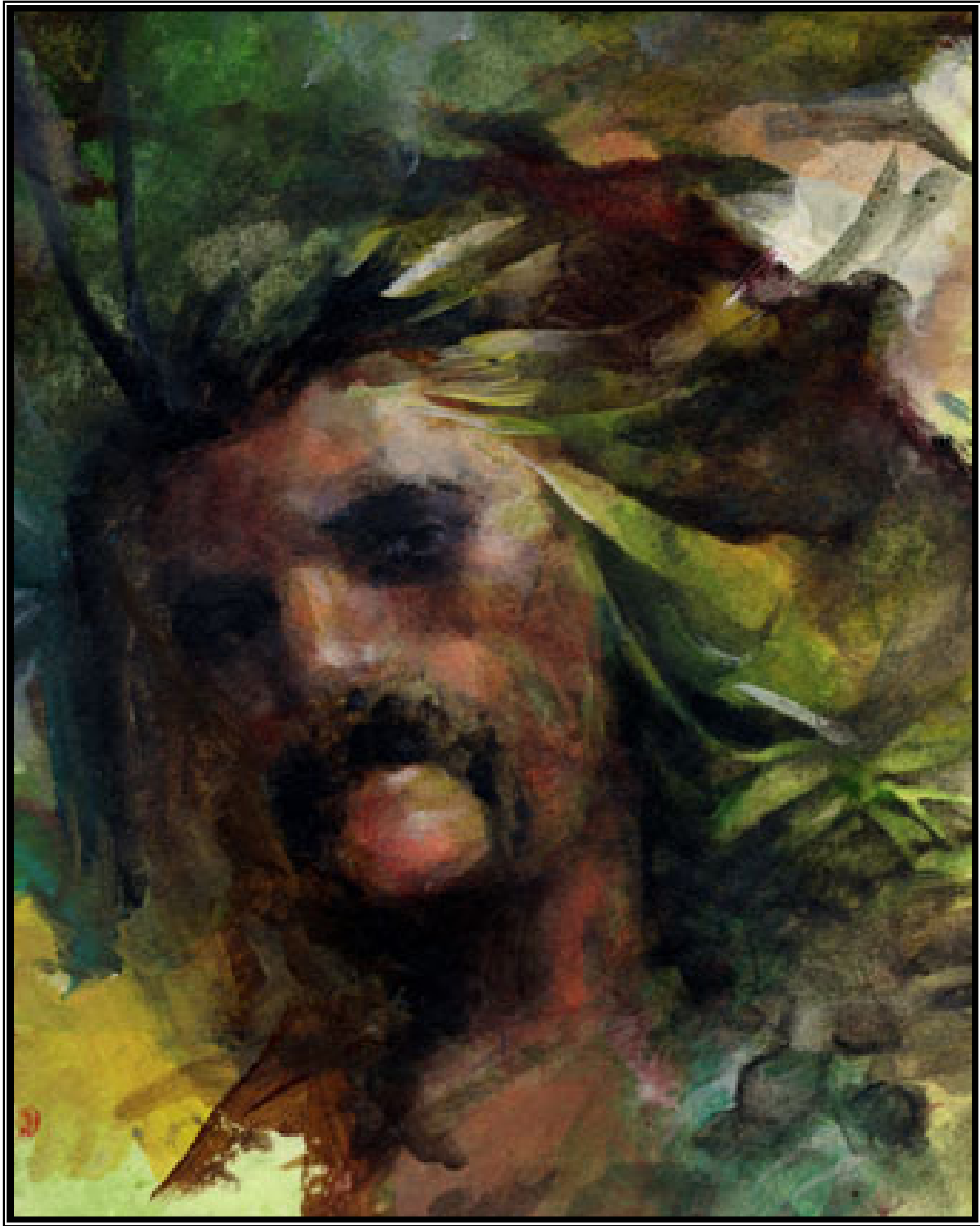


Mythic Ireland



John Briquetet

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I. The Structure of the Five Irish Kingdoms

The *High King* or Ard Ri (ARD-REE) is the single king who is able to bend the other provincial or regional monarchs to his will. He is elected from amongst the provincial kings in times of strife, and he governs from Royal Tara, the traditional seat of power. Although he does not actually rule the entire country, he does collect tribute from these “lesser” kings and presides over them at the national gatherings called feis (FESH) or oenach (AY-nock). Rather than simply maintaining a centralized government, power is dispersed between the provincial kings, the regional kings, and the local kings; thus, the game of politics is constantly played between all of them. In times of peace and plenty, there is usually no High King.

The *Provincial Kings* of Muma (MOO-ma), Lagen (LUG-in), Connachta (CONN-ach-ta), and Uladh (ULL-uh), and Mide (MEEJ-eh) are each referred to as Ri Ruirech (REE REAR-eck). Each Ri Ruirech is elected from amongst the An Ri (AWN REE), or *Tribal Chieftains*, in his province and receives tribute from them. With an average of 30 Tuatha in each province, a Ri Ruirech controls the futures of roughly 100,000 Gaels. It is not uncommon for one or more of these provincial kings to rebel against the Ard Ri, and the Kingdom of Uladh has been particularly problematic in this regard.

A Tuath (TOO-ah), of which there are approximately 150 throughout the island, is composed of 10 to 15 Derbhfine, providing an average population of 3,500 members. Each Tuath is governed by a *Tribal Chieftain* who is titled An Ri (AWN-REE); he is elected by the body of Taoiseach and exacts tribute from all Derbhfine under his control. The total land—including hunting grounds, farmland, and pastures—held by a Tuath ranges from 50 to 75 square miles.

Derbhfine (DERV-feen-ah), also called clans or septs, are extended families that are built around all of the males who can trace their lineage back to a common great-grandfather. Assume each consists of roughly 30 Fine for a total of 300 or so people. Each of these Derbhfine is under the control of a *Subchief* called a Taoiseach (TAY-shock). While the Taoiseach is usually selected from the nobility, who are referred to as Flaith (FLAH), there are exceptions. The total land—including farmland, hunting grounds, and pastures—held by a single Derbhfine is four to five square miles.

Finally, the smallest social and political unit of ancient Ireland is the Fin (FEEN; singular) or the Fine (FEEN-ah; plural). Each Fin consists of a man and his wife, some or all of their aged parents, their children, and their retainers; this means we can assume an average of ten to twelve people per hearth. Generally, a single acre of good, planted farmland can support two people; therefore, farms or tenanted plots will usually be at least ten acres in size, which includes pasture land for a milk cow or two and fields left fallow.

II. Ancient Irish Social Status and Wealth

There are really only four levels of social status in Irish tribal society: the nobility, which includes kings, chieftains, the warrior aristocracy, and druids; the non-noble Freeman with property; the non-noble Freeman

without property, or with some, but not sufficient to place them among the class next above; and the non-free people. Social status is actually rather flexible within Celtic culture, and an individual's reputation often plays a tremendous role in the respect and wealth he is given.

The starting wealth for characters of each social status is provided in *set* (a set is the equivalent value of half a cow or an iron dagger); a *cumal* is the price of a female slave. Warriors and mercenaries will generally have 50% or more of this amount invested in their adventuring gear, but others will have invested considerably less—more wealth will have been spent on a home, furnishings, etc. Remember that there is very little coinage in this setting; most transactions are conducted through barter or trade. In fact, minted coins are a rarity, and only the Royal Mint at Tara produces Irish coins—those being used primarily by the High King and the Flaith to negotiate with other nations. The common exchange rate is as follows:

1 Cumal = 3 Gold Coins = 3 Cows = 6 Sets = 12 Pigs = 72 Chickens



Non-Free Peoples (Take the *Outsider* and *Poverty* Hindrances)

This is the status of slaves and bond-servants; they have likely been taken captive during wartime and are now forced to work the land for their owners. Occasionally, a brehon will assign a punishment of a period of servitude for the commission of a crime; thus, a criminal becomes a bond-servant. They have absolutely nothing, unless it has been given to them by their owners. These individuals are permitted to wear no more than one color; however, *brehon law states that hides and furs do not count as colors*. Non-free people are expressly forbidden to bear weapons. *Starting Sets: None*

Laborers or Tenant Farmers (Take the *Poverty Hindrance*)

These people are technically free, but they own no land of their own and usually possess a few meager belongings at best. They work for the Flaith who provide them with the basic necessities of life, but little else. They are only permitted to wear one color at any time and may not bear weapons. *Starting Sets: 40*

Land-Owning Farmers, Craftsmen, Spearmen, Charioteers, Hairdressers

This is the common man in ancient Ireland. He is not of royal blood, but he is proud of the land apportioned to him by the *Taoiseach* of his *Derbhfine*. These individuals are permitted to wear clothing of no more than three colors at any time: farmers, craftsmen, and hairdressers may wear two colors; charioteers and spearmen may wear three. Members of this class are not forbidden to bear weapons, but only spearmen and charioteers generally do so because carrying a weapon opens an individual up to challenges of honor. *Starting Sets: 80*

Warriors, Filid (*Bards*), Druids, *Taoiseach*, other *Flaith* (Take the *Noble Edge*—Normal PC Status)

These are people of great status and are almost always members of the Flaith (FLAH), the Celtic royalty. As such, they are accorded more respect than common men; moreover, the ancient kings often shared wealth generously with their families, providing Flaith with greater resources than available to commoners. Members of this social status and higher will never tend to their own fields, instead directing tenant farmers to do so for them. Members of this social status may wear no more than four colors at any given time. Penalty: None. *Starting Sets: 240*

An Ri, Master *Filid* (*Ollave*), Brehons, Provincial King's Druids: (Take *Noble* and *Filthy Rich Edges*)

This status is reserved for chieftains, master filid, and the higher-ranking druids. They are always members of the Flaith; therefore, they are very powerful, highly respected, and quite wealthy. Without question, they are the "shakers and movers" of Celtic society. Each is permitted to wear no more than six colors in his clothing simultaneously: Ollave, five; An Ri, provincial kings' druids, and Brehon, six colors! *Starting Sets: 400*



Ard Ri, High King's Chief Druid; *Ri Ruirech* (*Noble and Filthy Rich*, Heroic Rank, Only Earned in Play)

This status is reserved for the provincial kings, the High King of Eriu, and the High King's chief priest—are incredibly powerful, wealthy, and respected. A person of this status may wear up to seven colors simultaneously: the *Ri Ruirech* may wear six; the High King and the Chief Druid may wear seven! No player character may attain this status, unless it is earned during the course of play. **Starting Sets: 800+**



Ancient Ireland Values

Weapons and Armor	Value	Other Items	Value
Battle-Axe, Iron	8 sets	Barrel	5 pigs
Breastplate	600 sets	Basket	2 pigs
Chariot Scythe, Iron	45 sets	Bedroll	1 pig
Cloak, Fur	20 sets	Bit and Bridle	2 sets
Club, Wood	--	Blanket, Winter	1 set
Cuirboilli (Torso and Limbs)	12 sets	Bodhran	1 set
Dagger, Iron	1 set	Bucket	1 pig
Gae Bolga (Belly Spear), Iron	60 sets	Candle	1 pig
Great-Axe, Iron	18 sets	Cart	4 sets
Great-Sword, Iron	90 sets	Chariot	30 sets
Hand-Axe, Iron (Hatchet)	2 sets	Chest	1 set
Hauberk, Mail (Cuirboilli Limbs)	200 sets	Cloak-pin brooch	5+ sets
Helmet, Iron	30 sets	Clothing, Belt	1 set
Hunting Spear, Iron	2 sets	Clothing, Boots	2 sets
Javelin, Iron	2 sets	Clothing, Cloak	1 set
Long-Sword, Iron	12 sets	Clothing, Dress	2 sets
Mattock, Wood	1 pig	Clothing, Hooded Tunic	1 set
Pole-Axe, Iron	14 sets	Clothing, Noble	x2 - x10
Scythe, Iron	2 sets	Clothing, Peasant's Outfit (no shoes)	3 chickens
Shield, Large	5 sets	Clothing, Shoes/Sandals	1 set
Shield, Small	3 sets	Clothing, Trews	1 set
Short-Sword, Iron	5 sets	Clothing, Winter	x2
Sickle, Iron	1 set	Coracle (small leather boat)	30 sets
Sling	--	Fishing Net	1 set
Slingstones (12)	1 chicken	Flask, 1 Pint	3 chickens
Staff	--	Flint and Steel	2 pigs
Tunic, Leather	4 sets	Harp	8 sets
Wood-Axe, Iron	3 sets	Horse Feed (per day)	2 chickens
Food, Drink, Lodging	Value	Horse, Riding	50 sets
Ale, Mug	1 chicken	Horse, War	80 sets
Ale, Gallon	1 pig	Ink	1 set
Banquet (per person)	1 set	Ink Quill	1 pig
Bread, Three Loaves	1 chicken	Lantern, Candle	1 pig
Cheese, Large Hunk	2 chickens	Lock, Average	20 sets
Inn Stay (per day), Good	1 set	Lockpicks	10 sets
Inn Stay (per day), Common	3 chickens	Milk cow	2 sets
Inn Stay (per day), Poor	1 chicken	Mug/Tankard, Clay	2 chickens
Mead (gallon), Common	2 pigs	Ox Cart	4 sets
Mead (mug), Fine	1 pig	Pot, Iron	5 pigs
Meals (per day), Good	2 pigs	Pouch, Belt	3 pigs
Meals (per day), Common	2 chickens	Property, Good Farmland (1 acre)	5 cumals
Meals (per day), Poor	1 chicken	Property, Mixed Woodland (1 acre)	2 cumals
Beef or Venison, Large Hunk	1 chicken	Property, Pasture Land (1 acre)	3 cumals
Rations (per day), Trail	5 Chickens	Property, Peat Bog (1 acre)	2 cumals

Other Items	Value	Other Items	Value
Property, Wasteland (1 acre)	1 cumal	Structure, Lord's Hall	50 cumals
Rope (hemp), 50'	1 set	Structure, Small House or Croft	6 cumals
Sack	2 chickens	Tent	2 sets
Saddle, Pack	1 pig	Torc, Copper	8 sets
Saddle, Riding	3 sets	Torc, Gold	200 sets
Saddlebags	2 sets	Torc, Iron	2 sets
Sheep	3 pigs	Torc, Silver	35 sets
Soap (per pound)	5 pigs	Torch	1 chicken
Stabling (per day)	1 pig	Waterskin	1 pig
Structure, Great House	15 cumals	Whetstone	2 chickens
Structure, Hovel	1 cumal	Woad Paint (1 pint)	1 pig
Structure, King's Hall	120 cumals	Wolfhound, War Trained	40 sets

III. Characters, Customs, and Traditions

Beginning Characters

All beginning characters are heroes; therefore, each must receive one or two Geasa—either one major or two minor. This increases the limit for points gained from Hindrances to six, and these additional points may be spent as usual. All other aspects of character generation are as outlined in the *Savage Worlds* rulesbook.



Brehon Laws

The laws of the Gaels are extensive and focused upon ensuring appropriate conduct by the individuals within their society. These statutes are memorized and interpreted by the Brehons, Druids trained extensively to recall and apply the appropriate laws in each situation and to levy fines against malefactors. While it is the Brehons' duty to determine the right and wrong of any case and to assign a fine, it is up to the plaintiff and the community to enforce the collection of those penalties. The Brehons are held in the highest regard and their words carry much weight, but they are expected to be unbiased in their judgments, unwavering in their devotion to justice, and incapable of being swayed to do aught but what is right. Should a Brehon prove himself to be otherwise, he will face judgment at the hands of his Brehon/Druid peers.

Champion's Portion

At many meals, especially during feasts, the greatest warrior of the Derbhfine, Tuath, Fianna, or Ri Fianna is entitled to finest portion of meat, usually drawn from the hindquarters. The champion can be challenged for this portion, however, and some challenges end in the death of one of the combatants. Any warrior who claims the Champion's Portion gains a +1 Bennie each session and +1 to his Intimidate rolls against other Celts who know of this honor for as long as he continues to maintain his claim. Naturally, only one character can claim the Champion's Portion at a time.

Honor Price and Fines

Everyone has an honor price, the value of the individual's life in trade goods, property, or coin. The value of a man's life is equal to the starting wealth for his current social status. Therefore, a Fili with starting wealth of 240 sets (40 cumals) also has an Honor Price of 240 sets. Note that a non-free person or outcast has no honor price, and a character with the Dishonored Hindrance has his only half his normal Honor Price! Honor price may be demanded by the kin of anyone **unjustly** slain or maimed, with the proceeds being divided between family members on the basis of relationship. One can also demand his honor price for any major offense against him (e.g., murder, satire, serious injury, refusal of hospitality), and a fractional value for lesser offenses (e.g., minor injury, trespass by a neighbor's animal, minor damage to property). The propriety of any claim will be determined by a Brehon, but it will ultimately be up to the injured party to collect the sum.

Other fines can be leveled against wrongdoers by the Brehons, druids specially selected to study and preserve the laws and to render judgments in legal cases. Once a fine has been determined, the injured party will lay claim to the land or belongings of the guilty party; this is done in one of two ways. 1) The injured party grazes horses or cattle on the property of the guilty party for three straight days, after which time the property will be considered to have changed hands. 2) The plaintiff applies a withe-tie, a colored ribbon provided by a Brehon, to any implement required to maintain the guilty party's livelihood—a farmer's plow, a blacksmith's anvil, a warrior's sword, etc. Until such time as the fine is paid, the withe-tie cannot be removed and the item cannot be used without loss of honor. Ultimately, should a responsible party fail to pay a fine judged against him, his kinsmen will be responsible for paying the fee.

Sometimes guilt is not easily determined; in such cases the aggrieved can attempt a fast. He shows up outside the defendant's door and states the nature of his case before a Brehon and the accused. He then refuses to

eat (drinking water is permitted) until the defendant agrees to settle the matter. As long as the plaintiff fasts, the defendant is expected to refrain from eating. Should the defendant eat before the plaintiff does, he shows himself to be guilty! Needless to say, stubborn parties are guaranteed to lose weight.

Marriage

There are seven types of marriage in ancient Ireland, but in simplest terms couples can get married for a year or a lifetime at their own discretion. Very few marriages are arranged, except at the highest levels of the Flaith, and most people will enter wedlock out of love. The father of the bride will demand a bride-price from the groom, of which up to a third will be returned to his daughter. This cost is usually equal to $\frac{1}{2}$ of the woman's Honor Price, but it may be more or less if she is particularly pretty or plain. A year marriage is considered a trial run, but the bride price must be paid and will not be refunded. There is usually no bride price demanded in a second marriage. With very few exceptions, Celts marry within their own social status.

Reputation

Reputation and personal honor are of foremost importance to the Celts. A character who acts dishonorably in minor ways should initially receive minor penalties, such as a temporary loss of Bennies and a penalty to Charisma, and he might face abuse at the hands of NPC's. If the character continues to act in this manner or if he does something blatantly dishonorable, he will earn the *Dishonored* Hindrance and be subject to all of its penalties. The only way he can remove this Hindrance is through a combination of conduct (he must remedy the situation that brought about the loss of honor) and the expenditure of $\frac{1}{2}$ of an Advance. Should he fail to rid himself of this Hindrance in a reasonable period of time (determined by the GM), it will turn into the *Outcast* Hindrance. At that point, the character will have been totally disgraced and will be driven from his



tribe; furthermore, he will be fair game for abuse by his fellow Gaels because he has no Honor Price! The only way to remove the *Outcast* Hindrance is to successfully complete some sort of epic quest and then expend a full Advance. Note: Should a character be unable or unmotivated to act honorably, his family and friends will likely assist in his demise because he brings shame to all who know him.

Honor and reputation are complicated facets of the Gaelic world, and GM's should use their best discretion when determining the mechanical and social consequences of characters' actions. The penalties for a damaged reputation are usually severe; therefore, early in their campaigns GM's should help players understand the Celt's frame of reference and the likely outcome of characters' conduct. If players still choose to have their characters act in dishonorable ways, they should face the wrath of their kinsmen and the GM.

The table below indicates some of the behaviors that Celts view as being particularly honorable or dishonorable. Any action marked with an asterisk is particularly impressive or despicable.

Honorable Behaviors	Dishonorable Behaviors
Gain Social Status	Abuse of Hospitality*
Claim the Champion's Portion*	Banished by Kin or Tribe*
Closely Related to an Honorable Person	Break a Major Geas*
Create a Masterpiece (Critical Success)	Break a Minor Geas
Defeat a Superior Foe and Take His Head	Break an Oath*
Demonstrate Great Compassion	Closely Related to a Dishonorable Person
Demonstrate Great Courage*	Demonstrate Cowardice*
Demonstrate Great Eloquence*	Deny a Worthy Opponent a Fair Combat
Demonstrate Great Honesty*	Disfigured
Demonstrate Great Hospitality*	Enslaved (Without Rebelling)*
Demonstrate Great Impartiality	Fail to Fulfill Blood-Feud Against Kin Killer*
Demonstrate Great Justice	Fail to Get Enough Bardic Praise (One Year)
Demonstrate Great Loyalty*	Fail to Make Sacrifices to Your Deity
Demonstrate Great Steadfastness	Fail to Pay Fine from a Judgment Against You
Demonstrate Great Wisdom	Fail to Protect a Charge from Death*
Enter Combat Skyclad	Failure of a Significant Task
Gain a New Rank	Harm or Kill an Innocent
Give Goods of Incalculable Value	Kill a Bard or Druid*
Give Goods Equal to Own Honor Price or More	Lie or Cheat
Join the Fianna*	Lose a Contest of Taunts
Keep One's Word Despite Great Danger*	Lose to an Inferior Foe
Kill 50 or More Foes in One Day	Maimed (Loss of Hand or Other Body Part)
Kill a Foe of Huge Size or Greater	Miserly
Recognition of Merit (Bardic Praise, Etc.)	Refuse Reasonable Boon Asked by a Druid
Raise a Skill to d12+	Satirized by a Bard*
Rescue an Important Person	Slovenly or Poor Appearance (One Year)
Win a Contest of Taunts	Treason*

Road to Glory

Mythic Ireland is a savage and brutal place; to reflect this, melee damage is figured a little differently than normal. We pre-calculate the damage of melee weapons as die types rather than fixed bonuses. A longsword in the hands of a Strength d8 character, for example, does not cause d8+3 damage in this setting; instead, it causes d8+d8 and both of these dice can Ace! To determine the damage die type for any weapon, simply start with a baseline of d4 damage for any weapon that did +1 damage under the old rules and increase the die type by one for each additional plus. For example, a Str+4 Great Sword is now a d10 weapon under the new rules.

There are some limitations, though. First, Bennies can no longer be spent to reroll melee damage dice: treat the melee damage roll just like you would a missile weapon's damage roll. Second, your character's Strength die type is the maximum die type you can roll for a melee weapon's damage. Therefore, if Gimpy picks up a greatsword and attempts to wield it with his puny d4 Strength, the weapon will only do damage of d4+d4 if he hits his target. Finally, if a character does not have sufficient Strength to wield a weapon and cause its normal damage die, he also loses any inherent benefits that the weapon would provide—reach, parry bonus, etc.

Skyclad

Many Gaels believe that they must not separate themselves from their gods by wearing armor; they also believe it is a sign of cowardice to rely upon such trappings. In truth, the immortals bless warriors who go into battle skyclad—naked, but usually painted with woad symbols that dedicate these champions to their deities. The gods smile upon such valor, granting any skyclad character +1 Bennie the moment he enters the battle!



Taking Heads

Warriors often take the heads of slain foes and carry them as trophies (usually strung around their horses' necks), nail them to the fronts of their houses, or "pickle" them in cedar oil and store them in special chests for later display. This is not only one of the easiest ways for a warrior to be recognized for his prowess, it can also improve his position in the afterlife! Amongst the Gaels the human head is revered above all else, since the head is considered to be the dwelling place of the soul and the center of emotions and life. Therefore, capturing a head means that one has captured the soul of an opponent, and that when a Gael dies, the dead whom he has collected will serve him as slaves for all eternity! Not surprisingly, many druidic rites involve the severed heads of enemies, and the tribe's priests often aid their warriors in gaining the spirit and courage of slain enemies through elaborate ceremonies involving these gory prizes. Particularly powerful priests may even be able to restore senses to a severed head so that it will cry out when its owner's enemies approach! A character who acquires a superior foe's head in battle gains a +1 to Intimidate rolls while that trophy is carried. This bonus is usually only good for a day or two, and the maximum bonus that can be gained in this manner is +2, regardless of how many heads are displayed.



IV. New Edges

Arcane Background: Oak Knowledge

Arcane Skill: Faith (Spirit)

Starting Power Points: 10

Starting Powers: 2

The name “Druid” literally means “oak knowledge,” and it refers to a profound, spiritual wisdom rather than specific study of the oak tree; in fact, it can be more liberally interpreted as “highly wise.” This Arcane Background of the same name represents a character’s knowledge of natural lore, knowledge of the Ogham alphabet, faith in the myriad gods and spirits of Ireland, and the ability to convince Otherworld beings to channel their energies through him. A character need not be a Druid to possess this background, but he must have a good reason for having it.

Oak Knowledge is rather unique in that a character can gain access to virtually any power, except Puppet and Invisibility, if he works through the proper immortal channels. The trappings for all miracles created through this Edge are those of the traditional Druid—mistletoe, holly, silver sickles, sacred groves, oak trees, etc.

Arcane Background: Witchcraft

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 10

Starting Powers: 3

This background is the basis for the magic of witches, sorcerers, and other less savory types. It represents knowledge of arcane formulae and the channeling of mystical energies in the form of spells. Practitioners of Witchcraft are able to learn any Power, except Healing and Greater Healing. The trappings for all spells cast through this Edge will have a subtly dark and creepy feeling—glowing arcane symbols, deepening shadows, disembodied whispering, etc.

Brehon (Professional)

Requirements: Veteran, Druid, Knowledge (Law) d12+

A Brehon is a Druid who has focused heavily upon the study of the law and has been selected by the Chief Druid to serve as a magistrate for his community. As such he wields tremendous power and can impact the course of his people’s actions. He has the power of legal enforcement and is expected to make decisions on legal proceedings. While he is expected to render judgments that are fair and reflect Gaelic social mores, his word is law, regardless of what he ultimately decides. The only person who can overturn a Brehon’s decision is a more experienced and higher-ranking Brehon! A Brehon gains an additional +2 Charisma when dealing with his people because he is one of the most highly revered and feared authority figures in Irish society.

Druid (Background)

Requirements: Novice, Noble, Smarts d8+, Spirit d8+, Any Three Knowledge Skills at d8+, Faith d8+

Druids are not just priests—they are the most highly educated members of Gaelic society, well-versed in history, law, lore, and the magic of their world. Their training requires twenty years of dedicated study, usually at one of the four great colleges—Lismore, Tara, Armagh, or Cogh. These men (and women) are bright, perceptive, and intuitive; not surprisingly, they strike awe into most Gaels and are both feared and respected.

Druids are responsible for leading the appropriate community sacrifices of crops, animals, and—during specific festivals—humans. In Gaelic society, criminals are not executed for high crimes, except during these festivals. Such executions vary, depending upon the god to whom the execution is being dedicated. For example, although Eesus is, more or less, a benevolent law god to most Gaels, his worship demands a sense of merciless behavior toward repeated criminals, such as rapists and traitors. If the offender is found guilty, he is taken to the temple of Eesus, where an oak grows through an opening in the temple roof. The guilty man's stomach is cut open and he is hung from an oak branch to die a painful death. It is important to note that the Gaels do not strictly worship the gods; rather, they tend to propitiate them with gifts and sacrifices. Therefore, an individual might engage in sacrificial rituals for many spirits and deities over the course of his lifetime, all depending upon his needs, desires, and fears.

A Druid may add +2 to his rolls for Common Knowledge and +2 to all Knowledge skill rolls (Yes, this does negate the normal -2 penalty for being unskilled!). He is literate in the Ogham alphabet and gains the Arcane Background: Oak Knowledge!



The Druid Edge is powerful, to be certain, but it demands tremendous responsibility. Every Druid is expected to uphold the traditions and customs of his people, perform various rituals and ceremonies, and work to the benefit of his clan, tribe, and king. Because the gods only recognize sacrifices overseen by Druids, these priests can cut off divine favor from those who displease them! Although Druids do not pay taxes and are exempt from military service, they are allowed to go to war if they wish. On the other hand, these wise men and woman are often expected to solve difficult problems and perform dangerous feats that no normal mortal would dream of attempting.

Fili (pl. Filid) (Background)

Requirements: Novice, Noble, Smarts d8+, Spirit d8+, Knowledge (History) d8+, Persuade d8+, Knowledge (Music) d8+

The Fili (or Bard) is a repository of the histories, stories, legends, songs and poetry of his people. He is both a poet and a philosopher who is honored and granted certain diplomatic immunities wherever he travels. The Fili, due to his education in oral tradition, is relied upon to know the latest news from his court, whether crops have failed to the south, or which roads are safe to travel. For most villages and towns, the Fili is the only reliable source of information. A Fili undergoes seven years of training at one of the Bardic colleges prior to plying his trade. This training provides him with impressive abilities and a vast repertoire of stories and songs. It is generally illegal to harm a bard, regardless of the satires or praises he performs, and it is always unwise to insult such a person! Bards are gladly received and granted hospitality wherever they go.

A bard adds +2 to all Common Knowledge, Persuade, and Taunt rolls. He is also literate in the Ogham alphabet. Furthermore, Leadership Edges a fili acquires work a bit differently for him. First, he is not limited to the usual 5" range; instead, all friendly characters within earshot gain the bonuses provided! Second, his Leadership Edges will not function for him unless he makes an appropriate skill roll (Persuade, Knowledge: Music, etc.); because the Leadership Edges are skill-based for the Fili, he will incur a multi-action penalty if he takes another action in the same round that he is using one of these Edges. Third, if the skill roll in question results in a raise, the bonus gained from the Edge is doubled! Needless to say, bards are very popular at court and on the battlefield.

While the Fili Edge is fairly powerful, it also brings with it great responsibility. Every bard is expected to uphold the traditions and customs of his people, perform at all variety of events, and work to the benefit of his clan, tribe, and king.



Wyrd (Background)

Requirements: Novice

The character with this Edge is destined for some great or unusual fate; until such time as he meets that destiny, he cannot be slain. Once set, nothing can change this course, except perhaps the gods themselves. For example, a man whose Wyrd is that he will be slain at midnight by a foreigner's spear cannot be killed in any

other manner. However, a character who abuses his Wyrd can easily be set up to take a big fall. Let's say such a character charges a large group of mercenaries because they are all armed with swords. Assuming our hero cannot die at their hands because of his Wyrd, he can still be rendered Incapacitated or simply knocked out. How unfortunate for him should this happen because he might be hauled back to the mercenaries' employer, a Roman with a penchant for javelin practice upon living targets!

VI. New Hindrances

Dishonored (Minor)

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

Geas (Minor or Major)

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

A geas has magical properties; to break it almost always results in misfortune for the individual who does so. Because a Celt's greatest possession is his honor, few refuse to accept the burden—it's a measure of the person's greatness that he or she will risk mystical retribution rather than break his or her word. Naturally, a person who imposes a geas upon himself wishes to demonstrate his honor by accepting the most dire consequences possible.

Often, a person doesn't know he has had a geas placed upon him, and only learns of it after it has been broken. Other times, two geasa which at outset seem unrelated can end up contradicting each other, leading to the hero inevitably breaking one of them. For instance, the dietary geas of Cuchulainn against eating dogmeat stood in direct contradiction to his geas against refusing a meal. The Morrigan knew this, so she disguised herself as an old woman and offered Cuchulainn a stew of dogmeat. Cuchulainn had no choice but to eat the dogmeat. Those who do break a geas are looked upon with no sympathy whatsoever: they dishonored themselves and will undoubtedly get what they deserve.

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

Sample Major Geasa

Must Never Draw a Sword without Killing Someone
Must Never Fail to Protect a Woman
Must Never Carry a Weapon
Must Never Sleep Indoors
Must Ignore Strangers Until They Touch Him

Sample Minor Geasa

Must Never Sleep Near Running Water
Must Never Eat Dog Meat
Must Always Wear a Torc
Must Sing to the Full Moon
Must Never Play Hurley

Penalties for Breaking Major Geasa

Gain the Dishonored Hindrance and...

Terminal Illness
Debilitating Disease
Begin Each Session without Bennies
Disfigured or Maimed (-2 Charisma)
Permanent Loss of two Attribute Levels
Gain the Enemy Hindrance (Major)
Etc.

Penalties for Breaking Minor Geasa

Gain the Dishonored Hindrance and...

Temporary Reduction of Bennies
Disgusting Rash or Sores (-2 Charisma)
Temporary -1 Penalty to All Trait Rolls
Any Damage Taken Temporarily Increased by +1
Temporarily the Favored Target of Missile Users
Gain the Enemy Hindrance (Minor)
Etc.

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

Outcast (Major)

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

VII. New Powers

Body of Oak

Rank: Novice

Power Points: 1

Range: Touch

Duration: The next combat

Trappings: Blue symbols of power painted with woad cover the target's body.

A druid trained in this Power can make and use woad to paint the bodies of warriors with magical symbols that provide some protection against physical harm. This requires a fifteen-minute ritual amongst oak trees, sufficient woad to cover the recipient's body, and the casting of this spell. On a successful Spellcasting roll, the enchanted character gains +1 armor for the duration of the next combat; +2 if a raise is achieved. This magical armor does not stack with other magical spells, and it is negated if any part of the character's body is covered by actual armor.



VIII. The Otherworld

Existing side-by-side with the mundane world is the Otherworld, a parallel universe filled with magic and wonder. It is where men go when they dream and after they die; it is also where some of the Fomorians retreated after their loss to the Tuatha De Danann and where the Dananns fled after their final defeat by the sons of Mil at the Battle of Tailte. It is the home of gods, demons, heroes, and mysteries. The Otherworld can be reached most readily by dying or dreaming and entering spiritually, but it is possible to enter physically from the normal world through various portals and gateways, many of which are found within Sidhe mounds. It is also said that one can reach the Otherworld by sailing into the western sunset.

The Otherworld is not just a "Heaven" or "Happy Hunting Ground" as some believe, and Tir na Nog is but one location within this place. There are others that are altogether unpleasant, such as Anwnn, Land of the Dishonorable Dead, and these are just as likely to be discovered as the more pleasant realms. A character who journeys spiritually to the Otherworld, either through death or dreams, cannot experience permanent death there: the slain rise whole and unwounded at dawn the following day. A character visiting the Otherworld with his physical self can be slain; should this happen, he will never be able to return to the mundane world!

Time moves very differently in the Otherworld, and a mortal visitor who stays but three nights may find himself gone from home for five years when he returns.



VIII. New Creatures

Bargest

Bargests or Cu Sidhe (fairy dogs) are huge, black dogs believed to have come from the Otherworld. It is said that anyone who sees a Bargest is destined to die soon. These beasts hunt the wilds of Ireland and the Otherworld.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d10, Vigor d8

Skills: Guts d8, Fighting d8, Intimidation d8, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 7

Treasure: None.

Special Abilities

- **Bite:** Str+2.
- **Curse:** The first time the characters see an individual bargest they must make a Spirit roll at -2 or suffer a curse. Those who fail lose all their bennies and cannot earn any more for the remainder of the session. If a character has no bennies left when he sees the bargest, he suffers a -2 penalty to all trait rolls for the rest of the session instead.
- **Go for the Throat:** Bargests instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Fleet-Footed:** Bargests roll d10s instead of d6s when running.
- **Size +1:** Bargests average 7' in length and stand as much as 4' high.

Cait Sith

Their name means "fairy cat" and these creatures are just that, huge cats—easily the size of wolfhounds—covered in shaggy, fur-like bristles. They are almost solid black but have distinctive white markings on their chests, and their backs arch threateningly when encountered. Like Barguests, they are said to come from the Otherworld. Some believe that these cats are actually witches wearing another form, while others suggest they are only horrific animals with magical powers. Regardless, Cait Sith are always evil, and their appearance is a portent of doom. In combat, the beast can strike much like any big cat, but it much prefers to use its magical abilities first, weakening its opponents before attempting to melee with them.

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

Skills: Fighting d10, Guts d10, Notice d8

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

Special Abilities

- **Bite or Claw:** Str +2.
- **Improved Frenzy:** Cait Sith may make two Fighting attacks each action at no penalty.
- **Demoralizing Cry:** The Cait Sith can emit a terrifying cry that acts like the Fear(0) monstrous power to all within earshot. All who hear this horrific sound must make a Guts check; Wild Cards who fail the roll

must consult the Fright Table, and Extras are panicked. Those who resist the cry cannot be further affected by it for 24 hours.

- **Pounce:** Cait Sith often pounce on their prey to best bring their mass and claws to bear. It can leap 1 d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.

Fir Bolg

The "Men of the Bag" came to Ireland many centuries ago, perhaps from Northern Greece. They initially fought against the Fomorians, who had arrived in Ireland long before them, but they later joined forces with the sea demons in an effort to defeat the Tribes of Danu, powerful invaders from the Otherworld. Such was the taint of the sea demons and so great was the Fir Bolgs' loss of honor that they began to worship Arawn, Lord of Anwnn. After their defeat by the Dananns, the Fir Bolgs should have been destined for annihilation, but their dark god granted them a terrible form of immortality—"Men of the Bag" would forever walk the earth as flesh-eating undead, terrible monsters consumed by their hatred of all living things. Fir Bolgs' eyes always burn with green witch-light, and they retain the terrible cunning and skills they possessed in life. If slain through mundane means, a Fir Bolg will "reincarnate" into a nearby corpse within a d6 days. The only way to end this vile cycle is to kill the creature with a blow that utterly destroys its head. Fir Bolg are rare and tend to "haunt" dark, desolate places, such as ancient ruins and dismal swamps. A Fir Bolg encounter will usually be with a "hunting party" of warriors; fortunately, their Necromancers tend to be solitary creatures who surround themselves only with mindless undead slaves!

Fir Bolg Necromancer (WC)

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

Skills: Fighting d8, Guts d12, Intimidation d12, Knowledge (occult) d12+2, Notice d10, Spellcasting d12

Pace: 6; **Parry:** 6; **Toughness:** 9; **Power Points:** 50

Gear: Magical items—torcs, rings, staves, etc.

Treasure: Vast Haul in lair; 100% chance of carrying a magic item and 50% chance of carrying a second!

Special Abilities

- **Reincarnation:** A Fir Bolg "slain" in combat will reincarnate (with all of its skills, memories, and other foul traits intact) in a nearby host cadaver within a d6 days, unless the monster was killed by a blow that destroyed its head!
- **Spells:** Zombie and seven other spells of the GM's choosing, except Healing and Greater Healing.
- **Fear:** All who encounter the Fir Bolg must make a Fear check at -2!
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called Shots do no extra damage to such creatures; arrows, bullets, and other piercing attacks do half-damage.
- **Zombie:** Spellcaster Fir Bolg are necromancers first and foremost. The mundane undead they raise through the *zombie* spell are permanent, so they are usually surrounded by 4d10 skeletons or zombies as they choose. Some Fir Bolg necromancers have entire armies of the undead at their disposal.

Fir Bolg Warrior

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d10, Shooting d8, Guts d12, Intimidation d10, Tracking d8, Notice d8, Stealth d10

Pace: 6; **Parry:** 8; **Toughness:** 10

Gear: Belly Spear (+3) or Long Sword (+3) and Medium Shield; these warriors tend to collect magical weapons, particularly spears, swords, and shields

Treasure: Some in lair; 50% chance of carrying a magic weapon.

Special Abilities

- **Reincarnation:** A Fir Bolg "slain" in combat will reincarnate (with all of its skills, memories, and other foul traits intact) in a nearby host cadaver within a d6 days, unless the monster was killed by a blow that destroyed its head!
- **Fear:** All who encounter the Fir Bolg must make a Fear check at -2!
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called Shots do no extra damage to such creatures; arrows, bullets, and other piercing attacks do half-damage.

Fomorians

These dreadful sea demons predate the Gaels in Ireland by at least ten centuries. Once they were the lords of Ireland, but many wars have driven the Fomorians to hide themselves in remote and desolate regions of the country. They remain dangerous and implacable foes when encountered, and their sorcerers are legendary for their ability to cast powerful spells. Fomorians are monstrous humanoids with one central eye, one arm, one leg, and the head of a black ram; their bodies are covered in black, shiny skin and their mouths are full of sharp teeth. They love to fight and usually carry several weapons, one of which is often magical. Not surprisingly, they also enjoy a bit of manflesh from time to time. These demons are inherently magical; therefore, those who learn to cast spells begin with 20 Power Points.

Fomorian Witch

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

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d8, Spellcasting d10, Knowledge: Arcana d10

Pace: 6; **Parry:** 6; **Toughness:** 9

Hindrances: —

Edges: Wizard, Soul Drain, Arcane Background: Witchcraft

Powers: Blast, Bolt, Fear, Greater Healing, Zombie, Shape Change, Stun, Environmental Protection

Treasure: Some in lair; 50% chance of carrying a magic artifact.

Gear: Long sword (Str+3), battle axe (Str+2), short spear (Str+2), warhammer (Str+2), dagger (Str+1)

Special Abilities:

- **Fear:** -2: Anyone seeing a Fomorian must make a Guts roll at -2.
- **Ugly:** Fomorians are pretty hideous and incur a -2 penalty to Charisma.
- **Leap:** Fomorians can leap 12" with a single bound.
- **Power Points:** Fomorian spellcasters begin with 10 additional Power Points.
- **One Eye:** -2 to all trait rolls involving depth perception, such as Throwing.
- **Trouble Standing:** If a Fomorian is knocked prone it must make an Agility roll to stand up. On a success, it regains its footing but cannot act this round. With a raise, it may stand and take actions as normal.

- Size +2

Fomorian Warrior

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

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

Pace: 6; **Parry:** 8; **Toughness:** 10

Hindrances: —

Edges: Block, Combat Reflexes, Frenzy, Sweep, Brawny

Treasure: Some in lair; 50% chance of carrying a magic weapon.

Gear: Long sword (Str+3), battle axe (Str+2), short spear (Str+2), warhammer (Str+2), dagger (Str+1)

Special Abilities:

- **Fear:** -2: Anyone seeing a Fomorian must make a Guts roll at -2.
- **Ugly:** Fomorians are pretty hideous and incur a -2 penalty to Charisma.
- **Leap:** Fomorians can leap 12" with a single bound.
- **One Eye:** -2 to all trait rolls involving depth perception, such as Throwing.
- **Trouble Standing:** If a Fomorian is knocked prone it must make an Agility roll to stand up. On a success, it regains its footing but cannot act this round. With a raise, it may stand and take actions as normal.
- Size +2

Tuatha De Danann

The Tuatha De Danann, descendants of the goddess Danu, invaded Ireland after the Fomorians and Firbolg but long before the arrival of the Gaels. They are a race of magical, demigod heroes who waged war against those other peoples and defeated both in many battles. Led by Danu's son Dagda, the Dananns were the masters of Ireland until defeated by the Milesians, ancestors of the Gaels.

The Tuatha De Danann are skilled in art, science, poetry, and magic. They originally came from four cities in the Otherworld—Falias, Gorias, Finias and Murias—where they had learned all of their skills from four Druids, one from each of those four cities: Morfesa from Falias, Esras from Gorias, Semias from Murias and Uiscias from Findias. Just prior to invading Ireland, those mystical mentors also gifted the Dananns with four magical treasures or talismans.

After the Milesians defeated the Dananns, many of the survivors retreated to *Tir na Nog*, the Land of Youth found in the Otherworld, but some continue to live in Ireland. Those who remain use magic to hide their palaces beneath large hills or mounds. Their homes are commonly called *sidhe* (shee); therefore, the Tuatha De Danann are sometimes called the *aes sidhe*, which translates as the "people of the sidhe."

In the Otherworld, the Tuatha De Danann remain young and seemingly immortal, at least in the sense that they can live a very long life and remain young, but they can be slain, just like any mortal. Despite the advantages of their race and their ability to remain beyond the reach of most men, the Dananns still visit with men, sometimes aiding them and other times seeking their destruction. Occasionally, a Danann will even seek marriage with a

mortal! It is also said that the Aes Sidhe will sometimes exchange one of their own children for a human child—a secret fosterage arranged for purposes only the Otherworlders understand; these exchanged Danaans always grow up to become great heroes or terrible villains.

At present, the Tuatha De Danann are split into two groups—the Seelie and the Unseelie—seemingly on the basis of leadership. While all have fair complexions, the former have light hair and eyes, while the latter have dark hair and eyes. In like manner, the Seelie always wear white armor and clothing, while the Unseelie wear black. Philosophically, the two groups seem very similar, but they truly despise one another and will fight at a moment's notice. Falias and Finias are now in the hands of the Seelie; Gorias and Murias are held by the Unseelie. Regardless of which faction they claim, all Aes Sidhe are highly skilled in their application of warfare and magic.

Aes Sidhe Warrior (WC)

Aes Sidhe warriors are the defenders of the entrances to the Otherworld and the vanguard of the Tuatha De Dananns' armies. They wear black or white clothing, depending upon their natures, and ride similarly colored horses. They are both fearsome combatants and competent mages.

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

Skills: Fighting d12, Guts d10, Intimidation d8, Knowledge (Battle) d8, Persuasion d8, Notice d8, Riding d12, Taunt d10, Knowledge: Arcana d8, Spellcasting d8

Charisma: +4; **Pace:** 6; **Parry:** 12; **Toughness:** 8; **Power Points:** 20

Hindrances: Enemy (Seelie/Unseelie)

Edges: Unearthly Beauty (+2 Charisma with all non-Sidhe), Combat Reflexes, Improved Block, Improved Frenzy, Improved Sweep, Level Headed, Noble, Arcane Background: Magic

Powers: Smite, Armor, Shape Change (Heroic)

Treasure: Worthwhile.

Gear: Chain Hauberk (+2), chain coif (+2), long sword (Str+3), lance (Str+4), large shield (+2 P), heavy war horse with leather barding (+1)

Special Abilities:

- Low Light Vision
- Power Points: Aes Sidhe begin with an additional 10 Power Points.
- Ageless
- Glamour: For the cost of 10 Power Points, an Aes Sidhe can create a powerful illusion that will affect all within range to see, touch, or hear it. The illusion remains with those affected until somehow broken! Only those who beat the Aes Sidhe's Spellcasting roll with an opposed Smarts roll are not convinced of the illusion's reality. Illusionary creatures, pits, etc. never cause real damage; however, the damage caused by a pit covered real with an illusionary sward of grass will be altogether too real. Glamour is the means by which the Dananns hide the portals to their mounds.
- Shifting: For the cost of 10 Power Points, an Aes Sidhe can open a portal to the Otherworld. The portal will be large enough to permit a number of people equal to the creator's Spirit die type to pass through before it closes.

Aes Sidhe Mage (WC)

Aes Sidhe mages maintain the illusions that protect their people from discovery. Like their warrior counterparts, mages wear black or white clothing, depending upon their faction. They are both powerful spellcasters and capable fighters.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d8, Knowledge (Battle) d8, Notice d8, Riding d8, Taunt d8, Knowledge: Arcana d12, Spellcasting d12

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 8; **Power Points:** 40

Hindrances: Enemy (Seelie/Unseelie)

Edges: Attractive, Wizard, Power Points (x4), Power Surge, Level Headed, Noble, Arcane Background: Magic

Powers: Bolt, Armor, Shape Change (Heroic), Quickness, Detect/Conceal Arcana, Beast Friend

Treasure: Worthwhile.

Gear: Staff (+2 Damage), Enchanted Robes (+2 Armor)

Special Abilities:

- Low Light Vision
- Power Points: Aes Sidhe begin with an additional 10 Power Points.
- Ageless
- Glamour: For the cost of 10 Power Points, an Aes Sidhe can create a powerful illusion that will affect all within range to see, touch, or hear it. The illusion remains with those affected until somehow broken! Only those who beat the Aes Sidhe's Spellcasting roll with an opposed Smarts roll are not convinced of the illusion's reality. Illusionary creatures, pits, etc. never cause real damage; however, the damage caused by a real pit covered with an illusionary sward of grass will be altogether authentic. Glamour is the means by which the Dananns hide the portals to their mounds.
- Shifting: For the cost of 10 Power Points, an Aes Sidhe can open a portal to the Otherworld. The portal will be large enough to permit a number of people equal to the creator's Spirit die type to pass through before it closes.

Irish Names (Male)

Abban, Irish, (A-bahn) abbot

Aidan, Celtic, (AY-den) fire, flame {E dan, Aodhan EH-thahn}

Ailin, Gaelic, (A-lin) handsome {Alan, Allen}

Alain, Celtic, (uh-LANH) cheerful, handsome

Alan, Celtic, (AL-uhn) noble

Alan, Gaelic, (AL-uhn) handsome, cheerful {Allen}

Angus, Celtic, (AN-gus) chosen one, unique strength

Aodh, Celtic, (EH) fire {Hugh, Ea}

Arlan, Celtic, pledge

Arthur, Celtic, (AR-ther) noble

Artur, Celtic, noble, bear man

Baira, Gaelic, poet {Bard}

Baird, Irish, ballad singer {Ba, Bard, Barr}

Bairrfhionn, Celtic, (BAR-fin) good marksman {Barry}

Banning, Gaelic, (BAHN-ning) blond child

Barra, Celtic, good marksman {Bearach BAHR-akh, Bearchah, Barry}

Barry, Celtic, good marksman

Beacan, Celtic, (BEE-kaun) small {Becan}

Beagan, Gaelic, (BEE-gen) small one

Bevan, Celtic, (BE-van) youthful warrior

Blaine, Gaelic, (BLAYN) thin, lean

Blair, Gaelic, child of the fields

Bowie, Gaelic, (BOH-ee or BOO-ee) yellow-haired {Bow, Bowen, Boyd}

Bram, Gaelic, (BRAHM) raven

Bran, Irish, (BRAN) raven

Brasil, Celtic, battle {Breasal, Basil}

Brazil, Irish, (BRAH-zil) brave, strong in conflict

Breanainn, Celtic, (BREH-neen) sword {Brendan, Breandan}

Brendan, Gaelic, (BREN-den) little raven {Bran, Bram, Brennan, Broin bree-AHN}

Bret, Celtic, from Brittany

Brett, Celtic, from Brittany (Britt)

Brian, Celtic, (BRIGH-an) the strong {Brant,

Bron, Bryon}

Brice, Celtic, (BRIGHS) quick-moving

Brieg, Celtic, (BREEG) estimable

Brody, Irish, man from the muddy place

Bryant, Celtic, (BRIGH-ant) strong

Caedmon, Celtic, (KAYD-man) wise warrior

Cailan, Gaelic, (CAL-lahn) child

Cailean, Gaelic, (CAL-lan) child

Cairbre, Celtic, (CAHR-bruh) charioteer {Carbry}

Callaghan, Irish, (KAL-uh-khahn) Irish saint {Ceallach KELL-uh-khahn}

Callough, Irish, (KAL-uh) bald {Calvagh, Calbhach KAHL-ahkh}

Calum, Celtic, dove {Malcolm}

Cameron, Celtic, crooked nose {Camero, Camey}

Campbell, Irish, (KAM-bel) crooked mouth {Cam, Camp}

Caoimhghin, Celtic, (KWEE-ven) kind, gentle {Kevin, Kevan}

Caolan, Irish, (KWEE-lahn) slender {Kealan, Kelan}

Carden, Celtic, (KAHR-din) from the black fortress

Carlin, Gaelic, (KAR-lin) little champion

Carney, Celtic, warrior {Karney, Kearney, Car}

Carroll, Gaelic, champion {Carley, Carolus}

Casey, Celtic, (KAY-see) brave

Cassidy, Gaelic, (CAS-i-dee) clever

Cathal, Celtic, (KA-hal) battle-mighty {Cahal KA-hal}

Cathaoir, Celtic, (KAH-heer) warrior {Cathair KA-heer}

Cavan, Gaelic, (KA-ven) handsome

Cedric, Celtic, chieftan

Chad, Celtic, defender

Cian, Irish, (KEEN) ancient {Cein, Kian, Kean, Cain}

Cianan, Irish, (KEE-nahn) dim. of Cian {Kienan,

Kenan}
Ciarrai, Irish, (KEH-ehr-ree) County Kerry
Cillian, Irish, (KEE-yan) war or strife {Keallach, Killian}
Cinneide, Irish, (kih-NEH-juh) helmeted head {Kennedy}
Cody, Irish, (KOH-dee) helpful
Coinneach, Celtic, (KON-yokh) handsome {Kenneth}
Colin, Celtic, cub, whelp {Coilean KOK-len, Coilin}
Colla, Irish, ancient Irish name
Colm, Irish, dove {Colum, Columba, Colman}
Coman, Irish, (KOH-mahn) bent
Comhghan, Irish, (KOH-gahn or CO-en) twin {Cowan}
Conall, Celtic, high, mighty {Connell}
Conan, Celtic, (KOH-nan) intelligent
Canary, Irish, (KOH-ner-ee) ancient name {Conaire}
Conchobhar, Irish, (KON-kho-var) high will {Conor, Connor, Conny, Cornelius}
Condon, Celtic, (KON-dun) dark-haired wise man
Conn, Celtic, reason, intelligence {Cuinn KWIN}
Connell, Celtic, high and mighty
Connlaoi, Irish, (KOHN-lee) chaste, fire {Conley, Conleth}
Conroy, Celtic, wise man {Conn}
Conway, Gaelic, hound of the plain
Corey, Gaelic, (KOH-ree) raven
Corey, Irish, from the hollow {Cori, Corey}
Cormac, Irish, charioteer
Craig, Celtic, crag dweller
Cullan, Gaelic, handsome one {Cullin, Cully}
Cullen, Celtic, (KUL-en) young animal, handsome
Cumhea, Irish, (kuhm-EH) hound of the plains {Cooley, Covey}
Curran, Gaelic, hero {Curr, Curney}
Cu Uladh, Irish, (koo-ULL-uh) hound of Ulster {Cooley, Cullo}

Daire, Irish, (DEH-ruh) old Irish name {Dary, Darragh}
Daithi, Irish, (DAH-hee) swiftness, nimbleness {Dahy}
Dallas, Gaelic, wise {Dall}
Daray, Gaelic, dark {D'aray, Dar, Darce}
Darby, Gaelic, free man
Darren, Gaelic, great {Daron}
Declan, Irish, Irish saint name {Deaglan DEK-lan}
Delano, Gaelic, (deh-LAH-no) healthy black man
Dempsey, Gaelic, (DEM-se) proud
Dermot, Irish, free man {Dermot}
Derry, Irish, red-haired
Desmond, Irish, clan name, from South Munster
Devin, Celtic, poet {Dev}
Devlin, Gaelic, brave or fierce
Diarmaid, Gaelic, (JEER-mid) free man {Dermot, Dermot}
Dillon, Gaelic, faithful
Domhnal, Celtic, (DAW-ull) dark or brown {Donald}
Donahue, Gaelic, dark warrior
Donal, Celtic, (DON-al) world, mighty {Domhnall, Donall, Donald}
Donald, Celtic, proud chief
Donald, Celtic, dark or brown {Donnee}
Donald, Celtic, world ruler {Donal, Doughal}
Donat, Celtic, world ruler
Donnan, Irish, (DUN-ahn) brown
Donnchadh, Celtic, (DUN-uh-khuh) strong warrior {Donogh, Donaghy}
Donnchadh, Gaelic, (DON-ah-choo) Gaelic, dark-skinned warrior {Duncan}
Donnelly, Celtic, brave, dark man
Donovan, Celtic, dark warrior
Dougal, Irish, dark stranger {Douglas DOO-ahl, Dubhghall DOO-gal}
Dougald, Celtic, (DOO-gald) dark stranger
Doyle, Celtic, dark stranger {Doy}
Duane, Celtic, song {Dewain, Dwayne}

Dubhan, Irish, (DUH-ven, DUH-wen) black {Dowan}
Duer, Celtic, heroic
Duff, Celtic, dark-faced, black-faced
Dughall, Celtic, (DOO-ull) dark stranger
Dughlas, Celtic, (DOOG-lass) dark stranger {Douglas}
Duncan, Gaelic, dark warrior
Dunham, Celtic, dark man, black man
Ea, Celtic, (EH) fire {Hugh}
Earnan, Irish, knowing, experienced
Ean, Celtic, flame, fiery
Egan, Celtic, (EE-gan) ardent {Aodhagan EH-uh-gahn, Egon}
Eimhin, Irish, (EH-veen) swift, active {Evin}
Enan, Irish, Irish saint name {Eanan EH-nahn}
Eoghann, Celtic, (YOE-wun) youth {Ewan}
Eoin Baiste, Irish, (OH-en BAHSH-chuh) John the Baptist
Erin, Gaelic, peace
Evan, Irish, young warrior {Ewan, Ev}
Eveny, Irish, name used in Derry County {Aibhne}
Ewen, Celtic, youth
Faolan, Irish, (FEH-lahn) wolf {Felan}
Farrell, Celtic, courageous {Farr, Fearghal FAHR-gahl}
Fearchar, Gaelic, (FER-a-char) super-dear one {Farquhar}
Fearghus, Celtic, (FAHR-gus) super-choice {Fergus}
Fearghus, Gaelic, (FER-ra-ghuss) strong man {Fergus}
Fergus, Gaelic, strong
Fiachora, Irish, (FEE-uh-khruh) Irish saint name {Feary}
Finghin, Irish, (FIN-jin) fair birth {Fineen, Finnin}
Finlay, Gaelic, little, fair-haired soldier/hero {Findlay, Finn}
Fionan, Irish, (FIN-ee-ahn) fair {Finnian, Fionn}
Fionnbharr, Irish, (FIN-ver) fair head {Finbar,

Barram, Bairrhoinn}
Fionnlagh, Gaelic, (FYOON-ee-loo) fair hero {Finlay}
Flann, Irish, ruddy {Flainn, Floinn, Flannan}
Flynn, Gaelic, son of the red-haired man {Flin}
Forbes, Gaelic, prosperous, headstrong
Gale, Irish, strange {Gael, Gaile}
Galen, Gaelic, calm
Gannon, Gaelic, fair complected {Gannie}
Garbhan, Irish, (GAHR-van) rough {Garvan}
Gilchrist, Irish, servant of Christ {Gil, Gilley}
Gilmore, Gaelic, devoted to the Virgin Mary
Gilvarry, Irish, servant of St. Barry {Giolla Bhearaigh GIL-a VER-ee}
Giolla Bhrighde, Irish, (GIL-a BREED) servant of St. Brigid {Gilbride}
Giolla Christ, Irish, (GIL-a KREEST) servant of Christ
Giolla Dhe, Irish, (GIL-a DEH) servant of God {Gildea}
Glaisne, Irish, (GLAS-nee) favored name in Ulster {Glasney}
Gleann, Gaelic, valley {Glen, Glendon}
Glen, Celtic, valley {Glyn, Glenn}
Gofraidh, Irish, (GO-free-y) God's peace {Godfrey, Gorry}
Gordan, Gaelic, hero {Gordain}
Gow, Gaelic, smith
Grady, Gaelic, noble, illustrious {Gradey}
Guy, Celtic, sensible
Hogan, Gaelic, youth
Hurley, Gaelic, sea tide {Hurlee}
Jarflaith, Irish, (YAR-lath) Irish saint name {Jarlath}
Innis, Celtic, from the island
Irving, Gaelic, handsome {Earvin}
Justin, Irish, noble judge
Kane, Gaelic, tribute {Kayne, Kaïne}
Kearney, Celtic, warrior {Carney}
Keefe, Gaelic, cherished
Keegan, Gaelic, little and fiery one {Kegan}

Keir, Celtic, (KEER) dark-skinned
Keiran, Celtic, dark-skinned {Ciaran}
Kenneth, Celtic, handsome {Ken}
Kern, Gaelic, little black one {Kearn, Kerne, Kieran}
Kerry, Gaelic, son of the black one
Kerwin, Irish, little, jet-black one
Kevin, Celtic, kind, gentle
Kyle, Gaelic, handsome, from the strait
Lachlann, Gaelic, (LAKH-lunn) from Scandinavia {Lachlan}
Laughlin, Irish, servant of St. Secundinus {Lanty}
Leachlainn, Irish, (LEKH-leh) servant of St. Secundinus {Laughlin, Lanty}
Leslie, Gaelic, from the gray fortress {Lesley}
Lochlain, Irish, (LOKH-lan) home of Norsemen {Lakeland, Lochlann, Laughlin}
Logan, Gaelic, from the hollow
Loman, Irish, (LO-man) bare
Maeleachlainn, Irish, (MAL-uh-khlin) servant of St. Secundinus {Malachy, Milo, Miles}
Mahon, Irish, bear
Malcolm, Celtic, servant of St. Columbia
Mannix, Irish, monk {Mainchin MAN-e-kheen}
Maolruadhan, Irish, (mal-ROO-ahn) servant of St. Ruadhan {Melrone}
Melvin, Celtic, chief {Mal, Malvin, Melvyn}
Morgan, Celtic, sea warrior {Morgun}
Morven, Celtic, mariner {Morvin}
Muireadhach, Irish, (MUR-e-thekh) sea lord {Murry}
Mundy, Irish, from Reamonn
Murchadh, Irish, (MUR-kha, MOOR-uh-choo) sea-warrior {Murrough, Murdo, Morgan}
Murray, Celtic, sea-man
Naomhan, Irish, (NAU-ahn) holy {Nevan}
Neal, Celtic, champion {Neale, Nealson}
Neasan, Irish, (NESH-ahn) Irish saint name {Nessan}
Neil, Celtic, champion {Neal, Niall}
Nevan, Irish, holy

Nevin, Gaelic, worshipper of the saints {Nevins}
Niall, Celtic, (NEE-al) champions {Neal, Neil, Neill, Niellan}
Niece, Celtic, (NEES) choice {Aonghus, Neese}
Niels, Celtic, champion {Niel}
Niles, Celtic, son of Neil {Nils}
Nils, Celtic, champion
Nolan, Gaelic, famous or noble {Noland}
Nyle, Celtic, champion
Odhran, Irish, (OH-rah) pale green {Oran, Odran}
Oscar, Celtic, warrior
Osker, Celtic, warrior {Oskar}
Oszkar, Celtic, (OS-ker) warrior
Owen, Celtic, lamb {Ewen, Eoin}
Owney, Irish, old Irish name {Oney}
Quigley, Irish, distaff or one with messy hair
Quillan, Irish, (KWIL-luh) impulsive, confident
Quillan, Irish, cub
Quinlan, Gaelic/Irish, well-shaped, graceful
Quinn, Celtic/Gaelic, one who is intelligent and wise
Quinn, Irish, surname used as a first name
Roibhilin, Irish, (ROH-ve-lin) old Irish name {Revelin}
Roibin, Irish, (ROH-bin) diminutive of Roibeard {Robin}
Ronan, Irish, (ROH-nahn) old Irish name
Ronan, Irish, seal {Ronat, Renan}
Ryan, Gaelic, (RIGH-ihn) little king, strong
Scully, Celtic, (SCUL-lee) town crier
Seafra, Irish, (SHEE-a-fra) God's peace {Sheary, Geoffrey, Seafried}
Scarbhreathach, Irish, (SAR-vra-huhkh) noble judge {Justin}
Slaine, Gaelic, (SLON-ya)
Slevin, Gaelic, mountaineer
Tanguy, Celtic, warrior
Teague, Irish, poet, philosopher
Tiarnach, Irish, (TEEAR-nakh) lordly {Tierney,

Tighearnach}

Tierney, Irish, lordly {Tiernan}

Torin, Irish, chief

Torrance, Gaelic, from the knolls

Uaine, Irish, (OON-yuh) old name {Oney,

Owney, Hewney}

Uileog, Irish, (UHL-ig) resolute protector

{Uilleam, Ulick}

Vaughn, Celtic, small

Wynne, Celtic, white, fair