin heads are usually poorly attached to the shaft. This is done intentionally, so that when they are thrown and get stuck in the ground, in enemy bodies or shields, the javelin heads will fall off if somebody tries to pull them out, to throw them back.

Combat

In MYFAROG characters engaged in mêlée or missile combat are assumed to attack and counter-attack as best they can when they have the opportunity and block all attacks made against them as best they can. There is very little micro-management for the players in this context. They can decide if their characters (try to) advance, stand still or retreat, *et cetera*, but they don't get to decide e. g. exactly where their characters are to hit their opponents, how their characters are to hit with this or that weapon or the like.

Endurance

Mêlée in MYFAROG is often fast and deadly, and especially so if one of the combatants is superior in skill and/or equipment to the other, but a fight between two well-equipped equals can still drag on for several minutes without any of the two combatants being able to even injure the other one. That is of course until they grow tired, weary and exhausted, and are eventually forced to lower their guards and rest. When one has to rest and the other doesn't the fight will most likely be over very quickly.

The Bodies of the Fallen

The fallen are to be respected. Bodies of fallen friends and (non-Orcish) foes are commonly buried in their family burials after a battle, or buried in shallow and marked graves so that they can be easily collected by their kinsmen later on. The carried belongings of a foe rightfully go to the individual who slew him (but the rest of his belongings go to his closest family, as does all the belongings of a fallen friend), but at least some of his valuables are to be buried with him, such as a gold nugget, placed in the mouth of the dead. If the fallen were dedicated or sacrificed to the gods the bodies of the fallen are hung in sacred trees instead – and their bodies are left there to be collected later on by their kinsmen.

Armour & Size

An armour is made to fit users of the same approximate height and weight (size). If the armour does not fit, it cannot be used, or it must be used at a cost (to e. g. MS).

"Death answers before she is asked."

Völuspâ, stanza 2

Ek man jötna
âr of borna,
þâ er forðum mik
fædda höfðu;
nîu man ek heima,
nîu îviðjur,
mjötvið mæran
fyr mold neðan.

(I remember the Ettins
born ages ago:
in the days of yore
they bred me.
I remember nine worlds,
nine Ettin women,
and saw what
the world tree grew from.)

Mêlée Weapons & Shields

Mêlée Weapon[1]	Damage (Min. Str[2])	Cut/Shock Mod[3]	Weight	Description	Real Value
Concussion Weapons					
Battle axe, long (2H)[4/5]	D12 (+1)	+0/+0	4 lbs	Long-shafted war axe	4 s
Battle axe, short (-1 DV)[5]	D8 (+0)	+0/+0	3 ma	Short-shafted war axe	2 s
Club (-2 DV)	D3 (+0)	+2/-2	3 ma	A heavy 2' long stick	1 c
Dane axe (2H)[5/9]	D12 + 1 (+1)	+0/-1	5 lbs	A very long-shafted axe	4 s
Flail (-2 DV)[4/6]	D6 (+0)	+2/-2	5 ma	A peasant's tool	12 c
Hammer (-2 DV)	D4 (+0)	+2/-2	2 lbs	A craftsman's tool	1 s
Hatchet (-2 DV)	D6 (+0)	+1/+0	2 lbs	A craftsman's tool	2 s
Mace (-2 DV)	D6 (+0)	+1/-2	2 lbs	A club with metal knobs or metal head	3 s
Pick axe (-1 OV, -2 DV)	D8 + 1 (+1)	+0/+0	5 ma	A miner's tool	3 s
Spear sling (-2 DV)	D2 (-3)	+2/-2	1 ma	2' long stick	2 c
Staff sling (-1 DV, 2H)	D3 (-1)	+2/-2	1 lb	3-4' long stick with a sling attached	20 c
Throwing axe (-2 DV)	D8 (+0)	+0/+0	3 ma	Axe designed for throwing. Alias Francisca.	2s
Wand (-4 DV)	0	+2/-2	1 ma	A sacred bough	3 g
War flail (-2 DV)[4/6]	D8 (+1)	+1/-2	4 lbs	A transformed flail	48 c
War-hammer, short (-1 DV)[12]	D8 (+0)	+1/-2	2 lbs	A transformed hammer	4 s
War-hammer, long (2H)[4/12]	D10 (+0)	+1/-2	3 lbs	A transformed hammer	4 s
Wood-man's axe (2H)[4]	D10 + 1 (+3)	+1/-1	6 lbs	Long & heavy axe	3 s
Spear Weapons					
Angon (-2 DV)[7/8/9]	D10 (+0)	-1/+1	7 ma	Heavy javelin, 6-8' long	4 s
Halberd (2H)[5/9/12]	D12 + 1 (+0)	+0/-1	6 lbs	A staff axe	7 s
Javelin (-1 DV)[4/7]	D6 (-2)	-1/+1	1 lb	Short (3-5') throwing spear	2 s
Light javelin (-3 DV)[8/9]	D4 (-3)	-1/+1	1 ma	Long & light throwing spear	2 s
Pike (2H)[13]	D10 (-1)	-1/+1	4 lbs	A very long spear	3 s
Short spear[4/5/7]	D8 (-1)	-1/+1	3 ma	4'-6 long, sometimes winged	3 s
Spear[5/7/8/9]	D8 + 1 (-1)	-1/+1	2 lbs	6-8' long, sometimes winged	3 s
Staff (+1 DV, 2H)[8/9]	D4 (-2)	+2/-2	3 ma	6-8' long stick	2 c
Trident[7/8/9/10]	D10 (+0)	-2/+1	5 ma	Three-pronged spear	5 s
War scythe (+1 DV, 2H)[8/9]	D6 + 1 (-2)	-2/+1	5 ma	A transformed scythe	1 s
Swords & Daggers					
Broad seax (-2 DV)	D6 + 1 (-2)	-2/+2	3 ma	Single-edged short sword/long knife, 20-29" long	10 s
Curved short sword (-2 DV)	D6 (-2)	-2/+2	1 lb	A one-handed Falx. Alias Sica.	3 s
Dagger (-2 DV)	D5 (-3)	-2/+2	1 ma	A large double-edged knife	2 s
Lead-weighted dart (-4 DV)	D3 (-3)	-1/+1	3 oz	A dart, made for throwing	1 s
Long seax (-1 DV)	D8 (-2)	-2/+2	3 ma	Single-edged short sword, 25-32" long	11 s
Longsword (2H)[9/14]	D12 (-1)	-2/+2	4 lbs	The "bastard sword"	2 g
Scimitar (-1 DV)[15]	D10 (-2)	-3/+2	3 lbs	A curved, single-edged sword	32 s
Short seax (or "knife") (-3 DV)	D4 (-3)	-2/+2	8 oz	A hunter's tool, up to 19" long	1 s
Short sword (-1 DV)	D8 (-2)	-2/+2	5 ma	Double-edged, 25-32" long. Alias Gladius.	12s
Sickle (-3 DV)	D4 (-2)	-2/+2	1 ma	Curved knife	2s
Sickle-shaped sword (-1 DV)	D8 + 1 (+0)	-2/+2	7 ma	A heavy single-edged short sword, 25-32" long	1 g
Sword[4]	D10 (-1)	-2/+2	3 lbs	Double-edged, 33-40" long. Alias Spatha.	32 s
Sword-scythe (2H)[9]	D12 (+0)	-2/+2	7 ma	Long and curved sword. Alias Falx	32 s
Unarmed/Natural Weapons					
Battle glove (-1 OV, -4 DV)	D3 (-3)	+4/+0	1 ma	Leather strips fastened to the hands	12 c
Natural weapons	[11]	-2/+0		Animal claws, teeth, horns, etc.	-
Unarmed (-2 OV, -5 DV)	1 (-4)	+6/+2			-

[1]If a character uses two weapons (dual-wielding) at the same time the best (or least negative) DV modification is used – and the user also gets a +1 to his OV and DV MÊ. A character dual wielding uses only one of these weapons as his main weapon each time he attacks, but the player can choose which one his character uses as his main weapon (see Weapon Damage). E. g. a character armed with a dagger (-2 DV MÊ) and a small shield (+1 DV MÊ) will get a +1 DV MÊ mod. If he wields a dagger and a short sword (-1 DV MÊ) he will instead get a +1 OV and +0 DV MÊ mod, because he is dual-wielding and therefore gets a +1 to OV and also +1 to DV. Since his short sword has a -1 DV this becomes +0 instead. He will only get the -2 DV MÊ mod for the dagger if he is armed only with the dagger (or if he is dual-wielding with a dagger in each hand).

[2]A character with less than minimum Str must subtract the difference between his Str and minimum Str from OV, DV and damage when using that mêlée weapon. See the skill Crafts and **Trade** (**The Land of Thulê**).

[3]If damage is inflicted the Cut/Shock result is modified depending on which weapon is used. The first number modifies Cut test and the latter Shock test. See **Combat Resolution**.

[4]-1 OV/DV in confined space.

[5]+2 OV (for winged spear used two-handed, Dane axe, halberd and for battle axe) or +1 OV (for winged spear used one-handed) *against an opponent using a large shield*, or +1 OV (for winged spear used one- or two-handed, Dane axe, halberd and for battle axe) *against an opponent using a medium or small shield* (assuming the weapon is used to hook the shield of the opponent).

[6]+1 OV when used *against an opponent carrying a shield*.

[7]+0 DV (or +1 DV if spear or trident) instead if used two-handed. +1 DV instead if winged spear (used one- *or* two-handed). -1 DV instead if Angon used two-handed.

[8]See **Charges**.

[9]-2 OV/DV in confined space.

[10]-1 OV if used *against an opponent wearing armour*. It is very hard to penetrate armour with a three-pronged spear.

[11]Claws, hooves, horns, fangs, etc. See **The Creatures & Phenomena of Thulê**.

[12]+1 OV if used against an enemy wearing armour. Very good armour penetration.

[13]-5 OV/DV in confined space.

[14]The European longsword, also known as the bastard sword, was designed to be used two-handed, but it can fairly easily be used one-handed as well, and to reflect this the penalty for using it one-handed is not as big as for other weapons (+2 Minimum Str instead of +3).

[15]Poor armour penetration of weapon, due to poor thrusting capabilities. -1 OV when used *against an opponent wearing armour*.

Initiative Modifications for Mêlée Weapons

+2 if using a **long weapon** (i. e. a war-hammer, a sword, a javelin, a flail, a short spear or a war flail)

+4 is using a **very long weapon** (i. e. an Angon, a Dane axe, a halberd, a longsword, a light javelin, a spear, a staff, a trident, a sword-scythe or a war scythe)

+6 if using an **extremely long weapon** (i. e. a pike).

All mêlée (and thrown) weapons are listed assumed to be made of iron and/or wood. If made from aurichalcum or bronze instead modify the weapon statistics like this:

Aurichalcum: damage +1. Real value for weapons made of aurichalcum is ≈ 16 g extra for every lbs (weapon weight) for mostly-metal weapons (like swords) and ≈ 4 g extra for every lbs (weapon weight) for part-metal weapons (like spears and axes).

Bronze: minimum Str +1. When fumbling with a bronze weapon, cast a D8: the weapon will suffer damage on 1-2 (1 for concussion weapons). See optional rule 6. Weight is modified by +10% for mostly-metal weapons made of bronze and by +5% for part-metal weapons made of bronze. Real value for weapons made of bronze is ≈ 3 s extra for every lbs of weapon weight for mostly-metal weapons (like swords) and ≈ 36 c extra for every lbs of weapon weight for part-metal weapons (like spears and axes).

Scabbards

Swords are usually carried on the right side, in scabbards strapped over the left shoulder, for easy access when carrying a shield or if riding a horse. They are usually not carried in the belt – although it is perfectly possible to carry a sword and scabbard in the belt as well.

"Whatever you do, do with all your might."

Weapons marked with 2H are two-handed weapons, but they can not be used two-handed in mêlée by a rider. See the skill Riding.

All one-handed weapons (except sickle-shaped sword, short sword, hammer, hatchet, dagger, all seaxes, curved short sword, sickle and wand) can be effectively wielded with two hands, giving +1 to weapon Damage and -1 to minimum Str. All two-handed weapons can be wielded with one hand, giving +3 to minimum Str (or +2 to minimum Str for longsword).

For dual-wielding see footnote 1 in the mêlée weapons list.

Halflings, Dwarves, Gnomes & Weapons Restrictions

Halflings and Gnomes cannot normally use (for mêlée or missile) any of the mêlée weapons marked as two-handed (2H) or very long weapons, and must normally use long weapons two-handed without the normal benefits for using a one-handed weapon two-handed. Dwarves cannot normally use pikes and must normally use very long weapons two-handed without the normal benefits for using a one-handed weapon two-handed. I write "normally", because a myth master can always allow the use of these weapons anyhow, but a character using them should then suffer a -2 mod to both OV and DV.

Halflings, Dwarves and Gnomes can not at all use a *long* self bow or a *heavy* crossbow due to their short stature and short limbs.

Most shields can easily be modified to hold 2 (for small shields), 3 (for medium shields) or 4 (for large shields) lead-weighted darts (Crafts DD 6 and 1 c worth of costs for each dart to be fitted) in the hollow of the shield, that the shield bearer can easily access and throw if he has his other hand free to do so. These darts, if fitted on the inside of the shields, do not add any special encumbrance for the shield bearer. The darts come in addition to the lead-weighted darts (or other weapons) the carriers of shields can hold in their shield hands. See footnotes in the shields table.

Carrying a large or medium shield on your back in confined space is not possible (or at least too hard to be practical).

"Where many die there is no fear of death."

Shields[1]	DV	Shield Block[2]	Mod to MS	Min Str	Weight	Real Value
Large shield[3/4]	+2 (+4 DV MI)	+8 DV MI	-3	+1	12 lbs	3 s
Medium shield[5]	+2 (+3 DV MI)	+6 DV MI	-2	+0	10 lbs	150 c
Small shield[6/7]	+1 (+2 DV MI)	+4 DV MI	-1	-1	8 lbs	2 s

[1]Unless you wear a backpack you can attach a shield to your back, but if you do you only enjoy half the shield mods (round up) and only against attacks from the rear. The negative mod to MS does not disappear even if you attach the shield to your back, but it does enable you to use a weapon two-handed and makes it easier to climb and swim with a shield. See the skills Climbing and Swimming. A character with less than minimum Str must subtract the difference between his Str and minimum Str from DV MÊ (to a minimum of +0) and add the difference to the MS penalty when using that shield.

[2]If a character is aware of the missiles being thrown or shot at him and has the opportunity to freely spend his round using his shield to defend against the missiles, forfeiting all his other actions other than 5' to 15' movement in any direction, this is called a Shield Block, and this doubles his chance to defend with his shield against the missile. A Shield Block can only ever be used against the missiles coming from one and the same direction. See **The Angon & Lead-weighted Dart**.

[3]Large shields can *not* be used from the back of a riding animal.

[4]The carrier of this shield can hold 1 javelin or 2 light javelins or lead-weighted darts in his shield hand whilst using the shield, without encumbrance penalty.

[5]The carrier of this shield can hold 2 javelins or 3 light javelins or lead-weighted darts, or one other weapon, in his shield hand whilst using the shield, without encumbrance penalty.

[6]Can be used in combination with a sling (but not with a staff sling).

[7]The carrier of this shield can (unless he is using it in combination with a sling) hold 3 javelins or 5 light javelins or lead-weighted darts, or one other weapon, in his shield hand whilst using the shield, without encumbrance penalty (i. e. the same as one would realistically be able to hold in the left hand if not carrying a shield at all). See Special Attacks & Manoeuvres under **Combat Modifications**. See **Encumbrance (Skills)**.

Missile Weapons

Missile Weapon	Damage (Min. Str)[1]	Cut/Shock Mod	Weight	Base Range[2]	RV
Bows & Crossbows					
Composite bow[3]	D6 + Str	-1/+3	3 ma	50'	6 s
Crossbow (+1 OV)[4]	D6 + 1 + Str	-1/+3	2 lbs	40'	4 s
Heavy crossbow (+1 OV)[4]	D10 + Str	-1/+3	6 lbs	50'	6 s
Self bow, long[5]	D6 + Str	-1/+3	1 lb	45'	2 s
Self bow, short[3]	D4 + Str	-1/+3	1 ma	35'	1s
Concussion Weapons (Thrown)					
Battle Axe, short (-1 OV)	D8 (+0)	+0/+0	3 ma	10'	2 s
Club	D3 (+0)	+2/-2	3 ma	10'	1 c
Hammer	D4 (+0)	+2/-2	2 lbs	10'	1 s
Rock	D4 + Str	+2/-2	Str * lbs	15'	-
Throwing axe	D8 (+0)	+0/+0	3 ma	10'	2 s
War-hammer, short (-1 OV)	D8 (+0)	+1/-2	3 ma	10'	4 s
Lead-Weighted Darts (Thrown)					
Lead-weighted dart	D3 (-3)	-1/+1	3 oz	20'	1 s
Slings					
Sling clay bullet (-1 OV)[5/6]	D3 (-3)	+2/-2	2 oz	45'	12 c
lead bullet (-1 OV)[5/6]	D4 (-3)	+2/-2	2 oz	55'	
stone (-2 OV)[5/6]	D3 (-3)	+2/-2	2 oz	40'	
Staff clay bullet (-2 OV)[7]	D6 (-1)	+2/-2	1 lb	70' (minimum 15')	20 c
sling lead bullet (-2 OV)[7]	D6 + 1 (-1)	+2/-2	1 lb	80' (minimum 15')	
stone (-3 OV)[7]	D6 (-1)	+2/-2	1 lb	60' (minimum 15')	
Spears (Thrown)					
Angon	D10 (+0)	-1/+1	7 ma	15'	4 s
Javelin	D6 (-2)	-1/+1	1 lb	25'	2 s
Light javelin	D4 (-3)	-1/+1	1 ma	20'	2 s
w. spear sling[8]	D8 + 1 (-3)	-1/+1	1 ma	40'	
Short spear normal	D8 (-1)	-1/+1	2 lbs	20'	2 s
winged	D8 (-1)	-1/+1	2 lbs	15'	
Spear normal	D8 + 1 (-1)	-1/+1	2 lbs	15'	3 s
winged	D8 + 1 (-1)	-1/+1	2 lbs	10'	
Trident	D10 (+0)[9]	-2/+1	5 ma	10'	5 s

[1]A character with less than minimum Str must subtract the difference between his Str and minimum Str from OV and damage, and the difference *5 from Base Range, when using that missile weapon. See the skill Crafts and **Trade** (**The Land of Thulê**). Bows, crossbows and thrown rocks are listed with Str added to the damage of the weapon. The minimum Str for these weapons is the same as their damage modification from Str.

[2]When shooting/throwing in confined space (e. g. indoors or in a dense forest) long range is the maximum range for crossbows, short range is the maximum range for lead-weighted darts and medium range is the maximum range for all other missile weapons.

[3]-1 OV in confined space.

[4]You can normally shoot a crossbow/heavy crossbow only every second round/every third round, meaning it takes one round to load a crossbow and two rounds to load a heavy crossbow. See footnote [1] under **Armour**.

[5]-2 OV in confined space.

[6]A sling (but not a staff sling) can be used in combination with a small shield.

[7]Staff sling can not be used at all as a missile weapon in confined space. You can normally shoot with a staff sling only every second round, meaning it takes one round to load a staff sling. See **Combat Modifications**.

[8]You can throw a light javelin every other round if you use a spear sling. You can load a spear sling and walk with the weapon ready for use. If you have the Spear Thrower talent you can also jog with the weapon ready for use. A spear sling can be used as a mêlée weapon. See list of mêlée weapons.

[9]-1 OV if used *against an opponent wearing armour*. It is very hard to penetrate armour with a three-pronged spear.

Arrows and bolts are listed assumed to have heads made of iron. If the head of the arrow/bolt head is made from other materials modify the weapon statistics like this:

Aurichalcum: damage +1

Bone (still commonly used for small game hunting): damage -1, or -3 if used against a target wearing metal armour

Bronze: if used against a target wearing metal armour other than one made from bronze: damage -1

Flint (still sometimes used for hunting): damage +1, or -2 if used against a target wearing metal armour

Base Range	Range	OV Mod	Damage
*1	Short	+0	+0
*2	Medium	-2	-1
*4	Long	-6	-2
*8	Extreme	-12	-3

Mêlée weapons not listed in the thrown weapons list can also be thrown, and they are then defined as *improvised* and treated like rocks, but with the Cut/Shock mod of the weapon.

Sometimes, players may want their characters to use their missile weapons in mêlée, and unless these are listed in the mêlée weapons list they should be treated simply as Unarmed, but (unless it's a sling) with a -4 to DV (instead of the normal -5 DV for Unarmed).

The Angon & Lead-weighted Dart

The Angon and the lead-weighted dart have a few special qualities. They are designed to, when thrown, penetrate (and possibly injure the shield bearer) and get stuck in the enemy's shield, rendering the shield useless, and to bend the tip when they hit, rendering the angon/lead-weighted dart useless (i. e. it can not be picked up from the ground and be thrown back by your enemy) – something that also makes it not so good for mêlée (giving the Angon -2 DV and the Lead-weighted Dart -4 DV). In MYFAROG this means that (if the target carries a shield) there is a chance for the Angon/Lead-weighted dart to get stuck in the enemy's shield. If the result of an attack with an Angon or a Lead-weighted Dart is less than 1 needed to cause "Damage / 2" or equal to "Damage / 2" there is a 50% chance (for Angon) or a 25% chance (for lead-weighted dart) that the defender takes normal D10 damage (for Angon) or D3 damage (for lead-weighted dart), as the missile penetrates the shield and hits the carrier anyhow, and if he does so, the Angon or Lead-weighted Dart gets stuck in the shield.

When the Angon/lead-weighted dart gets stuck in the shield it takes D6 rounds to remove it. If the Angon is not removed the shield is unusable until this happens. If three or more lead-weighted darts stuck in a shield are not removed the shield is unusable. If a character removes the missile weapon during a mêlée he receives a -6 DV (MÊ) mod and he will not be able to Dodge for all the D6 rounds it takes to remove it. It takes 3D6 rounds to straighten out the tip of an angon after it has been bent and D6 rounds for a lead-weighted dart.

Slings

For an untrained slinger to hit anything he aims at on any ranges is actually quite a feat. A slinger can indeed become a rather good shot, but it takes a lot of practise (i. e. gain Missile Training and perhaps a few experience levels too) before you can expect him to hit his targets more often than he misses them. When your character has become a skilled slinger he will have a very deadly and easily portable missile weapon available, not restrained by wind or weather and with stones freely available in the wilderness. The slings and in particular the staff slings (when loaded with a lead bullet) also have the best ranges of all the missile weapons in MYFAROG.

"Swimming is easy if someone holds your head above water."

"Let the wary stranger who seeks refreshment keep silent with sharpened hearing."

The Throwing Axe (Optional Rule 8)

The throwing axe behaves somewhat unpredictably when it misses its intended target and instead hits the ground near it; the axe tends to bounce in a fairly random direction (much like a rugby ball), at great peril for anyone nearby. So if it misses its intended target when thrown and there are someone (friend or foe) located somewhere within 10' in all directions behind or to the left or right of the intended target there is a chance the throwing axe bounces off the ground and hits one of them instead. In MYFAROG this means the player (or myth master) needs to cast a D20 whenever there is a chance for the throwing axe to hit anyone (or perhaps anything) else instead whenever a character misses his intended target.

Number of potential targets	Potentially delivers damage on (D20):
1-2	1-2
3-4	1-3
5-6	1-4
7-8	1-5
9-10	1-6
11-12	1-7
13-14	1-8
≥ 15	1-9

If aware of the axe and able to use Dodging, the unintended target can test Dodging against DD 14 to see if he is able to dodge the throwing axe. Add his size to the DD (being small is good, some times). A Semi-Success or better means he successfully dodges the bouncing throwing axe. If carrying a shield, he can also see if the shield blocks the axe.

If the throwing axe does injure someone (or something) when bouncing it inflicts weapon damage (normally D8).

The Range of Thrown Weapons

The base ranges of thrown weapons are pretty good in MYFAROG by modern standards, but this is so because evidence suggests that the average ancient man was in fact able to throw farther than even our modern champions.

Hâvamâl, stanza 77

"Deyr fê
deyja frændr,
deyr sjâlfr it sama;
ek veit einn,
at aldregi deyr:
dômr um dauðan hvern."

(Cattle die,
friends die,
you die the same way yourself;
but I know one thing
that never dies:
the decision of every man's death.)

Hâvamâl, stanza 1

"Gâttir allar,
âðr gangi fram,
um skoðask skyli,
um skyggnast skyli,
þvî at ôvîst er at vita,
hvar ôvinir
sitja â fleti fyrir."

(Before you enter
all doors,
you shall look,
you shall peek in,
because it is unknown
where enemies sit
on the benches.)

The Land of Thulê

Go to www.myfarog.org to find a digital map of Thulê.

The year in Thulê lasts thirteen months, each made up of 4 weeks with 7 days each – and a New Year's Day, which every leap year lasts for two days. All the months last exactly 28 days, and thus 4 weeks. See **The High Festivals**.

The seas surrounding Thulê are called Dawnsea to the East, Burning to the South, Evening-Sea to the West and North-Sea to the North. The main road on land is usually no bigger than a cart track, but it is still some stretches paved with cobblestones. It has for all ages been called Alfarway, which has been interpreted as meaning either "the road fared by all ("all-fare-way") or – more rarely – "the road of the Elves" ("alfar-way"), because some believe "the road was built for the deities by the Dark Elves (i. e. the Dwarves) in the Golden Age". Other roads in Thulê are usually mere pathways.

There are nine regions in Thulê, and each is divided into many realms. Sometimes several tribes claim the same realms, and many hunter-gatherer tribes think of the entire region they live in as their realm – and they might well have no problems sharing it with other hunter-gatherer tribes. Each tribe is ruled by a sorcerer- or god-king (and more rarely by a queen). These (often tiny) kingdoms are what we would define as theocracies or perhaps aristocracies (in the most positive meaning; "rule of the best"). Some of these kingdoms are named after and based around a (single) city-state (a town, a burg or a stead) or just a small village (even a hamlet), others are made up of what we can define as pristine nature and are based around not an area, but simply the King and the Queen – wherever they live.

The different realms have their own peculiar artistic expressions, often distinctive architectural styles, favourite deities and traditional weapons common to the tribes of the realm, but these peculiarities are not enough to make them into separate cultures, so they are instead defined in MYFAROG as subcultures. All the realms have a common tongue (Thulêan).

The tribes are groups of individuals who can all trace their origin to the same progenitor. Some tribes have a male progenitor, others a female progenitor.

In tribes with a male progenitor the oldest male family members inherit titles and land. In tribes with a female progenitor the most beautiful female family members inherit titles and land.

The tribes all have a seat, i. e. a place where they (if they don't already live there all the time at least) meet for important gatherings, such as high festivals and the Thing. A seat can also be just a grove in a forest, possibly only known to the tribesmen.

Tribe Size	#Tribesmen
Huge	≥ 1000
Very Large	500-999
Large	250-499
Medium	100-249
Small	50-99
Very Small	25-49
Tiny	≤ 24

Some small tribes have seats in large settlements, and some large tribes have seats in small settlements, and live mostly elsewhere.

Unit	# Inhabitants	Description
House	1-20	A household
Yard	1-20	A house surrounded by a fence or wall
Thorp	2-120	A small village, a group of yards or houses
Hamlet	< 1200	A group of thorps without a market place and/or a temple
Village	< 1200	A group of thorps with a market place and a temple
Town	1200-7200	A large village
Stead	> 7200	A large town
Burg	≥ 1200	A fortified town or stead

Náit er, bróðir, nef augum

('The nose is close to the eyes', i. e. "what involves those close to us involves us as well.")

The Thulêan Salute

To the Thulêans the hand shake is only used when they make arrangements, close deals or officially break deals. The two parts will shake hands, and a third part will push their hands down to separate them, to confirm a deal. He will push their hands up to break a deal (hence the term "break up" with somebody).

For greetings they show their open weapon hand (the right, if they are right-handed, the left if they are left-handed), to show that they come not with a weapon in hand, and then say *Heill* ("Hail") or *Heill auk Sæll!* ("Hail and Joy") (the Thulêan salute).

For old friends a "Hail" followed by a hug is not uncommon.

When warriors wearing helmets meet, they lift the helmets to show their faces, before they salute normally. This is to us known as "the military salute", and is of course only done when the soldier is wearing a hat or helmet.

The Strange Lands of Thulê

Jötunnheimr ("world of hunger"), *alias* The Hideous Hunger, is the domain of the Ettins. It is not a realm as such, but a name used for all the areas in all the realms of Thulê eaten up by the destructive power of the Ettins; the darkest forests, the largest bogs, the tallest mountains, the most dangerous seas and the other unsafe places of the Earth. Everything eaten up by the power of the Ettins has changed; the trees have become unnatural, twisted and grotesque, many animals larger and more aggressive, men more savage, the air colder and the weather wilder. At the centre of this domain is the deity Ýmir, *alias* Bölþorn, and his lair. You know that you have entered Jötunnheimr by the change in atmosphere; there is silence as heard nowhere else, often broken by distant shrieks and screams from all sorts of dangerous creatures, and the sky itself has a strange glow when seen from Jötunnheimr.

"Death is the wish of some, the relief of many, and the end of all."

Honourable Men & Women

Modern propaganda often tells us that: "prostitution is the oldest profession in the world", and perhaps this is true for other parts of the world, but in most parts of Europe this is not at all true. Prostitution apparently did exist in some form in civilized areas such as Ancient Greece and in the Roman Empire in Classical Antiquity, but elsewhere in Europe prostitution didn't exist at all until after the Christianization. In Thulê native women are like the women were in the barbarian parts of Ancient Europe; too honourable to engage in such activities (and native men too honourable to want it any differently).

Niflheimr ("fog world"), *alias* Svartalfaheimr ("black elf world") and The Dangerous Darkness, is the hidden and vast underground kingdom of the Dwarves, and is ruled by the lord of the Dwarves, the unsympathetic god Loki. You can find entrances to Niflheimr all over Thulê. Some claim the tunnels of Niflheimr spread out under the surface all across and even through the planet. All caves and mines are believed to be – through secret passages only known to the Dwarves – connected to this one vast underground network of tunnels.

Dwarven Doors

Some dwarves can make enchanted doors that are invisible.

Ljósalfaheimr («light elf world»), *alias* The Fairy Realm and The Dream Land, is the forbidden realm of the wood elves, ruled by Freyja herself. It is made up of Spell Lake Forest, Densewood, Houndstead Forest, Woodchop Forest, Seawood and Thing-Grove. The wood elves have no (known) permanent settlements in any of these forests, and live like hunter-gatherers. They usually attack anyone who trespasses, and tend to give no quarters.

The Realms of Thulê

Agadîr ("frightening"), the region made up of Lynxfoot Island (*alias* Westbay Island) and Fire Island, is known for its four ziggurats (combined palaces and temples having the form of terraced step pyramids of successively receding levels), in Dance Cove, Ballstead, Grave Valley and Stemsound. Njörðr is the most popular deity in Agadîr. The lynx (or just a lynx' paw) is the official symbol of Agadîr. Real world resemblance: Indo-Aryans, Persians and Sumerians.

Settlement	# of inhabitants
Dance Cove	2720
Ballstead	780
Grave Valley	1550
Stemsound	1010
Meadowstead	90

"A door must be either shut or open."

Xenia

The importance of xenia, or guest-friendship, in Thulê means that even on the battlefield, if two opponents descend from ancestors who used to be friends then they will not fight each other. It also means that most ambassadors in Thulê have some sort of guest-friendship with at least some of the leaders of the tribe they are ambassadors to.

Andâlanga ("thorough spirit"), the region made up of Weather Island, is known for the beautiful High Fire temple in Kingscove Bay, dedicated to Sól, the most popular deity in Andâlanga. The sun wheel is the official symbol of Andâlanga. Real world resemblance: Dacians, Goths and Thracians.

Ancient Settlement	# of inhabitants
Nordland	100
Southland	150
Kingscove Bay	760

Ellinea ("ancient"), the region made up of Eastbay (*alias* Bay) Island and Yearstone Island, is known for its two quite magnificent marble temples, in Coolfishing Village and Hawser Bay. Sága is the most popular deity in Ellinea. The owl is the official symbol of Ellinea. Real world resemblance: Greeks, Illyrians, Lydians and Phrygians.

Ancient Settlement	# of inhabitants
Groundstout	110
Sowvalley	150
Sand	110
Streamcove	130
Lairgrave	120
Coolfishing Village	4230
Hindfish Village	400
Hawser Bay	1710
Firewood	130
Westfjord	150
Onion Cove	120

Erulia ("thinking"), the region made up of the boggy Spirit Island, is known for its wood- and stonehenge temple, in Spirit Cove. Óðinn is the most popular deity in Erulia. The cave bear is the official symbol of Erulia. Real world resemblance: Angles, Franks, Frisians, Jutes, Saxons, Suebians and other West-Germanic peoples.

Ancient Settlement	# of inhabitants
Pale	460
Dwarfmount	90
Cutstone	130
Ettinisland Harbour	220
Bog	2040
South-Nordflour	160
Wardenholm	90
Shield Harbour	90
Spiritess	100
Bearskin	1410
Cove	130
Stave	100
Southflour	130
Spirit Cove	2630

"The sky is no less blue only because the blind can not see it."

Priþeniô ("painted"), the region made up of the Eastern side of Hind Island and Source Island, is known for its four pairs of wood- and stonehenge temples. The temples are named after the sacred object stored in these temples: The Stone of Destiny in Highstead, The Sacred Spear in Wedgeground, The Sacred Cauldron in Birch-Headland and The Sword of Light in Heap-of-Stones. Freyr is the most popular deity in Priþeniô. The boar is the official symbol of Priþeniô. Real world resemblance: Britons/Picts, Celtiberians and Gauls.

Ancient Settlement	# of inhabitants
Highstead	24310
Grainmeadow	2230
Streamycove	200
Rottenwood Bay	120
Wedgeground	180
Beach	510
Heap-of-Stones	250
Edgeheadland	320
Birch-Headland	1550

Sol Invictus

When a king or queen dies in Thulê the next to become king or queen (see the high festival White Tuesday) will go through a ritual and become the old king or queen. So the new king or queen will have the exact same name (and honour and debt...) as the old one had, and the king or queen will in that sense just change a bit and then continue to rule the tribe. Reborn. Like the Sun every morning in the East. Queens only rule if the king is too young to rule (i. e. has not yet reached his biological adulthood), or if the king has not yet been reborn (and if no man is worthy to become the new king this might actually take some time).

Polygamy in Thulê

The practice of polygamy is to some degree practised in Thulê; great heroes are some times encouraged to not only marry, but also to take concubines, not to satisfy their lusts or anything like that, but to produce more children inheriting their heroic nature. The children of such concubines have the same status and rights (and duties) as the children of the man's wife.

Skanþinawiô ("Skaði's islands"), the region made up of Birch Island, Sand Island and Hollow Island, is known to be the least civilised of all the Thulêan realms and is populated by mainly hunter-gatherer tribes. Skaði is the most popular deity in Skanþinawiô. The raven is the official symbol of Skanþinawiô. Real world resemblance: Balts, Finns and Scandinavians.

Ancient Settlement	# of inhabitants
Birch	460
Linenmount	110
Sand	150
Grovecove	180
Allcove	150

Skudia ("archers"), the region made up of the West side of Hind Island, is known for its largely unfortified settlements and widespread use of archers in war. Höðr is the most popular deity in Skudia. The wolf is the official symbol of Skudia. Real world resemblance: Magyars, Sarmatians, Scythians and Slavic peoples.

"If you fear death, you are already dead."

Ancient Settlement	# of inhabitants
Foreheadland	100
Riverwall	120
Spearcove	170
Whiteheadland	600
Sheheadland	170
Block	90
Hers	600
Siegfjord	790
Breadring	90
Meadtown	110
Hillsideland	280
Forefjord	170

Thulê ("land of the sages") was the ancient kingdom of the long gone Fairlings. Not much is known about them or their realm, other than that it covered the entire archipelago still known as Thulê. A deer antler was the official symbol of Thulê. Real world resemblance: Proto-Europeans (i. e. Neanderthals).

Tawia ("two lands [near the water]"), the region made up of Meshcove Island and Wolf-Foot Island, is known for its stone temples and pyramid burial mounds. Sól is the most popular deity in Tawia. The 'eye (on the sky)' is the official symbol of Tawia. Real world resemblance: Ancient Egyptians and Minoans.

Ancient Settlement	# of inhabitants
Peacemeadow	130
Seaspray Headland	1120
River	100
Millheadland	110
Peak	180
Hoodstead	1380
Reindeer	320
Rankmount	120
Southbay	450

Monuments in Thulê

In theory there were too few natives in Thulê for them to produce anything grand, but in practise the ancients built many vast monuments; pyramids, ziggurats, tall towers, fortified towns, stonehenges, woodhenges and so forth, because they took their time and spent many generations to complete their different projects, and what they built they built so strong it lasted forever.

"What has benefited one, has destroyed others."

Trôskenia ("tower gate"), the region made up of Long Island and Highcliff Sail, is known for its tall buildings and towers, and its circular marble pantheon (a huge temple dedicated to all the deities!) in Dimland. Þórr is the most popular deity in Trôskenia. The cave lion is the official symbol of Trôskenia. Real world resemblance: Aquitanians, Etruscans, Iberians and Italic peoples.

Ancient Settlement	# of inhabitants
Claw	170
Stream	9400
Watchman	90
Allbay	340
Boardland	170
Longbog	2050
Logfield Headland	3200
Dimland	10080
Stringbay	230
Hillside	2660
Flourhillside	2130
Spearstead	250
Sound	160

"Trúa á mátt min auk megin"
('The belief in my own strength and power')

The Sacred Bough

Originally a temple area was just a very beautiful piece of nature, an ancient tree in a picturesque location, elevating man to the divine with its beauty. The dead were then buried there, to nourish the soil of the sacred place, and to allow the dead to grow back to life in the most beautiful location imaginable.

Then some temples were created by man, who in ancient times planted trees on the burial mounds. Nothing was allowed to be harvested on the burial mounds, as it was all nourished by the body of the dead. They even fenced in the burial mounds, to keep grassing animals away. With time the trees planted there grew huge, and the site, usually a hill top, turned into a most beautiful natural location – rich with herbs, flowers and other plants.

But men became more civilized, like the Tawians and Agadîreans, and in their most human urge to create something beautiful, they built more elaborate burial mounds, ziggurats and pyramids, and vast stone temples beautifully decorated. The sacred trees were located outside the temples.

Even more civilized men, like the Ellineans and Troskenians, built marble temple that you entered through a huge gate, and found inside a beautiful statue of the deity itself, sitting or standing at one end. The sacred tree remained a part of the temple, but again it was located outside, in a remote part of the temple area.

The sacred tree remained, as an intricate part of the sacred sites, and the sacred bough – the wand – was still the means used by the religious man to channel the power of the deities outside of the temple areas.

Alas! A time will come when man completely removes the sacred tree from the temple, cut it down and thus lose all contact with the divine. Only a cold building, sans any divine presence, sans any spiritual meaning, will be left – and the deities will be banished from the civilized world, pushed back into the wild and healthy parts of the world, where the most civilized man only ever walked to chop down trees, to remove and to kill what was living, breathing, resting and growing.

At eigi fellr trê við it fyrsta högg
('A tree does not fall from the first blow')

"The more corrupt state, the more laws."

"Zeal is fit only for wise men but it is found mostly in fools."

Weather Forecasting

Those living in harmony with nature know that our planet is communicating a lot with us, and amongst the things she tells us (in good time before the weather changes) is that the weather is going to change. Weather Forecasting could have been a skill in MYFAROG, but being able to accurately forecast the weather was as much common knowledge in Antiquity as knowing how to read a wrist watch is today, so it has not been included as a skill in MYFAROG. Instead the myth master should assume that each and every character is able to accurately forecast the weather at least 1 day (or Int days) ahead. See **Weather & Wind**.

Bands, Cults & Organizations

The Rangers

The Rangers is the leaderless organisation of the Rangers, with a bow and arrow as their symbol. The Rangers is a part of Skaði's The Temple of the Source.

The organisation is made up of a solemn promise to protect nature against mankind's unnecessary cultivation and a promise to always help other Rangers and bears in need. Some rulers might use Rangers as messengers and spies, but they don't always let themselves be used like that.

RîkaR Thulêus

The RîkaR Thulêus ("king Thulêus") is a group of Humans whose main objective is to unite all the High Men and Common Men of Thulê and build a Thulêan confederacy, ruled by one high king. Many Thulêans see the formation of a Thulêan confederacy as the only way to save the Thulêan heritage. Their symbol is the name Thulêus written with dark red runes, usually on a blue flag.

How to become member: be a native, share and express their ideals, and they might seek you to join them.

The Antediluvians

The Antediluvians is a cult made up of both Lesser and Common Men, who worship the fallen (Ettin-) deity Ýmir. They claim to have heard his call from the deep and work to "restore" him to the throne as ruler of the Earth. They are known to build crude and ugly altars, decorated with grotesque images of Ýmir, usually small and poorly made clay statues. They kidnap other Human beings and if they can also Light Elves (mostly women and children) in the night and sacrifice them to Ýmir, hoping this will eventually wake him up and make him return – as their god and king. Their symbol is a picture of a green Kraken against a black background.

CULTISTS: whenever they can, every full moon the cultists sacrifice an innocent (usually a child or a woman, but any Human being or Light Elf will do) in a dark ceremony (that takes D6 hours to perform), held near dark lakes, deep bogs or the sea. They believe this will awaken their Ettin master, Ýmir. When the ceremony is over, the myth master casts a D20: if the result is 19-20 an Ettin will appear.

D20	The Type of Ettin that will Appear:
1-10	Small Kraken
15-17	Medium Kraken
18-19	Large Kraken
20	(cast the die again:)
	+ D20 The Type of Ettin that will Appear:
	1-19 Sea Worm
	20 Huge Kraken (Their Lord Ýmir has Arrived!)

If the Ettin appears, the cultists are unable to control it, and it will attack and try to eat them all. Normally, the cultists flee the scene, and let the Ettin roam free. The cultists are all raving mad, and think that when their Lord Ýmir arrives, all the lesser Ettins will follow his command and allow them – the cultists – a special place in his kingdom on Earth.

The Hirð of (any Tribe)

Every Thulêan king has a bodyguard (i. e. a standing, professional army), and this is called the Hirð («the bodyguard») of this or that tribe. The Hirð is also the king's intelligence service and police, and both men and women can become members. Their symbol is (in all tribes) always a bundle of rods containing an axe with the blade projecting, as a symbol of their right and duty to execute traitors and other criminals. How to become member: have the Warrior, Trickster or the Stalker role, prove your loyalty to the king and queen and they might seek you to join the Hirð. You can not be a member of more than one Hirð.

Uniforms?

Even though many warriors in Thulê often 'on paper' wear and use the exact same equipment, they don't look the same, because nothing is mass-produced in Thulê; every item is unique.

The Herlið of (any Tribe)

All the adult men of each tribe are seen as members of the Herlið («army») and are expected to rush to the aid of the king when he calls for them. Every army also has a contingent of shield maidens, volunteer women of the tribe (usually the wives and daughters of the warriors), who are to join the men in war, not to fight alongside them, but to supply them with new weapons and shields whenever they are lost or broken in battle. The Herlið symbol is always the symbol of the tribe.

How to become member: be an adult man, and you are a member whether you like it or not. Be a woman and you can volunteer if you like. You can only be a member of the Herlið of your own tribe.

Some (on average 20%) of the tribesmen in any army are warriors, but most (on average 80%) are just civilians forced to take up arms to fight alongside their other tribesmen.

Shield Maidens

The shield maidens not only supply the warriors with new weapons and shields, they also cook and perform other mundane tasks for them. They shout encouragements to the warriors in the heat of battle, and if their warriors are losing they sometimes rip open their dresses or shirts to expose their breasts to show what is at stake; if their warriors lose the battle the shield maidens risk being taken as booty. This makes their warriors fight harder and quite often it can turn the tide of the battle.

Pirates

Some pirate bands are still seen in Thulê. They come from afar and only stay in Thulê for short periods of time. They plunder, kidnap and murder until their vessels are filled with loot, or until their temporary bases are found and they are chased away, and they then return to their faraway lands with their loot, to gather strength for another raid. The pirate leaders known to operate in Thulê (sometimes inland!) are all Lesser Men.

Sometimes small Thulêan pirate bands (usually made up of Outlaws) are also making life hard for many Thulêans, and some of them even leave the shores of Thulê to raid foreign shores.

The pirate bands all have certain symbols painted on the sails of their vessels (if they sail) or on flags (if they row). The most common is a picture of one or more palm branches (a tree common where most of them come from), but other symbols are also used.

The Temples

Each sympathetic deity has its own group of worshippers, a congregation, belonging to its temple. The different temples aid their members and work to increase the flock of their favourite deity. See **The Sympathetic Deities** (**Mythical Deities**) for more information about the different temples and their symbols.

Temples help their members and usually members of other temples as well as best they can, not least with healing – with a Healing proficiency of +5 to +9.

How to become member: have the deity of the temple as your favourite deity. It is not possible to become a member of more than one such temple.

Hâvamâl stanza 142

"Rûnar munt þû finna
ok râðna stafi,
mjök stôra stafi,
mjök stinna stafi,
er fâði fimbul-þulr
ok gerðu ginnregin
ok reist hroftr rögna."

(You will find secrets
and interpret signs,
very important signs,
very strong signs,
written by a great sage
and made by powerful gods
who also built a roof [temple] for the
powers.)

Weather & Wind

When playing (or making myths) the myth master can decide the weather as he wills, but he should know a bit about Thulê before he does. He can also cast dice to find the weather and wind effects; one time for weather type, one for temperature, one for wind direction and one for wind strength.

Caverns Deep

All natural caves have a constant 13 degrees temperature. Unless you go very deep... in which case they will grow hot!

The base temperature in the early Thulêan morning is 3 + 2D6 (+/- any mods for wind direction and month) degrees *Celcius*. When morning turns to day the temperature rises ≈ 9 degrees, then it drops in the evening with ≈ 3 degrees and another ≈ 6 degrees when night falls. The temperature is always 5 degrees lower in Jötunnheimr, and 1 degree lower for every 500' above sea level.

Weather	3D6[1]
Clear sky	≤ 10
Partly clouded	11-12
Clouded	13-15
Clouded and rain[2]	16-17
Clouded, rain[3] and thunder	≥ 18

[1]+5 if in Jötunnheimr.
[2]Cast a D6 on the rain table to find the type of rain.
[3]Always rain, unless it is freezing temperatures, in which case it snows instead.

Rain	D6
Fog	1
Fog and drizzle[1]	2
Drizzle[1]	3
Rain[1]	4-5
Hail[1]	6

[1]Snow if freezing temperatures.

Wind direction	2D6	Temperature
Easterly	≤ 2	-2
South-easterly	3	-4
Southerly	4	-6
South-westerly	5	-2
Westerly	6-7	+0
North-westerly	8-9	+2
Northerly	10-11	+4
North-easterly	≥ 12	+0

Too Bogged Down in Travel?

You think the focus on survival in the wilderness in Thulê is boring? Just ignore it. Let your party go from A to B with nothing to worry about but Random Encounters.

"Even the best climber may fall."

Month	Season	Wind Strength	Weather	Temperature
Valaskjölf	Winter	+3	+2	-9
Himinbjörg	Winter	+2	+3	-13
Landvíði	Winter	+1	+2	-20
Søkkvabekkr	Winter	+0	+0	-7
Þruðheimr	Spring	+0	+2	+3
Breiðablik	Spring	+0	+0	+7
Nóatun	Spring	+0	+0	+8
Glítnir	Summer	-1	-1	+9
Folkvangr	Summer	-1	-1	+10
Alfheimr	Summer	+0	+0	+7
Glaðsheimr	Autumn	+1	+2	+0
Þrymheimr	Autumn	+2	+4	-3
Ýdalir	Autumn	+3	+6	-4
(New Year's Day)	(New Year's Day)	+4	+8	-7

"Death is a shadow that follows the body."

Wind Strength	Wind Speed	3D6[1]	DD[2]
Calm	0-1 knot	≤ 5	+0
Light air	1-3 knots	6-8	+0
Light breeze	4-6 knots	9-11	+0
Gentle breeze	7-10 knots	12-13	+0
Moderate breeze	11-16 knots	14	+1
Fresh breeze	17-21 knots	15	+2
Strong breeze	22-27 knots	16	+2
Moderate gale	28-33 knots	17	+2
Fresh gale	34-40 knots	18	+2
Strong gale	41-47 knots	19	+2
Whole gale	48-55 knots	20	+3
Storm	56-63 knots	21	+3
Hurricane	≥ 64 knots	≥ 22	+4

[1]See also month. +5 if in Jötunnheimr.
[2]Seamanship/Swimming (in sea) DD.

Travel & Survival

Travel speed (here always in miles per hour) depends on several factors, like where you travel, mode of travel and your own (or your guide's) Navigation skill. See the skill Navigation.

See the effective speed table under **Modifications for Travelling** for how to figure out the distance travelled when a character has zero or negative speed.

You can not ride in a bog, in the mountains or in the forest, unless you travel on a road or path – but it is then defined as travel on a road or a path instead. The riding animal becomes tired when travelling as the rider does. See **Travel & Survival**.

Specialized Travellers

Rangers and Stalkers spend 1 less SP/hour when Walking, Jogging, Sneaking and/or Tracking. Dwarves spend 1 less SP/hour when travelling underground or in mountains. Wood Elves spend 1 less SP/hour when travelling in forests and when Sneaking. Halflings spend 1 less SP/hour when Sneaking. Gnomes spend 1 less SP/hour when travelling underground or in forests.

Campfires

Some ways to do it:
-A campfire will automatically enable characters to ignore freezing temperatures and rest properly.
-A campfire will raise the temperature by 10 degrees near the fire, or 20 if inside a cave/cabin/house.
-Just use common sense, and let the Myth Master decide, taking into account all factors (wind, humidity, type of shelter etc.)

Aurora Borealis

The Northern Lights are frequently seen in Thulê, especially during the winter months. The phenomenon is caused by spirits dancing in the sky, on their way to or from Alinnóss. The Northern Lights phenomenon is also in Thulê called "The Road of the Bees", because the Thulêans see the spirits of the noble dead as bees, able to fly up to the Sky. This has also created some misconceptions of what an spirit really is, making some think of them as "sprites" (spirits) shooting arrows (bee stings) and being able to turn themselves invisible (which would explain why we sometimes lose track of where the bee we just saw went).

Walking (2 SP/hour)	Speed[1]	Test Acrobatics
Road	4[2]	n/a
Path/Fields	3[2]	DD 3 every hour
Bog	2	DD 4 every hour
Mountain	2	DD 4 every hour
Forest	2	DD 4 every hour
Underground	2	DD 4 every hour

[1]Add the speed modifier for the spell Seven-Mile-Boots when walking or jogging. +1 speed for the Talent Athletic. +1 speed for the Talent Fast. -1 speed for the Flaw Limp. -1 speed if seriously injured. -2 speed if severely injured.
[2]Dwarves, Gnomes and Halflings only have a speed of 3 on roads and 2 on paths/fields.

Jogging (6 SP/hour)	Speed[1]	Test Acrobatics
Road	6[2]	DD 3every hour
Path/Fields	5[2]	DD 4 every hour
Bog	4	DD 5 every hour
Mountain	3	DD 5 every hour
Forest	3	DD 5 every hour
Underground	n/a	n/a

[1]Add the speed modifier for the spell Seven-Mile-Boots when walking or jogging. +1 speed for the Talent Athletic. +1 speed for the Talent Fast. -1 speed for the Flaw Limp. -1 speed if seriously injured. -2 speed if severely injured.
[2]Dwarves, Gnomes and Halflings only have a speed of 5 on roads and 4 on paths/fields.

Sneak *or* Track (2 SP/hour)	Speed[1]	Test Acrobatics
Road	2	n/a
Path/Fields	2	DD 3 every hour
Bog	2	DD 3 every hour
Mountain	2	DD 4 every hour
Forest	2	DD 3 every hour
Underground	2	DD 4 every hour

[1]-1 speed for the Flaw Limp. -1 speed if seriously injured. Severely injured characters cannot *sneak*. -2 speed if severely injured for tracking.

Sneak *and* Track (2 SP/hour)	Speed[1]	Test Acrobatics
Road	1	n/a
Path/Fields	1	DD 3 every hour
Bog	1	DD 3 every hour
Mountain	1	DD 4 every hour
Forest	1	DD 3 every hour
Underground	1	DD 4 every hour

[1]-1 speed for the Flaw Limp. -1 speed if seriously injured. Severely injured characters cannot sneak.

Riding a horse (1 SP/hour)	Speed	Test Riding
Road	6	DD 3 every hour
Path/Fields	5	DD 5 every hour

Riding fast on a horse (2 SP/hour)	Speed	Test Riding
Road	9	DD 4 every hour
Path/Fields	8	DD 6 every hour

Riding a pony (1 SP/hour)	Speed	Test Riding
Road	4	DD 3 every hour
Path/Fields	3	DD 5 every hour

Riding fast on a pony (2 SP/hour)	Speed	Test Riding
Road	6	DD 4 every hour
Path/Fields	5	DD 6 every hour

Rowing boat (4 SP/hour)	Speed	Test Seamanship
Lake/Sea	4[1]	DD 3 every hour
River	6/1[2]	DD 4 every hour

[1]See Wind Strength.
[2]Downstream/Upstream (average current)

Sailing ship (1 SP/hour)	Speed	Test Seamanship
Lake/Sea	12[1]	DD 4 every hour
River	15/3[2]	DD 5 every hour

[1]See Wind Strength.
[1]Downstream/Upstream (average current).

Modifications for Travelling

For Travelling:	SP modified by	Speed modified by
Mostly on level ground	+0 SP/hour	
Mostly uphill	+2 SP/hour	-1
Mostly downhill	+0 SP/hour	+1
Carrying a Light load	+0 SP/hour	
Carrying a Medium load	+1 SP/hour	-1
With a Heavy load	+2 SP/hour	-2
With a medium shield	+1 SP/hour	
With a large shield	+2 SP/hour	
With more than one shield of any size	+1 SP hour per shield	
With a medium armour	+1 SP/hour per armour	
With a heavy armour	+2 SP/hour per armour	
In 1 foot Snow	+1 SP/hour	-1
In 2 feet Snow	+2 SP/hour	-2
In 3+ feet Snow	+3 SP/hour	-3
Muddy	+1 SP/hour (n/a if paved road)	-2 (n/a if paved road)
Icy	+0 SP/hour	-1
It is hot (≥ 25 degrees Celsius)	+1 SP/hour[1]	
It is cold (-5 to -10 degrees Celsius)	+1 SP/hour[2]	
It is very cold (-11 to -20 degrees Celsius)	+2 SP/hour[2]	
It is extremely cold (≤ -21 degrees Celsius)	+3 SP/hour[2]	

[1]This effect is negated by Heat Toughness, but only *if* it comes from a Talent or a racial modification.

[2]You spend SP for exposing yourself to extremely low temperatures *even when you rest*. This effect is negated by Cold Toughness. See **Shelters** and **Clothes & Hides** under **Trade**.

+1 SP/hour "per armour"?

No, this does not mean that you can wear several armours at the same time, but simply that if you find a piece of armour and want to bring it with you (e. g. to sell it), then you will be travelling with more than one armour. And the same is the case for shields.

Traveller is	SP mod	Speed
Wet	+1 SP/hour	+0
Soaking wet	+2 SP/hour	-1
Tired		-1
Weary		-2
Exhausted		-3

For Seriously injured and Severely injured see footnotes under Walking, Jogging, Sneaking and Tracking.

The modified speed is called the effective speed. If the effective speed is lower than 1 mile per hour, see table below for information on how far the traveller comes in one hour.

Effective Speed	Distance travelled in one hour
≤ -12	0 feet
-11	100 feet
-10	250 feet
-9	400 feet
-8	550 feet
-7	700 feet
-6	850 feet
-5	100 paces (1000 feet)
-4	250 paces
-3	400 paces
-2	550 paces
-1	700 paces
0	850 paces
1	1 mile (1000 paces)

"No man can avoid his destiny."

Travel Fumbles

If a character achieves a Failure or a Fumble when he tests his Acrobatics because of travelling he must cast D6 and refer to the relevant table to find the consequence. If he achieves a Critical Failure he must cast D6 + 1 instead.

D6[1]	Acrobatics Failure in Bog
1-2	You slip and fall and get wet. If you are already wet you instead get soaking wet.
3	You slip and fall and get soaking wet.
4	You hurt your ankle (You take 1 damage, and suffer -1 Speed until Rest)
5	You fall into a bog and get soaking wet. Swimming DD 8 and then Climbing against random DD to get out.
6-7	You fall and take D6 – 3 damage.

[1]D6 +1 if Critical Failure.

D6[1]	Acrobatics Failure in Field/Forest/Road/Path
1	You slip and fall and get wet. If you are already wet you instead get soaking wet.
2	You slip and fall and get soaking wet.
3	You hurt your ankle (You take 1 damage, and suffer -1 Speed until Rest)
4-5	You fall and take D6 – 3 damage.
6	You fall 5' and take D6 damage.
7	You fall 10' and take 2D6 damage.

[1]D6 +1 if Critical Failure.

D6[1]	Acrobatics Failure in Mountain/Underground
1	You slip and fall and get wet. If you are already wet you instead get soaking wet.
2	You slip and fall and get soaking wet.
3	You hurt your ankle (1 damage, and -1 Speed until Rest)
4	You fall and take D6 – 3 damage.
5	You fall 5' and take D6 damage.
6	You fall 10' and take 2D6 damage.
7	You fall 20' and take 4D6 damage.

[1]D6 +1 if Critical Failure.

Breathing in Malaria

Whenever a character spends time in a bog in other than freezing temperatures there is a chance that he has breathed in (contracted) *malaria* ("bad air") – a general name for diseases in Thulê. At the beginning of every hour spent in the bog cast a D6: on a 1 check Disease Resistance against a disease of random severity.

D10	Disease Severity	PL
10	Very Mild	4
8-9	Mild	6
4-7	Serious	8
2-3	Severe	10
1	Critical	12

See Optional Rule #2 (under the skill Healing) to determine if the disease is Contagious.

To determine the consequence of the disease if the character fails the Disease Resistance roll, and to determine when the disease starts to work, for how long it will work and how a Healer can influence this, see the skill Healing.

Wind & Travel

A myth master who wishes to can adjust the flying, rowing and sailing speed according to wind strength and wind direction. See **Weather & Wind**.

Walls & Forts

Most 'wars' in Ancient Thulê were fought by having champions duel, and there were no real siege weapons, so why were so many towns and even small villages walled in and fortified? The answer is simple: roaming Trolls and Ettins…

Wet when it is Freezing?

If freezing temperatures, getting wet or soaking wet is less likely, so a Myth Master could change such results to a normal fall on solid ice instead (D6 – 3 damage). Note that clothes do not protect very well against low temperatures if they are wet. See Clothes & Hides in **Trade**.

Unless it rains, wet clothes dry after one day and soaking wet clothes become wet after one day.

"Better to turn than go astray."

Resting

The character needs day rations (food and drink) and Rest (≈ 6 hours sleep each day). If he is without any of these he will automatically become Tired after one day and Weary after two. If lacking food and/or drink, Resting does not count as Resting.

After three days without drinking the character will fall unconscious and after four days die. After three days without sleep the character will become Exhausted. After four days he will fall unconscious. If a character falls unconscious because of lack of sleep he will (unless something happens to him during sleep) wake up Exhausted after he has slept (in his unconscious state) for 6 + D6 hours.

After three days without food the character will get a -1 mod to Stamina every night until he falls unconscious and eventually dies. See the skill Stamina.

Shelters

Travelling in Thulê is dangerous, and often an adventure in itself. Normally, a player party will bring tents for shelter, on the way, but some times they might not, and some times they might need to find other types of shelter. A nice and dry place under a large pine tree, perhaps? Or a cave? Or perhaps they wish to build a snow shelter? Or perhaps they need to use whatever is at hand, and build some sort of improvised shelter?

A shelter can:
-Keep the party dry (protection from rain and snow)
-Keep the party warm (protection from wind/draft)
-Keep the party hidden (protection from encounters)
-Keep the party safe (protection in case of an encounter)

By default, it takes 30 minutes to locate a place to take shelter or to locate a place and materials to build a shelter. It also takes 30 minutes to find a place to set up a tent and to set it up, or to find a place to build a snow shelter and to build it. You can assume that looking for and building a shelter/setting up a tent is somewhat fatiguing, and including small rests on the way, it will cost 2 SP.

A party with a tent can test Tracking as well, to find shelter, but the worst possible result will be Success (a tent will always be able to keep the party dry and help keep them warm). However, if a better result is achieved, the tent can be put up a place hidden and perhaps even safe.

When there is deep snow on the ground, the 'looking for shelter' action can be a 'building a snow shelter in a suitable location' action, and this simply makes the task of 'looking for a suitable shelter' easier.

A party with no shelter will have none of that. If its Summer, that might not matter, and the party can sleep outside, but if it is cold and wet and windy, having no shelter can in itself be deadly in Thulê.

In Thulê the bogs are also forested, as are the mountains to a certain altitude (3.000').

If a shelter is not found or if they cannot build a shelter where the party intends to rest, the party can travel on for at least 30 minutes to look for a better place. They can repeat this process as long as they have the stamina for it. See **Travel & Survival**.

"A lie travels faster than the truth."

Terrain	Tracking DD to find and/or be able to build a shelter
Road/Path[1]	n/a
Fields	16
Bog	12
Mountain (below treeline)	4
Mountain (above treeline)	12
Forest	8
Niflheimr	16
There is deep snow on the ground	-4[2]
It is Summer	-2[2]

[1]If you travel on a path or a road, you are assumed to look for shelter in the terrain surrounding the path/road, and not on the path/road itself...
[2]N/a for Niflheimr.

Tracking Result	Consequence
Result ≥ 5 < DD	Critical Failure. Cannot find suitable shelter.
Result 1-4 < DD	Failure. Cannot find suitable shelter.
Result = DD	Semi-Success. The shelter is able to keep the party dry.
Result 1-2 > DD	Success. The shelter is also able to keep the party warm.
Result 3-4 > DD	Success. The shelter is also able to keep the party hidden.
Result ≥ 5 > DD	Critical Success. The shelter is also able to keep the party safe.

If a Critical Failure is achieved, the tracker can e. g. stumble upon the lair of a creature (random encounter), he can get wet from stepping in a pond or a creek by accident, or he hurts himself somehow (D6 – 3 in damage), if that makes the most sense in the situation, or he simply wastes time trying to find/build shelter.

If the Tracker finds/builds a shelter able to keep the party hidden, the myth master can add +4 to the result when he checks for random encounters (see **Random Encounters**) as long as they remain in the shelter. This will reduce the chance for a random encounter.

If the Tracker finds/builds a shelter able to keep the party safe any encounter should be resolved with the party members in an advantageous situation, like on elevated ground, behind cover, with several big rocks lying nearby, in a place where only one single hostile creature can engage at the time, etc.

A myth master can also modify the consequences a bit, and some times let the party e. g. find/build a shelter *only* able to give them safety, or only able to keep them hidden. But as a general rule, one can assume that the one looking for/ building shelter first and foremost look for/build shelters able to keep them dry, warm, hidden and safe, in that order. Perhaps the players can tell the myth master what they wish to give priority too, of the four.

Experienced Travellers

The experienced (high level) traveller will probably no longer even need to bring a tent when travelling, but can instead rely on his skill to find good shelter.

A shelter location can be everything from an irregularity in the terrain (probably only able to protect from the wind), some vegetation, a big tree, a big hollow tree, a burrow in the ground or the side of a cliff, a cave, a deep cave, a slope, a big rock, a stone wall, a ruin, a hunting cabin or perhaps even a soft bed of thick and dry moss or an overhanging cliff. An improvised shelter will probably be made from small trees, twigs and leaves, or from rocks, or of course from snow (if there is deep snow).

Deep Caverns

Remember that in deep caverns, the temperature is always 13 degrees Celsius. All seasons. Unless they are so deep you get close to the Earth's core...

Shelters

As a Myth Master I would simply state that if shelter is found/built, and it is able to keep the party dry and warm. There is no need for detailed calculations regarding temperatures, but if a myth master sees a reason to do so, as he perfectly well can, he can remove the modification to temperature for wind direction, and then add 6 (if no tent) or 8 (if tent) degrees to the temperature to find the temperature in the shelter. Thus a shelter can turn out to actually be not enough to keep a party alive after all – in extreme temperatures, as can occur in Thulê. See **Weather & Wind** and **Travel & Survival**.

Random Encounters

When travelling in the Thulêan wilderness the characters can encounter different types of creatures. The myth master normally casts a 3D6 *once every hour* the characters are travelling or spending time in the wilderness to see if they achieve contact with one or more creatures (unless it is not logical to do so). See below for special rules regarding travel and resting in Jötunnheimr.

Result	Consequence
≤ 10	Contact is achieved
≥ 11	Contact is not achieved

A party who wishes not to achieve contact with creatures can ask the myth master to add the lowest Stealth proficiency in the party (but never less than +1) to the dice when the myth master tests for random encounters. A party who wishes to achieve contact with any or specific creatures can ask the myth master to subtract the highest Tracking

proficiency in the party / 2 (but never less than 1) from the dice when the myth master tests for random encounters.

Possible Modifications	
+	Lowest Stealth proficiency in the party
-	Highest Tracking proficiency in the party / 2
+4	If in a safe shelter (see **Shelters**)
-2	A campfire has been lit

Those who use Stealth and/or Tracking in this manner travel slower. See **Travel & Survival**. It is not possible to use Stealth or Tracking to influence the result when travelling in a vessel or riding.

If travelling or resting in Jötunnheimr the myth master must first of all cast a D20 (once every hour) to see if the party is exposed to one of the Ettin phenomena found there.

D20	Ettin Phenomena Occurrence	
≥ 11	None	
≤ 10	A phenomena occurs (+D20)	
	1-2	Call of the Kraken
	3-4	Ettin Earthstar
	5-6	Icewind
	7-9	Loop
	10	Malaria
	11	Darkness
	12-13	Nightmare
	14	Snow
	15	Sunstorm
	16	Vacuum
	17-18	Vertigo
	19	Fate Window
	20	White Web

Mods to die roll for Ettin Phenomena Occurrence	
-1 or -2	A Goblin Rune is carried by one in the party. See the Orcish Spell Goblin Rune.[1]
+1, +2, +3 or +4	A Sun Rune is carried by one in the party. See the Fire Spell Sun Rune.[1]
+1, +2, +3 or +4	A Day Rune is carried by one in the party. See the Fire Spell Day Rune.[1]
-2	Each Ettin stone heart amulet carried by one in the party

[1]The effects are not cumulative if more than one of each rune is carried by anyone in the party.

See **The Creatures & Phenomena of Thulê** for more about each creature and Ettin phenomenon in the encounter tables.

Stealthy Trackers

A party using both Stealth and Tracking can subtract the highest Tracking proficiency in the party / 2 (but never less than 1) from the dice when the myth master tests for random encounters, and then get a positive modification for using Stealth when the myth master is to find out which group discovers the other first.

When the party achieves contact with a creature the myth master needs to find out the type of creatures the party has encountered. Cast a die and refer to the table to find out exactly which creature the party encounters. The creature encountered is either aggressive, peaceful or shy.

"Don't walk barefooted into a chestnut forest."

Creature Type	Day[1] D20	Night[2] D20[3]
Animals & Cursed Trees	1-16	1-13
Humans & Half-Elves	17-19	14
Demi-humans[4]	≥ 20	15
Orcs		16-17
Corporeal Trolls		18
Incorporeal Trolls		19
Ettins		≥ 20

[1]Use this for night encounters during the Midnight Sun as well, unless in Niflheimr. +4 if a campfire has been lit (smoke).

[2]Use this for encounters in Niflheimr as well, and for day encounters during the Winter Darkness. +4 if a campfire has been lit (light).

[3]+5 if in Jötunnheimr. +2 if in Niflheimr (and count contact achieved with Humans & Half-Elves or Demi-humans as automatic contact with Dwarves).

[4]Cast a D10. On a 1 you encounter (D6: Peaceful on a 1, Shy on 2-6) Nymphs.

Creatures	Behaviour
Aggressive (A)	Will attack the characters
Peaceful (P)	Will to a large degree ignore the characters
Shy (S)	Will try to avoid the characters

Some creatures can be aggressive, peaceful or shy depending on the situation. Other creatures are always either aggressive, peaceful or shy. Peaceful predators are peaceful usually only because they have just eaten or perhaps because they are busy eating and feel safe. **NB!** Shy creatures will instead be Peaceful, and both Peaceful and Aggressive creatures will be Aggressive if encountered *in Jötunnheimr.*

Peaceful and shy creatures attacked by a player character will if able to effectively do so attack the player character rather than try to run away.

"Death smiles at us all.
All a man can do is to smile back."

Encounters in Thulê

Whether the player party travels or rests doesn't normally matter when it comes to encounters; perhaps the player party is not travelling (and if they try to hide whilst resting they can use Stealth to lower the chance of an encounter), but other creatures in Thulê are. So the player party might not run into a group of creatures whilst resting, but instead some creatures might run into the player party (unless of course this doesn't make sense in that situation). Night and day. Seven days a week. Thirteen months each year – and on the New Year's Day too. If resting for a long time, it is always advised that the party tries to build a safe shelter. See **Shelters**.

Animals & Cursed Trees

D20[1]	Behaviour	Creatures
1-2 (+D10)		**Poisonous Creatures & Giant Insects**
1	A	Giant Beetle (#1)
2-3	A	Giant Centipede (#D6).
4	A	Giant Dragonfly (#1)
5	A	Giant Scorpion (#D3)
6-7	A	Giant Spider (#D6)
8	A	Giant Wasp (#D20)
9	A	Monster Centipede (#1)
10	A	Monster Spider (#1) & Giant Spider (#D6 -1)
3 (+D6)		**Land Lizards & Venomous Snakes**
1-2	A	Morning Moon Raptor (#2D6)
3	A	Giant Toad (#1)
4-6 (+D6)	1-2 A 3-6 S	Venomous Snake (#1)
4-6 (+D6)		**Bears (Sleeping between Bear Evening & Bear Wake)**
1 (+D6)	1 A 2 P 3-6 S	Black Bear (#1)
2-3 (+D6)	1 A 2 P 3-6 S	Brown Bear (#1)
4 (+D6)	1-2 A 3 P 4-6 S	Cave Bear (#1)
5	A	Owl Bear (#1)
6 (+D6)	1-5 A 6 P	Polar Bear (#1)
7 (+D6)		**Birds & Winged Lizards**
1 (+D6)	1-5 A 6 P	Boat Beak (#D6)
2 (+D6)	1-5 A 6 P	Giant Eagle (#1)
3 (+D6)	1-5 A 6 P	Giant Owl (#1)
4-5 (+D6)	1-4 P 5-6 S	Giant Swan (#D2)
6 (+D6)	1-5 A 6 P	Winged Lizard (#D6)
8 (+D6)		**Disease Spreaders**
1 (+D6)	1-5 A 6 P	Giant Bat (#2D6)
2-4 (+D6)	1-5 A 6 P	Giant Rat (#D6 * D6)
5-6	A	Rat Swarm (#1)
9 (+D6)		**Boars**
1-5 (+D6)	1 A 2-6 S	Boar (#1)
6 (+D6)	1 A 2-6 S	Giant Boar (#1)

D100		Sea Creatures[1]
1-94	P	Dolphin (#3D6)
95-96	A	Killer Whale
97	P	Giant Turtle (#1)
98	A	King Lizard (#1)
99-100	A	Giant Octopus
10 (+D6)		**Dogs, Hyenas & Wolves**
1 (+D6)	1-5 A 6 P	Cave Hyena (#2D6)
2 (+D6)	1-5 A 6 P	Giant Hyena (#D6)
3 (+D6)	1-5 A 6 P	Hyaenodon (#1)
4 (+D6)	1-5 A 6 P	Ruler Wolf (#1)
5 (+D6)	1-5 A 6 P	Wild Dog (#D12)
6 (+D6)	1 A 2 P 3-6 S	Wolf (#3D6)
11 (+D6)		**Cats**
1-3 (+D6)	1-5 A 6 P	Cave Lion (#D6)
4 (+D6)	1-5 A 6 P	Leopard (#1)
5	S	Lynx (#1)
6 (+D6)	1-5 A 6 P	Smilodon (#D2)
12 (+D100)		**Riding & Grazing Animals**
1	S	Unicorn (#1)
2-66	S	Wild Horse (#D6 * D6)
67-100	S	Wild Pony
13-19 (+D6)		**Game**
1-2 (+D6)	1 P 2-6 S	Large Game (#D2)
3-4 (+D6)	1 P 2-6 S	Medium Game (#D4 [for most medium game] or D10 * D20 [for reindeer])
5-6 (+D6)	1 P 2-6 S	Small Game (#D6)
20		**Cursed Tree**
	A	Cursed Tree (#1)

[1]Always Sea Creatures when meeting Animals *at sea*. Always (on a D6: 1-3) Poisonous Creatures & Giant Insects, (4) a Cave Bear or (5-6) Disease Spreaders when meeting Animals *underground*.

Demi-humans

D20	Behaviour	Creatures
1-5 (+D6)		**Dwarf**
1-2 (+D6)	1 A 2 P 3-6 S	Dwarf (#1)
3-6 (+D6)	1-3 A 4-5 P 6 S	Dwarves (#3D6, including 1 leader. On 1 on a D6 also a chief)
6-11 (+D6)		**Elf**
1 (+D6)	1 P 2-6 S	D6: 1-4 Wood Elf (#1), 5 Grey Elf (#1) or 6 High Elf (#1)
2-4 (+D6)	1 A 2 P 3-6 S	Wood Elves (#3D6, including 1 leader. On 1 on a D6 also a chief)
5 (+D6)	1 A 2-4 P 5-6 S	Grey Elves (#2D6, including 1 leader. On 1 on a D6 also a chief)
6 (+D6)	1 A 2-5 P 6 S	High Elves (#D6, including 1 leader. On 1 on a D6 also a chief)
12-16 (+D6)		**Gnoll**
1-3	A	Gnoll (#D6, including 1 leader)
4-5	A	Gnoll (#2D6, including 1 leader. On 1 on a D6 also a chief)
6	A	Gnoll (#3D6, including 1 leader. On 1 on a D6 also a chief)
17 (+D6)		**Gnome**
1-4	1 P 2-6 S	Gnome (#1)
5	1-2 P 3-6 S	Gnome (#D6, including 1 leader)
6	1-3 P 4-6 S	Gnome (#2D6, including 1 leader. On 1 on a D6 also a chief)
18 (+D6)		**Halfling**
1	S	Halfling (#1)
5-6 (+D6)	1 A 2-6 S	Halfling (#3D6, including 1 leader. On 1 on a D6 also a chief)

19-20 (+D6)		Lizard-man
1	A	Lizard-man (#D6, including 1 leader)
2-3	A	Lizard-man (#2D6, including 1 leader. On 1 on a D6 also a chief)
4-6	A	Lizard-man(#3D6, including 1 leader. On 1 on a D6 also a chief)

Orcs

D6	Behaviour	Creatures
1-2 (+D6)	1 A 2-6 S	Orc (#1) (On 1 on a D6 a Half-Orc)
3-4 (+D6)	1-2 A 3-6 S	Orcs (#D6, including 1 leader)
5 (+D6)	1-3 A 4-6 S	Orcs (#2D6, including 1 leader. On 1 on a D6 also a chief)
6 (+D6)	1-5 A 6 S	Orcs (#3D6, including 1 leader. On 1 on a D6 also a chief)
D20	**Type of Orcs Encountered**	
1	Black Ogre (Always Aggressive!)	
2-3	Black Orc (On 1 on a D6 the leader is a Black Ogre) (Always Aggressive!)	
4-10	Common Orc (On 1 on a D6 the leader is a Black Orc)	
11	Giant Ogre	
12-13	Goblin (On 1 on a D6 the leader is a Hobgoblin)	
14	Hobgoblin	
15	Lesser Goblin	
16-17	Ogre (On 1 on a D6 the leader is a Giant Ogre)	
18	Snow Ogre	
19	Snow Orc (On 1 on a D6 the leader is a Snow Ogre)	
20	Wild Orc (Always Aggressive!)	

Nymphs

	Behaviour	Creatures
		Nymphs
Forest: 1-4 (+D6)	1 P 2-6 S	Dryad (#D6)
Forest: 5-6 (+D6)	1 P 2-6 S	Hamadryad (#D6)
Near fresh water (+D6)	1 P 2-6 S	Naiad (#D6)
Near the sea (+D6)	1 P 2-6 S	Nereid (#D6)
In the mountain (+D6)	1 P 2-6 S	Oread (#D6)

Humans & Half-Elves

D20[1]	Behaviour	Creatures
1 (+D6)	1 A 2-5 P 6 S	Adventure party (#D6 + 1).
2 (+D6)	1-2 P 3-6 S	Rangers (#D6 + 1). D6: 1-5 High Men, 6 Half-Elves
3 (+D6)	1-5 P 6 S	Bards (#D6 + 1). D6: 1-5 High Men, 6 Half-Elves
4 (+D6)	1-5 A 6 S	Outlaw (#3D6). D6: 1-5 Lesser Man, 6 Common Man
5 (+D6)	1 A 2-6 S	Outlaw (#D6). D6: 1-2 Lesser Man (♀), 3-4 Lesser Man, 5-6 Common Man
6-19 (+D6)	1-5 P 6 S	Peasant/Hunter (#D6). D6: 1-2 Lesser Man, 3-5 Common Man, 6 High Man
20 (+D6)	1 A 2-6 P	War-band (#2D6 * 2D6). D6: 1-2 Lesser Man, 3-5 Common Man, 6 High Man

[1]When a character is finding tracks left by humans or corporeal trolls, there is no way for characters to tell the difference.

"Better to light a candle than to curse the darkness."

Corporeal Trolls

D20[1]	Behaviour	Creatures
1-4	A	Huldr (#D6)
5-6	A	Ancient Huldr (#1) & Huldr (#3D6)
7-8	A	Nár (#D12)
9-10	A	Skeleton (#D12)
11-12	A	Ancient Skeleton (#1)
13	A	Ancient Skeleton (#1) & Skeleton (#D12)
14	A	Ghastly Wight (#D6)
15-16	A	Wight (#D20)
17-18	A	Warrior Wight (#1)
19-20	A	Warrior Wight (#D6) & Wight (#D20)

[1]When a character is finding tracks left by humans or corporeal trolls, there is no way for characters to tell the difference.

Incorporeal Trolls

D20	Behaviour	Creatures
1-2	A	Ghost (#1)
3-4	A	Ancient Ghost (#1)
5-6	P	Lantern Man (#1)
7-12	A	Sea Wraith/Wraith (#1)[1]
13-14	A	Ancient Sea Wraith/Ancient Wraith (#1)[1]
15-16	A	Shadow (#D6)
17-18	A	Shadow Sorcerer (#1)
19-20	A	Spectre (#1)

[1]Sea Wraiths/Ancient Sea Wraiths on and near the sea, rivers, bogs and lakes and Wraiths/Ancient Wraiths elsewhere. If travelling in a vessel always a Sea Wraith/Ancient Sea Wraith.

Ettins

D20	Behaviour	Creatures
1-4 (+D6)		**Stone Ettins**
1-3	A	Rock Ettin (#1)
4-6	A	Mountain Ettin (#1)
5		**Fire Ettins**
	A	Fire Ettin (#1)
6-19 (+D6)		**Frost Ettins**
1-4	A	Kraken (#1[1-4 on a D6] or D20 [5-6]) D6: 1-4 small, 5 medium, 6 large (Huge Kraken n/a as random encounter!)
5-6	A	Nix (#1)[1]
20 (+D6)		**Giant Worms**
1-2	A	Cave Worm (#1)
3	A	Fire Worm (#1)
4	A	Poison Worm (#1)
5-6	A	Sea Worm (#1)[2]

[1]Only near lakes, bogs and rivers. Elsewhere the party meets one Kraken instead.
[2]Only near the sea. Elsewhere the party meets one Cave Worm instead.

Achieved Contact

When contact is achieved with other creatures the myth master needs to find out which group discovers the other first. This is important especially if one of the groups might have an interest in avoiding contact with the other – as is always the case for *shy* creatures, or if the player characters e. g. want to hide from and track a creature to find its lair. The myth master casts a D6 and modifies the result by:

D6	Contact Conditions
+1	The best Perception proficiency in the party > the best Perception proficiency in the encounter group
-1	The best Perception proficiency in the party < the best Perception proficiency in the encounter group
+0	The best Perception proficiency in both groups is the same
-1	The player group is the largest group
+1	The encounter group is the largest
+0	Both groups are of the same size (in numbers)
+X[1]	The party is using stealth
+1 + X[1]	The party is using stealth and is encountering a non-predatory animal, and everybody in the party wears a fur shirt made from a non-predatory animal
-1	The party travels faster than in walking speed

[1]X = the lowest Stealth proficiency in the party / 3, but never less than +1.

If the result is ≤ 3 the player characters' party is discovered first. If the result is ≥ 4 the encounter group is discovered first. A D6 determines which 10 minute period of the hour contact is achieved, and another D6 determines the distance between the two groups when contact is achieved.

D6	Distance when contact is achieved[1]
1-3	D6 * 100′
4-5	2D6 * 100′
6	3D6 * 100′

[1]Distance /2 if night or in a forest. Distance /4 if night and in a forest or in Niflheimr.

Advanced Tracking

A myth master can during daylight hours (and also during the night, if at least one character in the tracking party has Night Vision or Ettin Eyes), *if the characters are travelling*, let there be a chance that characters find *tracks* (cast a D6: on a 1 leading to a lair) left by the creatures *instead* of actually encountering the creatures, *when contact is achieved normally*, to enable the players to choose their encounters more freely. This is only possible if the creatures achieved contact with are able to leave tracks in the first place (so it is not possible if contact is achieved with Sea Creatures or Incorporeal Trolls). If the creatures achieved contact with do *not* leave any tracks *or* if the characters are resting, riding, flying, rowing or sailing it is *always* a normal random encounter.

The chance to find *only* tracks *instead* of the actual creatures *when contact is achieved* and when this is possible is:

D6	Characters' Mode of Travel
1-2	Sneaking or Walking
1-4	Tracking *or* Sneaking & Tracking
1	Jogging
n/a	Resting, Riding, Flying, Rowing or Sailing

When tracks are found the characters need to test Tracking against DD 12. If Semi-Success is achieved they can identify the type of creature leaving the tracks. If Success is achieved, they can also accurately tell the number of creatures that left the tracks. If Critical Success is achieved they can also accurately tell the age of the tracks.

If the character finds tracks, he must (in a random direction) track for a number of hours or minutes depending on the age of the tracks, if he wishes to find the creature(s) that left the tracks.

Base Tracking DD to *follow* the tracks found is 14 (tested each hour). Remember to subtract the size mod of the largest creature being followed from the DD. See the skill Tracking for more modifications to tracking. To follow tracks during the night, a character must have Night Vision or Ettin Eyes.

D6	Age	Consequence
1	D6 days old	D12 * D6 hours Tracking before Encounter
2	1 day old	D12 hours Tracking before Encounter
3	D6 hours old	D6 hours Tracking before Encounter
4	1 hour old	1 hour Tracking before Encounter
5-6	Fresh	D5 * 10 minutes Tracking before Encounter

Human, Half-Elf & Demi-Human Encounters

The first time a player character encounters a human or demi-human NPC other than a Gnoll or Lizard-man the myth master must find the NPC's relationship to ('chemistry with') the player character. If more than one individual is present in each group only the NPC leader's relationship to the player party leader (or apparent leader if the players haven't agreed on one) is decisive. The myth master can do this by casting dice for a more random result or by simply deciding this himself.

Aggressive (A) individuals are always hostile. If the encounter leader is hostile the player's party will be attacked by them, if this makes sense in the context of the encounter.

If not hostile the player characters will be able to communicate with the encounter group members. Hostile groups obviously weaker than the party's group might want to avoid conflict and run rather than fight. See **Morale** (**Combat Rules**). See the Flaw Dislike.

Example Modifications	
-6	One leader is an outlaw[1]
+4	Same tribe
+1	Same species
+2	Same band, cult and/or organisation
+2	Same alliance (if two tribes or regions have an alliance)
+1	Same birthplace (region)
-12	At war with player character's band, cult, tribe and/or organisation *et cetera*
+1	Opposite sex
+2	Leader character has the Character Role Trickster
+	Player party leader's Cha
-4	For ever level of relevant «Dislike» (a flaw) in the encountered groups.

[1]-3 instead if both leaders are outlaws of the same species.

NB! See Random Encounters for information about how an encounter in Jötunnheimr will influence the relationship.

D20	Relationship
≥ 22	Affectionate (-5 DD Social Skills)
16-21	Friendly (-3 DD Social Skills)
13-15	Welcoming (-1 DD Social Skills)
7-12	Neutral (+0 DD Social Skills)
4-6	Suspicious (+2 DD Social Skills)
≤ 3	Hostile (No Social Interaction Allowed)
Natural 20	At worst Friendly
Natural 19	At worst Welcoming
Natural 2	At best Suspicious
Natural 1	Hostile

The relationship only guides the NPCs relationship to the player characters. The players can decide for themselves how their characters are to relate to NPCs, but the myth master *can* – if needed – give the players hints on how their characters should relate to this or that NPC, based on the different factors, in particular the Cha of the NPC. See the spell Charm. See also the skill Social Skills. See the Flaw Dislike.
The myth master can and probably should keep track of the player characters' relationships to different NPCs by recording this in a list for each player character. This way the player characters can return to NPCs they already know, for trade, information and other social interaction, something that will make the gaming world much more credible and alive.

Relationship Changes

Opinions about others aren't static. They can change. So the GM can cast D20 every time (but never more than once every day) a character meets an NPC he already has a relationship to (even if Hostile), and if the result is a natural 1 the relationship changes one level in a negative direction (e. g. from Friendly to Welcoming), and if the result is a natural 20 it changes one level in a positive direction. The Myth Master should ensure relationship changes for other reasons too, e. g. if a character has been very helpful, useful and friendly to an NPC – or very impolite.

Personality Traits

The myth master needs to role-play all the NPCs in the game, and to enable him to quickly come up with random strong NPC-personality traits he can cast dice (first a D4 twice and then a D6 to find out which row to use) and check the results on the table, or he can simply pick one or a few traits himself.

The myth master then casts a D6, add the personality trait mod for race and use the trait to the left of the virgule if the result is ≤3 and the trait to the right if the result is ≥4.

Personality Trait Modification	
+2	(NPC Orcs)
+1	Lesser Man
+0	Common Man, Dark Elf, Halfling
-1	High Man, Half-Elf, Wood Elf
-2	Grey Elf, High Elf

Strong Personality Traits (1-3 for each NPC)			
D4 * 2	(1-2 on a D6)	(3-4)	(5-6)
1(1)	Accepting/Rejecting	Enterprising/Lazy	Organized/Disorganized
1 (2)	Active/Slothful	Faithful/Unfaithful	Patient/Impatient
1 (3)	Adventurous/Fearful	Gentle/Rough	Persistent/Quitter
1 (4)	Ambitious/Content	Gregarious/Unsociable	Poised/Unbalanced
2 (1)	Careful/Reckless	Happy/Unhappy	Professional/Unprofessional
2 (2)	Cheerful/Grudging	Honest/Dishonest	Punctual/Always late
2 (3)	Competent/Incompetent	Humorous/Serious	Quiet/Noisy
2 (4)	Confident/Insecure	Imaginative/Unimaginative	Rational/Emotional
3 (1)	Conscientious/Biased	Independent/Dependent	Realistic/Dreamer
3 (2)	Considerate/Inconsiderate	Inventive/Uninventive	Reassuring/Disheartening
3 (3)	Cooperative/Uncooperative	Judicious/Imprudent	Reliable/Unreliable
3 (4)	Courteous/Impolite	Loyal/Disloyal	Selfless/Selfish
4 (1)	Creative/Destructive	Mature/Immature	Sensitive/Insensitive
4 (2)	Decisive/Indecisive	Meticulous/Careless	Sincere/False
4 (3)	Disciplined/Undisciplined	Open-minded/Narrow-minded	Shy/Forward
4 (4)	Earnest/Frivolous	Optimistic/Pessimistic	Thorough/Neglectful

Personal Possessions

When human and demi-human beings are encountered, they all tend to have some personal possessions. If encountered in the wilderness, they will probably have a cloak (1-5 on a D6), a sleeping mat and a blanket (1-5 on a D6) and cooking gear with some provisions (1-5 on a D6, enough for D6 days). If encountered at sea, they might well have some fishing equipment (1-5 on a D6). A thief is also likely to have lock-picking tools (1-5 on a D6), a craftsman craftsman's tools (1-5 on a D6), a healer surgeon's tools (1-4 on a D6), a hunter turpentine (1-5 on a D6) or some snares (1-5 on a D6), *et cetera*, and everybody is likely to always have the following:

Common personal possessions
Short seax.
Normal clothing.
A waterskin, either empty (1 on a D6), half full (2-4) or full (5-6).
A sack (1-3 on a D6) or backpack (4-5) or both (6).
A bow drill (1 on a D6) or a tinderbox (2-6). If a Dwarf, Gnome or Elf, cast a D20: on a 20 he has a quartz magnifying glass *as well*.
A pouch with some precious metals.

	Total Value of the precious Metals
Dark Elf	3D6 – 3 oz of Silver
Human, Halfling	2D6 – 2 oz of Silver
Light Elf	n/a
Other Demi-Humans	D6 – 1 oz of Silver
Orcs	D6 – 1 oz of Silver

To determine the NPC's sex the myth master can use the following table:

Species	D6	
Dark Elf	1-5 ♂	6 ♀
Light Elf	1-2 ♂	3-6 ♀
Other Demi-Humans	1-5 ♂	6 ♀
Halfling	1-3 ♂	4-6 ♀
Human	1-3 ♂	4-6 ♀

To determine the NPC's age the myth master can use the following table:

D6	Age (For Humans)	(Experience Level)
1-2	Young (≤ 21)	1 or 4
3-4	Young Adult (22-35)	1, 4, 8 or 12
5	Adult (36-53)	1, 4, 8, 12 or 16
6	Old (≥ 54)	1, 4, 8, 12 or 16

Random Events

When spending time in a settlement the myth master can cast a D20 once every day to check for random events. If the event causes a disturbance in large settlements crowds will gather during daylight hours (possibly attracting pick pockets). Some of these events may lead characters to adventure, but most will probably just go by barely noticed.

D20	Random Events (example events)
1	Crimes (pick pockets, burglars, kidnappers, murderers or other [usually Lesser Man] criminals in action)
2-3	Accidents (riding animals out of control; livestock astray; items falling from watchtowers or trees)
4-8	Special Entertainment (two men having a philosophical, religious or political debate; duels; menageries; celebrations; musical performances)
9-20	Ordinary Events (nothing special; only what can be expected to be normal in the situation)

Adventures & Travel

To make the random encounters more easily defined and varied, and the locations where these encounters take place more clearly defined, use the different 'components' made available here. Use them to compose your own little adventure on the spot, and make travelling for your players even more exciting.

Nature of Encounter

When you have found the *random encounter* and the *behaviour* of the creature(s) encountered, by using the rules for random encounters (see **Random Encounters**), you can now also find the *nature* of the encounter.

The nature of the encounter is determined by the *behaviour* of the creatures encountered and the *type of creatures* encountered. See **Advanced Tracking** (**The Land of Thulê**) for rules on how to find tracks left by creatures instead of the actual creatures, and also for rules on how to find the lair of the creature.

Animals & Cursed trees		
D8	Aggressive	Peaceful/Shy
1	Ambush	Distress
2-4	Ambush	Travellers
5	Distress	Travellers
6-8	Hunted	Travellers

Nymphs		
D8	Peaceful/Shy	Aggressive (Jötunnheimr)
1-4	Distraction	Ambush
5-6	Distraction	Distraction
7-8	Distress	Distress

Humans & Half-Elves, Demi-Humans & Orcs		
D8	Aggressive	Peaceful/Shy
1	Ambush	Distress
2	Ambush	Travellers
3	Distress	Travellers
4-5	Hunted	Travellers
6-7	Robbery/Toll	Travellers
8	Thief	Travellers

Ettins	
D8	Aggressive
1-4	Ambush
5-8	Hunted

Trolls	
D8	Aggressive
1-2	Ambush
3-4	Distraction
5-8	Hunted

Ambush: On 1-5 (on a D6) the characters are ambushed by the creatures encountered. On a 6 the characters come across an ambush of another group of creatures. If the ambushed party is obviously much stronger than the group setting up the ambush, they will possibly not ambush them and instead wait for easier victims, or perhaps they will try to isolate a single victim, and attack only him instead.

Distraction: A character in the group is distracted just long enough for him to lose contact with the rest of the group. Here are some examples of what you can do with this: Nymphs will try to lure away the character in the group with the weakest Wil, into the wild, and then leave him there lost and alone or they will sing songs in the distance, and accidentally cause the one or several in the group with the best Perception proficiency to lose his directions and get

lost – and perhaps fall asleep in the spirit realm? Huldrs will try to lure the one in the group with the best Cha away, to feed on him. Trolls will try to make a randomly picked character in the group to enter their dark lair, so they can slay him. Perhaps they will use shining gold, to lure him in.

Distress: The player party always, instead of the number of creatures normally encountered, encounters one single creature of the type indicated by the random encounter tables. This creature is in distress. Maybe wild animals are attacking. Maybe he has fallen into a bog and needs help to get out. Maybe he has fallen into a river and is drowning. Maybe he is caught in an animal trap. Maybe he lost something of great importance to him, and can not find it. Maybe he is starving or just lost. Maybe he has broken a leg or is in some other way too injured to carry on travelling. Maybe he is being kidnapped by a group of villains. Maybe he is a lost child.

Hunted: You are being followed (Perception DD 15 to find out. Subtract the # of creatures following and the size mod of the largest creature following from the DD), and the creature(s) following does not seem to have any good intent...

Robbery/Toll: There is a toll to enter the area, to cross the bridge, to cross the river, to use the ferry, to use the tunnel, to climb the stairs, to use the path, to drink from the source, to forage in the area, etc. Use whatever suits the situation. On 1-5 (on a D6) the characters are asked to pay a toll. On a 6 the characters come across another group being asked to pay a toll.

If outlaws, Dwarves or Orcs are encountered, the price is everything you have on 1-2 (on a D6), all your valuables on 3-4 and a single silver ounce on 5-6. Otherwise, it is just D6 oz of copper. If the player party is obviously stronger than the encountered group, they may behave in another manner, and perhaps just ask for D6 oz of copper instead. Anyone asking for a toll, might well have a backup plan and some reinforcements nearby.

Thief: The group encountered is breaking in somewhere, picking the pockets of someone, robbing a sleeping group or perhaps conning someone for something. On 1-5 (on a D6) the characters are the victims of this. On a 6 the characters come across another group falling victim to this.

If *tracks* of the creatures are encountered instead of the actual creatures (see **Advanced Tracking** in **The Land of Thulê**), you can e. g. let these tracks lead up to one of these encounters.

In case of human and demi-human encounters, the relationship can be determined normally, unless the group encountered is Aggressive (see **Human & Demi-Human Encounters**). Note that a Peaceful or Shy group of humans can turn into an Aggressive group if the relationship to the player characters turns out to be hostile.

Travellers: The group encountered are: Resting/eating (peaceful animals tend to be doing this, including predators), seeking directions, seeking help (maybe they need help to fix something?), seeking lodging/shelter, visiting friends, looking for work, on errand, duelling, travelling to or from work, herding their livestock, walking in procession whilst singing sacred songs to educate other travellers, healing injured or sick people, looking for outlaws, trying to avoid bounty hunters (if shy outlaws) moving merchandise from one place to another, etc.

Encounter Location

When the *nature* of the encounter has been determined, you can find a random *location* for the encounter using the Location table.

Location (D100)	
01-02	Ancient construction
03-12	Bridge[1]
13-14	Burial mound/burial cave[2]
15-20	Cave[2]
21-30	Cliff
31-32	Collapsed road/path/track
33-44	Grove
45-50	House[1/2]
51-60	Ford
61-78	Road/path/track
79-88	Stream
89-90	Temple/sacred site[2]
91-95	Tower[1/2]
96-97	Ancient tree
98-100	Well/natural source

[1]Cast a D6: on a 1-5 it is ruined.

[2]If Trolls are encountered, it is haunted (or desecrated if it is a temple/sacred site).

Ancient construction: Before the Fairlings left Thulê, ages ago, and long before they returned, with the ancient Thulêans, they had a great civilization. These ancient constructions are remains of that civilization. They can be anything from strange monoliths to deep – perhaps unfathomable – and wide wells; anything from round towers with deep cellars to just large open spaces, once levelled out and covered with some sort of concrete, for unknown reasons. They are all incomprehensible in their purpose.

The ancient ruin is so old, that forebears of all the characters participated in its construction, or lived in it. This brings back memories for the player characters, they feel as if they have been here before, or at least feel some kind of strange an inexplicable attraction to the ruins, and they all gain 250 XP.

Bridge: Bridges in Thulê can (1-5 on a D6) be made from stone (like *all* bridges are in Troskenia), but they can also be made from wood (6). Ruined bridges are often only partly ruined, and can often be climbed and used by a character to in relative safety jump across to the other side (Acrobatics, random DD). Maybe a Morale test is needed (with +0 Fright mod?), for those who dare attempt a jump across? Should a Terrified character even be allowed to try? You decide. What if hostile creatures await on the other side? Perhaps they are hidden and wait for weary travellers?

Burial mound/burial cave: This can be anything from a typical round burial mound to a pyramid of stone, an ancient hollow tree with a tomb inside to a cave carved out from the rock high up on a tall cliff. The burial customs of Thulê vary from time to time, depending on the current fashion, and anything goes anywhere. You as the myth master choose how the dead are laid to rest.

Cave: A natural cave created by melting ice, earthquakes or perhaps a cave created by digging. Cast a D6: 1-3 is a tiny cave just large enough for the creatures encountered, 4 is a single large chamber, 5 is a series of large chambers and 6 is a vast underground complex, possibly stretching for miles into the depths of the Earth, or under tall mountains – into Niflheimr.

Cliff: Few things are more common in Thulê than steep cliffs. They are normally 3D6 * 10' tall, and the *average* DD for scaling them is random (see the Random DD table under Testing Skills in **Skills**). Remember that you normally must test your Climbing skill for every 10' you climb, and the higher you climb, the further you fall if you achieve a Critical Failure.

The *average* DD is one thing, but what if it gets harder some places high up? The myth master can decrease and increase the *average* DD for every 10' climbed, by e. g. casting a D6, and letting 1-2 be a modification to the DD by +1 and a 5-6 a modification to the DD by -1. Perhaps a Perception test against DD 8 can aid the climber (and modify the DD by -1 on a Semi-Success or Success and -2 on a Critical Success – or by +2 on a Critical Failure), if he takes his time to study the cliff before he starts climbing, and finds the best route first.

Encounters on cliffs can perfectly well be an encounter in e. g. a forest with the cliff on one side, but they can also be made up of creatures attacking from or escaping to the cliff. Maybe there seems to be something of interest on top of the cliff? Maybe the player party got lost and have to scale that cliff or else they need a long detour to get back on track?

A random encounter can be made to only occur *if* the player party explores the *location*. So if they e. g. don't climb the cliff, to find out what hides in the strange shadows halfway up, they will not meet the trolls they were supposed to bump into, according to the random encounter rules.

Collapsed road/path/track: Landslides or rockslides often modifies the terrain, and buries or breaks roads/paths/tracks cutting through them. Some times one can jump across (Acrobatics, random DD), or climb around (Climbing, random DD) to continue the journey. Other times someone has placed a log across, to enable brave travellers to cross relatively safely (Acrobatics, random DD to balance across). Such locations are ideal for ambushes, robberies and other events. Perhaps it is about time you take a break, and think about what to do next? Maybe a Morale test is needed (with +0 Fright mod?), for those who dare attempt a jump across? Should a Terrified character even be allowed to try? You decide. What if hostile creatures await on the other side?

Grove: An opening in the forest, man made or natural, and ideal for encounters of all types.

House: A farm house, a beautiful long-house, a barn, a small hunting cabin, a smithy, a mill, a boat house, a guard house or maybe a storage building for goods? What lurks inside? Anybody there?

Ford: There are many creeks and small streams in Thulê, and most of them have no bridge, but instead you just have to walk across them as they are. These crossing points are called fords, and are used by all sorts of creatures, on two and four legs – and on more legs too. If the current is strong, maybe an Acrobatics test against a random DD is required to cross, with increased difficulty for short creatures?

Road/path/track: The encounter takes place on the road/path/track followed by the player party, or the player party comes across one. On a crossroad, maybe?

Stream: Water always attracts life of all sorts. Without water, there is no life. Near water, there is also death...

Temple/sacred site: Some places in nature are just so beautiful that they automatically become temple areas, sacred for a deity. These temples can be found all over Thulê, and when creatures are encountered there, it may be to pray or make sacrifices, to sing or dance or play music, to rest or learn – or to use as a magnet for victims.... Where there are temples, nymphs are never far away though, and perhaps even the deity itself! Cast a D20 to find out which deity the temple is dedicated to:

Deity (D20)	
1	Baldr
2	Jörð
3	Freyr
4-5	Freyja
6	Forseti
7	Höðr
8	Heimdallr
9	Máni
10	Njörðr
11	Sága
12	Skaði
13	Sól
14	Týr
15	Þórr
16	Váli
17-19	Viðarr
20	Óðinn

Tower: Square towers can be found all over Thulê. They are either (1-2 on a D6) guard towers (made of stone), (3) observation posts (made of stone or wood), (4-5) hunting towers (made of wood) or (6) sorcerer's towers – the latter being the tallest and most impressive (and always made of stone or even steel). These towers are often not inhabited by those who built them. Who lives there now?

Ancient tree: Not exactly sacred sites, but still beautiful sights, some trees are so ancient and large that they rise above the forest ceiling, or spread their roots and branches out inside the forest. Many creatures hear their call, and come to dwell by them, or to feed on those who do.

Well/natural source: Streams are noisy and can have dangerous currents, so many creatures prefer to drink from the many natural sources in Thulê instead. This makes them rather dangerous though, because other creatures drink there as well, or wait for others to come and drink.

Using Wilderness Encounters

When I made the Weather rules in MYFAROG, I understood that they were kind of bulky for play, but I added them mainly for the Myth Master as a tool for making believable adventures, *before* playing. The Wilderness Encounters rules are probably more useful *whilst* playing than the Weather rules are, but they too can be used to *create* adventures. You can easily and quickly make a little adventure with a few dice, and you can do so in accordance with what is likely and believable in the world of Thulê.

With these rules, every single journey becomes an opportunity for adventure, every single encounter a believable and interesting situation.

Now, if you do not use these rules, you still learn many things about Thulê by reading through them, and with that knowledge you can enhance your own version of Thulê!

"He who loves ugliness will not encounter beauty."

Treasures in Thulê

When the myth master wishes to let a party of adventurers find a treasure hoard, he can e. g. cast a D6 to find the number of *treasure items* they find. Treasure items should come in addition to any precious metals found. Animals should normally never have any treasure, save what could be left in their lairs accidentally, by their victims. Intelligent creatures should make use of any treasure items in their possession, and myth masters can generate the treasures as part of his preparations for the session.

Randomly Generated Treasure Items

A myth master can, as part of his myth creation or even during play, e. g. if a treasure item is found by surprise, generate random treasure items using the following system. Cast a D6 for each point in the check list or pick one or more, at your own discretion.

The Treasure Item Check List

D6	Item has:	Found on Page
1-2	Gem	100
1	Elf quality	101
1	Loki/Dwarf quality	102
1-2	Enchantment	102
1	Curse	102

"Cowards may die many times before their deaths."

Gem

The gem is a precious stone on 1-3 (D6) and a semi-precious stone on 4-6. If not the item itself, it will somehow be embedded in the item, or sown into it.

D8	Precious Stones	D20	Semi-Precious Stones
1	Diamond	1-3	Agate
2-3	Emerald	4-6	Amber
4	Ruby	7	Amethyst
5-6	Sapphire	8-10	Heliotrope
7-8	Topaz	11-13	Quarts
		14-16	Moonstone
		17	Onyx
		18-19	Pearl
		20	Spinel

Precious stones	Weight[1]	Real value[2]	Colour
Diamond	2D6	8 g	(D8) 1-2 Colourless 3-4 Yellow 5-6 Blue 7-8 Green
Emerald	2D6	4 g	Different shades of green
Ruby	2D6	6 g	Different shades of red
Sapphire	2D6	5 g	(D6) 1 Blue 2 Yellow 3 Pink 4 Purple 5 Orange 6 Greenish
Topaz	2D6	4 g	Transparent yellow

[1]Carat. 5 carat = 1 ort.
[2]Real value per carat.

Semi-precious stones	Weight[1]	Real value[2]	Colour
Agate	4D6	75 c	Many-coloured
Amber	6D6	15 c	Yellow-orange
Amethyst	4D6	10 s	Purple
Heliotrope	4D6	150 c	Deep green with red spots
Quarts	4D6	30 c	(D8) 1-2 Colourless 3 Yellow 4 Brown 5 Blue 6 Black 7 Pink 8 Green
Moonstone	4D6	4 s	(D6) 1 Grey 2 White 3 Pink 4 Green 5 Brown 6 Blue
Onyx	4D6	150 c	Black and white
Pearl	3D6	75 c	White
Spinel	4D6	5 s	Comes in many shades of colour

[1]Carat. 5 carat = 1 ort.
[2]Real value per carat.

Most precious and semi-precious stones have a sorcerous effect, if they are 6 carats or more. Stones with *two* colours have the sorcerous effect of *both* the colours. Stones in *many* colours have *no* sorcerous effect. Spinel (comes in many *shades* of colour) has *no* sorcerous effect. Heliotrope is defined as being both green and red, for sorcerous effect purposes.

Gem Names

A 6+ carat brown gem is often called a 'Wounding Gem', a purple gem is called a 'Power Gem' and a red gem is called a 'Bleeding Gem', when embedded in a weapon.

Stone Colour	Sorcerous Effect[1]
Black	+1 Stealth
Blue	+1 Electric Toughness
Brown	+1 Weapon damage[2]
Colourless	+1 World Lore
Green (-ish)	+1 Poison & Disease Resistance
Orange	+1 Social Skills
Pink	+1 Fortitude
Purple	-1 Shock mod[2]
Red	-1Cut mod[2] *or* +1 Cold Toughness[3]
White	+1 Heat Toughness
Yellow	+1 Rune Lore

[1]When a stone that weighs at least 6 carats is carried (commonly embedded in a ring, a necklace, a belt, etc.). The modification is double if the stone weighs 12 carats or more. Multiple stones of the same colour worn by the same character or embedded in the same item does *not* have cumulative effect!
[2]When embedded in a weapon.
[3]Not if embedded in a weapon. See footnote 2.

Light Elf Quality

If the item is an item other than an armour, a weapon or a shield, the item simply weighs only 80% of its normal weight. Light Elf quality mods come in addition to any normal mods for quality.

Quality (real value)	Effect
Light Elf (*4)	Negates -1 effect to MS for armour
	Negates -1 effect to MS for shields
	-1 minimum Str on weapons and shields

"The fox thrives best when he is most cursed."

Loki/Dwarf Quality

If the item is an item other than armour, a weapon, a tool or a shield, the item is just much more beautiful than it normally would have been. Loki/Dwarf quality mods come in addition to any normal mods for quality.

Quality (real value)	Effect
Loki/Dwarf (*4)	+1 weapon damage
	Negates -1 effect to MS for armour
	Negates -1 effect to MS for shields

Enchantment

If the item is enchanted, cast dice to see what kind of enchantment it has.

D20	Enchantment	Real value
1-16	+1 mod or a spell (Weak)	*5
17-18	+2 mod or a spell (Normal)	*10
19	+3 mod or a spell (Strong)	*20
20	+4 mod or a spell (Mighty)	*40

On 1-3 (D6) it has a mod. On 4-6 a spell. A spell item can be used once per day. Rune Lore DD 12 to use for Weak spells, 14 for Normal spells, 16 for Strong spells and 18 for Mighty spells.

Curse

The item is cursed. Some horrible and sinister spirit resides in it. When claimed by someone, that someone will immediately lose 6 Hamingja points. To sell or give away or (as he should) destroy the item (or let others do the same) the user must test Fortitude against DD 18 to be able to.

A myth master can also come up with more elaborate curses, for cursed items, if he so wishes. Like a sword that *must* kill a man every time it is drawn from the scabbard and refuses to be sheathed again until it has, or a helmet that makes the wearer become paranoid and see everyone else as a threat. The imagination is the only limit.

Item Type

In Thulêan burial mounds, mainly weapons, shields, helmets and *metal* armours (in particular mail shirts) are placed with the dead, but other items can be found there as well. Treasure items can also be found as part of some creature's hoard.

D8	Item Type
1-2	Armour
3	Helmet
4-5	Weapon
6	Shield
7-8	Other

D10	Armour
1	Laminated armour
2	Mail hauberk
3-6	Mail shirt
7	Mail shirt with scales
8	Scale armour
9	Half plate
10	Plate

	Helmet
	Helmet

D6		Weapon
1-2 (+D20)		Concussion Weapons
	1-3	Battle axe, long
	4-7	Battle-axe, short
	8	Club
	9	Dane axe
	10	Flail
	11	Hammer
	12	Hatchet
	13	Mace
	14	Pick axe
	15	Throwing axe
	16	Wand
	17	War flail
	18	War-hammer, long
	19	War-hammer, short
	20	Wood-man's axe
3 (+D12)		Spear Weapons
	1	Angon
	2	Dane axe
	3	Halberd
	4	Javelin
	5	Light javelin
	6	Pike
	7-8	Spear
	9	Short spear
	10	Staff
	11	Trident
	12	War scythe

"He who stops at every stone never gets to his journey's end."

4-5 (+D20)		Swords & Daggers
	1	Curved short sword
	2-3	Dagger
	4-5	Long seax
	6-8	Broad seax
	9-10	Sword
	11	Longsword
	12	Scimitar
	13-14	Short seax
	15-17	Short sword
	18	Sickle
	19	Sickle-shaped sword
	20	Sword-scythe
6 (+D8)		Missile Weapon
	1	Composite bow
	2	Crossbow
	3	Heavy crossbow
	4	Lead-weighted dart
	5-6	Self bow, long
	7	Self bow, short
	8	Sling

D6	Shields
1-2	Large
3-4	Medium
5-6	Small

If the item is a weapon or a piece of armour, you can find the type of metal its metal parts are made from by casting a D6:

D6	Metal
6	Aurichalcum
3-5	Bronze
1-2	Iron

Weapons made of aurichalcum have +1 to damage.

Weapons made of bronze have minimum Str +1. When fumbling with a bronze weapon, cast D8: the weapon will suffer damage on 1-2 (1 for concussion weapons).

See armour lists for information on armours made of the different metals. See the skill Fortitude.

Weapons are often found in female graves too, because even though they might not have been warriors themselves, they can be buried with the weapons and armour of their fathers, brothers or husbands – or sons.

Other

A treasure other than an armour, a helmet, a weapon or a shield can be anything at the myth masters discretion. On the next page are some suggestions though, for items that are not all that uncommon in Thulêan burial mounds and other treasure hoards.

Hâvamâl, stanza 144

"Veistu, hvê rîsta skal?
Veistu, hvê râða skal?
Veistu, hvê frâa skal?
Veistu, hvê freista skal?
Veistu, hvê biðja skal?
Veistu, hvê blôta skal?
Veistu, hvê senda skal?
Veistu, hvê sôa skal?"

(Can you carve them?
Can you rule them?
Can you paint them?
Can you test them?
Can you pray to them?
Can you make sacrifices to them?
Can you send them?
Can you destroy them?)

"The forest has ears. The field has eyes."

"It destroys the craft not to learn it."

D20		Other (some suggestions)
1		A single gold nugget (found in the mouth)
2		A richly decorated cart or even chariot, and the remains of horses to pull it
3		A small rowing boat or even a ship
4		Craftsman's tools
5		An hourglass
6		A lyre (1-3 on a D6) or a flute (4-6)
7		A quartz magnifying glass
8		A sun stone
9		A laboratory
10		Surgeon's tools
11		Something personal (e. g. a doll or a toy sword or a lock of hair)
12 (+D20)		An Ettin stone heart
	1-3	From a stone Ettin
	4-6	From a fire Ettin
	7-9	From a small kraken
	10-11	From a medium kraken
	12	From a large kraken
	13	From a huge kraken
	14-15	From a nix
	16	From a poison worm
	17-18	From a sea worm
	19	From a cave worm
	20	From a fire worm
13		A sorcerer's golden sickle
14		A sorcerer's staff
15		A wand
16		An amphora with mead or wine
17		A wooden image of one of the deities
18		A drop shaped rock (found on the chest)
19		A ceremonial axe head (found on the chest)
20		A deer's antler

Völuspâ, stanza 66

Þar kemr inn dimmi
dreki fljûgandi,
naðr frânn, neðan
frâ Niðafjöllum;
berr sâr î fjöðrum,
- flýgr völl yfir, -
Niðhöggr nâi.
Nû mun hon sökkvask.

(Then came the dark
drake flying,
from down below,
from the mountains of death;
carrying in its wings,
- flying over the plains, -
Niðhöggr the pale corpse.
Now she will sink down.)

Item Quality

The general quality of all items vary, even treasure items (they might have been rusting or rotting in a burial mound for ages). See the skill Crafts. Items of a special (i. e. not average) quality have their properties modified. Negative modifications can be negated by positive modifications, but they can not be made positive. A positive modification negated by poor quality renders the item useless and worthless. See the skill Crafts.

Random Quality Table for Treasures		
D20	Quality	Real Value
1	Terrible	*0.25
2-3	Poor	*0.5
4-6	Below average	*0.75
7-15	Average	*1
16-18	Above average	*1.5
19	High	*3
20	Very high	*6

Quality (real value)	Effect
Terrible (*0.25)	-3 modification
Poor (*0.5)	-2 modification
Below average (*0.75)	-1 modification
Average (*1)	n/a
Above average (*1.5)	+1 modification
High (*3)	+2 modification
Very high (*6)	+3 modification
Exceptional (*10)	+4 modification
Divine (*20)	+5 modification

Item	Modification on
Armour	Negation of penalty on MS, DV (mod / 3) for *metal* armour
Helmet	Negation of penalty on Perception
Mêlée weapon	Damage or OV (MÊ) (mod / 3) and/or negation of penalty on DV or minimum Str[1]
Missile weapon	Damage or OV (MI) (mod / 3), minimum Str[1] and/or Base Range in whole 5' (2.5' for thrown weapons)
Shield	DV (MI) (mod / 3) and/or negation of penalty on MS or minimum Str[1]
Other	Myth master's decision

[1]A positive mod to minimum Str will not increase but reduce the minimum Str.

«Trust is slow to come, but fast to go»

Note that a weapon can never have more than +1 to OV regardless of quality. If more effect from quality can be given the weapon, it *must* be distributed between minimum Str and weapon damage.

If the myth master decides that an item is of poor quality because of it's poor condition, caused e. g. by rotting, the lack of maintenance or corrosion, a Crafts test against a random DD could perhaps restore it to its original condition? See the skill Crafts.

The properties of the treasures should be kept secret by the myth master until the player character discovers them. He can discover them by successfully understanding and using them (with Rune Lore), or he can be allowed to know their qualities with a World Lore check, or for minor effects he can simply be allowed to know them, like e. g. if a sword has +1 to damage because of quality, he can tell just by looking at the weapon.

Until the player character discovers what the items can do or what makes them special, the myth master should keep track of this himself, for each and every item.

"The more you ask how far you have to go, the longer the journey seems."

Special Treasures

Below are some examples of special treasures in Thulê, created using some imagination and/or the default MYFAROG rules for enchantments and quality.

The Tools of Loki

The tools Loki himself uses are like these, but he made other tools of the same quality, that he gave to kings and other deities in a long forgotten time. Some of these tools were buried with the kings a long time ago, and can perhaps still be found in their burial mounds, or they are still in possession of the kings. Others were lost, and their whereabouts are unknown.

Type of Item: Craftsman's Tools.
Weight: 54 lbs.
Properties: +5 mod to Crafts.
Real value: 40 g.

The Lost Crown of Thulê

The crown of the King of Thulê has long been lost. It was made from pure gold, and is believed to have been made even before the Fairlings left Thulê, when the glaciers came. The crown, a beautiful helmet, unlike the other crowns in Thulê, need not be worn by the rightful King of Thulê, but can be worn by anyone descending from him. In this day and age, that means anybody human, because they all stem from him. When seen by a human for the first time it awakens memories of previous lives (and the person gains 250 XP).

Type of Item: Helmet.

Weight: 4 lbs.

Properties: -2 own Fright mod, a spell-caster wearing the crown can cast all known spells two times extra each day.

Real value: 400 g.

The Bow of Ívarr

Not actually the bow of Höðr (*alias* Ívarr), the bow was called by that name because it was so good it was said to have been 'good enough even for Höðr'.

Type of Item: Self bow, short.

Weight: 1 ma.

Properties: D6 damage (min Str +0), -1/+3 Cut/Shock mod, base range 50.

Real value: 1 g.

The Crescent Moon Daggers

The Hashashim, a long gone band of assassins, once had 13 enchanted daggers, but 6 of them were lost and another 6 taken from them by different Thulêan kings. Only 1 remained in the possession of the Hashashim. The daggers were all adorned with large red rubies and are believed to have been crafted by a treacherous Thulêan sorcerer.

Type of Item: Curved short sword.

Weight: 1 lb.

Properties: D6 + 1 Damage (-2 min Str), -5 Cut/+2 Shock mod.

Real value: 80 g.

The Sword of Huldr

The sword is also called 'Shrieker'. The name 'Shrieker' is carved in runes on the blade.

Type of Item: Curved short bronze sword.

Weight: 3 ma.

Properties: The sword *consumes* the blood (HP) directly lost by those injured by it, and every time a total of 144 HP has been 'drunk' it it makes a sound so terrible that everyone – *including the one wielding the sword* – within a 300' radius must test their Morale with a -10 Fright mod. If the wielder Panics, he will *drop* the sword and run from it. A 14 carat brown Moonstone is embedded in the handle of the sword. Enchanted curved short sword: DV -1, damage D12 + 2, -2/+2 Cut/Shock.

Real value: 10 g.

The Stone of Destiny

The stone of destiny is located in the centre of the stonehenge in Highstead. It holds great power and mystery, and is sacred to all the tribes of Priþeniô. All the kings in Priþeniô are crowned on this stone, and if there is war, the warring tribes will cease all hostility, until the coronation is over.

Type of Item: A simple oblong block of red sandstone.

Weight: 1700 lbs.

Properties: When touched by the true king of the tribe, the stone glows red. When a quest is undertaken, the stone glows red when touched by the man or men deemed destined by the spirits to take on the quest. When seen by humans for the first time it awakens memories of previous lives (and the person gains 250 XP).

Real value: To the tribes of Priþeniô: All the gold in the world.

The Sacred Spear

The sacred spear is located in the centre of the stonehenge in Wedgeground. It holds great power and mystery, and is sacred to all the tribes of Priþeniô.

Type of Item: Spear.

Weight: 2 lbs.

Properties: A drop of blood drips from the spear point every 9 hours, as if it bleeds. A drop of this blood, mixed with water and put in a vial, will instantly cure any disease, neutralize any poison and heal 3D6 HP. When seen by humans for the first time it awakens memories of previous lives (and the person gains 250 XP). It is other than that just like a normal spear of average quality.

Real value: To the tribes of Priþeniô: All the gold in the world. A potion made from a drop of blood from the sacred spear has real value of 1 g.

The Sacred Cauldron

The sacred cauldron is located in the centre of the stonehenge in Birch-Headland. It holds great power and mystery, and is sacred to all the tribes of Priþeniô.

Type of Item: Bronze cauldron.

Weight: 20 lbs.

Properties: Every high festival, the sacred cauldron is used to cook a meal for all who attend the ceremony. Anyone who drinks the soup will automatically (even if they do not have a mask on) see all ghosts and other invisible creatures, and gain a +1 mod to Fortitude that last until the next lunar eclipse. The soup will also instantly cure any disease, neutralize any poison and heal 3D6 HP. When seen by humans for the first time it awakens memories of previous lives (and the person gains 250 XP).

Real value: To the tribes of Priþeniô: All the gold in the world.

Staff of Power

A sorcerer's staff that was so well crafted that it helps the sorcerer in his sorcery.

Type of Item: Sorcerer's staff.

Weight: 3 ma.

Properties: Gives a Sorcerer +1 (1-4 on a D6) or +2 (5-6) to Rune Lore.

Real value: 3 (+1) or 5 (+2) g.

The Sword of Light

The sword of light is located in the centre of the stonehenge in Heap-of-Stones. It holds great power and mystery, and is sacred to all the tribes of Priþeniô.

Type of Item: Sword.

Weight: 3 lbs.

Properties: The sword of light lights up when drawn from the scabbard, and illuminates in a 150' radius. When used against Dwarves, Ettins and Orcs, the base damage for the weapon (D10) is three times the normal (3D10). When seen by humans for the first time it awakens memories of previous lives (and the person gains 250 XP). It is other than that just like a normal sword made of bronze.

Real value: To the tribes of Priþeniô: All the gold in the world.

The Sword of Agenor

The sword was made by a mighty sorcerer, Agenor, who needed it to combat a great worm that threatened his tribe. The name of the sword is carved in runes on the blade.

Type of Item: Short bronze sword.

Weight: 2 lbs.

Properties: The sword of Agenor burns intensively for D6 rounds – delivering extra 2D8 in Heat Damage to any target injured. This burning power can be used 3 times each day. To recharge the sword, it must be left in the sunshine for a full day, or placed in the fire for six hours. Rune Lore DD 20 to understand how to recharge the sword, and DD 14 do use the burning power. Enchanted short bronze sword: DV -1, damage D10, minimum Str +1, -2/+2 Cut/Shock. When fumbling, the weapon suffers damage on 1-2 on a D8.

Real value: 150 g.

Elf Vial

Elf vials are strange acorn-shaped drinking vessels, that are said to have been shaped and changed by ancient Elven sorcery. They can some times even be found by chance, in the wilderness, near streams and ancient trees, where the Light Elves have been dancing and singing.

Type of Item: Large acorn-shaped drinking cup.

Weight: 1 ma.

Properties: Any water poured into the Elf vial will turn into a potion that when drunk lets an injured creature heal an extra D6 HP and restore an extra D6 SP from resting the next time he rests, but only if he rests outdoors and under the stars. Drinking more than one cup will not alter the effect of drinking from the cup.

Real value: 1 g.

The Rod of Light

A small antediluvian rod-shaped artefact that lights up in the direction you point it.

Type of Item: Rod.

Weight: 3 ma.

Properties: Lights up in a cone 200' long. The light beam is about 50' wide at 200'. This is not an enchanted item, but mainly a mechanical one. Mechanics DD 12 to use it. It will light up for 1 hour each day, and needs to be left in the sun the rest of the day to recharge.

Real value: 1 g.

The Seax of Umbrenius

A beautifully long seax of exceptional quality, made by or owned by Umbrenius, a legendary warrior from Erulia. It was lost in The Battle of Night, when Umbrenius was killed and eaten by a large kraken. Some think his seax can be found inside the Ettin. Trying to find the right one has proven to be difficult though, and the story might not be true in the first place.

Type of Item: Long seax.
Weight: 3 ma.
Properties: Long seax: OV + 1, DV -1, damage D10 +1 (+ D6 heat damage), -2/+2 Cut/Shock and minimum Str -2.
Real value: 36 g.

Elf Boots

These boots help the wearer walk more silently *and* leave less noticeable footprints on the ground.

Type of Item: Soft leather boots.
Weight: 1 ma.
Properties: Gives the wearer +1 (1-4 on a D6) or +2 (5-6) to Stealth when trying to move silently. Also increases the Tracking DD by the same, for those who wish to follow tracks left by the wearer.
Real value: 1 g (+1) or 3 g (+2).

Potion of Healing

A liquid that help heal injuries.

Type of Item: Potion.
Weight: 1 ma.
Properties: 1 dose. Gives +D10 (1-4 on a D6) or +3D6 (5-6) as a mod to the skill Healing when given to the character that is being healed.
Real value: 1 (D10) or 2 (3D6) s.

Potions and ointments may well have an expiration date. Cast a D6: on 1 the potion/ointment has expired, and will not work, on 2-4 it will expire in D6 months, on 5 in D6 years and on 6 in D6 decades. If expired, the real value is always 0.

"Great oaks from little acorns grow."

Bleeding Ointment

An ointment that helps stop bleeding.

Type of Item: Ointment.
Weight: 1 ma.
Properties: Gives +D10 (1-4 on a D6) or +3D6 (5-6) to the skill Healing, but only when used to stop a bleeding wound.
Real value: 1 (D10) or 2 (3D6) s.

Staff of Walking

A walking stick that is very good for long treks, said to be made by Óðinn.

Type of Item: Walking stick.
Weight: 1 ma.
Properties: Reduces the SP/hour by 1 when *walking* (to a minimum of 1).
Real value: 1 s.

Horn of Hagall

When blown, the horn strikes terror into the hearts of all enemies. The horn can be Weak (1-2 on a D6), Normal (3-4), Strong (5) or Mighty (6).

Type of Item: Horn.
Weight: 1 ma.
Properties: Any *hostile* creature (not immune to fear) that hears it (outdoors normally within a 10.000' radius, half that in a forest) must test its Morale with a Fright mod of -2 (Weak), -4 (Normal), -6 (Strong) or -8 (Mighty).
Real value: 1-4 g.

The Lyre of Lucceius

A beautiful lyre made by a famous Ellinean bard named Lucceius, and said to be enchanted by his favourite deity, Baldr.

Type of Item: Lyre.
Weight: 1 ma.
Properties: Gives a +2 mod to the skill Lyre Playing.
Real value: 2 g.

"Even the fear of death is dispelled by music."

Axe of the Earth

Throwing axe designed (enchanted) to return to the thrower's hand if it misses its target.

Type of Item: Throwing axe.
Weight: 3 ma.
Properties: If it misses its target, the axe will continue straight forward (instead of hitting the ground and bouncing, like a normal throwing axe would). It will then turn around and return to the thrower's hand *in the same round*. In order to catch it, the thrower needs to test Dex against DD 8. On a Failure, the axe lands 10' feet behind him. On a Critical Failure, he hurts his hand in the process, and loses 1 HP. Axes of the Earth have random quality and can have gems embedded in them to boost their effectiveness.
Real value: 1 g (modified by the quality of the axe).

Pelt of Persistence

An enchanted fur armour helping the wearer endure physical wear and tear.

Type of Item: Fur armour.

Weight: 5 lbs.

Properties: This fur armour is a normal fur armour in all respects, except that it makes travel to anyone wearing it more easy. It reduces the SP/hour by 1 when travelling (to a minimum of 1).

Real value: 1 g.

Cloak of Concealment

A rich, green, grey, dark green and brown cloak, designed to help the wearer avoid detection.

Type of Item: Hooded cloak.

Weight: 1 lbs.

Properties: +1 mod to all Stealth checks for hiding in a natural environment.

Real value: 2 g.

The Skull of Nuada

Nuada was a sorceress who did a lot of research in relation to raising the dead. She did not want to return the dead to life, or to talk to them for knowledge, or for any other benevolent reason: She wanted to create an army of her own, made up of the broken bodies of the dead. At one point King Brisgavius of Dwarfmount discovered her plans, and had Nuada cast down from her tower – into a reeking bog, and her small army destroyed and burned. She died, but because her sorcery had been so strong, or because King Brisgavius had put a curse on her, she returned as a wraith. Thankfully, King Brisgavius and his men managed to destroy the wraith, and they managed to recover her rotting body from the bog. One of the men saw a strange light glowing from the eyes of the head, and was seduced by it, so he took it and hid it from the others. As could be expected, Nuada's mind continued to scheme inside her skull and it gained control of him, and used him to continue the work she had begun. Nobody knows where he went, or even if he is still alive...

Type of Item: Skull-helmet.

Weight: 5 lbs.

Properties: The skull of Nuada will try to take control of any person who puts on the helmet. He will have to test his Fortitude every time he does, against DD 14. A Failure means he is *permanently* under her control – even if he takes the helmet off. When worn, the wearer is much like a wraith, and any living person in sight of him and within 150' of him must test Fortitude against DD 24 or lose D8 SP from energy drain. In addition to that, the wearer of the skull can cast the spell Orcish Necromancy (Normal). (Rune Lore DD 14 to use it) once per day. The skull is also a normal helmet.

Real value: Some Lesser Men and Orcs will surely pay at least 20 g for it.

Shadow-Ring

A powerful ring of darkness, crafted by an unknown sorcerer.

Type of Item: Ring.

Weight: -

Properties: A darkness spreads out in a 20' radius from the ring-wearer when he puts on the ring. The darkness lasts until the ring is taken off, and can only be banished by sorcerous light (i. e. any light spell).

Real value: 20 g.

Ring of the Moon/the Sun/the Stars

Rings of light. Several were made in antediluvian times. Some of them can still be found in Thulê.

Type of Item: Ring.

Weight: -

Properties: Light spreads out from the ring-wearer when he puts on the ring. The light lasts until the ring is taken off.

Ring of the:	Lights up in a	Real value
Moon	50' radius	10 g
Sun	150' radius	30 g
Stars	20' radius	20 g

Elven Robe

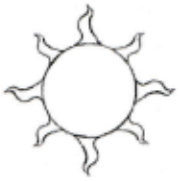
A beautiful, thin, white robe, made by and for the elves.

Type of Item: Robe.

Weight: -

Properties: When worn by a Sorcerer or Elf, he can cast a known spell every day, without counting it against the limit to how many times that day this spell can be cast.

Real value: 1 g.



Dwarven Ring of Skill

A powerful ring made by the dwarves.
Type of Item: Ring.
Weight: -
Properties: Giving the wearer a +2 mod to either Crafts or Mechanics. Rune Lore DD 14 to use. The ring must be used when the skill in question is to be tested.
Real value: 10 g.

Elven Ring of Skill

A powerful ring made by the elves.
Type of Item: Ring.
Weight: -
Properties: Giving the wearer a +2 mod to either Dancing, Flute Playing, Lyre Playing, Singing or World Lore. Rune Lore DD 14 to use. The ring must be used when the skill in question is to be tested.
Real value: 10 g.

Power Pebble

A pebble with very powerful effect. As far as pebbles go anyhow...
Type of Item: Pebble.
Weight: -
Properties: A pebble taken from a sacred source on the Summer Solstice. It can be used once by spell-casters to cast a(ny) spell for free.
Real value: 1s.

"Fire is never a gentle master."

Slayer or Bane Weapons

Any weapon designed especially to kill one type of creatures in particular. See Weapon in **Item Type** in **Randomly Generated Treasure Items** to find the type of weapon.
Type of Item: Weapon.
Weight: -
Properties: The weapon has a +1 (1-3), +2 (4-5) or +3 (6) mod to damage, when used against a type of creatures (e. g. cave bears, nâir or cave worms). The weapon typically has a name like "Kraken Bane" or "Wight Slayer".
Real value: Weapon value *5 (+1), *10 (+2) or *20 (+3).

Morning Dew Mead

Dew collected from under a sacred tree, in a temple, in the morning at Summer Solstice, and mixed with honey (to make a special kind of mead).
Type of Item: Potion.
Weight: 1 ma.
Properties: 1 dose. Elevates a Bard or a Ranger to the divine, and enables him to cast twice as many spells as normally allowed. The effect expires when the next Sun sets. A Sorcerer drinking the potion can cast a(ny) (to him known) spell one more time that day.
Real value: 1 s.

Ægishjalmr

When worn this helmet strikes terror into the hearts of all enemies. The helmet can be Weak (1-2 on a D6), Normal (3-4), Strong (5) or Mighty (6).
Type of Item: Cap.
Weight: 4 lbs.
Properties: The character's Fright mod is modified by -1 (Weak), -2 (Normal), -3 (Strong) or -4 (Mighty).
Real value: 10-40 g.

Beans of Growth

D6 beans with special powers
Type of Item: Beans.
Weight: -
Properties: When planted and watered with 1 justa of water, a bean immediately (in 3D6 rounds) grows until it reaches the ceiling (indoors) or 2D6 * 100' into the air (outdoors). The plant is strong enough to carry a dozen men climbing it at the same time, and very easy to climb (DD 6). It can thus be used as a very portable ladder.
Real value: 1 s each.

Ring of Sorcery

A powerful sorcerous ring, enabling the wearer to cast spells as if he was a Sorcerer able to learn any spell (even Dwarf, Elf, Gnome and Orc spells, if the ring allows it. See below). He needs to wear the ring in order to cast any spells he has learned by help of it. If wearer is already a spell-caster, he can also cast all the spells he knew from before twice as often as before, as long as he wears the ring.
Type of Item: Ring.
Weight: -
Properties: Cast a D20 to find the exact nature of the ring.
Real value: 500 g (1000 g for Ring of Power).

D20	Ring of Sorcery	Properties
1-7	Dwarven Ring of Earth	Wearer can learn Dwarf and Earth Spells +1 DV, +3 Electricity Resistance
8	Elven Ring of Air	Wearer can learn Elf, Gnome and Air Spells +1 Electricity Resistance, +3 DV
9	Elven Ring of Fire	Wearer can learn Elf and Fire Spells +1 Heat Resistance, +3 Cold Resistance
10	Elven Ring of Water	Wearer can learn Elf and Water Spells +1 Cold Resistance, +3 Heat Resistance
11-19	Ring of Spirit	Wearer can learn Spirit Spells +1Electricity & Heat Resistance, +2 Cold Resistance & +2 DV
20	Ring of Power	Wearer can learn any Spells (including Orc Spells) +2 Cold, Electricity and Heat Resistance and +2 DV

If the powers granted by the ring of sorcery are misused for personal goals and interests, or to harm innocents, or to commit crimes, the wearer will get *three times* the normal bad Hamingja for it. See **Hamingja** in **Character Generation & Development**).

«Sorcerous rings, are not like other things.»

Ring of Skill

A ring enchanted to help the ring-wearer perform tasks.
Type of Item: Ring.
Weight: -
Properties: Gives a +1 (1-5 on a D6) or +2 (6) to any one skill test. Can be used once per day (Rune Lore DD 14 to use). Such rings probably exist for all skills.
Real value: 5 (+1) or 10 (+2) g.

Yarrow Bandage

A bandage filled with healing herbs.
Type of Item: Bandage.
Weight: -
Properties: When used on a bleeding wound, it immediately and on its own decreases the severity of a bleeding wound by one level.
Real value: 3 c.

Tamed Rope

A very special rope that has been animated.
Type of Item: Hemp rope.
Weight: 4 oz per 1'.
Properties: The rope can be told to tie or untie itself. Rune Lore DD 14 to use. The rope is 2D6 * 10' long.
Real value: 1 s per 1'.

Waterskin of Purification

A waterskin with copper pieces inside or some sort of copper inlay.
Type of Item: Waterskin.
Weight: 1 ma.
Properties: Purifies water in D6 minutes (if carried whilst walking) or D6 hours (if left alone somewhere). Completely removes poison from any liquid.
Real value: 20 c.

Wight Weapon

Any weapon designed in ancient times, by forgotten sorcery, to turn all Humans and Demi-Humans killed by it into Wights. See Weapon in **Item Type** in **Randomly Generated Treasure Items** to find the type of weapon.
Type of Item: Weapon.
Weight: -
Properties: If a Human or Demi-Human is killed directly or indirectly by an attack from the weapon, he will turn into a wight in D6 rounds – under the control of the wielder of the weapon.
Real value: Real value of weapon * 20

Khemetian Courage

Actually, just any normal bottle of strong alcohol.
Type of Item: Potion.
Weight: 1 ma
Properties: Gives a +2 to Morale tests, but also a -1 to all skill tests (due to intoxication). Lasts for 3D10 minutes. The drinker needs to test his Poison Resistance against DD 8 to avoid falling asleep for 3D10 minutes. If two such potions are drunk the effects are doubled (+4 to Morale, -2 to skills), and the effect wears off instead of going away: after 3D10 minutes the +4/-2 effect will be reduced to a +2/-1 effect. If a second potion is drunk, the drinker

needs to test his Poison Resistance against DD 12 to avoid falling asleep for 6D10 minutes.

"One is bad,
two goes to your head,
a third will put you to bed".

Do not drink a third such potion until the effect of the first two have worn off, lest you will fall asleep (If your players insist, let them test their character's Poison Resistance against DD 20 to not fall asleep for 9D10 minutes)!
Real value: D6 c.

Ring of Protection

A ring enchanted to help the ring-wearer protect against physical harm.
Type of Item: Ring.
Weight: -
Properties: Gives a +1 (1-5 on a D6) or +2 (6) to DV as long as he wears the ring, but only if the ring-bearer is dressed like a Sorcerer and follows the strict rules for Sorcerers. If not the ring is just a normal ring with no special effect.
Real value: 5 (+1) or 10 (+2) g.

Sack of Light Burden

A normal sack, but with the strange effect of halving the weight of anything put inside it. The sack is otherwise like a normal sack.
Type of Item: Sack.
Weight: 1 lbs
Real value: 4 s.

A Pel of Sacred Water

A vessel filled with water from a sacred source.
Type of Item: Vial
Weight: 1 ma (1 Pel)
Properties: If drunk the sacred water (containing colloidal silver) with help purify the body and get rid of infections and viruses. It provides +1 Poison and Disease resistance for one full day to the one who drinks it. If used with Healing, it gives a +1 mod to Healing for the one using it to clean a wound.
Real value: 4 c.

"Gifts should be handed, not thrown."

"Fear the Orcs bearing gifts."

"A man knows his companions in a long journey."

"All those who carry wreaths are not virgins."

"Thraw the wand while it is green"

"Even the gods are conciliated by offerings."

Curses & Gifts

Gifts/Curses[1]	Trigger
Divine Curse	Gravely insult the deity, steal from or desecrate a temple dedicated to the deity.
Divine Gift	Perform a special task for the deity, or simply be very useful for the deity, or become powerful (level 12) and very beautiful (≥18 CHA)
Ettin Curse	Lose 6 or more SP from Ettin radiation in a day.
Nymph Curse	Hurt a Nymph *or* hurt nature unnecessarily (e. g. soil water, cut down trees for no good reason, throw garbage in the forest, etc.).
Nymph Gift	Make a Nymph become *Affectionate* in relation to the character, or meet your Nymph child for the first time.
Troll Curse	Lose 12 or more SP from being drained by a Troll.

[1]A nymph needs to know the true name of the character in order to curse/gift him.

Characters can some times be gifted or cursed by the creatures they encounter, the actions they take or the worlds they visit.

Replacement Items are, if possible, replaced the next time the character sleeps, and nobody will see the Deity who replaced the item.

If a curse or gift is triggered, cast a die to find the type of curse or gift he receives:

D10	Divine Curses
1-2	**Divine Enemy**
3	**Unfulfilled Love**
4	**Plague**
5-6	**Flaw**
7-10	**Curse**

Divine Enemy: the insulted deity henceforth sees the character as an enemy. He will also be called an Outlaw if he enters a temple of the deity. If the character who suffers this curse is a Bard for the deity cursing him or a Ranger cursed by Skaði, he will lose his character role and become a Civilian – and he will remain a Civilian even if the curse is lifted.

Unfulfilled Love: he will fall in love with a character of the opposite sex, that can never become *Affectionate* towards the character in love.

Plague: the character is infected with a terrible disease. He will after D6 hours become sick (incapacitated, but able to drink and eat) for 3D6 days, and must test his Disease Resistance against DD 12. A Critical Failure results in his death. A Failure will leave him severely crippled for life (he will become *permanently* Weary [i. e. unable to ever become fully rested]). A Semi-Success will leave him seriously crippled for life (he will become *permanently* Tired [i. e. unable to ever become fully rested]). A Success or Critical Success will leave him unscathed by the disease. Also, everyone who after he has become sick and for as long as he is sick and is within 5' of him for 1 minute will suffer the same fate on a roll of 1 (on a D6). Check every minute!

Flaw: the character now suffers from a randomly picked flaw.

Curse: the character will turn to a Wraith when he dies and all his Hamingja will be lost.

D8	Divine Gifts
1-2	**Divine Friendship (if Bard or Ranger, otherwise Fulfilled Love)**
3	**Fulfilled Love**
4	**Replacement Item**
5	**Apple**
6	**Spell Item**
7	**Child (if High Man or Light Elf and of the opposite sex, otherwise Spell Item)**
8	**Potion of Power**

Divine Friendship: if the deity is not already the character's Favourite Deity, the deity will from now on let him cast spells as if he was. If the deity was already the character's Favourite Deity, he can now cast spells known to the deity twice as often.

Fulfilled Love: if the character falls in love with another character of the opposite sex, that character will always return the love and becomes and stays *Affectionate* in relation to the character until death do them apart.

Replacement Item: one of the items the character is carrying or wearing will be replaced by a similar item of Dwarven make and of (one level) higher quality.

Apple: the character receives an apple from Íðunn, from the Tree of Youth. See Íðunn under **The Other Deities (Mythical Deities)**.

Spell Item: an item with the ability to cast a (D6: 1-2 Weak, 3-4 Normal, 5 Strong, 6 Mighty) spell once every day (Rune Lore DD 12 to use) is given to the character. The spell must be one the deity knows! The power of the spell must be somehow related to the item (e. g. a cup and a healing spell, an orb and a light spell *et cetera*).

Child: the character is (Fortitude DD 18 to resist) seduced by the deity. The child will be either a Light Elf (for Freyja, Freyr, Njörðr and Skaði) or High Man (for all other deities), and will in either case be raised in a divine home, away from the non-divine parent, and will (because time works differently in the spirit realm) be available as a young adult player character only *one day* after he or she was born. If the seduced part was a female, the child will be born by her nine months later. If the character is a female Bard or Ranger she will lose her Character Role (because she is no longer a virgin) and become Civilian instead. If the character is a Light Elf, the child will always become an Light Elf!

Potion of Power: the character receives a potion with two doses of a powerful drink made by the gods: When one dose is drunk the character gets +1 to the character attribute (and to the maximum attribute value) connected to the element of the deity. See **The Sympathetic Deities (Mythical Deities)**. If the character drinks the second dose too, he gets -2 to the same attribute (a total of -1). If he instead gives the second dose to another character, that character too will be able to enjoy the same positive effect. Note that if the same character receives this gift several times, he will be able to drink one dose each time with no adverse effect.

Seduced!

A character seduced by a Deity or Nymph will be taken to the spirit or fairy realm, where the seduction will take place. He might be there for a day only, or for months, or even years, but when it is all over, the character will all of a sudden find himself back where he was before it all happened, and he will realize that no time has passed in the real world. If a married character is seduced, this *does* qualify as adultery for the character.

"Gifts are according to the giver."

D6	Ettin Curses
1-4	**Ettin Terror**
5-6	**Ettin Dread**

Ettin Terror: he gains a -2 mod to Morale checks whenever he encounters Ettins, until the curse is lifted by a May Queen or by touching a Unicorn.

Ettin Dread: he gains a -4 mod to Morale checks whenever he encounters Ettins, until the curse is lifted by a May Queen or by touching a Unicorn.

D6	Nymph Curses
1-4	**Unfulfilled Love**
5-6	**Water Curse**

Unfulfilled Love: Falls in love with a character of the opposite sex, that can never become *Affectionate* towards the character in love.

Water Curse: his CON (and the maximum attribute value for CON) is modified by -1.

D6	Nymph Gifts
1-2	**Fulfilled Love**
3-4	**Nymph Charm**
5	**Water Gift**
6	**Child** (if male and High Man or Light Elf, otherwise **Water Gift**)

Fulfilled Love: if the character falls in love with another character of the opposite sex, that character will always return the love and becomes and stays *Affectionate* in relation to the character until death do them apart.

Nymph Charm: he gains a +2 mod to Swimming, Social Skills *and* Healing.

Water Gift: his CON (and the maximum attribute value for CON) is modified by +1.

Child: the character is (Fortitude DD 16 to resist) seduced by the Nymph. She (about nine months later, on Friday 13th) gives birth to a Nymph of a type identical to the mother. This Nymph will always aid and help her father, and will automatically grant him a gift *of his choice* (other than a child) when they first meet.

D6	Troll Curses
1-4	**Troll Terror**
5-6	**Troll Dread**

Troll Terror: he gains a -2 mod to Morale checks whenever he encounters Trolls, until the curse is lifted by a May Queen or by touching a Unicorn.

Troll Dread: he gains a -4 mod to Morale checks whenever he encounters Trolls, until the curse is lifted by a May Queen or by touching a Unicorn.

Units of Measurement

There are some old coins in Thulê, but precious metals are mainly used as means of payment, although item and service trade is more common. For the sake of playability the myth master should let the precious metals be cut into standard sized nuggets, weighing about an ounce each.

In Thulê they most often count using their fingers, and because of that the twelve numbers system is more commonly used than the ten number system. That might sound weird to some, because we have ten fingers on our two hands, but on one hand we have twelve phalanxes on four of our fingers that we can easily count using the thumb, leaving the other hand free to perform other tasks, so if you are using your fingers to count the twelve numbers system is in fact much more practical.

The weight of goods is usually found using small hand held steelyard balances with 24 marks on them, showing the weight of the object weighed. The units of measurement Weight-pound, Bowl-pound and Mark derive from the use of the steelyard balance.

A **talent** (Gr. "to carry") is how much water you can put into an amphora and it equals roughly the same as **one square foot or 54 lbs**, and is used to describe the capacity of rucksacks, sacks and the like.

Time	Hours	Equivalent
Day	24	6 shifts
Shift	4	8 glasses
Glass	0.5	

Thulêan Numbers (used just like Roman numbers) are written using the runes:		
ᛁ	1	I
ᚹ	5	V
ᛜ	10	X
ᚴ	50	L
ᚲ	100	C
ᛞ	500	D
ᛗ	1000	M

Old Units of Measurement & the Metric System

It would probably have been better for playability to use the (very modern) metric system in MYFAROG, but for the sake of game atmosphere – and to enlighten the players about curious historical facts – the old (sometimes Roman and more often Norse or Old English) units of measurement are used.

Encumbrance & Weight

There is sometimes little correlation between encumbrance and weight. A light item can be very cumbersome, and a heavy item can actually be fairly easy to carry.

Metal	Name (abbr.)	Weight	Value
Gold	(g)	1 oz	2 a. 20 s. 1200 c
Electrum	(e)[1]	1 oz	15 s. 450 b. 900 c
Aurichalcum	(a)[2]	1 oz	10 s. 300 b. 600 c
Silver	(s)	1 oz	30 b. 60 c. 120 i
Bronze	(b)[3]	1 oz	2 c. 4 i. 8 l. 12 t
Copper	(c)	1 oz	2 i. 4 l. 6 t
Iron	(i)	1 oz	2 l. 3 t
Lead	(l)	1 oz	
Tin	(t)	1 oz	

[1]A gold (1 part) & silver (1 part) alloy.
[2]"Gold Copper". Pinkish white metal. A gold (1 part), copper (1 part) & unknown metal (4 parts) alloy.
[3]A copper (9 parts) & tin (1 part) alloy.

Other	Weight	Equals	Description
Salt[1]	1 lb	1 c, 2 i, 4 l, 6 t	Sea salt

[1]Commonly used as a means of payment in Thulê. Hence the term «salary.»

Weight	Weight	Equivalent	Abbreviation
Weight-pound	6 kg	12 lbs, 24 ma	wlb (pl. wlbs)
Bowl-pound	0.5 kg[1]	2 ma, 32 oz	lb (pl. lbs)
Mark	0.25 kg	½ lb, 16 oz, 64 si	ma
Ounce	15.625 g	4 si, 16 or	oz
Sicilium	≈ 4 g	4 or	si
Ort	≈ 1 g	5 carat	or
Carat (for gems)	0.2 g		ca

[1]A bowl-pound in Scandinavia was from 0.428 to 0.498 kg, but for the sake of simplicity this has been rounded up to 0.5 kg.

Capacity	Litre	Equivalent
Cargo (for ships)	1440	12 barrels
Barrel	120	60 cans
Bowl	2.7	3 pots, 4 justas, 12 pels
Can	2	32 doses
Pot	0.9	4 pels
Justa	0.675	3 pels
Pel	0.225	
Dose	0.0625	

Distance	Length	Equivalent
Road	42.624 km	4 rests, 144000 feet (≈ how far you can travel in 1 day)
Rest	10.656 km	4 quarters, 36000 feet (≈ how far you can travel in 2 hours)
Quarter	2.664 km	9000 feet
Mile	1.48 km	1000 paces, 2000 steps, 5000 feet
Furlong	185 m	625 feet
Arrow shoot	142 m	4 stone's throws, 240 ells
Stone's throw	35.5 m	60 ells, 120 feet
Rod	2.96 m	5 ells, 10 feet
Fathom	1.78 m	3 ells, 6 feet
Pace	1.48 m	2 steps, 5 feet
Yard	88.8 cm	3 feet
Step	74 cm	2 ½ feet
Ell	59.2 cm	2 feet
Foot	29.6 cm	4 palms, 12 thumbs, 16 finger-widths
Palm	7.4 cm	¼ foot, 3 thumbs
Thumb (Inch)	2.46 cm	1/12 foot
Finger-width	1.85 cm	1/16 foot
Line	ca. 0.2 cm	1/12 inch
Scruple	ca. 0.18 mm	1/12 line

Trade

Merchants will only purchase items from the player characters if it makes sense for them to do so, and will not always be willing to trade with them at all. See the skill Social Skills. See **Random Encounters** for more on how to establish relationships between player characters and NPCs.

Characters use their Social Skills (to bargain) when they buy or sell goods and services to determine the price:

Social Skills Real Value Modification		
Result	Buying	Selling
≤ 3	*1.75	*0.1
4-7	*1.5	*0.25
8-11	*1.25	*0.5
12-13	*1	*0.75
14-17	*0.75	*1
≥ 18	*0.5	*1.25

A damaged item has real value *0.5. A broken item has no real value, or maybe *0.1 – or the same as the materials it was made of.

Real value for items and services are listed in gold (g), silver (s) and copper (c) because these are the most commonly used precious metals for trade.

Toilet paper

Toilet paper is one thing they didn't have in the past that we might think they must have really missed, but in fact they had something that in many ways is better for this purpose; they had moss. Moss is not only free and can be easily found in nature, but it – unlike modern toilet paper – actually also has an anti-biotic effect. Not only that; they didn't always need to clean themselves at all, because they did it the natural way, squatting – something that leaves you with a much less, if any, need of toilet paper or moss.

Mercenaries	Real value[1]
Civilian	12 c
Warrior	24 c
Stalker	24 c
Trickster	24 c
Ranger	36 c
Bard	48 c
Sorcerer	48 c
Demi-Human	12 c

[1]Cost for hiring one individual for one day for highly dangerous tasks. Multiply the real value with the experience level of the mercenary. Mercenaries expect payment in advance. Only demi-humans can hire demi-human mercenaries (and only from the same species as they belong to themselves).

Clothes & Armour

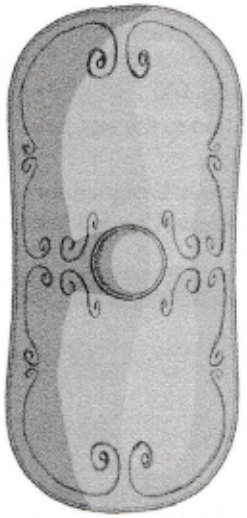
In the past clothes were not only made to last, but they were also made to fit all users, sometimes with adjustable straps and/or belts. Women's clothing were made to fit even during pregnancy. So in MYFAROG most clothes, helmets and armour fits most (adult) users. Halflings and Gnomes must buy children's clothing and armour (and they cost 25% less).

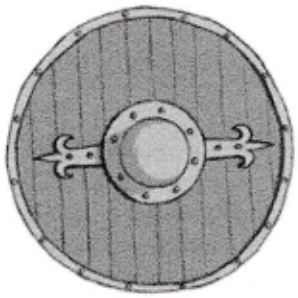
"By good nature and kindness even fierce spirits become tractable."

Carrying Slings

The traditional way for a slinger to carry a sling is to use it as a head band, as a belt, as a strap for his waterskin, and so forth, and ideally to carry several slings – in the manners described above. That way he will not risk ending up without a sling in the midst of battle, if one of them is destroyed or lost. Naturally, this can also be done without the slings being cumbersome at all.

Although *incredibly rare*, some transportation services and ships might still exist in Thulê. Boats and canoes are still somewhat common.





Transportation, service	Real value (each individual)	Travel Speed[1]
Ferry (rowing boat)	2 c each passage	Rowing boat
Ship	2 c each rest	Ship (or same as the ship used)
Wagon	2 c each rest	Wagon

[1]See **Travel & Survival**.

Transportation, purchase	Capasity[1]	Real value	Crew + Passengers	Travel Speed[2]
Cargo ship, sea-going, 50′	16 cargoes	36 g	10 + 20	Ship -2
Cart (needs 1 horse)	5 barrels	10 s	1 + 3	Wagon
Chariot (needs 2 or 4 horses)[3]	1 barrel	12 s	1 + 1	Wagon +2 or +3
Rowing boat, coastal, 10′	¼ cargo	2 g	1 + 2	Rowing boat
Rowing boat, coastal, 20′	1 cargo	8 g	4 + 3	Rowing boat
Canoe, coastal, 60′	4 cargoes	18 g	24 + 3	Rowing boat +2
Ship, coastal, 30′	2 cargoes	18 g	16 + 4	Ship or Rowing boat + 1
Ship, coastal, 40′	3 cargoes	24 g	20 + 4	Ship or Rowing boat + 1
Ship, coastal, 50′	4 cargoes	30 g	24 + 6	Ship or Rowing boat + 1
Ship, coastal, 60′	5 cargoes	36 g	36 + 8	Ship or Rowing boat +2
Wagon (needs 2 or 4 horses)	12 barrels	16 s	1 + 7	Wagon -2 or +0
War ship, sea-going, 100′	9 cargoes	60 g	80 + 16	Ship + 2 or Rowing boat + 2

[1]This comes in addition to the weight of the crew (but not the passengers).

[2]See **Travel & Survival**.

[3]The chariot is especially designed for war. If both the driver and the passenger is a Warrior they can carry out a charge in a chariot. See **Charges** (**Combat Rules**). See the skill Riding.

Domestic Animals	Capacity[1]	Real value	
Chicken		12 c	
Cow	8 talents, 432 lbs	12 s	
Duck		24 c	
Goat		10 s	
Goose		36 c	
Guard dog (≈ wild dog)		4 s	
Fodder for horse, daily		1 c	
Horse: Pack-[2]	5 talents, 270 lbs	2 g	
Riding-	7 talents, 378 lbs	4 g	Can be ridden, but not by a Dwarf, Gnome or Halfling
Lamb		2 s	
Ox	14 talents, 756 lbs	1 g	
Ox, calf		6 s	
Pig		4 s	
Pony	3.5 talents, 189 lbs	1 g	Can be ridden
Sheep		6 s	
Swan		6 s	

[1]This is the maximum carrying capacity of the creature if used as pack or riding animal. Small items need to be transported in containers, like in sacks attached to the backs of the animals. The total weight of rider and other cargo can not exceed the maximum carrying capacity.

[2]You can not ride a pack horse, but you can use it for pulling wagons.

Clothes & Hides		Weight	Real value
Clothes[1/2]	fur cloak[3]	6 lbs	3 s
	linen clothes (common)	1 lb	6 c
	linen clothes (rich)	1 lb	1 s
	linen cloak (w/ hood)	1 ma (+1ma)	3 c (+1 c)
	wool clothes (common)	3 lbs	9 c
	wool clothes (rich)	3 lbs	90 c
	wool cloak (w/hood)[3]	1 ma (+1ma)	4 c
	embroidery for clothes/cloak		+3 s
Hide (large game)[4]		5 to 15 lbs	2 s
Hide (medium game)		1 to 4 lbs	1 s
Hide/feathers (small game)		1 ma	20 c
Lead fittings to boots		1 ma	4 c
Soft leather boots/shoes		1 lb/1 ma	1 s/30 c

[1]See fur shirt for game data about fur clothes. You can wear linen or wool clothes under any armour and you can wear a cloak over any armour.

[2]In relation to cold weather: +1 Cold Toughness when (dry or wet) wool clothes are worn. +1 Cold Toughness when (dry) fur cloaks or (dry or wet) wool cloaks are worn. +0 Cold Toughness for linen clothes and cloaks, -1 if wet. See **Modifications for Travelling**.

[3]When a character has no shield, he can spend 1 round to fasten a fur or wool cloak tightly around the shield arm, to use it as protection, and will gain +1 DV MÊ when he does so.

[4]In relation to cold weather: +2 Cold Toughness for each (with cumulative effect) (dry) large game hide used when he sleeps/rests, and +1 for every (dry) medium game hide.

Tools & Weapons

All weapons are originally just improved and often dramatically changed tools: the hunter's knife ultimately turned into a sword; the peasant's scythe into a war scythe; the hunter's bow into a powerful war bow; the wood-man's axe into a battle axe, the peasant's flail into a war flail, *et cetera*. However, although they were based on tools, they can no longer easily be used as such. Whether they are just modified tools or designed this way from the start, most weapons are just weapons.

"Many have too much, but no one has enough."

Equipment & Tools	Weight	Capacity/Description/Notes	Real value
Anvil	15 lbs		8 s
Backpack	2 lbs	1 talent, 54 lbs	36 c
Bandage	4 oz	See the skill Healing	1 c
Belt	8 oz		12 c
Body paint	2 lbs	1 pot of paint (enough for 6 bodies)	4 c[1]
Bottle (empty)	1 lb	1 can (a full bottle weighs 5 lbs)	5 c
Bow drill	8 oz	Produces fire in 2D6 minutes[2]	1 c
Candle (sebaceous)	1 oz	Illuminates 10' radius for 2 hours	1 c
Candle (wax)	1 oz	Illuminates 10' radius for 4 hours	3 c
Chain, iron	2 lbs	1' long. Can carry 1080 lbs	24 c
Craftsman's tools	54 lbs		10 s
Flute	1 ma		8 c
Grappling hook	4 lbs		72 c
Hemp rope	4 oz	1' long. Can carry 324 lbs	1 c
Hourglass	6 lbs	0.5 hours	8 s
Hunter's horn	1 lb	Normally used to signal to other hunters	1 s
Ink (in a small bottle)	1 ma	1 pel. Enough for about 500 runes on a parchment	2 s
Laboratory	54 lbs		2 g
Lantern	1 lb	1 pot of oil. Illuminates 20' radius	72 c
Lock-picking tools	1 ma		2 s
Lyre	3 lbs		2 s
Oil flask	2 lbs	1 pot oil is enough for 6 hours	1 c
Oil lamp	1 lb	2 pels oil. Illuminates 10' radius	4 c
Pans	27 lbs	For cooking	36 c
Parchment (from calfskin)	1 oz	30 * 40 inches sheet	2 s
Plough (ard)	30 lbs		12 c
Pouch	4 oz	32 nuggets or sling bullets/stones. 0.1 talent	1 c
Quartz magnifying glass	1 oz	Produces fire in 2D6 rounds (in sunlight)[2]	3 g
Quiver (for belt or shoulder)	1 ma	12 (belt) or 20 to 40 (shoulder) arrows or bolts, or 4 (shoulder) javelins	12 c
Quiver (for saddle)	1 lb	60 or 75 arrows, or 12 javelins	2 s
Sack	1 lb	½ talent, 27 lbs	4 c
Saddle	5 lbs	Can hold two sacks/quivers and a rider	5 s
Sleeping mat and blanket[3]	5 lbs	1 person, +1 Cold Toughness when sleeping/resting	24 c
Steelyard balance	2 lbs	Max 1 wlb (12 lbs)	24 c
Sun stone	4 oz	Negates mod to Navigation for cloudy weather	1 g
Surgeon's tools	1 lb	See the skill Healing.	1 g
Sword scabbard	1 lb	Made of wood and brass	12 c
Tent (large)[3]	54 lbs	4 individuals, 10 * 10 * 5'.	4 s
Tent (small)[3]	27 lbs	2 individuals, 7 * 5 * 5'.	2 s
Tinderbox	1 ma	Produces fire in D6 minutes[2]	12 c
Torch	1 lb	Illuminate 15' radius for 30 minutes	1 c
Turpentine	1 lb	Enough for 5 bodies. Hides the human scent, and gives a +3 mod to Stealth in relation to animals/Ettins for 1 day	1 c
Waterskin (empty)	1 ma	2 cans (a full waterskin weighs 9 lbs)	12 c
Writing equipment	8 oz		2 s

[1]Normally the real value will vary depending on the exact colour of the paint, but for the sake of simplicity this has been left out here. Normally only the colours blue and black are used for this in Thulê, and the real value reflects this. Hands and fingers are often used for painting, but feathers and such can be used for more elaborate designs.

[2]Time * 2 if wet or windy. Time * 3 if wet and windy. Your character needs no special skill in order to kindle a fire. One can assume that to men living in a world similar to our Antiquity and pre-historic times kindling a fire with a bow drill, tinderbox or magnifying glass is routine, even in wet and windy conditions. The presence of snow does not make it any harder to kindle a fire, unless the snow is wet (and it will not be wet in freezing temperatures). It normally takes D6 minutes for one individual to collect enough firewood for a bonfire that will burn up to one rest (i. e. two hours).
[3]See **Shelters**.

Arrows, Bolts & Bullets[1]	Weight	Real value
Arrow	3 oz	6 c
Crossbow bolt	3 oz	6 c
Clay bullet for sling	4 oz	1 c
Clay bullet for staff sling	12 oz	2 c
Lead bullet for sling	4 oz[2]	2 c
Lead bullet for staff sling	12 oz[2]	4 c
Stone for sling	4 oz	n/a
Stone for staff sling	12 oz	n/a

[1]Can be reused on a 1-5 (D6) for arrows and bolts (and are broken on 6), on a 1-4 for clay and lead bullets and 1-5 for stone bullets (and are broken on 5-6 and 6 respectively). Arrows and bolts must normally be found (Perception DD 4 + D6) unless stuck in a body. Stones and bullets must normally be found even if stuck in a body. Perception DD to find a bullet is 8 + D6 and for a staff sling bullet 6 + D6. Broken lead bullets can be brought to a smithy to be re-made for 1 c each, or they can be used as they are (somewhat flattened), but will then work with the statistics of normal stones for slings. Broken arrows and bolts can be brought to a fletcher and can be repaired for D3 c each (because some are more broken than others). Arrows and bolts with heads made of bone or stone can only be reused on a 1-4 (bone) or 1-3 (stone) (and are broken on a 5-6 or 4-6 respectively), and have a real value -2 c. Arrows and bolts with heads made of bronze have a real value +2 c. Arrows and bolts with heads made of aurichalcum have a real value +1 g.
[2]The lead bullets are not lighter than clay and stone bullets even though they are much smaller. Because of their smaller size they go longer and inflict more damage to whatever they hit.

Residence (w/Furniture)[1]	Real value
A smith's forge w/tools	10 g
Mansion	25 g
Wooden cabin	8 s
Bed in a temple[2]	1 c donation each night
Castle	150 g
Stable space for horse	1 c each night
Stone house	10 g
Wooden house	5 g
Mud hut	30 s
Brick house	12 g
Yard (wooden)[3]	+1 s per acre
Yard (stone)[3]	+1 g per acre
Yard (brick)[4]	+2 g per acre

[1]Normal size. Real value changes if it is bigger or smaller than normal size.
[2]There are no taverns in Thulê, but temples often work as dormitories. It is common however for all to show hospitality to travellers. The guest is expected to tell who he is, and when he leaves the host receives a gift from his guest. If the guest has nothing to give he receives a gift from the host. A guest can only normally stay for one night each place. See the skill Social Skills.
[3]Yard means the property is fenced in by either a 5' tall wooden fence or a crude stone wall (built with massive boulders, but no mortar). Double the real value for a 10' tall fence/wall. Double the real value for a high quality stone wall and triple it for a strong wooden wall.
[4]A high quality wall. 5' tall. Double the real value for a 10' tall wall. **See Wind & Weather.**

**"One should go invited to a friend with good fortune,
but uninvited if he has problems."**

Sacred & Special Items	Weight	Real value
Ettin stone heart amulet	1 ma	0 g or 10 g[1]
Ritualistic bronze lure	6 lbs	4 g
Sorcerer's golden sickle[2]	3 ma and 8 oz	70 g
Sorcerer's staff	3 ma	[3]
Wand	1 ma	3 g

[1]The real value is 0 g for stone hearts with only negative powers and 10 g for stone hearts with positive powers and for unprepared stone hearts (with potential for very positive powers).

[2]Is a sickle made entirely from gold and marked with *linalaukaR* written with Runes. The damage for weapon is -3, but only if the target is wearing metal armour.

[3]A staff with a small piece of a sacred material attached to one end. Real value is 2 c + the real value of the sacred material.

Food & Drink[1]	Unit	Real value
Ale	1 justa	1 c
Bread	1 lb	1 c
Butter	1 ma	5 c
Cider	1 pel	1 c
Cheese	1 lb	1 to 2 c
Egg	a dozen	10 c
Elven bread[2]	1 oz	1 s
Field ration[3]	1 lb	12 c
Fish	1 barrel	1 s
Fish	1 lb	1 c
Fruit	1 can	1 c to 24 c
Grain	1 barrel	12 c
Herbs	1 oz	5 c
Honey	1 justa	2 s
Mead	1 justa	5 c
Meat	1 lb	1 c
Milk	1 justa	1 c
Nuts	1 can	1 c
Pollen	1 can	1 c
Salt	1 lb	1 c
Spices	1 oz	1 s
Spirits	1 pel	3 c
Vegetables	1 can	2 c
Wine poor	1 pel	1 c
average	1 pel	4 c
rich	1 pel	8 c
vintage	1 pel	14 c

[1]Any 1 lb of food and 1 justa of drink qualifies as a 'day ration'.

[2]Waybread, made by the elves. 1 oz is the equivalent of 1 lbs of normal bread.

[3]Starts to rot and becomes inedible after 28 days.

Potions

You can purchase potions from Sorcerers who are at least welcoming in relation to you. See **Human & Demi-Human Encounters** under **Random Encounters**. The base value of a potion is 10 s for Weak spells, 1 g for Normal spells, 2 g for Strong spells and 4 g for Mighty spells stored in the potion. Each potion can hold 1 dose.

Not all potions are available. Normally one can only buy potions with Weak spells. Stronger potions must be ordered in good time in advance (at least D6 days) and only friendly or affectionate Sorcerers will take such an order. See the skill Social Skills.

Justice

The laws in the Native Lands of Thulê are not based on our modern understanding of law, the Roman law, but on the *leges barbarorum* ("laws of the barbarians"), i. e. the laws of non-Roman Europe in Antiquity. Punishment is an unknown term in Thulê; the peoples of Thulê are too intelligent to come up with or embrace such meaningless and primitive concepts. However, if you break the laws and rules there will be *consequences*.

Murder: The murderer must pay compensation (15 oz of gold) to the kin of the dead. The fine is doubled if the victim is a woman. In addition to that the murderer becomes an Outlaw for one year and one day. You can not murder an Outlaw. You can only kill an Outlaw. See Killing.

A murder is an dishonest killing; an assassination, a back-stabbing, a killing of an unarmed (non-Outlaw) man, killing for no good reason or an originally honest killing where the killer tries to hide his guilt (to avoid having to pay compensation or to put the blame on someone else). If you kill someone in an honest way it is instead defined as a killing. The murderer who murders a second time must pay compensation to the kin of the dead and is then executed (i. e. sacrificed to Týr).

Outlaws

Outlaws are beyond protection from any laws.

Killing: The killer must pay compensation (15 oz of gold) to the kin of the dead. The fine is doubled if the victim is a woman. It is not illegal to kill anyone in Thulê, but you must have a good reason to do so and you still have to pay compensation if you have a good reason to kill. A good reason can be disrespect, insults, breaking of oaths, to prevent crimes, to protect the honour of someone else, a challenge, by accident, *et cetera*.

Theft/Vandalism: The perpetrator must pay compensation equal to the real value of the object stolen or vandalised + a sum equal to 5 oz of silver. The second time you are caught stealing or vandalising you are also outlawed for one year and one day; the third time you are also executed (i. e. sacrificed to Týr).

Theft of Horse or Pony: The thief must pay 3 (pack horse or pony) or 5 (riding horse) oz of gold in compensation and is then executed (i. e. sacrificed to Týr).

Adultery: The whore (male or female) is outlawed for one year and one day. The second time you commit adultery you are instead executed (i. e. sacrificed to Týr). Unmarried individuals sleeping with married individuals are also guilty of adultery, of breaking the sacred rules of marriage.

Cowardice: If you run away from the battlefield repeatedly (e. g. three times) this is seen as cowardice. Cowards are executed in Thulê (i. e. sacrificed to Týr). This only applies to males, and only in times of war.

Homosexuality: Males having sexual interaction with other males are executed (i. e. sacrificed to Týr). The bodies of executed homosexuals are not buried normally, but are instead thrown into bogs, to make sure that these 'despicable degenerates' are never reborn. Temporary close female companionships (common when women have lost their husbands, but still need support) are tolerated, but this is usually looked down upon somewhat, although there are no further consequences for them.

Debt: One who can not pay his debt becomes an Outlaw.

Duelling: It is common to solve disagreements between men (not women!) in Thulê by a trial of combat. The trials last until one part is injured or starts to bleed (or is killed, whichever comes first). The winner is declared as having right in the issue in question. Some duels last until one part is dead, but this is very rare as it only very rarely serves a purpose to in such a context fight until death.

Duels can also take form of swimming contests, running contests, wisdom contests, boxing matches, spear throwing contests, jumping contests or something similar (and the challenged part always chooses which sport to compete in).

Disagreeing women often engage in duels using their non-combat skills.

Interest: Interest has been banned completely, and anyone who tries to take interest will be executed and have all their possessions confiscated (and given to the king, who will distribute everything evenly amongst his tribesmen).

Fines: If a person can not pay his fines his kin is expected to do so for him – and must do so if there is no other solution at hand. See Debt.

False Rumours/Lies: If you spread false rumours or spread lies about others characters you risk being challenged to a duel, and if you kill your opponent you must pay compensation as normally, to his kin.

Outlawing: Anyone who becomes an Outlaw will not officially be an Outlaw until the first sunrise.

Foreign Justice

Justice with the non-Natives in Thulê is different. They rule under the principle of "Might is Right", and if a man has the power to do something it is deemed just for him to do so. If you have the might to stop him, then that is just too. Each man must protect what is his with force, threats and terror. Their understanding of "respect" means simply "fear". They want others to *fear* them, rather than respect them for their qualities, good deeds or skill. Cutting off the hands of thieves, the heads of enemies and enslaving, torturing and imprisoning others is common. There is no Honour in them, only "Might is Right".

Sorcery

Sorcery as a term originally means "lot", "fate" or "oracular response", from the proto-Indo European root **ser-*, but is today most often understood simply as the art of casting spells or to exercise supernatural powers through the aid of spirits. Sorcery can be benevolent or malevolent but it is inherently neither "good" nor "evil", like nature is neither "good" nor "evil".

Casting Spells

Spell-casters cast spells by *galdr* (i. e. singing songs or citing poetic spell formulas and by drawing symbols in the air, on the ground, in wood or elsewhere). *The spell proficiency of a Dwarf, Elf, Gnome or Sorcerer is always the same as his Rune Lore proficiency. The spell proficiency of a Bard or Ranger is always the same as his Religious Tradition proficiency.* A Half-Elf Bard or Ranger can (if he otherwise qualifies for it) *also* learn and cast Elf spells normally, and if he does he uses Rune Lore as his spell proficiency for those spells.

NB! Dwarves, **Elves** and **Gnomes** able to cast spells have no restrictions on the use of weapons and armour!

In order to cast spells the Sorcerer (but *not* the Dwarf, Elf or Gnome) needs a Sorcerer's staff, to attract and manipulate the spirits of nature and to channel their powers. Without this staff the Sorcerer can not cast spells at all! Bards and Rangers must use a wand, i. e. a branch from a sacred tree (growing in a temple), when casting spells, to channel the powers of their deities. See **Special to Sorcerers** and **Special to Bards** in **Character Generation & Development**. Half-Elf Sorcerers have the same restrictions as High Man Sorcerers, but not in relation to any Elf spells they may know.

The number of times *each known* Spell can be cast *every day* (from Sunrise to Sunrise) is the same as the caster's Cha (for Bards and Rangers) or Int (for all others). If a spell-caster has only +0 or even a negative attribute modification, he will not be able to cast spells until he improves his relevant attribute.

All spells are either ***Weak***, ***Normal***, ***Strong*** or ***Mighty***. Spell-casters have a limit to how powerful spells they can learn, and even if they learn a Weak spell they need to learn the same spell again to also be able to cast it as a Normal spell, and then again to be able to cast it as a Strong spell, and again to cast it as a Mighty spell, but this still counts as only one single spell in relation to the maximum number of spells a spell-caster can know.

It is only possible to learn one level of a spell at the time. So e. g. if you don't know a spell, and you can learn it as a Normal spell, you still have to first learn it as a Weak spell, before you (next time you can learn a new spell) learn it as a Normal spell. But if a spell can only be cast as e.g. a Normal or stronger spell, the spell caster needs only learn it as a Normal spell (and not first as a Weak spell).

Spell casters can learn a maximum of Int * 6 individual spells (or Int * 4 for Rangers), regardless of the type of spell. If he knows the maximum number of spells he is allowed to know, he can choose to forget spells in order to make room for other spells he wishes to learn instead. The spell will then be forgotten though, and if he for some reason wishes to learn the same spell later on he must do so as if he learned a new spell. See **Experience Points**.

Bards and Rangers can more easily learn spells known by their Favourite Deity than those known by Friend Deities and Other Deities (see next page).

Sacred Boughs (Optional Rule 9)

A sacred bough (i. e. wand) only works in relation to spells known by deities who regard the tree it was taken from as sacred!

Characters casting spells must do so sitting, standing or walking. A spell-caster must learn each and every spell he wishes to cast. See **Experience Points** (**Character Generation & Development**).

"The nut does not reveal the tree it contains."

**"When men speak ill of you,
live so that nobody will believe them."**

Character Role	Minimum Spell Proficiency to learn Spells that are: Weak	Normal	Strong	Mighty
Bard	1	4	6	8 (For spells known to Favourite Deity)
	2	6	8	n/a (For spells known to Friend Deity)
	6	8	n/a	n/a (For spells known to Other Deities)
Dwarf	2	6	8	10
Elf	2	6	8	10
Gnome	2	6	8	10
Ranger	2	6	10	n/a (For spells known to Skaði)
	6	10	n/a	n/a (For spells known to Njörðr & Máni)
	10	n/a	n/a	n/a (For spells known to Other Deities)
Sorcerer	1	4	6	8

Sometimes it is hard for the target to become aware that someone is casting a spell on him. The general rule for spells which might be hard to perceive by the target, is that the target tests his Rune Lore against DD 12 to see if he becomes aware that it is being cast upon him.

If a character knows the spell being cast upon him he always automatically becomes aware of the spell being cast upon him.

When a spell-caster needs to touch an unwilling target for the spell to work he must injure the target (and deliver at least 1 damage to the target) (if Sorcerer/Bard or Ranger with his staff/wand) in a normal mêlée attack within 12 rounds after he has cast the spell/asked for the favour. If at least 1 damage is not delivered to the target within 12 rounds the spell wears out before it can affect its target.

Spells

(Name): This is the name of the spell. The strength of the spell is listed in brackets next to the name. Spells are either Weak, Normal, Strong or Mighty.
Description: This is a description of the spell and how it works, what it does, what the spell-caster needs to do for it to work and how targets can protect themselves from the effects of this spell.
Time: This is the time needed to cast the spell.
Range: This determines how far reaching the effects of the spell are.
Duration: This determines for how long the effect of the spell lasts. The spell-caster or the one who asked for the favour can, if they want to, at any time end the effects of the spell.
Deity: The name of the deity who knows the spell is listed here.

Elf Spells

Birdsong (Weak, Normal, Strong, Mighty)
Description: A short (one sentence, max 3 words) message can be delivered to anyone known by name up to 10 miles away (Weak), up to 20 miles away (Normal), up to 40 miles away (Strong) or up to 80 miles away (Mighty) using a bird. The bird will deliver the message in form of a short song within 1 to 4 hours.
Time: 1 round.
Range: Any bird within talking distance of the spell-caster.

Calm Animal (Weak, Normal, Strong, Mighty)
Description: In an encounter, an aggressive individual *animal* or group of *animals* will become peaceful instead. The spell works on animals of tiny, very small and small size (-10 to -2) (Weak), of below average, medium and above average size (-1 to +1) (Normal), of large and very large size (+2 to +4) (Strong) and of Colossal size (+5 to +10) (Mighty).
Time: 1 round.
Range: Spell-caster.

Elven Charm (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Social Skills skill test.
Time: 1 round.
Range: Spell-caster.

Elven Dance (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Dancing skill test.
Time: 1 round.
Range: Spell-caster.

Elven Enchantment (Strong, Mighty)
Description: A weapon will be enchanted and will work particularly well against Dwarves, Ettins, Orcs *or* Trolls. Any enchanted weapon *will* work against Incorporeal Trolls, but will only have the weapon damage bonus if it is made to work particularly well against Trolls. Damage +1 (Strong) or +2 (Mighty). The weapon will also light up faintly when within 100' of Dwarves, Ettins, Orcs *or* Trolls.
Time: 1 week.
Range: Touch
Duration: Permanent.

Elven Grace (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Stealth skill test.
Time: 1 round.
Range: Spell-caster.

Elven Healing (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Healing skill test.
Time: 1 round.
Range: Spell-caster.

Elven Lights (Weak, Normal, Strong, Mighty)
Description: A lifeless object lights up in a 10' radius (Weak), a 30' radius (Normal), a 50' radius (Strong) or a 150' radius (Mighty).
Time: 1 round.
Range: Touch.
Duration: 1 hour per level of the spell-caster.

Elven Lore (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Rune Lore or World Lore skill test.
Time: 1 round.
Range: Spell-Caster

Elven Music (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Lyre Playing skill test.
Time: 1 round.
Range: Spell-Caster

Elven Sleep (Weak, Normal, Strong, Mighty)
Description: The target (max size +2) must test his Fortitude against DD 12 (Weak), 16 (Normal), 20 (Strong) or 24 (Mighty) or he will fall asleep. If the target achieves a Semi-Success he will sleep for at least 10 minutes, on Failure he will sleep for 1 hour, and on Critical Failure for 1 day. Only the Spirit spell Gjallarhorn can wake up anyone from this sleep!
Time: 1 round.
Range: 30'.

Elven Song (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Singing skill test.
Time: 1 round.
Range: Spell-caster.

Enchanted Stream (Strong, Mighty)
Description: A body of running water (i. e. a river, stream, creek, etc.) becomes enchanted, and anyone not an animal or an Elf who touches or tries to drink from the water must every round he does so test his Fortitude against DD 12 (Strong) or 20 (Mighty) or he will fall asleep. If the target achieves a Semi-Success he will sleep for at least 10 minutes, on Failure he will sleep for 1 hour, and on Critical Failure for 1 day. It is impossible to wake up anyone from this sleep! If alone, there is a 50% chance that an individual falling asleep will fall into the water and drown.

If cast as a Mighty spell, the stream falls under the control of the spell-caster and the spell-caster can also make the water run dry or make it flow on command, to make fording points at will or to wash away enemies trying to cross with a sudden flow of water (Swimming DD 14 twice to avoid drowning. Drowning is automatic to anyone asleep when this happens).
Time: 1 year.
Range: Touch

Elven Talk (Weak, Normal, Strong, Mighty)
Description: The spell-caster can talk to *peaceful* animals (Weak), and *shy* animals (Normal), trees (Strong) or even rocks and *aggressive* animals (Mighty). He will be able to know about all dangers in the area (1 mile radius around spell-caster), like traps, lairs, ambushes, spies and encampments.
Time: 1 round.
Range: Talking distance for animals, and touch for trees and rocks.

Dwarf Spells

Dwarven Crafts (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Crafts skill test.
Time: 1 round.
Range: Spell-caster.
Deity: Loki.

Dwarven Enchantment (Normal, Strong, Mighty)
Description: A weapon will be enchanted to work particularly well against Elves, Ettins, Orcs *or* Trolls. Any enchanted weapon *will* work against Incorporeal Trolls, but will only have the weapon damage bonus if it is made to work particularly well against Trolls. Damage +1 (Normal), +2 (Strong) or +3 (Mighty).
Time: 1 week.
Range: Touch
Duration: Permanent.
Deity: Loki

Dwarven Lore (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Rune Lore or World Lore skill test.
Time: 1 round.
Range: Spell-caster.
Deity: Loki.

Dwarf Sense (Weak, Normal, Strong, Mighty)
Description: The target must test his Fortitude against DD 12 (Weak), 16 (Normal), 20 (Strong) or 24 (Mighty) or he will permanently gain the Greedy Flaw. If the target achieves a Semi-Success he will get the Flaw at level 1, on Failure he will get it at level 2, and on Critical Failure at level 3.
Time: 1 round.
Range: Touch
Duration: Permanent.
Deity: Loki

Dwarf Speech (Weak, Normal, Strong, Mighty)
Description: A short (one sentence, max 7 words) message can be delivered to anyone up to 1 mile away (Weak), up to 2 miles away (Normal), up to 4 miles away (Strong) or up to 8 miles away (Mighty) using Dwarf Speech (i. e. echo).
Time: 1 round.
Range: Spell-caster.
Deity: Loki.

Runes of Closing (Weak, Normal)
Description: A door marked with a Fé rune will only ever open if the right key (a password or a physical key) is used to first unlock it (Weak), or if Runes of Opening or Divine Opening is cast upon it (Normal). See Runes of Opening. See the Fire spell Divine Opening. See the Spirit spell Gjallarhorn.
Time: 1 minute.
Range: Touch (carve the rune into the object, if possible).
Duration: Permanent.
Deity: Loki.

Runes of Hiding (Weak, Normal, Strong, Mighty)
Description: A door marked with a Fé rune will only be visible under a full Moon (Weak), or under the full Moon of a particular month of the year (Normal), or under a full Moon on a specific day of a particular month of the year (Strong) or under a full Moon on a specific day of a particular month of the year if the correct password is said out loud in front of the door (Mighty).
Time: 1 minute.
Range: Touch
Duration: Permanent.
Deity: Loki.

Runes of Opening (Weak, Normal,Strong, Mighty)
Description: A locked door will be unlocked and opened if the difficulty to pick the lock is Hard (or easier) (Weak), if it is Very Hard (Normal), Absurd (Strong) or even if it has had the Dwarf spell Runes of Closing cast upon it (Mighty).
Time: 1 minute.
Range: Touch
Duration: Permanent.
Deity: Loki.

Gnome Spells

Illusion (Weak, Normal, Strong, Mighty)
Description: An illusion can be created by the spell-caster (Weak), the illusion can move (Normal), and can talk or make other sounds (Strong) and feels real too (Mighty). Test Rune Lore against DD 12 (Weak), 16 (Normal), 20 (Strong) or 24 (Mighty) to understand or sense that it is just an illusion.
Time: 1 round.
Range: in a 20' radius zone in sight of spell-caster.
Duration: 1 minute per level of the spell-caster.

Illumination (Weak, Normal, Strong, Mighty)
Description: A lifeless object lights up in a 10' radius (Weak), a 30' radius (Normal), a 50' radius (Strong) or a 150' radius (Mighty).
Time: 1 round.
Range: Touch.
Duration: 1 hour per level of the spell-caster.

Invisibility (Strong, Mighty)
Description: The spell-caster turns invisible for 1 round (Strong) or 2 rounds (Mighty), just long enough for him to get out of sight when needed.
Time: 1 round.
Range: Spell-caster.
Duration: 1 (Strong) or 2 (Mighty) rounds.

Mirror Image (Weak, Normal, Strong, Mighty)
Description: A reflected duplicate of the spell-caster appears 10' to his right or left (Weak), the duplicate can move when the spell caster moves (Normal), the spell-caster can see and hear through the eyes and ears of his duplicate (Strong) and the duplicate can also talk as if he was the spell-caster (Mighty).
Time: 1 round.
Range: Spell-caster.
Duration: 1 minute per level of the spell-caster.

Maze (Weak, Normal, Strong, Mighty)
Description: The target is teleported into a maze in a spirit world. He needs to spend 3D6 – Int minutes in the maze to get back out. He will never need less than 1 minute to find his way out. When he finds his way out he will re-appear exactly where he was when teleported, or (if that location is changed, occupied by someone else or no longer exists) in a safe location nearby. To avoid the effect of the spell, the target must test Fortitude against DD 12 (Weak), 16 (Normal), 20 (Strong) or 24 (Mighty).
Time: 1 round.
Range: 50'.
Duration: See effect.

Gnome Flute (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Flute Playing skill test.
Time: 1 round.
Range: Spell-Caster

Orc Spells

Black Sky (Normal)
Description: The entire sky as far as the eye can see turns cloudy and dark as the night.
Time: 2D6 minutes.
Range: The whole region where the spell-caster is casting the spell (e. g. Erulia, Andâlanga or Tawia).
Duration: Until Sunrise.
Deity: Bölþorn.

Fear of the Dark (Weak, Normal)
Description: All enemies in sight must test Morale with a -2 (Weak) or a -4 (Normal) mod when they test morale.
Time: 1 round.
Range: Spell-caster.
Duration: Any and all morale tests the next 1 hour.
Deity: Bölþorn.

Goblin Rune (Weak, Normal)
Description: An item marked with a Þurs rune becomes a magnet to Ettin phenomena, and will modify the result when checking for Ettin Phenomena with -1 (Weak) or -2 (Normal).
Time: 1 minute.
Range: Touch (carve the rune into the object, if possible).
Duration: Permanent.
Deity: Bölþorn.

Orcish Healing (Weak, Normal)
Description: Gives a +2 (Weak) or a +4 (Normal) mod to the skill Healing for one attempt at using Healing.
Time: 1 round.
Range: Spell-caster.
Deity: Bölþorn.

Orcish Necromancy (Weak, Normal)
Description: Any one dead human or demi-human will be reanimated, and become a Nár (Weak) or a Wight (Normal) under the control of the spell-caster.
Time: 1 hour.
Range: Touch.
Deity: Bölþorn.

"To the living we owe respect, but to the dead we owe only the truth."

Orcish Poison (Weak, Normal)
Description: A weapon becomes poisonous. Anyone suffering 1 or more damage from the weapon must test Poison Resistance against a poison with PL 12 (Weak) or 16 (Normal).
Time: 1 minute.
Range: Touch
Duration: One attack.
Deity: Bölþorn.

Shadow Curse (Normal)
Description: An individual in sight of the spell-caster is Cursed. If the target dies before the curse is lifted, he will become a Wraith under Bölþorn's control when he dies. See Wraith (an incorporeal Troll creature).
Time: 1 round.
Range: 10' * spell caster's experience level.
Duration: Until lifted by a May Queen or from touching a Unicorn.
Deity: Bölþorn.

Summon Ettin (Normal)
Description: One or more Ettins are summoned to assist the spell-caster (blindly following the spell-caster's commands). The Ettin(s) will appear where possible, in a nearby lake, river or bog, in a cave a crack in the mountain or a hole in the ground, or if nothing else makes sense, it/they will fall down from the sky like a falling star or shoot up from the ground, and will in any case appear 3D6 * 100' feet away from the spell caster (if that makes sense in the situation) and be ready to follow his commands within 2D6 rounds.
Time: 1 round.
Range: Spell-caster.
Duration: ½ hour. After ½ hour the Ettin(s) will not go away, but will no longer follow the commands of the spell-caster, and will from then on behave like any other Ettin(s).
Deity: Bölþorn.
Additional Information: The caster has no control over what type of Ettin he summons, and must cast a D20 to find out what will appear to serve him (for ½ hour...).

D20	An Ettin Appears!
1	**Fire Ettins**
	Fire Ettin (#1)
2-12 (+D6)	**Frost Ettins**
1-4	Kraken (#1[1-4 on a D6] or D20 [5-6])
	D6: 1-4 small, 5 medium, 6 large
5-6	Nix (#1)[1]
13 (+D6)	**Giant Worms**
1-2	Cave Worm (#1)
3	Fire Worm (#1)
4	Poison Worm (#1)
5-6	Sea Worm (#1)[2]
14-20	**Stone Ettins**
	Mountain Ettin (#1)

[1]Only near lakes, bogs and rivers. Elsewhere the spell caster summons one Kraken instead.
[2]Only near the sea. Elsewhere the spell caster summons one Cave Worm instead.

Modifications to Skills from Spells

Spells giving a mod to skills give a mod to *the next relevant skill test*. The skill must be used/tested before next Sunset, or the effect of the spell wears off.

Smite (Weak, Normal, Strong, Mighty)

Air Spells

Insight (Weak, Normal, Strong, Mighty)
Description: The spell-caster can close his eyes and let his mind travel (at a speed of 40' per round) up to 100' away (Weak), 300' away (Normal), 700' away (Strong) or 1500' away (Mighty). All his sense will be intact and follow his mind on the journey out of the body.
Time: 1 round.
Range: Spell-caster.
Duration: 1 minute (12 rounds) per level of spell-caster.
Deity: Sága.

Lore (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Rune Lore or World Lore skill test.
Time: 1 round.
Range: Spell-caster.
Deity: Sága.

Shield (Weak, Normal, Strong, Mighty)
Description: The target gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) DV MI mod to all missile attacks. This mod comes in addition to any DV MI mod for using a shield, but will not double if the target of the spell uses a shield block. See **Mêlée Weapons & Shields** in **The Combat Rules**.
Time: 1 round.
Range: 10' per level of spell-caster.
Duration: 1 round per level of spell-caster.
Deity: Sága.

Protection (Weak, Normal, Strong, Mighty)
Description: The target gets a +1 (Weak), a +2 (Normal), a +3 (Strong) or a +4 (Mighty) mod to his DV (both MÊ and MI).
Time: 1 round.
Range: Touch.
Duration: 1 round per level of spell-caster.
Deity: Forseti.

Conscience (Weak, Normal, Strong, Mighty)
Description: The target will reveal whether or not he tells the truth (Weak), the target is also forced to answer one single question truthfully (Normal), the target will also try to help the spell-caster in his quest with his best advice (Strong) and even take personal risks to assist him (Mighty). The target can test his Fortitude against DD 12 (Weak), 16 (Normal), 20 (Strong) or 24 (Mighty) to avoid the effect.
Time: 1 round.
Range: 10'.
Duration: 1 minute.
Deity: Forseti.

Reconciliation (Weak, Normal, Strong, Mighty)
Description: A single Hostile human or demi-human will become Suspicious instead. The target must test his Fortitude against DD 12 (Weak), 16 (Normal), 20 (Strong) or 24 (Mighty) to avoid the effect.
Time: 1 round.
Range: Touch.
Duration: Until Sunrise.
Deity: Forseti.

Aggression (Weak, Normal, Strong, Mighty)
Description: The target gets a +1 (Weak), a +2 (Normal), a +3 (Strong) or a +4 (Mighty) mod to his OV.
Time: 1 round.
Range: Touch.
Duration: 1 attack.
Deity: Týr.

Bane Weapon (Weak, Normal, Strong, Mighty)
Description: A weapon made and marked with one to three Týr runes will modify the OV by +1 when used to attack a named creature (Weak) (e. g. «Grótnar the Hobgoblin»), anyone of a specific race (Normal) (e. g. all Hobgoblins), or anyone of a specific species (Strong) (e. g. all Orcs). If cast as a Mighty spell the OV is modified by +2 instead. Note that the bane weapon *is* an enchanted weapon and will therefore work against Incorporeal Trolls.
Time: 1 week.
Range: Touch (craft the weapon and carve the rune into the weapon).
Duration: Permanent.
Deity: Týr.

Weapon of the Sky (Normal, Strong, Mighty)
Description: A weapon will be enchanted to *also* (in addition to normal damage) deliver electricity damage. The enchanted weapon *will* work against Incorporeal Trolls. Electricity Damage +1 (Normal), +2 (Strong) or +3 (Mighty).
Time: 1 week.
Range: Touch
Duration: Permanent.
Deity: Týr

Drums of War (Weak, Normal, Strong, Mighty)
Description: A friend (Weak) or D6 friends (Normal) or 3D6 friends (Strong) will be allowed to test their Morale one more time, when forced to test Morale, and they can keep the best result. Or 3D6 friends will automatically succeed the Morale test (and not even become Nervous) (Mighty).
Time: 1 round.
Range: A friend or D6 or 3D6 friends (of caster's choice) within talking distance of spell-caster.
Duration: 1 Morale test.
Deity: Óðinn.

Remembrance (Weak, Normal, Strong, Mighty)
Description: Spell-caster can know the qualities of an item (Weak), know any sorcerous properties of an item (Normal), he can talk to the dead as if they were living (Strong) and bring back the recently dead to life (Mighty). The dead can not have been dead for more than 1 hour for every level of the spell-caster. The dead will return with only 1 health point (and should seek Healing fast).
Time: 1 round.
Range: Spell-caster.
Duration: 1 minute per level of the spell-caster (Strong) or permanent (Weak, Normal and Mighty).
Deity: Óðinn.

"Death may be the greatest of all human blessings."

Foreknowledge (Weak, Normal, Strong, Mighty)
Description: The spell-caster can know the result of the dice before he or somebody else tests a skill against a DD, to know whether he should try it or not (Weak). (Cast the dice as if you tested the skill, and then decide if you are actually going to do it or not, based on the result.) He will also know when the next encounter will come (Normal), what type of creatures will be encountered (Strong) and whether or not the creature(s) encountered will be aggressive, shy or peaceful (Mighty).
Time: 1 round.
Range: Spell-caster.
Duration: A flash of insight, lasting a few moments only.
Deity: Óðinn.

Earth Spells

Berserk (Weak, Normal, Strong, Mighty)
Description: The spell-caster will go berserk. During this adrenaline rush he enjoys a +1 mod to all skill tests (including Mêlée), he is not affected by fear (i. e. he does not need to test morale), he will not be stunned and can not be knocked unconscious. He will not be affected by fatigue either, but any effect from being Tired, Weary or Exhausted (or dead...) will come suddenly once the panic ends.
Time: 1 round.
Range: Spell-caster.
Duration: D6 +2 rounds (Weak), 2d6 +1 rounds (Normal), 4d6 (Strong) or 8d6 (Mighty).
Deity: Viðarr.

Courage (Weak, Normal, Strong, Mighty)
Description: All allies nearby (within talking distance) will gain a +1 (Weak), +2 (Normal), +3 (Strong) or a +4 (Mighty) mod to their Morale tests for the duration of the spell.
Time: 1 round.
Range: All allies in talking distance.
Duration: 1 round per level of the spell-caster.
Deity: Viðarr.

Leather Boot (Weak, Normal, Strong, Mighty)
Description: The target will enjoy a +1 (Weak), +2 (Normal), +3 (Strong) or a +4 (Mighty) mod to their DV for the duration of the spell.
Time: 1 round.
Range: Touch.
Duration: 1 round per level of the spell-caster.
Deity: Viðarr.

Darkness (Weak, Normal, Strong, Mighty)
Description: Impenetrable (for all but the spell-caster and those with Ettin eyes...) darkness spread out from a lifeless objects in a 10' radius (Weak), a 30' radius (Normal), a 50' radius (Strong) or a 150' radius (Mighty), suffocating all light. Only a spell creating light can banish this darkness.
Time: 1 round.
Range: Touch.
Duration: 1 hour per level of the spell-caster.
Deity: Höðr.

Divine Aim (Weak, Normal, Strong, Mighty)
Description: The target will gain a +1 (Weak), +2 (Normal), +3 (Strong) or a +4 (Mighty) mod to a missile attack.
Time: 1 round.
Range: Touch.
Duration: 1 missile attack.
Deity: Höðr.

Wool (Weak, Normal, Strong, Mighty)
Description: Gives +1 (Weak), +2 (Normal), +3 (Strong) or +4 (Mighty) Cold *and* Heat Resistance.
Time: 1 round.
Range: Touch.
Duration: 1 hour per level of the spell-caster.
Deity: Höðr.

Fruit of the Land (Weak, Normal, Strong, Mighty)
Description: 1 lb of food (Weak), 3 lbs of food (Normal), 7 lbs of food (Strong) or 15 lbs of food (Mighty) are found or caught within 1 minute.
Time: 1 round.
Range: Spell-caster.
Deity: Freyr.

Charm (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Social Skills skill test.
Time: 1 round.
Range: Spell-caster.
Deity: Freyr.

Year Rune (Weak, Normal, Strong, Mighty)
Description: The target gets a +1 (Weak), a +2 (Normal), a +3 (Strong) or a +4 (Mighty) mod to Poison resistance.
Time: 1 round.
Range: Touch.
Duration: 1 hour per level of the spell-caster.
Deity: Freyr.

Healing (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Healing skill test.
Time: 1 round.
Range: Spell-caster.
Deity: Jörð.

Weapon of the Earth (Normal, Strong, Mighty)
Description: A weapon will be enchanted to deliver extra damage. The enchanted weapon *will* work against Incorporeal Trolls. Damage +1 (Normal), +2 (Strong) or +3 (Mighty).
Time: 1 week.
Range: Touch
Duration: Permanent.
Deity: Jörð

Grounding (Weak, Normal, Strong, Mighty)
Description: Gives +1 (Weak), +2 (Normal), +3 (Strong) or +4 (Mighty) Electricity Resistance.
Time: 1 round.
Range: Touch.
Duration: 1 hour per level of the spell-caster.
Deity: Jörð.

Birch Rune (Weak, Normal, Strong, Mighty)
Description: The female target gets a +1 (Weak), a +2 (Normal), a +3 (Strong) or a +4 (Mighty) mod when she tests Con (against DD 8) to survive childbirth.
Time: 1 round.
Range: Touch.
Duration: 1 birth.
Deity: Jörð.

"Every light is not the Sun."

Fire Spells

Day Rune (Weak, Normal, Strong, Mighty)
Description: An item marked with a Dagr rune will modify the result when checking for Ettin Phenomena with +1 (Weak), +2 (Normal), +3 (Strong) or +4 (Mighty).
Time: 1 minute.
Range: Touch (carve the rune into the object, if possible).
Duration: Permanent.
Deity: Baldr.

Light of the Mind (Weak, Normal, Strong, Mighty)
Description: The target gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Fortitude skill test or one Morale test.
Time: 1 round.
Range: Touch.
Duration: The next Fortitude skill test or Morale test (whichever comes first) before the next Sunset.
Deity: Baldr.

Divine Music (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Lyre Playing *and* Singing skill test.
Time: 1 round.
Range: Spell-Caster
Deity: Baldr.

Fire (Weak, Normal, Strong, Mighty)
Description: A lifeless and flammable object starts to burn (Weak), anyone injured by a concussion weapon wielded by spell-caster suffers an additional D6 Heat damage (Normal), anyone injured by a concussion weapon wielded by spell-caster suffers an additional 2D6 Heat damage (Strong) anyone injured by a concussion weapon wielded by spell-caster suffers an additional 3D6 Heat damage (Mighty).
Time: 1 round.
Range: See description.
Duration: One fire kindled (Weak) or one attack (Normal, Strong or Mighty).
Deity: Váli.

Purify (Weak, Normal, Strong, Mighty)
Description: Purifies (removes all poison and diseases from) 1 lbs/1 justas (Weak), 3 lbs/3 justas (Normal), 7 lbs/7 justas (Strong) or 15 lbs/15 just of food/drink placed on the ground.
Time: 1 round.
Range: 10'.
Deity: Váli.

Divine Opening (Weak, Normal,Strong, Mighty)
Description: A locked door will be unlocked and opened if the difficulty to pick the lock is Hard (or easier) (Weak), if it is Very Hard (Normal), Absurd (Strong) or even if it has had the Dwarf spell Runes of Closing cast upon it (Mighty).
Time: 1 minute.
Range: Touch
Duration: Permanent.
Deity: Váli.

Sunlight (Weak, Normal, Strong, Mighty)
Description: A lifeless object lights up in a 20' radius (Weak), a 60' radius (Normal), a 100' radius (Strong) or a 300' radius (Mighty).
Time: 1 round.
Range: Touch.
Duration: 1 hour per level of the spell-caster.
Deity: Sól.

"A house seldom seen by the Sun, is often seen by the Healer."

Sun Rune (Weak, Normal, Strong, Mighty)
Description: An item marked with a Sól rune will modify the result when checking for Ettin Phenomena with +1 (Weak), +2 (Normal), +3 (Strong) or +4 (Mighty).
Time: 1 minute.
Range: Touch (carve the rune into the object, if possible).
Duration: Permanent.
Deity: Sól.

Sunshine (Weak, Normal, Strong, Mighty)
Description: The target gets a +1 (Weak), a +2 (Normal), a +3 (Strong) or a +4 (Mighty) mod to Disease resistance.
Time: 1 round.
Range: Touch.
Duration: 1 hour per level of the spell-caster.
Deity: Sól.

Weapon of the Sun (Normal, Strong, Mighty)
Description: A weapon will be enchanted to deliver extra Heat damage. The enchanted weapon *will* work against Incorporeal Trolls. Heat Damage +1 (Normal), +2 (Strong) or +3 (Mighty).
Time: 1 week.
Range: Touch
Duration: Permanent.
Deity: Sól

Meginjörð (Weak, Normal, Strong, Mighty)
Description: The target gets a +1 (Weak), a +2 (Normal), a +3 (Strong) or a +4 (Mighty) mod to Str.
Time: 1 round.
Range: Touch.
Duration: 1 minute per level of the spell-caster.
Deity: Þórr.

Rain (Weak, Normal, Strong, Mighty)
Description: Summons a drizzle from the sky (Weak), it starts to rain (Normal), hail starts to fall from the sky (Strong) or a terrible rainstorm breaks out and everyone gets wet within 1 minute of exposure and soaking wet within 2 minutes of exposure (Mighty). If freezing temperatures it starts to snow instead, with soft snow cover (Weak), 1 foot of snow in a day (Normal), 2 feet of snow in a day (Strong) or 3 + D6 feet of snow in a day (Mighty).
Time: 1 round.
Range: Spell-caster.
Duration: Until Sunrise.
Deity: Þórr.

Thunderclouds (Weak, Normal, Strong, Mighty)
Description: The sky clouds up and lightnings start to strike the ground. Every round there is a 1 in 20 chance that any enemy outside and in sight of the spell-caster is struck by lightning (and he then takes 4D6 electrical damage) (Weak), or 2 in a 20 chance (Normal), or 4 in a 20 chance (Strong) or 8 in a 20 chance (Mighty).
Time: 1 round.
Range: In sight of spell-caster.
Duration: 1 round per level of spell-caster.
Deity: Þórr.

Water Spells

Fruit of the Sea (Weak, Normal, Strong, Mighty)
Description: 1 lbs of sea food (Weak), 3 lbs of sea food (Normal), 7 lbs of sea food (Strong) or 15 lbs of sea food (Mighty) are found or caught within 1 minute. NB! A stream, lake or the sea needs to be nearby for this spell to work.
Time: 1 round.
Range: Spell-caster.
Deity: Njörðr.

Wind & Waves (Weak, Normal, Strong, Mighty)
Description: The wind strength is reduced *or* increased by 1 level (Weak), 2 levels (Normal), 3 levels (Strong) or 4 levels (Mighty). (E. g. 1 level, from Calm to Light Air)
Time: 1 round.
Range: Spell-caster.
Duration: Until sunrise.
Deity: Njörðr.

Thirst (Weak)
Description: The spell-caster finds a source with clean drinking water within D6 minutes of searching for it (Weak).
Time: 1 round.
Range: Spell-caster.
Deity: Njörðr.

Moonlight (Weak, Normal, Strong, Mighty)
Description: A lifeless object lights up in a 10' radius (Weak), a 30' radius (Normal), a 50' radius (Strong) or a 150' radius (Mighty).
Time: 1 round.
Range: Touch.
Duration: 1 hour per level of the spell-caster.
Deity: Máni.

Seven-Miles-Boots (Weak, Normal, Strong, Mighty)
Description: Makes travelling faster when walking or jogging. Speed increase is 1 mph (Weak), 2 mph (Normal), 3 mph (Strong) or 4 mph (Mighty).
Time: 1 round.
Range: Touch.
Duration: 1 hour per level of the spell-caster.
Deity: Máni.

"The best way to see divine light, is to put out your own candle."

Moon Ride (Weak, Normal, Strong, Mighty)
Description: The target gets a +1 (Weak), a +2 (Normal), a +3 (Strong) or a +4 (Mighty) mod when testing Wil to be able to keep spending SP. See the skill Stamina.
Time: 1 round.
Range: Touch.
Duration: Until Sunrise.
Deity: Máni.

Weapon of the Sea (Normal, Strong, Mighty)
Description: A weapon will be enchanted to deliver extra Cold damage. The enchanted weapon *will* work against Incorporeal Trolls. Cold Damage +1 (Normal), +2 (Strong) or +3 (Mighty).
Time: 1 week.
Range: Touch
Duration: Permanent.
Deity: Máni

Love (Weak, Normal, Strong, Mighty)
Description: An individual will become Affectionate towards the spell-caster or towards an individual of spell-caster's choice. The target can test his Fortitude against DD 12 (Weak), 16 (Normal), 20 (Strong) or 24 (Mighty) to avoid the effect.
Time: 1 round.
Range: One individual within talking distance.
Duration: Permanent.
Deity: Freyja.

Hatred (Weak, Normal, Strong, Mighty)
Description: An individual will become Hostile towards the spell-caster or an individual of spell-caster's choice. The target can test his Fortitude against DD 12 (Weak), 16 (Normal), 20 (Strong) or 24 (Mighty) to avoid the effect.
Time: 1 round.
Range: One individual within talking distance.
Duration: Permanent.
Deity: Freyja.

Rose Rune (Weak, Normal, Strong, Mighty)
Description: A zone around the spell-caster becomes inaccessible to others. *No creatures* will be able to enter the zone for the duration of the spell! The zone needs to be a temple dedicated to Freyja (Weak), any temple (Normal), any building or (a single chamber in a cave (Strong) or any area up to 10' radius per level of spell-caster around the spell-caster (Mighty).
Time: 1 minute.
Range: Spell-caster.
Duration: Until sunrise.
Deity: Freyja.

Heat Signature (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Tracking skill test.
Time: 1 round.
Range: Spell-Caster
Deity: Skaði.

Ghost Feet (Weak, Normal, Strong, Mighty)
Description: One individual will leave less noticeable tracks when walking, sneaking or tracking, and anyone trying to track him will suffer a -2 mod (Weak), a -4 mod (Normal), a -6 mod (Strong) or a -8 mod (Mighty) to their Tracking tests when they do.
Time: 1 round.
Range: Spell-Caster or touch.
Duration: Until sunrise.
Deity: Skaði.

Skanþan (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Acrobatics or Climbing skill test.
Time: 1 round.
Range: Spell-Caster
Deity: Skaði.

Spirit Spells

Awareness (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +2 (Weak), a +4 (Normal), a +6 (Strong) or a +8 (Mighty) mod to any one Perception skill test.
Time: 1 round.
Range: Spell-caster.
Duration: 1 minute per level of the spell-caster.
Deity: Heimdallr.

Bifröst (Weak, Normal, Strong, Mighty)
Description: The spell-caster creates a rainbow bridge no longer than *one mile* long across a river or chasm or between two buildings (or the like) that can hold the weight of *one friendly* creature size +0 or less (Weak), or size +1 or less (Normal), or size +2 or less (Strong), or it can hold the weight of *a dozen friendly* creatures size +2 or less (Mighty). More (than one or a dozen) or heavier creatures and non-friendly creatures trying to cross will simply fall through the bridge as if it was just a rainbow. Anyone wanting to cross it, friend or foe, must test their Morale against DD 12 to be allowed to.
Range: Spell-caster.
Duration: 1 minute per level of spell-caster.
Deity: Heimdallr.

Haste (Weak, Normal, Strong, Mighty)
Description: The spell-caster gets a +1 (Weak), a +2 (Normal), a +3 (Strong) or a +4 (Mighty) mod to his Initiative.
Time: 1 round.
Range: Spell-caster.
Duration: 1 round per level of spell-caster.
Deity: Heimdallr.

Gjallarhorn (Weak, Normal, Strong, Mighty)
Description: A hunting horn blown will wake up everyone within seven miles of spell-caster (Weak), even those under sorcerous sleep will wake up and all friends will gain a +2 mod to all Morale tests (Normal), any locked doors or gates in the way of the spell-caster will open before him, even if they have been locked with the Dwarf spell Rune of Closing (Strong) and all enemies will be Terrified for 3D6 rounds (Mighty). An enemy can test his Fortitude against DD 20 to avoid becoming Terrified. On a Semi-success he will become Fearful instead. On a Success he will become Afraid instead. On Critical Success he will become Nervous instead. On Critical Failure he will Panic and flee. See **Morale (Combat Rules)**.
Time: 1 round.
Range: Spell-caster.
Duration: The morale mod at Normal level will last 1 round per level of spell-caster.
Deity: Heimdallr.

Weapon of the Spirit (Normal, Strong, Mighty)
Description: A weapon will be enchanted to drain the breath of the target. The enchanted weapon *will* work against Incorporeal Trolls, but will of course not draw their breath (they have none). SP lost when damage is delivers to target: +1 (Normal), +2 (Strong) or +3 (Mighty).
Time: 1 week.
Range: Touch
Duration: Permanent.
Deity: Heimdallr

All demi-humans, animals and cursed trees have a +2 disease resistance and a +2 (+ size) poison resistance, unless otherwise stated. All nymphs, animated objects, trolls and ettins are immune to poison and disease. All creatures have +2 proficiency in all skills unless otherwise stated. Two exceptions are Stamina and Fortitude, where all creatures have +8 and size + 6 proficiency respectfully, unless otherwise stated. All creatures have +1 modification for all character attributes (and on Initiative). This is their value in relation to the rules of MYFAROG.

Some creatures have special abilities, such as Night Vision (gives the ability to see in the night under the sky as if it was day, but not the ability to see in pitch black darkness), Ettin Eyes (gives the ability to see even in pitch black darkness, but also gives the disadvantage of being easily blinded by light, especially daylight, but also artificial light), Troll Nose (gives the ability to smell human blood [and some say also aurichalcum], 10' in headwind, 100' when calm and 1000' in tailwind) and Eagle's Gaze (gives the ability to see things far away in greater detail, as if using binoculars, giving +2 Perception in relation to vision).

If the GM wants to vary the strength of the creatures encountered he can use this table:

D20	Strength	OV & DV	HP
1	Weakest	-2	-30%
2-3	Weaker	-1	-20%
4-6	Weak	-1	-10%
7-14	Average	+0	+0
15-17	Strong	+1	+10%
18-19	Stronger	+1	+20%
20	Strongest	+2	+30%

The Power of Imagination

If you make an illustrated bestiary you will never please everyone. When you only describe the creature you not only allow everyone to create their own image of the creature in their own minds, but you also make players do what they are supposed to do when playing RPGs; use their own imagination. And you become able to make a game much more affordable to players and myth masters...

NB! To find the Cold Toughness in relation to atmospheric temperatures, add 3 to the creature's Cold Toughness.

Animals

When animals die they are assumed to become spirits in nature, flying about with the wind until they materialize again when they are reborn as new animals. The bodies of dead animals turn to earth.

Each killed animal (save poisonous creatures & giant insects, land lizards & venomous snakes, disease spreaders, birds & winged lizards and sea creatures) can normally give a hide (creatures size -10 to -7 gives a small game hide, -6 to +1 gives a medium game hide and creatures size +2 to +10 a large game hide) and meat equal to its weight / 5. It takes 1 minute to prepare 1 lb of meat (≈1 day ration), using a small seax or dagger, and about 30 minutes to cook a meal. It takes D6 * 5 minutes to prepare a small game hide, using a small seax. It takes D6 * 10 minutes to prepare a medium game hide and D6 * 30 minutes to prepare a large game hide. You also get meat (but no hides) from birds & winged lizards and sea creatures, and feathers from birds (e. g. giant eagle, giant owl, giant swan and boat beak). In desperate situations a giant rat could also be eaten, but in order to do so the characters should be Tired/Weary/Exhausted from lack of food and at least succeed with a Wil test against DD 12/8/6 (every day they eat).

Abbreviations for the Creature Tables

EE = Ettin Eyes
EG = Eagle's Gaze
EL = Electric Damage
IM = Immune
N = Natural Weapon
NV = Night Vision
TN = Troll Nose
W = Weapon

Fighting Animals

All animals are generally speaking afraid of creatures walking on two legs, and especially if the two-legged creature is holding a stick or something like that in his hand, so most animals will try to avoid conflict with humans if they can, whether they are shy, peaceful or aggressive. Even most predatory animals tend to prefer easier prey whenever they can – and if e. g. a cave lion has just eaten it is not even dangerous to nearby sheep, and will most likely leave them alone (until he is hungry again, that is).

Poisonous Creatures & Giant Insects

The poisonous creatures changed and became giant and monstrous after living in Jötunnheimr. For their poison to have any effect on the target the poisonous creature needs to at least deliver 1 damage to the target (or 0 for venomous snake). See the skill Healing. Poisonous creatures (if they were the aggressors) will kill (and eat) the paralysed targets, or (if spiders) they will try to wrap them in silk and then eat them later on, or (otherwise) just flee and leave them as they are.

Beetle, Giant

General	Poisonous Creatures & Giant Insects
Size	+2
Weight (lbs)	≈200
Special Abilities	Ettin Eyes
Skills	
Tempo	+40 (+60 Flying)
Combat	
Fright mod	-1
OV	+4
DV	+14 (+12 MI)
Dodging	+2
Damage	D10
HP	20
Weapon	Natural

Centipede, Giant

General	Poisonous Creatures & Giant Insects
Size	-2
Weight (lbs)	≈110
Special Abilities	Ettin Eyes
Skills	
Climbing	+14
Stamina	+18
Swimming	+6
Tempo	+45
Combat	
Fright mod	-2
OV (MÊ)	+2
DV	+12 (+11 MI)
Dodging	+2
Damage	D6 + Paralysing poison PL 10
HP	11
Weapon	Natural

The giant centipede is very fast and a very good climber. It can not breathe under water, but can stay under water for up to one full day, before it has to come up to breathe.

This nocturnal predator hunts in the dark places of the earth, and is dangerous enough to pose a threat to almost all the creatures of Thulê. Using the cover of darkness, it tends to surprise attack to subdue its victims. Giant centipedes fear and hate spiders, their main competitor, and will try to flee if a giant or monster spider appears. They often crawl into cracks in mountains and under the roots of trees during the day.

Centipede, Monster

General	Poisonous Creatures & Giant Insects
Size	+8
Weight (lbs)	≈1100
Special Abilities	Ettin Eyes
Skills	
Climbing	+14
Fortitude	+5
Stamina	+18
Swimming	+6
Tempo	+30
Combat	
Fright mod	-6
OV (MÊ)	+10
DV	+16 (+9 MI)
Dodging	+2
Damage	D10 + Paralysing poison PL 10
HP	74
Weapon	Natural

Like the giant centipede, the monster centipede can not breathe under water, but can stay under water for up to one full day, before it has to come up to breathe. Monster centipedes fear and hate spiders, their main competitor, and will attack any giant spiders they come across, but will try to flee if a monster spider appears.

This nocturnal predator hunts in the dark places of the earth, and is dangerous enough to pose a threat to almost all the creatures of Thulê, using brute force, the cover of darkness and surprise attacks to subdue its victims.

Dragonfly, Giant

General	Poisonous Creatures & Giant Insects
Size	+0
Weight (lbs)	≈150
Special Abilities	Night Vision
Skills	
Tempo	+10 (+100 Flying)
Combat	
Fright mod	+0
OV (MÊ)	+2
DV	+12
Dodging	+4
Damage	D6
HP	15
Weapon	Natural

Giant dragonflies are very fast and have +4 initiative instead of the normal +1 for animals. A flying giant dragonfly can only attack every D3 rounds whilst flying and must carry out a charge when it does so. See **Charges** (**Combat Rules**).

Scorpion, Giant

General	Poisonous Creatures & Giant Insects
Size	+1
Weight (lbs)	≈200
Special Abilities	Night Vision
Skills	
Fortitude	+3
Stamina	+8
Tempo	+20
Resistance	
Heat	3
Combat	
Fright mod	-4
OV (MÊ)	+3
DV	+13 (+11 MI)
Dodging	+2
Damage	D8 + Poison PL 12
HP	20
Weapon	Natural

The giant scorpion is a terrible opponent; all it needs to defeat almost any foe is to attack it a few times with it's poisonous sting.

The giant scorpion does not hunt like other predators, but sits still, waiting for prey to come near it. If that happens, it will attack and try to poison its prey. Unless spotted in time (Perception DD 8) it will always be allowed to attack first, and the victim will be surprised.

Spider, Giant

General	Poisonous Creatures & Giant Insects
Size	+0
Weight (lbs)	≈160
Special Abilities	Night Vision
Skills	
Climbing	+14
Fortitude	+6
Stamina	+18
Swimming	+0
Tempo	+40
Combat	
Fright mod	-3
OV (MÊ)	+2
DV	+11
Dodging	+2
Damage	D4 + Paralysing poison PL 9
HP	16
Weapon	Natural

Giant spiders hunt, often in numbers, in the shadows, and can usually be found in dark forests and deep caverns. When a giant spider has poisoned (paralysed) all its foes it will start to wrap them in silk. It takes 2D6 minutes for a giant spider to wrap a human sized victim in silk. It is impossible to get free from spider silk without assistance once wrapped. With assistance it takes 2D6 rounds to free a person if using a dagger, seax, sickle or curved short sword, 4D6 rounds if using another sword or a sword-scythe, or 6D6 if using a Spear weapon, axe, lead-weighted dart or broad-head arrow/bolt.

"Always watch and follow nature."

Spider, Monster

General	Poisonous Creatures & Giant Insects
Size	+10
Weight (lbs)	≈2500
Special Abilities	Night Vision
Skills	
Climbing	+14
Fortitude	+6
Stamina	+18
Tempo	+30

Combat	
Fright mod	-8
OV (MÊ)	+10
DV	+15 (+7 MI)
Dodging	+2
Damage	D12 + Paralysing poison PL 12
HP	100
Weapon	Natural

Monster spiders hunt in the shadows, and can often be found in dark forests and deep caverns. When a monster spider has poisoned (paralysed) all its foes it will start to wrap them in silk. It takes D6 minutes for a monster spider to wrap a human sized victim in silk. It is impossible to get free from spider silk without assistance once wrapped. With assistance it takes 2D6 rounds to free a person if using a dagger, seax, sickle or curved short sword, 4D6 rounds if using another sword or a sword-scythe, or 6D6 if using a Spear weapon, axe, lead-weighted dart or broad-head arrow/bolt.

"Fear makes the wolf bigger than he is."

Wasp, Giant

General	Poisonous Creatures & Giant Insects
Size	-2
Weight (lbs)	≈90
Skills	
Tempo	+10 (+80 Flying)
Combat	
Fright mod	-2
OV (MÊ)	+2
DV	+10 (+11 MI)
Dodging	+4
Damage	D4 + Poison PL 10
HP	9
Weapon	Natural

A flying giant wasp can only attack every D3 rounds whilst flying and must carry out a charge when it does so. See **Charges** (**Combat Rules**).

Bitten or Stung?

What if a character already bitten or stung by a poisonous creature is bitten/stung again by the same creature? Let the PL of the poison be modified by +2 every new time he is bitten!

Land Lizards & Venomous Snakes

Morning Moon Raptor

General	Land L. & Venomous Snakes
Size	-7
Weight (lbs)	≈30
Skills	
Acrobatics	+5
Fortitude	+0
Stamina	+8
Stealth	+6
Swimming	+4
Tempo	+50
Combat	
Fright mod	+1
OV (MÊ)	+2
DV	+10 (+14 MI)
Dodging	+7
Damage	D3
HP	3
Weapon	Natural

Morning moon raptors are small feathered predatory dinosaurs, running fast and attacking in groups. They tend to hide in the greenery and then attack the unfortunate passers-by. They are very aggressive, but will only attack if they are outnumbering their prey, and will flee when they no longer outnumber their prey.

Toad, Giant

General	Land L. & Venomous Snakes
Size	+8
Weight (lbs)	≈1000
Special Abilities	Night Vision
Skills	
Acrobatics	+18
Fortitude	+5
Stamina	+8
Swimming	+40
Tempo	+25
Combat	
Fright mod	-7
OV (MÊ)	+10
OV (MI)	+8 (Base Range 10')
DV	+16 (+9 MI)
Dodging	+2
Damage (MÊ)	D8[1]
Damage (MI)	n/a
HP	70
Weapon	Natural

[1]Test against Poison PL 9 if the giant toad is touched in any way (skin contact). In a mêlée there is normally a chance (1 in a D6 every round) that a character accidentally achieves skin contact with the creature.

Giant toads can jump great distances, up to 30 feet long, and 20 feet high, and if severely injured, a giant toad will most likely try to jump into a bog or lake, and into safety.

They can attack from a distance (up to 80' away!) with their sticky tongues, and drag the victims close to their mouths. If the victim is Tiny (size -5 or less) it will be swallowed whole. If larger, the victim will be exposed to a normal mêlée attack.

Venomous Snake

General	Land L. & Venomous Snakes
Size	-10
Weight (lbs)	≈1
Special Abilities	Night Vision
Skills	
Fortitude	-1
Stamina	+8
Stealth	+4
Swimming	+6
Tempo	+10
Combat	
Fright mod	+2
OV (MÊ)	+2
DV	+8 (+18 MI)
Dodging	+2
Damage	Only poison PL 12
HP	1
Weapon	Natural

Venomous snakes usually only attack if they feel threatened. For the poison to have any effect on the target the venomous snake needs to at least have been able to (if they could deliver any damage) deliver 1 damage to the target.

When a venomous snake is encountered, it will always surprise attack a randomly picked character in the party, unless spotted in time by him (Perception DD 12). After it has attacked, it will try to get away as fast and stealthily as possibly.

Bears

All the bears, save the polar bear, are shy (and some times curious) creatures. Only the polar bear is really aggressive, viewing humans and demi-humans as food, and will, as one of very few predators, seek conflict when encountering humans. Other bears usually attack only when they feel threatened, and will avoid contact and conflict with humans when they can.

If a bear casts a natural 19 or 20 when it attacks, it has managed to injure with both claws and delivers an additional D6 in damage to the target, from his "bear hug". It will continue to give D6 in damage to the victim until the bear is scared away (i. e. if it panics) or is stunned, knocked down, knocked out or killed. A victim of a "bear hug" can only fight back attacking the bear with a short seax or a dagger and does so with a -6 mod to his OV.

Black Bear

General	Bears
Size	+5
Weight (lbs)	≈500
Skills	
Fortitude	+4
Perception	+6
Stamina	+8
Swimming	+6
Tempo	+45
Tracking	+12
Combat	
Fright mod	-3
OV (MÊ)	+7
DV	+13 (+8 MI)
Dodging	+2
Damage	D6
HP	50
Weapon	Natural

Brown Bear

General	Bears
Size	+7
Weight (lbs)	≈850
Skills	
Fortitude	+5
Perception	+6
Stamina	+8
Swimming	+6
Tempo	+50
Tracking	+25
Combat	
Fright mod	-4
OV (MÊ)	+9
DV	+14 (+7 MI)
Dodging	+2
Damage	D8
HP	64
Weapon	Natural

Cave Bear

General	Bears
Size	+9
Weight (lbs)	≈1400
Skills	
Fortitude	+6
Perception	+6
Stamina	+8
Swimming	+6
Tempo	+45
Tracking	+25
Combat	
Fright mod	-5
OV (MÊ)	+10
DV	+15 (+7 MI)
Dodging	+2
Damage	D10
HP	86
Weapon	Natural

Owl Bear

General	Bears
Size	+10
Weight (lbs)	≈1500
Skills	
Tempo	+45
Combat	
Fright mod	-5
OV (MÊ)	+10
DV	+14 (+6 MI)
Dodging	+2
Damage	D10
HP	90
Weapon	Natural

The owl bear looks like a normal bear with a large beak, like that of an owl. It is very aggressive and will gladly feast on man-flesh.

Too Tough

Some of the creatures in MYFAROG will simply be too tough for the player characters to handle when the players start playing the game and their characters (and the players) are inexperienced, so the players shouldn't let their characters expose themselves to danger unless they know that they can handle it, or else their characters will have very short lives. Some of the challenges in MYFAROG are only for experienced and well equipped characters, or for groups of such characters rather than lone heroes.

Polar Bear

General	Bears
Size	+8
Weight (lbs)	≈1100
Skills	
Fortitude	+5
Perception	+3
Stamina	+8
Swimming	+25
Tempo	+50
Tracking	+25
Combat	
Fright mod	-4
OV (MÊ)	+10
DV	+14 (+8 MI)
Dodging	+2
Damage	D8
HP	74
Weapon	Natural

Birds & Winged Lizards

A flying creature can only attack every D6 + 1 rounds whilst flying and must carry out a charge when it does so. See **Charges** (**Combat Rules**).

Boat Beak

General	Birds & Winged Lizards
Size	+1
Weight (lbs)	≈200
Skills	
Fortitude	+3
Perception	+3
Stamina	+8
Tempo	+45
Resistance	
Heat	-1
Combat	
Fright mod	-1
OV (MÊ)	+3
DV	+11 (+9 MI)
Dodging	+2
Damage	D6
HP	20
Weapon	Natural

The boat beak looks like a large wingless bird, with a short neck and a powerful boat-shaped beak. It is larger than a man, often hunts in groups, and sees even human beings as potential meals.

Eagle, Giant

General	Birds & Winged Lizards
Size	+4
Weight (lbs)	≈400
Special Abilities	Eagle's Gaze
Skills	
Fortitude	+4
Perception	+5
Stamina	+8
Tempo	+20 (+80 Flying)
All other skills	+2
Resistance	
Heat	-1
Combat	
Fright mod	-3
OV (MÊ)	+6
DV	+12 (+8 MI)
Dodging	+2
Damage	D6
HP	40
Weapon	Natural

Giant eagles are aggressive, predatory and dangerous – even to humans and demi-humans. They will see any creature size -2 or less as a potential meal. The giant eagles can make wilderness travel during the day very dangerous for small creatures.

Owl, Giant

General	Birds & Winged Lizards
Size	+1
Weight (lbs)	≈200
Special Abilities	Night Vision
Skills	
Fortitude	+3
Perception	+4
Stamina	+8
Tempo	+40 (+70 Flying)
All other skills	+2
Resistance	
Heat	-1
Combat	
Fright mod	-2
OV (MÊ)	+3
DV	+11 (+9 MI)
Dodging	+2
Damage	D4
HP	20
Weapon	Natural

Giant owls are aggressive, predatory and dangerous – even to humans and demi-humans. They will see any creature size -3 or less as a potential meal. The giant owls can make wilderness travel during the night very dangerous for very small creatures.

Swan, Giant

General	Birds & Winged Lizards
Size	+1
Weight (lbs)	≈200
Skills	
Fortitude	+3
Perception	+4
Stamina	+8
Swimming	+20
Tempo	+30 (+70 Flying)
Resistance	
Heat	-1
Combat	
Fright mod	+4
OV (MÊ)	+3
DV	+11 (+9 MI)
Dodging	+2
Damage	D4
HP	20
Weapon	Natural

Giant swans are peaceful creatures, unless attacked.

Winged Lizard

General	Birds & Winged Lizards
Size	+10
Weight (lbs)	≈2600
Skills	
Fortitude	+6
Perception	+6
Stamina	+8
Tempo	+30 (+60 Flying)
Resistance	
Heat	3
Combat	
Fright mod	-6
OV (MÊ)	+10
DV	+15 (+7 MI)
Dodging	+2
Damage	D12 + 1
HP	101
Weapon	Natural

The winged lizard looks like (and, on land, walks like) a huge bat with a very long reptile head. Its jaws are lined with razor sharp teeth.

Disease Spreaders

Bat, Giant

General	Disease Spreaders
Size	-1
Weight (lbs)	≈135
Skills	
Climbing	+10
Perception	+4
Stamina	+8
Tempo	+10 (+80 Flying)
Resistance	
Disease	+10
Combat	
Fright mod	-3
OV (MÊ)	+2
DV	+10 (+11 MI)
Dodging	+2
Damage	D4[1]
HP	14
Weapon	Natural

[1]Cast a D6 the first time the disease spreader at least delivers 1 damage to its target; if the result is a 1 the target must test his Disease Resistance against a disease (PL 7 + D6).

Giant bats tend to attack from the air, sweep down and strike at their prey, before they fly on. They very rarely land to fight on the ground. Giant bats are very good climbers, and often climb into trees, up steep cliffs or on cave walls.

"Prevention is better than cure."

Rat, Giant

General	Disease Spreaders
Size	-5
Weight (lbs)	≈60
Special Abilities	Night Vision
Skills	
Acrobatics	+3
Climbing	+4
Fortitude	+1
Perception	+3
Stamina	+8
Swimming	+10
Tempo	+40
Resistance	
Disease	+10
Combat	
Fright mod	+0
OV (MÊ)	+0
DV	+11 (+14 MI)
Dodging	+5
Damage	D3[1]
HP	6
Weapon	Natural

[1]Cast a D6 the first time the disease spreader at least delivers 1 damage to its target; if the result is a 1 the target must test his Disease Resistance against a disease (PL 7 + D6).

The rat brought diseases as well as other problems when it came to Thulê a long time ago, but did not turn into a really serious problem until it went into Jötunnheimr and was changed – and came out a few generations later as giant rats: aggressive, hungry, mad and in huge numbers!

Rat Swarm

General	Disease Spreaders
Size	+5 (for Tracking purpose only)
Weight (lbs)	n/a
Special Abilities	Night Vision
Skills	
Acrobatics	+3
Climbing	+4
Fortitude	+1
Perception	+3
Stamina	+12
Swimming	+10
Tempo	+40
Resistance	
Disease	+10
Combat	
Fright mod	-3
OV (MÊ)	+10
DV	+10
Dodging	+2
Damage	D4[2]
HP	2D10 * 10 (Immune to Cut/Shock Effect)[1]
Weapon	Natural

[1]Cast a D6 every time the rat swarm at least delivers 1 damage to its target; if the result is a 1, 2 or 3 the target must test his Disease Resistance against a disease (PL 7 + D6).

[2]Can take max 1 damage from a missile weapons (because only one individual can be hit by any one missile attack)!

Not really dangerous in itself, the rat becomes a problem as a disease spreader, and also when it – driven by some unseen and incomprehensible force – suddenly attacks in swarms made up of up to hundreds of individuals!

The rat swarm is immune to cut/shock effects, because making one rat bleed, or knocking one rat down, or killing one rat, doesn't really effect the swarm. Each HP represents a rat, and when down to 10 HP/individuals, the swarm will disperse.

Boars

Boars are nocturnal creatures, and if encountered during the day, they tend to be hiding in some bushes, waiting for night to fall, so that they can return to the safety of the forest again. They are only dangerous to humans in the sense that they become afraid, and attack in fear – especially if disturbed during the day!

Their tusks are highly sought after, not least for ivory scale armour and ivory cap helmets.

Giant Boar

General	Boars
Size	+10
Weight (lbs)	≈1500
Special Abilities	Night Vision
Skills	
Fortitude	+6
Stamina	+8
Swimming	+10
Tempo	+40
Tracking	+8
All other skills	+2
Resistance	
Heat	3
Combat	
Fright mod	-5
OV (MÊ)	+10
DV	+14 (+6 MI)
Dodging	+2
Damage	D12 + 1
HP	90
Weapon	Natural

"A bird in the hand is better than ten birds on the roof."

Boar

General	Boars
Size	+2
Weight (lbs)	≈250
Special Abilities	Night Vision
Skills	
Fortitude	+3
Stamina	+8
Swimming	+10
Tempo	+40
Tracking	+8
Resistance	
Heat	1
Combat	
Fright mod	-1
OV (MÊ)	+4
DV	+11 (+9 MI)
Dodging	+2
Damage	D6 + 1
HP	25
Weapon	Natural

Sea Creatures

Dolphin

General	Sea Creatures
Size	+0
Weight (lbs)	≈160
Special Abilities	Night Vision
Skills	
Fortitude	+3
Perception	+3
Stamina	+8
Swimming	+50
Combat	
Fright mod	+6
OV (MÊ)	+2
DV	+11
Dodging	+2
Damage	D4
HP	16
Weapon	Natural

A dolphin can drag one individual along through the water, if that individual is able to hold on – in MYFAROG that means he must have at least one hand free and be able to spend 1 SP every minute. If the character has 16+ CHA a dolphin might try to help him in the manner described above.

"Big flies break the web."

Killer Whale

General	Sea Creature
Size	+10
Weight (lbs)	≈10000
Special Abilities	Ettin Eyes
Skills	
Tempo	+50 Swimming
Combat	
Fright mod	-5
OV (MÊ)	+10
DV	+15 (+7 MI)
Dodging	+2
Damage	D12
HP	170
Weapon	Natural

If the killed whale scores a Damage + 2 or better during Combat Resolution on a creature size -2 or less it will be swallowed whole. Unless the killer whale is killed fast and opened up, a land-based creature will probably quickly drown. The killer whale can only attack every D6 rounds.

"After the boar the leech and after the hart the bier."

King Lizard

General	Sea Creatures
Size	+10
Weight (lbs)	≈120000
Special Abilities	Night Vision
Skills	
Fortitude	+6
Perception	+3
Stamina	+8
Swimming	+45
Combat	
Fright mod	-5
OV (MÊ)	+10
DV	+14 (+6 MI)
Dodging	+1
Damage	9D6
HP	1275
Weapon	Natural

The king lizard is a giant sea creature, looking like a cross between a giant fish and a giant crocodile, feeding on all other creatures in the sea, including swimming humans and demi-humans - and even small fishing boats. Avoid at all cost!

Octopus, giant

General	Sea Creature
Size	+8
Weight (lbs)	≈1000
Special Abilities	Ettin Eyes
Skills	
Tempo	+10 (+50 Swimming)
Combat	
Fright mod	-4
OV (MÊ)	+10
DV	+15 (+8 MI)
Dodging	+2
Damage	D10
HP	70
Weapon	Natural

The giant octopus will jet away at full speed, leaving a black cloud of ink, if reduced to 50% of its HP.

"Straight ahead is always shortest, but not always best."

Turtle, Giant

General	Sea Creatures
Size	+8
Weight (lbs)	≈1100
Special Abilities	Night Vision
Skills	
Fortitude	+5
Stamina	+4
Swimming	+45
Tempo	+10
Combat	
Fright mod	+2
OV (MÊ)	+10
DV	+17 (+10 MI)
Dodging	+2
Damage	D8 + 1
HP	74
Weapon	Natural

A giant turtle can carry up to 432 lbs on its back in the water, including passengers. See the skill Riding. A giant turtle carrying a rider can not attack. If the character has 16+ CHA a giant turtle might try to help him in the manner described above.

"Better die on your feet, than live on your knees."

Dogs, Hyenas & Wolves

Wolves are, generally speaking, very shy and only attack humans if they feel threatened, but wild dogs, hyaenodons (who look like a mix between a giant rat and a giant wolf), ruler wolves (who look like big wolves with extremely big heads and jaws), cave hyenas and giant hyenas can be very aggressive, fearless and dangerous to humans they encounter.

Cave Hyena

General	Dogs, Hyenas & Wolves
Size	+2
Weight (lbs)	≈250
Special Abilities	Night Vision
Skills	
Acrobatics	+4
Fortitude	+3
Perception	+6
Stamina	+8
Tempo	+50
Tracking	+15
Combat	
Fright mod	-1
OV (MÊ)	+4
DV	+12 (+10 MI)
Dodging	+2
Damage	D6
HP	25
Weapon	Natural

"Shame is worse than death."

Hyena, Giant

General	Dogs, Hyenas & Wolves
Size	+5
Weight (lbs)	≈500
Special Abilities	Night Vision
Skills	
Acrobatics	+4
Fortitude	+4
Perception	+6
Stamina	+8
Tempo	+55
Tracking	+15
Combat	
Fright mod	-3
OV (MÊ)	+7
DV	+13 (+8 MI)
Dodging	+2
Damage	D8
HP	50
Weapon	Natural

Packs of giant hyenas long kept movement across the plains of the more southerly continents to their northern shores close to impossible for men, and this ensured that for a very long time nobody else ever ventured as far north as Thulê, but the end of the Ice Age and the coming of more forests everywhere have proved to be a great challenge for the giant hyenas. It is slowly giving in to more successful forest predators, such as the wolf, and might well soon be extinct.

Hyaenodon

General	Dogs, Hyenas & Wolves
Size	+8
Weight (lbs)	≈1100
Special Abilities	Night Vision
Skills	
Acrobatics	+4
Fortitude	+5
Perception	+9
Stamina	+8
Swimming	+6
Tempo	+55
Tracking	+15
Combat	
Fright mod	-4
OV (MÊ)	+10
DV	+15 (+8 MI)
Dodging	+2
Damage	D6 + 1
HP	74
Weapon	Natural

The hyaenodon looks like a 10 feet long mix between a giant rat and a giant wolf.

Bow & Arrow

Bow and arrow might well have been invented in Thulê not for hunting, but because of all the dangerous creatures there. You really don't want to engaged them in mêlée.... better kill them from a safer distance.

"Without divine assistance, we can achieve nothing."

Ruler Wolf

General	Dogs, Hyenas & Wolves
Size	+10
Weight (lbs)	≈2600
Special Abilities	Night Vision
Skills	
Acrobatics	+4
Fortitude	+6
Perception	+6
Stamina	+8
Swimming	+6
Tempo	+55
Tracking	+33
Combat	
Fright mod	-5
OV (MÊ)	+10
DV	+15 (+7 MI)
Dodging	+2
Damage	D12 + 1
HP	101
Weapon	Natural

Ruler wolves look like big wolves with extremely big heads and jaws. The head is so big that it makes up almost half the entire length of the animal.

"Dog does not eat dog."

Wild Dog

General	Dogs, Hyenas & Wolves
Size	-4
Weight (lbs)	≈70
Special Abilities	Night Vision
Skills	
Acrobatics	+4
Fortitude	+1
Perception	+9
Stamina	+8
Swimming	+9
Tempo	+50
Tracking	+30
Combat	
Fright mod	+2
OV (MÊ)	+2
DV	+11 (+13 MI)
Dodging	+4
Damage	D4
HP	7
Weapon	Natural

The wild dog is hated by wolves, and killed on sight by them. It is highly aggressive, and when fighting in packs a formidable foe.

Wolf

General	Dogs, Hyenas & Wolves
Size	-2
Weight (lbs)	≈110
Special Abilities	Night Vision
Skills	
Acrobatics	+4
Perception	+9
Stamina	+8
Swimming	+9
Tempo	+55
Tracking	+33
Combat	
Fright mod	+1
OV (MÊ)	+2
DV	+11 (+12 MI)
Dodging	+2
Damage	D6
HP	11
Weapon	Natural

"He who becomes a sheep will be eaten by the wolf."

Cats

The leopard and the cave lion are relatively new species in Thulê.

The lynx is a very shy creature, and even only a few Rangers have ever seen one in the wild, but the other cats living in Thulê can be very aggressive and the Smilodon even see humans as a source of food.

Lynx

General	Cats
Size	-3
Weight (lbs)	≈90
Special Abilities	Night Vision
Skills	
Acrobatics	+10
Climbing	+6
Perception	+5
Stamina	+8
Stealth	+9
Swimming	+10
Tempo	+50
Tracking	+12

Combat	
Fright mod	+2
OV (MÊ)	+2
DV	+11 (+13 MI)
Dodging	+3
Damage	D6
HP	9
Weapon	Natural

"Good habits result from resisting temptation."

Cave Lion

General	Cats
Size	+4
Weight (lbs)	≈400
Special Abilities	Night Vision
Skills	
Acrobatics	+3
Climbing	+6
Fortitude	+4
Perception	+6
Stamina	+8
Stealth	+9
Swimming	+10
Tempo	+50
Tracking	+12
Combat	
Fright mod	-2
OV (MÊ)	+6
DV	+13 (+9 MI)
Dodging	+2
Damage	D8
HP	40
Weapon	Natural

Leopard

General	Cats
Size	-1
Weight (lbs)	≈130
Special Abilities	Night Vision
Skills	
Acrobatics	+5
Climbing	+3
Perception	+9
Stamina	+8
Stealth	+9
Swimming	+10
Tempo	+60
Tracking	+12

Combat	
Fright mod	+1
OV (MÊ)	+2
DV	+11 (+12 MI)
Dodging	+2
Damage	D6
HP	13
Weapon	Natural

"Rather suffer for the truth than be rewarded for lies."

"The mills of the gods grind slowly, but they grind finely."

Smilodon

General	Cats
Size	+4
Weight (lbs)	≈400
Special Abilities	Night Vision
Skills	
Acrobatics	+5
Fortitude	+4
Perception	+6
Stamina	+8
Stealth	+9
Swimming	+10
Tempo	+50
Tracking	+12
Combat	
Fright mod	-2
OV (MÊ)	+6
DV	+13 (+9 MI)
Dodging	+2
Damage	D8 + 1
HP	40
Weapon	Natural

"Worthless is the advice of fools."

Riding & Grazing Animals

Pack Horse/Riding Horse

General	Riding & Grazing Animals
Size	+8
Weight (lbs)	≈1100
Skills	
Acrobatics	+5
Fortitude	+5
Stamina	+18
Swimming	+10
Tempo	+50/55
Combat	
Fright mod	+8
OV (MÊ)	+4
DV	+13 (+8 MI)
Dodging	+2
Damage	D8
HP	74
Weapon	Natural

Pack horses can not carry riders. Riding horses can carry riders. A horse needs rest about every 20 miles of travel and must eat around 25 lbs of fodder each day. See Domestic Animals in **Trade**.

Pony

General	Riding & Grazing Animals
Size	+3
Weight (lbs)	≈275
Skills	
Acrobatics	+3
Fortitude	+3
Stamina	+15
Swimming	+8
Tempo	+40
Combat	
Fright mod	+11
OV (MÊ)	+1
DV	+12 (+10 MI)
Dodging	+2
Damage	D4
HP	28
Weapon	Natural

Ponies can carry riders. A pony needs rest about every 10 miles of travel and must eat around 5 lbs of fodder each day. See Domestic Animals in **Trade**.

"The life of the dead is placed in the memory of the living."

Unicorn

General	Riding & Grazing Animals
Size	+8
Weight (lbs)	≈1100
Skills	
Acrobatics	+5
Fortitude	+5
Perception	+6
Stamina	+18
Swimming	+12
Tempo	+60
Combat	
Fright mod	+7
OV (MÊ)	+5
DV	+13 (+8 MI)
Dodging	+2
Damage	D8
HP	74
Weapon	Natural

The unicorn automatically knows the Hamnigja of humans and demi-humans it meets, and will not *willingly* allow others than characters with a positive Hamingja to touch or ride it. Anyone who touches a unicorn will automatically be cured of all diseases, all poisons will be neutralised, curses will be lifted and all damaged character attributes will be restored.

Game

Large wild (i. e. not domesticated) animals such as auroch, bison, deer, elk, megaloceros (giant deer) and such are in MYFAROG simply described as "large game", medium sized wild animals such as roe deer and reindeer are defined as "medium game", and small wild animals such as hare, all birds and rabbit are defined as "small game".

Large Game

General	Game
Size	+8
Weight (lbs)	≈1000
Special Abilities	Night Vision
Skills	
Acrobatics	+4
Fortitude	+5
Perception	+6
Stamina	+8
Swimming	+10
Tempo	+50

Combat	
Fright mod	+2
OV (MÊ)	+4
DV	+13 (+8 MI)
Dodging	+2
Damage	D8
HP	70
Weapon	Natural

Medium Game

General	Game
Size	-5
Weight (lbs)	≈60
Special Abilities	Night Vision
Skills	
Acrobatics	+4
Fortitude	+1
Perception	+6
Stamina	+8
Swimming	+10
Tempo	+50
Combat	
Fright mod	+8
OV (MÊ)	+0
DV	+11 (+14 MI)
Dodging	+5
Damage	D4
HP	6
Weapon	Natural

Small Game

General	Game
Size	-10
Weight (lbs)	≈5
Special Abilities	Night Vision
Skills	
Acrobatics	+4
Fortitude	-1
Perception	+6
Stamina	+8
Swimming	+10
Tempo	+25
Combat	
Fright mod	+11
OV (MÊ)	+0
DV	+11 (+16 MI)
Dodging	+10
Damage	1[1]
HP	1
Weapon	Natural

[1]Small game can never inflict more than 1 in damage to their targets, no matter how well they hit.

Nymphs

Player characters need to wear some sort of mask in order to see nymphs. This can be everything from a physical mask, the spells Mask or Moss Mask, a helmet with facial protection, to ashes or paint smeared on the face.

"A bee does not touch a withered flower."

NYMPH: The enchantingly beautiful nymphs (Greek "brides") are female natural spirits in semi-physical form. The nymphs came in the origin of time from the deity Njörðr. The nymphs are the servants and guardians of the deities, guarding the purity of nature. A nymph will die if someone steals even just a single hair from her head. All nymphs are immune to sleep. Their blood is pure water.

An **oread** (mountain nymph) can not move more than 100' away from her mountain without taking injury; she will lose D6 HP (at the beginning of) every hour she is further away than this. Oreads have greyish skin, grey eyes and long grey hair with moss in it. The body of a killed oread will turn to moss.

A **nereid** (sea nymph) can not move more than 100' away from the sea without taking injury; she will lose D6 HP (at the beginning of) every hour she is further away than this. Nereids can breathe under water, they have bluish skin, blue eyes and long bluish hair with seaweed in it. She often rides on a dolphin or some other sea creature. The body of a killed nereid will turn to seaweed.

A **naiad** (water nymph) can not move more than 100' away from her river or source without taking injury; she will lose D6 HP (at the beginning of) every hour she is further away than this. Naiads can breathe under water, they have greenish skin, sharp green eyes and long green hair with sea lilies in it. The body of a killed naiad will turn to green algae and mud.

A **dryad/hamadryad** (wood nymph/tree nymph) can not move more than 100' away from her forest/tree without taking injury; she will lose D6 HP (at the beginning of) every hour she is further away than this. Dryads/hamadryads have brownish and bark-

looking (but soft) skin, sharp green eyes and long brown hair with oak leaves in it. The body of a killed dryad will turn to rotten wood and fallen leaves.

Mountains, seas, lakes, woods and individual trees in Thulê (but not in Jötunnheimr!) automatically summon or "produce" nymphs when they grow sufficiently old; 500 years or maybe 5000. Only the spirits know. Most temples in Thulê used to have nymphs guarding them. Some still do.

"The gods sell all things for labour."

General	Nymphs
Size	-3
Weight (lbs)	≈90
Special Abilities	Night Vision, Eagle's Gaze
Skills	
Climbing	+5
Fortitude	+5
Stamina	+8
Stealth	+4
Swimming	+20
Tempo	+35
Resistance	
Cold	3
Combat	
Fright mod	+8
OV (MÊ)	+2
DV	+11 (+13 MI)
Dodging	+3
Damage	D3
HP	9
Weapon	Natural

Animated Objects

ANIMATED VINE: Animated vines are plants animated by means of sorcery ages ago. They attack with whipping branches and try to strangle everyone they manage to entangle. Anyone injured by a branch must test Dodging against DD 12 or be entangled. Anyone entangled suffers from a -4 mod to all skills (but not to character attributes) whilst slowly being crushed to death, meaning the target will lose 1 SP every round until dead. To get free, the entangled individual can test his Str against DD 12 each round. The animated vine can entangle as many as three individuals at once, will drop those who are dead and entangle other targets instead if there are more than three individuals attacking it. An animated vine can (1-2 in a D6) drop (randomly chosen) entangled victims when damaged – to simulate that the attackers are cutting off or breaking the branches holding the entangled victim. An animated vine is very hard to injure with missile weapons.

"No man was ever wise by chance."

Animated Vine

General	Animated Objects
Size	+0
Weight (lbs)	≈160
Skills	
Fortitude	+3
Perception	+0
Stamina	n/a
Tempo	+10
Resistance	
Cold	Immune
Electricity	3
Combat	
Fright mod	-3
OV (MÊ)	+2
DV	+10 (+20 MI)
Dodging	+0
Damage	D4
HP	16
Weapon	Natural

CURSED TREE: Some times ancient trees turn bad and get an ill will of their own. Having seen so many of their fellow trees be mindlessly cut down, they have started to defend themselves and their forests, by attacking those who cut down the trees, in other words against all kinds of humans and demi-humans (except Rangers and Light Elves). The cursed trees are all ancient, twisted and unnatural looking trees.

The cursed tree can be found in deep forests, surrounded by other trees, making them hard to see from a distance (max 50'). Anyone who sees a cursed tree might (Perception DD 8 and then World Lore DD 14) recognize it as a cursed tree in time to avoid coming in reach of its spell. If he fails to recognize it as a cursed tree, he will (if in sight of the tree) be drawn towards it (Fortitude DD 16 to resist) and then fall asleep (Fortitude DD 12 every half minute/6 rounds to resist) on its roots (a Semi-Success means the character does not fall asleep, but can not attack either). The roots will quickly grow small shots into

sleeping bodies and will start to drain them of all their blood (1 HP each round), until they are dead or rescued.

Note that Rangers and Light Elves will *not* be drawn to the cursed tree, nor will Rangers fall asleep because of it, unless they try to chop down the tree! Animals, Animated Objects and Trolls (but not Ettins) will be ignored by the cursed trees.

A cursed tree can not be attacked normally, but can be chopped down by characters that have not fallen asleep. The damage inflicted upon the tree is determined by the weapon used and (for axes) by the Str of the character wielding it.

A character normally able to attack multiple times per round, will also be able to attack the cursed tree multiple times per round.

Mêlée Weapon Used (per attack)	Damage
Battle axe, long & Dane axe	D6 + Str
Battle axe, short	D4 + Str
Battle glove	0
Club	0
Hatchet	D6 + Str
Sling	0
Staff	0
Throwing Axe	D4 + Str
Wood-man's Axe	D10 + 1 + Str
Unarmed	0
All other weapons/saw	1

Cursed Tree

General	Animated Objects
Size	+10
Weight (lbs)	≈4500
Skills	
Fortitude	+6
Stamina	n/a
Tempo	n/a
All other skills	+2
Resistance	
Cold	Immune
Electricity	3
Heat	-1
Combat	
Fright mod	-7
Damage	1 per round for those sleeping on its roots
HP	120

Völuspâ, stanza 1

Hljóðs bið ek allar
helgar kindir,
meiri ok minni
mögu Heimdallar;
viltu at ek, Valföðr,
vel fyr telja
forn spjöll fira,
þau er fremst of man.

(I ask for silence from all
sacred kins,
large and small
sons of Heimdallr;
will you, Valföðr (i. e. Óðinn)
that I tell,
from ancient times,
what first happened?)

"The avenging gods have their feet clothed in wool."

"Better an empty pouch than wrongly gotten gold."

NPC Spell Casters & Level

If an NPC is a spell caster and can only cast "Weak" spells his level (to determine the effect of the spell) is 4. If he can cast "Normal" spells his level is 8; if he can cast "Strong" spells his level is 10 and if he can cast "Mighty" spells his level is 12 or more.

Humans & Half-Elves

The statistics block below can be used for all Human and Half-Elven NPCs with the character roles Bard, Civilian, Stalker or Trickster. Note that for High Men the size is +1 instead, weight is ≈200, HP is modified by +3 and the DV (MI) is always modified by -1 because of their larger size. Half-Elves have Night vision as a special ability and the OV for MI is always modified by +1.

Suggestions for typical Human and Half-Elven NPCs and their equipment can be found below, and the DV have been calculated for each and included in the statistics block. Most Civilians as well as Stalkers and Tricksters can be expected to wear only a Fur shirt for protection (mainly against wind and weather). All (save Bards) can be expected to also carry a short seax (or even a broad seax) at all times.

	Normal	Leader	Chief
General	Humans & Half-Elves		
Size	+0	+0	+0
Weight (lbs)	≈150	≈150	≈150
Skills			
CR skills	+1	+4	+8
Trained skills	+0	+1	+2
Stamina	+8	+8	+8
Tempo	+40	+40	+40
Combat			
Fright mod	+0	+0	+0
OV	+0	+1	+2
(Hunter)	+1 MI	+4 MI	+8 MI
DV	+10	+10	+10
(w/Fur shirt)	+11	+11	+11
(Militiaman)	+14 (+15 MI)	+14 (+15 MI)	+14 (+15 MI)
(Bard)	+15 (+16 MI)	+15 (+16 MI)	+15 (+16 MI)
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	13	16	20
Spells know by Bards	D4	2D6	3D6
Spell Strength	Weak	Normal	Strong

Suggested Equipment	
Weapons	
Bard	MÊ: mace or war hammer
	MI: sling (-2 OV)
	Small shield (+1 DV ME, +2 DV MI)
	Mail shirt (+3 DV)
	Helmet (+1 DV)
Craftsman	MÊ: hammer, hatchet or sword
	Fur shirt (+1 DV)
Farmer	MÊ: club, flail, sickle or staff
	Fur shirt (+1 DV)
Forester	MÊ: wood-man's axe
Hunter	MÊ: javelin
	MI: javelin, long self bow
Militiaman	MÊ: spear, staff, war flail or war scythe
	MI: sling (-2 OV) or long self-bow
	Small shield (+1 DV ME, +2 DV MI)
	Gambeson (+2 DV)
	Helmet (+1 DV)
Miner	MÊ: pick axe
	Fur shirt (+1 DV)
Stalker	MÊ: short sword
	MI: short self bow
	Fur shirt (+1 DV)
Thug	MÊ: club
	Fur shirt (+1 DV)
Trickster	MÊ: sickle-shaped sword

The Rangers

The statistics for Rangers have been written for High Men Rangers. Note that for Half-Elf Rangers the size is +0 instead (so the DV for MI is the same as for MÊ), weight is ≈150 and HP is modified by -3. Half-Elves have Night vision as a special ability and the OV for MI is always modified by +1.

	Ranger	Ranger Leader	Ranger Chief
General	Humans & Half-Elves		
Size	+1	+1	+1
Weight (lbs)	≈200	≈200	≈200
Skills			
CR skills	+1	+4	+8
Trained skills	+0	+1	+2
Stamina	+8	+11	+15
Tempo	+40	+40	+40
Combat			
Fright mod	+0	+0	+0
OV (MÊ)	+0	+1	+2
OV (MI)	+1	+4	+8
DV	+11 (+10 MI)	+11 (+10 MI)	+11 (+10 MI)
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	16	19	23
Spells know		1	D6
Spell Strength		Weak	Normal

Suggested Equipment (DV mod for fur shirt is included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Sword	D10	+0	-2/+2	+2	-
Long self bow	D6	+0	-1/+3	+4	45'
Armour	**MS**				
Fur shirt (+1 DV)					

Sorcerer

The statistics for Sorcerers have been written for High Men Sorcerers. Note that for Half-Elf Sorcerers the size is +0 instead, weight is ≈150 and HP is modified by -3. Half-Elves have Night vision as a special ability and the OV for MI is always modified by +1.

	Apprentice	Weak Sorcerer	Powerful Sorcerer
General	Humans & Half-Elves		
Size	+1	+1	+1
Weight (lbs)	≈200	≈200	≈200
Skills			
CR skills	+4	+8	+10
Trained skills	+1	+2	+2
Stamina	+8	+8	+8
Tempo	+40	+40	+40
Combat			
Fright mod	-4	-4	-4
OV	+1	+2	+2
DV	+10	+10	+10
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	19	23	27
Spells know	D4	2D6	3D6
Spell Strength	Weak	Normal	Strong

Suggested Equipment (DV mod for weapons *not* included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Staff (2H)	D4 + 1	+1	+2/-2	+4	-
Mace	D6	-2	+1/-2	+0	-
Sling (-2 OV)	D3	-	+2/-2	+4	40'

Warriors

The statistics block below can be used for all Human and Half-Elven NPCs with the character roles Warrior. Note that for High Men the size is +1 instead, weight is ≈200, HP is modified by +3 and the DV (MI) is always modified by -1 because of their larger size. Half-Elves have Night vision as a special ability and the OV for MI is always modified by +1.

Suggestions for typical Human and Half-Elven Warrior NPCs and their equipment can be found below, and the DV have been calculated for each and included in the statistics block. All Warriors can be expected to also carry a short seax (or even a broad seax) at all times.

	Warrior	**Warrior Leader**	**Warrior Chief**
General	Humans & Half-Elves		
Size	+0	+0	+0
Weight (lbs)	≈150	≈150	≈150
Skills			
CR skills	+1	+4	+8
Trained skills	+0	+1	+2
Stamina	+8	+11	+15
Tempo	+40	+40	+40
Combat			
Fright mod	+0	+0	+0
OV	+1	+4	+8
DV	+10	+11	+12
(Bodyguard)	+16 (+17 MI)	+17	+18 (+17 MI)
(Heavy archer)	+14 (+15 MI)	+15	+16 (+15 MI)
(Heavy cavalry)	+17 (+18 MI)	+18	+19 (+18 MI)
(Heavy infantry)	+16 (+18 MI)	+17 (+18 MI)	+18
(Light archer)	+11	+12 (+11 MI)	+13 (+11 MI)
(Light cavalry)	+14 (+15 MI)	+15	+16 (+15 MI)
(Slinger)	+12 (+13 MI)	+13	+14 (+13 MI)
(Skirmisher)	+13 (+14 Mi)	+14	+15 (+14 MI)
(Pirate/Bandit)	+14 (+15 MI)	+15	+16 (+15 MI)
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	14	20	28

Suggested Equipment	
Weapons	
Bodyguard	MÊ: short battle-axe
	MI: throwing axe
	Small shield (+1 DV ME, +2 DV MI)
	Mail hauberk or mail shirt with scales (+4 DV)
	Helmet (+1 DV)
Heavy archer	MÊ: short sword
	MI: long self bow
	Small shield (+1 DV ME, +2 DV MI)
	Gambeson (+2 DV)
	Helmet (+1 DV)
Heavy cavalry	MÊ: spear or sword
	MI: javelins
	Medium shield (+2 DV ME, +3 DV MI)
	Mail hauberk or mail shirt with scales (+4 DV)
	Helmet (+1 DV)
	Riding horse
Heavy infantry	MÊ: spear, short battle-axe or short sword
	MI: angon, javelins or throwing axe
	Large shield (+2 DV ME, +4 DV MI)
	Medium armour (+3 DV)
	Helmet (+1 DV)
Light archer	MÊ: short sword
	MI: long self bow
	Fur shirt (+1 DV)
Light cavalry	MÊ: javelin
	MI: javelins
	Medium shield (+2 DV ME, +3 DV MI)
	Fur shirt (+1 DV)
	Helmet (+1 DV)
	Riding horse
Slinger	MÊ: short sword
	MI: sling
	Small shield (+1 DV ME, +2 DV MI)
	Fur shirt (+1 DV)
Skirmisher	MÊ: javelin
	MI: javelins or sling (-2 OV)
	Small shield (+1 DV ME, +2 DV MI)
	Fur shirt (+1 DV)
	Helmet (+1 DV)
Pirate	MÊ: javelin or curved short sword
	MI: javelins
	Small shield (+1 DV ME, +2 DV MI)
	Boiled leather armour (+2 DV)
	Helmet (+1 DV)
Bandit	MÊ: mace
	MI: crossbow
	Small shield (+1 DV ME, +2 DV MI)
	Gambeson (+2 DV)
	Helmet (+1 DV)

Demi-Humans

The DV mod for armour has been included in the creature's DV in the statistics blocks! By default, all demi-humans can be assumed to have +2 on all skills unless stated otherwise, or +4 for Leaders and +6 for Chiefs and +8 for Stamina and +2 Perception.

	Dwarf	Dwarf Leader	Dwarf Chief
General	Demi-Human		
Size	-1	-1	-1
Weight (lbs)	≈130	≈130	≈130
Special Abilities	Night vision[1]	Night vision[1]	Night vision[1]
Skills			
Fortitude	+4	+7	+11
Perception	+0	+0	+0
Stamina	+12	+14	+16
Tempo	+30	+30	+30
Resistance			
Cold	+3	+3	+3
Disease	+2	+2	+2
Heat	+3	+3	+3
Poison	+2	+2	+2
Combat			
Fright mod	+0	+0	+0
OV	+1	+4	+8
DV	+17 (+20 MI)	+18 (+20 MI)	+19 (+20 MI)
Dodging	+1	+1	+1
Damage	Weapon +1	Weapon +1	Weapon +1
HP	17	26	38
Spells know		1	D6
Spell Strength		Weak	Normal

[1]They can see 100' in total darkness, as if they had Ettin Eyes.

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Dwarven war hammer, short	D8 + 1	-1	+1/-2	+0	10
Dwarven spear, short	D8 + 1	+0	-1/+1	+2	20
Dwarven crossbow (+1 OV)	D6 + 2	-	-1/+3	+4	40
Shield	**DV MÊ**	**DV MI**	**MS**		
Dwarven small	+1	+3	+0		
Armour	**MS**				
Dwarven half plate (+5 DV)	-3				
Dwarven helmet (+1 DV)					

"Death is nothing to us, since when we are, death has not come, and when death has come, we are not."

	Gnoll	Gnoll Leader	Gnoll Chief
General	Demi-Human		
Size	+2	+2	+2
Weight (lbs)	≈250	≈250	≈250
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Riding	+3	+7	+11
Stamina	+10	+15	+20
Tempo	+45	+45	+45
Resistance			
Disease	+2	+2	+2
Heat	+1	+1	+1
Poison	+2	+2	+2
Combat			
Fright mod	-1	-1	-1
OV	+4	+7	+10
DV	+15	+16 (+15 MI)	+17 (+15 MI)
Dodging	+2	+2	+2
Damage	D6 or Weapon +2	D6 or Weapon +2	D6 or Weapon +2
HP	25	34	46
Weapon	Natural or Weapon	Natural or Weapon	Natural or Weapon

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Spear	D8 + 1	+0	-1/+1	+4	15'
War Flail	D8	-2	+1/-2	+2	-
Shield	**DV MÊ**	**DV MI**	**MS**		
Medium	+2	+3	-2		
Armour	**MS**				
Boiled leather (+2 DV)	-1				

GNOLL: Gnolls are large hyena-like humanoids, living underground or in nomadic tribes in the plains, where they often live around packs of giant hyenas – whom they co-operate with (like humans did with wolves in the Stone Age). The gnolls mine and forge weapons for themselves and are friendly towards orcs of all type.

	Gnome	Gnome Leader	Gnome Chief
General	Demi-Human		
Size	-2	-2	-2
Weight (lbs)	≈110	≈110	≈110
Special Abilities	Night vision	Night vision	Night vision
Skills			
Fortitude	+6	+9	+13
Perception	+1	+1	+1
Stealth	+3	+6	+10
Tempo	+30	+30	+30
Resistance			
Cold	+2	+2	+2
Disease	+1	+1	+1
Heat	+2	+2	+2
Poison	+1	+1	+1

Combat			
Fright mod	+0	+0	+0
OV	+0	+3	+7
DV	+14 (+16 MI)	+15 (+16 MI)	+16
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	11	14	18

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Short sword	D8	-2	-2/+2	+0	-
Short self bow	D4	-	-1/+3	+4	35
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-2		
Armour	**MS**				
Boiled leather (+2 DV)	-1				
Helmet (+1 DV)	-1				

	Grey Elf	Grey Elf Leader	Grey Elf Chief
General	Demi-Human		
Size	-1	-1	-1
Weight (lbs)	≈130	≈130	≈130
Special Abilities	Night vision	Night vision	Night vision
Skills			
Fortitude	+3	+6	+10
Perception	+2	+2	+2
Seamanship	+3	+6	+10
Tempo	+40	+40	+40
Resistance			
Cold	+2	+2	+2
Disease	+10	+10	+10
Poison	+1	+1	+1
Combat			
Fright mod	+0	+0	+0
OV (MÊ)	+1	+4	+8
OV (MI)	+2	+5	+9
DV	+16 (+18 MI)	+17 (+18 MI)	+18
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	11	14	18

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Elven sword	D10	+0	-2/+2	+2	-
Elven spear	D8 +1	+0	-1/+1	+4	15
Elven composite bow	D6	-	-1/+3	+4	50
Shield	**DV MÊ**	**DV MI**	**MS**		
Elven medium	+2	+3	-1		
Armour	**MS**				
Elven mail shirt (+3 DV)	+0				
Elven helmet (+1 DV)					

	Halfling	Halfling Leader	Halfling Sheriff
General	Demi-Human		
Size	-2	-2	-2
Weight (lbs)	≈110	≈110	≈110
Special Abilities	Night Vision	Night Vision	Night Vision
Skills			
Fortitude	+7	+10	+14
Perception	+1	+1	+1
Stealth	+4	+7	+11
Tempo	+30	+30	+30
Resistance			
Cold	+2	+2	+2
Disease	+3	+3	+3
Heat	+2	+2	+2
Poison	+2	+2	+2
Combat			
Fright mod	+1	+1	+1
OV (MÊ)	+0	+3	+7
OV (MI)	+1	+4	+8
DV	+13 (+15 MI)	+14 (+15 MI)	+15
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	13	16	20

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Short sword	D8	-2	-2/+2	+0	-
Short self bow	D4	-	-1/+3	+4	35
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-2		
Armour	**MS**				
Boiled leather (+2 DV)	-1				

	High Elf	High Elf Leader	High Elf Chief
General	Demi-Human		
Size	-1	-1	-1
Weight (lbs)	≈130	≈130	≈130
Special Abilities	Night vision	Night vision	Night vision
Skills			
Fortitude	+3	+6	+10
Perception	+1	+1	+1
Rune Lore	+3	+6	+10
Stealth	+2	+5	+9
Tempo	+40	+40	+40
Resistance			
Cold	+2	+2	+2
Disease	+10	+10	+10
Poison	+1	+1	+1

Combat			
Fright mod	+0	+0	+0
OV (MÊ)	+1	+4	+8
OV (MI)	+2	+5	+9
DV	+16 (+18 MI)	+17 (+18 MI)	+18
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	11	14	18

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Elven sword	D10	+0	-2/+2	+2	-
Elven spear	D8 +1	+0	-1/+1	+4	15
Elven long self bow	D6	-	-1/+3	+4	45
Shield	**DV MÊ**	**DV MI**	**MS**		
Elven medium	+2	+3	-1		
Armour	**MS**				
Elven scale armour (+3 DV)	-2				
Elven helmet (+1 DV)					

	Lizard-man	Lizard-man Leader	Lizard-man Chief
General	Land L. & Venomous Snakes		
Size	+3	+3	+3
Weight (lbs)	≈300	≈300	≈300
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Stealth	+6	+6	+6
Tracking	+6	+6	+6
Tempo	+30 (+30 Swimming)	+30 (+30 Swimming)	+30 (+30 Swimming)
Resistance			
Disease	+8	+8	+8
Poison	+8	+8	+8
Combat			
Fright mod	-1	-1	-1
OV	+5	+8	+10
DV	+14	+15 (+14 MI)	+16 (+14 MI)
Dodging	+1	+1	+1
Damage	D6 or Weapon + 3	D6 or Weapon + 3	D6 or Weapon + 3
HP	30	39	51
Weapon	Natural or Weapon	Natural or Weapon	Natural or Weapon

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Spear	D8 + 1	+0	-1/+1	+4	15
Javelin	D6	-1	-1/+1	+2	25
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-1		

LIZARD-MAN: Lizard-men live in tribes, in bogs and caves, and often along the shore as well. They hunt by lying silently in wait for their prey to pass by. They can lie still for several days like that. Lizard-men kill their victims with teeth and claws or weapons and carry or drag their bodies back to their lairs, where they eat them.

	Wood Elf	Wood Elf Leader	Wood Elf Chief
General	Demi-Human		
Size	-1	-1	-1
Weight (lbs)	≈130	≈130	≈130
Special Abilities	Night vision	Night vision	Night vision
Skills			
Acrobatics	+2	+5	+9
Perception	+1	+1	+1
Stealth	+3	+6	+10
Tempo	+40	+40	+40
Resistance			
Cold	+2	+2	+2
Disease	+10	+10	+10
Poison	+1	+1	+1
Combat			
Fright mod	+0	+0	+0
OV (MÊ)	+1	+4	+8
OV (MI)	+2	+5	+9
DV	+12 (+13 MI)	+13	+14 (+13 MI)
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	11	14	18
Weapon	Weapon	Weapon	Weapon

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Elven sword	D10	+0	-2/+2	+2	-
Elven spear	D8 +1	+0	-1/+1	+4	15
Elven short self bow	D4	-	-1/+3	+4	35
Armour	**MS**				
Elven boiled leather (+2 DV)	+0				

Orcs

The orc species is made up of different races, from Lesser Goblins to Giant Ogres, and everything in between. They live in caverns, dark forests and old ruins, and their societies are like primitive tyrannies where "Might is Right". The orcs are cousins of the Ettins, or they stem directly from them (as well as from Arbîs and Khemetians from far away and long ago), and are normally not attacked by Ettins – and even seem to hold some power over them, via their Shamans.

The DV mod for armour has been included in the creature's DV in the statistics blocks! By default, all orcs can be assumed to have +2 on all skills unless stated otherwise, or +4 for Leaders and +6 for Chiefs and +15 for Stamina, +6 for Tracking and +2 Perception. All orcs have +3 disease resistance, +1 heat resistance and +2 poison resistance, unless otherwise stated.

All orcs suffer from a fear of open water (phobia level 1, see Flaws) and also a fear of the Sun (phobia level 2, or level 1 for black ogres and black orcs).

Orcs have yellowish, brown, grey, green, reddish or black skin, and some come with yellowish or white fur. They have cold red, white or yellow eyes that light up in the night like a cat's eyes.

Orcish Shamans

All the orc races can also produce Shamans, otherwise normal orcs able to cast one or more Orc Spells (see Sorcery). These Shamans are identical in statistics to the "Leader" version of the race, but are able to cast D6 spells as Weak (1-5 on a D6) or Normal (6) spells.

	Black Ogre	Black Ogre Leader	Black Ogre Chief
General	Demi-Human		
Size	+5	+5	+5
Weight (lbs)	≈450	≈450	≈450
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Tempo	+45	+45	+45
Combat			
Fright mod	-3	-3	-3
OV	+6	+9	+10
DV	+18 (+14 MI)	+19 (+14 MI)	+19 (+14 MI)
Dodging	+1	+1	+1
Damage	D6 or Weapon +2	D6 or Weapon +2	D6 or Weapon +2
HP	45	54	66

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Huge mace	D8	-2	+1/-2	+2	10
Huge dagger (short sword)	D8	-1	-2/+2	+0	-
Shield	**DV MÊ**	**DV MI**	**MS**		
Medium	+2	+3	-2		
Armour	**MS**				
Mail shirt (+3 DV)	-1				
Helmet (+1 DV)					

BLACK OGRE & ORCS: These exceedingly cruel races of orcs have been bred solely for war and destruction. They often function as bodyguards and the elite shock forces of the orcish war-bands.

	Black Orc	Black Orc Leader	Black Orc Chief
General	Demi-Human		
Size	+1	+1	+1
Weight (lbs)	≈200	≈200	≈200
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Tempo	+45	+45	+45
Combat			
Fright mod	-1	-1	-1
OV	+3	+6	+10
DV	+17 (+16 MI)	+18 (+16 MI)	+19 (+16 MI)
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	20	26	34

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Sword	D10	+0	-2/+2	+2	-
Composite bow	D6	-	-1/+3	+4	50
Shield	**DV MÊ**	**DV MI**	**MS**		
Medium	+2	+3	-2		
Armour	**MS**				
Mail shirt (+3 DV)	-1				
Helmet (+1 DV)					

	Common Orc	Common Orc Leader	Common Orc Chief
General	Demi-Human		
Size	+0	+0	+0
Weight (lbs)	≈160	≈160	≈160
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Tempo	+40	+40	+40
Combat			
Fright mod	+0	+0	+0
OV	+2	+5	+9
DV	+15 (+16 MI)	+16	+18 (+16 MI)
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	16	22	30
Weapon	Weapon	Weapon	Weapon

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Sickle-shaped sword	D8 + 1	-1	-2/+2	+0	-
Javelin	D6	-1	-1/+1	+2	25
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-1		
Armour	**MS**				
Laminated (+3 DV)	-2				
Helmet (+1 DV)					

	Giant Ogre	Giant Ogre Leader	Giant Ogre Chief
General	Demi-Human		
Size	+7	+7	+7
Weight (lbs)	≈800	≈800	≈800
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Tempo	+50	+50	+50
Combat			
Fright mod	-4	-4	-4
OV	+9	+10	+10
DV	+19 (+13 MI)	+19 (+13 MI)	+19 (+13 MI)
Dodging	+1	+1	+1
Damage	Weapon +3	Weapon +3	Weapon +3
HP	62	74	90
Weapon	Weapon	Weapon	Weapon

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Longsword (1H)	D12	+0	-2/+2	+4	-
Huge dagger (short sword)	D8	-1	-2/+2	+0	-
Shield	**DV MÊ**	**DV MI**	**MS**		
Medium	+2	+3	-2		
Armour	**MS**				
Laminated (+3 DV)	-2				
Helmet (+1 DV)					

	Goblin	Goblin Leader	Goblin Chief
General	Demi-Human		
Size	-2	-2	-2
Weight (lbs)	≈110	≈110	≈110
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Riding	+1	+4	+7
Stealth	+6	+6	+6
Tracking	+8	+8	+8
Tempo	+30	+30	+30
Combat			
Fright mod	+1	+1	+1
OV	+0	+3	+7
DV	+14 (+16 MI)	+15 (+16 MI)	+16
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	11	14	18
Weapon	Weapon	Weapon	Weapon

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Curved short sword	D6	-2	-2/+2	+0	-
Short self bow	D4	-	-1/+3	+4	35
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-2		
Armour					
Boiled leather (+2 DV)					
Helmet (+1 DV)					

GOBLIN: The Goblin, also called Lesser Orc, is almost as numerous as the common orc, but is smaller, and more greenish-black in complexion. The goblin is a most excellent tracker and work mostly as scouts and skirmishers for the orc tribes in Thulê. Goblins often keep wolves in their lairs as protection, but also as riding animals for raids outside in the night.

	Half-Orc	Half-Orc Leader	Half-Orc Chief
General	Demi-Human		
Size	+0	+0	+0
Weight (lbs)	≈160	≈160	≈160
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Tempo	+40	+40	+40
Combat			
Fright mod	+0	+0	+0
OV	+2	+5	+9
DV	+15 (+16 MI)	+16	+18 (+16 MI)
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	16	22	30
Weapon	Weapon	Weapon	Weapon

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Sickle-shaped sword	D8 + 1	-1	-2/+2	+0	-
Javelin	D6	-1	-1/+1	+2	25
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-2		
Armour	**MS**				
Laminated (+3 DV)	-2				
Helmet (+1 DV)					

HALF-ORC: The half-orc is a more cunning orc, mixed with lesser men, and is so human-like that he can even infiltrate and blend in with the darker tribes of lesser men. There are very few half-orcs in Thulê.

	Hobgoblin	**Hobgoblin Leader**	**Hobgoblin Chief**
General	Demi-Human		
Size	+1	+1	+1
Weight (lbs)	≈200	≈200	≈200
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Tempo	+40	+40	+40
Combat			
Fright mod	-1	-1	-1
OV	+3	+6	+10
DV	+17	+18 (+17 MI)	+19 (+17 MI)
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	20	29	41
Weapon	Weapon	Weapon	Weapon

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Composite bow	D6	-	-1/+3	+4	50
Sickle-shaped sword	D8 + 1	-1	-2/+2	+0	-
Shield	**DV MÊ**	**DV MI**	**MS**		
Medium	+2	+3	-4		
Armour	**MS**				
Laminated (+3 DV)	-2				
Helmet (+1 DV)					

HOBGOBLIN: The Hobgoblin, also called Greater Orc, is more rare, bigger in size and reddish-black in complexion. The Hobgoblins often take a leading role, and work mostly as captains and shock troops for the orc tribes in Thulê.

	Lesser Goblin	Lesser Goblin Leader	Lesser Goblin Chief
General	Demi-Human		
Size	-3	-3	-3
Weight (lbs)	≈90	≈90	≈90
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Stealth	+6	+6	+6
Tempo	+30	+30	+30
Combat			
Fright mod	+2	+2	+2
OV	+0	+2	+6
DV	+14 (+17 MI)	+14 (+17 MI)	+16 (+17 MI)
Dodging	+1	+1	+1
Damage	Weapon	Weapon	Weapon
HP	9	12	16

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Short sword (dagger)	D5	-2	-2/+2	+0	-
Short self bow	D4	-	-1/+3	+4	35
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-1		
Armour	**MS**				
Boiled leather (+2 DV)	-1				
Helmet (+1 DV)					

LESSER GOBLIN: These smallest and weakest of orcs can be found in the most secluded locations of the realms of orcs, often in the deepest caverns and least travelled forests. They normally only attack when they outnumber their foes and if they can resort only to missile weapons.

OGRE: The ogre, also called giant orc, is of giant strength and stature, but has very low intelligence, so he rarely takes a leading role. Thankfully for the other species, there are not so many ogres in Thulê. The ogres are reddish-black, black, brownish, greyish, yellowish or greenish in complexion, and their hair is of the same colour as their skin.

	Ogre	Ogre Leader	Ogre Chief
General	Demi-Human		
Size	+4	+4	+4
Weight (lbs)	≈400	≈400	≈400
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Stealth	+9	+9	+9
Tempo	+40	+40	+40
Combat			
Fright mod	-2	-2	-2
OV	+6	+9	+10
DV	+18 (+16 MI)	+19 (+16 MI)	+19 (+16 MI)
Dodging	+1	+1	+1
Damage	D6 or Weapon +2	D6 or Weapon +2	D6 or Weapon +2
HP	40	49	61

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Huge mace	D6 + 1	-2	+1/-2	+2	10
Huge dagger (short sword)	D8	-1	-2/+2	+0	-
Shield	**DV MÊ**	**DV MI**	**MS**		
Medium	+2	+3	-2		
Armour	**MS**				
Laminated (+3 DV)	-2				
Helmet (+1 DV)					

	Snow Ogre	Snow Ogre Leader	Snow Ogre Chief
General	Demi-Human		
Size	+6	+6	+6
Weight (lbs)	≈600	≈600	≈600
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Tempo	+40	+40	+40
Resistance			
Cold	+3	+3	+3
Combat			
Fright mod	-3	-3	-3
OV	+8	+10	+10
DV	+17 (+13 MI)	+18 (+13 MI)	+18 (+13 MI)
Dodging	+1	+1	+1
Damage	Weapon +3	Weapon +3	Weapon +3
HP	54	63	75

Suggested Equipment (only armour DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Longsword (1H)	D12	+0	-2/+2	+4	-
Huge dagger (short sword)	D8	-1	-2/+2	+0	-
Shield	**DV MÊ**	**DV MI**	**MS**		
Medium	+2	+3	-2		
Armour	**MS**				
Fur shirt (+1 DV)					
Helmet (+1 DV)					

SNOW OGRE & ORC: The snow ogres/orcs have black eyes and white fur and live mainly in the high mountains, in natural caves or snow caves built by themselves, often along with the smaller/larger snow orcs/ogres.

	Snow Orc	Snow Orc Leader	Snow Orc Chief
General	Demi-Human		
Size	+2	+2	+2
Weight (lbs)	≈220	≈ 220	≈ 220
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Tempo	+45	+45	+45
Resistance			
Cold	+2	+2	+2

Combat			
Fright mod	-1	-1	-1
OV	+4	+7	+10
DV	+15 (+14 MI)	+16 (+14 MI)	+17 (+14 MI)
Dodging	+1	+1	+1
Damage	Weapon +1	Weapon +1	Weapon +1
HP	22	28	36

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Spear	D8 + 1	+0	-1/+1	+4	15
Javelin	D6	-1	-1/+1	+2	25
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-1		
Armour					
Fur shirt (+1 DV)					
Helmet (+1 DV)					

	Wild Orc	Wild Orc Leader	Wild Orc Chief
General	Demi-Human		
Size	+3	+3	+3
Weight (lbs)	≈320	≈320	≈320
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Stealth	+9	+9	+9
Tempo	+45	+45	+45
Combat			
Fright mod	-2	-2	-2
OV	+5	+8	+10
DV	+15 (+13 MI)	+16 (+13 MI)	+17 (+13 MI)
Dodging	+1	+1	+1
Damage	D4 or Weapon +1	D4 or Weapon +1	D4 or Weapon +1
HP	32	41	53

Suggested Equipment (DV included in Statistics Blocks)					
Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Spear, short	D8	+0	-1/+1	+2	20
Javelin	D6	-1	-1/+1	+2	25
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-1		
Armour					
Fur shirt (+1 DV)					
Helmet (+1 DV)					

WILD ORC: Wild orcs are a larger and more hairy goblins. They live much in the same places as goblins, in dark forests and deep caves, and in the same way too – in tribe-like war-bands ruled by the strongest individual. Their have brownish-yellowish fur and red eyes. They are very stealthy, even for their size, and will try to use stealth and attack by surprise whenever they can.

Trolls

Troll creatures, or just trolls ("sing", "trill"), are malevolent spirits who by means of sorcery have possessed dead bodies, or they are restless spirits who continue to work in the world of the living even after death. They continue to exist between the states of life and death, where most or just some parts of the dead have passed on to another world, and the rest is left. There are two types of trolls; the corporeal and the incorporeal. All trolls are destroyed if exposed to direct Sunlight in one round, and are then turned to either lifeless bodies or dust (if corporeal) or they vanish into thin air with a light flash (if incorporeal). Corporeal trolls sink and are destroyed if they are completely submerged in water. Troll creatures (with the exception of the Huldr) are not affected by cut effect of the Cut/Shock effect, meaning they can not bleed, but they are partly affected by the shock effect. They can be stunned and knocked down, but not knocked out or killed instantly (if the shock effect is knocked out or instant kill, they are instead knocked down). They (except the Huldr) are never naturally afraid (i. e. they don't need to test for morale) and they never grow tired.

Most trolls attack by draining energy from their targets. The targets must test their Fortitude against a DD and must succeed or lose a number of SP. A Critical Failure means the target loses double the amount of SP. Corporeal trolls must at least deliver 1 damage to their targets to drain them, but the incorporeal trolls can drain their targets (all at the same time) as long as they are within 150' of the troll and in sight of the troll. Armour provides no protection against draining.

	Ghastly Wight	Wight	Warrior Wight
General	Corporeal Trolls		
Size	+0	+0	+1
Weight (lbs)	≈160	≈160	≈200
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Fortitude	+5	+3	+5
Stamina	n/a	n/a	n/a
Swimming	n/a	n/a	n/a
Tempo	+50	+30	+35
Toughness			
Cold	Immune	Immune	Immune
Combat			
Fright mod	-7 (-9)	-6	-7
OV	+4	+2	+6
DV	+15	+14 (+15 MI)	+16 (+15 MI)
Dodging	+3	+1	+1
Damage	D4 or Weapon[1/2]	D4 or Weapon[1/2]	D6 or Weapon[1/2]
HP	35	30	40

Weapons	Damage	DV	Cut/Shock	Initiative	Range
Short Sword	D8	-1	-2/+2	+0	-
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-2		
Armour	**MS**				
Corroded Mail Shirt (+2 DV)	-1				
Corroded Helmet (+1 DV)	-1				

[1]And D8 energy drain for Ghastly Wights (DD 15) and Wights (DD 14) and D12 energy drain (DD 16) for Warrior Wight.
[2]Cast a D6 the first time a HP is lost by an attack from a Ghastly Wight/Wight/Warrior Wight; if the result is 1 or 2 the target must test his Disease Resistance against a disease (PL 7 + D6).

Corporeal Trolls

GHASTLY WIGHT: Ghastly wights are dead human bodies possessed by malevolent spirits, who take over the bodies of others when they can. If they find no dead bodies they will seek the living and kill them to possess their bodies as well. They haunt graveyards and catacombs in search of bodies to possess. When killed by a ghastly wight the dead becomes a ghastly wight himself within D6 rounds. If a target suffers damage from the ghastly wight it can also be energy drained and must test Fortitude against DD 15 or lose D8 SP. The ghastly wight is very terrifying, reeking of death and letting out the most horrible sounds imaginable, and horribly fast and has a +6 mod to initiative instead of the normal +1. Anyone standing 10' or less from the ghastly wight must test their morale again at -9 (in addition to the test at -7 at first sight of the ghastly wight).

WIGHT: Wights are dead human bodies possessed by malevolent spirits, who take over the bodies of others when they can. If they find no dead bodies they will seek the living and kill them to possess their bodies as well. They haunt graveyards and catacombs in search of bodies to possess. When killed by a wight the dead becomes a wight himself within D6 rounds. If a target suffers damage from the wight it can also be energy drained and must test Fortitude against DD 14 or lose D8 SP.

WARRIOR WIGHT: the warrior wight is created when a malevolent spirit possesses the body of a mighty warrior (level 10+). It is otherwise like a normal wight.

"Who today was a warrior of might, can tomorrow be a mindless wight."

HULDR & ANCIENT HULDR: The Huldrs came to be when women visited Hel in Helheimr ages ago; they were lured in there by Hel and when they were released back into the world of the living they were changed. Many believe they were created by Hel as a protest against the other deities, for locking her up in the dark and cold world of the dead. A Huldr can, at will, appear much less threatening to others. A Huldr drinks the blood of humans and demi-humans. She receives her power from charismatic (i. e. with at least +1 Cha) victims by draining (drinking) their blood. A victim with a Cha of only +0 or less will not give her any power – meaning she will not bother drinking his blood to start with. She needs to drain at least one victim every month to remain awake. If she has not drained a victim she will fall into a coma. If she falls into a coma she will wake up for 3D6 minutes every time she smells human blood (with her Troll Nose), before she (if she is unable to drain a victim from this) falls back into a coma (and she will not wake up again before the next night). The Huldr sucks the life force from her victims, so in addition to losing blood the victim will also grow one month older every time he is drained.

The Huldr has a special ability, Allure, which can only be used against one individual at the time, and this individual must be within 150' of the Huldr and in her field of vision. To resist Allure the target must test his Fortitude against DD 18. He who fails to resist her will be lured back to her lair, where she will drink his blood, usually until he is unconscious. He will then be carried off to some place near her lair, and will be abandoned there. He will wake up at sunrise, and will have no memory of what has happened to him.

A female human or demi-human allured three times under the same Moon (i. e. 28 days) will become inexplicably sick and die within D6 days. She will then become a Huldr herself under her creator's dominance. A male human or demi-human allured three times under the same Moon (i. e. 28 days) will also become inexplicably sick and die within D6 days. He will then return as a Nár with no will of his own, existing only to serve the Huldr (meaning it is game over if this happens to a male character). Only females can become Huldrs.

The Huldrs usually live in deep and dark forests and are, when seen from a distance, often mistaken for wood elves, because they are often very beautiful (and even more so than they were when alive [Remember that only those with a positive Cha are bitten in the first place]). The Huldr can also be found in human settlements sometimes, where she can live close to her source of nourishment.

A female character who becomes a Huldr will gain some modifications to her character attributes.

Character attribute	Huldr mod
CHA	+D6 - 2
DEX	+1
STR	+1
WIL	+1

Other effects
She gains the ability to Allure
She gains the ability to at will appear much less threatening (Fright mod +6) to others
She will no longer grow or age. Only her hair and nails will grow from now on
HP + 15
Heat Toughness -1
She gains Acrobatics, Climbing and Stealth as Character Role skills, regardless of her Character Role.

A Huldr will no longer be able to cast any spells related to her Character Role, but will be able to learn Orc Spells from now on, as if she was an Orc.

When the Huldr was created, the spirit of the dead woman was sent to Alinnóss to be evaluated by Týr, but her mind remained on Earth, in the still partly functioning body. When a Huldr is destroyed her mind too will be sent to Alinnóss for an evaluation and to be purified, and will then be sent back to Earth, along with a new spark (spirit) from Alinnóss. The body turns to earth or – if the Huldr was very old – to dust. Her shadow will be sent to Helheimr.

"Death is often the best healer."

"Good blood will never lie."

Huldr

General	Corporeal Trolls
Size	-2
Weight (lbs)	≈110
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Acrobatics	+4
Climbing	+4
Stamina	+8
Stealth	+6
Swimming	n/a
Tempo	+35
Resistance	
Cold	Immune
Combat	
Fright mod	-4 (+6)
OV (MÊ)	+3
DV	+12 (+13 MI)
Dodging	+3
Damage	D4
HP	26
Weapon	Natural

Armour
Fur shirt (+1 DV)

Some of the Huldrs have existed since ancient times, and are more powerful and knowledgeable than normal Huldrs. These are called ancient Huldrs.

Ancient Huldr

General	Corporeal Trolls
Size	-2
Weight (lbs)	≈110
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Acrobatics	+5
Climbing	+5
Fortitude	+4
Rune Lore	+8
Stamina	+8
Stealth	+9
Swimming	n/a
Tempo	+35
World Lore	+5
Resistance	
Cold	Immune
Combat	
Fright mod	-5 (+6)
OV (MÊ)	+6
DV	+13 (+12 MI)
Dodging	+3
Damage	D6
HP	37

Armour
Fur shirt (+1 DV)

Ancient Huldr knows and can cast all Orc Spells three times a day.

"You can not kill what is already dead".

	Nár	Skeleton	Ancient Skeleton
General	Corporeal Trolls		
Size	+0	+0 (-3 for MI & Cut/Shock)	+0 (-3 for MI & Cut/Shock)
Weight (lbs)	≈160	≈80	≈80
Special Abilities	Ettin Eyes	Ettin Eyes	Ettin Eyes
Skills			
Fortitude	+3	+3	+4
Perception	+0	+0	+0
Stamina	n/a	n/a	n/a
Swimming	n/a	n/a	n/a
Tempo	+30	+40	+40
Resistance			
Cold	Immune	Immune	Immune
Electricity		3	3
Heat		3	3
Combat			
Fright mod	-6	-3	-5
OV (MÊ)	+2	+3	+6
DV	+13 (+14 MI)	+14[1] (+17 MI)	+19[1] (+17 MI)
Dodging	+0	+2	+2
Damage	Short sword[2]	Short sword	Short sword
HP	31	23	43
Weapon	Weapon	Weapon	Weapon

Weapons	**Damage**	**DV**	**Cut/Shock**	**Initiative**	**Range**
Short Sword	D8	-1	-2/+2	+0	-
Shield	**DV MÊ**	**DV MI**	**MS**		
Small	+1	+2	-1		
Armour					
Torn Gambeson (+1 DV)					
Corroded Helmet (+1 DV)					

[1]DV -2 against Concussion Weapons, Slings, falling or thrown rocks and from falling.
[2]Cast a D6 the first time a HP is lost by an attack from a Nár; if the result is 1 or 2 the target must test his Disease Resistance against a disease (PL 7 + D6).

NÁR (*alias* Walking Dead): The náir (pl.) are thoughtless, spiritless corpses serving others, or they have for unknown reasons just been created to kill randomly. The nâir are the bodies of the dead, still partly working in the world of the living.

SKELETON: When the náir become very old and all the flesh rots away from their bodies, they turn into skeletons. Very old corpses too become skeletons, when created, rather than náir.

ANCIENT SKELETON: Some skeletons were made in long forgotten ages, from the bones and bodies of mighty men.

Incorporeal Trolls

Player characters (other than Light Elves) need to wear some sort of mask in order to see incorporeal trolls. This can be everything from a physical mask, a helmet with facial protection, to ashes or paint smeared on the face.

"The wolf and the dog do not play together."

	Ghost	Ancient Ghost
General	Incorporeal Trolls	
Size	n/a	n/a
Special Abilities	Ettin Eyes	Ettin Eyes
Skills		
Flying Tempo	+20	+20
Fortitude	+3	+4
Stamina	n/a	n/a
Tracking	+18	+18
Resistance		
Cold	Immune	Immune
Physical	Immune[1]	Immune[1]
Combat		
Fright mod	-8	-10
OV	n/a	n/a
DV	+10	+12
Dodging	+2	+2
Damage	[2]	[3]
HP	28[1]	48[1]
Weapon	Drain	Drain

[1]Can only be injured by enchanted weapons.
[2]D8 energy drain (DD 18).
[3]D12 energy drain (DD 22).

GHOST: Ghosts are vengeful individuals who because of their strong antipathies remain in the world of the living even after death, to haunt and torment the living (or someone in particular). If ghosts are destroyed they will return the following Sunset. They do not go away permanently until the wrong that made them so angry is undone or until the wrongdoer is himself dead.

ANCIENT GHOST: Ancient ghosts are vengeful individuals who were very powerful in life, and who because of their strong antipathies remain in the world of the living even after death, to haunt and torment the living (or someone in particular). If ancient ghosts are destroyed they will return the following Sunset. They do not go away permanently until the wrong that made them so angry is undone or until the wrongdoer is himself dead.

SEA WRAITH/WRAITH: A cursed human or demi-human who perishes at sea/on land will turn into a sea wraith/wraith the first night after the first full Moon after death. If the sea wraith/wraith is destroyed it will return after D6 days, until its physical remains are found and destroyed by fire or are placed in a burial mound. The sea wraith/wraith stays near its physical remains during the day (and the sea wraith ascends from the deep) and haunts the living during the night. A sea wraith/wraith can not move more than 1000' from its physical remains without taking injury; it will lose D6 HP (at the beginning of) every hour it is further away than this.

ANCIENT SEA WRAITH/WRAITH: A powerful cursed sorcerer who long ago perished at sea/on land. If the ancient sea wraith/wraith is destroyed it will return after D6 days, until its physical remains are found and destroyed by fire or are placed in a burial mound. The ancient sea wraith/wraith stays near its physical remains during the day (and the ancient sea wraith ascends from the deep) and haunts the living during the night. An ancient sea wraith/wraith can not move more than 10000' from its physical remains without taking injury; it will lose D6 HP (at the beginning of) every hour it is further away than this.

"The first breath is the beginning of death."

	Sea Wraith/Wraith	Ancient Sea Wraith/Wraith
General	Incorporeal Trolls	
Size	n/a	n/a
Special Abilities	Ettin Eyes	Ettin Eyes
Skills		
Fortitude	+3	+4
Stamina	n/a	n/a
Flying Tempo	+30	+30
Resistance		
Cold	Immune	Immune
Physical	Immune[1]	Immune[1]
Combat		
Fright mod	-8	-10
OV (MÊ)	n/a	n/a
DV	+10	+12
Dodging	+2	+2
Damage	[2]	[3]
HP	50[1]	70[1]
Weapon	Drain	Drain

[1]Can only be injured by enchanted weapons.
[2]D8 energy drain (DD 20).
[3]D12 energy drain (DD 24).

LANTERN MAN (*alias* Will-o'-the-wisp): Lantern men are drowned men and women who try to lure the living into meeting the same destiny or who try to help the living out from dangerous areas. They are made up of the reflections of the living holding a lantern to show the way, into or out from danger. They are seen when it is dark, in bogs or near the water, where they drowned and where their remains can still be found. If destroyed, the lantern men will return the following Sunset. They will never disappear, unless their remains are found and destroyed with fire or are placed in a burial mound.

A lantern man will be dangerous to some and helpful to others. The myth master must cast a D6 and modify the result by the Cha of the party leader ; if the result is ≤3 the lantern man will try to lead the party into danger and if the result is ≥4 he will help the party. Lantern men can attack with three electric shocks every round (but will only do so if attacked), but need to 'hit' their targets with these shocks as if they were firing arrows with a short self bow.

Lantern men can not leave the bog where their remains lie, and will disappear if their remains are destroyed by fire or are placed in a burial mound.

Lantern Man

General	Incorporeal Trolls
Size	n/a
Special Abilities	Ettin Eyes
Skills	
Perception	+1
Stamina	n/a
Flying Tempo	+100
Resistance	
Cold	Immune
Electricity	3
Heat	6
Physical	Immune[1]
Combat	
Fright mod	-2
OV (MÊ)	n/a
OV (MI)	+5
DV	+10 (+12 MI)
Dodging	+4
Damage (MI)	D6 Electric
HP	25[1]
Weapon	Electric Shocks

[1]Can only be injured by enchanted weapons.

"The Sun passes over filth and is not defiled."

SPECTRE: Spectres are dead humans or demi-humans who still think they are alive. They defend a place or an object, often the remains of a beloved person. If you study their behaviour you will see that they behave as if they were alive, but they do the same things over and over again, as if caught in a loop that they can not escape from. They will attack and try to kill anyone who disturbs them and interpret all others as a threat to what they defend.

Spectre

General	Incorporeal Trolls
Size	n/a
Special Abilities	Ettin Eyes
Skills	
Flying Tempo	+20
Stamina	n/a
Tracking	+15
Resistance	
Cold	Immune
Physical	Immune[1]
Combat	
Fright mod	-8
OV (MÊ)	n/a
DV	+10
Dodging	+2
Damage	[2]
HP	38[1]
Weapon	Drain

[1]Can only be injured by enchanted weapons.
[2]D8 energy drain (DD 15).

SHADOW: The shadows are the shadows (i. e. the cruel, malicious and hateful aspects) of the dead, who sometimes ascend from Helheimr to fight in the world of the living. Shadows always stay at least 20' away from (real or sorcerous) fire and men who carry flaming torches, and away from the effect of any light spells, and are automatically destroyed if they fail to do so.

Shadow

General	Incorporeal Trolls
Size	n/a
Special Abilities	Ettin Eyes
Skills	
Flying Tempo	+20
Fortitude	+3
Stamina	n/a
Tracking	+15
Resistance	
Cold	Immune
Physical	Immune[1]
Combat	
Fright mod	-8
OV (MÊ)	n/a
DV	+12
Dodging	+2
Damage	[2]
HP	18[1]
Weapon	Drain

[1]Can only be injured by enchanted weapons.
[2]D8 energy drain (DD 18).

SHADOW SORCERER: The shadow sorcerers are the shadows (see Shadow) of mighty sorcerers. They always stay at least 20' away from (real or sorcerous) fire and men who carry flaming torches, and away from the effect of any light spells, and are automatically destroyed if they fail to do so.

Shadow Sorcerer

General	Incorporeal Trolls
Size	n/a
Special Abilities	Ettin Eyes
Skills	
Flying Tempo	+20
Fortitude	+8
Stamina	n/a
Tracking	+18
Resistance	
Cold	Immune
Physical	Immune[1]
Combat	
Fright mod	-10
OV (MÊ)	n/a
DV	+15
Dodging	+2
Damage	[2]
HP	38[1]
Weapon	Drain

[1]Can only be injured by enchanted weapons.
[2]D10 energy drain (DD 22).

Knows and can cast all Orc Spells four times a day.

"When I did well, I heard it never; when I did ill I heard it ever."

Ettins

Ettins ("the hungry", "big eaters") are the descendants of the proto-Ettin Ýmir (see **Mythical Deities**), who fell to Earth from the sky like a falling star, and then started to melt.

Dead but Dreaming

Ettins can enter a sleep-like state where they need neither food nor air nor water; they can "rest" in this state for hundreds and even thousands of years, only to all of a sudden wake up, when the conditions for this are right. Some Ettins wait in this state inside glaciers encapsulated in ice, under masses of rocks and soil or on the bottom of the sea floor – or even travelling in deep space, capsuled in ice or stone (protecting them from the rays of the Suns).

The Ettins know no fear and never tire. They are not alive, but not dead either; they exist in some sort of dreamlike condition. They were not born, but dripped from the body of Ýmir, when he started to melt, in a terrible noise, and became so numerous that they became a threat to all life on Earth. The sympathetic deities killed Ýmir to stop the "dripping" of stone hearts growing into dangerous Ettins. Óðinn thrust his spear into Ýmir and Þórr hit him in the head with a rock and threw him into the abyss. His blood flowed up and flooded the entire world. Only a small group of the land based Ettins remained active, often by holding on to floating pieces of wood until the land some places rose again. The others are still there, on the bottom of the sea, waiting in their sleep-like state for the water to go away so that they can become active again.

The Ettins have drop-shaped radiant stone "hearts". When any living creature is within 30' of an Ettin it can not rest and will lose 1 SP *every round* from the harmful radiation emanating from the Ettin's stone heart. When an Ettin is killed the heart can be removed, prepared and used as pendant, to be worn over the heart. The stone heart will stop emanating harmful radiation when removed.

The Ettin stone heart can be removed from the Ettin remains in D6 rounds (using a pick axe, if the Ettin has turned to stone) by using Rune Lore against DD 15, to find the right stone and to remove it correctly (i. e. without breaking it or spilling its power). The stone hearts are all different from each other, and their powers depend on the Ettin they are removed from and the skill of the character preparing them. It takes 3D6 minutes to prepare it, using craftsman's tools and the skill Crafts.

Ettin stone heart pendants within 1' of other Ettin stone heart pendants will start to emanate strong flickering light before they explode after 2D6 rounds, killing the *wearers* instantly/inflicting 6D6 heat damage to *carriers* and inflicting 3D6 heat damage to everyone within 20' of the exploding stone hearts.

Ettin Hunger

It is said that the Ettins ("the hungry", "big eaters") are called by that name not because they are so very hungry or because they eat so much; in fact they don't seem to need any form of "normal" nourishment at all to continue their miserable existence. They are called by this name because they actively hunt human beings, dark elves, light elves, and halflings to devour them, and because they eat aurichalcum. They do because they have no spirit or life-force of their own, and they seem to believe that by eating a creature with a spirit and life-force or a metal with sorcerous abilities, such as aurichalcum, they will gain this for themselves.

For unknown reasons an Ettin stone heart (unprepared or prepared) present in a party increases the chance for the party to run into Ettin phenomena when travelling in Jötunnheimr. See **Random Encounters** (**The Land of Thulê**). The Ettin stone heart amulets are known to give many owners nightmares during sleep.

Ettins crave for aurichalcum and can even smell it with their troll noses. They eat the metal, for the same reason they eat humans, and when eaten it is stored inside them, for all ages. When an Ettin is killed the player characters will find D6 * size of the Ettin killed ounces of aurichalcum. It takes D6 minutes to find and collect all the aurichalcum from the remains of an Ettin, or 4D6 minutes (using a pick axe) if the Ettin has turned to stone.

"Brawl with a pig and you will go away with his stink."

Ettin Stone Heart Amulet Risk

What is unknown to most men in Thulê (DD 18 World Lore) is that the Ettin stone heart amulets have a poisonous will of their own, and unless a character wearing, carrying or even touching such an amulet has ≥ 13 INT, CHA and WIL the Ettin stone heart amulet will give the individual nightmares and will the first night the myth master casts a natural 1 on a D20 turn him into a slave to the will of Bölþorn. The myth master must check for this effect every day a person has touched, worn or carried such an amulet! The effect can be avoided if he simply stops touching, wearing or carrying the amulet.

Stone Ettins

Most of the stone ettins went into their sleep-like state when Ýmir was killed, because they sink like rocks and can not remain active under water.

They turn to stone when directly exposed to Sunlight for one round, and are fairly easily harmed by fire, but are very difficult to harm by using ordinary weapons. The stone ettins are made from stone and frost and regenerate, meaning they can not bleed and regenerate 1 lost HP every round starting 1 round after the first loss of HP. However, they do not regenerate heat damage. If the stone ettin is killed with ordinary arms it will continue to regenerate until it can rise from the dead, again. To kill a stone ettin you need to use fire or let the Sun shine upon it, or remove its stone heart before it rises from the dead again.

ROCK ETTIN: Most rock ettins are about 8' to 9' tall and are active in caves and dark forests in the mountains. When standing still, they look almost like large boulders or standing stones and are often incredibly difficult to spot – as they stand in a shadow motionless waiting for passers-by.

Rock Ettin

General	Stone Ettins
Size	+5
Weight (lbs)	≈500
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Fortitude	+4
Stamina	n/a
Stealth	+12
Tempo	+30
Resistance	
Cold	Immune
Electricity	3
Heat	2
Combat	
Fright mod	-4
OV (MÊ)	+7
DV	+19 (+16 MI)
Dodging	+1
Damage (MÊ)	D10
HP	50
Weapon	Natural or Thrown Rock

MOUNTAIN ETTIN: Most mountain Ettins are about 10' to 11' tall and are active in caves and dark forests in the mountains of Thulê.

The mountain ettins are very diverse and can take many different forms. Most of them look like humanoid giants, with stone coloured skin and white lifeless eyes, but some can have only one eye or even several heads and twisted inhuman bodies. Some have green moss growing on their skin. They are all terrible ugly and terrifying, and their biggest joy is apparently to kill and eat other living creatures, and in particular humans and demi-humans.

Mountain Ettin

General	Stone Ettins
Size	+6
Weight (lbs)	≈650
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Climbing	+5
Fortitude	+5
Stamina	n/a
Tempo	+35
Resistance	
Cold	Immune
Electricity	3
Heat	2
Combat	
Fright mod	-4
OV (MÊ)	+8
OV (MI)	+3 (range 10')
DV	+20 (+17 MI)
Dodging	+1
Damage (MÊ)	D12
Damage (MI)	D12
HP	56
Weapon	Natural or Thrown Rock

Crafts +D20	Stone Heart Power[1]
≤ 15	lose 1 HP every hour
16-17	heal 1 HP every day[2]
18-21	heal 1 HP every hour[2]
≥ 22	heal 1 HP every minute[2]

[1]Add -1 for stone hearts from rock ettins and +0 for mountain ettins. Stone hearts from stone ettins are grey.
[2]The amulet will not revive a dead creature.

"A man's work is from sun to sun, but a mother's work is never done."

Fire Ettins

FIRE Ettin: Fire Ettins are terrible fire powers, by some believed to come from the centre of the Earth. They are black, cruel and ruthless, with large wings as black as the night. The grotesque body of the fire Ettins are as dark as the darkest shadow, but red fire spurts from their eyes and mouths. Many believe Surtr (see **Mythical Deities**) is a fire Ettin, or perhaps their lord. The Fire Ettins burn to ashes and volcanic rock when exposed to direct Sunlight for one round (with an Ettin stone heart located somewhere in the remains). The fire Ettin needs nourishment to its fire and because of this fire attacks against it can drain it. The fire Ettin is, in other words, also vulnerable to fire. The fire Ettin has tough skin and is very hard to kill with ordinary weapons, but it sinks and will die if completely submerged in water.

Crafts + D20	Stone Heart Power[1]
≤ 15	-1 Cold Toughness
16	+1 Cold Toughness
17	+2 Cold Toughness
18	+3 Cold Toughness
19	+4 Cold Toughness
20	+5 Cold Toughness
21	+6 Cold Toughness
22	+7 Cold Toughness
23	+8 Cold Toughness
24	+9 Cold Toughness
≥ 25	+10 Cold Toughness

[1]Stone hearts from fire Ettins are red.

"Faint hearts never win fair ladies."

Fire Ettin

General	Fire Ettins
Size	+10
Weight (lbs)	≈3500
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Flying Tempo	+70
Fortitude	+6
Stamina	n/a
Tempo	+35
Resistance	
Electricity	Immune
Heat	3
Combat	
Fright mod	-6
OV (MÊ)	+10
DV	+17 (+13 MI)
Dodging	+2
Damage	D8 + 1 + (D3 Heat)
HP	110
Weapon	Natural

Frost Ettins

Frost Ettins are Ettins who easily survived the flood because they lived under water anyway. They are also (all of them) called kraken ("scrape along the bottom"), because they can not swim, but move restlessly forwards by dragging themselves along the bottom of the sea with their large claws. They are often mistaken for giant octopi or giant crabs, but they are neither, and yet they look a bit like both.

There are two types of frost Ettins/krakens; the nix ("bad smell", "stench"), found in or near fresh water, and (the actual) kraken, found in or near sea water. None of them survive being exposed to direct Sunlight (for one round), but instead of turning to stone – like the stone Ettins do – they melt away and turn to stinking slime or worm-infested mud (with an Ettin stone heart located somewhere in the slime/mud).

KRAKEN (*alias* Sea Ettin): It is hard to describe the kraken, because it is so alien. It is cold as the sea and has slimy skin with green and brown scales, looking like a coarse and primitive form of snake skin. It can see with two and sometimes as many as one thousand (!) eyes, located on its head. The head looks like that of a fish, but has many revolting tentacles in the facial area. The mouth is like an octopus beak. The kraken has two hooked and powerful arms with some sort of crab claws as

hands. It has sharp claws on the feet as well, used to hold on to the sea bottom. The kraken breathes with some sort of gills, but can easily remain active on land for several hours, and sometimes several days. Some believe there are krakens in the deep as large as mountains.

Like with the other Ettins the krakens eat their victims. Thankfully the largest krakens rarely ascend from the deep sea to eat men, but they are an eternal torment to sailors, and are known to stand on the bottom of the sea and drag entire ships down into the deep.

While other Ettins are strictly solitary, the krakens are known to some times work in groups.

Small Kraken

General	Frost Ettins
Size	+0
Weight (lbs)	≈160
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Fortitude	+3
Stamina	n/a
Tempo	+25
Resistance	
Cold	Immune
Electricity	1
Combat	
Fright mod	-4
OV (MÊ)	+2
DV	+13
Dodging	+2
Damage	D6[1]
HP	20
Weapon	Natural

[1]Cast a D6 the first time a HP is lost by an attack from a Kraken; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6).

Crafts + D20[1]	Stone Heart Power[2]
≤ 15	-2 mod to Stamina
16-17	+1 mod to Stamina
18-21	+2 mod to Stamina
≥ 22	+3 mod to Stamina

[1]Add -1 for stone hearts from small kraken, +0 for medium, +1 for large and +2 for huge. The weight and size of the heart is always about the same, but the power stored in the stone heart is not the same (which explains why the krakens not all grow to the same size).
[2]Stone hearts from krakens are transparent.

Medium Kraken

General	Frost Ettins
Size	+7
Weight (lbs)	≈850
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Fortitude	+5
Stamina	n/a
Tempo	+30
Resistance	
Cold	Immune
Electricity	2
Combat	
Fright mod	-8
OV (MÊ)	+9
DV	+15 (+11 MI)
Dodging	+2
Damage	D8[1]
HP	70
Weapon	Natural

[1]Cast a D6 the first time a HP is lost by an attack from a Kraken; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6).

Large Kraken

General	Frost Ettins
Size	+10
Weight (lbs)	≈1600
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Fortitude	+6
Stamina	n/a
Tempo	+35
Resistance	
Cold	Immune
Electricity	3
Combat	
Fright mod	-9
OV (MÊ)	+10
DV	+17 (+13 MI)
Dodging	+2
Damage	D10[1]
HP	100
Weapon	Natural

[1]Cast a D6 the first time a HP is lost by an attack from a Kraken; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6).

"When in Troskenia, do as the Troskenians."

Huge Kraken

General	Frost Ettins
Size	+10
Weight (lbs)	≈50000
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Fortitude	+6
Stamina	n/a
Tempo	+35
Resistance	
Cold	Immune
Electricity	3
Combat	
Fright mod	-9
OV (MÊ)	+10
DV	+17 (+14 MI)
Dodging	+2
Damage	2D12[1]
HP	575
Weapon	Natural

[1]Cast a D6 the first time a HP is lost by an attack from a Kraken; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6). .

NIX (*alias* Neck): The Nix looks like a humanoid toad overgrown with moss, black and terrible and with pale eyes with a weak glow in the night. It can lure living creatures to its source with a spell (a "call") with a range of 300'. The spell sounds like a strange and unreal song. Everyone who hears it must test their Fortitude against DD 15 every round until they succeed. If they fail they will come under its spell and start to walk towards its source, to be dragged down into the deep and be eaten. Those under its spell can test their Fortitude against DD 16 every round until they either succeed or are finally dragged down and eaten. Those who succeed after having been under the spell will not need to test Fortitude again when hearing the call until after the next Sunrise. A character under the spell can be physically prevented by others from walking towards the Nix' source if the person holding him back has more Str than the person under the spell. If more than one individual is holding him back the highest Str is used and +1 (or if better, the Str) is added for every individual assisting him. One who tries to hold back a character under its spell will not be able to do anything else and spends 4 SP each round whilst doing so.

Crafts + D20	Stone Heart Power[1]
≤ 15	-1 Disease Resistance
16	+1 Disease Resistance
17	+2 Disease Resistance
18	+3 Disease Resistance
19	+4 Disease Resistance
20	+5 Disease Resistance
21	+6 Disease Resistance
22	+7 Disease Resistance
23	+8 Disease Resistance
24	+9 Disease Resistance
≥ 25	+10 Disease Resistance

[1]Stone hearts from Nixes are yellow.

Nix

General	Frost Ettins
Size	+6
Weight (lbs)	≈650
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Fortitude	+5
Stamina	n/a
Tempo	+20
Toughness	
Cold	Immune
Electricity	2
Combat	
Fright mod	-7
OV (MÊ)	+8
DV	+15 (+12 MI)
Dodging	+2
Damage	D6[1]
HP	60
Weapon	Natural

[1]Cast a D6 the first time the Nix at least delivers 1 damage to its target; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6).

Giant Worms

Giant worms are often called dragons (Greek "sharp eyesight", "alert") because they guard so well their treasures. They never sleep and can not be paralysed. A worm (other than a sea worm) has wings and can fly on 1-2 (on a D6), and is then instead called a (poison-, cave- or fire-) drake, but is for all other purposes identical to a worm. A flying drake can only attack every D6 + 1 rounds whilst flying and must carry out a charge when it does so. See **Charges** (**Combat Rules**). Giant worms usually hide their treasures in caves which they guard night and day. They rarely leave their lairs and only to hunt or to accumulate more wealth. They are

obsessed with everything that shines and sparkles (like precious metals and gems), possibly because they think there is some sort of life-force emanating from these objects, and that this life-force can be transmitted to them via contact. The giant worms are relatively intelligent and have a language of their own, called (by man) Wormish, used to communicate with other worms (and it is not known why they do this or what they communicate). It is possible for a character to understand this language (permanently) if he drinks some of the blood (i. e. "blood") from the dead worm.

The number of legs vary, but worms are all large, grotesque and have powerful scale covered skin, which can be turned into a beautiful armour (i. e. a dragon scale armour) by a skilled craftsman. Giant worms ignite and burn to ashes if exposed to direct Sunlight for one round, and scales taken from the worm must be taken from a worm that has not been exposed to Sunlight. The scales themselves are not harmed by Sunlight, but will burn to ashes along with the worm if the worm is exposed to Sunlight.

Each dead worm has enough whole scales for (1-3 on a D6) 1 or (4-6) 2 such armours. Collecting enough scales for each armour takes D6 hours. The scales needed for one armour fills up a sack, and the scales for two armours a backpack.

POISON WORM: The green poison worm has a poisonous bite, but the poison (PL 15) will only affect the target if the worm at least delivers 1 damage to its target. Poison worms are usually found in deep and dark forests.

Poison Worm

General	Giant Worms (Drakes)
Size	+10
Weight (lbs)	≈1600
Special Abilities	Eagle's Gaze, Ettin Eyes, Troll Nose
Skills	
Acrobatics	+6
Climbing	+6
Fortitude	+6
Perception	+4
Stamina	n/a
Tempo	+40 (+70 Flying)
Tracking	+45
Resistance	
Cold	3
Electricity	3
Combat	
Fright mod	-8 (-9 Drake)
OV (MÊ)	+10
DV	+19 (+15 MI)
Dodging	+2
Damage	D8 + 1 and Poison PL 15
HP	100
Weapon	Natural

Crafts + D20	Stone Heart Power[1]
≤ 15	-1 Poison Resistance
16	+1 Poison Resistance
17	+2 Poison Resistance
18	+3 Poison Resistance
19	+4 Poison Resistance
20	+5 Poison Resistance
21	+6 Poison Resistance
22	+7 Poison Resistance
23	+8 Poison Resistance
24	+9 Poison Resistance
≥ 25	+10 Poison Resistance

[1]Stone hearts from poison worms are green.

SEA WORM: The silver coloured sea worm is usually found in underwater caves along the coast.

"A fox is not caught twice in the same trap."

Sea Worm

General	Giant Worms (Drakes)
Size	+10
Weight (lbs)	≈1600
Special Abilities	Eagle's Gaze, Ettin Eyes, Troll Nose
Skills	
Acrobatics	+6
Climbing	+6
Fortitude	+6
Perception	+4
Stamina	n/a
Swimming	+40
Tempo	+30
Tracking	+45
Resistance	
Cold	9
Electricity	3

Combat	
Fright mod	-5
OV (MÊ)	+10
DV	+19 (+15 MI)
Dodging	+2
Damage	D8 + 1
HP	100
Weapon	Natural

Crafts + D20	Stone Heart Power[1]
≤ 15	-1 Electricity Toughness
16	+1 Electricity Toughness
17	+2 Electricity Toughness
18	+3 Electricity Toughness
19	+4 Electricity Toughness
20	+5 Electricity Toughness
21	+6 Electricity Toughness
22	+7 Electricity Toughness
23	+8 Electricity Toughness
24	+9 Electricity Toughness
≥ 25	+10 Electricity Toughness

[1]Stone hearts from sea worms are silvery.

"The bee has a sting, but honey too."

CAVE WORM: The white cave worm is usually found in caves and ruins. It has a cold breath, but the (D6) cold damage will only affect the target if the worm at least delivers 1 damage to its target.

Cave Worm

General	Giant Worms (Drakes)
Size	+10
Weight (lbs)	≈1600
Special Abilities	Eagle's Gaze, Ettin Eyes, Troll Nose
Skills	
Acrobatics	+6
Climbing	+6
Fortitude	+6
Perception	+3
Stamina	n/a
Swimming	+20
Tempo	+35 (+70 Flying)
Tracking	+45
Resistance	
Cold	Immune
Electricity	3

Combat	
Fright mod	-6 (-7 Drake)
OV (MÊ)	+10
DV	+19 (+15 MI)
Dodging	+2
Damage	D8 + 1 + (D6 Cold)
HP	100
Weapon	Natural

Crafts + D20	Stone Heart Power[1]
≥ 15	-1 Heat Toughness
16	+1 Heat Toughness
17	+2 Heat Toughness
18	+3 Heat Toughness
19	+4 Heat Toughness
20	+5 Heat Toughness
21	+6 Heat Toughness
22	+7 Heat Toughness
23	+8 Heat Toughness
24	+9 Heat Toughness
≥ 25	+10 Heat Toughness

[1]Stone hearts from cave worms are white.

FIRE WORM: The red fire worm attacks every D6 round with a breath of fire affecting everyone in a 30' long (and at the widest point about 10' wide) cone, inflicting 3D6 in heat damage to them. Everyone in this zone must test their Dodging against DD 12 + (size * 2) to take only half damage – if there is a theoretic chance they might escape the fire breath. A Critical Success means they take no damage. A large shield can be used to defend against 3 such attacks and is then destroyed by fire. A medium shield can be used to defend against 2 such attacks and is then destroyed by fire. A small shield can only be used to defend against 1 such attack and is then destroyed by fire. The fire worm is seen as especially aggressive and is connected to Surtr. See **Mythical Deities**. Usually you find fire worms in the mountains, in deep caves and in ruins.

A fire worm forced to swim in water for one or more rounds will lose its ability to breathe fire for D6 hours.

Crafts +D20	Stone Heart Power[1]
≤ 15	Cannot cast spells
16-17	Spell-casters can cast one known spell *extra* each day
18-21	Spell-casters can cast two known spells *extra* each day
≥ 22	Spell-casters can cast three known spells *extra* each day

[1]Stone hearts from fire worms are black.

Fire Worm

General	Giant Worms (Drakes)
Size	+10
Weight (lbs)	≈1600
Special Abilities	Eagle's Gaze, Ettin Eyes, Troll Nose
Skills	
Acrobatics	+6
Climbing	+6
Fortitude	+6
Perception	+4
Stamina	n/a
Tempo	+45 (+70 Flying)
Tracking	+45
Resistance	
Cold	3
Electricity	Immune
Heat	Immune
Combat	
Fright mod	-6 (-7 Drake)
OV (MÊ)	+10
DV	+19 (+15 MI)
Dodging	+2
Damage	D8 + 1 + Fire Breath
HP	100
Weapon	Natural

Ettin Phenomena

Jötunnheimr is a very foreboding place and is home to a number of strange phenomena seen nowhere else in Thulê. These phenomena most often appear as from nowhere, without any warning; you don't always become aware of them until it is too late to avoid their effects. Making a map of the phenomena is impossible, because they move about and disappear as quickly as they appear. Nobody knows from whence they come, or whither they go when they disappear, but it is assumed that they are a result of Ýmir's and Bölþorn's alien influence in Jötunnheimr.

Call of the Kraken is a weak and inexplicable sound, heard as if coming from the depths of the Earth. Those who hear it – i. e. everyone present – must test their Fortitude against DD 14. A Failure results in a trauma, a Critical Failure in a severe trauma (i. e. two normal traumas) (see **Morale [Combat Rules]** for the effects of being traumatized). The entire firmament turns black for as long as the sound can be heard (i. e. one round). This is not a morale test (but a sanity test), so no mods otherwise eligible for morale tests are added to the dice roll.

Ettin Earthstar is some sort of fungus, very small and hard to spot (DD 14 Perception) in time to avoid the effect. When you get near them they explode like puffballs – spreading their poisonous spores into the respiratory system of the nearest individual (i. e. the one who walks first in the group). The affected individual must test Poison Resistance against a poison with PL 10. See the skill Healing. The Ettin Earthstar explodes by itself (and thus disappears from where it appeared) when the Sun rises the next day.

Icewind is a burst of extremely cold wind. The entire party suffers D6 cold damage for D6 rounds. Warm clothes will help against the Icewind.

Loop is a phenomenon that suddenly (with a flash of light, blinding everyone for 1 round) sends the entire party back in time and space, to where they were 1 hour earlier.

Malaria is a reeking cloud of bacteria appearing around the party, exposing everyone in the party to a disease with PL 10. See the skill Healing. The cloud is small and will stay for D6 rounds before it dissolves, but anyone in it will only be forced to test their disease resistance against the disease once.

Darkness (Myrkr) is the sudden appearance of darkness. It becomes as dark as a winter night, and will remain like that until the next Sunrise. If this happens during a winter night, no change is perceptible to the party.

Nightmare is a sudden feeling of fear forcing everyone in the party to test their morale with a Fright mod of -6. The player characters will suffer any adverse effect *until the next Sunrise*. See **Morale (Combat Rules)**. The fear is caused by a nightmarish vision forcing its way into the minds of the characters. The entire firmament turns dark grey for as long as the phenomenon lasts, but only for those affected by it.

Snow (Snjóa) is a sudden clouding of the sky (in D6 rounds) followed by freezing temperatures and heavy snowfall. Within a few minutes, there will be 1' of snow on the ground, and after 1 hour the snow

is 2', making travelling slow and difficult. It then stops snowing. The snow falls as far as the eye can see, and as far as the party will be able to travel that day, and will remain on the ground until Sunrise. If already freezing temperatures, the snow will remain beyond the next Sunrise too. See **Travel & Survival** in **The Land of Thulê**.

Sunstorm is a sudden burst of radiation from the sun. Anyone who carries or wears something made of metal suffers D12 heat damage.

Vacuum is a sudden disappearance of oxygen in an area surrounding those who triggered this phenomenon. A strange sound, like that of a fire extinguished by the wind, can be heard. The characters in the vacuum will spend 2 SP each round, until they either manage to escape it, or pass out and perhaps even die from lack of oxygen. The radius of the vacuum is 500'. Remember to have characters spend SP for movement (running etc.) when they try to escape the vacuum. See the skills **Stamina** and **Tempo**. See the Talent Deep Breather.

Vertigo is a sudden feeling of despair affecting the entire party. Everyone in the party must test their Fortitude against DD 18. A Critical Failure or a Failure forces the character to give up the quest and make him just sit or lie down in apathy with closed eyes and struggle until Sunrise with the feeling of metaphysical vertigo, before he is finally allowed to do as he will again (like resume his quest). The entire firmament turns black for as long as the Vertigo lasts, but only for those exposed to it.

If attacked during the apathy the character will be allowed to defend himself, but will – full of contempt for death – fight with a +6 mod to morale tests and with a +2 mod to Wil (in relation to Stamina when Tired, Weary or Exhausted) and will always carry out a charge and fight offensively whenever it is possible to do so.

Fate Window is a vision from the distant past. Something happened a long time ago, where this phenomenon occurs, and the party can see it in front of them, like a vision. The vision (invented and described by the myth master) disappears after a few rounds. There is a 10% chance that the vision awakens memories from previous lives in anyone seeing it, giving him 250 XP. You remember something.

White Web is some sort of invisible web which turns electric (and then also becomes visible) when someone enters its centre. A random character in the party will trigger this effect by being electrified; he will receive D6 electric damage. To get out of the web unscathed each character must test Acrobatics against DD 14. A Critical Failure leads to D12 electric damage and a Failure to D6 electric damage, but (if he survives) the character will get out of the web. The web will automatically disappear (i. e. discharge) after D6 hours.

Will the Ettin Phenomena ever disappear?

Some sages in Thulê have argued that there is a connection between the number of Ettins and the frequency of the Ettin phenomena, suggesting that if man kills off (most of) the Ettins their phenomena will (mostly) go away too. This of course is a very comfortable hypothesis for everyone but those who will be tasked with killing off these extremely dangerous creatures...

Other sages have argued that the foreigners who fled to Thulê in ancient times, because most of the world elsewhere had been turned into such a horrible place, didn't just flee from the Ettins and their phenomena; they were the ones who brought them to Thulê in the first place – as if they were cursed by blood and that the curse followed them wherever they went. As evidence they point at the fact that the Ettin phenomena grew stronger, if not only appeared, just after the first foreigners arrived. Whatever the foreigners touch, visit, lay their hands on or even look upon will decay, fade, rot, wither, break and suffer. So they argue that if you want the Ettin phenomena gone you just have to get rid of those who obviously cause them.

Yet another (and certainly less xenophobic) group of sages argue that such things are perfectly natural and unfortunately inevitable, and that they come and go, like the seasons, and that there is nothing man can do about it. Not even sorcerers. Not even the gods! Man only has to survive and persevere, until they go away by themselves.

"Promises must not fill the place of gifts."

Mythical Deities

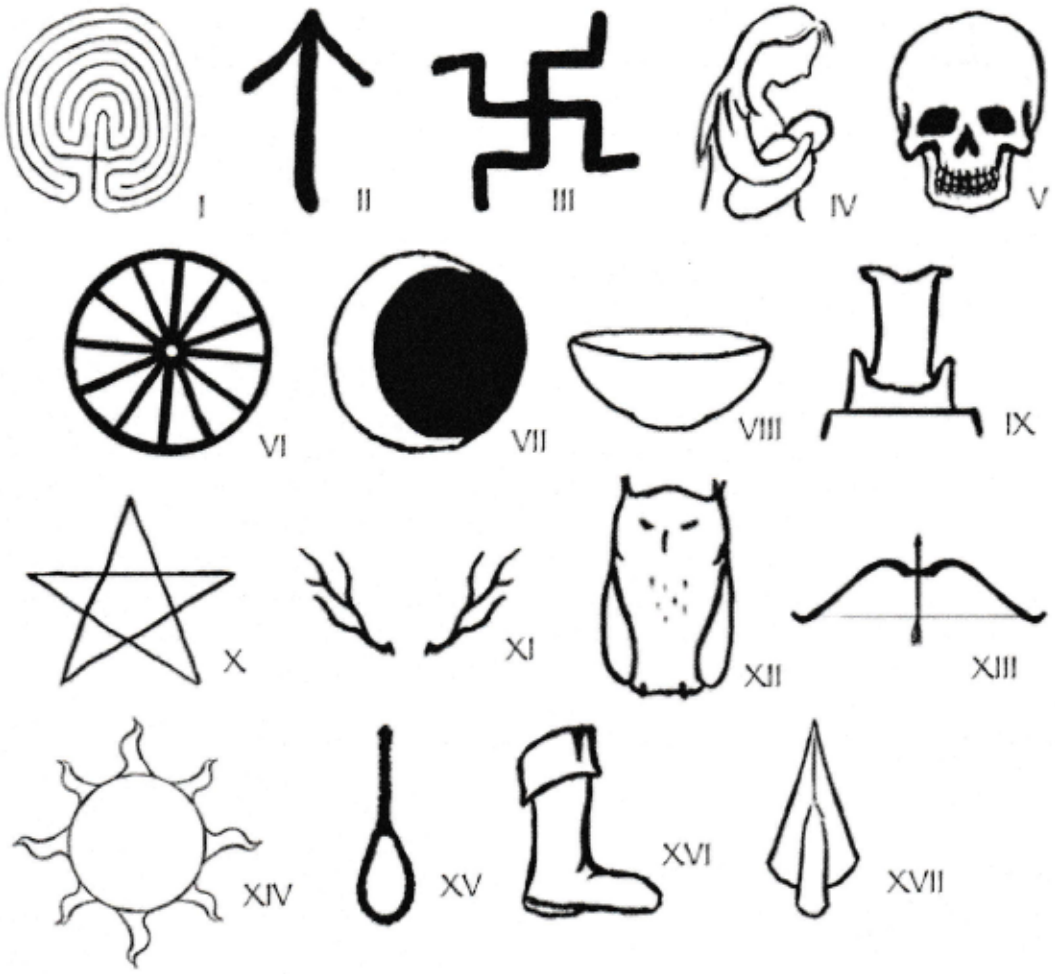


Image	Temple Name	Deity
I	The Temple of Purification	Baldr
II	The Temple of Radiance	Týr
III	The Temple of Strength	Þórr
IV	The Temple of the Earth	Jörð
V	The Temple of the Night	Höðr
VI	The Temple of Time	Heimdallr
VII	The Temple of the Wanderer	Máni
VIII	The Temple of Wealth	Njörðr
IX	The Temple of Justice	Forseti
X	The Temple of Love	Freyja
XI	The Temple of the Light Elves	Freyr
XII	The Temple of Lore	Sága
XIII	The Temple of the Source	Skaði
XIV	The Temple of Brilliance	Sól
XV	The Temple of the Fallen	Váli
XVI	The Temple of the Elk	Viðarr
XVII	The Temple of Fury	Óðinn

MYFAROG's universe is called Yggdrasill ("the terrible horse", "the horse that demands/requires awe") and is divided into three parts. It is also called Heimdallr ("world tree", "tree above the bed"), like the deity, and Mímameiðr ("memory tree").

Heimdallr	The World Tree
Crown	Ásgarðr ("garden of spirits")[1]
Main stem	Miðgarðr ("garden in the middle")[2]
Roots	Helheimr ("hidden/dead world")[3]

[1]The world for the living.

[2]The world for those who are neither dead nor alive, but exist in a world between the world of the living and the world of the dead.

[3]The world for the dead.

The spirits of the noble dead, when not dancing in the sky (as the Aurora Borealis), often live in the burial mound itself, *alias* Valhöll ("hiding place of the dead"), in Miðgarðr, or they live in Alfheimr or some other divine house until the children of the kin choose to be reborn as them. The shadows of the dead live in Helheimr; they are the dark and bad aspects of the dead never to be reborn.

The spirits of the noble dead leave their burial mounds to fight the shadows in Vígriðr ("ride of the dead", "weighing of the dead") in Ásgarðr on the 8th day after Winter Solstice. Heimdallr lets the shadows out from Helheimr and the spirits from Valhöll/Miðgarðr/Alfheimr so that they can fight each other and be purified (i. e. the light banishes the shadows). He opens up the gate in the wall surrounding Miðgarðr with a bronze lure. The purpose of this battle is to let the spirits of the dead be purified before they are allowed to be reborn. The shadows, the dark and bad aspects of the dead, are destroyed.

Man lives in the world of the deities and spirits, in Ásgarðr. Most of the deities themselves live in their own homes on a mountain, called Alinnóss (Greek: Olympos), in the clouds in Ásgarðr. Alinnóss is translated as "nourishing mouth", meaning "from whence nourishment comes". Alinnóss is connected to the rune Óðal, which translates as "inherited property", "noble" and "mind condition". The rune is a picture of the divine throne/seat.

The Deities

All the deities have no character role, or the role "Deity", if you want. They can be assumed to have all the Talents in existence, and have no limit to how many time they can cast their spells in one day. The deities know all the spells listed as known by them in **Sorcery**. When a deity differs from the other deities, in relation to statistics, this is noted in the statistics block below.

General	**All deities**
Male size	+1
Female size	+0
Special Abilities	Night Vision, Eagle's Gaze
Attributes	
Male Str	+4 (Þórr: +5)
Female Cha	+4 (Freyja: +5)
All other attributes	+3
Skills	
All skills	+10
Stamina	+20
Tempo	+40
Resistance	
Cold	+2 (Immune Fire deities)
Electricity	+2 (Immune Earth deities)
Heat	+2 (Immune Water deities)
Disease	Immune
Poison	+12
Combat	
Fright Mod	-8
Male OV	+11 (+12 Þórr)
Female OV	+9
DV Air deities	+21
DV Earth deities	+20
DV Fire deities	+18 (19 Þórr)
DV Spirit deities	+19
DV Water deities	+19
Dodging	+5
DV (MI)	+20 (+19 Male)
Male HP	60 (70 Þórr)
Female HP	58

"There is a difference between Þórr and Loki."

"The best gifts are those which expect no return."

If the deity appears, it will appear wearing the following equipment (see each deity for information about their weapons used. If no info is given, they use the club listed below):

Equipment (DV included in Statistics Blocks)		
Shield	**DV**	**MS**
Large shield	+2 (+5 MI)	-3
Armour	**DV**	**MS**
Mail shirt w/scales	+4	-4
Helmet	+1	
Weapon	**Damage**	**Cut/Shock**
Club	D8 + 3	+2/-2

Fire Deities	Earth Deities
Sympathetic Deities	
Baldr	Jörð
Sól	Freyr
Váli	Höðr
Þórr	Viðarr
Unsympathetic Deities	
Austr	Bölþorn
Loki	Íðunn
Surtr	Hel
	Fjörgyn

Air Deities	Water Deities
Sympathetic Deities	
Forseti	Freyja
Sága	Máni
Týr	Njörðr
Óðinn	Skaði
Unsympathetic Deities	
Borr	Ægir
Nátt	Skuld
	Verðandi
	Ýmir
	Urðr

Spirit Deities
Sympathetic Deities
Heimdallr
Unsympathetic Deities
Auðhumblá

If a deity is killed, one of its avatars (the highest level Bard in existence) *becomes* the new deity. This happens on the dead deity's birthday, and from the death of the deity to its re-birth Bards and Rangers can not cast the spells known to that deity! If the deity has no avatars, it will have to wait until it does in order to be re-born.

Terrible things may happen in the world, if one or more deities are dead for a long time.

The Sympathetic Deities

There are many deities in Thulê, but not all of them offer their services to men or other creatures. Only the sympathetic deities listen to prayers and grant favours. The other deities are not in the same manner involved in relation to the human world and life on Earth in general.

The four sympathetic deities, connected to the solstices (Týr/winter and Sól/summer) and equinoxes (Jörð/spring and Máni/autumn), make up the divine court. When there is conflict or if a divine law is broken it is up to the divine court to find a proper solution. The King of the Deities, Týr, does not always have the last say in the court, but his vote counts as two votes.

The other thirteen sympathetic deities make up the divine council in Alinnóss. Most Thulêans believe that they rule the world from there. Heimdallr, who is neutral, does not vote in this council, but is its administrator.

The deities can freely travel between the realms.

Baldr (♂)

Baldr ("shining white"), *alias* "The Pure God" or "The White God[1]", is a god for enlightenment and purification. He is also known as Bragi ("shine", "the winner", "the best"). He is married to Íðunn and is a son of Nátt and Óðinn. He is born the 13th of Breiðablik.

His temple is called "The Temple of Purification" and is recognized by a picture of either a golden halo, a labyrinth or a mistletoe. The temple is built around or near a tree sacred to Baldr, such as the acacia (acacia), the orange tree (citrus sinesis), the apple tree (malus sylvestris), the laurel tree (laurus nobilis), the oak (quercus) or the lemon tree (citrus limon).

Baldr's home in Alinnóss (in Ásgarðr) is called Breiðablik ("wide glimpse"), and nothing impure is allowed in (meaning only those with positive Hamingja *and* positive Cha can enter). In Breiðablik characters can ask Íðunn for permission to eat fruit from her tree, the Tree of Youth.

Baldr is connected to the rune Dagr, which translates as "day", originally "heavenly light", which is a picture of an hour glass.

[1]Both Baldr and Heimdallr are called the White God.

Eldjarn ("Fire Iron")	
Type	Sword
Damage:	D12 + 3 (+3 Heat damage)

Eldsljógi ("Fire Light")	
Type	Short sword
Damage:	D12 + 1 (+3 Heat damage)

Týr (♂)

Týr ("beam"), *alias* "Heavenly Father", "King of the Deities", "Father of the Deities" and "Lord of the Sky", is a god for the sky. He is also known as Buri ("roar [about angry oxen]", "carried forth", "born"). He is married to Jörð, he came from Auðhumblá, and is the origin of Borr, Máni and Sól, and he is the father of Heimdallr. He is born on the Winter Solstice (the 25th day of Himinbjörg).

His temple is called "The Temple of Radiance" and is recognized by a picture of a light beam (identical to the rune Týr). The temple is built around or near a tree sacred to Týr, such as the ash (fraxinus excelsior), the juniper (juniperus communis), the olive tree (olea europaea), the cedar (cedrus) or the thistle (circium).

Týr's home in Alinnóss (in Ásgarðr) is called Glítnir ("sparkling") and is as large as the sky and as bright as the Sun itself. He lives there with Jörð, Máni, Forseti and Sól.

Týr is connected to the rune Týr, which is a picture of a (spear or sword) point symbolizing the beams of light descending from the sky.

Himinsverð ("Sky Sword")	
Type	Sword
Damage:	D12 + 4 (+3 Electricity damage)

Þórr (♂)

Þórr ("thunderer"), *alias* "The Thunderer", is a god of agriculture, firewood (he "loads" the wood with solar energy) and gravitation ("the strength of the Earth"). He is also known as Hlöðurr ("he who loads", "attach to", "stick together") and Vílir ("will", "desire", "order"). He is a son of Jörð and Borr. He is born the 13th day of Þruðheimr.

His temple is called "The Temple of Strength" and is recognized by a picture of a blue halo or a swastika. The temple is built around or near a tree sacred to Þórr, such as the birch (betula), the beech (bagus sylvatica), the oak (quercus), the hazel (corylus avellana), the stone pine (pinus pinea) or the rowan tree (sorbus aucuparia).

Þórr's home in Alinnóss (in Ásgarðr) is called Þruðheimr ("world of strength") and is surrounded by clouds.

Þórr is connected to the rune Reið ("thunder", "ride"), which is a picture of the lightning striking from the sky.

Mjöllnir ("Crusher")	
Type	Bronze hammer
Damage:	D12 (+3 Heat damage)
Range	20 (returns to caster's hand if it misses)

Jörð (♀)

Jörð ("earth"), *alias* "Mother Earth" and "Queen of the Deities", is a goddess of Earth and good health. She is also known as Bestla ("the best blood"), Frigg ("seed") and Sif ("reed"). She is married to Týr. She was once called Fjörgyn ("who was here first", "mountain"), who is the daughter of Nátt and Ýmir, and she is the mother of Þórr, Heimdallr, Íðunn, Höðr and Viðarr. She is born on the Vernal Equinox (the 1st day of Breiðablik).

Her temple is called "The Temple of the Earth" and is recognized by a picture of a loving and caring mother with an infant in her arms. The temple is built around or near a tree sacred to Jörð, such as the yew (taxus baccata), the ivy (hedera helix), the fig tree (ficus), the spruce (picea abies) or the cypress (cupressus sempervirens).

Jörð's home in Alinnóss (in Ásgarðr) is called Glítnir ("sparkling") and is as large as the sky and as bright as the Sun itself. She lives there with Týr, Máni, Forseti and Sól.

Jörð is connected to the rune Bjarkan ("birch" and "shining"), which is a picture of a pregnant woman or the breasts of a woman

MeldunjaR ("Smasher")	
Type	Wooden club
Damage:	D8 +3
Range	10 (returns to caster's hand if it misses)

Höðr (♂)

Höðr ("hide", "hood"), *alias* "Lord of the Dead" and "The Dark God", is a god of death and duelling. He is also known as Ívar ("yew", "bow", "archer"), Fenrir ("wetland rider", "wetland torment"), Mánagarm ("Moon swallower") and Ullr ("wool", "cover", "surround"). He is married to Hel and is a son of Jörð and Óðinn. He is born the 13th day of Ýdalir.

His temple is called "The Temple of Night" and is recognized by a picture of a dead man's skull. The temple is built around or near a tree sacred to Höðr, such as the yew (taxus baccata) or cypress (cupressus sempervirens).

Höðr's home (in Helheimr) is called Ýdalir ("archer valley", "rain valley") and is located next to Hel's palace.

Höðr is connected to the rune Ýr ("yew", "archer", "bow"), which is a picture of a waning Moon – taking everything it can swallow with it to the realm of death.

Náttbogi ("Night bow")	
Type	Short self bow
Damage:	D12 +3
Range	55

Svartsverð ("Black Sword")	
Type	Curved short sword
Damage:	D12 + 1 (+3 Cold damage)

Heimdallr (♀/♂)

Heimdallr ("world tree", "tree above the bed"), *alias* "Ruler of the World" and "The White God[1]", is a hermaphroditic deity of time and reward. He is the son of Týr and Jörð and fathered man with Skuld, Verðandi and Urðr. He is born the 13th day of Himinbjörg.

His temple is called "The Temple of Time" and is recognized by a picture of a rainbow, a wheel or a bridge. The temple is built around or near a tree sacred to Heimdallr, such as the apricot tree (prunus armeniaca), the pine (pinus sylvestris), the holly (ilex aquifolium) or mulberry tree (morus).

Heimdallr's home in Alinnóss (in Ásgarðr) is called Himinbjörg ("heaven mountain", "hidden mountain"), and is located by the entrance to Alinnóss.

Heimdallr is connected to the rune Gjöf ("gift") which is a picture of two pairs of wings – always moving, like time; when one wing pair rests the other one moves.

[1]Both Baldr and Heimdallr are called the White God.

Serving the Deities

The (light) elves are the messengers of the deities, the nymphs the servants of the deities and the dwarves (dark elves) the (unwilling) craftsmen of the deities. So what are the humans to the deities? Pawns in a divine game? Mere worshippers feeding their divine egos? Potential immortals? Their troubled children? Who knows?

Stilla ("Silencer")	
Type	Curved short sword
Damage:	D10 + 1 (+3 SP damage)

Máni (♂)

Máni ("wanderer", "measure"), *alias* "The Wanderer" and "Prince of the Deities", is a god of the Moon, travels, sorcery and death. He came from Týr. He is born on the Autumnal Equinox.

His temple is called "The Temple of the Wanderer" and is recognized by a picture of a Moon or a unicorn. His temple is built around or near a tree

sacred to Máni, such as the elm (ulmus glabra), the yew (taxus baccata), the cherry tree (prunus cerasus), small-leaved lime (talia cordata), maple (acer) or willow (salicaceae).

Máni's home in Alinnóss (in Ásgarðr) is called Glítnir ("sparkling") and is as large as the sky and as bright as the Sun itself. His lives there with Týr, Jörð, Forseti and Sól.

"He who governs his home, governs his life."

Máni is connected to the rune Jór ("horse"), which is a picture of a horse in horizontal flight across the sky – pulling the Moon.

Sigðr ("Sickle")	
Type	Sickle
Damage:	D8 (+3 Cold damage)

Njörðr (♂)

Njörðr ("thirst from below"), *alias* "Lord of the Ocean", is a god of the sea and wealth. He is married to Skaði, and he came from Fjörgyn and fathered Freyja and Freyr – he also fathered Urðr and the other nymphs. He is born the 13th day of Nóatun.

His temple is called "The Temple of Wealth" and is recognized by a picture of a source, a cup or a jar. His temple is built near the sea and seaweed (fucales), which is sacred to Njörðr.

Njörðr's home near the coast (in Ásgarðr) is called Nóatun ("ship town") and is a floating underwater fortress guarded by sea nymphs and dolphins.

Njörðr is connected to the rune Lögr ("water", "river"), which is a picture of a waterfall.

Þrígeirr ("Three spears")	
Type	Trident
Damage:	D12 + 3 (+3 Cold damage)

Forseti (♂)

Forseti ("front seat", "judge seat", "feast"), *alias* "The Judge", is a god of justice. He is also known as Hønir ("song", "allure [with song]", "give sign") and Véi ("the one who separates", "sacred"). He is a son of Jörð and Borr. He is born the 13th day of Glítnir.

His temple is called "The Temple of Justice" and is recognized by a picture of a seat or a throne. The temple is built around or near a tree sacred to Forseti, such as the cedar (cedrus) or thistle (circium).

Forseti's home in Alinnóss (in Ásgarðr) is called Glítnir ("sparkling") and is as large as the sky and as bright as the Sun itself. He lives there with Týr, Jörð, Máni and Sól.

Vindspjót ("Wind spear")	
Type	Spear
Damage:	D10 +2 (+3 Electricity damage)
Range	20

Freyja (♀)

Freyja ("seed"), *alias* "The Lady" is a goddess of love, freedom, youthful beauty and health. She is married to her brother Freyr. She is the daughter of Skaði and Njörðr and mothered the (light) elves. She is born the 13th day of Folkvangr (on the Summer Solstice).
Her temple is called "The Temple of Love" and is recognized by a picture of a wagon, a pentagram or a rose. The temple is built around or near a tree sacred to Freyja, such as the cherry tree (prunus cerasus), the small-leaved lime (talia cordata) or the maple (acer).

Freyja's home in Alinnóss (in Ásgarðr) is called Folkvangr ("people meadow"). Only those invited into her home can ever gain access.

Freyja is connected to the rune Ár ("year", "good year"), which is a picture of a married couple lying next to each other.

Nagl ("Nail")	
Type	Short seax
Damage:	D10 (+3 Cold damage)

Freyr (♂)

Freyr ("seed"), *alias* "The Lord" and "The Liberated", is a god of good health, youthful strength and freedom. He is the son of Skaði and Njörðr and fathered the (light) elves. He is born the 13th of Alfheimr.

His temple is called "The Temple of the Elves" and is recognized by a picture of grapes or a deer antler. The temple is built around or near a tree sacred to

Freyr, such as the ivy (hedera helix) or fig tree (ficus).

Freyr's home in Alinnóss (in Ásgarðr) is called Alfheimr ("white world", "elf world") and is surrounded by fields and meadows.

"Better whole than mended well."

Freyr is connected to the rune Ingr ("meadow friend"), which is a picture of a married couple making love in the meadow.

Skírnir ("The Shining")	
Type	Long seax
Damage:	D12 +3

Sága (♀)

Sága ("seek [knowledge]"), *alias* "The Storyteller", is a goddess of lore and art. She was born as she emerged from the forehead of Óðinn the 13th day of Søkkvabekkr.

Her temple is called "The Temple of Lore" and is recognized by a picture of an owl. The temple is built around or near an olive tree (olea europaea), a tree sacred to Sága.

Sága's home in Alinnóss (in Ásgarðr) is called Søkkvabekkr ("deep creek", "sinking creek") and is a cold and wet place.

Sága is (like Óðinn) connected to the rune Áss ("spirit"), which is a picture of a harpoon/spear point used for hunting and fishing (attaching the spirit to the body and lore to the mind).

Vindspjót ("Wind spear")	
Type	Spear
Damage:	D10 +2 (+3 Electricity damage)
Range	20

Skaði (♀)

Skaði ("jump", "climb"), *alias* "Mistress of the Wilderness" and "The Procession Goddess", is a goddess of death and hunting. She is married to Njörðr, she came from Ægir and mothered Freyja and Freyr. She is born the 13th day of Þrymheimr.

Her temple is called "The Temple of the Source" and is recognized by the picture of a bow and arrow. The temple is built around or near a tree sacred to Skaði, such as the elm (ulmus glabra), the yew (taxus baccata) or the willow (salicaceae).

Skaði's home in the wilderness, in Jötunnheimr ("world of hunger") is called Þrymheimr ("world of noise") and is a beautiful fortress in the mountains.

Skaði is connected to the rune Ýr ("yew" and "bow"), which is a picture of the Moon.

Öndurr ("Ski")	
Type	Long seax
Damage:	D12 + 1 (+3 Cold damage)

Náttbogi ("Night bow")	
Type	Short self bow
Damage:	D12 (+3 Cold damage)
Range	55

Sól (♀)

Sól ("shining", "giver", "safe", "health"), *alias* "The Shining Goddess" and "The Princess of the Deities", is a goddess of the Sun, enlightenment, heavenly fire and life. She came from Týr and was born on the Summer Solstice (the 13th day of Folkvangr).

Her temple is called "The Temple of Brilliance" and is recognized by a picture of the Sun or a winged horse (the Pegasus). The temple is built around or near a tree sacred to Sól, such as the acacia (acacia), the orange tree (citrus sinesis), the birch (betula), the beech (fagus sylvatica), the oak (quercus), the apple tree (malus sylvestris), the hazel (corylus avellana), the laurel tree (laurus nobilis), the stone pine (pinus pinea), the populus (populus), the rowan tree (sorbus aucuparia) or the lemon tree (citrus limon).

Sól's home in Alinnóss (in Ásgarðr) is called Glítnir ("sparkling") and is as large as the sky and as bright as the Sun itself. She lives there with Týr, Jörð, Máni and Forseti.

Sól is connected to the rune Sól ("shining"), which is a picture of a Sun beam.

Eldspjót ("Fire spear")	
Type	Spear
Damage:	D10 +2 (+3 Heat damage)
Range	20

"Haste makes waste."

Váli (♂)

Váli ("fallen", "chosen", "strong", "power"), *alias* "The Chosen" and "The Fallen", is a god of initiation. He is a son of Hel and Óðinn. He is born the 13th day of Valaskjölf.

His temple is called "The Temple of the Fallen" and is recognized by a picture of a gallows or a mask. The temple is built around a populus (populus), a tree sacred to Váli.

Váli's home in Alinnóss (in Ásgarðr) is called Valaskjölf ("the tremors of the fallen").

Váli is connected to the rune Ferð ("journey"), which is a picture of a horse in vertical flight (up to Alinnóss or down to Helheimr).

Eldvið ("Fire Wood")	
Type	Wooden club
Damage:	D8 (+3 Heat damage)

Viðarr (♂)

Viðarr ("wood", "wide forest"), *alias* "The King of the Forest" and "The Silent God", is a god of balance (revenge). He is also known as Elgr ("elk"). He is a son of Jörð and Óðinn. He is born the 13th day of Landvíði.

His temple is called "The Temple of the Elk" and is recognized by a picture of an elk or a boot. The temple is built around or near a spruce (picea abies), a tree sacred to Viðarr.

Viðarr's home is located in the forest of Thulê (in Ásgarðr), and is made up of the forest itself, where he travels restlessly and in silence.

Viðarr is connected to the rune Elgr ("elk"), which is a picture of elk antlers.

Handsterkr ("Strong Hand")	
Type	Battle glove
Damage:	D8 +3

Óðinn (♂)

Óðinn ("to blow", "to inspire", "spiritually arousing"), *alias* "The Furious God", is a god of death, initiation, war, sorcery and eloquence. He is also known as Dellingr ("beautiful", "daring"). He is married to Nátt, is a son of Jörð and Borr, is the father of Austr, Baldr, Höðr, Íðunn, Váli (in human form) and Viðarr, and he is the origin of Sága. He is born the 13th day of Glaðsheimr.

His temple is called "The Temple of Fury" and is recognized by a picture of a spear's point or a burial mound. The temple is built around a tree sacred to Óðinn, such as the ash (fraxinus excelsior) or the juniper (juniperus communis).

Óðinn's home in Alinnóss (in Ásgarðr) is called Glaðsheimr ("shining light world"), where he lives with Nátt and where the stars, the Moon and the Sun shines.

Óðinn is (like Sága) connected to the rune Áss ("spirit"), which is a picture of a spear point used for hunting and fishing (attaching the spirit to the body and lore to the mind).

Vindspjót ("Wind spear")	
Type	Spear
Damage:	D10 +2 (+3 Electricity damage)
Range	20

Hermaphroditic Spirits (optional rule 10)

The deities were originally hermaphroditic spirits, and thus they really have no sex, but they are *understood* as male or female, or in the case of Heimdallr, still as being hermaphroditic, and not all see them the same way – and some times the perception of them change over time. So the Thulêans in general might see e. g. Skaði as a female deity, but the Elves see the deity as male.

There may well be tribes in Thulê using other names for the deities too, as they did in the past, but the deities are the same, no matter what names we call them by. If they overlap a bit, or are not understood as being of the same sex, that does not matter. If in your tribe the deity is of another sex, then only Humans of that sex can impersonate him, and be a Bard for him.

When two sympathetic deities are called *by the same name* in the same Thulêan realms (e. g. Baldr and Heimdallr are both called Belobog in Skudia), Bards with *either* of these deities as their Favourite Deity, can claim *both of them* as his Favourite Deity, but he must pick one of them to be his *main* Favourite Deity, to find Friend Deities and restrictions for the use of clothes and weapons. See **Special to Bards (Character Generation & Development)**. He can learn spells known to both these deities, as if they both were his Favourite Deity.

In Skudia, Heimdallr is called Dashdebog and Belobog, Baldr is called Belobog and Váli is called Dashdebog, meaning a Skudian Bard with Heimdallr (Dashdebog/Belobog) as his Favourite Deity can claim all

three of these deities (Baldr, Heimdallr *and* Váli) as his Favourite Deity, but must pick Heimdallr as his *main* Favourite Deity.

If a sympathetic and an unsympathetic deity are called by the same name, the sympathetic deity can *not* be picked as a Bard's Favourite Deity. In effect, even the sympathetic deity in question is unsympathetic in that realm (e. g. Hades in Ellinea and Pluto in Trôskenia). Brigandu, the name for Sól *and* Austr in Priþeniô and Tawia, is an exception to this rule, and remains sympathetic (as Sól), even though she is also unsympathetic (as Austr).

The Sympathetic Deities Andálanga, Erulia, Skanþinawiô	Ljósalfaheimr	Ellinea	Priþeniô, Tawia	Agadîr, Skudia	Trôskenia
Baldr (♂)	BalðuR	Apollon	Belenus	Jarilo, *Belobog*	Apollo
Forseti (♂)	Furasitan	Ares (♂) & Themis (♀)	Smertrios	Stribog, Dsarovit	Mars
Freyja (♀)	Fraujôn	Aphrodite	Aine	Shieva, Lada	Venus
Freyr (♂)	FraujaR	Dionysos	Aengus	Shiebog, Veles	Bacchus
Heimdallr (♀/♂)	HaimadalþaR	Kronos (♂)	Amaethon (♂)	Koljada, *Belobog*, **Dashdebog** (♂)	Saturnus (♂)
Höðr (♂)	HadnuR	*Hades*	Arawan	Trojan, Chornybog	*Pluto*
Jörð (♀)	Erþi	Demeter, Hera & Cybele	Danu-Ana	Mat Zemlija	Juno
Máni (♂)	Manan (♀)	Selene (♀)	Sirona (♀)	Messiatz (♀)	Luna (♀)
Njörðr (♂)	NerþuR (♀)	Poseidon	Llyr	Makosh	Neptunus
Óðinn (♂)	WôðanaR	Hermes	Lugus	Svarog	Mercurius
Sága (♀)	Sagôn	Athene	Brigantia	Dodola	Minerva
Skaði (♀)	Skanþan (♂)	Artemis	Arduinna	Devona	Diana
Sól (♀)	SuwilaR (♂)	Helios (♂)	**Brigandu**	Porevit, Khors (♂)	Vesta, Sol
Týr (♂)	TîwaR	Uranos	Dagodevus	Rod, Div	Uranus
Þórr (♂)	ÞunaR	Zevs	Taranus	Perun	Juppiter
Váli (♂)	Walan	Herakles	Ogmius	Obiti, **Dashdebog**	Hercules
Viðarr (♂)	WîdanaR	Pan	Cernunnos	Porvata	Sylvanus

The Other Deities

The Unsympathetic Deities Andálanga, Erulia, Skanþinawiô	Ljósalfaheimr	Ellinea	Priþeniô, Tawia	Agadîr, Skudia	Trôskenia
Ægir (♂)	AgijaR	Okeanos	*Domnu*	Trepet	Oceanus
Auðhumblá (♀)	Auþôhumblôn	**Chaos**	n/a	Tishiná	Angerona
Bölþorn (♂)	Beleþôrn	Typhon	*Domnu*	Zimitra	Typhon
Borr (♂)	BuraR	Prometheus	Bur	Bor	Prometheus
Íðunn (♀)	Îþund	Persephone	Epona	Kostroma	Proserpina
Austr (♂)	AustaR	Eos	**Brigandu**	Zaria	Aurora
Hel (♀)	Haljô	*Hades*	Meduris or Orgos	Marena	*Pluto*
Loki (♂)	Lukan	Hephaistos	Gobenus	Molnija	Vulcanus
Nátt (♀)	Nahti	Nyx	Nos	Notsj	Nox
Fjörgyn (♀)	Ferguniô	Gaia & Rhea	Ethne	Rodenika	Tellus
Skuld (♀)	Skuldi	Atropos	Aerten	*Dolija, Baba Jaga*	Morta
Surtr (♂)	SwartaR	**Chaos**	***Kythrawl***	Ogon	**Chaos**
Verðandi (♀)	Wirþandin	Klotho	Aerten	*Dolija, Baba Jaga*	Nona
Ýmir (♂)	WumiaR	Hymna & **Chaos**	Kythrawl	Gol	Hymna & **Chaos**
Urðr (♀)	WurþijôR	Lakhesis	Aerten	*Dolija, Baba Jaga*	Decima

The other deities have the same stats as the sympathetic deities, unless otherwise stated. The unsympathetic deities can not cast any spells unless otherwise stated.

Ægir (♂)

Ægir ("sharp", "scary", "terrifying"), *alias* "Lord of the Depths", is a god of the sea. He came from Bölþorn and fathered Skaði. He is born on the New Year's Day.

He has no temple of his own, but is often pictured as a large cauldron or a mug of beer.

Ægir's home in the wilderness, in Jötunnheimr ("world of hunger"), is called Ægisheimr ("terrifying world") and is a palace in the distant seas, far from the coast.

Ægir is connected to the rune Hagall ("hail" and "transition"), which is a picture of hails and rain from the sky. Ægir has the same stats as a Huge Kraken.

Auðhumblá (♀)

Auðhumblá ("sound blowing next to"), *alias* "The Silence", is a goddess of silence. She came from the void, is the mother of Hel, Nátt and Ýmir, and is the origin of Týr. She is born on the New Year's Day.

She has no temple of her own, but is often pictured as a cow.

Nobody knows where her home is or even if she still exists.

Auðhumblá is connected to the rune Fé ("cattle"), which is the picture of animal antlers.

Bölþorn (♂)

Bölþorn ("bad branch" or "bad thorn"), *alias* "Lord of the Ettins" and "Lord of the Orcs", is a god of sorcery. He is also known as Jörmungandr ("animated staff", "animated proto-ox"). He was once Ýmir but changed and became Bölþorn, when Ýmir was mutilated and cast down into the abyss by the sympathetic deities. He is the origin of Ægir and probably also of the Orcs. He is born on the New Year's Day.

He has no temple of his own, but is often pictured as a giant worm or a mistletoe.

Bölþorn's home in the wilderness, in Jötunnheimr ("world of hunger"), is called Hoddmímisholt ("the grove where the hidden past moves") and is an underwater and underground fortress, some place in the depth of the ocean.

Bölþorn is connected to the rune Þurs ("goblin"), which is a picture of a thorn. Bölþorn has the same stats as a Green Dragon.

Borr (♂)

Borr ("equip", "initiate", "put into motion", "who is born"), *alias* "The Initiator", is a god of creative intelligence. He is also known as Maðr ("man", originally "think"). He came from Týr and is the father of Forseti, Þórr and Óðinn. He is born the 13th day of Valaskjölf.

He has no temple of his own, but is often pictured as a pair, a man and a woman, kissing.

Nobody knows where his home is or even if he still exists.

Borr is connected to the rune Maðr ("man", originally "think"), which is a picture of a man and a woman kissing.

Íðunn (♀)

Íðunn ("laborious", "industrious", "who wants to work"), *alias* "The Meadow Maiden", is a goddess of fruit and the meadow. She is also known as Nanna ("eagerness", "enterprising", "industrious"). She is married to Baldr and is a daughter of Jörð and Óðinn. She is born the 13th day of Breiðablik.

She has no temple of her own, but is often pictured as a lyre or a flower garland.

Íðunn's home in Alinnóss (in Ásgarðr) is called Breiðablik ("wide glimpse"), and nothing impure is allowed in (meaning only those with a positive Hamingja *and* a positive Cha can enter). In Breiðablik characters can ask Íðunn for permission to eat fruit from her tree, the Tree of Youth. This fruit grants youth to those who eat it. For every fruit you eat you grow one year younger, but you can only eat one fruit each year (lest you die from shock). The fruit will also heal all wounds, remove all diseases and neutralise all poisons, and it even lifts curses automatically. The fruit can be brought out from Breiðablik, and will never rot. Although only the Apollonian can enter Breiðablik and harvest this fruit, they can give it away to others as they see fit.

Íðunn is connected to the rune Dagr, which translates as "day" or "heavenly light" and is a picture of an hour glass.

Íðunn can cast all the spells Baldr can cast unless otherwise stated.

Austr (♂)

Austr ("leave [the realm of death]"), *alias* "The Dawn", is a god of the dawn. He is a son of Nátt and Óðinn. He is born the 13th day of Breiðablik.

He has no temple of his own, but is often pictured as a Sunrise.

Austr is connected to the rune Bjarkan ("birch" and "shining"), which is a picture of a pregnant woman or the breasts of a woman.

Hel (♀)

Hel ("hide", "death", "rescue"), *alias* "The Hidden" and "The Mistress of the Dead", is a goddess of death and passion. She is also known as Rindr ("ditch in the ground", "earth edge"). She is married to Höðr, she is the daughter of Loki and Auðhumblá, and she is the mother of Váli and the origin of the Huldrs. She is born the 13th day of Ýdalir.

She has no temple of her own but is often pictured as a key.

Hel's home (in Helheimr) is a palace located nine roads from the surface of the Earth. Her cave entrance is guarded by a huge undead dog, Garmr ("bad", "angry"). A bridge leading across the river of forgetfulness is guarded by an Ettin woman. To get across without a fight you need to either bribe her with one golden nugget or sneak past her.

Hel is connected to the rune Íss ("ice"), which is a picture of an icicle.

Female characters with a positive Cha can ask Hel to turn them into a Huldr. See **Trolls** (**The Creatures & Phenomena of Thulê**).

Hel can cast all the spells Höðr can cast as well as all Orc spells.

Loki (♂)

Loki ("lightning", "light", "flash of light"), *alias* "The Limping God" and "Lord of the Dwarves", is a god of crafts and in particular blacksmithing. He is also known as Nárfi/Nörvi ("corpse", "walking dead", "dead"). He came from the fog and is the father of Hel, Ýmir and Nátt. He is born on the New Year's Day.

He has no temple of his own, but he is often pictured as a lightning bolt or an anvil.

Loki's home Niflhel («Fog Hall») is in Niflheimr ("Fog World"), where his famous forge is located.

Those who manage to find Loki and his forge can pay him to forge powerful items. Sorcerous weapons and armour, strange rings, hats and anything your mind can imagine. Loki has +13 Crafts proficiency and has tools (of divine quality, made by himself) giving him a +5 mod to Crafts. See **Item Quality** (**The Land of Thulê**).

Loki is connected to the rune Reið ("thunder", "ride"), which is a picture of the lightning striking from the sky.

Loki can cast all the spells Höðr can cast as well as all Dwarf spells.

Nátt (♀)

Nátt ("night", "dead"), *alias* "Queen of the Night", is a goddess of the night. She is married to Óðinn, she is a daughter of Loki and Auðhumblá and is the mother of Austr, Baldr and Fjörgyn (Jörð). She is born on the New Year's Day.

She has no temple of her own, but is often pictured as the starlit sky.

Nátt's home in Alinnóss (in Ásgarðr) is called Glaðsheimr ("shining light world"), where she lives with Óðinn and where the stars, the Moon and the Sun shines.

Nátt is connected to the rune Íss ("ice"), which is a picture of an icicle.

Fjörgyn (♀)

Fjörgyn ("who was here first", "mountain"), *alias* "The Mountain", is a goddess of the mountain and natural beauty. She was young and barren, but changed and became Jörð. She is the origin of Njörðr and is a daughter of Ýmir and Nátt. She is born on the Vernal Equinox (the 1st day of Breiðablik). Even though she changed and became Jörð, Fjörgyn still exists.

She has no temple of her own, but is often pictured as a caring mother (without a child).

Fjörgyn lives with and is a part of Jörð.

Fjörgyn is connected to the rune Vina ("joy" and "beauty"), which is a picture of a woman.

Skuld (♀)

Skuld ("committed", "guilt"), *alias* "The Future", is a goddess of destiny and guilt. She came from Heimdallr and Verðandi. She is born on the New Year's Day.

She has no temple of her own, but is often pictured as a net. Nobody knows where her home is.

Skuld is connected to the rune Nauð ("need"), which is a picture of a man with a rope around his waist, symbolizing man's slavery under destiny.

Surtr (♂)

Surtr ("black"), *alias* "Lord of the Subterranean Fire", is a god of darkness and earthly fire. He came from the world of fire. He is born on the New Year's Day.

He has no temple of his own, but is often pictured as light surrounded by darkness.

Surtr's home is called Muspellsheimr ("Fire World") and is a lava-filled cavern deep inside in the centre of the Earth.

Surtr is connected to the rune Kaun ("boil" and "mound"), which is a picture of light coming in through a small opening.

Surtr has the same stats as a Fire Ettin.

Verðandi (♀)

Verðandi ("turn", "bend"), *alias* "The Present", also called Stainna ("stone"), is a goddess of destiny and the moment. She came from Heimdallr and Urðr. She is born on the New Year's Day.

She has no temple of her own, but is often pictured as a ball of yarn. Nobody knows where her home is.

Verðandi is connected to the rune Nauð ("need"), which is a picture of a man with a rope around his waist, symbolizing man's slavery under destiny.

Ýmir (♂)

Ýmir ("weak sound", "sound", "vomit", "sick"), *alias* "The Sound" and "The Boom", is a god of creation. He is also known as Annarr ("the second"). He is a son of Loki and Auðhumblá. He was a giant glacier or other ice object covering all the land in the North, when he was cast down into the abyss and changed into Bölþorn, and he is the origin of the Dwarves and the Ettins. He was born on the New Year's Day.

He has no temple of his own, but is often pictured as a proto-ox or a huge proto-kraken constantly dripping drops (Ettin stone hearts), turning into all kinds of terrible, cruel and grotesque Ettin creatures.

Ýmir's home in the wilderness, in Jötunnheimr ("world of hunger"), is called Hoddmímisholt ("the grove where the hidden past moves") and is an underwater and underground fortress, some place in the depth of the ocean.

Ýmir is connected to the rune Úrr ("proto-") which is a picture of a bear.

As Bölþorn he has the stats of a Green Worm, but as Ýmir, he has the stats of a Huge Kraken.

Urðr (♀)

Urðr ("water", "liquid", "milk"), *alias* "The Past", is a (serpent) nymph goddess of destiny and responsibility. She is also known as Medusa or Vörða ("guardian", "protectress"). She came from Njörðr. She is terribly ugly and brown like a snake, she has snake-like hair on her head and every man who looks upon her turns to stone. She is born on the New Year's Day. With Heimdallr she mothered Verðandi.

She has no temple of her own, but is often pictured as a spinning wheel. Nobody knows where her home is.

Urðr is connected to the rune Nauð ("need"), which is a picture of a man with a rope around his waist, symbolizing man's slavery under destiny.

"In calm water every ship has a good captain."

"There is a difference between knowing the path and walking it."

The Thulêan Calendar

Valaskjölf

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Landvíði

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Þruðheimr

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Nóatun

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Folkvangr

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**8** **13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Glaðsheimr

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Ýdalir

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Himinbjörg

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	**8** 25	26	27	28

Sökkvabekkr

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Breiðablik

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
∞ 1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Glitnir

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Alfheimr

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Þrymheimr

Sun-day	Mon-day	Tues-day	Wednes-day	Thurs-day	Fri-day	Satur-day
1	2	3	4	5	6	7
8	9	10	11	12	**13**	14
15	16	17	18	19	20	21
∞ 22	23	24	25	26	27	28

Nýársdagr

1 or 2 days

8 = Solstice

∞ = Equinox

Winter Darkness

Midnight Sun

The High Festivals

Before all high festivals the May Queen leads a procession of men and women, boys and girls, collecting food for the celebration (but no meat is collected if there is a lent). All men and boys wear women's clothing (robes) and all women and girls men's clothing on the upper body (to symbolize the androgynous spirits). This custom is archaic, but is still practised. Where possible, the May Queen is pulled around in a wagon. Other places she is carried around on a throne or she rides a horse.

A May pole, a so-called high, is also always erected on the high festivals (hence the name; high festival) and everyone eats well, and (unless there is a lent) they also sing and dance.

Wedding
All normal weddings are carried out just like the high festival Valborg's Night, and always on a Sunday. Most normal weddings are held on Valborg's Night.

Burial
All normal burials are carried out just like the burial of the summer on the high festival Winter Night Ship, and always on the 1st Sunday after the 1st full Moon after death.

Birthday
All the birthdays are celebrated in the same manner. Everyone dances and sings around the burial mounds and the birthday child or the deity (i. e. a Bard impersonating the deity) rises naked from a burial mound when the Sun rises that day. See **Birthday** in **Character Generation & Development** for more on when the deities have their birthdays.

Hallow Evening (*alias* Samhain)
On the night of the 1st of Valaskjölf, New Year's Day to Sunday morning and until Sunrise the 9th day of Valaskjölf
Around age 7, 14 and 21 the children in Thulê go through a symbolic rebirth. See the Autumnal Equinox. The children dress up to look like the dead and travel to the burial caves or burial mounds (i. e. man-made caves) to collect the weapons and other valuable possessions the dead were buried with.

Thulê is a culture based on *hamingja* (meaning "luck" and "honour", from Ancient Thulêan *hamagange*, "shape walking"), meaning they believe in reincarnation, but only the good and honourable dead are reborn, because only the good and honourable are chosen to be reborn by the children, who go into the burial mounds to collect the properties of the dead they "choose" to become (or recognize as themselves). The children who aspire to become real men must:

I. Blow in a (bronze) lure or whistle to open up the gate surrounding the burial mound.

II. Hang their clothes in the tree growing on the burial mound as a symbol of their own death.

III. Slaughter a cow on the burial mound.

IV. Use the mistletoe (the key to gain access to the burial mound). They must enter naked and unprotected.

Those who have no mistletoe (collected at the Autumnal Equinox) must wait until the next year's Hallow Evening before they can go through this initiation.

Mistletoe
How to find a mistletoe in Thulê? They are fairly common in Thulê, so the myth master can ask the player to test his character's Perception skill against DD 10 every hour he spends in the wilderness looking for one. A Semi-Success or better means he has found one.

V. The children who have the courage to go through all of this meet a blood-stained (from the slaughtered cow's blood) woman dressed in a bear skin, playing the role of the she-bear spirit in the realm of death (i e. the grave), teaching them secret and sacred verses and riddles that they need to memorize and solve in order to become reborn.

VI. At age 21 they leave the burial mound after the first night there to hunt predatory animal (originally adult male bears), to dress the dead person, that they have chosen to be reborn as, in a (bear) skin, so that he can impregnate the she-bear. When the hunters need to rest during this Wild Hunt they return to the burial mound and learn more from the she-bear spirit. They also sleep there; they need to be in her womb in order for her to give birth to them later on. If they manage to kill a bear or another predatory animal within nine days, before Sunrise on the 9th day of Valaskjölf, they have been chosen, and they take the skull (i. e. the mind and spirit) of

the dead person in the burial mound and the thigh-bone (i. e. the life-force, the ability to walk and run [i. e. to live]) of the killed bear/animal.

The chosen are no longer considered to be alive, since they symbolically killed themselves and entered the realm of death, so they sleep in the burial mound, all the time dressed in the hides of the animals they killed, until Yule, and only leave during the day to hunt and forage – although they are often fed by their kin as well, who leave beer and porridge and the like on the burial mound for the ones inside. Those who fail to kill a predatory animal will instead return to (ordinary) life by putting back on the clothes they hung in the sacrificial tree, to regain the life force they had before they entered the realm of death. They will have to wait until next year's Hallow Evening to be given a new chance to become real men.

Bear Evening
On the night of the 9th of Valaskjölf
This is seen as the day the pregnant she-bear hibernates and because of that it is no longer possible for any children to be chosen by her. There is no longer any direct contact between the living and those inside the burial mound. The she-bear actress leaves the grave. The child inside is left to fend for itself.

Yule (Wheel)
From the night of the 25th of Himinbjörg to the night of the 8th of Landvíði
Is made up of the high festivals Winter Solstice and Fire Tasting Day and the days in-between.

Winter Solstice
On the night of the 25th day of Himinbjörg
The female bear is said to give birth to her cubs on the Winter Solstice, so just as the Sun rises on the Winter Solstice morning and enters the innermost burial chamber the lady of the house walks three times around the house deasils with a pine (pinus sylvestris) wand and declares (with song) that all the spirits of the dead are welcome home again. The children (or rather those still alive...) who were left to sleep in the burial mounds and fend for themselves after Hallow Evening return home; they are re-born, by the she-bear as the Sorcerer tears their bear costumes off them (to signal that they are no longer in the she-bear's womb) and they put back on their clothes (still hanging in the sacrificial tree). The children who didn't survive this ordeal are collected and cremated by the she-bear actress.

The children are gathered and escorted (or if cremated; carried in some sort of a container) by the local Sorcerer and they travel around to their respective homes, until the Sorcerer has "delivered" them all to their parents, along with the gifts they brought from the burial mound. The gifts collected by those cremated are instead returned to the entrance of the burial mound where they collected them (to be collected by others who may wish to be reborn as the dead resting inside). They eat the food placed on the tables especially for them and are allowed to sleep in their parents' beds (who sleep on the floor this night).

The children who return are named after the person they chose to be reborn as and are seen reborn. The noble dead has returned. In the days until Fire Tasting Day they walk around from house to house to greet their neighbours and introduce themselves with their new names. They receive food items as gifts and it is a great shame not to give anything to these brave children.

"Ignorance is curable. Stupidity is not."

Fire Tasting Day
On the night of the 8th day of Landvíði
The lady of the house walks three times around the house widdershins with a juniper (juniperus communis) wand and declares (with song) that all the spirits of the dead not belonging there have been sent back to the realm of death.

The Sun is starting to grow stronger, after Winter Solstice, and the lady drinks beer from a bowl and throws the rest into the fire before she says something like: "So high my fire, and not higher or hotter", to make sure the Sun's fire does not become too strong and burns up the entire world.

All Heart's Day
On the night of the 22nd day of Søkkvabekkr
This day is seen as the day the birds start to mate. The birds are seen as manifestations of the spirits.

This is the day all spirits fall in love; in the realm of death, on the Earth, under the surface of the Earth and in the Sky. Those in love give a romantic gift to the one they love.

White Sunday Week (*alias* Imbolc)
From the night of the 1st to the night of the 7th day of Þruðheimr
White Sunday Week is made up of White Sunday, White Queen Monday, White Tuesday, Ash Wednesday, Cleaning Thursday, Long Friday and Dirty Saturday.

White Sunday
On the night of the 1st day of Þruðheimr
This is the first day of spring and everyone has their behinds whipped with birch branches, to transfer the strength of nature to man; to make everyone strong and to purify them.

White Queen Monday
On the night of the 2nd day of Þruðheimr
The whole day is spent collecting pork, eggs and baked goods for the great bride's race. Everyone dresses in white and the ladies and girls wear many-coloured ribbons and flower garlands. The party travels from farm to farm, dancing and singing as they travel. The May King and the May Queen are riding a wagon. When they stop to ask for food donations the May Queen is the one doing the talking. The ladies and girls sing "Bride, bride, most beautiful bride", to invite all beautiful noble maidens (i. e. the girls who have not yet menstruated) to the bride's race, and the men encourage all men they meet to show up. The men and boys wear women's clothes (robes) and the women and girls men's clothes on the upper body, to represent the androgynous spirits of nature.

White Tuesday
On the night of the 3rd day of Þruðheimr
A carnival (Latin: "farewell to the meat") is arranged and all the food collected the day before is eaten. The noble maidens arrange a bride's race, a beauty contest, between them. A girl or woman chosen by lottery gives an apple to the one she thinks is the most beautiful one amongst them. The most beautiful one is declared the May Bride. She also decides who is the second most beautiful of them, who will become the May Maiden. Female player characters are adults, so they can not become May Queens.

To win the right to challenge and perhaps replace the May King and marry (and kiss) the May Bride the men must bring their own mistletoes, collected from an oak tree on the Autumnal Equinox. This is their key to the arena, the life force of the May King that they need to bring to make him vulnerable to them.

All the May King's challengers and the May King himself competes in a number of games, including ring games (knight's games), word games, knowledge games and the like. The one who wins the most games becomes the May Groom. The one who comes in second place becomes the May Groom Boy. If there is a tie the two best men need to decide who is to become the winner by engaging in a wrestling or boxing match. The May King only needs to participate in these games if there is at least one challenger, but if there is at least one he must participate. Only adults (i. e. those "reborn" with a name from an honourable dead) can challenge the May King. The May Groom and the May Bride are betrothed.

The May Queen represents the youthful strength and innocence of nature, so she can not menstruate or in any other way bleed, or else nature will suffer. So she will be replaced by one who has not bled the moment she for some reason bleeds. If the May King grows old and weak the innocent nature he protects will be vulnerable, so he needs to be tested and if necessary be replaced by younger and stronger men every year.

Ash Wednesday
On the night of the 4th day of Þruðheimr
The lent starts and lasts until Easter (the 22nd day of Breiðablik). Everyone puts ash in their hair and abstain from eating meat until Easter. Everyone dresses in their darkest clothes and do not sing, play music or dance until the lent ends.

Cleaning Thursday
On the night of the 5th day of Þruðheimr
Unnamed domestic animals and unnamed children are named this day and the children are given five strokes with a birch branch on their behinds, to make them strong and to purify them.

Long Friday
On the night of the 6th day of Þruðheimr
The children are given five more strokes with a birch branch on their behinds, to make them strong and to purify them. No one is allowed to eat anything until Sunset and everyone must work the whole day.

Dirty Saturday
On the night of the 7th day of Þruðheimr
On this day they all wash themselves and their homes particularly well. The spring has come and you are to meet it with respect.

Vernal Equinox
On the night of the 1st day of Breiðablik
Nature's strength is celebrated and all nobles with a new name (i. e. those who are given a new name on the Winter Solstice and are seen as reborn dead) are given the right to vote. Everyone stops lighting candles or oil lamps in the evening and go to bed at Sunset.

Easter
On the night of the 22nd day of Breiðablik to the 25th day of Breiðablik
The Easter morning (the 22nd day of Breiðablik) is seen as the day summer returns after winter. Everyone celebrates by travelling into the mountains to watch the sunrise. It is customary to bring round stones and build beacons, to help the round Sun rise high and fly across the firmament. Eggs and all the dried fruit and berries and other candy left after winter are eaten. Summer has returned, bringing new fruit, and therefore one can freely enjoy the fruits of nature again.

Procession Day Weekend
On the night of the 26th day of Breiðablik to the night of the 28th day of Breiðablik
Is made up of Procession Day, Second Day Summer and Third Day Summer.

Procession Day/Summer Day
On the night of the 26th day of Breiðablik
The lady of the house/May Queen leads a procession of maidens, decorated with flower garlands. She rides a wagon and is pulled three time around the fields, to ask the spirits of nature for good crops.

She carries a torch, to scare away the harmful spirits and she waters the fields with water from a sacred source. She places food and beer to the spirits of the field, who eat and drink this in the form of animals. Finally she digs a small hole in the ground and pours some corn of all types into the hole. She mixes it with eggs and stirs with a yew or spruce wand. She then sings a song (i. e. casts a spell):

"Wake up, wake up, both field and meadow,
you have slept for a long time now
we have seen both rain and snow
the summer night has come now."

Second Day Summer
On the night of the 27th day of Breiðablik
What was done on the Procession Day/Summer Day is repeated.

Third Day Summer
On the night of the 28th day of Breiðablik
What was done on the Procession Day/Summer Day is repeated.

Great Procession Day
On the night of the 8th day of Nóatun
What was done on the Procession Day/Summer Day is repeated.

Valborg's Night (*alias* Beltane)
On the night of the 13th day of Nóatun
The May Groom first (symbolically) kills the old May King, by slashing an idol with a sword, before he can himself become the May King. When he does so, he swears an oath to do something spectacular (known as a "winner's promise"). The May Groom must then do what he promised to do, if he becomes the new May King. The force and power of the old May King is then transferred (from the old May King) to the May Groom, who becomes the new May King when he pulls the sword from the wooden idol. If the May Groom is unable to get it out (using his right hand only, testing Str against a random DD [see **Skills**]) (to see if the spirits are happy with his victory) the May Groom Boy can try, and if he succeeds (against a new random DD) he will become May King instead. If the May Groom Boy too fails the others who participated in the bride's race can try. The one who succeeds will become the new May King – and he then must do what the May Groom promised to do when he slashed the idol and swore his oath. This is how the spirits of nature choose their King.

The new May King gets the level of the old May King / 3 (rounded up) as a mod to his Stamina skill when he pulls his sword from the wooden idol. He will keep this mod until he is replaced (i. e. symbolically killed) by a new May King.

The old May Queen is also symbolically killed: a wooden idol or a figure of a woman made of straw representing her, is burned, and her power and title is transferred to the May Bride when she takes the sacred cup from the old May Queen.

The old May couple continues a normal life after they have been replaced, or (if they were bad kings and queens) they are banished from the realm and must live like hermits in the wilderness (i. e. become a part of the untouched nature that they represented) for the rest of their lives. On the Hallow Evening the former May Queens enter the burial mounds in their realms and teaches young men the runes (i. e. secrets).

On this day the May Groom and May Bride, who were betrothed on the White Tuesday, symbolically marry. They are now declared (new) May King and May Queen respectively, and take over the seats from the old May couple; they take over the power of the realm. They are seen as married until the next May couple takes over – but it is only a symbolic marriage. Their marital duties are only related to the Tradition. Their main function is to serve the people with their attributes and to lead processions and other high festivals.

The attributes of the May King are: the axe/club/hammer (or sceptre), symbolizing his lifeforce; the crown/halo, symbolizing that he has been reborn (the crown/halo is a symbol of the antlers, used to dig open the burial mound); and the sword, symbolizing the lightning transferring the Sun's power from the sky to Earth, like the umbilical cord transfers the forebears to the child from the placenta. He transfers the blessing of the Sky with his sword, and he can bless men by placing his sword on their shoulders (giving them +1 DV and OV until the May King has been killed/replaced). Normally a May King only blesses his own tribesmen. His axe/club/hammer has a +2 mod to weapon damage, but only when used by him. The crown gives the wearer a -4 Fright mod and also a +2 mod to Rune Lore, but only when worn by the rightful May King. At his command, the crown can also shine brightly when worn by him, and will then light up a 150' radius area around him (forcing those facing him to fight as if in direct sunlight. See Illumination under **Combat Modifications** (**Combat Rules**). He *can* use these attributes when competing on the White Tuesday.

The attribute of the May Queen is the cauldron, the cup or the drinking horn, which she uses to pour good health over the world. Everyone who drinks from it heals D6 HP (effect after D6 minutes), gets a +2 mod to Poison and Disease resistance until the next waning Moon, and all poison, disease and curse effects are removed. Pregnant women who drink a dose of water (or other drink) from this cup are more (+2 mod) likely to survive childbirth (Con test against DD 8). Normally the May Queen only lets important individuals of her own tribe drink, and she serves them according to their rank (with the May King drinking first).

Together the May couple has power over all the most important forces of nature. A Sorcerer will be able to use a sword weapon without consequence if he is a May King. See **Special to Sorcerers** (**Character Creation & Development**)

This is also the day of marriage, and everyone who is to marry usually marries on this day. They swear their oaths on a rock, hammer or a ring and the ceremony is led by the May Queen or her mother or sister (when she marries the May King) or the May Princess (if the May Queen is dead). When old May couples keep their power from year to year they renew their oaths on this day.

The May Groom Boy and the May Maiden become May Prince and May Princess on this day, but they do not (even symbolically) marry each other. They work as "stand-ins" for the May King and the May Queen and will replace them if they die.

A married man no longer needs to look for a bride, so to farmers this day also marks the transition from hunting time to sowing time.

Cuckoo Day

On the night of the 15th day of Nóatun

The spirits (in the form of birds) speak to man on this day and tell him how the year will be. If he hears the cuckoo in the North everything will go according to his will. If he hears it in the South he will harvest in dry weather. If he hears it in the West someone in his kin will die or fall sick. If he hears it in the East it means happiness in marriage.

This day is celebrated just like Valborg's Night, only the old May King is already killed, and the May

Groom and May Bride are already married now so they just confirm their marriage by renewing their contract.

"Advice should be viewed from behind."

Great Valborg's Night
On the night of the 27th day of Nóatun
This day is celebrated just like Valborg's Night, only the May Groom and May Bride are already married now and they just confirm their marriage by renewing their contract.

Elven Fire (*alias* Beltane)
On the night of the 6th day of Glítnir, the 13th day of Glítnir, the 20th day of Glítnir, the 27th day of Glítnir, the 6th day of Folkvangr, the 13th day of Folkvangr, the 20th day of Folkvangr, the 27th day of Folkvangr, the 6th day of Alfheimr, the 13th day of Alfheimr, the 20th day of Alfheimr, the 27th day of Alfheimr, the 6th day of Glaðsheimr, the 13th day of Glaðsheimr, the 20th day of Glaðsheimr, the 27th day of Glaðsheimr, the 6th day of Þrymheimr, the 13th day of Þrymheimr and the 20th day of Þrymheimr
This day is celebrated just like Valborg's Night, only the old May King is already killed, and the May Groom and May Bride are already married now so they just confirm their marriage by renewing their contract.

Bear Wake
On the night of the 8th day of Glítnir
On this day the bear wakes up and leaves his lair.

This day is the first day of the legal discussions at the Thing (parliament) – where only the tribesmen can (and are obliged to) attend. The Thing lasts until the end of Glítnir.

White Sunday
On the night of the 15th day of Glítnir
This day is called by the same name as the White Sunday of the White Sunday Week!

This day is celebrated just like Valborg's Night, only the May Groom and May Bride are already married now and they just confirm their marriage by renewing their contract. White Sunday marks the end of Easter. The summer and everything in the summer has now returned after winter.

Source Drinking
On the night of the 1st day of Folkvangr
Figures resembling goats (made of leaves) are placed by the sacred sources. The water you drink from the sacred sources on this day cures diseases and heals wounds (1 dose of water drunk heals D6 HP after D6 minutes).

It is possible to collect water from the sacred sources for later use. Collecting more than a waterskin (able to hold 2 cans/64 doses) is regarded as disrespectful of nature and is frowned upon (and anyone who does so can not cast any spells until all the water has been spent/wasted, and risk having the water confiscated by the May King and his men).

Pregnant women who drink a dose of water from the sacred source are more (+2 mod) likely to survive childbirth (Con test against DD 8).

This day is celebrated just like Valborg's Night, only the May Groom and May Bride are already married now and they just confirm their marriage by renewing their contract.

Summer Solstice
On the night of the 13th day of Folkvangr
Bonfires are lit along the coast, and everyone dances around the burial mounds. The May Queen and other maidens undress and walk into the water. When they ascend from the sea with the reflection of the many bonfires on their wet skin (an image of a necklace of fire) they represent the (re-)born youth of nature and in particular the Sun, born by the sea.

All the maidens then jump naked through the flames of the bonfires to prove their courage and to be purified by the revitalized Sun (the sacred fire).

Herbs have a special power on the Summer Solstice; herbs collected this day give a +3 mod for Sorcerers brewing potions (using the skill Alchemy). Pebbles collected from the bottom of sacred sources have great power as well and can be used by Sorcerers to make it easier for them to cast spells. For every pebble used (each can only be used once) they can cast a spell for free.

Collecting more than a full pouch (able to hold 32 pebbles) is regarded as disrespectful of nature and is frowned upon (and anyone who does so can not cast

any spells at all until all the pebbles [or an equal amount of gold nuggets] have been cast back into a sacred source).

Water drunk from a sacred source on the Summer Solstice night has the same effect as water drunk during Source Drinking. See the high festival Source Drinking. This day is also an Elven Fire.

The lady of the house/May Queen leads a procession of maidens, decorated with flower garlands. She rides a wagon and is pulled three time around the fields, to cleanse the fields and protect them from the newly awoken winter spirits. She carries a torch, to scare away the harmful spirits and she waters the fields with water from a sacred source. She places food and beer to the spirits of the field, who eat and drink this in the form of animals. Finally she digs a small hole in the ground and pours some corn (or eggs) of all types into the hole. She (mixes it with eggs and) stirs with a yew or spruce wand. She then sings a song (i. e. casts a spell):

"I clean the filth from my field now,
to make it both clean and nice,
and I place in it a juniper bough,
to keep it healthy and strong."

The Day of Cleaning and Waking up (*alias* Syftesokdag)
On the night of the 22nd day of Folkvangr
This day is celebrated just like Valborg's Night, only the May Groom and May Bride are already married now and they just confirm their marriage by renewing their contract.

The lady of the house/May Queen leads a procession of maidens just like on the Summer Solstice.

Harvest Sacrifice (*alias* Lughnassadh & Slåtteblot)
On the night of the 15th day of Alfheimr
This day marks the beginning of the harvest. The corn spirit (in the form of a goat made from straw) is killed and chopped into seven or fourteen pieces, or it is burnt, and the remains are buried in the field or the four corners of the field[1]. The first straw cut down is used to make a new straw goat for next year's Harvest Sacrifice.

[1]Like an image of the constellation Ursa Major ("Big Bear", *alias* "Big Dipper").

Livestock Weekend
On the night of the 14th to the 15th day of Glaðsheimr
Unnamed domestic animals are given a name. The livestock is collected from pasture and is brought to the barn or to the North end of the long house.

The Autumnal Equinox
On the night of the 22nd day of Þrymheimr
All the children (and May King challengers) do their best to find and cut down a mistletoe from an oak tree, for use in the Hallow Evening ritual.

The May King ceremonially cuts down the mistletoe from the oak tree to take and be able to use the power of the summer stored therein, to use it in the interest of the whole society. See the skill Alchemy.

This day marks the end of harvest; all berries, fruit and all crops are now harvested. Everyone carries a wreath made of sheaves of corn. The last corn harvested is used for this.

Winter Night Ship
Usually on the night of the 22nd day of Ýdalir
The summer is buried the 1st Sunday after the 1st full Moon after the Autumnal Equinox. It is sent on a voyage, which the Sun takes every night, in a boat or a ship which is set ablaze and sent out on the ocean in the West, across the river/sea of forgetfulness. Those who live inland burn a boat on land or build a boat with stones and bury the remains (i. e. the mistletoe) there. The remains are some places carried into a cave or burial mound instead, or to a river, which will bring it to the ocean.

Winter Night Weekend/Reflection Day
On the night of the 28th day of Ýdalir
The last day of the year is spent washing, contemplating and cleaning the house. This is done for man to be able to meet the next year clean, purified and ready for new tasks. Free of guilt.

Romantic Traditions

The May King is the strong man protecting the innocent maiden from the ills of the world. This is of course the origin to the chivalry we know from our own world, where honourable knights carried the handkerchiefs of their chosen maidens on their lances or sleeves during tournaments – and doing so they "carried their hearts on their sleeves", openly showing whom they favoured amongst all the maidens.

Appendix

Thulêan Names

Below is a list of common Thulêan first names. Most of the masculine names can be turned into feminine names by adding a feminine ending (–a, but sometimes –e) or by exchanging the masculine ending (-r, -us, -i or -e) with a feminine ending. Players can come up with a name for their character's father and then add "-son" or "-dôttir" ("daughter") to find his or her surname.

"Still waters run deep."

From A to Æ
Aburius (-a)
Acamas (-a)
Accius (-a)
Acilius (-a)
Adaloaldus (-a)
Adamair (-a)
Adelaide (♀)
Adrocles
Aebutius (-a)
Âed (-a)
Aedinius (-a)
Aelius (-a)
Aeneas
Agaþius (-a)
Agelmund (-a)
Agenarich (-a)
Agenor (-a)
Agilmund (-a)
Agilulfus (-a)
Ailill (-a)
Ainstulfus (-a)
Airgetmar (-a)
Airikar (-a)
Alahisus (-a)
Alalius (-a)
Albatius (-a)
Alboinus (-a)
Alcibiades (-a)
Alcyone
Aldihocus (-a)
Algaut (-a)
Allectius (-a)
Alluwamn (-a)
Allvaldi
Alpîn (-a)
Áma (♀)
Amatius (-a)
Ambrosius (-a)
Ámgerð (♀)
Ammun (-a)
Ámr (-a)
Anarawd (-a)
Anaxagoras
Anaximandros
Angeyja (♀)
Angrboða (♀)
Anitt (-a)
Annius (-a)
Ansprandus (-a)
Api (♀)
Appuleius (-a)
Aquillius (-a)
Archelochus (-a)
Archytas (-a)
Argimpas (-a)
Arimnus (-a)
Arioaldus (-a)
Aripertus (-a)
Aristarchus (-a)
Arnuwand (-a)
Arrius (-a)
Arsinius (-a)
Art (-a)
Artorius (-a)
Ascaric (-a)
Asinius (-a)
Asistaeus (-a)
Ateius (-a)
Atilius (-a)
Atreus (-a)
Atrisius (-a)
Atrius (-a)
Atronius (-a)
Audoinus (-a)
Aufidius (-a)
Aulus (-a)
Aurelianus (-a)
Aurnir (-a)
Auþari (-a)
Axius (-a)
Babudius (-a)
Baebius (-a)
Balventius (-a)
Bantius (-a)
Bára (♀)
Bato
Baugi
Beinviðr (-viða)
Beli (-a)
Berngal (-a)
Bestla (♀)
Betilienus (-a)
Biksys
Björgulfr (-ylfa)
Bjørn
Blag (-a)
Blago
Blagoslaus (-a)
Blandius (-a)
Bleddyn (-a)
Blossius (-a)
Bogumil (-a)
Boguslaus (-a)
Boguwola (-a)
Bohdan (-a)
Boreslaus (-a)
Borivoi
Borvo
Bozen (-a)
Bratomir (-a)
Bres (-a)
Bresal (-a)
Brideia (♀)
Brigantius (-a)
Brimir (-a)
Britomaris
Bronislaus (-a)
Brýja (♀)
Brynhildr (♀)
Bucculeius (-a)
Burebist (-a)
Buseyra (♀)
Butautas (-a)
Buteikis
Bylgja (♀)
Byrþnoþ (-a)
Cadwaladr (-a)
Cadwallon (-a)
Caecius (-a)
Caeparius (-a)
Caesius (-a)
Calavius (-a)
Calchas (-a)
Calisius (-a)
Callirrhoe
Camilius (-a)
Canidius (-a)
Canius (-a)
Canutius (-a)
Capnus (-a)
Caristanius (-a)
Carvilius (-a)
Cassiopeia (♀)
Caustantîn (-a)
Cecht (-a)
Ceionius (-a)
Cenabetius (-a)
Ceredig (-a)
Cermn (-a)
Cesinus (-a)
Chararic (-a)
Childeric
Childreica (♀)
Chloderic (-a)
Chlodewic (-a)
Chlodomir (-a)
Chlodoswinþa (♀)
Chnodomar (-a)
Chociemir (-a)
Chrocus
Chrocusa (♀)
Chvalibog (-a)
Cicollius (♀)

Ciltrama (♀)
Cinâed (-a)
Cincius (-a)
Cingetorix
Cinioch (-a)
Ciniod (-a)
Claffous (-a)
Clephus (-a)
Clevsinus (-a)
Clodio
Clovisa (♀)
Clytaemnestra (♀)
Cogidubnus (-a)
Coiedius (-a)
Cominius (-a)
Comosic (-a)
Con (-a)
Conall (-a)
Conmâel (-a)
Connal (-a)
Connl (-a)
Conon (-a)
Coson (-a)
Coþel (-a)
Cotiso
Coventin (-a)
Crimþann (-a)
Crino
Croug (-a)
Cuill (-a)
Cunincpert (-a)
Cunobelinusa (♀)
Curtius (-a)
Cusius (-a)
Cwichelm (-a)
Cynan (-a)
Cynewulf (-a)
Dagas (-a)
Danae (♀)
Dapix (-a)
Daugirutis
Daujotas
Dausprungas
Decebal (-a)
Decenea (♀)
Decumius (-a)
Delbâeþ (-a)
Demoloeon (-a)
Desiderius (-a)
Dexsius (-a)
Dicomes (-a)
Didius (-a)
Diocles (-a)
Diogenes
Diomedes
Dobrina (♀)
Dobrobog (-a)
Dofri (-a)
Domnall (-a)
Donau (♀)
Dossenius (-a)
Dragobog (-a)
Drest (-a)
Drífa (♀)
Dromichaet (-a)
Dual (-a)
Dubhtolargg
Dúfa (♀)
Dui (♀)
Dumnorix
Dur (-a)
Dúrnir (-a)
Dröfn (♀)
Eber (-a)
Ecgbald (-a)
Ecgwin (-e)
Egnatius (-a)
Einarr
Eimgeitir (-geita)
Eistla (♀)
Eisurfála (♀)
Electra (♀)
Eleni (♀)
Empedocles
Eochaid (-a)
Eocho
Eôgan (-a)
Epidius (-a)
Epulon (-a)
Equitius (-a)
Era (♀)
Erdvilas
Erik
Eriomona (♀)
Eteocles
Eþriel (-a)
Euclid (-a)
Eucripides
Eurydice
Eurymachus (-a)
Eyrgjafa (♀)
Fadius (-a)
Faenius (-a)
Faildergdôit (-a)
Falerius (-a)
Fárbauti (-a)
Favonius (-a)
Felsinus (-a)
Fenja (♀)
Fercorb (-a)
Fergna (♀)
Feron (-a)
Fiach (-a)
Fiachu
Finnacht (-a)
Fjalarr
Fjölsvinnr (-svinna)
Fjölvör (♀)
Florius (-a)
Fodbgen (-a)
Forað (♀)
Fredegar (-a)
Fufius (-a)
Fundanus (-a)
Fyrnir (-a)
Fönn (♀)
Gaea (♀)
Galan (-a)
Galarr (-a)
Galerius (-a)
Gambar (-a)
Gann (-a)
Garibaldus (-a)
Gartnait
Gede (♀)
Gedvilas
Geganius (-a)
Geirahöð (♀)
Geiravör (♀)
Geirr (-a)
Geirrøðr (-røða)
Geirsögul (♀)
Geirölul (♀)
Geirönul (♀)
Gelimerica (♀)
Genann (-a)
Genobaud (-a)
Genseric (-a)
Geraint (-a)
Gerð (♀)
Gestiblindus (-a)
Geysa (♀)
Gibuld (-a)
Giric (-a)
Gizur (-a)
Gjálp (♀)
Glámr (-a)
Glaukias
Glaumr (-a)
Glumra (♀)
Gnepja (♀)
Gnissa (♀)
Gobannos
Godehocus (-a)
Godepertus (-a)
Godigisiel
Godiva (♀)
Gói (♀)
Goitosyros
Gordius (-a)
Górr (-a)
Gostomysl (-a)
Grabos (-a)
Grannus (-a)
Grattius (-a)
Greine (♀)
Grímnir (-a)
Grimualsus (-a)
Grines
Grísla (♀)
Grufudd (-a)
Grýla (♀)
Gullnir (-a)
Guma (♀)
Gunderic (-a)
Gundomad (-a)
Gunnlöð (♀)
Gunnr (♀)
Gunnar
Gunþamund (-a)
Gyllir (-a)
Gymir (-a)
Göll (♀)
Göndul (♀)
Haeþcyn (-a)
Hafli (-a)
Hála (♀)
Haming (-a)
Hantili
Haragund (-a)
Hariobaud (-a)
Harmonius (-a)
Hattusili
Heardred (-a)

Heið (♀)
Helgi
Helianþe
Helicaon
Helm (-a)
Helvius (-a)
Hepus (-a)
Heraclides
Herja (♀)
Herkir (-a)
Herkja (♀)
Hermione
Hermund (-a)
Herugrim (-a)
Hervard (-a)
Hervör (♀)
Hesiod (-a)
Hicetas
Hildeprand (-a)
Hilderic (-a)
Hildr (♀)
Hippolytus (-a)
Hirtius (-a)
Hljóð (♀)
Hlói (-a)
Hlökk (♀)
Hortar (-a)
Hortensius (-a)
Hoseidius (-a)
Hrauðnir (-a)
Hreþel (-a)
Hrímgerð (♀)
Hrímnir (-a)
Hrist (♀)
Hróarr
Hrund (♀)
Hrymr (-a)
Hrönn (♀)
Hundalfr (-alfa)
Hyacinþ (-a)
Hygelac (-a)
Hypati (-a)
Hywel (-a)
Hæra (♀)
Hörn (♀)
Iago
Ianþe
Icarus (-a)
Icilius (-a)
Icovellauns (♀)
Iði (-a)
Idomeneus (-a)
Idris (-a)
Idwal (-a)
Íma (♀)
Imr (-a)
Inarime
Indutiomar (-a)
Inge
Ingerð (♀)
Instenius (-a)
Iphidamas
Iphigenius (-a)
Irereo
Iriel (-a)
Irnus (-a)
Ismene
Iviðja (♀)
Izyaslaus (-a)
Jarmil (-a)
Jarnviðja (♀)
Jaroslaus (-a)
Jocast (-a)
Junius (-a)
Juodikis (-a)
Juventius (-a)
Jökull
Kári (-a)
Kintibutas
Kitenis
Kleima (♀)
Kolga (♀)
Kráka (♀)
Kruto
Köttr (-a)
Kyrmir (-a)
Labarn (-a)
Labenius (-a)
Laberius (-a)
Labraid (-a)
Ladislaus (-a)
Laelius (-a)
Laetorius (-a)
Lafrensius (-a)
Laigne (♀)
Lamissio
Lampronius (-a)
Lantachara (♀)
Laodamas (-a)
Laufey (♀)
Leiði (-a)
Leifi (-a)
Leikn (♀)
Leirvör (♀)
Leofwin (-a)
Leþucus (-a)
Leutfred (-a)
Leuþari (-a)
Liamicho
Licinius (-a)
Ligeikis (-a)
Liutpertus (-a)
Liutprandus (-a)
Ljóta (♀)
Ljuba (♀)
Llywellyn (-a)
Lóðinn (-a)
Longinius (-a)
Loreius (-a)
Lucceius (-a)
Luccilius (-a)
Lucretius (-a)
Lugaidus (-a)
Lugus (-a)
Luigne (♀)
Lutatius (-a)
Lutr (-a)
Lycurgus (-a)
Macrinius (-a)
Macrobius (-a)
Maecilius (-a)
Maelgwynedda (♀)
Maelius (-a)
Magnachara (♀)
Makrian (-a)
Mallius (-a)
Mallobaudes
Manlius (-a)
Marcomer (-a)
Maredudd (-a)
Margerð (♀)
Martianus (-a)
Matius (-a)
Medea (♀)
Mederich (-a)
Medericha (♀)
Mella (♀)
Melpomene
Memmius (-a)
Menelaus (-a)
Menja (♀)
Menþvus (-a)
Merfyn (-a)
Merogaisa (♀)
Merovech (-a)
Meton (-a)
Miði (-a)
Miðjungr (-a)
Milonius (-a)
Mímir (-a)
Minatius (-a)
Mindaugas (-a)
Minicius (-a)
Mist (♀)
Misus (-a)
Mjöll (♀)
Molda (♀)
Moskon (-a)
Mucius (-a)
Muimne (♀)
Muinemôn (-a)
Muiredach (-a)
Munius (-a)
Mursili
Mutinus (-a)
Muwatalli
Myrkriða (♀)
Myslibor (-a)
Mörn (♀)
Naevius (-a)
Nál (♀)
Narce
Nasennius (-a)
Nátt (♀)
Nechtan (-a)
Nefja (♀)
Nemedus (-a)
Nemetorius (-a)
Nepete
Nepius (-a)
Neton (-a)
Nia (♀)
Nicander (-a)
Nicanor (-a)
Nigidius (-a)
Nigilius (-a)
Nipius (-a)
Nodens (-a)
Novius (-a)
Nuada (♀)
Nulus (-a)
Numerius (-a)
Nörr (-a)
Odomir (-a)

Oedipus (-a)
Oengus (-a)
Ófoti (-a)
Olcinius (-a)
Ollom (-a)
Ónarr (-a)
Onuist (-a)
Oppius (-a)
Opsius (-a)
Oranius (-a)
Orba (♀)
Orestes (-a)
Orgetorix
Oroles (-a)
Oslac (-a)
Ostromir (-a)
Otacilius (-a)
Owain (-a)
Palpellius (-a)
Pamba (♀)
Papaios
Parmus (-a)
Pedius (-a)
Perctaritus (-a)
Pericles
Persnus (-a)
Perusnus (-a)
Pescennius (-a)
Petellius (-a)
Petronius (-a)
Phaeþon (-a)
Pharamound (-a)
Philon (-a)
Pinnes (-a)
Piscius (-a)
Piþam (-a)
Piyusti (-a)
Plautius (-a)
Pleuratus (-a)
Pleurias (-a)
Plikiene (♀)
Plotius (-a)
Polybus (-a)
Polynices (-a)
Pompilius (-a)
Pomponius (-a)
Popidius (-a)
Portius (-a)
Priam (-a)
Priarius (-a)
Proclus (-a)
Pupius (-a)
Puplunus (-a)
Pusarrum (-a)
Quinctilius (-a)
Quinctius (-a)
Rabirius (-a)
Ráðgriðr (♀)
Radogost (-a)
Radovit (-a)
Raginpertus (-a)
Ragnachar (-a)
Rán (♀)
Randgnið (♀)
Rando
Rangbeinn (-a)
Rastimir (-a)
Rastislaus (-a)
Ratchisus (-a)
Ratislaus (-a)
Ravenus (-a)
Rhemaxa (♀)
Rhicomeres (-a)
Rhodri (-a)
Rholes (-a)
Rhys (-a)
Ricchar (-a)
Rign (-a)
Rinnala (♀)
Rioþamus (-a)
Rodoaldus (-a)
Rostislaus (-a)
Róta (♀)
Roþarius (-a)
Rubobostes (-a)
Rudraige (♀)
Rufrius (-a)
Rumus (-a)
Rutilius (-a)
Rýg (♀)
Ryngaudas (-a)
Sabicius (-a)
Saenus (-a)
Salvius (-a)
Sámr (-a)
Sangrið (♀)
Scorill (-a)
Scribonius (-a)
Seius (-a)
Selyf (-a)
Sempronius (-a)
Sengann (-a)
Sentius (-a)
Sepunius (-a)
Sequan (-a)
Sergius (-a)
Sestius (-a)
Setnus (-a)
Sextilius (-a)
Shavus (-a)
Sidonius (-a)
Sigeric (-a)
Sigobert (-a)
Sigrdrifa (♀)
Sigrún (♀)
Silius (-a)
Sirn (-a)
Siron (-a)
Sivinbudas (-a)
Sívör (♀)
Skalli (-a)
Skalmöld (♀)
Skeggöld (♀)
Skorir (-a)
Skögul (♀)
Slâine (♀)
Slanonn (-a)
Slavis (-a)
Sobairce (♀)
Socellius (-a)
Sómr (-a)
Sophocles (-a)
Spinus (-a)
Sprudeikis (-a)
Spurius (-a)
Spurtius (-a)
Statius (-a)
Statnus (-a)
Steksys (-a)
Stúmi (-a)
Suanus (-a)
Sucellus (-a)
Suedius (-a)
Suleviae (♀)
Sulis (♀)
Suomar (-a)
Suppolulium (-a)
Surinus (-a)
Suþri
Svaði (-a)
Sváfa (♀)
Svelgaitis
Svetobog (-a)
Tabiti (♀)
Tadius (-a)
Takiah
Talorc (-a)
Talorgan (-a)
Talþybius (-a)
Tamara (♀)
Tancreda (♀)
Taran (-a)
Tarchunus (-a)
Tatous (-a)
Telemachus (-a)
Telepinu
Tercius (-a)
Tettius (-a)
Tezlaus (-a)
Tigernmas (-a)
Titius (-a)
Toutatis
Treblanus (-a)
Tremellius (-a)
Tuccius (-a)
Tudhaliy (-a)
Tularus (-a)
Þagimasidas (-a)
Þalei (-a)
Þales (-a)
Þeano
Þeodefrid (-a)
Þeudebald (-a)
Þeudemeres (-a)
Þorir (-a)
Þrasamund (-a)
Þrima (♀)
Þrúðr (♀)
Þögn (♀)
Ulfr
Ulfrún (♀)
Ulpius (-a)
Umbrenius (-a)
Uncilin (-a)
Unichus (-a)
Unioegost (-a)
Unnr (♀)
Ur (-a)
Urgulanius (-a)
Ursicin (-a)
Uurad (-a)
Vadomar (-a)
Vaefar (-a)
Vagennius (-a)

Valamir (-a)
Valþögn (♀)
Vandill (-a)
Varðrún (♀)
Varius (-a)
Vatinius (-a)
Vatlunus (-a)
Vedius (-a)
Veius (-a)
Velaþri
Velcalus (-a)
Veleslaus (-a)
Velius (-a)
Velsnasus (-a)
Velsys (-a)
Vembutas (-a)
Verecundius (-a)
Vérr (-a)
Vesnius (-a)
Vestralp (-a)
Vibius (-a)
Victricius (-a)
Viddi (-a)
Vigglöð (♀)
Vikin (-a)
Vikintas (-a)
Vilikail (-a)
Vindr (-a)
Vingir (-a)
Viparr (-a)
Vipsanius (-a)
Viridomarus (-a)
Virius (-a)
Viseikis (-a)
Vismantas (-a)
Visulus (-a)
Viþicab (-a)
Vitruvius (-a)
Vlad (-a)
Vlast (-a)
Voislaus (-a)
Voj (-a)
Volaginius (-a)
Volodymyr (-a)
Volusennius (-a)
Volusenus (-a)
Volusius (-a)
Vorenus (-a)
Vortigern (-a)
Vyacheslaus (-a)
Vörnir (-a)
Wachous (-a)
Waltari (-a)
Wargar (-a)
Wiglaf (-a)
Willehari (♀)
Wisimar (-a)
Wislaus (-a)
Wulfar (-a)
Wulfomir (-a)
Wulfstan (-a)
Xenophon (-a)
Ybor (-a)
Yngvi
Yngwin (-a)
Ymsi (-a)
Zalmodegic (-a)
Zelimir (-a)
Zeno (-e)
Zidant (-a)
Zvezdan (-a)
Zyrax (-a)
Ælfric (-a)
Ælfwarus (-a)
Ælfwin (-e)
Æþelflæd (-a)

Hâvamâl, stanza 11

"Byrði betri
berr-at maðr brauta at,
en sê mannvit mikit;
vegnast verra
vegr-a hann velli at
en sê ofdrykkja öls."

(You can not carry
a better burden,
than much wits,
but worse provision
you can not bring
than too much beer drunk.)

Dwarven Names

The Dwarven names are all masculine, but they can be turned into feminine names by adding the Dwarven feminine ending (–ja) or by exchanging the masculine ending (-r, -n -i or -e) with the Dwarven feminine ending (-ja) or by some times adding the feminine ending. E. g. Ái becomes Áija, Bifurr becomes Bifurja, Haur becomes Haurja, Ráðsvinnr becomes Ráðsvinnja, Þrór becomes Þrója.

Non-Dwarves may have Dwarven names too, but Dwarves have never been known to use non-Dwarven names.

From A to Æ

Ái
Alfr
Ánarr
Andvari
Ánn
Aurvangr
Austri
Báfurr
Bari
Bávör
Berlingr
Bifurr
Bildr
Billingr
Bívör
Bívurr
Bláinn
Blindvið
Blövurr
Brokkr
Brúni
Búinn
Bumburr
Bömburr
Dagfinnr
Dáinn
Dolgr
Dólgþrasir
Dólgþvari
Dóri
Dúfr
Dulinn
Durinn
Durnir
Dvalinn
Eikinskjaldi
Eitri
Fáinn
Falr
Fár
Farli
Fiðr
Fili
Finnr
Fjalarr
Fjölsviðr
Fornbogi
Frár
Frór
Frosti
Frægr
Fullangr
Fundinn
Förvi
Galarr
Gandalfr
Ginnarr
Glói
Glóinn
Grerr
Grimr
Gullmævill
Hannarr
Hár
Haugspori
Haur
Heftifili
Hepti
Heri
Hildingr
Hleðjólfr
Hlévangr
Hljóðólfr
Hornbori
Hugstari
Högstari
Íri
Ívaldi
Jaki
Jari
Kíli
Litr
Ljómi
Lofarr
Lóinn
Lóni
Miðviðr
Mjöðvitnir
Mjöklituðr
Móðsögnir
Munin
Nabbi
Náinn
Náli
Nár
Nefi
Niði
Nífengr
Nípingr
Norðri
Nóri
Nýi
Nýr
Nýráðr
Næfr
Óinn
Ónarr
Óri
Ráðsvinnr
Reginn
Rekkr
Siarr
Sindri
Skáfiðr
Skávær
Skirfi
Suðri
Svíarr
Svíurr
Tigvi
Þekkr
Þjóðrørir
Þolinn
Þorinn
Þráinn
Þrár
Þrór
Þrasir
Þróinn
Uni
Uri
Varr
Veigr
Veggr
Vestri
Vifir
Vili
Vilir
Vindalfr
Virfir
Vitr
Ölni
Önn

"There is no place like home."

Recommended Reading

MYFAROG is not an historical game, but the setting is based on the history, mythology, archaeology, traditions and folklore of our own world. Myth masters can find inspiration, tips on architectural styles, clothing, pottery decorations and you name it, from real world sources, and are of course free to use whatever they want to, to leave out whatever they don't like and to build their Thulê just like they want it to be.

The Map of Thulê

The myth master should read and use the map of Thulê as he wishes, but by default almost all of Thulê below the tree line is forested. The yellow areas are fields. The pink areas are made up of cultural landscape. The blue-striped green areas are bogs. (You can find the map on www.myfarog.org.)

Creature Statistics Calculations

The basic formulas used when creating the statistics for the different non-human creatures of MYFAROG are included here. They will help myth masters to create their own creatures, with MYFAROG statistics, if they feel a need to do so.

Fright mod:
Reversed size / 2
Troll/Animated creature: -3
Poisonous creature: -3
Poison PL = 10 + *unknown*
Disease spreader: -3
Disease PL = 10 + *unknown*
Incorporeal creature: -3
Creature with sorcerous abilities: -1
Friendly creature: +6
Flying creature: -1

OV & DV (MÊ):
Predatory creature = 2 + Size (minimum +2, maximum +12)
Non-predatory creature = Size / 2 (minimum +0, maximum +5).
Predatory creature = DV = 10 + (Size > +0 / 2) (minimum +10, maximum +14)
Non-predatory creature = DV = 10 + (Size > +0 / 4) (minimum +10, maximum +12)

OV (MI):
Size

DV (MI):
10 + (Size / 2)

Resistance
Disease +10
Poison +10 + size

Toughness
+3 or more if a strength of creature (e. g. like Cold Resistance is a strength of polar bears), and -1 or less if weakness to creature (e. g. like Heat Resistance is a weakness to trolls).

Health Points
Weight / 10 (Troll: +15)
Weight above 500 is / 25
Weight above 1500 is / 100

Dodging:
Size < +0 (minimum +2, maximum +10)

Hâvamâl, stanza 142

"Rûnar munt þû finna
ok râðna stafi,
mjök stôra stafi,
mjök stinna stafi,
er fâði fimbul-þulr
ok gerðu ginnregin
ok reist hroftr rögna"

(You will find secrets
and interpret signs,
very important signs,
very strong signs,
written by a great sage
and made by powerful gods
who also built a roof for the powers [i. e. a temple].)

Thulêan Geography

The land of Thulê is based on real world locations, Lofoten and Vesterålen in Northern Norway. Unlike in Thulê there is very little forest in Northern Norway. The myth master can use most other features of the area from a modern map though, only he has to change the scale (1 km in the real world is 4 miles in Thulê). Modern buildings and other modern constructions can be either ignored or changed into something that would make sense in the myth master's version of Thulê. The main roads, E10 and 82, are what make up the Alfarway, and other real world roads and paths can be used as paths and trails. Not all the real world names of the area have been translated, but a myth master can naturally also use them, as they are or in his own version. He can also add whatever he wants to the map; castles, caverns, chasms, volcanoes or whatever, as he sees fit. The real world maps will provide him with a highly realistic, detailed and beautiful foundation though, and although the foundation is the same, every myth master will be able to forge his own unique Thulê, just like he wants it to be. See www.myfarog.org for a digital map of Thulê.

"The squeaky wheel gets the grease."

Rebirth

In Thulê they assume that the better and more valuable equipment they have, the more likely they are to be chosen by a child to be reborn.

All the names included in **The Land of Thulê** are in the list below, with their real world location listed next to them.

Thulêan Name	**Real Name**
Allbay	Alsvåg
Allcove	Altevik
Ballstead	Ballstad
Beach	Strand
Bearskin	Bjørnskinn
Birch	Bjarkøy
Birch Island	Bjarkøya
Birch-Headland	Borkenes
Block	Blokken
Boardland	Frøskeland
Bog	Myre
Breadring	Kringlen
Claw	Klo
Coolfishing Village	Svolvær
Cove	Nøss
Cutstone	Skarstein
Dance Cove	Leknes
Densewood	Tjukkeskogen
Dimland	Sortland
Dwarfmount	Dvergberg
Eastbay Island *alias* Bay Island	Austvågøya
Edgeheadland	Bremnes
Ettinisland Harbour	Risøyhamn
Fire Island	Gimsøya
Firewood	Brenna
Flourhillside	Melbu
Forefjord	Forfjord
Foreheadland	Fornes
Grainmeadow	Lødingen
Grave Valley	Gravdal
Groundstout	Grunnfør
Grovecove	Lundenes
Hawser Bay	Kabelvåg
Heap-of-Stones	Kasfjord
Hers	Hennes
Highcliff Sail	Hadsel
Highstead	Harstad
Hillside	Bø
Hillsideland	Liland
Hind Island	Hinnøya
Hindfish Village	Henningsvær
Hollow Island	Grytøya
Hoodstead	Flakstad
Houndstead Forest	Hundstadskogen
Kingscove Bay	Røssnesvågen
Lairgrave	Higrav
Linenmount	Vaskinn
Logfield Headland	Stokmarknes
Long Island	Langøya
Longbog	Myre
Lynxfoot Island *alias* Westbay Island	Vestvågøy
Meadowstead	Bøstad
Meadtown	Medby
Meshcove Island	Moskenesøya
Millheadland	Mølnarodden
Nordland	Nordland
Onion Cove	Laukvika
Pale	Bleik
Peacemeadow	Fredvang
Peak	Tind
Rankmount	Ramberg
Reindeer	Reine

River	Å
Riverwall	Osvoll
Rottenwood Bay	Fauskevåg
Sand Island	Sandsøya
Sand	Sanden
Sand	Sandsøy
Seaspray Headland	Moskenes
Seawood	Laskogen
Sheheadland	Kjerringnes
Shield Harbour	Skjoldehamn
Siegfjord	Sigerfjord
Sound	Sund
Source Island	Tjeldøya
Southbay	Sørvågen
Southflour	Sørmela
Southland	Sørland
South-Nordflour	Sør Nordmela
Sowvalley	Sydalen
Spearcove	Spjutvik
Spearstead	Gjerstad
Spell Lake Forest	Galenkjerran
Spirit Cove	Andenes
Spirit Island	Andøya
Spiritess	Ase
Stave	Stave
Stemsound	Stamsund
Stream	Straume
Streamcove	Straumnes
Streamycove	Gausvik
Stringbay	Strengelvåg
Thing-Grove	Tingholtet
Wardenholm	Vardholmen
Watchman	Gisløy
Weather Island	Værøy
Wedgeground	Kilbotn
Westfjord	Vestpollen
Whiteheadland	Kvitnes
Wolf-Foot Island	Flakstadøya
Woodchop Forest	Vedhoggan
Yearstone Island	Årsteinen

Real Name	**Thulêan Name**
Alsvåg	Allbay
Altevik	Allcove
Andenes	Spirit Cove
Andøya	Spirit Island
Ase	Spiritess
Austvågøya	Eastbay Island *alias* Bay Island
Ballstad	Ballstead
Bjarkøy	Birch
Bjarkøya	Birch Island
Bjørnskinn	Bearskin
Bleik	Pale
Blokken	Block
Borkenes	Birch-Headland
Bremnes	Edgeheadland
Brenna	Firewood
Bø	Hillside
Bøstad	Meadowstead
Dvergberg	Dwarfmount
Fauskevåg	Rottenwood Bay
Flakstad	Hoodstead
Flakstadøya	Wolf-Foot Island
Forfjord	Forefjord
Fornes	Foreheadland
Fredvang	Peacemeadow
Frøskeland	Boardland
Galenkjerran	Spell Lake Forest
Gausvik	Streamycove
Gimsøya	Fire Island
Gisløy	Watchman
Gjerstad	Spearstead
Gravdal	Grave Valley
Grunnfør	Groundstout
Grytøya	Hollow Island
Hadsel	Highcliff Sail
Harstad	Highstead
Hennes	Hers
Henningsvær	Hindfish Village
Higrav	Lairgrave
Hinnøya	Hind Island
Hundstadskogen	Houndstead Forest
Kabelvåg	Hawser Bay
Kasfjord	Heap-of-Stones
Kilbotn	Wedgeground
Kjerringnes	Sheheadland
Klo	Claw
Kringlen	Breadring
Kvitnes	Whiteheadland
Langøya	Long Island
Laskogen	Seawood
Laukvika	Onion Cove
Leknes	Dance Cove
Liland	Hillsideland
Lundenes	Grovecove
Lødingen	Grainmeadow
Medby	Meadtown
Melbu	Flourhillside
Moskenes	Seaspray Headland
Moskenesøya	Meshcove Island
Myre	Longbog

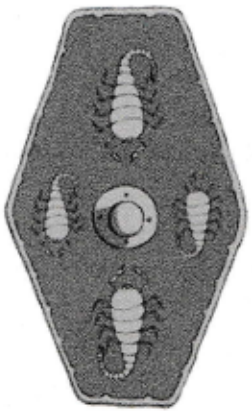
Myre	Bog
Mølnarodden	Millheadland
Nordland	Nordland
Nøss	Cove
Osvoll	Riverwall
Ramberg	Rankmount
Reine	Reindeer
Risøyhamn	Ettinisland Harbour
Røssnesvågen	Kingscove Bay
Sanden	Sand
Sandsøy	Sand
Sandsøya	Sand Island
Sigerfjord	Siegfjord
Skarstein	Cutstone
Skjoldehamn	Shield Harbour
Sortland	Dimland
Spjutvik	Spearcove
Stamsund	Stemsound
Stave	Stave
Stokmarknes	Logfield Headland
Strand	Beach
Straume	Stream
Straumnes	Streamcove
Strengelvåg	Stringbay
Sund	Sound
Svolvær	Coolfishing Village
Sydalen	Sowvalley
Sør Nordmela	South-Nordflour
Sørland	Southland
Sørmela	Southflour
Sørvågen	Southbay
Tind	Peak
Tingholtet	Thing-Grove
Tjeldøya	Source Island
Tjukkeskogen	Densewood
Vardholmen	Wardenholm
Vaskinn	Linenmount
Vedhoggan	Woodchop Forest
Vestpollen	Westfjord
Vestvågøy	Lynxfoot Island *alias* Westbay Island
Værøy	Weather Island
Å	River
Årsteinen	Yearstone Island

"Hope for the best,
but prepare for the worst."

Hâvamâl, stanza 68

"Eldr er beztr
með ýta sonum
ok sôlar sýn,
heilyndi sitt,
er maðr hafa nâir,
ân við löst at lifa."

(Fire is best
and Sunlight
for the sons of the Earth,
his good health
man then has won,
free of burden in his life.)



MYFAROG Character Sheet

Character's Name:_____ Race:_____

Height: ___'___" Size:_____ Character Role:_____

Age:____years (max:____) Sex ❑ ♀ ❑ ♂ XP:_____

Level:_____ Hamingja:_____

Attribute	Value		Modification
Charisma	_____	CHA	_____ Cha
Constitution	_____	CON	_____ Con
Dexterity	_____	DEX	_____ Dex
Intelligence	_____	INT	_____ Int
Strength	_____	STR	_____ Str
Willpower	_____	WIL	_____ Wil

Current Combat Statistics

OV (MÊ):_____

OV (MI):_____

DV (MÊ):_____

DV (MI):_____

Dodging (min +1):_____

MS penalty:_____

Shield DV (MÊ):_____

Shield DV (MI):_____

Resistance

Cold:_____

Electricity:_____

Disease:_____

Heat:_____

Poison:_____

(= Con + size + racial mod)

Condition

Tired	❑ -1 mod
Weary	❑ -2 mod
Exhausted	❑ -3 mod
Wet	❑ +0 mod
Soaking Wet	❑ -1 mod

Untrained, Trained & Character Role Skills

Skill (Modification)	U	T	CR	Type Mod	Skill (Modification)	U	T	CR	Type Mod
Acrobatics (Dex)	+0	❑	❑	MS ___	Perception (Int)	+0			SS ___
Acting (Cha)	-2	❑	❑	SS ___	Poetry (Int)	-5	❑	❑	SS ___
Alchemy (Int)	-5	❑	❑	SS ___	Religious Tradition (Cha)	-5	❑	❑	SS ___
Climbing (Dex)	+0	❑	❑	MS ___	Riding (Dex)	-5	❑	❑	MS ___
Crafts (Int)	-5	❑	❑	SS ___	Rune Lore (Int)	-5	❑	❑	SS ___
Dancing (Dex)	-2	❑	❑	MS ___	Seamanship (Int)	-5	❑	❑	SS ___
Dodging (Dex)	+0			CS ___	Singing (Int)	-5	❑	❑	SS ___
Flute Playing (Int)	-5	❑	❑	SS ___	Social Skills (Cha)	-2	❑	❑	SS ___
Foraging (Int)	-2	❑	❑	SS ___	Stamina (8 + Con)	+0	❑	❑	SS ___
Fortitude (Wil)	+0	❑	❑	SS ___	Stealth (Dex)	+0	❑	❑	MS ___
Healing (Int)	-5	❑	❑	SS ___	Swimming (Con)	-5	❑	❑	MS ___
Lyre Playing (Int)	-5	❑	❑	SS ___	Tempo* (40 + [5 * Str])	+0			MS ___
Mechanics (Dex)	-5	❑	❑	SS ___	*30 instead of 40 for Dwarves, Gnomes & Halflings				
Mêlée (Str)	-2	❑	❑	CS ___	Tracking (Int)	-2	❑	❑	SS ___
Missile (Dex)	-2	❑	❑	CS ___	Trickery (Dex)	-2	❑	❑	SS ___
Navigation (Int)	-2	❑	❑	SS ___	World Lore (Int)	-5	❑	❑	SS ___

Character Role skills mod (= Level * ½) (max +5):_____

Trained skills mod (= Level * ¼) (max +4):_____

Stamina Points (SP):	Health Points (HP):	Encumbrance	MS
(= 8 + Racial mod + Con + Level mod)	(= CON + Str + Size + Level mod)	Light Load (STR * 4 lbs)	❑ +0 mod
		Medium Load (STR * 8 lbs)	❑ -1 mod
Level mod: 0❑ ¼❑ ½❑	Level mod: 1❑ 2❑ 3❑	Heavy Load (STR * 12 lbs)	❑ -3 mod
Spent SP:	HP lost:	❑ ½ of all HP lost (Seriously Injured) -1 mod to all skills. Can not dash or sprint	
		❑ ¾ of all HP lost (Severely injured) -3 mod to all skills. Can not fly, run or sneak either	

Morale	
Nervous	❑ -1 mod
Afraid	❑ -2 mod
Fearful	❑ -3 mod
Terrified	❑ -4 mod
Panic	❑ +1 mod
Minutes left:	

Notes (birthday, special abilities, languages CR advantages, Favourite Deities, known spells, talents, etc.):_____

MYFAROG Equipment Sheet

Belt ❑	Pouch (in belt) (32 oz) ❑	(On Shoulders)	Quiver ❑
R		R	
L		L	

Backpack (54 lbs/1728 oz) ❑	Sack (on shoulder) (27 lbs/864 oz) ❑

Armour	MS mod	DV	Travelling SP

Shield		DV MÊ	DV MI	MS mod
Small	❑	+1	+2	(-1)_____
Medium	❑	+2	+3	(-2)_____
Large	❑	+2	+4	(-3)_____

Helmet (-1 Perception) DV +1 ❑

Current Total Weight Carried:

Mêlée Weapon	Notes	OV/DV	Damage	Min. Str	Cut/Shock
Unarmed		-1 OV/-5 DV	1	-4	+6/+2
		____/____			____/____
		____/____			____/____
		____/____			____/____
		____/____			____/____
		____/____			____/____

Missile Weapon	Notes	OV/Base Range	Damage	Min. Str	Cut/Shock
		____/____			____/____
		____/____			____/____
		____/____			____/____
		____/____			____/____

Clothes	Notes:

Hâvamâl, stanza 43

"Vin sînum
skal maðr vinr vera,
þeim ok þess vin;
en ôvinir sîns
skyli engi maðr
vinar vinr vera."

(You shall be friend
with your friend
and his friends;
but no man shall ever
be friend
with the friend of an enemy.)