

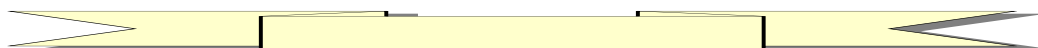
THE SAVAGE WORLD OF SLAINE

By Hans "superc0ntra" Holmgren



This setting is based on the 2000AD comic of Slaine as well as Mongoose Publishing's RPG setting for the d20 system. It started off as a small add-on for the Savage Mythic Ireland setting by John Briquelet, a truly great setting for Savage Worlds, but soon evolved into a setting of its own although I've stolen bits and pieces

In order to play this you need a copy of the Savage Worlds core book and a copy of the Slaine RPG by Mongoose Publishing



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TABLE OF CONTENTS	2
Races	3
Tribes	4
Sessair	4
Fir Domain	4
Tribe of Shadows (Falians)	4
Finians	4
Starting Wealth and age	5
Iron and Flint Weapons	5
Weapon Table	7
Armor Table	8
Skills	8
Edges	9
Hindrances	14
Powers	16
Druidic Powers	16
Witchcraft Powers	19
Bardic Powers	21
Warp Spasms	24
Cultural phenomena	27
Sky clad	27
Taking Heads	27
Taunts/Insults	27
Guts Checks	27
Enech	27
Sarhaed (Honor Price)	28
Champion's Portion	28
Adventuring, seasons and tribal duties	28
Drunes	28
Naming Weapons	28
Earth Power	29
Places that affect Earth Power	29
Non-magic earth power feats	29
Druids Eggs	30
Monsters and foes	31
Natural animals	31
Monsters	32
Vehicles	37

Races

There are basically three playable races in the Slaine universe, humans, dwarves and warped ones.

Humans

Humans are the most common and are created as per the normal rules. Humans get a free edge on creation. They start with all traits at d4 as usual. Humans get one major or 2 minor Geas in addition to the normal hindrances.

Dwarves

Dwarves are not your common bearded, axe wielding characters from nearly all other RPGs. They are typically about 4 feet to 4 ½ feet tall, but weigh much less than humans (around 80 pounds).

Although physically a little weaker than humans, they are capable of wielding any human weapons they can lift. They have distinctive, large, pointed ears which stick out from the sides of their heads. Their heads are wide and flat, and their teeth prominent. Dwarves live around as long as humans do.

Dwarves start with a d6 in their Agility trait but must pay double for Strength increases. They have the Small hindrance (Major) which gives them a -1 to their toughness but get a +2 modifier to recover from being shaken (they are beaten so often they get used to it). They can be very persuasive, and gain +2 to all persuasion and taunt skill rolls. They are naturally stealthy and dexterous, starting with d6 in their Stealth and Repair skills. Dwarves may not have an arcane background and usually work as thieves, scribes or craftsmen employed (owned) by humans. Dwarves are mostly ignored by druids and are not given any Geas in the way humans or warped ones are neither are they bound by honor. They may take one major or two minor hindrances at startup. Due to them being totally without honor they also get a +4 modifier to resist druidic awe, although killing a druid will probably spell trouble for the dwarf.



Warped Ones

Warped ones appear human at first glance but a closer look reveals something more sinister beneath the skin. Warped ones are usually a little taller than a typical human, with a somewhat savage appearance. They have a strange gleam in their eye, telling the world they have a special delight in carnage.

They automatically gain the outsider hindrance which gives them a -2 charisma with regards to dealing with normal humans. However their primal ancestry gives them the Warp Spasm edge on creation as well as beginning



with d6 strength. Warped ones may not take any Arcane Background edges and get one major or 2 minor geas in addition to the normal hindrances.

Tribes

Which tribe the character comes from will give the character some extra abilities and/or skills depending on which tribe is chosen. Ideally all characters should come from the same tribe since they are, more often than not, at war with each other. Characters leaving their tribe automatically gain the outsider hindrance. Also see the Outcast hindrance.

Sessair

Sessair tribesmen are ferocious fighters and known for their savagery, they live in northern Eiru and parts of northern Albion. They begin with Guts at d6.

Fir Domain

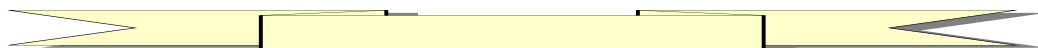
The Fir Domain are feared fighters and experts with the growling shield as well as the razor shield. They inhabit most of the land of Albion. They begin with Intimidation at d6

Tribe of Shadows (Falians)

The Tribe of Shadows revere the night and often paint themselves black to stage night attacks on their enemies. Their lands stretch across southern Eiru and Cambria. They begin with Stealth at d6

Finians

The Finians are a dour tribe that view all type of hardships and hunger as a test. They inhabit the northern parts of Alba and Albion. They begin with Survival at d6.



Starting Wealth and age

Regardless of tribe all characters start with a wealth of 50 sêts weighing in at a hefty 250 lbs total. Since a man's wealth is measured by his herd, his land and his equipment, be sure to buy the best you can and exchange the remainder for cows and pigs before play begins.

Age is the same as the Slaine rule book using the most appropriate class/race for the character.

Iron and Flint Weapons

Weapons in Slaine are made of iron, which is much softer than steel and needs constant attention, since steel has not yet been invented, or flint which is good for weapons but brittle and may cause the weapon to break at any moment. Savage Slaine uses the WOTB system for melee damage in which the damage adds to Strength are converted to dice (see DL Reloaded for details). The weapons table has already accounted for this when showing damage. The following applies to weapons in Slaine.

Sharpening

Edged iron weapons need to be sharpened after every battle or they become blunt. Weapons hitting very hard objects or as a result of a fumble may also at game masters discretion be considered blunt. In game effects this means lowering damage by one die type and if already at d4 then damage is lowered by 1 point. Sharpening of a weapon takes approximately 5 minutes per foot of weapon edge. This means that a dagger which is about one foot long takes 5 minutes while a broadsword at three feet takes 15 minutes. Don't bother with half sharpened or dual edges and stuff, keep it FFF, it's just so they'll have to fight with dull weapons sometimes.

Bending.

If an edged iron weapon is used, hits the target and damage is equal to or above twice the weapon die +2 (not the strength die) then the weapon is bent. So a broadsword bends on 18+ and a dagger on 10+. A benny can be spent to prevent this.

Example.

Bran swings his broadsword at his enemy. His STR is d8 and it is a STR+d8 weapon. He rolls an 8 and a 5, the ace rerolls a 6 so the total is $8+5+6=19$ which is more than 18 ($2*8+2$) and the sword bends.

A bent iron weapon is unwieldy and unbalanced, causing a -2 penalty to all attack rolls until it can be straightened. This can be done by taking a full round to place the weapon on the floor and make a Strength check with a target number equal to half the damage die of the weapon to stomp it flat again or, for weapons up to d6 damage die, by taking an action to make a Strength check to straighten it with your teeth with a -2 to the strength check.

Example.

Since Bran's sword is now bent he has a -2 modifier to all attack rolls. During a lull in the fighting he decides to straighten the sword. It is a d8 weapon so he has no option but to straighten it by stomping on it, taking a full round to do so. His target number is (weapon die d8) $8/2=4$. He rolls his strength die (d8) and rolls a 5, his sword is straight and handles true once again. If he had a bent dagger (d4 damage die) he could have used an action and straightened it with his teeth with a target number of 2 and a -2 to the strength check.

Flint Weapons

Flint weapons don't bend and don't become dull but two things keep them from being the perfect thing, not all weapons can be made from flint, only knives, axes and spears. Flint weapons are also hard to come by since the ancient art of creating flint weapons is disappearing. If the damage done is above two times the weapon damage die +8 then the weapon shatters instantly and can never be repaired again and the wielder is considered unarmed until a new weapon can be drawn. This is definitely not an ideal situation. A benny may be spent to prevent the shattering of the weapon.

Example.

Bran switched his iron broadsword for a flint battleaxe and rolls for damage. His STR is d8 and it is a STR+d8 weapon. He rolls an 8 and a 6. Since he had a raise on his attack roll he rolls an extra d6 and this d6 rolls a 5, the aced d8 re-rolls a 7 so the total is $8+6+5+7=26$ which is more than $2*8+8=24$. His battleaxe shatters into a million pieces and Bran is remembered in the bardic songs as Bran the wolf-fodder.



Weapon Table

Weapon	Cost	Damage	Range	Weight	Str+	Notes
Simple Melee Weapons						
Flint knife	1 pig	Str+d4	-	1	-	
Iron dagger	1 sét	Str+d4	-	1	-	
Flint pick	2 sêts	Str+d6	-	5	d4	
Gold sickle	20 sêts	Str+d4	-	2	-	
Iron sickle	1 sét	Str+d4	-	2	-	
Club	-	Str+d6	-	4+	-	Look around to find
Iron hunting spear	2 sêts	Str+d8	-	6	d6	Parry +1, Reach 1, req. 2 hands
Iron scythe	2 sêts	Str+d6	-	10	d4	Reach 1, requires 2 hands
Iron wood axe	3 sêts	Str+d8	-	8	d4	Requires 2 hands
Staff	-	Str+d6	-	8	-	Look around to find, 2 hands
Wooden mattock	1 pig	Str+d8	-	12	d8+	Requires 2 hands, parry-1
Simple Ranged Weapons						
Bow	2 sêts	2d6	12/24/48	3	d6	Requires 2 hands
Arrows, 12	1 pig	-	-	1/12	-	
Martial Melee Weapons						
Iron hand-axe	2 sêts	Str+d6	-	2	-	
Iron short-sword	5 sêts	Str+d6	-	2	-	
Flint battle-axe	60 sêts	Str+d8	-	10	d8	
Iron battle-axe	8 sêts	Str+d8	-	10	d8	
Iron sword	12 sêts	Str+d8	-	8	d6	
Iron war-spear	3 sêts	Str+d8	-	10	d8	Reach 1, Parry +1 if 2 handed
War club	1 sét	Str+d8	-	20	d10	Requires 2 hands
Log*	-	Str+d12	-	40+	d12+2	Reach 2, requires 2 hands
Chariot scythe*	45 sêts	Str+d12+1	-	60+	d12+2	Reach 1, requires 2 hands
Martial Ranged Weapons						
Sling	1 chicken	Str+d4	4/8/16	1	-	
Sling stones	-	-	-	1/10	-	Look around to find
Iron Javelin	2 sêts	Str+d6	3/6/12	5	d6	
Boulder*	-	Str+d10	2/4/8	50+	d12+1	
Exotic Melee Weapons						
Razor-Edged shield	25 sêts	Str+d4	-	12	d8	See normal medium shield
Flint great-axe	100 sêts	Str+d10	-	15	d10	Reach 1, 2 hand, parry-1, AP 1
Iron great-axe	18 sêts	Str+d10	-	15	d10	Reach 1, 2 hand, parry-1, AP 1
Iron Greatsword	25 sêts	Str+d10	-	12	d10	Reach 1, req.2 hands
Gae Bolga*	60 sêts	Str+d8	3/6/12*	11	d8	Reach 1
Iron Poleaxe	14 sêts	Str+d8	-	16	d8	Reach 1, 2 hand, parry-1, AP 1
Exotic Ranged Weapons						
Tathlum*	-	*	3/6/12	5	d6	
Throwing blade	1 sét	Str+d4	3/6/12	1	-	
Dart Dragon	50 sêts	2d6	13/26/52	10	d6	Requires 2 hands, AP 1
Darts, 5	5 sêts	-	-	1/10	-	

* See the weapon description for special rules.

Gae Bolga: The Gae Bolga (Bellows Spear) is one of the most feared weapons in Tir-Nan-Og. Its iron spearhead is far longer than that of most spears, with barbs covering most of its length. When a character is struck by a Gae Bolga, the weapon gets stuck in the target requiring a Spirit check to remove. Failure results in 1d6 damage with the weapon still stuck in the body (armor does not protect against this) and success results in 2d6 damage but the weapon is now free. If left in the target (for whatever reason) a wound is received every day (every hour if moving) eventually killing the target. It may only be thrown by people with the Spear Foot edge.

Tathlum: The Tathlum is a bola like weapon, made by mincing the brains of an enemy and mixing with lime. The brains must be taken from an enemy that has been slain in battle single-handedly by the character who is to wield the tathlum. Creation takes one full day and requires a successful Knowledge(Tathlum) check to prepare. Once ready the Tathlum gives damage equal to a number of, the Smarts die of the brain donor, equal his rank (1 for Novice, 2 for Seasoned and Veteran, 3 for Heroic and 4 for Legendary). This effect lasts for a day after which the Tathlum loses its power, becomes inert and damage is reduced to Str+d4.

Log, Boulder and Chariot scythe: These are improvised weapons. In addition to strength requirement the wielder needs to be large for boulder use and huge to use a log or chariot scythe.

Armor Table

The following armors are available to the cowards who use such things. The gods frown on tribal warriors hiding behind armor. While wearing armor the character temporarily loses bennies equal to the bennie modifier of the armor. These are regained when the armor is taken off unless used prior to donning armor. Also check out the sky-clad chapter.

GM note: If players start bending this rule, i.e. using their bennies and then donning armor when they have run out, feel free to punish them in other ways. Let benny loss carry over to next playing session or an XP loss for bad role playing.

Type	Armor	Weight*	Bennie	Cost	Notes
Fur Cloak	+1	10	-1	20 sêts	Covers torso, arms, legs
Leather	+1	15	-1	40 sêts	Covers torso, arms, legs
Chain long coat	+2	25	-2	350 sêts	Covers torso, arms, legs
Chain Shirt	+2	20	-2	200 sêts	Covers torso, arms
Breastplate	+3	20	-2	600 sêts	Covers torso
Curboilli	+2	15	-1	50 sêts	Covers torso
Helm	+2	4	--	30 sêts	50% chance of protecting against head shot
Shields**					
Small Shield	--	12	--	12 sêts	+1 Parry, +2 Armor to ranged shots that hit
Large Shield	--	20	--	25 sêts	+2 Parry, +2 Armor to ranged shots that hit
Extras					
Armor Spikes	--	+5	--	+25 sêts	adds +1 to damage when fighting "unarmed"
Growling shield	--	--	--	+4 sêts	doubles range and adds +1 for intimidate/taunt

*This is effective weight when worn. Most armor weighs quite a bit more when carried rather than worn.

**Shields protect only against attacks from the front and left (assuming a right-handed character).

Skills

There are a few new skills in the Slaine setting that can be used. Most are self explanatory.

1. **Knowledge(Tir-Nan-Og):** Knowledge of the young lands, its people, customs and geography.
2. **Entertainer:** An admired skill in the Young lands is the skill of entertaining. Storytelling, poetry, singing and dancing.
3. **Literacy:** Normally characters are illiterate. If a language is learned, the player must take literacy as a separate skill in order to be able to read the language as well as speak it. Druids must be literate in Ogham.
4. **Craft:** The character is skilled in a craft of his choice. Be it potter, carpenter, weaver or whatever. Characters with d10+ in craftsman are considered master craftsmen. Craft is required to build dolmens or wicker men.

The following skills are normally not used in Slaine

1. **Streetwise.** Since there are no big cities, the streetwise skill is not used. It may however be taken if the character somehow ends up in a city abroad or in another dimension.

The following skills have a modified use in the Slaine setting

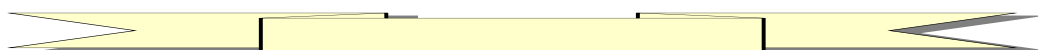
1. **Pilot.** This skill is used to pilot sky chariots and any other airborne vehicles. On the ground use driving or riding.

Edges

The following edges from the core book are not used in the Slaine setting

Ace
Florentine
Gadgeteer
Holy/Unholy warrior
Investigator
Mentalist

Mr. Fix it
Power Points
Power Surge
Rock 'n Roll
Soul drain
Wizard



The following edges are specific to the Savage Slaine setting.

Arcane Background, Druid (Background)

Prerequisites: Novice, Human, Spirit d8+, Literacy

Arcane Skill: Oak Knowledge (Spirit)

Starting Earth Power: +5

Starting Powers: 2

A druid is a combination of scholar, priest, judge and storyteller. Druids also automatically gain the power of Druidic Awe.

Druids are sacred priests, raised above the people and touched by the gods. Slaying a druid is an unimaginably evil crime, and even striking one is absolutely taboo

Druidic Awe: To attack a druid, a character must first succeed an opposed spirit check. A success indicates that the character may attack the druid during this encounter, a failure means he may not. The druidic awe ability is immediately cancelled out if the druid performs any obviously offensive actions towards the target or his allies, including casting spells on them. Otherwise the effect of druidic awe lasts the rest of the day. Druidic awe usually only affects humanoids native to Tir-Nan-Og. Creatures (whether humanoid or not) from outside Tir-Nan-Og, gain a +4 bonus on their Spirit check to overcome druidic awe.

At GM's discretion natural animals may be affected as outworlders. Druids typically wear their ritualistic, white garbs. Druids are able to learn any Power from the druid Powers list. The trappings for all miracles created through this edge are those of the traditional Druid—oak, mistletoe, holly, sickles etc.

Arcane Background, Witchcraft (Background)

Prerequisites: Novice, Smarts d8+

Arcane Skill: Bewitching (Smarts)

Starting Earth Power: +5

Starting Powers: 3

This background is the basis for the magic of witches both male and female.

Practitioners of Witchcraft are able to learn any Power from the witch's power list.

The trappings for all spells cast through this Edge will have a slightly sinister feeling to them, glowing runes, black cats etc.

Arcane Background, Bard (Background)**Prerequisites:** Novice, Knowledge (Music) d8+, Knowledge (History) d8+**Arcane Skill:** Spellcasting (Smarts)**Starting Earth Power:** +5**Starting Powers:** 2

Bards are an important part of Tir-Nan-Og society, being bringers of news as well as storytellers, poets and minstrels. As such, it is considered bad luck to hurt a bard regardless of how insulting they are, Although this taboo is not as powerful as the Druidic Awe, anyone attacking a bard unprovoked loses one benny. Bards are limited to the powers listed on the Bard power list.

Note: All bard powers above, except Speak Language, have a range of a large burst template centered on the bard. This is considered the range where his music can be heard. All within this are affected, friend and foe alike.

In addition to this, bards get a +1 charisma modifier and add +1 to Taunt rolls. The bard's trapping is always a musical instrument which is used to cast the spells by playing and singing. Since Bards have to continue singing to maintain their spells they cannot cast a new one until the previous has ended unless otherwise specified (or common sense).

Warp Spasm (Background)**Prerequisites:** Novice, Strength d8+, Fighting d8+, Warped One

The player can warp spasm which transforms him into a monstrous warrior and rolls for effect on the warp-spasm table. Transformation takes a full round. Involuntary transformation may occur, see the warp spasm section for details. Warped ones get this edge by default.

Improved Warp Spasm (Weird)**Prerequisites:** Warp Spasm, Seasoned, Strength d8+, Fighting d8+, Warped One

The player can warp spasm which transforms him into a monstrous warrior and rolls for effect on the warp-spasm table with a +2 modifier to the roll. He also has +2 on the roll to control the warp spasm. Transformation takes a full round. Involuntary transformation may occur, see the warp spasm section for details.

Warp Spasm master (Weird)**Prereq:** Improved Warp Spasm, Veteran, Strength d10+, Fighting d10+, Warped One

The player can warp spasm which transforms him into a monstrous warrior and rolls for effect on the warp-spasm table with a +4 modifier to the roll. He also has +4 on the roll to control the warp spasm. Transformation takes a full round. Involuntary transformation may occur, see the warp spasm section for details.

Ancestral Warp Spasm (Legendary)**Prereq:** Warp Spasm Master, Legendary, Strength d12+, Fighting d12+, Warped One

The player can warp spasm which transforms him into a monstrous warrior and rolls for effect on the warp-spasm table with a +6 modifier to the roll. He also has +6 on the roll to control the warp spasm. Transformation takes a full round. Involuntary transformation may occur, see the warp spasm section for details.

Ritual Sacrifice (Power)**Prerequisites:** Novice, Arcane Background (Druid or Witchcraft)

You have been trained to ritually kill a helpless opponent, either spilling their blood onto a dolmen or weird stone, or dripping it into a cauldron you receive an extra 10 Earth Power. This sacrifice takes 5 minutes and the Earth Power lasts until used or until EP is normalized by time. Ritual Sacrifice can stack with other power edges but only one Ritual Sacrifice can be “active” at once.

Blood Eagle (Power)**Prerequisites:** Seasoned, Arcane Background (Druid or Witchcraft), Guts d8+

When you torture a victim of greater power than yourself to death in a ritualistic manner, for example by pulling their ribs out their back to resemble wings, a method which gave this edge its name, and you take at least 10 minutes to do so you gain 5 extra Earth Power for every 5 minutes the victim is kept alive and in pain beyond the first 10. The victim is allowed a vigor check each five minutes with a modifier of the torturers HEALING skill (0 for d4, +1 for d6 etc) and if he misses or a 1 is rolled the victim dies. These Earth Power last until used or until EP is normalized by time. Blood eagles can stack with other power edges but only one Blood Eagle can be “active” at once.

Example:

Nooargh the druid begins to carve blood eagle on Branagh the warrior. Nooargh's Healing is d6 and Branagh's vigor is d8. Branagh's vigor checks (with a +1 modifier for Nooargh's healing skill) are 6, 9, 4, 4, 5, 3 the last one is a failure so Nooargh gains 15 power points. (Nothing for the first 10 minutes, 3*5 for the next 15 and none for the last since the victim died during this period)

Celtic Wife Strike (Combat)**Prerequisites:** Novice, Fighting d8+, Female

The wives of the tribes were not beyond fighting themselves often specializing in a swift groin kick during battles. Anyone with this edge gets an additional unarmed attack per round. This attack counts as a called shot to the groin (-4 to hit and +4 non lethal damage done). Normal multi action penalty is included in these figures.

No Honor (General)**Prerequisites:** Dishonored or Outcast

You have accepted that you have no honor whatsoever, and so are highly resistant to any attempt to insult your honor.

You gain a +4 bonus to all checks made to resist the effects of Taunt attacks.

Rumor (Professional)**Prerequisites:** Veteran, Arcane Background(Bard), Smarts d8+

As a wandering bard you have heard many tales and rumors giving you great knowledge of many things. You gain a +2 bonus to General Knowledge checks. Also if succeeding at a Smarts roll at -2 you may have heard specific details about the background of anyone you meet as determined by the GM, so dishonorable deeds have a way of coming to the bard's attention.

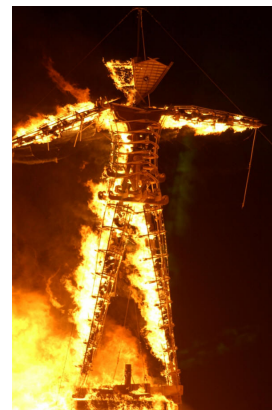
Craft Wicker Man (Legendary)

Prerequisites: Legendary, Blood Eagle, Arcane Background (Druid or witchcraft), Craft d10+, Guts d10+

By designing and supervising the construction of a large Wicker Man, then filling it with living creatures and burning it, you may raise a vast quantity of Power. Designing and constructing the Wicker Man will take twenty workers two weeks for a huge Man, three for gargantuan and four for colossal. Each Wicker Man can hold the following:

- Huge 40 people
- Gargantuan 80 people
- Colossal 120 people

Animals can be substituted for humans if desired – assume that cattle each take up the same space as four humans, pigs or sheep each take the same space as one human, or six chickens can occupy the same space as one human. Once the Wicker Man is set aflame, it will take two, four or six hours to burn through, dependent on size. At the end of that time, total up the number of creatures burnt up within it (animals as man-size-equivalents/4 so a cow = 1 human, a chicken = 1/24 human). This is the amount of Earth Power generated by burning the Wicker Man. These Earth Power last until used or until EP is normalized by time. Craft Wicker Man can stack with other power edges but only one Wicker Man can be “active” at once. More than one person that has this edge may join in building one wicker man and share the EP gained.

**Example:**

Nooargh the druid decides to build a huge wicker man and burn the 24 prisoners taken in the last raid. He tops this off with 2 cows, 3 pigs, 2 sheep and 18 chickens so he gets an equivalent of 40 humans. After the wicker man is burnt he receives 24 (humans) + 2 (cows) + 3/4 (pigs) + 2/4 (sheep) + 18/24 (chickens) = 28 Earth Power.

Improved Druidic Awe (Professional)

Prerequisites: Seasoned, Druid, Smarts d8+, Spirit d8+, Oak Knowledge d8+

This edge gives the druid a +2 modifier to his roll when the opposed spirit check for Druidic Awe is made.

Druidic Awe Master (Professional)

Prerequisites: Veteran, Druid, Smarts d8+, Spirit d10+, Arcane Background (Druid or witchcraft), Oak Knowledge d10+

This edge gives the druid a +4 modifier to his roll when the opposed spirit check for Druidic Awe is made.

Tap Weirdstone (Power)

Prerequisites: Novice, Spirit d8+, Earth power 1+

This edge allows the character to tap a weirdstone or dolmen of earth power by touch or, in case of a dolmen, from within its range. See the "Places that affect earth power" chapter for details.

Directional Voice (Professional)**Prerequisites:** Seasoned, Arcane Background (Bard), Spellcasting d8+

This edge allows the bard to direct his voice in a flame template instead of a large burst template.

Druid Killer (Combat)**Prerequisites:** Outsider, Combat d6+

Characters having this edge may disregard druidic awe and attack them anyway. However bear in mind that this carries a severe social stigma and may result in the outsider or outcast hindrance.

Blood of Heroes (Background)**Prerequisites:** Human, Novice, fighting d8+

The player has a chance of having a warp spasm despite not being a Warped One. These are mostly of a minor kind but on rare occasions massive warps have occurred.

Spear Foot (Combat)**Prerequisites:** Seasoned, Throwing d8+

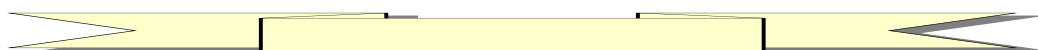
The players can use his legs to throw any type of throwing spear or javelin (including Gae Bolga) and due to the leg muscles being stronger adds one die type to his Strength when determining damage. The attack roll receives a -1 modifier due to the distance between throwing limb and brain being longer. *Hint: Try persuading your GM this modifier doesn't apply to you since you think with your [insert body part here]☺.*

Salmon Leap (General)**Prerequisites:** Novice, Fighting d6+, Agility d6+

The player may jump his own height vertically. By making an agility roll it may be used to jump over a rank of fighters avoiding them in order to attack the ranks behind. It may also be used as a defense against missile weapons, in this case it substitutes the characters move action for that round, an agility check is made and the number rolled becomes the new target number for that attack. The target number never drops below 4 unless a 1 is rolled on the agility die, in which case the target number becomes 2.

Shield Kick (Combat)**Prerequisites:** Seasoned, Agility d8+, Salmon Leap

When fighting an opponent with a large shield the player may instead of attacking normally kick the opponent's shield upwards making it useless until the end of the next round. The next round the player jumps up on the shield and delivers a ferocious attack downwards. This attack is at the players normal to hit and gets a +2 modifier to the damage done. The shield doesn't modify the attackers parry versus either the kick or the follow up attack.



Hindrances

The following hindrances from the core book are not used in Slaine.

- Anemic (Wouldn't have survived to adult edge)
- Code of honor (It's all about honor so no points are gained)
- Doubting Thomas (The supernatural is all around)
- Lamé (See Anemic)
- Loyal (See code of honor)
- Obese (Food is mostly scarce for the tribesmen)
- Pacifist (See Anemic)
- Illiterate (Unless literacy skill is bought, no one can read)
- All Thumbs (No advanced machinery to repair)
- Vow (This is covered by geases)

New Hindrances

Here are some new hindrances appropriate for Tir-Nan-Og. (Taken from the Mythic Ireland setting)

Dishonored (Minor)

The character has somehow lost face and honor, either through his own actions or those of another. His integrity is definitely suspect, and he must prove himself worthy of membership in his community as soon as possible! A Dishonored character will generally be avoided by most and suffers a -2 Charisma penalty when dealing with anyone who knows of his shame. If he asks for hospitality, he will likely be given very poor food and accommodations, if he is invited in at all. Few will barter with him and only the most desperate will employ him. The community will expect a Dishonored character to take action to regain his honor within a relatively short period of time. Failure to do so will eventually result in the character earning the Outcast Hindrance and being driven from his tribe.

Geas (Minor or Major)

A Geas (Geasa, pl.) is a powerful request or condition placed upon a character's life, usually by a druid or a parent, at the time of birth or during initiation into adulthood. Alternatively, in a moment of tremendous stress, a character can invoke a geas upon himself; naturally, this is only undertaken with the utmost seriousness. Taking a Vow or swearing an oath is one thing; accepting a geas is another. This is often done to demonstrate honor or to motivate oneself. A geas can be permanent, or it can be of a temporal nature, requiring some specific occurrence or the completion of a key action. A geas has magical properties; to break it almost always results in misfortune for the individual who does so.

Because a Tribesman's greatest possession is his honor, few refuse to accept the burden—it's a measure of the person's greatness that he or she will risk mystical retribution rather than break his or her word. Naturally, a person who imposes a geas upon himself wishes to demonstrate his honor by accepting the most dire consequences possible.

Those who do break a geas are looked upon with no sympathy whatsoever: they dishonored themselves and will undoubtedly get what they deserve.

Geasa are divided into two basic classifications: Minor and Major. They are defined by the difficulty and inherent danger of their restrictions. The following lists provide examples of possible geasa and the potential consequences for breaking them.

Sample Major Geasa	Sample Minor Geasa
Must never draw a sword without killing	Must Never Sleep Near Running Water
Must never fail to protect a woman	Must Never Eat Dog Meat
Must never carry a weapon	Must Always Wear a Torc
Must never sleep Indoors	Must Sing to the Full Moon
Must ignore strangers until they touch	Must Never Play Hurley

Penalties for Breaking Major Geasa	Penalties for Breaking Minor Geasa
Gain the Dishonored Hindrance and...	Gain the Dishonored Hindrance and...
Terminal Illness	Temporary Reduction of Bennies
Debilitating Disease	Disgusting Rash or Sores (-2 Charisma)
Begin Each Session without Bennies	Temporary -1 Penalty to All Trait Rolls
Disfigured or Maimed (-2 Charisma)	Any Damage Taken Temporarily Increased by +1
Permanent Loss of two Attribute Levels	Temporarily the Favored Target of Missile Users
Gain the Enemy Hindrance (Major)	Gain the Enemy Hindrance (Minor)
Etc. Etc.	

The only way to avoid the full penalty for a broken geas is to undertake and complete a great quest that earns the intervention of a deity. Naturally, doing so will also eliminate the Dishonored Hindrance the character acquired for breaking his geas. Should the geas be totally removed by the immortal, it must be replaced by an appropriate Hindrance that is somehow related to the original restriction or the subsequent quest to eliminate it.

Outcast (Major)

The character is known to be completely lacking in honor, character, and worth; therefore he will be shunned by all who know of his reputation. He has been officially banished by his kinsmen and will be driven away or slain should he try to return. He suffers a -4 penalty to his Charisma when dealing with any tribesman who knows of his status, and he is fair game for abuse or even killing by anyone because he has no value. The only way to remove this Hindrance is through an epic quest and the expenditure of an Advance.

Powers

A few new powers are available to the new arcane backgrounds. For power description check the Slaine d20 rule book. Contrary to the original d20 rules, not everyone has powers in this conversion since I cannot see that in the comic, so you have to take the Arcane Background edge to cast spells.

For descriptions of the evil eye and corn dollies, see the Slaine rule book.

Power descriptions that differ from the Slaine rulebook are noted below, otherwise see that book for descriptions.

Druidic Powers

Druid powers are often ritualistic and associated with nature and the gods and goddesses of Tir-Nan-Og. **Oak knowledge** is the skill used to cast Druidic spells.

Ally of the Horned Lord

This power is integrated into "Army of the Horned Lord" and does not exist as a separate power.

Army of the Horned Lord

Rank: Veteran

Earth Power: 5

Range: Self

Duration: 1 hour (2/Hour)

This spell summons the animals of the woods to the bidding of the caster. Only natural animals are summoned and what comes is determined by the table below, the details being up to the GM. Several smaller animals may be substituted for 1 larger and vice versa.

Roll	Effect
Snake eyes	Cernunnos the horned god appears, caster is geased (major) to follow the hunt for a year and a day. Contest d12 vs. players spirit
Failure	No animals arrive
Success	1 elk sized, 1d3 wolf sized or 2d6 crow/rat sized
Each raise	+1 elk sized, +1d3 wolf sized or 2d6 crow/rat sized

A Murder of Crows

This power is integrated into "Army of the Horned Lord" and does not exist as a separate power.

Animate Tree

Rank: Novice

Earth Power: 2

Range: Smarts

Duration: 5 rounds(1/round)

This spell causes a single tree within range to uproot itself and move about at a pace of 2. The tree may not attack but may form barriers and/or simple constructions such as climbing aids or bridges. When duration is over trees re-root at their new location. A raise gives the tree a pace of 4.

Astronomy (All term predictions)

Rank: Novice

Earth Power: 3

Range: N/A

Duration: one "event"

This spell allows the caster to predict the future. He may consult the stars on one event for example a battle. This takes 5 minutes and a success allows the recipient an extra benny to be used in that event only. If not used the benny is lost. This benny may not be used to gain XP. A raise gives 2 bennies.

Baby Blessing

Since this power is used "out of play" all druids are assumed to know it and its use is included in the druid's sacred duties. This also includes blessings of marriages and of the slain.

Blade Blessing

Effects and prerequisites are described in the SW power "Smite"

Battle of the Trees

Rank: Heroic

Earth Power: 8

Range: Large burst template

Duration: 5 rounds (3/round)

This spell causes the trees within a large burst template centered on the caster, to uproot themselves and move about at a pace of 2. Trees may attack (see monster list for details) and may form barriers and/or simple constructions such as climbing aids or bridges. When duration is over trees re-root at their new location. A raise gives the trees a pace of 4.

Bull Feast

Rank: Veteran

Earth Power: 3

Range: Self

Duration: special

See the Slaine rule book for effects of the spell. Legendary in the spell means rank Legendary in the SW rules.

Circle of Nature

Rank: Seasoned

Earth Power: 5

Range: Large burst template

Duration: 1 hour (3/hour)

This spell counters spells in the same way as dispel and uses opposed spirit rolls to dispel summoned creatures. The circle of nature is not mobile. It also hinders any natural effects inside it for the duration of the spell.

Cloak of Blackness

Effects and prerequisites are described in the SW power "Obscure"

Consecrate

Since this power is used "out of play" all druids are assumed to know it and its use is included in the druid's sacred duties.

Control Flames

Effects and prerequisites are described in the SW power "Elemental Manipulation - Fire"

Control Water

Effects and prerequisites are described in the SW power "Elemental Manipulation - Water"

Control Wind

Effects and prerequisites are described in the SW power "Elemental Manipulation - Air"

Control Earth

Effects and prerequisites are described in the SW power "Elemental Manipulation - Earth"

Control Weather**Rank:** Heroic**Earth Power:** 12**Range:** Self, 2 mile radius**Duration:** 4d12 hours

For description of this spells effects, see the Slaine rule book

Crom Cruach's Revenge**Rank:** Legendary**Earth Power:** 10**Range:** Evil eye or corn dolly**Duration:** 1round (6/round).

This spell works as indicated in the Slaine rule book. The spell automatically gives target one wound per round. The target also becomes shaken unless an opposed spirit check is passed.

Cure Injury

Effects and prerequisites are described in the SW power "Healing"

Greater Cure Injury

Effects and prerequisites are described in the SW power "Greater Healing"

Deluge

This spell is not used in play. Druids of legendary rank may use it on very special occasions when and if the GM agrees.

Dance of the Trees**Rank:** Seasoned**Earth Power:** 5**Range:** Large burst template**Duration:** 5 rounds (1/round)

This spell causes the trees within a large burst template centered on the caster to uproot themselves and move about at a pace of 2. Trees may not attack but may form barriers and/or simple constructions such as climbing aids or bridges. When duration is over trees re-root at their new location. A raise gives the trees a pace of 4.

Divination by entrails**Rank:** Seasoned**Earth Power:** 5**Range:** Touch**Duration:** 1 round (5/round)

This spell works as indicated in the Slaine rule book. It requires that the caster has the Blood eagle edge. The number of questions that can be asked is limited to one per round. EP cost is doubled if the "Golden Hour" has been exceeded.

Soothe the Elements

Effects and prerequisites are described in the SW power "Environmental Protection"

Levitate

Effects and prerequisites are described in the SW power "Flying"

Lightning

Effects and prerequisites are described in the SW power "Bolt"

The Flames of Lug

Effects and prerequisites are described in the SW power "Blast"

Witchcraft Powers

Witches powers are often malevolent and/or intent to furthering the witches own wishes. **Bewitching** is the skill used to cast witchcraft powers.

Beguile

Rank: Novice

Earth Power: 2

Range: Smarts or evil eye

Duration: 1 hour (2/Hour)

This power causes the recipient to make an opposed spirit check vs. the casters casting roll or fall madly in love with the caster. He will during this time obey the caster within reason and during this time generally make a fool of himself to gain the casters attention (think lovesick teenage boy). This power may normally only affect members of the opposite sex unless the target is a homosexual but a raise extends the effect to members of the same sex.

Betraying Hand

Rank: Novice

Earth Power: 2

Range: Smarts or evil eye

Duration: 1 round (2/round)

This power causes the target to begin attacking himself. The attacker has a +2 modifier to his attack rolls but damage is lowered one Strength die. Shields offer no protection against this attack.

Blade Blessing

Effects and prerequisites are described in the SW power "Smite"

Blood to Poison

Effects and prerequisites are described in the SW power "Boost/Lower Trait" lowering Vigor.

Charm Against Contusions

Rank: Legendary

Earth Power: 10

Range: Touch

Duration: 1 day or until used.

This spell preemptively soaks one wound plus one wound per raise. When the indicated number of wounds are soaked, spell duration ends. The skill used for creating the salve is Craft (herbalist) or similar used together with the witchcraft skill. Only one charm may be in effect on a person at one time.

Cloak of Blackness

Effects and prerequisites are described in the SW power "Obscure"

Create Half Dead

Effects and prerequisites are described in the SW power "Zombie"

Crom Cruach's Revenge

See the druid spell of the same name for effects.

Divination by entrails

This spell works as the druid spell of the same name.

Heart stop

Effects and prerequisites are described in the SW power "Bolt"

Ill Luck**Rank:** Heroic**Earth Power:** 9**Range:** Evil eye or corn dolly**Duration:** 1 year

This gives the recipient a -1 to all trait and skill checks for the duration of the spell. A raise gives a -2 modifier. No distinction is made between lesser and greater ill lucks. Caster needs to win an opposed spirit check for the spell to take effect. Ill luck may be removed by caster or another witch with this power (usually a lengthy quest will be asked in favor).

Imprisonment Circle

Effects and prerequisites are described in the SW power "Barrier"

Flea Infestation**Rank:** Novice**Earth Power:** 1**Range:** Smarts, evil eye or corn dolly**Duration:** 3 (1/round)

This spell works as indicated by the Slaine rulebook. Targets spirit check must be overcome for spell to take effect.

Invisible Horrors

Effects and prerequisites are described in the SW power "Puppet"

Levitate

Effects and prerequisites are described in the SW power "Flying"

Ligature**Rank:** Veteran**Earth Power:** 3**Range:** Touch**Duration:** 1 hour (2/Hour)

For duration of spell target gets -2 on his charisma and lowers his spirit die by one type due to the embarrassment and pain.

Lovers Charm

This spell is not used in play. Witches of veteran rank or above may use it on special occasions when and if the GM agrees. The target can resist with an opposed spirit check vs. the spell-casting check.

Muscle to Blubber

Effects and prerequisites are described in the SW power "Boost/Lower Trait" lowering Strength

Pacify**Rank:** Veteran**Earth Power:** 5**Range:** Evil Eye**Duration:** 1d4 rounds

The target must pass an opposed spirit check or drop his weapons and sit down. See the Slaine rule book for further details.

Shoggey Curse

This spell is not used in play. Witches of heroic rank or above may use it on special occasions when and if the GM agrees. The target can resist with an opposed spirit check vs. the spell-casting check.

Summon (Ghoul, Goblin, Etc.)

For all summon spells that summons otherworld creatures use the zombie power from the SW core book but substitute what is summoned. The number of creatures summoned and PP required is adjusted to keep the spell roughly as powerful as Zombie. The summoning ritual takes from minutes to several hours depending on what is summoned.

Thousand faces

Rank: Novice

Earth Power: 3

Range: Self

Duration: 1 hour (2/hour)

This spell alters the looks of the caster into that of another humanoid. Seeing through this disguise requires a successful opposed notice vs. the casters casting roll. If a specific individual is to be mimicked, this individual must be present during the casting.

Torment of the dead

Rank: Seasoned

Earth Power: 3

Range: Touch

Duration: 1 minute

This spell allows the witch to ask a recently dead (within the golden hour) one question which must be answered truthfully. If the dead wins an opposed spirit check against the Bewitching roll, he may answer in a partial or vague way but may never lie.

Woad of Power

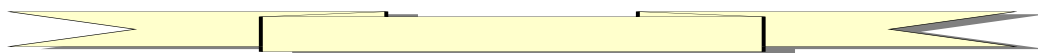
Rank: Seasoned

Earth Power: 3

Range: Touch

Duration: 1 encounter

By painting a warrior's body while chanting the ancient chants of the earth goddess, the witch empowers the warrior's skin to deflect blows effectively adding +1 to his toughness for the duration of that fight (+2 with a raise on the BEWITCHING check). Target may not wear any armor or the power has no effect. Painting one person takes 5 minutes

**Bardic Powers**

Bardic powers are ones of influence and manipulation by song, poetry or speech. Since their spells affect everyone in hearing range (a large burst template) they can be a double edged sword in any party. Bards are never affected by their own powers unless they wish to. Likewise bards get a +2 modifier to resist the effects of any other bard. Bards use the skill SpellSinging to cast their spells.

Greater Taunt

Rank: Veteran

Earth Power: 2

Range: Large Burst Template

Duration: 4 (1/round)

This power works very much like the Taunt skill but affects everyone inside a large burst template. Instead of the bard getting a +2 modifier against the taunted, the taunted get a -2 modifier to their rolls vs. everyone. This spell does not affect allies of the bard.

Poetic Naming**Rank:** Novice (Seasoned for other characters weapon)**Earth Power:** 5**Range:** Touch**Duration:** Permanent until weapon is lost or broken

A weapon not only gets the normal +1 to hit but also inflicts +1 damage point when it hits. (If GM decides the die type may instead be increased by 1) The weapon counts as enchanted for all purposes. Only one attempt of Poetic Naming may be made for each weapon. A failure counts as a normal naming.

Danu Chant**Rank:** Novice**Earth Power:** 3**Range:** Large Burst Template**Duration:** 5 (1/round)

This power only affects members of the 4 tribes and others who worship Danu. When within the area affected they add +1 to their attack rolls and +2 to the damage done. A raise doubles this to +2 and +4 respectively.

Poetic Insult**Rank:** Novice**Earth Power:** 2**Range:** 3*Vigor**Duration:** 10

This power works as a Taunt but with a much longer duration.

Song of Pain**Rank:** Seasoned**Earth Power:** 2-6**Range:** Large Burst Template**Duration:** Instantaneous

When the bard shouts out this spell everyone in the area of effect receive 1d6 damage per 2 Earth Power invested in the spell. Allies of the bard that make a successful opposed Spirit check against the bard's spellcasting are unaffected. A raise adds an extra d6 to the damage done.

Song of Soothing**Rank:** Novice**Earth Power:** 2**Range:** Large Burst Template**Duration:** 10 (1/2 rounds)

Everyone in the area of effect are calm and soothed feeling tranquil and at ease with their surroundings. A spirit check at -2 is needed to initiate any hostile action. Anyone affected that is attacked may defend themselves but will do this as peacefully as possible. War spasmed characters must make a spirit check to maintain their warp spasm (Massively warped at +1 and totally warped at +2).

Lullaby**Rank:** Veteran**Earth Power:** 3**Range:** Large Burst Template**Duration:** 5 rounds (1/round)

Anyone hearing this song must make an opposed spirit check vs. the bard's casting roll. Those who fail, fall asleep for 5 rounds or more.

Song of the weary eye: Effects and prerequisites are described in the SW power "Deflection", effect is both inside and into the area.

Harkening of the Wild: Effects and prerequisites are described in the SW power "Beast Friend"

Ode to Lug: Effects and prerequisites are described in the SW power "Boost/Lower Trait". EP cost is doubled.

Recital of Hu the Mighty: Effects and prerequisites are described in the SW power "Dispel"

Wail of Crom-Cruach: Effects and prerequisites are described in the SW power "Fear". Allies get +2 to resist.

Ballad of Blodeuwedd: Effects and prerequisites are described in the SW power "Healing"

Voice of Ceridwen: Effects and prerequisites are described in the SW power "Puppet". Allies get a +2 to resist.

Voice of the worlds: Effects and prerequisites are described in the SW power "Speak Language" (Range is self).

Battle Chant of Lug:

Rank: Veteran

Earth Power: 4

Range: Large Burst Template

Duration: 5 (1/round)

While this chant is in effect everyone inside the area of effect will immediately start fighting unless an opposed spirit check is made. All affected will attack the nearest enemy, or if no enemies are near the nearest person or object. Anyone warp spasming will not be able to control it or return to normal while this spell is in effect.



Warp Spasms

Characters with any of the warp spasm edges may, voluntarily or not, become subject to warp spasms. When this occurs roll a Spirit check vs. the usual target number of 4 and consult the warp spasm table below. Involuntary warp spasm may occur if the player is wounded, loses a taunt contest or is severely stressed at GM's discretion. Voluntary may be initiated only after the first round of combat or severe stress. Warp spasming characters may not use any type of machinery or vehicles or otherwise engage in activity that requires brains or fine manipulation. Missile weapons are limited to thrown weapons. Initiating Warp Spasm costs the character one earth point and another is spent each round in a warped state.

Modifiers to warp spasm table:

- Character sky clad, +2
- Wounded, -number of wounds
- Warp spasm modifier due to edges, +2 to +6
- Each prior warp spasm since sunrise, -2 for each
- Wearing armor, -armor points
- Blood of heroes, -4

Warp spasm table

Spirit check	Effect
Natural 1, wild die not counted	Backlash
Failure	No warp spasm
Success	Semi warp spasm
1 raise	Warp spasm
2 raises	Massive warp spasm
3 raises or more	Totally warped

Backlash: Your own blood flows out through the top of your skull as 'black stuff' – you receive 2d6 damage.

No warp-spasm: You are unable to enter a warp-spasm this time. You are fatigued from the attempt. You may not try to warp again today.

Semi-warp-spasm: Through injury or other factors, you are too weak to have a full warp-spasm. However, you do partially enter a warp spasm state, and gain several advantages as follows.

Your skin becomes hot to the touch, causing 1d4 points of heat damage to anyone who touches you or whom you touch, skin to skin. This includes unarmed strikes which either hit you or which you make, as well as grapple attempts by either you or your opponent (the damage occurs each round if contact is continuous).

You gain +2 steps to your strength and vigor dice and a corresponding increase in toughness, but suffer a -2 penalty to your parry while warped as you are not really defending yourself. A semi-warp-spasm is relatively easy to control, with the spirit check to control it being at +2.

Warp-spasm: This is the classic warp-spasm, enough to take on almost any mortal foes, even in large numbers. Your hair stands on end with spikes of fire, 'black stuff' spouts from your head, and you swell to a hideous, monstrous size. Your skin

becomes hot to the touch (as for semi-warp-spasm, but doing 1d6 damage). You grow to become a large size creature, and opponents have a +1 modifier to hit you and you have -1 to hit human sized creatures, reach becomes 1. You gain +4 steps bonus to your Strength and Vigor dice, but suffer -2 penalty to your parry while warped as you are not really defending yourself. Your pace increases by 1.

A warp-spasm is not too difficult to control, with the spirit check to control it being without modifiers.

Massive warp-spasm: A warp-spasm of this magnitude is enough to earn you a place in the bards' songs and tales for generations to come. Gorged with battle lust, filled with the serpent's power, and swollen to a monstrous size, you cut a crimson swathe through your foes, killing dozens of them in a matter of moments. Your skin becomes hot to the touch (as for semi-warp-spasm, but doing 1d8 damage). You grow to become a huge size creature, your enemies have +2 to attack you and you have -2 to hit human sized creatures, reach becomes 2. You gain +6 dice steps to your Strength and +8 to your vigor, but suffer a -2 penalty to your parry while warped as you are not really defending yourself. Your pace increases by 2.

A massive warp-spasm is quite difficult to control, with the spirit check to control it being at -2.

Totally warped: Even the greatest of the ancient heroes rarely warped to this size and you are more than capable of taking on entire armies single-handedly. Your skin becomes hot to the touch (as for semi-warp-spasm, but doing 1d10 damage). You grow to become a huge size creature, your enemies have +2 to attack you and you have -2 to hit human sized creatures, reach becomes 2. You gain a +10 steps bonus to your Strength and Vigor dice, but suffer a -2 penalty to your parry while warped as you are not really defending yourself. Your pace increases by 2.

Also your skin is so hard and tough that you tend to blunt weapons that strike you – any iron slashing weapon that hits you but which is nullified by your increased toughness (that is, damage is between your original and new toughness) are considered blunt until resharpened.

A total warp-spasm is very difficult to control, the check to control it being at -4.

Control and ending: You do not come out of a warp-spasm until your earth points run out (during which you try to destroy anything in sight, from attacking friends to tearing down houses). If desired, you may attempt to end your warp-spasm before that point. This requires successful spirit check which does not count as an action and is rolled at the end of the round of stating. If a 1 is rolled on the spirit check (regardless of wildcard die) the character continues the spasm for another 2d6 rounds during which time he is controlled by the game master. The spirit check is modified as follows.

- semi warp spasm, 0
- warp spasm, -2
- massive warp spasm, -4
- totally warped, -6
- improved warp spasm, +1
- warp spasm master, +2
- ancestral warp spasm, +4

At the Games Master's discretion, even running out of Earth Power may not be sufficient to come out of a particularly powerful warp-spasm, especially if the character had poor control over it. The sagas and comics are full of descriptions of warriors whose hero-heat burned so hot they had to be plunged into several successive vats of cold water, or even calmed by a bevy of naked women, or both, before they managed to return to a normal state. In this case damage should mainly be against property and damage to "water bearers" should be non lethal, mainly keeping it in the spirit of the comic.

Warp spasming in armor

Warp spasming while wearing armor is seriously unwise. Not only does it destroy the armor but the warrior also receives 1d6 damage per +1 the armor provides (use highest armor). Spending a Benny allows the armor to snap before damage is done although the armor is still destroyed. Warp spasming in clothes may destroy the clothes but does not damage the warrior. Hero harnesses expand to allow warping without suffering damage or breaking, but provide no armor.



Cultural phenomena

Sky clad

Many from the young lands believe that they must not separate themselves from their gods by wearing armor; they also believe it is a sign of cowardice to rely upon such trappings. In truth, the immortals bless warriors who go into battle sky clad—naked, but usually painted with woad symbols that dedicate these champions to their deities. The gods smile upon such valor, granting any sky clad character +1 Bennie the moment he enters the battle with the intention of fighting hand to hand. The Bennie is good for that battle only after which it is lost if not used.

Taking Heads

Warriors often take the heads of slain foes and carry them as trophies (usually strung around their horses' necks), nail them to the fronts of their houses, or "pickle" them in cedar oil. Not surprisingly, many druidic rites involve the severed heads of enemies, and the tribe's priests often aid their warriors in gaining the spirit and courage of slain enemies through elaborate ceremonies involving these gory prizes. A character who acquires a superior foe's head in battle gains a +1 to Intimidate rolls while that trophy is carried. This bonus is usually only good for a day or two, after which the head is unrecognizable.

Taunts/Insults

Taunts are cultural phenomena in Tir-Nan-Og. Almost all battles start with the opponents taunting each other. Taunts should be role-played and particularly good ones should be rewarded by the GM. Should the players completely disregard this aspect of combat feel free to penalize them a benny or two until they get in character.

Examples of insults can be.

- Your face sours my mead. Let me improve it for you.
- You're so feeble that your own dogs must have taken your place in the beds with the whores you call wives.
- You are such an embarrassment to his loins, I'll wager your father disowns you in public

Also taunts are handled differently from the core rules. Instead of the taunter gaining a +2 modifier towards the taunted, the taunted gets a -2 towards the successful taunter for one round due to rage and embarrassment. This is also true in mass combat where some kind of note on who has taunted who needs to be kept. Taunting is never stacked although one may be successfully taunted by several and have a -2 modifier towards all. Also one tends to attack a successful taunter first, unless GM decides otherwise due to hindrances etc.

Guts Checks

Since all players in Tir-Nan-Og are used to seeing blood, guts, torture and weird beings on a daily basis, guts checks are not called for when these kinds of events are witnessed. Only when something truly supernatural appears and threatens them is it called for. If you are using the Fear Effects book from 12 to Midnight, lower the fear level one step before checking. Medium frights become minor spooks etc.

Enech

Enech is not used in this version of Slaine to avoid the bookkeeping. However dishonorable and cowardly behavior should be penalized with for example lost

bennies/earth power, added hindrances, lower experience points and/or lower charisma may be an appropriate penalty. Dwarves are not bound by honor so basically can do what they want until someone kills them. Druids also live outside the honor system

Sarhaed (Honor Price)

A character has an honor price attached to his name. This is equal to the characters starting wealth times his rank, where novice equals rank 1. For more information see the Slaine book. Dishonored characters honor price is halved and outcasts have no honor price. Dwarves also don't have any honor price.

Champion's Portion

Any warrior who claims the Champion's Portion gains a +1 Bennie each session and +1 to his Intimidate rolls against others of his own tribe for as long as he continues to maintain his claim. Only one character per tribe can claim the Champion's Portion at a time.

Adventuring, seasons and tribal duties

See the Slaine core book regarding this matter.

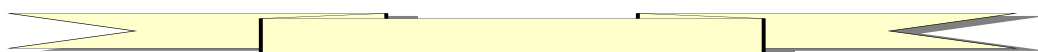
Drunes

Drunes and their tribes in Savage Slaine are treated like normal tribesmen in every way. The difference being that Drunes don't have the druidic awe ability of their arcane background but this is instead substituted by a Drune Fear ability which requires a guts check or a roll on the fear table (SW core book p. 93). Drune tribe members are immune to druidic awe but the Drune Fear applies to members of the tribes of the earth goddess as well as other Drunes.

Naming Weapons

Many heroes name their favorite weapons after having it in their possession for some time. Any weapon may be named, but a character may only have one named weapon at a time. If a character intentionally wants to switch their named weapon, for instance after finding a magical one, they must wait for at least one week between the un-naming of the old weapon and the naming of the new one. You must have killed at least one foe using your weapon, without assistance from any other character or NPC.

A Martial or Exotic weapon which has been named grants a +1 to the attack roll when wielded by the person that named it. Simple weapons may also be named, but this provides no benefits to the wielder unless poetic naming by a bard is used. A character whose named weapon is lost or destroyed suffers a -1 penalty to all skill and trait checks for one day due to the shock of loss. The bonus for naming a weapon stacks with any enhancement bonus from an enchanted weapon or the Trademark Weapon edge. Naming a weapon is not considered an edge.



Earth Power

All characters in the world of Slaine are connected to the Earth and gain power from it. This earth power is used for magic but may also be used by characters not possessing an arcane background edge to when attempting to increase certain feats. Also earth power is used when a character tries to initiate warp spasm.

EP reverts back to base at a rate of one per hour.

Exceeding maximum EP (Magic backfire) for the character results in being shaken, losing all EP except 1d4 and receiving 1d6 damage for every full 5 EP lost.

The amount of earth power available is shown in the following table.

Numbers include any additional EP for arcane backgrounds

EP (Normal/Max)	Novice	Seasoned	Veteran	Heroic	Legendary
Humans	5/10	6/12	7/14	8/16	10/20
Dwarves	5/10	5/14	6/18	6/24	8/30
Warped Ones	6/10	8/12	10/14	12/16	15/20
Druids	10/20	15/30	20/40	25/50	30/60
Witches	10/15	14/25	18/35	22/45	27/55
Bards	10/15	13/30	16/40	20/50	25/60

Places that affect Earth Power

This works out as detailed in the earth power chapter on p 72 in the Slaine rulebook with the following conversions.

- Sourlands tap one Earth Power per 10 minutes unless a spirit check is made with a -2 for severe sourlands and 0 to -4 for sour temples.
- Places that increase EP, increase one point (SW) per d6 (d20) increase, in case of a d3 just double the time.
- Self sacrifice gives 3 EP per wound. Sacrificing others gives 1 EP per wound or a total of 3 EP if a wildcard is killed (1 EP if an extra).
- Sacrificing items gives 1 EP per 25 s  ts of value, 75 s  ts if they are non-metallic.
- Tapping weirdstones and dolmens gives 1 EP per round (2 for a raise) for as long as a spirit check is made (roll once per round) until stone is "dry". Note ranges and maximums for dolmens.

Non-magic earth power feats

Any character may spend an earth power to do one of the following non magical feats.

- Add +1 to one attack attempt (costs 2 EP).
- Add +1 to his pace for a round or short race.
- Add +1" to his leap distance for one attempt.
- Add 50% to his leap height for one attempt.
- Add +1 to his parry for one attack (costs 2 EP).
- Add +1 to resisting any spell once.
- Any similarly powered feat the GM decides is OK.

Druids Eggs

Druid's eggs are powerful talismans used by the druids of Tir Nan Og. Any druid that is of veteran rank or higher, may craft a druid's egg by succeeding at a Craft(Druids Egg) check. The process of crafting takes one week and the druid must invest one Earth Point into the egg lowering his normal and maximum for as long as the egg is active. While the druid is in possession of an active druid's egg, he gains one extra Bennie per playing session.

Veteran witches and bards may craft a luck talisman in the same fashion.



Monsters and foes

There are both natural and supernatural beings in the world of Slaine many of which are dangerous to the players. Here are some of them. For more, use these as base and convert from the Slaine d20 rule book (d20 conversion SW core book page 136). The following are available from the SW core book (pages 127-135) but check the Slaine book for looks and special rules (some conversion may be necessary). For descriptions check the Slaine rule book.

- Bear
- Bull
- Dire Wolf
- Dog/Wolf
- Dragon
- Elementals
- Giant Worm
- Ghost
- Goblin
- Horse (War and riding)
- Liche
- Skeleton
- Spider giant
- Snake Constrictor
- Snake Venomous
- Swarm
- Troll
- Zombie (Half dead)

Natural animals

Boar

Boars are large wild pigs. Normally they are no threat but if threatened in any way can be formidable foes. They are also good to eat.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d8, Vigor d10

Skills: Fighting d6, Guts d10, Notice d4,

Pace: 7, **Parry:** 5, **Toughness:** 8

Special Abilities:

- Gore, Str+d4,
- Hard to kill,
- Tough as nails

Deer

Deer are docile creatures that prefer flight instead of fight. If cornered or commanded by a druid they can use their horns to fight. They have very tender and good meat.

Attributes: Agility d12, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Notice d10(+2)

Pace: 12, **Parry:** 3, **Toughness:** 5

Special Abilities:

- Horns, Str
- Alertness, +2 notice
- Fleet Footed , d10 run die

Elk

Elk are large herbivores that are hunted for their meat and furs. If cornered or threatened they can be formidable foes.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6, Guts d6, Notice d6

Pace: 10, **Parry:** 5, **Toughness:** 9

Special Abilities:

- Horns, Str+d4
- Alertness, +2 notice
- Large +2/-2 to hit, +2 toughness

Hairy one (Mammoth)

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+6, Vigor d12

Skills: Notice d8(+2), Fighting d6

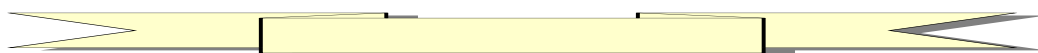
Pace: 9, **Parry:** 6, **Toughness:** 13+1

Special Abilities:

- Tusks, Str+d6
- Alertness, +2 notice
- Thick skin +1 Armor
- Huge +4/-4 to hit, +7 toughness

Sabre tooth

Use lion stats from the core book but damage is Str+d8 for the bite.



Monsters

Animated Tree

Attributes: Agility d4, Smarts 0, Spirit d10, Strength d12+4, Vigor d8

Skills: Stealth d12 (in woods), Fighting d8,

Pace: 3, **Parry:** 7, **Toughness:** 11

Special Abilities:

- Branches, Str+d8
- Huge +4/-4 to hit, +5 toughness
- Half damage from piercing
- Vulnerable to fire
- Pin, the tree may pin an opponent under his root system requiring an opposed strength roll to break free. Pinning trees may not move or pinned character is released.

Trees animated by druidic magic come in various forms and sizes. The above is an average oak.

Boar, Giant

Giant boar are wild pigs about the size of a horse. They are equal to normal boar in all respects except size. They may be used for mounts if anyone is crazy enough to try.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d6, Guts d10, Notice d4,

Pace: 7, **Parry:** 5, **Toughness:** 10+1

Special Abilities:

- Gore, Str+d4,
- Hard to kill,
- Tough as nails
- Thick skin +1 Armor

Dearg-Dul

Use the statistics of the Vampire from the Savage Words core book page 134. Description of Dearg-Dul behavior and restrictions is in the Tir Nan OG supplement for Slaine RPG.

Basically they are not affected by holy symbols and may only appear on moonless nights.

El Creature

Attributes: Variable

Skills: Variable

Pace: Variable, **Parry:** Variable, **Toughness:** Variable

Special Abilities:

- **El Creature:** +2 to Spirit checks. Can fight beyond 3 wounds as long as they make a Vigor check each round. Iron gives them +1d6 damage on own plane.
- **Various:** Can have any edge or special feature the GM can think of.

El are creatures from the otherworld and are only able to come to our world if summoned or led through a portal between the worlds. They come in various shapes and sizes ranging from beautiful, exotic women to hideous creatures. Even in near human form they tend to have different features, horns, feathers or different coloration.

Fomorian Warrior

Fomorians look like humanoid amphibians, with claws, webbed feet, large splayed ears, large round eyes and sharp teeth. They are typically green in color and cold blooded.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Throwing d8, Swimming d12

Pace: 6; **Parry:** 8; **Toughness:** 8

Special Abilities:

- Combat Reflexes, +2 recover shaken
- Frenzy, 1 extra attack at -2
- Brawny, +1 toughness, 8 x carry
- Fear: 0: Anyone seeing a Fomorian must make a Guts roll.
- Night vision: Disregard penalties for darkness
- Amphibious, may stay underwater for 15+Vigor minutes

Fomorian Witch

Fomorians look like humanoid amphibians, with claws, webbed feet, large splayed ears, large round eyes and sharp teeth. They are typically green in color and cold blooded.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d10, Notice d6, Throwing d8, Swimming d12

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- Combat Reflexes, +2 recover shaken
- Frenzy, 1 extra attack at -2
- Brawny, +1 toughness, 8 x carry

- Fear: 0: Anyone seeing a Fomorian must make a Guts roll.
- Arcane Background (Witchcraft).
- Night vision: Disregard penalties for darkness
- Amphibious, may stay underwater for 15+Vigor minutes

Fomorian Sea Devil

The sea devils look like other Fomorians except they have fins instead of legs and a strong tail. They are typically pale green to white in color. They are aquatic and can stay out of water for only 10+Vigor rounds.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Swimming d12

Pace: 3(8); **Parry:** 8; **Toughness:** 8

Special Abilities:

- Combat Reflexes, +2 recover shaken
- Frenzy, 1 extra attack at -2
- Brawny, +1 toughness, 8 x carry
- Fear: 0: Anyone seeing a Fomorian must make a Guts roll.
- Night vision: Disregard penalties for darkness
- Aquatic, may swim at pace 8
- Take half damage from cold based attacks
- Tail attack, extra attack against someone behind them at -2

Ghoul

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d8, Stealth d10, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities

- Claws: Str+d4 or By weapon type
- Infravision: Ghouls halve penalties (round down) for bad lighting when attacking living targets.
- Keen Nose: Ghouls get +2 to Notice and Tracking rolls against living targets.
- Undead: +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.

The ghoul is a creature from the Land of the Dead. It appears much like a tall muscular human, with a demonic face and sharp bony spikes protruding from the top of its skull. Its ears are pointed, and it has sharp teeth and claws.

Huge birds

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d10, Fly d12

Pace: 3; **Parry:** 8; **Toughness:** 5

Special Abilities

- **Flight:** These birds can fly at pace 8.
- **Beak:** The beaks of the birds give STR+1d4 damage

This can be any species of birds of about human size weather natural or not.

Shadowy Devourer**Attributes:** Agility d6, Smarts d6(A), Spirit d8, Strength d10, Vigor d10**Skills:** Fighting d8, Guts d8, Notice d6, Intimidation d8, Stealth d12**Pace:** 5; **Parry:** 6; **Toughness:** 8**Special Abilities:**

- Brawny, +1 toughness, 8 x carry
- Fear: -2
- Fly at a pace of 8
- Spirit drain (1 die type if opposed spirit roll is made)
- Undead (not really but they function as one)

Shoggey Beast**Attributes:** Variable**Skills:** Variable**Pace:** Variable, **Parry:** Variable, **Toughness:** Variable**Special Abilities:** Variable

I got away easy on these ones. These shape changers/wereform have so many different shapes and forms they have to be individually created for each situation. Check out the Slaine rulebook p. 168 and the d20 conversion in the SW core book.

Slough

- **Attributes:** As per character prior to sloughing but Vigor is increased to d12 and Smarts and Spirit by one die type

- **Skills:** As per character prior to sloughing

- **Increased Earth Points.** Sloughs get +10/+20 (Normal/Max) Earth Points.

Pace: 6 **Parry:** Variable, **Toughness:** Variable (+1)**Special Abilities:**

- Edges as per character prior to sloughing are retained
- Undead, maybe but they act like they are
- Wildcard, all Sloughs are wildcards
- +1 natural armor
- Fear aura, guts check is at -2
- Disintegrate, if incapacitated they turn to fine dust (see Slaine rule book for details)
- Flesh Casting, works exactly as the core power Soul Drain.

Read more about Slough in the Slaine rulebook p. 169

Time Monster**Attributes:** Agility d6, Smarts d4(A), Spirit d8, Strength d12+7, Vigor d12**Skills:** Notice d8, Fighting d10**Pace:** 9, **Parry:** 7, **Toughness:** 15+2**Special Abilities:**

- Teeth, Str+d4
- Thick skin +2 Armor
- Huge +4/-4 to hit, +7 toughness
- May be Gargantuan

Time monsters are creatures from a distant past (known to you and me as dinosaurs) stats are for a T-Rex variant.

Time Worm

The time worm is an otherworldly parasite existing only to feed. They will attack the nearest living creature as soon as they come out of their egg and continue attacking until death. For a detailed description see the Tir Nan Og sourcebook for Slaine RPG.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d4+*, Vigor d4+*

Skills: Notice d10, Fighting d8, Shooting d8

Pace: 8 (12), **Parry:** 7, **Toughness:** 15+2

Special Abilities:

- Teeth, Str+d4
- Fly, may fly at pace 12
- Rapid growth. Strength and Vigor increases by 1 die type per round for 9 rounds. They become large at Strength d10 and huge at Strength d12+4.
- Thick skin, +1 Armor when Strength reaches d8, +2 at Strength d12+2
- Quick, discard initiative cards below 5 and redraw.
- Frenzy, has second attack at -2.
- El subtype, see El Creature for details.
- Time bolt, ages target +/-2d12 years 50% of each.
- Time travel, may wander time streams at will appearing through worm holes.

Titan

Attributes: Agility d6, Smarts d6 Spirit d8, Strength d12+5, Vigor d10

Skills: Notice d8, Fighting d8, Throw d8

Pace: 9, **Parry:** 6, **Toughness:** 14+1

Special Abilities:

- Thick skin +1 Armor
- Huge +3/-3 to hit, +7 toughness

Titans are a race of giants which predated men on Tir-Nan-Og. They fight with weapons and wear armor the same way as men (count armor double due to thickness) and may have both druids and witches among them. They may fight with logs and or boulders and all weapons they carry are a +2 to damage due to their size.

Wodewose

Attributes: Agility d6, Smarts d8 Spirit d10, Strength d12+2, Vigor d8

Skills: Stealth d12, Fighting d10, Notice d12(+2), Intimidate d10 (all in woods)

Pace: 7, **Parry:** 7, **Toughness:** 9

Special Abilities:

- Claws, Str+d6 damage
- Large +2/-2 to hit, +3 toughness
- Alertness, +2 notice
- Wildcard
- Merge with forest, (Slaine rulebook p. 172)
- Frenzy, second attack at -2

Wodewose are a race of large Fey that have the role of defending the forest. They are covered in green leaves and grass and are mostly humanoid in form. They are solitary creatures and are seldom even seen unless their forest is threatened.

Vehicles



Chariots

Chariots use the normal Savage Worlds vehicle rules. They can be fitted with scythes which use the same weapon statistics in the damage table but use the Pace (Current speed) of the vehicle as the damage die, round to nearest die. For description of chariots and sky chariots please see the Slaine rulebook p. 118 to 122

Land Chariots

Light Chariot

Acc/Top Speed: Half animal's Pace+2/Top Speed is animal's Pace + running

Toughness: 7 (1)

Crew: 1+1

Cost: 180+ s  ts

Notes: See horse statistics on page 128 in the SW core book.

Heavy Chariot

Acc/Top Speed: Half animal's Pace/Top Speed is animal's Pace + running-2

Toughness: 10 (2)

Crew: 1+2

Cost: 320+ s  ts

Notes: See horse statistics on page 128 in the SW core book.

Wagon

Acc/Top Speed: Half animal's Pace-2/Top Speed is animal's Pace + running-4

Toughness: 7 (2)

Crew: 1+7

Cost: 150+ s  ts

Notes: See horse or bull statistics on page 128 in the SW core book. This type is heavier and slower and more often uses a bull to drag it rather than an expensive horse. It is mostly used for transport and is too slow and cumbersome to use in warfare.

Land Galleon

Acc/Top Speed: 1/6;

Toughness: 20 (4);

Crew: 60+60

Cost: 1500+ Cumals

Notes: Heavy Armor (galleons aren't actually armored, but are massive enough that they require heavy weapons to harm them). These are very rare.

Sky Chariots

Cloud Curragh

Acc/Top Speed: 2/12

Toughness: 15 (2)

Climb: 5

Crew: 20+20

Cost: 1050+ Cumals

Notes: Sky chariot merchant ship. See Slaine rule book p. 119.

Sky Blade

Acc/Top Speed: 3/15

Toughness: 18 (4) (2)

Climb: 5

Crew: 50+40

Cost: 1550+ Cumals

Notes: Sky chariot warship. See Slaine rule book p.122.

Ships and Boats

Galley

Acc/Top Speed: 2/8 rowed (1/6 sail)

Toughness: 19 (4)

Crew: 30+100 galley slaves

Cost: 900+ Cumals

Notes: Heavy Armor (galleys aren't actually armored, but are massive enough that they require heavy weapons to harm them)

Longboat

Acc/Top Speed: 1/3 rowed

Toughness: 10 (2)

Crew: 4-10

Cost: 200+ Séts

Notes: A minimum of 4 rowers is needed. Add +1 to top speed if there are 6 rowers, add +1 to acceleration if there are 8 rowers and another +1 to top speed if there are 10.

Rowboat

Cost: 50+ Séts

Use the standard rowboat from SW core rules. They are built by stretching animal hides over a wicker wood frame and can be quite unstable.

Starting Adventure Idea

The hunt for Rory An Dàmhair

This is an idea for a beginning adventure for 3-5 adventurers of novice level. Intended as a stand alone adventure or as an introduction to a longer campaign it settles on the search and rescue of the young Rory An Damhair from a Drune tribe war band.

Synopsis

Rory An Damhair is a young lass of the [insert player's tribe here] who was blessed by Danu with the power to soothe the fierce beast. During last Samhain she demonstrated this ability at a festival, a behavior that was noted by a spy from one of the Drune tribes. The tribe, wishing to have the girl to tame wild animals for use in warfare, sent off a war band to kidnap the poor girl.

The kidnapping was executed and the girl taken but one of the war band was taken prisoner during the fight that took place.

The tribal druids (or witches if more appropriate) have ways of making him talk and he reveals that the group were to regroup at the ruin of Roisin Ailpein, named for the white roses that grow there and known to be haunted.

The characters track the war band, at nightfall they pass a dwelling where tribal hospitality is shown which they may or may not decline, on the way a few animals attack and the players reach the ruin.

A final battle erupts and is interrupted by a ghost. The ghost attacks both parties but is soothed by the girl if let loose. Otherwise it has to be killed with sharp steel.

Oh yes, I forgot ghosts can only be harmed by magic weapons.

Well they'd better think of the girl.

Notes

1. Keep the war band ahead of the players during the chase.
2. The chase will take at last a day and the players can stay the night in a nearby village using their hospitality.
3. If they keep pursuing at night, make them lost and throw in an encounter just because they declined hospitality.
4. Allow them a general knowledge roll to know about the ghost not being hurt by ordinary weapons.
5. If they get nasty with the girl just kill them off but if a romantic interest is shown by one of the players it may just maybe be returned.

Drune war band member

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fight d8, Throw d6, Guts d8, Stealth d6, Taunt d6, Intimidate d6

Pace: 6, **Parry:** 6, **Toughness:** 6+1 for fur armor

Edges: Sweep or Strong Willed (50% of each)

Hindrances: Outsider (until they return south)

Treasure: 2 pigs and 7 chickens, weapons and armor.