

RÆDWALD

A Roleplaying Game of Outlaw Scum
In an Anglo-Saxon World

BY

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An Alternate Rules Set for Swords & Wizardry: Whitebox

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PLAYTESTING RÆDWALD

This is the playtest PDF version of RÆDWALD. These rules, along with the RÆDWALD Bestiary should be enough to run a game. The finished version will hopefully be illustrated and available in print as well as PDF. The finished version will also contain additional material including but not limited to: Referee advice on running RÆDWALD, an example Kingdom and campaign background, abstract skirmish rules for warband versus warband combat, a collection of unique magical treasures.

If anyone is able to run a playtest of RÆDWALD I will be very grateful. It doesn't matter if it's just a single adventure, or a few sessions any feedback would be appreciated. It would be particularly helpful if any playtesters could run an adventure for each of the three levels of play.

Any notes or questions you have on playtesting can be sent to me at RedwaldRpg AT hotmail DOT co DOT uk. Let me know who you are and I'll add you to the current list of playtest credits.

INTRODUCTION

The world of RÆDWALD is a world where the bond of the warband, the oath of loyalty between warrior and king, your word, your honour and your status means everything. It is a world where family, community, and the king's laws are a shield against misfortune.

Unfortunately for the player characters the world of RÆDWALD is one in which they have none of these things. Instead, they are outsiders; wolfshhead outlaws. Tired of merely surviving they take coin from a lord, and now serve as his wolfpack, a band of ruthless, expendable outlaw scum.

Working in the shadows of society and the darkness of night, the wolfpack does the type of work that requires more subtlety than a warband can bring to bear, and work so low that a lord's proud warriors would balk at it. In return for this, faithful wolves can expect their lord to be a generous *béaga bryttan*, a giver of rings and treasure. Live long enough serve faithfully enough and you might win back a place of honour and perhaps one day become lords in your own right.

A NOTE ON OLD ENGLISH

RÆDWALD (pronounced Rad-wald) is an Old English name meaning to 'rule with wisdom.' Throughout these rules you will find lots of Old English words and phrases. Where Old English words are used, you will also find the modern equivalent for ease of use in play.

I'm not a scholar of the Old English language, culture, or history, and Rædwald isn't an historical setting. The Old English words and details will, I hope, add flavour to a game that you should expect to be no more realistic in its depiction of the dark ages, than D&D is in its depiction of the late medieval period.

There is a pronunciation guide in the appendix, and an online search will find examples of spoken Old English, but its usage is primarily for mood. Use what you like, ignore the rest. And if any of you are scholars of the language, I can only apologise in advance for any mistakes in usage.

CHAPTER 1: ROLEPLAYING IN THE WORLD OF RÆDWALD

WHAT TYPE OF WORLD IS RÆDWALD?

Like many fantasy games Rædwald is not set on our earth. RÆDWALD is a small part of another world. The setting is however based on parts of our earth and its history, specifically the Early Middle Ages (more popularly known as the Dark Ages) and especially the pre-Christianised Germanic cultures of the Early Anglo-Saxons and Migration Period cultures of Europe from between AD 400 and AD 700. Like many fantasy settings in RÆDWALD the myth and magic that was mere superstition in earth's history is a real, if rare, force.

Primarily RÆDWALD is a world of men. Kings, Queens, lords, warriors, serfs, and slaves live in a land tamed and domesticated, but men are not alone and their world is not the only world. It's not only the savage Réðealingas, the wildling men that lurk at the borders of RÆDWALD, or the primitive Ælfcynn, and the secretive Dweorgas who dwell in its forests and mountains. All manner of monstrous beasts might be found lurking in the marshes, hills, mountains, woods, and other lonely places of the world. Not only that, but anyone foolish enough to stray from woodland paths or misguided enough to venture underground to rob the royal burial mounds might find themselves lost in the Otherworld of the Fey, or the hell of the Underworld.

WHAT TYPE OF GAME IS RÆDWALD?

The player characters in RÆDWALD are outsiders and outlaws. Known as Wolfsheads they are literally outside the law's protection. This means anyone can harm or even kill them without fear of retribution. The life of a Wolfshead is not a romantic world of merry men who gather in the woods to fight injustice. It is a life of fear, mistrust, and privation. In a pre-industrial world being excluded from society is perilous. You might survive, but you'll be unlikely to thrive.

For this reason RÆDWALD assumes that the Player Characters start the game having already grown tired of being lone Wolfsheads, and have banded together in the service of Thegn, a noble warrior lord, to form his Wolfpack.

To a Thegn the Wolfpack is little more than a tool, a weapon to be wielded and wielded ruthlessly. He cares little for the members as individuals; they are expendable, ignoble outlaws, to whom he owes no real loyalty. He cares only what they can do for him, and what a Wolfpack can do is threaten, beat, rob murder, assassinate, disrupt, and terrorize his enemies.

In return for this service the Wolfpack is protected by the name of their lord, and within his territory they are safe. They will also be given food and shelter, coin too. If they serve their lord well they can expect to be presented with gifts, the beauty and value of which bestow honour and status on those who receive them. In this way as the Wolfpack accomplish ever greater deeds, and serve more power

ful lords, they may win back their place in society; shake off the dishonour of being an outlaw and one day perhaps even become lords themselves.

The Wolfpack should be unique in the world of RÆDWALD. They're a one off, an elite force. There shouldn't be other gangs of badass outlaw killers with access to magic. The player characters are the only ones. Other non-player characters might have access to magic, but they will tend to be lone warlocks, or a solitary sorcerer in the employ of a rival king. Perhaps later in the campaign, when their enemies cotton on to who and what they are, rival lords might form rival wolfpacks. No doubt the player characters will hunt them down and take great pleasure in ending the rivalry in a very permanent way!

WHAT DO PLAYER CHARACTERS DO IN RÆDWALD?

Playing in RÆDWALD is a slightly different prospect from playing in a traditional fantasy setting. Instead of focusing on a party of adventurers exploring a dangerous wilderness or dungeon in the hope of finding a hoard of coins and magical treasures, or just exploring for the sake of exploring, or a band of heroes on an epic quest to save the world characters in RÆDWALD carry out what in the modern world would be the equivalent of Black Ops, covert military missions.

A typical session of RÆDWALD might begin with the Wolfpack's lord outlining their mission objective, followed by their plan, the execution of that plan, and any aftermath that comes about because of the mission, and end with reward or admonishment from their lord depending on how well or bad things went.

Before any of this occurs the players will need a character.

CHAPTER 2: PLAYING THE GAME

The core of RÆDWALD's rules are based on *SWORDS & WIZARDRY: WHITEBOX*. They could be considered alternate rules, or a setting supplement, but most of the rules are recognisably derived from the 'original edition' we all know and love. RÆDWALD assumes you know the answer to the question 'What is Roleplaying' and are probably familiar with a number of RPG's, especially the retro-clones. If you aren't *SWORDS AND WIZARDRY*, in fact any of the clones are probably a better introduction to the hobby. Which isn't to say RÆDWALD is in anyway complex, expert, advanced, or somehow superior, it isn't? It's just written with the expectation you're not new to the hobby.

THESE RULES ARE YOUR RULES

These rules, although based on *SWORDS & WIZARDRY: WHITEBOX*, were written and designed for a different style of play than the wilderness exploration and dungeon delving of a traditional game. They are not an attempt to 'fix' or 'improve' that older style as it's a style I love and play. RÆDWALD merely offers an alternate campaign style, and although the Referee's section of the rules contain guidance on 'a way' to play RÆDWALD, it's not 'the way' to play so change anything you think needs to change, ignore anything you don't like, and make the game your own. After all, these rules are your rules now.

DICE

RÆDWALD uses six-sided dice, or d6, and twenty-sided dice, or the d20. A few tables use the other polyhedrals that are commonly used in other classic roleplaying games. It also uses the three-sided, or the d3, which is just a six sided read with a roll of 1-2 as 1, 3-4 as 2, and 5-6 as 3.

RÆDWALD LEVELS

There are three levels in RÆDWALD:

Title	Experience Points
Wulfeshéafod(Wolfshhead)	0 - 3,999
Hildewulf(Hero)	4,000 - 31,999
Wulfdryhten(Wolford)	32,000+

The Wulfeshéafod

The Wolfshhead has a past and is an experienced warrior, but has recently become útlagan (outlaw)and is new to life as a Wolfshhead. They are outcasts and below even slaves in the eyes of society. Only service to a Thegn, and his name, protects them. Otherwise they'd be hunted throughout the land and forced to eke out a meagre and miserable living in the wildlands.

The Hildewulf

The Hero is someone who has started to gain respect, some renown, and perhaps is even feared by some. Though still technically an outlaw, they are respected as loyal warriors of the local Thegn. At some stage they're likely to come to the attention of their Thegn's Ealdorman, who may take them under his direct protection and command.

Wulfdryhten

A Wulford is someone who by cunning and force of arms has earned a place of respect in society, particularly the martial warrior culture. Although they will never quite lose that outlaw sheen, in the eyes of normal folk, any warrior will gladly serve alongside and even under a powerful Wulford. At some stage their King may even have a need for their services.

This three level style is based on Dave Arneson's, Veteran, Hero, and Superhero style from his Blackmoor campaign in the very early days of the hobby. Often he wouldn't even keep score of xp and would just decide when his players had done enough to advance a level. This is a method a RÆDWALD Referee could also adopt. It would be equally simple to raise or lower the listed xp requirements to get the length of campaign and pace of advancement you want.

THE RÆDWALD CHARACTER SHEET

[Insert pic of Char Sheet here]

There is a full sized version in the appendix and it is also available to download.

EXPERIENCE

Experience (XP) as the name suggests is an abstract representation of how experienced a PC is and how well they are doing within the game. In RÆDWALD you don't get experience for combat or treasure found or looted. Combat has its own reward: survival. As does treasure: the more you have the more power and influence you can buy. In RÆDWALD experience is only gained from gifts given by your lord in reward of service. *For example...*

Item	Reward
Simple food and drink	10 xp
Fine food and drink	25 xp
Iron cloak pin	35 xp
Bronze brooch	50 xp
Feasting	75 xp
Silver ring	100 xp
Golden ring	200 xp
Well-crafted jewellery	250 xp
A drinking horn with gold and silver filigree	500 xp
A feast in your honour	750 xp
A broad sword	1,000 xp
A Silver ingot	2,000 xp
A decorative jewel encrusted sword and scabbard	2,500 xp
A garnet encrusted drinking cup with intricate Dragon shaped handles	3,000 xp
A suit of mail	4,000 xp
A suit of Dweorgas scale mail	5,000 xp
A magic weapon, armour, or item	10,000 xp

ATTRIBUTE SCORES

The basic abilities are numbers which represent the STRENGTH, INTELLIGENCE, WISDOM, CONSTITUTION, DEXTERITY, and CHARISMA of a character. The standard way to create attribute scores is to roll 3d6 for each attribute in the previously mentioned order. Once those rolls have been made, it is often obvious which type of character best fits the abilities—though, the player always has the option to play any class desired.

In RÆDWALD all the Character Classes have a Prime Attribute, an Attribute that is the most important to that class. Having an above average (13+) Prime Attribute gives the character a Class Bonus of +1 or +2 depending on the Prime Attribute's score.

Univeral Attribte Bonus Table

Ability Score	Bonus/Penalty
3 - 5	-2
6 - 8	-1
9 - 12	0
13 - 15	+1
16 - 18	+2

THE ATTRIBUTES

STRANGNES (STRENGTH): Strength, brawn, might; this attribute measures the physical prowess of your character.

WITTIGNES (INTELLIGENCE): A measure of a character's innate intellect, native cunning, and ability to learn.

RÆD (WISDOM): Possessing intelligence is one thing, knowing how to use it is another thing entirely. Wisdom represents the characters social and emotional intelligence, their experience in dealing with people, empathy, common sense, and judgement.

ÞROHTHEARD (CONSTITUTION): Whereas strength measures raw power, Constitution is measure of a characters, endurance, staying power, and general health.

SNELNES (DEXTERITY): A combination of coordination and quickness, or agility.

FORGIEFU (CHARISMA): Charisma measures a character's, charm, magnetism, the favour in which they are held by their peers, and an affinity to leadership.

HIT POINTS

Hit points (HP) are an abstract measure of the character's ability to take punishment in combat, from disease, accidents, etc. A character's HP are determined by their Hit Dice (HD). The number of HD a character has depends on his Class and level. You simply roll the number of HD for your class and level to determine their HP.

RÆDWALD RACES

The four races in RÆDWALD are all humans some are just more magical, insular, or savage than others. The land of RÆDWALD is ruled by the Eorðwerod, who call themselves ‘men’ the other races they call elves, dwarfs, and wildings. These others races that men consider to be Ælþeód (foreigners) dwell in the borderlands the forests, marshes, moors, and mountains. They live in the isolated pockets of territory not yet claimed by the land hungry men of RÆDWALD.

ÆLFCYNN (*ELFS*)

There is rumour of an otherworldly realm of the fair folk, but no man has returned to tell of it and the only Ælfcynn in RÆDWALD are wild and savage forest folk that dwell deep within ancient woodlands.

They are slight and short; standing a whole head shorter than the Eorðwerod. They have raven black hair, fine angular beardless features, bright grey eyes, and nut brown skin. They shun all things crafted by men or dwarfs dressing themselves in the skins of deer and other animals. Despite the legends they neither fear nor are especially harmed by iron, but it is taboo for them to use it and anything else made of manish metal.

Their weapons are made of wood, stone, flint, and antler. Their longbows, despite being a primitive hunter’s weapon, are more powerful than the bows of men and rightly feared.

Each Ælf is bonded with an ageless tree-spirit, except for the player characters who are the Fæge, (the fey or doomed). Their tree-spirit has died and they are doomed to die a mortal death. It is not so much that they are exiled as that grief and sorrow drives them away from their home and kin, and their kin are no longer comfortable in the company of the treeless.

Some wander alone in wild woods becoming more and more savage until they are near bestial, others are drawn to the realms of men where, although not accepted, they may find a place in a lord’s Wolf-pack.

DWEORGAS (*DWARFS*)

It said that in every generation there is but one man allowed to set foot on the clan mountains of the Dweorgas. In this way they conduct their trade with the race of men. Many tribes of men have fought and died for the foothills that border the clan’s mountains and the rich trade that land controls.

Of the Dweorgas themselves little is known save the richness of their mines and the brilliance of their metal craft. Standing a head shorter than men, they are broad, stout, and muscular. Pale skinned with jet black hair and eyes, they favour long forked beards. It is said there are no Dweorgaswífs (Dwarf wives) as the Dweorgas spring full grown and battle ready from mountain rock. Many is the tale of ancient warbands that marched into Dweorg mountains. There are no tales of any marching out again.

The player characters are the Edwíta, the disgraced. The source of their disgrace they tell no man, and only a fool with a death wish would ask. One thing all know is that for an Edwít Dweorg to return home is certain death, normally by a shameful unwarlike means such as strangulation.

EORÐWEROD (*MEN OF EARTH*)

The five races of men are named thus: Geats, Jutten, Saisons, Anglens and the Frisca. They are a most noble and warlike race, fearless, cunning, numerous and wise in both rule and counsel. Descendants of the gods themselves it is only natural that they rule the very earth itself. From Brytencynings (powerful kings) to níedþeow (slave thrall) the Eorðwerod are tall and rangy, with ruddy complexions, bright grey or blue eyes, and straw coloured hair with both the men and women favouring plaits.

The player characters are útlagan wulfshéafod (outlaw wolfsheads). Like any Dweorg or Ælfcynn found roaming the lands of men, a Wulfshéafod is outside the protection of law and can be slain without fear of reprisal or fear of blood feud. Without the protection of a lord or king that will undoubtedly be their fate.

RÉÐEALINGAS (*WILDLINGS*)

What these war-like neighbours lack in craft and art they make up for in bestial fierceness and ignoble treachery. They inhabit the wilderness: moors, hills, and marshes that border the good farmlands of the Eorðwerod. They are tall and wiry, with pale skin, green eyes and copper red hair. All Ælþeód (foreigners) are treated with suspicion by the Eorðwerod, but the Réðealingas are especially despised.

Player characters are Morðorheteas (blood-fueder) having fled from their homeland until they can gain enough power to return and revenge themselves on their enemies, reclaim their honour, or simply return without fear of reprisal for the crimes they committed. Even though a Réðealing can be killed just for being in the land of the Eorðwerod that is still preferable to the fate awaiting them should

they be captured by their own people. Membership of a Wolfpack and the protection of a lord means they might just live long enough to return to their homelands and take their vengeance.

RÆDWALD CLASSES

Once you have rolled your character's Attributes, the next thing you need to do is select a Character Class. There are three archetypes in RÆDWALD: The Warrior, Skirmisher, and Wizard. Within each of the archetypes there is a version for each race; so a player decides which race and class his character will be at the same time.

OPTIONAL CLASS RULES

The following rules are completely optional. Use them all, ignore them all, or use what you want and discard the rest as your group sees fit. The specific rules for each class follow the class write up, but here are how the rules work in general . . .

HEROIC EFFORT

A heroic effort represents a feat of arms or special skill that a character can succeed at once per adventure. Note that this does not mean that they can only attempt this heroic effort once per adventure, or that only each class associated with a particular skill or feat can attempt it but these other attempts will be in doubt and subject to whatever roll or check the Referee deems necessary to succeed. The Heroic Efforts always succeed without a roll. Like criticals and fumbles they are optional and may be ignored.

CRITICALS & FUMBLES

Criticals are rolled on a natural 20 at first level, 19-20 at second and 18-20 at 3rd. Each class has its own particular Critical. Fumbles are rolled on a 1-3 at 1st level, 1-2 at 2nd, and on a natural 1 at 3rd. This is reversed for Wizards whose attacks spells are Roll under. Like criticals each class has its own associated fumble. Modifiers don't affect Criticals or Fumbles. As this is an optional rule Referee's may choose to use Criticals and ignore Fumbles, include both, or ignore both as they see fit.

Criticals & Fumble Table

Level	Critical	Fumble
1	20	1 - 3
2	19 - 20	1 - 2
3	18 - 20	1

WARRIORS

DWEORG SCILDGEBRÓÐRA (DWARF SHIELDBROTHER)

Before you became one of the Edwíta, the disgraced, you were a member of the vaunted Dwarf Shieldbrothers a legendary defensive force that has held the mountain passes from the time of the first Sagas.

Defensive fighters specialising in the shield Scildgebróðra get a bonus to Armour Class when using a shield. This bonus may also be used to protect any nearby ally or non-combatant instead. They may also add their level as a morale bonus to any NPC allies that form shieldwall with them. Their prime ability is Constitution and they receive a Hit Point bonus for a high Constitution score.

Level	HD	THB	ST	Shield Bonus
1	1d6+2	+0	14	-1 [+1]
2	4d6+4	+1	11	-2 [+2]
3	8d6+8	+2	7	-3 [+3]

Starting Equipment: Dracantóð Seax, Dracanclifer Sweord, Leðeren Cæppe, Leðeren Serc, Dracanscealu Scield. 1d6 farthings.

Scildgebróðra Optional Rules

Criticals & Fumbles

CRITICALS: A critical attack is turned to a defensive advantage, rather than using your attack to damage your foe you have used it to learn their fighting style. Now you know that they will be unable to strike you until they realise and change their usual style. It will take 2d3+1 (+/- foe's INT bonus) rounds for them realise.

FUMBLES : Somehow, a blow that has loosened your grip, or a strap that has frayed, you have dropped your shield and must spend either spend the next turn trying to pick it up during which time you will be prone and your foes will strike at you with a +2 to hit bonus, and you will be unable to fight back. The only other option is to fight on without the shield.

Heroic Effort

SHIELD CHARGE: Once per adventure a Scildgebróðra may automatically charge the enemy and knock them to the ground. The victim of a shield charge, as well as being knocked prone, is stunned and unable to act in the following combat turn. They also take 1d3+1 damage. At 2nd the damage is 1d3+2 and two opponents can be knocked down (if they are standing side by side such as in a shield wall), at 3rd 1d3+3 and three opponents can be knocked over.

RÉDEALINGAS BEADURÓFA (WILDLING BATTLESTRONG)

Before the brutal fall out of a Blood feud caused you to flee the Wildling lands, you were one of their Beadurófa, one of the Battle Strong. Men feared and renowned for both their size and bravery. Aggressive fighters specialising and doing extra damage with two-handed weapons. Their Prime Attribute is Strength and they gain a damage bonus for high Strength when using two-handed weapons. (This is additional to their class damage bonus).

Level	HD	THB	ST	2H Dmg Bonus
1	1d6+1	+0	16	+1
2	4d6+4	+2	12	+2
3	8d6+6	+4	9	+3

Starting Equipment: Kern Æxe, Leðeren Cæppe, Beraferðe. 1d6 farthings.

Beadurófa Optional Rules

Criticals & Fumbles

CRITICALS: When they score a critical attack as well as inflicting damage they destroy their opponent's shield with a mighty blow. If their opponent does not have a shield they knock their weapon from their hand. If fighting a beast they mangle it so bad that it can't bite (or claw) for 1d3 combat rounds.

FUMBLES: If they fumble their attack their wild fighting style causes them to hit their nearest ally for 1d3+1 damage. If there is no nearby ally their weapon flies from their grasp.

Heroic Effort

SCYTHING SWEEP: With one wild swing of their weapon they are able to hit any nearby foes for 1d6 dam each.

SCILDMÆGDEN (SHIELDMAIDEN)

The women of RÆDWALD, especially noblewomen such as yourself, have rights under law and as the wife or daughter of a powerful man may also wield power and influence. Even so, you rejected the marriage your family made for you and either ran away or your family cast you out. You chose instead the free life of a shield maiden.

The Scildmægden are balanced fighters with good attack and defence potential. A Scildmægden use either Strength for a bonus to hit, or to dam, or Dexterity for a bonus to her AC. She may only use one of the three and must decide before each fight which bonus to use.

Level	HD	THB	ST	To Hit/Dmg/AC*
1	1d6+1	+1	17	+1
2	4d6+2	+3	13	+2
3	8d6+6	+5	10	+3

**At 2nd and 3rd level the bonus may be applied as one bonus or split. The Str & Dex bonus may not be split but can be applied separately from the class bonus. How each bonus will be applied must be decided before each combat.*

Starting Equipment: Wælseax, Gár,Plegscield , Leðeren Cæppe, Leðeren Serc. 1d6 farthings.

Scildmægden Optional Rules

Criticals & Fumbles

Being balanced fighters Scildmægden neither land critical hits nor fumble their attacks.

Heroic Effort

NOBLE CHALLENGE: The Scildmægden can challenge any (sentient) foe to single combat and they must accept. After all no one wants to be the warrior known for being afraid to fight a maiden. They must also accept any terms the Scildmægden may decide on, such as whether or not the duel is to the death or first blood, or if it decides the outcome of a skirmish or battle, matter of honour, etc.

Ælfcynn Wuduheald (*Elven Woodguard*)

Before your tree-spirit died you were one of the Elven Wood guard, tasked with protecting the great forest. Now, in your sorrow and doom you roam the lands of men doing the only thing that still makes sense to you: fighting and killing.

Wuduheald rely on speed and finesse and their prime Attribute is Dexterity which they use as a bonus to Hit and to AC. As they increase in experience their defences, accuracy, and speed increase represented by a class bonus To Hit, AC, and initiative. They are so fast they may make additional attacks each round.

Level	HD	THB	ST	To Hit/AC/Initiative	# Attacks
1	1d6	+2	18	+1	2
2	4d6	+4	14	+2	3
3	8d6	+6	11	+3	4

Starting Equipment: Heort Seax, Gae Bulg, 1d6 Feorðungas.

Wuduheald Optional Rules

Criticals & Fumbles

CRITICALS : When they score a critical the Wuduheald has dazzled the enemy with his speed and may make another attack at +3 to hit.

FUMBLES: If they fumble their attack they have acted so quickly they've manoeuvred themselves into difficulty and their opponent is able to take advantage with a free attack.

Heroic Effort

TRUE STRIKE: The Wuduheald summons up all their powers of concentration and delivers a blow so fast and accurate that it bypasses any armour their foe is wearing and they attack as if the enemy were AC 9 [10].

SKIRMISHERS

Ælfcynn Scytta (*Elfin Shooter*)

As an Ælfcynn Scytta, or Elfin Shooter you once hunted deer through the great forest and fed your tribe, now you hunt men for a manling lord feeding nothing, but the hatred of their petty rivalries.

Famed for both the accuracy and power of their longbows the Eleven Archers are rightly feared. Whether it's elf magic, or the sheer power of the longbows their flint arrow heads are capable of piercing a mail hauberk. Scytta use Dexterity as their prime ability and gain a bonus To Hit with a longbow for a high Dexterity. This bonus stacks with their class bonus.

Level	HD	THB	ST	Long Bow	RoF
1	1d3+2	0	17	+2	1
2	3d6	0	13	+3	2
3	6d6	+1	11	+4	3

Starting equipment: Heort Seax, Langboga, cocceb of 24 Arwan, Déorhýd. 1d6 Feorðungas.

Ælfcynn Scytta Optional Rules

Criticals & Fumbles

CRITICALS : When they score a critical the Scytta's accuracy has hit a vital spot causing double the maximum damage of their longbow.

FUMBLES: A fumble represents a failure of their equipment at a vital moment: the string snaps, the bow cracks, etc. Easily repairable when they have the time but the bow is unusable for the rest of the combat.

Heroic Effort

ELF SHOT: The Scytta, through skill or perhaps elf magic can sometimes be so accurate they find a chink in, and bypass, any armour their foe is wearing and attack as if the enemy were AC 9 [10].

Dweorgas Déapdælend (Dwarf Deathdealer)

Before you were one of the Edwita, the disgraced, you swelled the ranks of the fearsome Dweorgas Déapdælend, Dwarf Deathdealers, reigning fire and stone down on those foolish enough to try and fight their way through the mountain passes of your clan.

A Deathdealer has two fearsome weapons at their disposal: the cumbersome, but deadly Stonepelter and the legendary Dracanfyr (Dragon Fire) which he lobbs at the enemy in clay pots.

The Pelter fires rounded stones about the size of a large fist that can also be lobbed by the Deathdealer in the same way Dracanfyr pots can be thrown. The Stonepelter is so heavy, cumbersome, and difficult to operate that wearing armour is impractical.

Their Prime Attribute is Intelligence from which a high score gains a To Hit bonus when figuring the trajectory of the Stonepelter, and determining how well they mix their raw materials to make their Dracanfyr.

Level	HD	THB	ST	Accuracy	Pelter RoF	Lob RoF
1	1d6	+0	15	+1	1/6	1/1
2	4d6+1	+1	12	+2	1/4	2/1
3	8d6+2	+2	8	+3	1/2	3/1

Starting Equipment: Dracantöð Seax, Stánweorpere, *4 Torfung Stán, 2 Dracanfyr Crúcan, Scrín Inwitnþ Andlóman, 1d6 Feorðungas.

** A Strength of 16 or higher is needed to carry more than four. No matter what the Strength score is no more than six can be carried.*

Dweorgas Déapdælend Optional Rules

Criticals & Fumbles

CRITICALS: A critical with the Stonepelter means the stone strikes another enemy, before, after, or at the same time as it hits the intended target. If there is only one target it does +4 Damage.

A critical with the Dragon fire results in splash damage (half dam) to an adjacent target.

A critical with a lobbed pelting stone does an extra +3 damage.

FUMBLES: A fumble with the Stonepelter means the machine has suffered a mechanical failure and will take 1d3 hours to repair.

A fumble with the Dragon fire means the pot has cracked in hand and started to burn (Saving Throw for half damage).

Fumbling a lobbed pelting stone mean it slips out of the hand and drops onto the shoulder or head for 3 damage and – 2 on further

attempts to lob (stones or fire pots) for the remainder of the combat.

Heroic Effort

FIRE FALL: The Deathdealer must load and prepare the Stonepelter then lob a Fire Pot when it's above the enemy he shoots it with the Pelter it bursts in the air and fire rains down on 1d6+1 foes, followed by a flaming Pelt stone which hits one target for full damage and fire damage.

Sperebrógan (Spear Terror)

Before you were made outlaw you served in the Warband as one of the Sperebrógan, the Spear terrors. Elite warriors in training, sons of Thegns and Eaoldormen, lightly armed and armoured for skirmishing dreaming of the day you'd come of age and join the Warband proper. But that will never happen now. You are an outlaw, a Wolfsh-head, disowned by your noble father and destined to run with others such as yourself.

Sperebrógan rely on speed, and manoeuvrability and gain an accuracy and AC bonus from a high Dexterity (stackable with class bonuses) and gain a damage bonus from a high Strength when using thrown weapons.

Level	HD	THB	ST	Accuracy	Damage	RoF
1	1d3+2	0	17	+1	+0	1
2	3d6	+1	13	+2	+1	2
3	6d6	+2	9	+3	+0	3

Starting Equipment: 3 Ætgár, Anga, 2 Francisca, Framea, Watel Scield, 1d6 Feorðungas.

Sperebrógan Optional Rules

Criticals & Fumbles

CRITICALS : Unless the cast killed the enemy outright, then it has pinned them to the ground (or a tree, door, wall etc.) and they cannot move until the javelin is removed (causing another 1d3+1 dam). If the cast killed the target outright then the Sperebróga receives a +2 to hit bonus on his next cast having honed his aim.

FUMBLES : They cast so fiercely that they dislocate their shoulder and can't cast again until someone puts it back in (1d3 dam).

Heroic Effort

WODEN'S CAST: They are able to catch an enemy spear in flight and, in one smooth movement, cast it back at their foe for maximum damage (no To Hit roll needed and doesn't count as one of their attacks).

Réðealingas Bogamann (Wildling Bowman)

Before the blood feud that caused you to flee from your homelands you were one of what the Sais call Gúðflálybb, those that use drugged arrows. Now, without your tribe's Wicce to replace your diminishing supply of drugged arrows for you, you are just a Réðealingas Bogamann, a Wildling Bowman.

Wildling Bowmen with a high Dexterity gain a To Hit bonus and a bonus to the number of arrows per round they may loose, both stackable with the class bonuses.

Level	HD	THB	ST	Accuracy	RoF
1	1d6	+1	17	+1	2
2	3d6+1	+2	13	+2	3
3	7d6+2	+3	11	+3	4

Starting Equipment: Brægd boga, Coceb of 24 Arwan, 10 Lybb Arwan*, Dræfendes Cnife, 1d6 Feorðungas.

**The ten drugged arrows can be made up of any combination of the following: Paralysis, Sleep, Berserk (attacks own side), Fear (runs from fight), Blindness, Hallucination (attacks imaginary monsters). Targets get a Saving Throw and the affects last for 1d6 rounds.*

Réðealingas Bogamann Optional Rules

Criticals & Fumbles

CRITICALS: On a critical if using a drugged arrow the enemy doesn't get a Saving Throw and the affects take hold for the maximum length of time. If using a normal arrow, you get a shot off so smoothly you loose another immediately.

FUMBLES: Their bow string snaps and the bow must be restrung, in addition if using a drugged arrow they have nicked themselves and must make a Saving Throw or suffer the affects of the drug.

Heroic Effort

ARROW STORM: In a frenzy of archery the Bogamann can loose twice his normal number of arrows per turn.

WIZARDS

Dweorgas Wrydwebba (Dwarf Fateweaver)

Before you became one of the Edwita, the disgraced, you were a Wrydwebba, a fate weaver, training under one of the great Dwarf Runemasters. Now you roam the lands of men and fumble after the true meanings of the runes without guidance.

Wrydwebba gain a bonus from a high Wisdom score when rune casting that stacks with their level bonus.

Level	HD	THB	ST	Bonus	COM	AETT'S
1	1d6+1	+0	14	+1	1	1
2	3d6	+0	10	+2	2	2
3	6d6	+1	6	+3	3	3

Starting equipment: Dracantóð Seax, Runes, 1d6 Feorðungas.

Dweorgas Wrydwebba Optional Rules

Criticals & Fumbles

CRITICALS: The casting goes so well that the Wrydwebba may reuse the same rune.

FUMBLES: The casting was ill fated and the Wrydwebba must relearn the meaning of the rune and may not use it again until he has worked through its Aett a second time.

Heroic Effort

CASTING THE SUN AND MOON: The Wrydwebba may make two simultaneous castings combining in each as many runes as his level allows.

Ælfcynn Gealdor Sangere (*Elf Spellsinger*)

Until your spirit tree died you were a Gealdor Sangere, a spell singer, learning to chant the magic of the forest. Now, lost in your doom you dwell in the land of men and sing for silver.

Gealdor Sangere gain a bonus from a high Charisma score that increases their powers.

Level	HD	THB	ST	Duration	# Affected
1	1d3	-1	16	+1	1
2	2d6	+0	12	+2	2
3	5d6	+1	10	+3	3

Starting Equipment: Heort Seax, 1d6 Feorðungas.

Ælfcynn Gealdor Sangere Optional Rules

Criticals & Fumbles

CRITICALS: The Glamour goes so well that the victim doesn't get a chance to break the Glamour for a year and a day.

FUMBLES: The Glamour failed and the victim is not only immune to any further attempts, they now hate the Gealdor Sangere with a passion.

Heroic Effort

WORDS OF GOLD AND HONEY: The Gealdor Sangere may Glamour everyone within hearing.

Scinnlæca (*Shining One*)

You were made an outlaw because you are a Scinnlæca, a Shining One. Using forbidden knowledge, with a flash of eldritch light, you call the dread spirits of the otherworld. Once called you bind them to your will and use their malign powers.

Scinnlæca gain a bonus to the powers of the spirits they can contain and the length of the possession based on a high Wisdom.

Level	HD	THB	ST	Phan HD	Powers	Duration
1	1d3+1	-1	17	1d3	1	1
2	2d6+2	+0	13	1d6	2	2
3	5d6+3	+1	11	1d6+1	3	3

Starting Equipment: A knife that has pierced the heart of an adulterous woman, the skull of a strangled murderer, a silver penny stained with the blood of a traitor, a wand of Rowan wood taken from a hanging tree, robes made from the funeral shroud of a king betrayed. Thirteen finger bones taken from living virgins.

Scinnlæca Optional Rules

Criticals & Fumbles

CRITICALS: The spirit you called is so cowed by your power that you may control it until you banish him. You suffer no taint or fatigue.

FUMBLES: You lose the battle of wills with a vile spirit who possesses you for 1d3 rounds before departing leaving you doubly tainted and fatigued.

Heroic Effort

CALL OF THE DAMMED: You call forth foul spirits to possess your enemies (up to 3 HD + Wis bonus in total). You control them completely without fear of taint or fatigue. Their comrades must make a ST against fear to face them in combat. When you end the possession your victims must make a ST or die.

Réðealingas Wicce (*Wildling Witch Woman*)

You cursed a chieftain and had to flee your wildling homeland. Before that you were being taught the craft of the Wicce, the Witch Woman, by your tribe's crone. Now you are an outlander roaming the realms of your people's enemies, and worse you must rely on a foul-spawn familiar to learn your Wicce craft.

Wicce rely on intelligence to learn, memorise, and utilise their cures, curses, potions, charms and spells. They gain a bonus to the potency of their magic based on their Intelligence bonus.

Level	HD	THB	ST	Apps	Potency
1	1d3+1	+	16	1	1
2	3d6	+1	12	2	2
3	6d6	+2	10	3	3

Starting Equipment: The bowl and the knife, small bronze cauldron and tripod, a nine herb charm, pouches of dried henbane, fly agaric, and belladonna, a brace of mandrake roots, a bag of dead things, a wax mommet and thorns. 1d6 Feorðungas.

Réðealingas Wicce Optional Rules

Criticals & Fumbles

CRITICALS: You practice the craft so skilfully that your familiar is impressed and agrees to teach you another piece of the craft without the price.

FUMBLES: Your magic backfires: a charm cause's harm, a potion becomes a poison, or your poison fails, your curse rebounds on you, you are pierced by your own thorns.

Heroic Effort

THRICE CURSED: The Wicce may place three curses on her enemy that will automatically succeed.

CHAPTER 3: RÆDWALD MAGIC

Magic in RÆDWALD, outside of the player characters, is rare, dangerous, and something to be feared. Amongst the other races, it is less rare, but amongst men sorcery and its practitioners are feared and reviled.

A Magic using character is likely to be unwelcome in any village or mead hall. Feared by the superstitious peasants, mistrusted by warriors, as with all outlaws only the power of the lord they serve will protect them, but for sorcerers even that may not be enough. Players who choose to play magic users in RÆDWALD need to be cautious in their interactions with NPC's and can expect a cold response from most.

DWEORGAS RUNE MAGIC

RUNE LORE

Unlike mortal men, who use runes for petty divination, or to record their unworthy deeds, a Dweorgas Wyrwebba contemplates the true meaning of each rune and uses this understanding to weave fate, to literally change reality. It is the meaning, the interpretation, and understanding of the runes from which they draw their power not the mere symbols.

However, this understanding is ephemeral and often uncertain. The Wyrwebba may fail to bring his understanding and power to bear on fate.

Men believe their god Woden gifted the runes to them, but the Dweorgas know that men stole the knowledge of the runes from them. Not that they mind, after all they stole them from the Dragons. The twenty-four runes are divided in to the three Aetts, or families. A Wyrwebba knows all the runes, but begins with mastery of only one Aett. Once he has used a Rune he cannot use it again until he has used all the other Runes he has mastered.

For example a 1st level Wyrwebba with mastery of one Aett, of eight runes, who uses the Rune Ur must use the other seven runes in the first Aett, before he can use Ur. A 3rd level Wyrwebba who uses the Rune Ur must wait until he has used all 23 of his other runes, before he can use the Rune Ur again.

RUNE CASTING

Each rune has a sphere of influence. For example the rune Feoh literally means Cattle, but refers to wealth in general and could be used to influence anything connected to monetary matters. Some runes can be reversed or if they cannot be reversed can be used in opposition. For example Feoh the cattle/wealth rune would normally be used to gain wealth, or influence transactions in favour of someone, but reversed it could be used to ruinous effect against an enemy.

Wyrwebba's start with mastery of one Aett, of eight runes, which they may choose from any of the three Aetts available. They gain mastery of the others as they progress gaining a new Aett each level. Their level also dictates the maximum number of runes they may use in combination, and is also a bonus to their **RUNE CASTING ROLL**.

THE RUNE CASTING ROLL

To use a rune the player must make a Rune Casting Roll. At its most basic a Rune Casting Roll is simply rolling under the character's Wisdom score on 1d20 with bonuses for the caster's level, and penalties for the level of difficulty of the affect they wish to achieve. Other situational bonuses and penalties may be applied at the Referee's discretion, but basically the Rune Casting Roll can be expressed simply as . . .

RUNE CASTING ROLL = ROLL UNDER WIS+LVL WITH 1d20+DIFF LVL.

If the player makes the Rune Casting Roll his magic works as described if he fails nothing happens, fate is after all fickle. Either way, the rune still counts as used, and cannot be used again until the Wyrwebba has used his other runes.

At its most basic rune magic can be used for a flat bonus of +1,+2, or +3. Things such as Saving Throws, or To Hit Rolls, and Damage being the most obvious examples for a bonus, but their greatest use is improvisational magic of a more open nature.

It is up to the player to decide how he wants to use each rune and to what effect. It is up to the Referee to decide if the player's desired use is possible and if so to set the Difficulty Level. There are three levels of difficulty . . .

Difficulty Level 1: The Wyrwebba use his power to achieve goals that could just as easily be explained by natural phenomena or coincidence. For example: causing a bow string to snap, causing it to rain on a cloudy overcast day, or making someone lose their footing on rocky ground.

Difficulty Level 2: The Wyrwebba uses his power in an obviously supernatural way such as causing a bow to burst into flames, sudden rain on a cloudless sunny day, or causing the ground to open beneath someone and swallow them.

Difficulty Level 3: The Wyrwebba use his power in way that is not only obviously supernatural, but powerful and reality warping as well. For example: causing a bow to come to life and throttle its wielder, making thunder, lightning and a torrential downpour of rain in the king's mead hall, or causing the earth to rise up in the form a great beast and devour a warband.

There are three ways to use runes all require successful Rune Casting Rolls . . .

CASTING

This is the primary usage. The Wyrwebba selects a rune and contemplates upon its meaning before using the insight gained to change reality and weave fate.

Before performing a casting the character must contemplate the rune for an hour before the actual casting. Less than an hour's contemplation, or even no contemplation may be taken, but at a penalty. For more than one Turn, but less than an hour it is a +1 penalty. For less than a Turn or one or more Combat Rounds +2, for no contemplation at all +3.

As Wyrwebba's increase in level they may use more than one rune at once in combination, but incur a penalty of +1 per additional rune and each rune used requires a separate successful Rune Casting Roll. Runic Warding & Binding

The caster places, carves, or inscribes the rune somewhere or on something and dictates the circumstances that will activate it in the future. For example: the rune Thorn is inscribed on a bridge as a Wolfpack crosses it into enemy territory so that later when they make their escape, back across the bridge, a wall of impassable thorns springs up after them to impede their pursuers.

Preparation for runic warding must be made in advance and cannot be done quickly as it takes at least four hours of game time. A normal Rune Casting Roll is made, but only when the ward is actually activated.

A rune may also be bound to an item, weapon, or person for a single use. For example: binding the death rune to a spear so that when it next hits it kills the enemy instantly. As per Warding the Rune Casting Roll is made when the bound rune is actually activated.

RUNIC INSCRIPTION

A rune may be permanently inscribed, carved, or attached to something, someplace, or even someone for a permanent affect. However, the use of that rune is then lost to the caster. This is done with a normal Rune Casting Roll and requires the Wyrwebba spend a day contemplating the rune and another day performing the ritual of inscription. Note, that if the Rune Casting Roll fails the rune is lost.

Runes permanently inscribed or lost through a failed Rune Casting Roll can only be regained for the Wyrwebba if the item is dedicated to the gods and destroyed by means of either earth, fire, water, or air. For example, a Wyrwebba inscribed his finger with the rune Elk a rune of protection to gain a permanent +1 to his AC, but his lord demands he use his powers to protect him. To regain the rune our Wyrwebba must cut off his finger and either bury it, cremate it, place it in a sacred pool as an offering, or tie it in the branches of a

tree for exorcism.

THE DWEORGAS RUNES

Runes and Their Meanings

Each rune has its own sphere of influence that forms the basis of the magic that can be created with it. This relates to its literal name and the more esoteric connections to that rune.

For example, the first rune, of the first Aett (family) is Feoh, Cattle. This rune can obviously be used for any type of magic that relates directly to cattle, perhaps stopping the cattle of an enemy clan from stampeding while you steal them for instance. But Cattle also represent wealth in all its forms and the rune Feoh can be used in magic relating to wealth.

Each rune is read and used in the way depicted, but many can be used in reverse (upside down) some however can't because they are the same when reversed. They may however be used in opposition or in the opposite of their normal meaning.

Most times using a rune in reverse or opposition is simply a case of reversing its normal usage. For example, the rune Ur (Strength) can be reversed to cause weakness. However, many reversed runes, or runes in opposition, are not exactly the opposite of their normal meaning, but have subtle or even wildly different meanings when used this way. The keywords listed for each rune gives you a few examples of what the rune relates to, and also what it relates to when reversed or used in opposition. These keywords are not exhaustive, neither are they limits of usage. They are in fact just the beginning, the most obvious spheres of influence, or relationships, and ways to use each rune.

The First Aett

ᚠ F – Feoh, Cattle

Relates to: Wealth, cattle, chattel, herds, property, winning land, possessions, luck, abundance, energy, protecting wealth.

Reversed: Greed, cowardice, stupidity, poverty, avarice, enmity over money.

ᚱ U – Ur Aurochs, Strength

Relates to: Strength, tenacity, potential, power, imposing your will on the world.

Reversed: weakness, brutality, cruel domination.

ᚦ TH – Thorn, Sharp

Relates to: Thorns, evil, gateways, giants, destruction, sharp attack, difficult powers to control once unleashed.

Reversed: Danger, defencelessness, betrayal, lies.

ƿ O – Os, Mouth

Relates to: Speech, magic, power, prophecy, gods, sounds, signals, revealing messages, insight, communication, divine oracle.
Reversed: Vanity, misunderstanding, manipulation, delusion.

ᚱ R-Rad, Road

Relates to: Travel, rewards, riding, spiritual journey, change, soul,
Reversed: Delay, crisis, setbacks.

ᚲ C – Ken, Torch

Relates to: Light, beacon, leadership, protection against burning, guiding light.
Reversed: Darkness, disease, breaking of fellowships, false hope.

ᚷ G – Gyfu, Gift

Relates to: Offering, sacrifice, generosity, food, balance.
In Opposition: Greed, dependence, over-sacrifice, crooked, bribes.

ᚹ W – Wynn, Joy

Relates to: Glory, air, associated with wands, foresight, wisdom, making magic, temporary happiness.
Reversed: Delirium, possession, berserker fury.

Second Aett

ᚱ H – Hagl, Hail

Relates to: Adverse weather, snow, sleet, hail, disruption, uncontrolled forces, trial.
In opposition: Stagnation, loss of power, a calm worse than the storm, inactivity.

ᚷ N – Nyd, Need

Relates to: Hardship, want, lack, famine.
Reversed: Surviving or overcoming need.

ᚲ I – IS, Ice

Relates to: Ice, cold, extreme cold.
In opposition: Plots, deceit, blindness, pride.

ᚷ J – Ger, Spear

Relates to: Victory in battle, breaking through, careful planning, plenty (as in harvest)
In Opposition: Sudden setbacks, reversals, bad timing.

ᚷ Eo – Eoh, Yew

Relates to: Death, the underworld, the dead.
Reversed: Confusion, weakness, destruction.

ᚷ P – Peorth, Hearth

Relates to: Hospitality, laughter, entertainment, the braking or making of bonds (physical and metaphysical), also refers to the home and female mysteries.
Reversed: Addiction, stagnation, loneliness, malaise.

ᚷ X – Eolh, Elk

Relates to: Protection, wards against spells and evil, guardian.
Reversed: Taboo, warning.

ᚱ S – Sigel, Sun

Relates to: The sun, warmth, good fortune, sunlight, sky, victory.
In opposition: False council, wrath of gods.

Third Aett

ᚷ T – Tir, Tiw (god of war)

Relates to: Warrior, courage, glory, order, law, honour, leadership, swords.
Reversed: blocked communication or energy, mental paralysis.

ᚷ B – Beorc, Birch

Relates to: Fertility, healing, magic, love, earth, growth.
Reversed: Family problems, infertility.

ᚷ E – Eh, Horse

Relates to: Horses, pride, adventure, increased speed, raw power
Reversed: Reckless, haste, restlessness, confinement.

ᚷ M – Monn, Man

Relates to: Humanity, friendship, the self, people, the body
Reversed: Cunning, craftiness, slyness.

ᚷ L – Lagu, Water

Relates to: The sea, lakes, rivers, dreams, fantasies.
Reversed: Madness, obsession.

ᚷ NG – Ing, Ing (Son of Woden)

Relates to: Kings, peace, plenty.
In opposition: Movement without change, labour, work.

ᚷ D – Deag, Day

Relates to: Reason, understanding, dispersing evil spirits, awakening.
In opposition: Completion, coming full circle, night, darkness, evil.

ᚷ OE – Ethel, Homeland

Relates to: Freedom, security, prosperity, stability, law, inherited property, spiritual heritage.
Reversed: Clannishness, lack of custom, prejudice.

ÆLFCYNN SPELL SINGING

The Gealdor Sangere, or spell singer, chants and sings to both gain and use his magic. Each song takes one combat round (or a minute if out of combat) to sing and the magic takes effect in the next round. The exception is the Glamour which starts to work as soon as the victim hear it. Obviously the Spell Singer needs to be able to sing to work his magic. If anything impedes his ability to sing, he is effectively powerless. For a spell singer to have their tongue cut out is tantamount to a death sentence. At their disposal Spell Singers have three forms of magic: Shapeshifting, Songs of the Forest, and the power of the Glamour.

Shapeshifting

To learn the secrets of Shapeshifting Spell Singers use their songs to coax an animal to come to them and teach them its secrets. Once they have done this they may take the animals shape. Whilst in this animal form the Spell Singer has all the attributes of the animal he shifted to, but retains his own intellect, memories, etc. Real animals can sense the unnatural nature of a Shapeshifter and react in fear to them. So, although a Spell Singer in the form of a field mouse need not fear cats, the cat's fear of him may betray his true nature.

At each level a Spell Singer can select one animal form he can Shapeshift to, plus one additional animal form per level for any Charisma bonuses. It takes one round of singing for a Spell Singer to Shapeshift into animal form, other than that there is no cost or other requirements.

At **LEVEL 1** they may Shapeshift into either a field mouse, hare, or sparrow for one hour. However many animal forms they know they may only shift once per day.

At **LEVEL 2** they may select another animal form from level 1 or choose from either an otter, fox, or raven and hold their shape for 2 hours. However many animal forms they know they may only shift twice per day.

At **LEVEL 3** they may select either another animal form from level 1 and 2 or choose from either a wolf, stag, or eagle and can hold their animal form for three hours. However many animal forms they know they may only shift three times per day.

Songs of the Forest

Spell Singers learn the songs of the forest in a similar manner to the way they learn different animal forms, by singing to the forest and coaxing its secrets from it. In game terms these powers work best in a forest or wood, but at the Referee's discretion some of them may work if there is any nearby tree, or even other vegetation.

At each level the Spell Singer learns one Forest Song, plus one for each point of Charisma bonus. Each song can be sung only once per day. However the forest is fickle and the Spell Singer has no choice

over the song the forest teaches him. Instead, the Referee rolls 1d10 to find out what spell he learns. If the Referee rolls the same spell twice then the Spell Singer may sing that Forest song twice per day instead of once or choose to have the Referee roll once more.

1. **Song of Memories**
2. **Whisper of the Woods**
3. **Forest of Fear**
4. **Wall of Wood**
5. **Walk the Woods**
6. **The Hanging Tree**
7. **Wood Whip**
8. **Cloak of Leaves**
9. **Forest Guard**
10. **Trial of the Tree**

Song of Memories: The Spell Singer whispers a message to the trees which they will remember and whisper it back to whoever the Spell Singer asked them to.

Whisper of the Woods: Listening to the rustle of the trees the forest tells the Spell Singer all that has happened within the forest over the last few days.

Forest of Fear: Anyone who fails their ST must flee from the forest. The fear only abates when they are clear of the forest.

Wall of the Wood: The forest forms an impenetrable wall of branches, impassable unless fire, axe, or magic are used, even then it will take one hour per level of the Spell Singer to clear and risks angering any spirits of the wood.

Walk the Woods: The trees part to make previously impassable woodland clear.

The Hanging Tree: Vines or branches from a nearby tree snake down and fasten around the neck of one enemy per level of the Spell Singer and yank them up into the tree if they aren't released within 3 rounds and they fail their ST they die. If they make their ST they merely black out and the tree lets them go.

Wood Whip: The Spell Singer calls on the trees and their branches grow into whips that attack his enemies doing 1d6-1 at 1st level, 1d6 at 2nd and 1d6+1 at third.

Cloak of Leaves: The forest hides the Spell Singer and one other person per level, making them virtually invisible.

Forest Guard: At the bidding of the Spell Singer the tree grabs and holds one of his enemies until he bids the tree release the prisoner.

Trial of the Tree: The Spell Singer subjects his enemy to a trial of the forest. If the victim fails a ST the roots of the tree drag the victim underground and hold him there for as many years as he missed the ST by. The forest keeps them alive until they are released. Their Con i

s also permanently reduced by the number of years they were held for. If this reduces their Con to zero they die upon release.

Glamour

An Elven Spell Singer uses the power of Glamour to manipulate people. In this case rather than singing, to use a Glamour, the Elf whispers a rhythmic chant that their victim finds strangely compelling. To successfully Glamour someone the Spell Singer's player must roll under their character's Charisma + level on D20+/- targets Wisdom bonus.

If unsuccessful the spell singer can't attempt to Glamour that same person for 1d3 days.

A successful Glamour can make the victim believe, see, or remember something that isn't true, not really there, or never really happened. *For example a Glamour could make someone you just met believe you were their best friend, or make you appear to them as their best friend, or implant a false memory of a lifelong friendship between the two of you.* More dramatically, a glamour could also make them believe they could jump from a cliff and survive, see a dragon, remember killing the king. The only limit to what a successful glamour can make an NPC believe, see, or remember is that of the player's imagination.

There is a limit to how many people can be held under a glamour at once, but not a limit to how many different people the spell singer can attempt to glamour each day. There is also a limit on how long a glamour lasts, but a spell singer may end a glamour whenever they wish.

At 1st level a Spell Singer can Glamour one person for one, plus their Charisma bonus, hours.

At 2nd level they can Glamour two people at once for one hour or one person for one, plus their Charisma bonus, days.

At 3rd level they can Glamour a number of people equal to three plus their Charisma bonus for a day, or one person for their Charisma bonus plus three days.

Once the effects of a Glamour wear off the victim is allowed a ST with their Intelligence modifier as a bonus. If they make it, they remember what was done to them. If they fail they have no knowledge of being manipulated.

The Forbidden Path of the Scinnlæca

The necromancy of the Scinnlæca is the most reviled, feared, and taboo sorcery in RÆDWALD. Even the patronage of a powerful lord might not be enough to ensure the safety of a Scinnlæca. If NPC's learn that a character is a Scinnlæca his player must roll under the character's Charisma, on a D20, to avoid an overly negative reaction.

There are three distinct realms of power used in the necromancy of the Scinnlæca, or the Shining Ones as they are known. All three powers require a Scinnlæca to call a ghostly undead apparition known as a phantom, trap it in his body, then use the phantom's powers. This is done with a Calling the Dead roll. To make a Calling the Dead roll the player must roll under his characters Wisdom+level on a D20. If he succeeds he summons a malign phantom from the otherworld and may control it for a time. There is however, a cost paid in fatigue and the taint of necromancy. If a Scinnlæca fails his roll he loses the battle of wills with the phantom and it escapes back to the otherworld without serving him. Unfortunately a failure still incurs taint and fatigue.

Necromantic Taint

Every time a Scinnlæca attempts to summon a phantom, successful or not, he accrues 1 Taint Point (TP). If his Calling the Dead roll was under his current TP score he has gained a permanent taint and must roll on the taint table. At this point his TP resets to 0. If his TP ever reaches 20 he takes two rolls on the table before it resets to 0.

1d12 Roll	Description	Effect
1	Spectral Sinews	-1 STR
2	Corpse Twitch	-1 DEX
3	Wight's Wound	-1 DEX
4	Cold Black Heart	-1 CHR
5	Grave Stench	-1 CHR
6	Dead Man's Eyes	-1 CHR
7	The Dead Do Howl	-1 INT
8	Ghostly Visions	-1 INT
9	Think Only of the Grave	-1 INT
10	Death Kissed	-1 CON
11	Spectral Chill	-1 CON
12	Death's Embrace	-1 CON

All taints are cumulative. The path of the Scinnlæca is an unforgiving one.

Deathly Fatigue

The use of his powers causes deathly fatigue to the Scinnlæca based on either the duration of the summoning, or the power of the phantom. If his Fatigue Points ever exceed his total Hit Points, then he collapses in exhaustion and loses 1 Hit Point permanently. Fatigue is recovered 1 point per Turn as long as the Scinnlæca is doing nothing more strenuous than walking.

THE THREE POWERS

1: The Call of Fear

When using the call of fear the Scinnlæca summons a hideous phantom, takes on its ghastly form, and appears to his enemies as a half-rotted spectre that shines with a dazzling eldritch light. If he succeeds in his Call the Dead roll each round everyone who witnesses this must make a ST (modified by the Scinnlæca's level) or run screaming in fear. Those that make the save stand firm, but are shaken fighting at -2 to hit and damage. He can protect his allies from the fear by gifting them amulets made from the finger bones of a virgin.

This power can be used instantly as long as the Scinnlæca has his coin, stained with the blood of a traitor, in one hand and his Rowan wand in the other. It costs 1 taint and causes 1 fatigue to use this power, and an additional point of fatigue for each round it is maintained. It may be maintained for 1 round per level + Wisdom bonus.

2: Call of Kinship

The Scinnlæca appears as the shade of a dead friend or family member of his intended victim. The phantom is not actually the victim's friend or relative, but a malign phantom that enjoys being party to such manipulation.

The victim, upon seeing the Scinnlæca in the form of his dead relative, makes a ST modified by adding the Scinnlæca's level and Wisdom bonus to the roll. If they make the ST the victim is merely terrified and will flee in fear and the Scinnlæca will be unable to make another attempt for at least a week. If the victim fails their ST they except the shade as 'friendly' and the Scinnlæca may manipulate the NPC by issuing advice, ideas, even commands. For each such manipulation the victim may make another ST (again modified by the Scinnlæca's level and Wisdom bonus). If they make the ST they are not convinced and do not act on the advice, if they fail they act as directed. For every ST they fail, they gain +1 to additional rolls, for every success -1.

This power requires a certain amount of preparation. The skull of a murderer must be hidden somewhere where it can 'see' the victim for a day before the power is used. This is so the malign phantoms of the underworld can see who it is in order to take the form of their dead relatives.

Each use of this power costs 1 taint and an initial 1 point of fatigue, plus 1 point of fatigue for each round the Scinnlæca holds the form of the shade.

Exactly how the NPC victim reacts, and how the player has his character manipulate them, is up to the player and Referee to decide during play. If the victim fails his ST the Referee should have him do what the player wants him to, but players should bear in mind there are certain things people won't, or can't do, even for a dead relative!

3: Call of the Underworld

This is the most potent of the three powers. The Scinnlæca calls an evil and destructive phantom from the underworld and takes on its form enabling him to use its powers to smite his enemies. Using his knife, that has pierced the heart of an adulterous woman, the Scinnlæca cuts himself and drips blood onto his Rowan wand. This action takes one combat round. On the next round the Scinnlæca makes his Call the Dead roll if he succeeds he takes the form of the phantom. If he fails nothing happens, but he suffers 1 fatigue and 1 taint.

Each phantom summoned to fight will have a number of HD, and powers determined by the Scinnlæca's level and Wisdom bonus and a base Armour Class of 7 [12]. Whilst in the form of the phantom the Scinnlæca fights with its powers, HD, and HPs, and AC, rather than his own. This lasts until he either banishes the phantom voluntarily, its HPs are reduced to 0 in combat, or the duration of the possession is exceeded.

The taint incurred by such possessions is equal to the number of powers the phantom possesses. The fatigue is equal to its HD.

Each phantom's powers are randomly determined by rolling 1D8 per power .

1d8 Roll	Power
1	Boneshard Shredder
2	Eldritch Lightning
3	Ghostly Glide
4	Funeral Pyre
5	Skeletal Skin
6	Grave Bound
7	Shining Shade
8	Death's Touch

Boneshard Shredder: The phantom bestows the gift of deadly bone claws that do 2d6 (keep highest) +1 to hit and damage. For each additional time this power is rolled increase the bonus to hit and damage by +1.

Eldritch Lightning: The phantom can cast green bolts of eldritch lightning for 1d3 damage (no to hit roll needed) at a range of up to 25 feet. For each additional time this power is rolled you may either increase the damage by an additional 1d3, increase the number of targets affected by 1, or the range by another 25 feet.

Ghostly Glide: This phantom can fly, allowing the Scinnlæca to glide through the air at walking speed, and at heights up to 10 feet above the ground. For each additional time this power is rolled you may increase the height by another 10 foot. In combat the Scinnlæca gains a +1 to hit and Damage and an additional -1 [+1] to his AC representing the advantage gained by flight in Combat.

Funeral Pyre: Anything the Scinnlæca touches has a 3 in 6 chance of bursting into flames, even usually non-flammable things. To ignite a living thing the Scinnlæca must first roll to hit. The ethereal flame burns for 1d6 damage per round and can't be put out, but stops when the Scinnlæca's possession of the phantom ends. For each additional time this power is rolled you may increase either the chance of ignition by +1 or the damage by 1d6.

Skeletal Skin: The phantom encases the Scinnlæca in bone giving him an Armour Class of 5 [14]. For each additional time this power is rolled you may increase the AC by -1 [+1].

Grave Bound: The Scinnlæca commands a phantom from the underworld who drags the victim into the ground up to the waist and holds them firm. They may defend themselves (at -2 to hit and +2 [-2] to their AC), but may not move until released or the phantom has gone. For each additional time this power is rolled you may hold one more enemy.

Shining Shade: The Scinnlæca becomes a shade so bright that his enemies, and anyone not wearing an amulet made from a virgin's finger bone, are dazzled by the light and attack at -1 to hit. For each additional time this power is rolled increase the penalty by another -1.

Death's Touch: The phantom allows the Scinnlæca to drain his victim's life force with a touch (roll to hit+1). Each touch drains 1 points from the victim's Constitution or HD and restores, or adds 1 HP to the Phantom's total. The loss of Con/HD is permanent and if it is reduced by more than 6 points in one combat the victim must make a ST or slump into unconsciousness. If reduced to zero they die. For each additional time this power is rolled either the number of Con/HD points drained, or HPs gained, may be increased by 1 point.

WICCE CRÆFT

Traditionally wildling witch women learn their craft slowly and carefully under the tutelage of their tribe's wise crone, but having fled their tribe the young Rædwald Wicce must take a dangerous shortcut and learn her craft from a foul-spawn familiar.

Familiars

Familiars always take the form of a small animal, normally animals associated with death, the night, or carrion such as crows, ravens, rats, black cats, owls, lizards, and snakes.

Familiar's are not of our world and no one knows where they hail from, or what they want. What is known is that they come and go

as they please often appearing as if from out of thin air. Their animal form can be destroyed, but they always reappear the very next night-fall. Those that are foolish enough to destroy a Wicce's familiar tend to die soon afterwards, the victims of grisly and horrific accidents.

Familiars communicate with their Wicce using imagery projected directly into Wicce's mind's eye, but only seem interested in doing so when teaching the Wicce elements of the craft.

Learning the Craft

A Wicce character may learn as many or as few elements of the craft as their player wishes, and may learn them whenever the player wishes, including at character generation. Learning new elements of craft after character generation requires the character to have a free day of 'in game' time to be taught the new element of craft.

There is always a price to be paid for knowledge of the craft. For each element of craft a Wicce is taught by their familiar they sacrifice a part of their spirit. This is represented by a permanent loss of Attributes or HP's given to the familiar who takes it by feeding from the Wicce in many weird and repugnant ways. The price also causes the Wicce to age by a year.

Each time a Wicce chooses to learn an Element of craft (including at chargen) the Referee rolls 1d6. . .

1d6 Roll	Affected Attribute
1	Strength
2	Wisdom
3	Constitution
4	Wisdom
5	Dexterity
6	Hit Points

. . . and permanently deducts 1 point from the indicated attribute as well as aging a year. If the indicated Attribute is already at 1 the Referee should roll again, or choose an attribute above 1. If all the attributes are reduced to 1 the Wicce must start sacrificing her Intelligence to gain new craft. When that drops below 9 the character is no longer viable and becomes an NPC, a mad old hag.

Elements of the Craft

1: Nine Herb Charm

The Nine Herb Charm can heal any and all ills. It can heal wounds, cure disease, break charms, or spells placed upon the victim, and negate the effects of poison. It can cure any illness natural or unnatural, but each Wicce can only use its power nine times. To learn this craft the Wicce must pay the price, and lose one attribute point and age a year. She must also pay this price each of the nine times she uses its power.

2: The Green Candle

The familiar teaches the Wicce to heal mundane wounds with the use of a green candle and an incantation. The Wicce must light a green candle and chant the charm over whoever is wounded.

- At 1st level 1d6+Int bonus worth of HPs can be healed.
- At 2nd level 2d6+Int bonus worth of HPs can be healed.
- At 3rd level 3d6+Int bonus worth of HPs can be healed.

The number of HPs healed is also the number of hours the Wicce must chant and the candle must burn.

3: Curses

By air, by stone, by water, by fire the Wicce calls a curse down upon her foe. There are three types of curse and each must be learnt in order, from weakest to strongest, and the price paid each time. The victim of a curse is allowed a Saving Throw to resist its affects; if that fails they will have to find another Wicce to break the curse.

The Wearisome Curse

This is the mildest form of curse and is designed to confound, humiliate and frustrate your enemy. For example someone could be cursed to 'always speak his mind, and never mind what he speaks' as a way to get that enemy in trouble or perhaps curse an arrogant warrior to 'bleat like a lamb' every time he tries to boast of his prowess, or curse a vain queen to grow a beard.

The Destructive Curse

This is a much more direct and dangerous curse designed to destroy the victim's status, power, and wealth. For example curses that cause cattle to die, or crops to fail will have dire consequences causing material loss for their owners and possibly famine for the communities that rely on them. Cursing a Thegn's or a Lord's luck may mean he loses battles until his men abandon him. A poet could be cursed to become tongue tied and thus his reputation and livelihood would be destroyed. A noble woman could be cursed to wantonness and thus her status would suffer.

The Malign Curse

The most potent and evil of the curses these curses cause enemies to suffer slow and wasting deaths, cause victims, even entire households, or communities to suffer infertility, or warriors to slay loved ones in a murderous rage.

Curse Durations

Curses are not instant, but run their course over a period of time. How long a curse lasts or takes to work depends on the Wicce's level and the type of curse. Wearisome curses last one day plus the Wicce's level + Int bonus. Destructive curses last for, or take affect after, 1d3

days. The Wicce's level Int bonus in days may be added or deducted depending on whether they want their victim to suffer, or the curse to take affect quickly. Malign Curses work the same way, but in weeks. The nature and wording of the curse is entirely up to the Wicce's player to determine, and for the Referee to interpret, and implement in game.

4: Scrying

The Wicce fills her bowl with water, preferably water from a sacred source such as a lake, and uses it to see visions. There are two types of scrying both are separate skills and require the price be paid to learn them.

Seer Scrying

This is a type of divination and allows the Wicce to see visions of what may be, and what may come to pass. This may only be attempted once per week of game time, or once per adventure.

The Wicce's player informs the Referee what they're trying to find out. This should be in relation to a particular task or problem within the current adventure and any action they were planning to take. The Referee then describes three possible futures: one good, one neutral, one bad. These visions should contain enough clues to allow the players to pursue the positive outcome, try and avoid the negative one, and take the chance to settle for the neutral outcome when they see it.

For example . . .

The players' characters have been ordered to slay their Thegn's wife, who is cuckolding him with a rival Thegn. The players send her a false message inviting her to what she thinks will be a romantic tryst, but will really be the scene of her murder. The Wolfpack's Wicce looks into her scrying bowl to get a sense of what might happen and the Referee describes three possible outcomes.

In the worst outcome he describes them slaying the Thegn's wife but being seen by her serving maid, who they didn't know was there. The maid escapes and reports them to their Thegn who then will have to turn against them. After all he wouldn't want anyone to know he ordered his wife's killing when he could blame it on outlaw scum.

In the neutral outcome they find the maid's hiding place and slay her as well as the Thegn's adulterous wife. The mission is successful.

In the final, and best, outcome they slay the Thegn's wanton wife and somehow arrange for the maid who witnesses it to believe it was the rival Thegn who committed the atrocity, thus earning them even more favour from their own Thegn.

Of course these are just three possible outcomes and nothing is guaranteed to play out exactly as the Referee described the visions. It is now down to how the players handle things and the action, but it has given them information they didn't have before (that the maid

will be hiding nearby) and a hint from the Referee for a way to make things go even smoother (frame the other Thegn). However there should still always be chance for things to go wrong somewhere along the way.

Fetch Scrying

This allows the Wicce to spy on someone from afar. She stares into the scrying bowl and sends her fetch, her spirit double, into the otherworld reflected in the waters of the bowl. The fetch is then free to travel the mirror world and see what is happening somewhere else and the Wicce sees and hears everything her fetch does. There is no limit on distance, but the Wicce must have been to the place or know the person she wishes to spy on.

5: Potions

The familiar teaches the Wicce to brew potions in her cauldron. Each application of a potion takes one full day of preparation. Potion craft is similar to poison and venom craft, but not quite as potent. Each potion is a separate skill for which the price must be paid. There is no order in which they must be learned but some of the potions require the price be paid for each level of potency. Potions must be drunk, but they can also be applied to arrows and one application will coat three arrows. However, there is a very strong Hex on that practice and the arrows must only be used by a wildling warrior, lest the Wicce be cursed and abandoned by her Familiar.

Sleeping Draft

This potion will put anyone who drinks it into a deathlike, dreamless slumber from which only an application of the nine herb charm can wake the victim before it runs its natural course. While they sleep the victim is magically sustained and requires no sustenance and does not age.

There are different strengths of sleeping draft and the Wicce must pay the price to learn each of them, and like poisons and venoms, they must be learnt in order of potency. The order of potency is: turns, hours, days, weeks, months, years, decades, and centuries. The Wicce's player may choose from any potency she knows for each application brewed and then rolls $1d3 + \text{level} + \text{int}$ bonuses to determine the actual number of days, weeks, etc. the potion will put someone to sleep for.

The Mead of Beli-Mawr

Beli-Mawr is the Wildling god of war and his mead sends anyone who drinks it into a fighting rage that lasts $1d3 + \text{the Wicce's level} + \text{Int}$ bonus in combat rounds. During this time they attack at +2 to hit and Damage and ignore all wounds, allowing them to fight on even if they are reduced to 0 hit points or lower. Whilst in the fighting rage the victim will attack anyone and everyone indiscriminately and will not even recognise his loved ones and friends.

The Coward's Cup

Anyone who drinks this potion will be overcome with debilitating fear and will run from battle, or cower in a corner, unable to fight unable to face anyone, or anything. They will be literally scared of everything. The effects last until either the combat is over, or if taken in a non-combat situation for $1d3 + \text{level} + \text{int}$ bonus turns. This potion can destroy a warrior's reputation and status.

Hag Sight

This potion causes blindness for $1d3 + \text{lvl} + \text{Int}$ bonus turns. Anyone affected is at -4 to any roll they might make.

Wicce's Brew

This concoction causes the victim to suffer wild and confusing hallucinations that renders them all but incapable of performing any action other than raving incoherently and trying to catch hold of the strange things they are seeing. The affects last for $1d3 + \text{lvl} + \text{Int}$ bonus turns hours.

Branwen's Brew

Branwen is the Wildling goddess of love and anyone who drinks one of these potions will fall madly, passionately, and very often tragically in love with the next person they see.

Rhiannon's Blessing, Rhiannon's Curse

So called because whoever drinks this potion forgets everything they know which is a magic associated with the Wildling goddess Rhiannon and forgetfulness can be a blessing or a curse. This potion can be made in three potencies, each of which must be learned in order and the price paid. The three potencies are $1d3 + \text{lvl} + \text{Int}$ bonus of forgetfulness that lasts; hours, days, or years.

6: Poisons

The creation of poison is the simplest of the Wicce's craft, but no less deadly. There are three types of poison a Wicce can brew. These must be learnt in order and a price paid for each. They must be ingested to take affect and the victim is allowed a ST but this is modified by the Wicce's level and Int bonus.

Spider's Spite

A non-lethal poison that paralyses the victim for 1d3 hours, but otherwise causes no harm.

Wicce Kiss

A noxious brew that lays the victim low with a violent flux for 1d3 days and causes 1d6+ the Wicce's lvl and Int bonus in damage. If this reduces the victim to 0 HPs or less, they don't die. Instead they are merely permanently weakened and lose 1 point of Str and Con.

Dragon's Blood

A lethal poison. If the Victim fails their ST they die a slow and agonising death.

7: Venoms

Venoms use the same principles as poisons, but they are brewed in a concoction that takes effect when the toxins enter the bloodstream via a blade, arrowhead, spear point, etc. Once applied to the weapon the venom is stable for 1d3 hours plus the Wicce's level and Int bonus. Once combat begins they will be stable for 1d3 rounds plus the Wicce's level and int. These venoms can only affect each victim once. Whoever is using the envenomed weapon must score a hit on their enemy. As well as the weapon's damage each venom has its own effect. Like the poisons these crafts must be learnt in order and the price paid for each.

Spider's Bite

Causes paralysis if the victim fails their ST they are paralysed for 1d3 combat rounds.

Wicce's Wound

Doubles the amount of damage caused by a weapon.

Dragon's Fire

Kills the victim in 1d3 combat rounds if they fail their ST.

8: The Mommet and the Thorn

This craft involves using a Mommet, a wax effigy, and a thorn so the Wicce can torment and harm her enemies from a safe distance. To use this magic the Wicce must have a personal item or keepsake of the intended victim attached to her Mommet. There are four levels of Thorn harm and each is a separate craft. They must be learnt in order and the price paid for each.

Sting of Thorn

The Wicce pricks the Mommet with the thorn using light shallow jabs. These normally make the victim scream out loud, jump, drop things, spasm and the like. The effect is instant and the Wicce can toy with her victim for as long as she wishes without causing any real harm.

Pinned by Thorn

The Wicce drives the Thorn into a particular body part and leaves it there. The body part pierced is wracked with pain and the area effected is useless. For example a Thorn in the mouth stops them talking, in the spine will pin them to the ground, put a thorn in the Mommet's hand and the victim loses the use of that hand. At 1st level the duration is in combat rounds, at 2nd level, turns, at 3rd hours all determined with a roll of 1d3+lvl+Int bonus.

Wound of Thorn

The Wicce drives the thorn into the Mommet's stomach and wounds the victim. The damage is 1 plus the Wicce's level+Int bonus per stab. One stab may be made each round, but after the first attack the victim is allowed a ST against each attack.

Murderous Thorn

The Wicce drives the Thorn into the Mommet's heart; if the victim fails their ST they die.

Amulet Craft

The Wicce can make amulets to protect herself, her allies, or her patrons from the harmful aspects of Wicce craft. Amulets can be made that protect against the three types of Curse, Fetch Scrying, the seven potions, the three poisons and three venoms, and the four types of Thorn Magic. Amulets may also be made that protect against an Ælf-cynn's Glamour, and a Scinnlæca's Call of Fear, or Call of Kinship.

Instead of paying the price for each skill the Wicce pay the price once to learn Amulet Craft and may make any of the above amulets, but also pays the price for each individual Amulet made.

CHAPTER 7: RÆDWALD GEAR

The greatest measure of wealth in RÆDWALD is the land a king controls, and the bounty that land produces in the form of cattle, crops, timber, mines, warriors, and other such commodities. Other items of great value are finely crafted works of art such as glassware, objects made from or inlaid with silver, and a particular favourite of royalty: gold jewelry and ornaments inlaid with garnets. Of course on a day-to-day basis most of business is conducted in coinage or barter.

Only a king may order coins struck, and the penalty for a forger is to have his hands hacked off. As there are many kingdoms in RÆDWALD, there is various coinage to match both from the reigning kings, and past kings, but on the whole most keep to the same standard. The currency is based on the Seolfor Pund, the pound of silver usually in the form of an ingot. Pounds are used for large expenses such as paying off raiders, ransoms, commissioning buildings, paying armies, or expensive items like mail armour or a trained falcon. A pound of silver in modern terms would be worth about \$7,000. Of course pounds of silver are not only heavy and cumbersome, they are impractical for day-to-day use so smaller coinage is the norm of which there are four types: Scillingas (Shillings), Seolfor Peningas (Silver Pennies), Healfpening Stycce (Halfpenny Pieces), and Feorðungas (Farthings).

Currency Breakdown

1 Seolfor Pund (P) = 50 Scillingas (Sc) = 250 Seolfor Peningas (Sp) = 500 Healfpening Stycce (Hs) = 1,000 Feorðungas (F).

1 Scillingas = 5 Seolfor Peningas = 10 Healfpening Stycce = 20 Feorðungas.

1 Seolfor Peningas = 2 Healfpening Stycce = 4 Feorðungas.

1 Healfpening Stycce = 2 Feorðungas.

The Scillingas and Seolfor Peningas are coins in their own right, but the Healfpening Stycce, as the name halfpenny piece implies, is a silver penny that has been cut in half and a Feorðung is made by cutting a silver penny into quarters.

Resources and Mundane Equipment

Rædwald campaigns don't focus on resource management in the way that a dungeon delve or wilderness campaign might. As Rædwald adventures are more like military missions, assigned by the party's patron, assume he will provide any additional gear and equipment needed for the mission. Neither do characters need to worry about food or lodgings, that is part of the lords responsibility to his men. However, most missions will normally only need the Characters to use their cunning and their blades.

The technological level in RÆDWALD is the equivalent of Northern Europe before Roman conquest. Buildings are wooden, single story, and have thatched roofs, bridges are wooden, other than a battering ram there are no siege engines. Pottery and wooden cups are more common than glass, there are no glass widows. There is no concrete, stone buildings, or advanced engineering to speak of. Where the people of RÆDWALD do excel is in metallurgy, the forging of iron, and steel weapons and tools, and the more refined skills of the artisans that make exquisite jewellery.

The tables that follow detail the arms and armour available, but there are no lists of gear, or equipment, beyond what the PC's start with. Their lord will provide (or they can steal) anything they might need that might be available. If they are successful in serving their lords they will be rewarded with high status gifts of weapons, armour, jewellery, hawks, horses, perhaps even land and men. This is discussed further in the Referee's section of the rules.

THE WEAPONS OF MEN

MELEE WEAPONS

Weapon	Damage	Cost	Enc	Notes
Cnife	1d3	2 Silver Pennies	1/4	
Seax	1d3+1	5 Silver Pennies	1/2	
Wælseax	1d3+2	10 Silver Pennies	1	
Gebyrdæx	1d6-1	20 Silver Pennies	1	Min 1 dam.
Framea	See Notes	25 Silver Pennies	1	2d6 (drop highest) dam. Can be thrown.
Gár	1d6	30 Silver Pennies	1	Unsuitable for throwing. Long reach.
Gúðgár	1d6+1	35 Silver Pennies	2	2 Handed. Long reach.
Brádsweord	1d6+2	250 Shillings	1	
Brádæx	See Notes	40 Silver Pennies	2	2 Handed 2d6 (drop lowest) +3 dam. Long reach. Splits shields if shield bearer misses ST.

MISSILE WEAPONS

Weapon	Damage	Cost	Enc	Range	Notes
Framea	See Notes	25 Silver Pennies	1	90'	2d6 (drop highest) dam. Can be used in melee.
Ætgár	1d6-1	20 Silver Pennies*	1/3	120'	Min 1 dam.*Price for three.
Anga	1d6+1	40 Silver Pennies	1	60'	Reduces effectiveness of shields by +1[-1] AC or can disable shields.
Francisca	1d3+1	15 Silver Pennies	1/3	50'	Can be used in melee for 1d3 dam.
Huntnaþboga	1d3	5 silver Pennies	2	240'	Unworthy Weapon for a warrior.

Cnife: An ordinary everyday tool. More likely to be used for eating, hunting, and whittling than combat.

Seax: A large dagger designed for combat. Their distinctive shape is recognisable possessing a single sharp edge and a slight point. The hilt often made of horn or wood, or a combination.

Wælseax: The war, or literally the slaughter, seax is so large it is almost a short sword, and is often used in battle with a shield.

Gebyrdæx: A hand axe which gains its name from the 'bearded' shape of the axe head.

Framea: The Framea is a short spear with a narrow and short head designed for thrusting one handed and for throwing.

Gár: The spear is the standard weapon of the Fryd available in various lengths, normally made with an Ash shaft, and with a great variety of spearheads. Not balanced for throwing. Its long reach means a spear wielder gets a free attack on anyone with a shorter weapon, before they close, and can attack from the second rank of a shield wall or from behind an ally.

Gúðgár: A long 2-handed Spear with a long broad spearhead. Its long reach means a spear wielder gets one free attack on anyone with a shorter weapon, before they close, and can attack from the second or third rank of a shield wall or from behind an ally.

Brádsweord: The Broadsword is the mark of nobility, and the height of the Sword Smith's art. 28" to 32" inches of pattern-welded or serpent-welded steel. These swords are prized heirlooms passed down from generation to generation, and often bearing names that outlive and outshine those of the men that wield them.

Brádæx: A six-foot two-handed axe with a single broad blade. Capable of massive amounts of damage. Also able to split shields. Used by elite warriors to break the enemy shield wall. Its long reach means the wielder gets one free attack on anyone with a shorter weapon, before they close.

Ætgár: A dart or javelin, the standard light throwing spear.

Anga: This spear is light and weighted for throwing. The last foot or more of the spear is a socketed rod of iron topped with a barbed spearhead designed hook into the enemy or his shield, making it difficult to withdraw. The iron rod allows the Anga to go through a shield and still hit the enemy. It may also target the enemy's shield, in which case a successful To Hit roll only results in 2 points of damage, but the Anga lodges in the shield making it unbalanced and effectively useless. The long iron rod means it can't be hacked off the shield, and the barbs mean it can't easily be pulled out. The victim of such an attack has two choices: spend two combat rounds removing the Anga or discard the shield.

Francisca: A small axe weighted and designed for throwing at close-range. Of limited use in melee.

Huntnaþboga: The hunting bow is a fine tool for hunting deer, game, and wild fowl but only the low Fryd use them in war. Not a true weapon for a warrior.

WEAPONS OF THE ÆLFCYNN

MELEE WEAPONS

Weapon	Damage	Cost	Enc	Notes
Heort Seax	1d3	N/A	1/2	
Flintenscægloð Ságol	1d6-1	N/A	1	Min 1 damage
Stánhéafdes ÆExe	1d6-1	N/A	1	
Gáe Bulg	see note	N/A	2	damage 2d6 (keep highest) , 2 Handed

MISSILE WEAPONS

Weapon	Damage	Cost	Enc	Range	Notes
Langboga	See Notes	N/A	2	480'	Damage 2d6 (keep highest) +2 damage

The Ælfcynn do not smelt iron, or other metals and have strong taboos against using metal. They make their weapons with naturally occurring materials, but they are no less deadly in the hands of their savage warriors.

Heort Seax: A dagger made from the antler of a dominant Stag. Sharpened at one end and bound with leather at the other for a good grip.

Flintenscægloð Ságol: This flint studded club is a hefty piece of wood, carved and weighted to make a weapon perfect for breaking bones, that is studded with sharp flecks of flint to make it even more fearsome.

Stánhéafdes Æxe: A sturdy shaft of wood with a round, well weighted, stone head. The perfect weapon for crushing skulls.

Gác Bulg: The 'notched' or 'belly spear' is a huge 2-handed weapon with a fearsome serrated spearhead made from the sharpened bones of some monstrous beast. Designed so the serrated spearhead causes more damage when pulled out of the victim than going in. Its long reach means the wielder gets one free attack on anyone with a shorter weapon, before they close. Can attack from the second or third rank of a shield wall or from behind an ally.

Langboga: The longbow is the most feared of all Ælfcynn weapons. The arrowheads may only be flint, but the range, accuracy, and killing power of the man-sized, and sometimes taller longbows, is as legendary as the skill of the warriors that wield them.

WILDLING WEAPONRY

MELEE WEAPONS

Weapon	Damage	Cost	Enc	Notes
Dræfendes Cnife	1d3	3 Silver pennies	1/4	
Dirk	1d3+1	6 Silver pennies	1/2	
Shillelagh	1d6-1	1 halfpenny	1 & 1/2	
Langsweord	1d6	150 Shillings	1	
Kern Æxe	See Notes	100 Shillings	2	Damage 2d6 (keep highest) if swung - otherwise 1d6, 2 Handed. Long reach
Moglay	See Notes	200 Shillings	2 & 1/2	Damage 2d6 (keep highest) +1, 2 Handed. Long reach.

MISSILE WEAPONS

Weapon	Damage	Cost	Enc	Range	Notes
Brægboga	1d3	2 Shillings	2	320'	

Dræfendes Cnife: A Small hunter's knife with a slight curve to the blade. Good for gutting, skinning, and dressing a kill.

Dirk: A straight double-edged dagger with a blade that tapers to a sharp thrusting tip. Good for settling mead hall disagreements.

Shillelagh: A club made from hawthorn, often with a slight curve to the haft, and with a bulbous knot of wood at the head of the club hollowed out and filled with lead.

Langsweord: The long sword is the prized weapon of Wildling nobility. It has a slightly longer and thinner blade than the Brádsweord and not as robust.

Kern Æxe: A 2-handed spear, but with an axe head as well as the spear point. Its long reach means the wielder gets one free attack on anyone with a shorter weapon, before they close. Can attack from the second or third rank of a shield wall or from behind an ally. However, when used like this only does 1d6 damage.

Morglay: A mammoth 2-handed sword, rare and legendary, said to me made by the race of giants. Its long reach means the wielder gets one free attack on anyone with a shorter weapon, before they close. Brægboga: Named the Brægboga, the deceitful bow, by the Eorðwerod because it is small and looks feeble, but the drugged arrows cause mayhem.

WEAPONS OF THE DWEORGAS

MELEE WEAPONS

Weapon	Damage	Cost	Enc	Notes
Dracantóð Seax	1d3	50 Shillings	1/5	-1 To Hit and damage for non-dwarves. Reduces effectiveness of Mail or Scale by +1 [-1].
Dracanclifer Sweord	1d6	300 Shillings	1/2	-1 To Hit and damage for non-dwarves. Reduces effectiveness of Shields by +2 [-2].
Dracanfeðerbære Æxe	1d6+2	350 Shillings	1 1/2	2 Handed. -2 To Hit and Damage for non-dwarves. Can target shield.

MISSILE WEAPONS

Weapon	Damage	Cost	Enc	Range	Notes
Stánweorpere	1d6+4	N/A	4	200'	
Torfung Stán	1d6	N/A	1	30'	If thrown
Dracanfýr	1d6*	N/A	1/2	40'	*Damage is per person hit, per round.

In Dweorgas culture the Dragon is revered and worshipped and draconic imagery informs all elements of their culture from architecture to eating utensils. Nowhere is this more evident than in the style and look of their arms and armour.

Dracantóð Seax: The Dragon tooth dagger is broad at the hilt end and tapers from the hilt into a sharp piercing point and resembles a tooth. Strapped on at the wrist and held in a fist like grip by the horizontal hilt designed to punch through the links of mail or scale armour.

Dracanlifer Sweord: The Dragon claw sword is a short sword shaped like a claw. The sharp angled bend in the final third of the blade makes it ideal for stabbing around, under, and over an enemy shield.

Dracanfeðerbære Æxe: The Dragon winged axe has twin bearded axe blades mounted at thirty-five degrees apart. It can hook an enemy's shield and rip it out of the way. A warrior using the axe this way rolls to hit as normal, if he hits instead of rolling for damage his target has to make a Saving Throw. If they fail the shield is hooked away and ripped from their grip.

Stánweorpere: The stone pelter is a cumbersome mechanical weapon resembling a crossbow that hurls heavy round stone balls. It is so heavy that it must rest on a supporting stick prodded into the ground. Torfung Stán: The stones used in the stone pelter are heavy, rounded, fist sized stones. Can also be thrown by strong warriors, at close-range, to deadly effect.

Dracanfyr: Dragon fire is a sticky liquid that when ignited clings to any surface and will burn even on water. Its flames cannot be doused but their fire burns fiercely but briefly. The ingredients of dragon fire are one of the most fiercely held secrets of the Dweorgas. It is thought that they somehow extract the fire from the live dragons. Dragons whose flames they also use to heat their smithy's furnaces. Of course, no one really knows as no man sets foot in the underground kingdoms of the Dweorgas and lives to tell the tale and no Dweorg, even a disgraced one, shares their secrets.

ARMOR

Leðeren Cæppe: A tight-fitting leather skullcap with a thick band of leather around the rim and another that crosses the crown.

Irenhelm: A simple round or conical helmet, some have crests, some have nasal guards, but most are simple pot helmets.

Wighelm: A war helm, often ornate, with cheek, face, and neck guards, and a crest that is both decorative and protective.

Beraferðe: Bear hide, favoured by the Wildlings of the north, so thick it provides some protection against weapons.

Watel Scield: A light skirmisher's shield made of flexible young greenwood woven together and bound with hides.

Plegscield: A smaller version of the standard shield.

Scield: The standard round shield made of linden boards, covered with leather, rimmed with iron and with a central iron boss.

Dracanscealu Scield: The Dweorgas dragon scale shield is made of light steel and is a scale, or kite shape that covers most of the body.

Déorhýd: Worked deer hide or buckskin trousers and shirt.

Leðeren Serc: A protective leather jerkin.

Leðeren Scæglod Serc: Same as the leather jerkin but with metal studs for extra protection.

Lamellar Serc: A leather jerkin that has rows of horn plates (lames) attached for extra protection.

Beaduscrúd: A coat of mail armour made with interlinking steel rings.

Dracanscealu Serc: A full suit of armour; cunningly designed by the Dweorgas to resemble the scales of a dragon's hide.

ARMOR

Armour	AC/AC –[+]	Cost	Enc	Notes
Unarmoured	9[10]	-	0	Normal clothes.
Leðeren Cæppe	-1[+1]	10 Silver Pennies	1/2	
Irenhelm	-2[+2]	50 Shillings	1	
Wighelm	-3[+3]	100 Shillings	2	
Watel Scield	-1[+1]	5 Silver Pennies	0	
Plegscield	-2[+2]	10 Shillings	1	
Scield	-3[+3]	25 Shillings	2	
Dracanscealu Scield	-4[+4]	100 Shillings	3	Dweorgas.
Déorhýd	-1[+1]	N/A	0	Ælfcynn.
Beraferðe	-2[+2]	50 Shillings	2	Wildling.
Leðeren Serc	-3[+3]	75 Shillings	1	
Leðeren Scæglod Serc	-4[+4]	100 Shillings	2	
Lamellar Serc	-5[+5]	150 Shillings	3	Ælfcynn.
Beaduscrúd	-6[+6]	200 Shillings	4	
Dracanscealu Serc	-7[+7]	1 ½ pds of Silver	5	Dweorgas.

CHAPTER 8: REFEREE'S GUIDE TO RÆDWALD

RÆDWALD is an Early Medieval (Dark Ages) setting. Chain armour and the sword are the height of military technology and fortifications, or Burg's as they are known in RÆDWALD, are ditch and mound hill forts with a wooden palisade rather than stone built castles. Houses are wooden longhouses, wattle and daub roundhouses, or crofter's houses made of low drystone walls topped with turf or peat.

Transport is largely by foot or oxen driven cart. The horses of RÆDWALD are a breed of shaggy ponies, more hardy than speedy. Only noble's and the elite warriors ride horses, and they only ride to battle, not into battle preferring to dismount to fight.

Population and army size are, by modern standards and even medieval standards, low. A Hám, or village, will have a population of 150 on average, a Tún, or town, 500-1,000 and the settings only city has a population somewhere around the 5,000 mark. Mostly the land is divided into manor's and farms owned by kings and worked by their subjects.

In such a stinging even a wolfpack, of just 4-6 can be a threat to a community and a war band of 30 men can do serious damage to an unprepared kingdom. Most kings can field an army of 300 men and the most powerful king can muster a 2,000 strong army if he can gather all his allies and under kings.

Kingship is often shared and isn't hereditary, rather the ealdormen, and the most powerful families choose their leader. In shared kingship, often an older king rules half the kingdom and a younger, likely successor, rules the other half under his guidance.

Kings in RÆDWALD are rarely based in a central court, instead they travel their kingdom, from Hám to Hám, Tún to Tún, collecting their dues as they go, the whole court moving with them.

RÆDWALD Society

Cynning (King): Military leader, high judge, and high priest.

Cwén (Queen): The king's wife and consort.

Cwén /Cwéne (Princess or Princesses): king's daughter or daughters

Æðeling/Æðelingas (Prince or Princes): The king's son or sons.

Thyle (Sage): King's Advisor.

Scop (poet): Court Poet.

Hearthweru (Hearth Warrior): The king's personal household troops. Elite bodyguards. Normally selected from family members.

Gesiths (Royal Warriors): Ealdormen of the king's own warband. They also control Scíra, shires, on the king's behalf.

Eolderman (Earls): The rulling class, they control Hundreds, an adminastrative parcel of land within shires made up of a hundred Hides.

Heah-Gerefa (High Reeve): A headman, a mayor, and sheriff. They run villages, or towns for Eolderman.

Gerefa (Reeves): Officals (deputies) working under the Heah-Gerefa.

Hlaford (lord): Head of a household or manor. A military man of land, foreruner of the knight, may also be as a general honoriffic applied to anyone from Thegn and upward. It litlearly means a lord that gives loaves, a reminder that lordship has its responsibilities as well as its privelages.

Thegn (Soldier): A man in military service to the king. The main fighting force, the strength of the sheild wall.

Ceorl (Peasant): A freeman, farmers, traders and craftsmen in times of peace who serve as the Fryd in times of war.

Þræl (slave): Captured in war, or sold into slavery for debt or crime, but still has certain rights and the protection of law.

Útlaga/ Wulfshéafod (Outlaw and Wolfshead): The lowest of the low, outside the law, with no rights or legal protection. The Kingdoms of RÆDWALD

THE KINGDOMS OF RÆDWALD

WESTLUND SEAXE

Ruler: Cyneric son of Cedric

Banner: A gold dragon on a black background.

Westlund Seaxe is geographically the largest, the most heavily populated, militarily the most powerful, politically and culturally the most influential, and financially the wealthiest of all the kingdoms of Rædwald. Wedged between the Dwarven Mountains and the road to Frisca, Westlund makes a fortune controlling the trade between Rædwald, the dwarves, and the Kingdom of Frisca. Its rich farmland is another asset as is its powerful army. Its military might not only protects it, is an aggressive force able to raid and loot enemy kingdoms, or serve as enough of a threat to garner tribute from those kingdoms that lack the means, or will, to fight back.

Westlund Seaxe also boasts Rædwald's only city and several of its largest towns and the most impressive and powerful royal court.

Games set in Westlund Seaxe have a lot of scope, as there are many opportunities, both politica,l and military, not to mention the presence of dwarves and dragons in the western mountains, and

the constant spying, reconnaissance, and raiding into neighbouring kingdoms.

SOUTHLUND SEAXE

Ruler: Offa son of Eomaner.

Banner: A red Eagle on a white background.

Southlund Seaxe is a long thin stretch of land. It borders Westlund Seaxe, Wulfingas, and Eastlund Seaxe on its north border. On its southern border there is Wildling and outlaw infested marshland. The east corner of the kingdom touches the great forest, and the south-west territory is the access to the trade road with the Kingdom of Frisca, which is why it has become a vassal to its more powerful neighbour Westlund Seaxe who has placed a puppet king on the throne. The real king, the youthful Wybert and his loyal followers are in hiding in the marshlands trying to raise a rebel force, but between outlaws, Wildlings, and the power of his Westlund neighbours his situation looks grim.

Games set in Southlund Seaxe are based around fighting the occupation, or suppressing the rebellion, outlaw attacks on the trade route, or wildling raids.

EASTLUND SEAXE

Ruler: Beornheard

Banner: A black raven on a blood red background.

With the wild forest on its borders and extensive woodland lumber and charcoal is Eastlund Seaxe's main trade, but since his marriage to a wildling princess the new king has become obsessed with the supernatural and the elves of the wild forest.

Adventures in Eastland Seaxe are influenced by magic, monsters, and myth.

WESTLUND JUTE

Ruler: Cena and Ethelstan.

Banner: White Horse on a black background.

Cena and Ethelstan, the two kings of Westland Jute, are under siege. There are wildlings from the northern highlands, mountain men in the west, their ancestral enemies the Geats on their eastern border, and the Middle Seaxe to the south all looking to expand in to Jutish lands. However, Cena and Ethelstan hate each other and although open conflict would be suicidal for the kingdom, they constantly intrigue against each other.

Games set in Westlund Jute will involve defensive campaigns, shifting alliances, and factional intrigue.

GEATLUND

Ruler: Beorn.

Banner: Rearing Bear

The warlike Geats, much like the land they inhabit, are wild and untamed in many ways their loose alliance of tribes, commanded in battle by the warlord Unfrith, are closer to their Wildling neighbours than they are the other kingdoms in Rædwald. So much so they have no qualms about allying themselves with Wildling tribes, or raiding the neighbouring kingdoms of the Middle Seaxe, Middle Angland, or the Eastland Seaxe. Of course, every Geat warlord knows that it doesn't hurt to play the Wildling tribes against one another either. Their greatest and most hated enemy though are the Jutes, whose land the Geats claim is theirs by right

Games set in Geatlund will be centred on intertribal alliances, warfare, raiding, and campaigns of annihilation against the Jutes.

MIDDLE SEAXE

Ruler: Sigward.

Banner: Silver Boar on a black background.

Sigward is nominally an ally of the Westlund Seaxe, but in reality, he is more like a client king paying ever-increasing tribute to Cyneric and using his own warbands to fight campaigns that are beneficial to Westlund but increasingly ruinous for Sigward and his people. Overtly there is little Sigward can do, a refusal to send tribute or spears would most likely result in an invasion by his Westlund 'ally'. All Sigurd can do is bide his time and work covertly against the Westlund king.

Games set in Middle Seaxe will mainly revolve around covert attempts to weaken the Westlund king's iron grip on the kingdom.

MIDDLE ANGLAND

Ruler: Queen Gisa

Banner: Red fox on a green background

Gisa was little more than a maiden when she was given to the grizzled greybeard Ealdræd in marriage. Within a year of the wedding day Ealdræd was in his burial mound and Gisa was with child, luckily for her it was a boy, the Athling Eadmaer.

Now she is under siege from a legion of Ealdormen, and Thegns seeking her hand in marriage, all relatives of Ealdræd, all with a claim to the throne, and all claiming only they are strong enough to ensure sure the Atheling lives to become king. Adding to Gisa's woes are the noble suitors arriving from other kingdoms, all hoping to win a young queen's heart and more importantly her kingdom. Unluckily for them Gisa is wise, cunning, ruthless, and determined that no one but her beloved son, Eadmaer will ever sit upon the throne of Angland.

Games set in Angland will revolve around courtly intrigue, as Gisa pits the suitors against one another and attempts to hold on to power until her son comes of age.

WULFINGAS

Rulers: Beorhtwulf (43 yrs), Rædwulf (37 yrs), Hrothwulf (35 yrs), Aethelwulf (25 yrs), Oswulf (24 yrs) Eadwulf (17 yrs).

Banners: Various wolf banners.

King Wulfric ruled his kingdom with fear and brute force, and raised six quarrelsome sons who he kept from turning on him by playing them off against each other. It is rumoured that on his deathbed, surrounded by his sons, when asked who would inherit the kingdom he said only 'the best of you' and died with a smile on his lips. Now the six brothers are set on tearing one another, and the kingdom apart in a bloody six-way civil war while the land hungry King of Westlund Seaxe watches with interest.

Games set in the Wulfingas will revolve around the bitter struggle of the six would be wolf kings.

CHAPTER 9: PLAYING THE GAME

TIME

Often the passage of time is handled in an abstract way. The Referee rules that an hour, a day, week, month, or even longer passes in the life of the wolfpack, but two important time measurements merit a quick explanation. These are the "turn" and the "combat round." A turn represents ten minutes, and a combat round represents 1-minute. Turns are used as a measurement of time when issues such as the duration of a magical effect needs to be defined, or an issue of movement outside combat needs to be resolved. Rounds are used to measure the passage of time in combat.

MOVEMENT

Base movement rate is calculated, on the table below, in tens of feet per combat round.

MOVEMENT RATE

Encumbrance	Movement Rate
1 - 3	12
4 - 6	9
7 - 9	6
10	3
10+	1

MOVEMENT RATE ADJUSTMENTS

Movement Type	Adjustment
Careful	Half of Average Rate
Normal	Average Rate
Running	Double Average Rate

ENCOUNTERS

Whether an encounter is randomly determined or planned by the Referee he can decide where the enemy is located, or he can randomize the starting location of any enemy force encountered. This can be done by rolling 2d6 and multiplying the result by ten to find the distance from the enemy in feet. Then to find a rough direction roll 1d8 with points on the compass represented with 1 for Due North counting round the compass to 8 as North-West.

Either way once the relative location of the two opposing forces is known, then unless surprise isn't an issue – because for example the use of magic or the Referee deems that the players proposed ambush plan is so good it's a certainty – the Referee checks to see if either side is surprised. Surprise is checked by rolling 1d6 for each side, with a six resulting in gaining surprise. The Referee may add modifiers such as +1 if the one side has been tracking the other, or -1 if one side is making a lot of noise, etc.

If both sides have surprise (having rolled 6 or over) neither gets the drop on the other and neither acts in the first round and initiative is rolled as normal.

If one side has surprise over the other, they may move and attack and the other side can't act and they also have the initiative (see below). If neither side has surprise then initiative is rolled to determine who acts first.

INITIATIVE

At the beginning of combat each side rolls initiative on a d6 and the high roll wins the initiative. In the event of a tie reroll until one side has the initiative.

COMBAT SEQUENCE

Combat occurs in this sequence . . .

1. Initiative winning skirmishers may take half move and attack, or aim and attack, or take a full move.
2. Initiative losing skirmishers may take half move and attack, or attack, or take a full move.
3. Initiative winning wizards may either move, attack, cast, or start to cast a spell.
4. Initiative losing wizards may either move, attack, cast or start to cast a spell.
5. Instantaneous spells, or spells started in the previous round take effect (initiative winners' first, then initiative losers).
6. Initiative winning warriors may move and attack.
7. Initiative losing warriors attack.
8. Initiative winning skirmishers may take remaining moves and any remaining attacks.
9. Initiative losing skirmishers may take remaining moves and any remaining attacks.
10. Initiative losing warriors may move.

No one engaged in melee can make a full move, they may make a fighting withdrawal moving only half their movement, but to break free and retreat they must brave a free attack, without reply, at +1 to hit.

The sequence continues until one side takes a casualty. At which point Initiative is rerolled with a -1 modifier against the side that took the casualty. Enemy NPC's or monsters must also make a morale check if their side was the first to take a casualty. Players never need to check morale, but if they took the first casualty and have NPC's fighting for them, their NPC's must check moral.

Unless one side breaks and runs or surrenders the combat sequence then continues until one side takes 50% casualties at which stage Initiative is rerolled with those sustaining the 50% casualties suffering a -2 modifier and morale is checked again with -1 modifier. If neither side runs or surrenders at this stage the combat sequence continues again until the combat is resolved.

If the NPC's have a leader who is killed at any time then a morale check is made and initiative is rerolled with NPC's suffering -3 modifier to initiative, and a -2 modifier to morale.

The players may choose to break and run, or surrender at any time, and the Referee may decide that even though NPC's passed all morale checks an enemy that is obviously facing defeat may try to run, or beg for mercy. However, at the Referee's discretion some NPC's, such as enraged animals, berserkers, those controlled by magic, or sworn enemies, or noble Thegns whose lord has fallen will fight to the death. Morale

NPC's and monsters have a morale score between 2-12. When a morale check is called for the Referee rolls 2d6. If the referee rolls over the morale score the enemy will either break and run or surrender. If the referee rolls the morale score or under the NPC's will fight on! This means that foes with a morale of 2 (such as peasants) will normally break at the first casualty and foes with a morale of 12 (such as Herthweru) will nearly always stand.

The Referee may also apply additional modifiers for such things, as being flanked, or attacked from the rear, the arrival of fresh combatants, being led by a renowned warlord, and anything else they deem applicable.

TAKING ACTION

Outside of magic and combat most of the game takes place in an abstract narrative with the Referee describing the world, the players describing how they interact with it, and the Referee interpreting the results. If however there is a random element involved as to the outcome of disputed events then it can be resolved by basic d6 roll plus or minus the relevant Stat bonus. 1 is always a failure, 2-6 for very easy tasks, 3-6 easy, 4-6 medium difficulty, 5-6 hard tasks, 6 very hard. Direct competition such as a race, arm-wrestling, riddles, and the like are won by the highest roll of 1d6 plus or minus the relevant Stat bonus (reroll for ties).

Of course if a referee already has a preferred way to resolve such situations, such as ability checks, or the like he is free to use that.

TO HIT CHARTS

Use either Ascending AC or the Swords & Wizardry: To Hit Charts.

