

SILVER
BRANCH
GAMES

LEGENDS
WALK!



PANTHEON: CELTIC



PDQ
SYSTEM

**More Sources for mythic superheroes
in your Truth & Justice game**

CONTENTS

THE CELTIC LANDS	2
Notes on the programmes	4
Updated key powers	4
<i>Understanding the programmes for users of other games</i>	5
Gods	
Aonghus mac Óg - youth, beauty, time	6
Bran - giant king and protector	6
Brigid - poetry, healing and smithcraft	7
Cernunnos - horned master of animals	8
The Dagda - multi-talented father god	9
Epona - horses, animals, fertility	10
Goibhniu - smithing and craftwork	11
Lugh - shining master of all skills	12
Manannan - wise sea-lord and sorcerer	13
The Morrigan - crow of battle and death	14
Nuada - silver-armed king	15
<i>Unicorn</i>	15
Ogma - orator and champion	16
Heroes	
Arthur - legendary king	18
Cúchulainn - furious warrior	19
Fionn mac Cumhail - canny adventurer	19
Merlin - famed magician and seer	20
Robin Hood - virtuous outlaw	21
Monsters	
Brownie - small, rustic domestic faery	22
Fachan - misshapen thug	22
Fomor - brutish pirates	23
Redcap - vicious little goblins	23
<i>Crimson</i>	24
Spriggan - ugly, sizeshifting faery thieves	24
Water Horse - shapeshifting predator	25

Legends Walk - Truth & Justice Edition only includes three pantheons, in the interests of keeping the book a manageable size, but of course there are many others from cultures around the world. So welcome to the second in a series of add-ons detailing some of these, with compact descriptions of the mythic entities and power programmes for your LWTJ game.

This one gives a broad sampling of Celtic myth, adapting material that originally appeared in *Legends Walk Original Edition* in 2006.

PANTHEON: CELTIC

Written and designed by Tim Gray

© Tim Gray 2007

Art: Some art copyright Dover Publications, Inc. Some art copyright Louis Porter Jr Design. Some artwork copyright Claudio Pozas, used with permission. Some artwork from Fantasy Filler art copyright Rick Hershey, All Rights Reserved. Some art by Maciej Zagorski, The Forge Studios.

Truth & Justice and **PDQ system** by Chad Underkoffler, Atomic Sock Monkey Press (www.atomicsockmonkey.com), used under licence. The **Prose Descriptive Qualities (PDQ) System** of **Truth & Justice** has been designed for evocative simplicity, speed, and flexibility in play. Three levels of resolution, suitable for any type of situation. The **PDQ System** and **Truth & Justice** are used under license from Chad Underkoffler; the following materials are not necessarily endorsed in any way by Chad Underkoffler, nor is he in any way responsible for the content of these materials unless specifically credited.

www.silverbranch.co.uk

THE CELTIC LANDS

The people we know as Celts were a group of tribes with similar language and culture originating round the river Danube in present-day Germany. (The label "Celt" comes from a Greek word - it was not the way they referred to themselves.) They spread rapidly in all directions, reaching France, Belgium, Switzerland, Spain, Ireland, Britain, Italy, Greece and Turkey. Their warlike nature made them widely feared, and between about 450BC and 250BC they were the most powerful people in Europe. Eventually they were beaten by the armies of Rome, whose organised approach to war overcame the Celts' reckless personal bravery.

Most of what we know about their mythology comes from Ireland, which was never conquered by Rome. Related legends are found in the Isle of Man. There are surviving stories from Wales, which are different but parallel. Both of these portray the gods as being like mortals but with various supernatural abilities, rather than beings of great moral or spiritual authority. They are about aspects of society rather than elemental forces, and skill and energy are the things most valued. References to the gods of Gaul (France) are patchy, mostly consisting of inscriptions and statues to local gods adopted and renamed by the Romans. Scotland doesn't have its own stories of the gods, but does have a rich folklore of supernatural creatures, faeries and monsters. This work pulls these together into a (somewhat artificial) whole, along with some legendary figures from the "Celtic" countries.

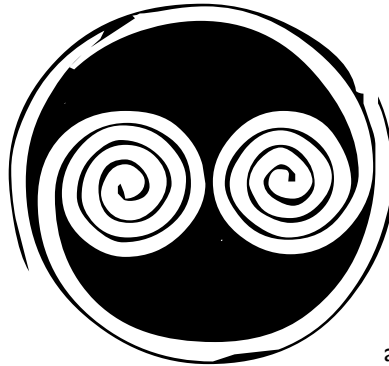
Ireland

The **Irish** gods are the "Tuatha Dé danaan", the "people/descendants of Danu", a shadowy mother goddess. They are "ever living" because they do not age and die as mortals do, but they are not so much divinities as ancestors writ large. The stories say that they arrived in Ireland in a magical mist or ships that moved through the air, and fought the Fir Bolg people already there for dominance over the land in the First Battle of Magh Tuireadh (or "Moytura" - it means "Plain of Towers"). They won, but their king Nuada lost his arm in that battle, and as only a whole

and unblemished person could be king they gave the rulership to Bres, whose mother was of the Danaan but whose father was of the Fomorian people. The rule of Bres was poor, with the gods Ogma and the Dagda reduced to building forts for little food.

Nuada's arm was replaced and the Danaan deposed Bres, who went to his father for help. This led to the Second Battle of Magh Tuireadh, around which most of the Danaans' tale revolves, ending in the defeat of the Fomorians.

However, when the Milesians - the ancestors of the modern Irish - came to Ireland the Tuatha Dé Danaan themselves were defeated, and retired to dwellings in the *sidhe* or faery/burial mounds. From there they played important parts in the later stories dealing with heroes like Cúchulainn and Fionn mac Cumhaill.

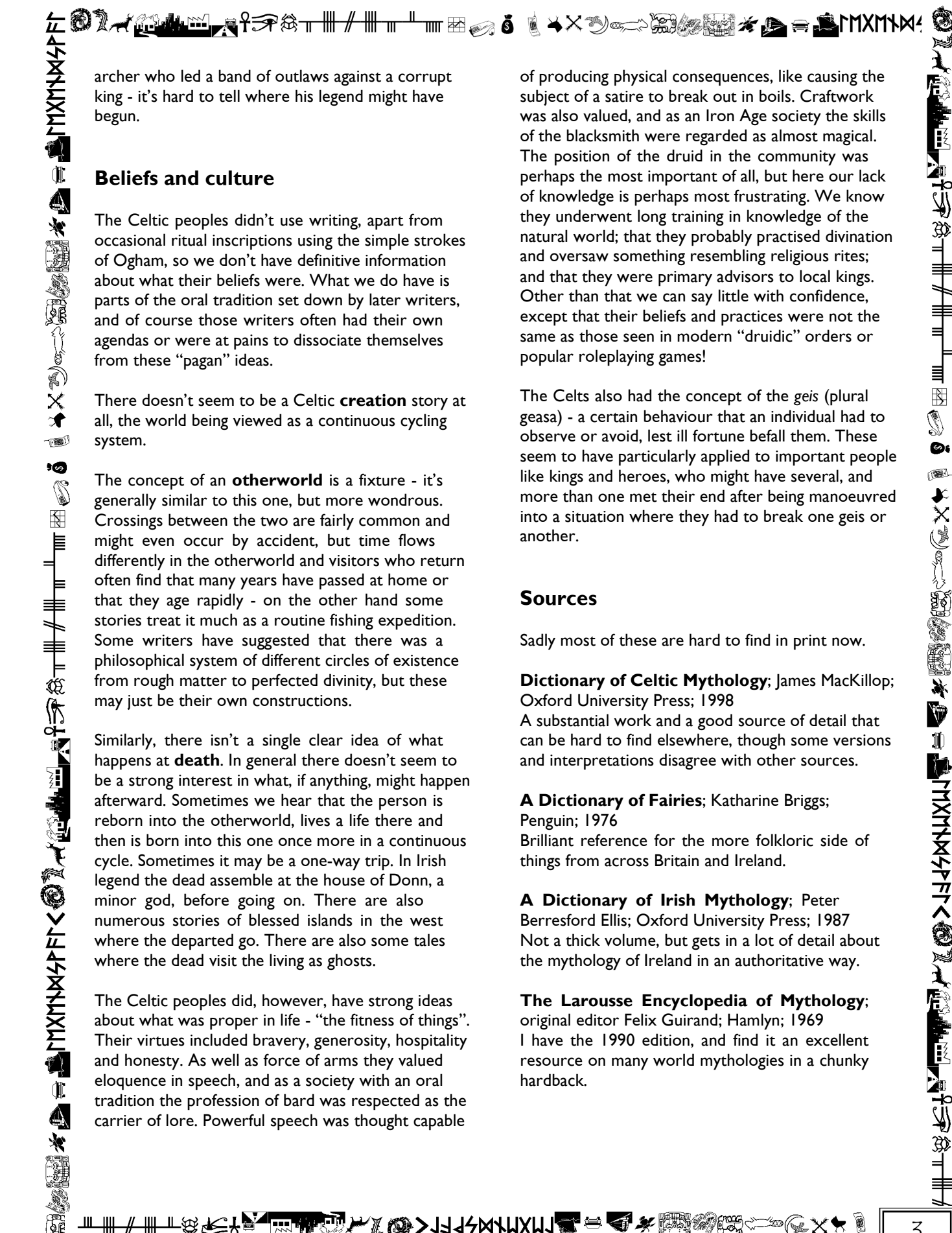


Wales

The Welsh myths centre around two groups, the Children of Don, including Arianrhod, Gofannon and Gwydion, and the Children of Llyr, including Bran, Branwen and Manawydan. The original cosmology behind them is lost - the stories we have are collected in the medieval Welsh 'Mabinogion'. They don't appear as gods in any sense, but as mortal nobles with some special skills and abilities. The programmes here focus more on the Irish myths.

England

Sadly, England hasn't done very well in the legendary stakes. The most obvious place to look is the tales of King Arthur and the Knights of the Round Table. These have had a very mixed parentage: he probably originates in stories of British resistance to the Saxons, but the stories have been added to by medieval Welsh, Continental and other writers, incorporating the romantic elements and making Arthur popular across Europe. In the Welsh stories he acts mainly as the patron of the active characters rather than having adventures himself. Another well-known English figure is Robin Hood, a peerless



archer who led a band of outlaws against a corrupt king - it's hard to tell where his legend might have begun.

Beliefs and culture

The Celtic peoples didn't use writing, apart from occasional ritual inscriptions using the simple strokes of Ogham, so we don't have definitive information about what their beliefs were. What we do have is parts of the oral tradition set down by later writers, and of course those writers often had their own agendas or were at pains to dissociate themselves from these "pagan" ideas.

There doesn't seem to be a Celtic **creation** story at all, the world being viewed as a continuous cycling system.

The concept of an **otherworld** is a fixture - it's generally similar to this one, but more wondrous. Crossings between the two are fairly common and might even occur by accident, but time flows differently in the otherworld and visitors who return often find that many years have passed at home or that they age rapidly - on the other hand some stories treat it much as a routine fishing expedition. Some writers have suggested that there was a philosophical system of different circles of existence from rough matter to perfected divinity, but these may just be their own constructions.

Similarly, there isn't a single clear idea of what happens at **death**. In general there doesn't seem to be a strong interest in what, if anything, might happen afterward. Sometimes we hear that the person is reborn into the otherworld, lives a life there and then is born into this one once more in a continuous cycle. Sometimes it may be a one-way trip. In Irish legend the dead assemble at the house of Donn, a minor god, before going on. There are also numerous stories of blessed islands in the west where the departed go. There are also some tales where the dead visit the living as ghosts.

The Celtic peoples did, however, have strong ideas about what was proper in life - "the fitness of things". Their virtues included bravery, generosity, hospitality and honesty. As well as force of arms they valued eloquence in speech, and as a society with an oral tradition the profession of bard was respected as the carrier of lore. Powerful speech was thought capable

of producing physical consequences, like causing the subject of a satire to break out in boils. Craftwork was also valued, and as an Iron Age society the skills of the blacksmith were regarded as almost magical. The position of the druid in the community was perhaps the most important of all, but here our lack of knowledge is perhaps most frustrating. We know they underwent long training in knowledge of the natural world; that they probably practised divination and oversaw something resembling religious rites; and that they were primary advisors to local kings. Other than that we can say little with confidence, except that their beliefs and practices were not the same as those seen in modern "druidic" orders or popular roleplaying games!

The Celts also had the concept of the *geis* (plural *geasa*) - a certain behaviour that an individual had to observe or avoid, lest ill fortune befall them. These seem to have particularly applied to important people like kings and heroes, who might have several, and more than one met their end after being manoeuvred into a situation where they had to break one *geis* or another.

Sources

Sadly most of these are hard to find in print now.

Dictionary of Celtic Mythology; James MacKillop; Oxford University Press; 1998

A substantial work and a good source of detail that can be hard to find elsewhere, though some versions and interpretations disagree with other sources.

A Dictionary of Fairies; Katharine Briggs; Penguin; 1976

Brilliant reference for the more folkloric side of things from across Britain and Ireland.

A Dictionary of Irish Mythology; Peter Berresford Ellis; Oxford University Press; 1987
Not a thick volume, but gets in a lot of detail about the mythology of Ireland in an authoritative way.

The Larousse Encyclopedia of Mythology; original editor Felix Guirand; Hamlyn; 1969
I have the 1990 edition, and find it an excellent resource on many world mythologies in a chunky hardback.

NOTES ON PROGRAMMES

Powers in the programmes are set out as follows:

- The name with no further marking denotes a power found in *Truth & Justice*, used just as described there;
- The name with an asterisk denotes a power described in the *Key Powers* section of *Legends Walk - Truth & Justice Edition* (including altered versions of T&J powers);
- A name with two asterisks refers to the *New Key Powers* section in this book, below;
- A new power introduced in a programme is described fully there.

Updated key powers

The following key power write-ups should replace those from LWTJ across all power programmes. (The changes are to make them a bit more super; to make sure Average level does something useful; and to fit better with the T&J way of doing things.)

Master of (specify)

This power boosts your ability across a cluster of similar skills, adding TN to relevant tasks. It's not

actually super-scale, but a sort of halfway house, allowing you to be very good at what you do. Being a power also opens up Stunts. (It's a bit like a standardised version of T&J's Super-Quality.)

It could be a wide skill cluster, or a small one, or even just one skill. Common examples include Master of Weapons; Master of Crafts (weaving, pottery, metalwork, etc); and Master of Lore (knowledge skills). However, unless specified only archaic skills are included, eg no firearms or computer use.

Master of Skills

This is the ability to gain access to any skill. You have MOD slots (Average = 1) that can each contain one Rank of any skill-type Quality - this is added on to any abilities you already have. Under stress, changing the skills in your slots takes an action of concentration. If you lose consciousness all slot contents are lost.

Unless stated otherwise, it comes with the Limitation: Archaic Skills Only. Modern stuff like computer use is beyond the Source's comprehension. Sometimes, though, the idea of total skill mastery can overcome this.



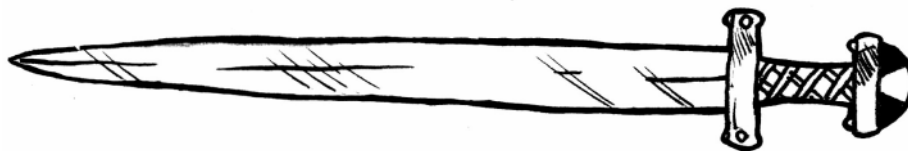
UNDERSTANDING THE PROGRAMMES FOR USERS OF OTHER GAMES

This supplement is designed for *Truth & Justice*, but it can help with other games that work with mythological entities too. You can just treat it as a handy set of concise write-ups of the gods, heroes and monsters that you can use to spin off your own stuff, but you might be able to get some benefit from the rules-based stuff as well, so here's a brief primer to help you get your bearings.

In the **PDQ system** everything important about a character is measured by **Qualities**: innate "attributes", skills, personality traits, possessions, relationships, etc. Qualities are rated on a scale of **Ranks**: Poor, Average, Good, Expert, Master. Abilities normal people have default to Average unless otherwise specified. Each Rank has a **modifier (MOD)** written in brackets after it, eg Good [+2], and a corresponding **target number (TN)**. When rolls are made the GM sets a Rank for difficulty and you add any applicable MODs to the result of 2d6 to try to reach the TN. All conflicts are resolved through the same three mechanisms, from automatic superiority to back-and-forth stroke and counterstroke. **Damage** consists of loss of Ranks in a character's Qualities, reflecting a gradual reduction in story-affecting power in that conflict rather than simulating cuts and bruises.

In T&J, **powers** are like a second tier of Qualities, enabling things normal people can't do or extending normal abilities to super levels. **Scale** is a key concept: most stuff we encounter is on the normal scale, but some powers and rare natural events are on the super scale, which automatically overcomes normal scale abilities (or gets a chunky bonus). **Stunts** let a power push its limits to do cool stuff, as one of the uses of **Hero Points** which also let you boost a Quality, get a second wind or establish story wrinkles.

In LWTJ, each mythic entity has a **power programme** that acts like a shopping list for spending character creation points. (Some groups will come up with additional ideas based on the description.) At least one level of the **required power** must be bought - something that exemplifies that entity - and then there's free choice of **optional powers**. It's also possible to convert power points into **Source-granted Qualities** from a list. Because the programmes are converted from Original Edition LW, and as a description framework, they include a set of seven "**attributes**" which exist as normal Qualities and super-scale power versions: Strength, Agility, Endurance, Wisdom, Ingenuity, Presence and Awareness. Those empowered by gods must take at least one Rank of **Aegis**, which strengthens or weakens them in situations connected to the god's area of influence. Monsters must take at least one **Vulnerability**, and others may do so: these inflict damage when triggered, possibly targeting particular kinds of Quality, in return for more Hero Points to influence the story.



GODS

Aonghus mac Óg

(*engus mac ohg*) His name is also given as Angus, Aenghus and Oenghus; mac Óg means “Son of Youth” or “the Young Son”. There are links with the Welsh Mabon and Gaulish Maponos, embodiments of youth with ill-defined characters.

The god of youth, beauty and (to an extent) love, Aonghus’ unusual birth gave him his title. He was the result of an affair between the Dagda and the river goddess Boann while she was married to Elcmar. They contrived to send Elcmar on an errand, then magically deceived him so that he thought he’d only been away for a day when in fact nine months had passed. Boann said: “Young the son who is conceived at dawn and born before dusk.” Aonghus appeared as a beautiful and charming young man. Four birds hovered round him, representing his kisses.

For all his apparent youth Aonghus possessed wisdom and foresight, and because of his birth he had a deep understanding of time. On occasion he both counselled and tricked his father the Dagda. In the war with the Fomorians it was he who told how to retrieve the stolen cattle of Ireland. When the gods were being allotted mounds to dwell in Aonghus asked to spend a day and a night in the dwelling of the Dagda (the modern Newgrange), then claimed it forever because day and night are the whole world.

In one tale Aonghus saw a beautiful girl in his dreams and fell sick with love until he found out who she was. The girl, Cáer, lived with 150 other girls in swan-shape on a lake, but Aonghus was able to pick her out - he also turned into a swan and they flew away together. Later on he appeared in fairytales as a witty trickster.

Aegis

- Youth (+ surrounded by the new, dynamic and attractive; - in old, static or decaying, drab surroundings)

Required Powers

- Beauty* (ceiling Good)

Qualities

- Wisdom, Ingenuity, Awareness, Music (choose an instrument), Singing, Socialising, Subterfuge

Optional Powers

- Eloquence*
- Precognition (ceiling Good)
- Shapeshift* (swan)
- Super-Ingenuity* (ceiling Good)
- Time Sense*
- Time Distort*

Vulnerabilities

- Signs of Youth - you appear to be a young person, probably late teens/early twenties, and it can be difficult to convince people of your skills and experience when you need to be taken seriously.
- Trickster - you delight in playing pranks on people - you can lose your better judgment and empathy when faced with an opportunity, or your social status as a result.
- Unwanted Admirers - you tend to attract attention wherever you go, bringing gifts, marriage proposals, and sometimes obsession. This can mess up social situations and attempts at remaining unnoticed.

Bran

Called Bran the Blessed or Bendigeidfran, he was a king in Welsh myth notable for his gigantic size - no house could contain him. Bran was a son of Llyr and brother of Manawyddan, the Welsh version of Manannan. When his sister Branwen married the king of Ireland he also gave a life-restoring cauldron. But their brother Efnissien, who delighted in causing strife, maimed the Irish horses and to avenge this insult the Irish made Branwen serve in the kitchens. She tamed a starling to carry a message to Bran, who waded across the Irish Sea to rescue her, followed by the British fleet. The Irish retreated over a river and

broke the bridge behind them, but Bran stretched out over it so the Britons could cross. The Irish sued for peace but planned treachery, hiding warriors in sacks in the meeting hall. Efnissien killed the hidden warriors, but then provoked the fighting again. The Irish kept reviving their dead in the cauldron Bran had given them until the remorseful Efnissien burst it by stretching out inside, at the cost of his life.

Both races were decimated. Only seven Britons were left, and Bran was mortally wounded. He requested that they cut off his head and bury it at the White Tower (the site of the Tower of London) to guard the country. First they bore the head to Harlech for 7 years and Gwales for 80, where it talked with them and they had no sense of time or suffering until someone disobeyed instructions and opened the door of the hall. On returning to Britain Branwen died of sorrow. It is said that later on Arthur dug up Bran's head, as he wished to be Britain's sole guardian. Bran means "raven", and this is thought to be the origin of the legend that Britain will be invaded if the ravens leave the Tower of London.

Aegis

- Rulership (+ when there's a body of people to lead, - when on your own with no people nearby)

Required Powers

- Size*: Growth or Large as a Quality (you could even pick Growth with an inability to go below Good Large as a Limitation)

Qualities

- Strength, Wisdom, Presence, Unarmed Fighting, Leadership

Optional Powers

- Leadership* (ceiling Good)
- Time Distort* (ceiling Good)
- Warding* (ceiling Good)

Cauldron - can be used on any rigid object big enough to fit a person inside

- Healing*
- Recalling the Dead - you can bring the spirit of someone recently dead back into their body. The body must be sufficiently intact to support life, and can have been dead no longer than your Rank's duration.

Vulnerabilities

- Generosity - you are quick to give gifts to cement friendships and compensate for wrongs - it might make you popular, but you won't get rich in the modern world. If people ask you for things this can target your will to resist, or perhaps Qualities related to wealth or possessions.
- Gullible - triggered when you need to detect or resist trickery or treachery; targets your discernment and suspicion.

Brigid

The name seems to mean "High One", or possibly "fiery arrow". She had a triple nature, representing poetry, learning and divination; healing and fertility; and fire and smithcraft. She's generally reckoned to be the daughter of the Dagda. By some accounts, half her face was beautiful and half was ugly. For a while Brigid was married to Bres, the half-Fomor who ruled the Danaan and brought about the Second Battle of Magh Tuireadh. Their son, spying for the Fomor, was killed by Goibhniu in the battle.

Brigid was associated with the coming of spring - in Scottish legend she overthrew the wintry powers of the hag Cailleach Bheur each year. She was such a popular goddess that when Ireland became Christian the Church took her on as a saint, still associated with fire.

Aegis

- The Light of Knowledge (+ where learning is used to improve people's lives; - where learning is applied to harmful or soulless ends)

Required Powers

- Duplication (Limitation: No more than 3 of you existing at once)

Qualities

- Wisdom, Ingenuity, Presence, Medicine, Metalworking, Oratory

Optional Powers

- Blessing*
- Control Fire* (ceiling Good)
- Eloquence*

- Fertility* (ceiling Good)
- Healing
- Master of Crafts*
- Master of Lore*
- Precognition* (ceiling Good)
- Sun Immunity* (full against light attacks, e.g. dazzling, and MOD against heat/fire)

Vulnerabilities

- Fiery Eyes - flames can be seen in your eyes when you become emotional. This is a minor Meta marker with social effects.
- Split Appearance - one side of your face is ugly, and the other is attractive. This is a meta marker affecting social situations.
- Too Studious - you get wrapped up in studying and making, and have trouble letting your hair down. Targets social Qualities if you go carousing.
- Winter's Vengeance - you're susceptible to damage from cold and other winter-related phenomena.



Optional Powers

- Animal Changes - you have MOD slots that can each contain a Rank of any one animal ability at a time (relating to European animals). These are minor changes to the body and senses, often accompanied by visible signs, not the whole-body changes provided by *Shapeshift**, eg making your fingers clawed but not growing wings. Other examples: Strength, Quick Reactions, Wall Crawling, Sensitive Smell, Resist Toxins, Swimming. Under stress, changing the Qualities in your slots takes an action of concentration. If you lose consciousness all slot contents are lost.
- Run Like a Horse*
- Super-Awareness* (ceiling Good)

Vulnerabilities

- Animal Features - you might take permanent physical changes reflecting European animals, usually mammals, in addition to Horns - eg eyes like a cat or hawk; unusually hairy; badger stripes in hair. Again, this singles you out as one of those Meta weirdos.
- Berserk - you have a tendency to lose human reason in the thick of battle, targeting reason and discernment.
- Horns - they might be short and stubby like a goat's, relatively easy to conceal, ranging up (particularly if you take the Horns Quality) to full-blown antlers. They are Meta markers and may affect social interactions.
- Not Good With People - you're uncomfortable with small talk and social niceties, targeting relevant Qualities in situations where these are important.

Cernunnos

The name is Latin, meaning "the horned one". We don't know his name conclusively - it's taken from just one partial inscription - but he was clearly an important god of the Continental Celts. He was the Animal Master, linked also with general fertility, wealth and the underworld. He appears as a man with antlers like a stag's on his head. He's sometimes linked with Herne the Hunter, a stag-horned spirit said to haunt Windsor Great Park in England.

Aegis

- Wilderness (+ in unspoilt natural settings, - in heavily built-up areas, factories, etc.)

Required Powers

- Control Animals*

Qualities

- Strength, Agility, Endurance, Ingenuity, Presence, Awareness, Athletics, Unarmed Fighting, Natural History, Stealth, Survival, Horns

The Dagda

“The Dagda” is less a name than a title, meaning “the good god” in the sense of being good at a wide range of things, including fighting and druidic magic. His other names included Eochaid Ollathair (“All-Father”), Aedh (“Fire”) and Ruad Rofessa (“Lord of Great Knowledge” or “Red One of Perfect Knowledge”). He’s thought to be the same as the Gaulish god Sucellos, “the good striker”. Although Nuada was king of the Danaan, the Dagda was their senior leader and father of several of the younger gods. Despite his status he was usually described as fat, unwieldy and uncouth, dressed as a peasant - a sharp contrast to the other gods.

He owned a club or staff so large that it was dragged on wheels, leaving a track like the boundary ditch between two provinces - one end of it killed nine men at a time, and the other would bring them back to life. He also had a cauldron, one of the great treasures of the Tuatha De Danaan, which provided an inexhaustible supply of food. He seems to represent the link between humans and the power of the land; with the powers of life, death and fertility.

During the unfortunate reign of Bres the Dagda was set to fort building and other menial work. Before the Battle of Magh Tuireadh when the Danaan leaders were each saying what aid they would bring the Dagda told them, “All that you have said, I will do myself”. He went to spy on the Fomor - they caught him and, knowing his great liking for food, dug a great pit and filled it with porridge, forcing him to eat the lot till he became fat and ungainly. His ladle was big enough for a man and woman to lie together in it. Before the battle he met the Morrigan washing at a ford and had sex with her, after which she promised to help the Danaan in the fight. After the battle the Dagda and Aonghus tracked down some Fomor who’d stolen his enchanted harp, which could play the laughter-strain, the sorrow-strain and the sleep-strain (and in some versions had the seasons bound up in it). When he called it flew to his hand, killing several Fomor on the way, and when he played the three strains the rest were put to sleep.

Later the Tuatha De Danaan were defeated by the Milesians, and the Dagda allotted each god a mound or *sidhe* to dwell in. He wanted the palace at Bruigh na Boinne (Newgrange) for himself, but Aonghus got it by tricking his father. After that the Dagda resigned as leader of the gods, and no longer took any significant part in the affairs of Ireland.

Aegis

- The Land (+ in fertile and abundant places; - in blighted areas or if out of contact with the earth)

Required Powers

- Universal Energy*

Qualities

- Strength, Endurance, Wisdom, Ingenuity, Presence, Club Fighting, Play Harp

Optional Powers

- Master of Skills*
- Sorcery*
- Super-Endurance*

Club

- Healing
- Over-sized (Average only) - the item is bigger than a person could normally wield but you can manage it with no problems. This gives it both Good and Poor “Over-sized” Qualities that can affect relevant rolls.
- Smiting*

Cauldron - Undry (any container)

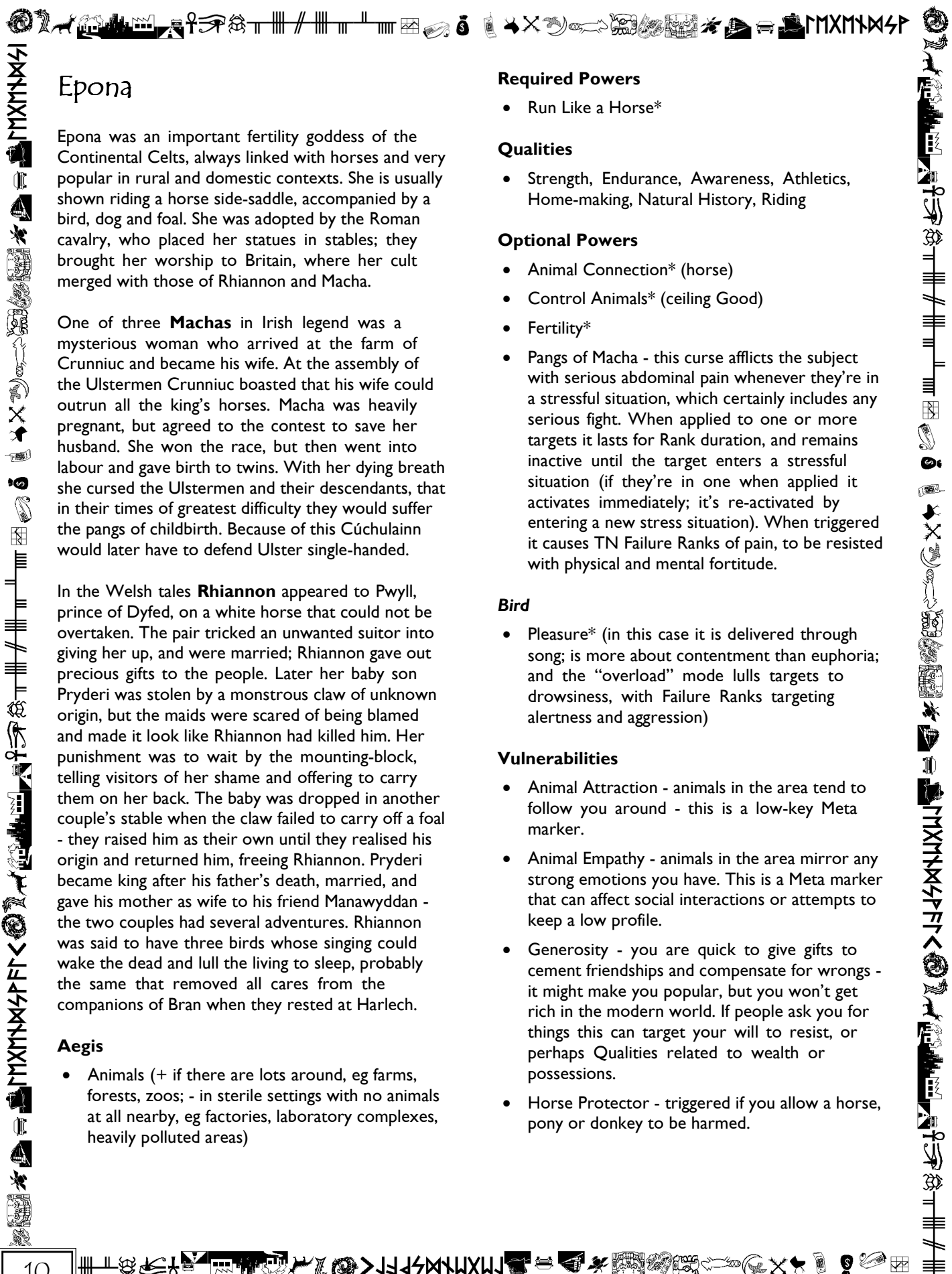
- Food - provides an inexhaustible supply of food. The quality of the food varies according to the merits of the person being fed, so actually it can be used to test someone’s general character.

Harp - Daurdabla (“Oak of Two Woods”), Coir-cethair-chuir (“Four-angled Music”)

- Flight* (ceiling Good; must be directed mentally, so it uses your actions)
- The Three Strains - kind of an adapted version of *Control Emotions** - can induce joy/laughter, sorrow, or a sound natural sleep.

Vulnerabilities

- Great Appetite - targets your willpower and composure when there’s food and drink around.
- Shabby Appearance - dress sense and grooming just seem to bounce off you, targeting social Qualities when appearance is important.
- Ungainly - you put on a bit of magically persistent weight, which targets your athletic abilities when you need fast or nimble footwork.



Epona

Epona was an important fertility goddess of the Continental Celts, always linked with horses and very popular in rural and domestic contexts. She is usually shown riding a horse side-saddle, accompanied by a bird, dog and foal. She was adopted by the Roman cavalry, who placed her statues in stables; they brought her worship to Britain, where her cult merged with those of Rhiannon and Macha.

One of three **Machas** in Irish legend was a mysterious woman who arrived at the farm of Crunniuc and became his wife. At the assembly of the Ulstermen Crunniuc boasted that his wife could outrun all the king's horses. Macha was heavily pregnant, but agreed to the contest to save her husband. She won the race, but then went into labour and gave birth to twins. With her dying breath she cursed the Ulstermen and their descendants, that in their times of greatest difficulty they would suffer the pangs of childbirth. Because of this Cúchulainn would later have to defend Ulster single-handed.

In the Welsh tales **Rhiannon** appeared to Pwyll, prince of Dyfed, on a white horse that could not be overtaken. The pair tricked an unwanted suitor into giving her up, and were married; Rhiannon gave out precious gifts to the people. Later her baby son Pryderi was stolen by a monstrous claw of unknown origin, but the maids were scared of being blamed and made it look like Rhiannon had killed him. Her punishment was to wait by the mounting-block, telling visitors of her shame and offering to carry them on her back. The baby was dropped in another couple's stable when the claw failed to carry off a foal - they raised him as their own until they realised his origin and returned him, freeing Rhiannon. Pryderi became king after his father's death, married, and gave his mother as wife to his friend Manawyddan - the two couples had several adventures. Rhiannon was said to have three birds whose singing could wake the dead and lull the living to sleep, probably the same that removed all cares from the companions of Bran when they rested at Harlech.

Aegis

- Animals (+ if there are lots around, eg farms, forests, zoos; - in sterile settings with no animals at all nearby, eg factories, laboratory complexes, heavily polluted areas)

Required Powers

- Run Like a Horse*

Qualities

- Strength, Endurance, Awareness, Athletics, Home-making, Natural History, Riding

Optional Powers

- Animal Connection* (horse)
- Control Animals* (ceiling Good)
- Fertility*
- Pangs of Macha - this curse afflicts the subject with serious abdominal pain whenever they're in a stressful situation, which certainly includes any serious fight. When applied to one or more targets it lasts for Rank duration, and remains inactive until the target enters a stressful situation (if they're in one when applied it activates immediately; it's re-activated by entering a new stress situation). When triggered it causes TN Failure Ranks of pain, to be resisted with physical and mental fortitude.

Bird

- Pleasure* (in this case it is delivered through song; is more about contentment than euphoria; and the "overload" mode lulls targets to drowsiness, with Failure Ranks targeting alertness and aggression)

Vulnerabilities

- Animal Attraction - animals in the area tend to follow you around - this is a low-key Meta marker.
- Animal Empathy - animals in the area mirror any strong emotions you have. This is a Meta marker that can affect social interactions or attempts to keep a low profile.
- Generosity - you are quick to give gifts to cement friendships and compensate for wrongs - it might make you popular, but you won't get rich in the modern world. If people ask you for things this can target your will to resist, or perhaps Qualities related to wealth or possessions.
- Horse Protector - triggered if you allow a horse, pony or donkey to be harmed.

Goibhniu

He was the smith of the Danaan, one of the three gods of craft along with his brothers Credne the brazier and Luchta the wright. At the Second Battle of Magh Tuireadh they made and repaired weapons with amazing speed. Goibhniu could make a sword or spear with three blows of his hammer, and his weapons were always lethal. Ruadan, son of Bres and Brigit, was sent by the Fomorians to spy on him and drove one of his own spears through him. Goibhniu just pulled the spear out, killed Ruadan with it and went off to have his wound healed.

He also had links with healing, presiding at the feast of Fled Ghoibhnenn where he served an ale that warded off disease, age and death. His Welsh parallel was Gofannon, of whom we know very little; both names just mean "smith". He survived into Irish and Scottish folklore as Gobhan Saor, a crafty smith or mason who outwitted the unwary.

Aegis

- Craft (+ in places where objects are made; - in places where are objects are destroyed or allowed to decay)

Required Powers

- Master of Crafts* (any archaic craftwork such as forging, sculpting or carving)

Qualities

- Strength, Endurance, Ingenuity

Optional Powers

- Detect Weakness - you can spot the weak points in an object, enabling you to make an effectively super-scale attack to break it using an appropriate implement. The cost is time: you must take at least an action to assess it, and a consecutive one for the attack.
- Fast Crafting - you can rework suitable materials into any simple object up to about sword size in seconds. Set a difficulty Rank for the complexity of the result, and roll once per action of work until it's achieved (other crafting abilities might help). You must use a tool such as a hammer and a hard surface to rest on. It will not work on imbued objects.
- Healing Draught - works as the Healing power, except that the effect is bound into a small

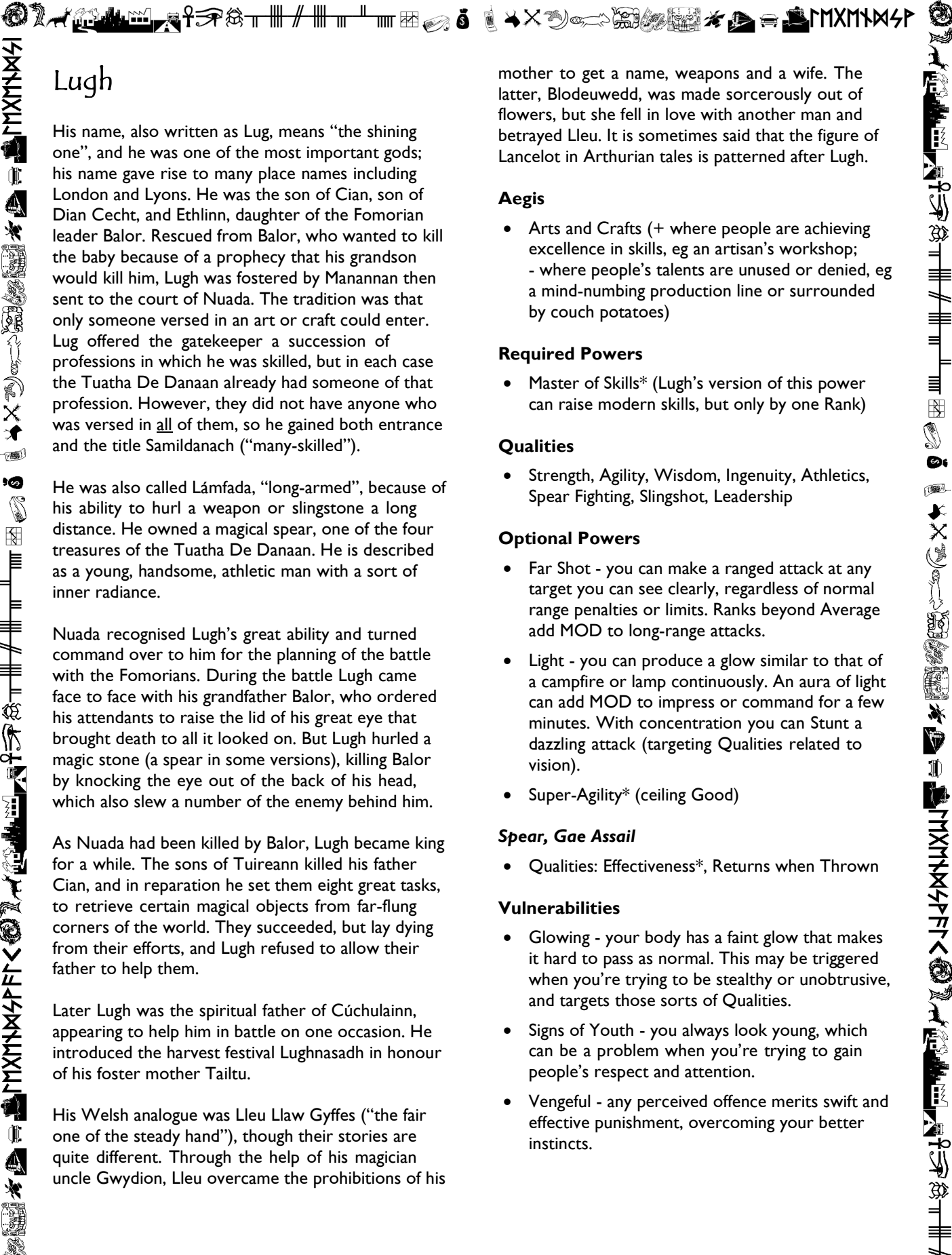


quantity of liquid and works when someone drinks it. Each use within a scene Downshifts this power. The resulting draught can be given to anybody, and remains effective for Rank duration.

- Knowing the Maker - this effect is bound into an item when you make it, or temporarily accompanies an active power you place on an object. It gives you Invulnerability at this power's Rank against being harmed by that item.
- Object Sense - by concentrating on an object that you can see in some detail you can tell whether it is imbued or has other unusual properties. Roll, with achieved Rank indicating level of detail learned.
- Temporary Effectiveness - you can rework an object to give it the Effectiveness* Quality at this power's Rank, lasting Rank duration. The MOD is applied when the object is used for its main function(s) and for durability. Applying this power requires at least an action of work with a tool such as a hammer and a hard surface to rest on. It won't work on imbued objects.

Vulnerabilities

- Iron Resonance - when you become emotional, all crafted iron or steel objects nearby vibrate with a faint, low hum. This is a lesser Meta marker and may affect social relationships.
- Proud - you lose your composure when challenged or taunted about your competence.
- Too Practical - you do not enjoy fancy talk or fine art, preferring directness and the beauty of function - this can penalise you in some social situations.



Lugh

His name, also written as Lug, means “the shining one”, and he was one of the most important gods; his name gave rise to many place names including London and Lyons. He was the son of Cian, son of Dian Cecht, and Ethlinn, daughter of the Fomorian leader Balor. Rescued from Balor, who wanted to kill the baby because of a prophecy that his grandson would kill him, Lugh was fostered by Manannan then sent to the court of Nuada. The tradition was that only someone versed in an art or craft could enter. Lugh offered the gatekeeper a succession of professions in which he was skilled, but in each case the Tuatha De Danaan already had someone of that profession. However, they did not have anyone who was versed in all of them, so he gained both entrance and the title Samildanach (“many-skilled”).

He was also called Lámfada, “long-armed”, because of his ability to hurl a weapon or slingstone a long distance. He owned a magical spear, one of the four treasures of the Tuatha De Danaan. He is described as a young, handsome, athletic man with a sort of inner radiance.

Nuada recognised Lugh’s great ability and turned command over to him for the planning of the battle with the Fomorians. During the battle Lugh came face to face with his grandfather Balor, who ordered his attendants to raise the lid of his great eye that brought death to all it looked on. But Lugh hurled a magic stone (a spear in some versions), killing Balor by knocking the eye out of the back of his head, which also slew a number of the enemy behind him.

As Nuada had been killed by Balor, Lugh became king for a while. The sons of Tuireann killed his father Cian, and in reparation he set them eight great tasks, to retrieve certain magical objects from far-flung corners of the world. They succeeded, but lay dying from their efforts, and Lugh refused to allow their father to help them.

Later Lugh was the spiritual father of Cúchulainn, appearing to help him in battle on one occasion. He introduced the harvest festival Lughnasadh in honour of his foster mother Tailtu.

His Welsh analogue was Lleu Llaw Gyffes (“the fair one of the steady hand”), though their stories are quite different. Through the help of his magician uncle Gwydion, Lleu overcame the prohibitions of his

mother to get a name, weapons and a wife. The latter, Blodeuwedd, was made sorcerously out of flowers, but she fell in love with another man and betrayed Lleu. It is sometimes said that the figure of Lancelot in Arthurian tales is patterned after Lugh.

Aegis

- Arts and Crafts (+ where people are achieving excellence in skills, eg an artisan’s workshop; - where people’s talents are unused or denied, eg a mind-numbing production line or surrounded by couch potatoes)

Required Powers

- Master of Skills* (Lugh’s version of this power can raise modern skills, but only by one Rank)

Qualities

- Strength, Agility, Wisdom, Ingenuity, Athletics, Spear Fighting, Slingshot, Leadership

Optional Powers

- Far Shot - you can make a ranged attack at any target you can see clearly, regardless of normal range penalties or limits. Ranks beyond Average add MOD to long-range attacks.
- Light - you can produce a glow similar to that of a campfire or lamp continuously. An aura of light can add MOD to impress or command for a few minutes. With concentration you can Stunt a dazzling attack (targeting Qualities related to vision).
- Super-Agility* (ceiling Good)

Spear, Gae Assail

- Qualities: Effectiveness*, Returns when Thrown

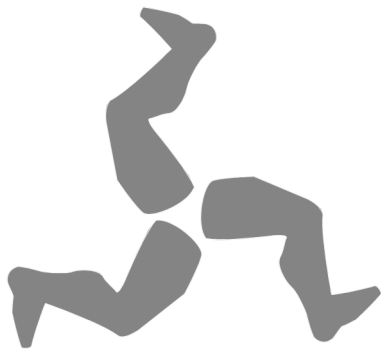
Vulnerabilities

- Glowing - your body has a faint glow that makes it hard to pass as normal. This may be triggered when you’re trying to be stealthy or unobtrusive, and targets those sorts of Qualities.
- Signs of Youth - you always look young, which can be a problem when you’re trying to gain people’s respect and attention.
- Vengeful - any perceived offence merits swift and effective punishment, overcoming your better instincts.

Manannan

Manannan mac Lir (“son of the sea”) was the Irish god of the sea, standing with the Tuatha De Danaan but usually thought not to be one of them, probably having an older origin. He appeared as a noble and handsome warrior, but was an accomplished shape-shifter and night-visitor of women, often assuming the shape of a sea-bird or heron. He would ride out over the waves in a chariot or on horseback. Legend has him as the patron or guardian of the Blessed Isles, Tír fa Thonn (the Land Under Wave) and many other otherworldly places. The most enduring version says he rules from Emain Ablach (Emain of the apple trees), an island in Tír Tairnigiri (the Land of Promise). This has been thought to be the same as the Arthurian Avalon, and has been said to be the Isle of Arran in Scotland. He’s strongly linked with the Isle of Man, and may take his name from it.

In the stories Manannan tends to stand at one remove from the action, taking a tutelary role and setting things up for others to accomplish. He was the foster-father of Lugh, preparing and equipping him for his pivotal role in the war with the Fomor. Manannan’s wife Fand had an affair with the hero Cúchulainn, but later returned. Manannan is skilled in magic, and taught the Danaan the art of *feth fiada*, enveloping oneself in a magical mist to be invisible to enemies. Among his possessions was the crane bag, made from the skin of his son’s mistress Aoife who’d been turned into a crane. In it he kept his greatest treasures - at high tide they were visible, and at ebb tide they would vanish. He had a great cloak that caught the light and assumed many colours like the sea. With it he could change destinies: he shook it between Fand and Cúchulainn to ensure that they would never meet again. He also had a boat that would go where he willed it without sail or oars, and a magic sword.



Manawydan fab Llyr was the Welsh analogue, but his main characteristic was intelligence and the ability to take up a wide range of crafts like making shoes and saddles. He was the brother of Bran and Branwen, one of the seven companions who buried Bran’s head at White Hill. Another of the seven was young Pryderi, who gave Manawydan his mother Rhiannon for a wife and the lands of Dyfed to rule. Their happiness was spoiled when the beasts, people and buildings of the area mysteriously disappeared. They lived for a while by hunting, then went to towns in England where Manawydan and Pryderi set up in various crafts. Their superior skill always led to other craftsmen losing business and planning to kill them, so that the friends had to move on. Returning to Dyfed they found an otherworldly fortress, in which Pryderi and Rhiannon became trapped. Manawydan caught one of an army of mice that was destroying his wheat and set out to hang it as a thief, but it turned out to be the shapeshifted wife of an enchanter who was behind all their troubles and Manawydan was able to negotiate for everything to be restored.

Aegis

- Sea (+ on, in or right beside a body of water; - in deserts or other unusually dry places)

Required Powers

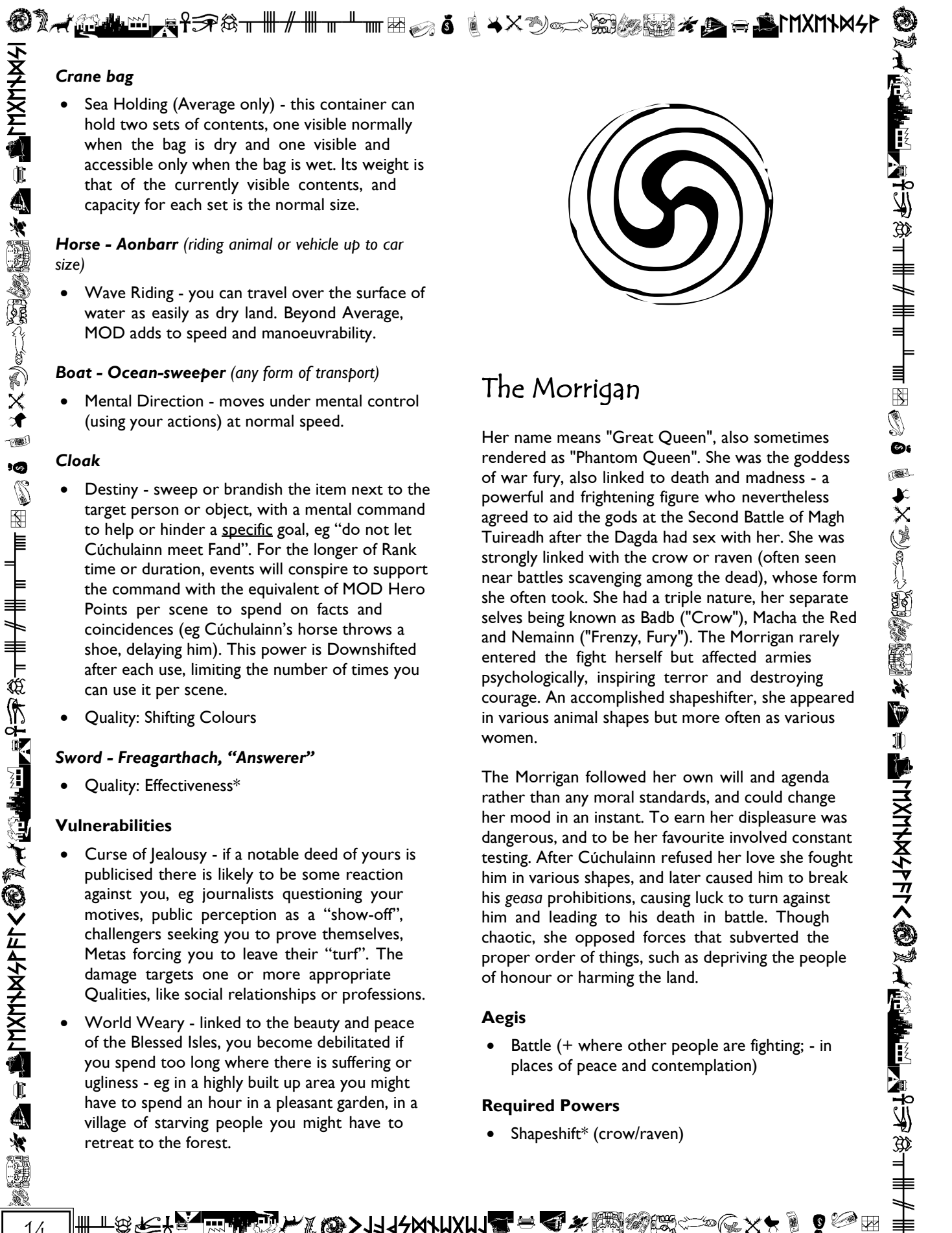
- Super-Ingenuity* (ceiling Good)

Qualities

- Wisdom, Presence, Awareness, Sword Fighting, Seamanship, Riding, Socialising, Nobility

Optional Powers

- Feth Fiada - summons a magical mist, which obscures the senses of others but not your own. The scene looks entirely normal apart from the mist - perceiving you and your nominated companions becomes a super-scale task. The area of mist travels with you.
- Immunity to Water* (full vs water attacks, MOD for holding breath, resisting pressure etc)
- Master of Skills* (ceiling Good)
- Shapeshift* (Limitation idea: Sea Shapes - you can only become an animal if it’s connected to the sea in some way, eg seagull but not tiger - human shapes are still alright)
- Sorcery*



Crane bag

- Sea Holding (Average only) - this container can hold two sets of contents, one visible normally when the bag is dry and one visible and accessible only when the bag is wet. Its weight is that of the currently visible contents, and capacity for each set is the normal size.

Horse - Aonbarr (riding animal or vehicle up to car size)

- Wave Riding - you can travel over the surface of water as easily as dry land. Beyond Average, MOD adds to speed and manoeuvrability.

Boat - Ocean-sweeper (any form of transport)

- Mental Direction - moves under mental control (using your actions) at normal speed.

Cloak

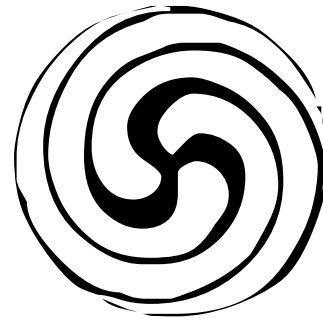
- Destiny - sweep or brandish the item next to the target person or object, with a mental command to help or hinder a specific goal, eg “do not let Cúchulainn meet Fand”. For the longer of Rank time or duration, events will conspire to support the command with the equivalent of MOD Hero Points per scene to spend on facts and coincidences (eg Cúchulainn’s horse throws a shoe, delaying him). This power is Downshifted after each use, limiting the number of times you can use it per scene.
- Quality: Shifting Colours

Sword - Freagarthach, “Answerer”

- Quality: Effectiveness*

Vulnerabilities

- Curse of Jealousy - if a notable deed of yours is publicised there is likely to be some reaction against you, eg journalists questioning your motives, public perception as a “show-off”, challengers seeking you to prove themselves, Metas forcing you to leave their “turf”. The damage targets one or more appropriate Qualities, like social relationships or professions.
- World Weary - linked to the beauty and peace of the Blessed Isles, you become debilitated if you spend too long where there is suffering or ugliness - eg in a highly built up area you might have to spend an hour in a pleasant garden, in a village of starving people you might have to retreat to the forest.



The Morrigan

Her name means "Great Queen", also sometimes rendered as "Phantom Queen". She was the goddess of war fury, also linked to death and madness - a powerful and frightening figure who nevertheless agreed to aid the gods at the Second Battle of Magh Tuireadh after the Dagda had sex with her. She was strongly linked with the crow or raven (often seen near battles scavenging among the dead), whose form she often took. She had a triple nature, her separate selves being known as Badb ("Crow"), Macha the Red and Nemainn ("Frenzy, Fury"). The Morrigan rarely entered the fight herself but affected armies psychologically, inspiring terror and destroying courage. An accomplished shapeshifter, she appeared in various animal shapes but more often as various women.

The Morrigan followed her own will and agenda rather than any moral standards, and could change her mood in an instant. To earn her displeasure was dangerous, and to be her favourite involved constant testing. After Cúchulainn refused her love she fought him in various shapes, and later caused him to break his *geasa* prohibitions, causing luck to turn against him and leading to his death in battle. Though chaotic, she opposed forces that subverted the proper order of things, such as depriving the people of honour or harming the land.

Aegis

- Battle (+ where other people are fighting; - in places of peace and contemplation)

Required Powers

- Shapeshift* (crow/raven)

Qualities

- Strength, Ingenuity, Presence, Awareness, Unarmed Fighting, Intimidation

Optional Powers

- Control Emotions* (Fear, Rage)
- Curse*
- Duplication (Limitation: No more than 3 of you existing at once)
- Immunity to Fear*
- Precognition*
- Raven's Fare*
- See Death - can get a vision of what killed someone. Roll, and use achieved Rank as a guide to detail - the longer ago it was, the harder the attempt. Subject to the standard Limitation: Cannot derail plot.
- Shapeshift*
- Super-Presence*

Vulnerabilities

- Lust - targets your judgment and willpower when you're the target of a seduction attempt or want to resist approaching someone attractive.
- Needs Blood - if you go a while without at least a thimbleful of another human's blood touching your body you can become debilitated.
- Scary - people are uncomfortable around you - targets social Qualities for friendly socialising.
- Temper - you find it hard to keep your cool, especially when being insulted or challenged - targets composure and judgment.

Nuada

The king of the Danaan when they first arrived in Ireland. He had a sword from which none could escape unwounded, one of the four great treasures, and was married to Macha, a war goddess. Nuada lost his hand or arm (accounts vary) at the First Battle of Magh Tuireadh, fighting the Fir Bolg. This disqualified him from kingship, as only an unblemished person could rule. Dian Cecht, the god of medicine, made him a silver arm/hand and he gained the title Airgetlam ("silver hand"). Then Dian Cecht's son Miach made him a new hand of flesh (and was killed

UNICORN

James Lancashire was a talented soldier and leader, reaching the rank of Captain in the British army but invalidated out due to an arm injury. His frustration mounted as he saw the harm that emerging Meta threats could cause and was unable to act. Nuada granted him the power to change all that, replacing his useless arm with an invulnerable one. He took the name Unicorn from the bright silver of his new limb and a private vow to use it to serve the cause of virtue and honour.

In many ways he is a modern-day knight, and it was almost inevitable that he would find his way to the Round Table. He was one of the earliest Knights, and quickly became the field leader - a position he has held almost continuously for many years. Unicorn's experience is widely respected by Metas and official organisations in Britain and abroad. His uniform is similar to that of the Squires (LWTJ p105) - a reinforced navy blue jumpsuit with the gold crown in a white circle on the left breast - but with a short sleeve on his silver right arm.

Source: Nuada (Veteran)

Motivation: Might shall not overcome right.

Qualities: Good [+2] Army Officer, Expert [+4] Presence, Good [+2] Principled, Good [+2] Athletic, Expert [+4] Unarmed Combat; Good [+2] Round Table (the organisation), Good [+2] Protective Uniform; Poor [-2] Disciplined (has trouble socialising outside hierarchies and generally relaxing)

Powers: Average [0] Aegis - Rulership, Expert [+4] Silver Arm, Good [+2] Leadership*, Average [0] Vulnerability - Purity (plus 1 Average converted to Qualities)

Stunts: *Parrying Ranged Attacks* (Silver Arm Signature, usually 1HP for Good - like a rapid kata covering the area in front of him).

by his father out of jealousy). This allowed Nuada to reclaim the kingship, displacing the unpopular Bres, which led to the Second Battle of Magh Tuireadh against the Fomorians. During this time he ceded the kingship to Lugh, recognising his superior talents. Nuada was killed by Balor in the battle.

So little is known about Nuada that it's hard to construct a programme, but worth persevering for the cool silver arm! There was a Welsh figure, Nudd or Lludd, who sometimes had the title "silver hand" but again no detail. There was a Roman-British god called Nodons or Nodens, thought to be linked because of the similar names. He was a god of healing, associated with dogs (symbols of watchfulness and guardianship) and water. Nuada guarded his people; he was injured and healed; and silver is linked with water, both symbolising purity. So perhaps we have a ruler who's both a warrior and a healer.

Aegis

- Rulership (+ when there's a body of people to lead, - when on your own with no people nearby)

Required Powers

- Silver Arm - the flesh of one of your arms is converted to a metallic substance that's practically indestructible - useful for blocking weapon attacks, reaching into fires and so on. The arm (only) is a super-scale material - it has the equivalent of Invulnerability at this power's Rank, and you can add MOD to strength-type tasks like punching and lifting.

Qualities

- Strength, Endurance, Wisdom, Presence, Leadership, Sword Fighting, Unarmed Fighting, Tactics

Optional Powers

- Healing* (ceiling Good)
- Immunity to Water* (full vs water attacks; MOD for holding breath, resisting pressure, etc)
- Leadership*
- Sense Death's Presence*

Sword

- Quality: Effectiveness*

Vulnerabilities

- Generosity - you are quick to give gifts to cement friendships and compensate for wrongs - it might make you popular, but you won't get rich in the modern world. If people ask you for things this can target your will to resist, or perhaps Qualities related to wealth or possessions.
- Purity - targets relevant Qualities if you engage in sneaky or underhand actions.
- Silver Arm - tied to the Silver Arm power - an obvious Meta marker that can affect social situations.

Ogma

This son of the Dagda was sometimes called Ogma Grian-aineach (of the Sunny Countenance) and Ogma Cermait (of the Honeyed Mouth); known to the Gauls as Ogmios. He was a powerful warrior, often cited as champion of the Danaan, and master of the arts of eloquence, which the Celtic peoples counted greater than physical strength. Ogma is credited with the invention of the *ogham* form of writing.

He appeared as a well-built man with fair skin and long, curly hair; or as an old man, bald, with wrinkled, sun-darkened skin. At the Second Battle of Magh Tuireadh Ogma killed Tethra, a Fomorian king, and took his sword Orna which had the power of speech and could recount all deeds done by it.

Aegis

- Eloquence (+ in places connected with creative use of language, eg library, novelist's study, parliamentary debating chamber; - where language is stifled or its products destroyed, eg a book-burning, oppressive prison or power-created zone of silence)

Required Powers

- Eloquence*

Qualities

- Strength, Endurance, Ingenuity, Presence, Unarmed Fighting, Archery, Club Fighting, Sword Fighting, Oratory

Optional Powers

- Languages*
- Master of Weapons* (ceiling Good)
- Praise - through a pronounced or sung verse emphasising the virtues and ability of the subject you can actually make them stronger. It must be heard to be effective and at least based on truth; you should give at least a general indication of what virtues you're extolling. It's similar to Healing, removing MOD damage Ranks (loosely targeted on the content of the Praise). If the subject is undamaged they get an Upshift on uses of one Quality related to the Praise for one scene (only one Upshift per Quality).
- Satire - through bold oratory or song listing a person's faults the user creates the Glam Dicin, a satire so powerful that it causes physical harm. It must be heard to be effective, and at least based on truth. It's a straightforward attack opposed by willpower-type Qualities. Damage targets

appearance, manifesting on the skin as blotches, shrivelling, etc.

- Super-Strength (ceiling Good)

Sword - Orna

- Intelligence* (including speech)

Vulnerabilities

- Long Winded - you have difficulty stating things simply and concisely, making use of your speaking skills whether it's necessary or not. This could target social Qualities in situations where people want you to get to the point, eg a news interview.
- Proud - you lose your composure when challenged or taunted about your competence.
- Signs of Age - you appear to be an older person and will probably be treated accordingly, though there are no health effects.

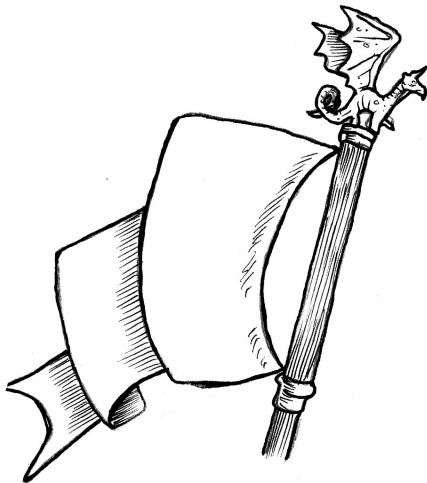


HEROES

Arthur

The famous king who united Britain and formed the knightly fellowship of the Round Table, ridding the land of wicked knights and monsters. The earliest written fragments about him are in Welsh sources, probably focused around resistance to Saxon encroachments once the Romans withdrew. Most of the Arthur stories were written around 1100-1200CE by British and Continental authors, and he became the most popular figure in European literature. In general Arthur is the archetypal ruler, bringing social order and acting as patron to other knights.

In the medieval stories the sword in the stone could only be drawn out by the rightful king. Many knights tried in vain until Arthur, a lowly squire at the time, succeeded. Then it was revealed that he was the son of the previous king, Uther Pendragon, brought up by Sir Ector at Merlin's request. That blade later broke in battle, and he was given the sword Excalibur by the Lady of the Lake. (The Welsh version is Caledfwlch, and it is thought to be a corruption of Caladcholg, "hard dinter", which appears in Irish myths.) While he carried it he could not be defeated. Its scabbard, which preserved the wearer from wounds, was stolen by his sister Morgan le Fay.



Arthur founded the Round Table with its ideals of chivalry, married Guinevere, and brought law and unity to the kingdom. Following the appearance of the Holy Grail all the knights quested for it, but only three were successful. The love of Guinevere and Arthur's greatest knight, Lancelot, began the unravelling of Arthur's works, fanned by Mordred (Arthur's half-sister Morgause deceived him into sleeping with her, and Mordred was the result). Finally Arthur killed Mordred at the Battle of Camlan, but was mortally wounded himself. He made Bedivere return Excalibur to the Lady of the Lake, and a barge crewed by three queens took Arthur away to Avalon to be healed and return when Britain needed him once more.

Required Powers

- Leadership*

Qualities

- Wisdom, Presence, Sword Fighting, Spear Fighting, Riding, Etiquette, Nobility

Optional Powers

- Universal Energy*

Sword - Excalibur

- Quality: Effectiveness*
- Smiting*

Vulnerabilities

- Personal Code - you follow the principles of chivalry, including conducting yourself virtuously and helping those weaker than yourself. This is triggered if you break it.
- Tied to the Land - if you are ill or injured, or if you are ignoble, dishonest or mean, living things and social relationships in your vicinity will deteriorate, acting as a weird Meta marker. So "rule" your neighbourhood well!
- Too Idealistic - you have a great vision of how things should be, but you're continually surprised by human failings which throw a spanner in the works. Triggered when you're dealing with the less noble side of human nature, eg for understanding it or some social situations.

Cúchulainn

The greatest Irish hero, a mighty warrior, son of the god Lugh and a mortal woman. He got his name, which means “hound of Culann”, at the age of 7 when he killed the great hound of the smith Culann and offered to take over its guarding duties till another could be trained. He took up weapons after overhearing a druid’s prophecy that one who did so that day would be famous but short-lived.

Normally Cúchulainn was short, dark-haired, good-looking and very fast and agile. He was known for his battle frenzy or warp spasm, which distorted his body horrifically and made him dangerous even to allies. Once he was returning from battle in such a state, and all the women bared their breasts to distract him so he could be seized and plunged into three successive vats of water to cool him off. He was also known for performing the warrior’s “salmon leap” high into the air. Women were attracted to Cúchulainn, including Manannan’s wife Fand at one point, which strained relationships with his own wife Emer. His most famous weapon was the Gáe Bolg, “belly spear” - when it entered a man’s body thirty barbs opened so that it “filled every limb and crevice with wounds” (it was usually thrown with the foot).

During the war with Connacht Cúchulainn defended Ulster single-handedly when all the other warriors were rendered weak as a woman in childbirth by the curse of Macha (see *Epona* above). He carved a swathe of destruction through the Connacht warriors and killed many of their champions including, reluctantly, his old friend Ferdiaid after four days of single combat. There are many other tales of his deeds. One of his affairs produced his only son, but when he later met the young man he killed him before discovering his identity. Later Cúchulainn refused the love of the Morrigan, and she set events in motion to destroy him. Towards the end of the fight he strapped himself to a pillar stone so he could die standing up. His enemies only dared to approach when a crow perched on his shoulder and an otter began to drink his blood.

Required Powers

- Fury*

Qualities

- Agility, Endurance, Presence, Athletics, Spear Fighting, Sword Fighting, Unarmed Fighting, Quick Reactions, Attractive Appearance



Optional Powers

- Leaping*
- Run Like a Horse* (ceiling Good)

Spear - Gae Bolg

- Secondary Damage (physical trauma) - if an attack gets through to cause damage to a living creature, the target must immediately resist a second set of TN damage, which cannot be blocked by external armour.

Vulnerabilities

- Berserk - you tend to be overcome by rage in the heat of battle, targeting reason and perception.
- Friendslayer - if you need to resist or avoid harming a friend or ally, this doom targets your ability to do so.
- Too Brave - when faced with a dangerous challenge this targets your judgment.
- Warp Spasm - in battle your face and body swell and distort to become weird and frightening for the rest of the scene, acting as a Meta marker that targets appearance and social Qualities.

Fionn mac Cumhail

Sometimes rendered into English as “Finn mac Cool” (it means “Fair, son of Cumal”), he was the most famous leader of the Fianna, a band of elite Irish warriors who swore allegiance to the High King rather than their own clan. As a boy he served a druid who had caught the Salmon of Knowledge. The young Fionn was charged with cooking it. He burned his thumb on the fish, and when he put it in his



mouth to cool it he gained the wisdom the druid sought: the power of divination. He was made leader of the Fianna after saving the High King's palace from a demon. Fionn was tall, fair-haired and handsome, a great fighter and athlete. He had relationships with many women, producing numerous children. Fionn's many adventures with the Fianna involved hunting, battles and overcoming monsters and sorcery.

His less admirable side was seen in a story from his twilight years. He was betrothed to Gráinne, but she eloped with the young and beautiful Diarmuid, one of Fionn's warriors. He pursued them, Diarmuid died from the wound of a boar when Fionn withheld a healing draught, and Gráinne killed herself. Accounts of Fionn's death vary, and some say he sleeps in a cave, ready to help Ireland in her hour of need. His stories are known across Ireland, Gaelic Scotland and the Isle of Man.

Required Powers

- All-Knowing*

Qualities

- Agility, Wisdom, Ingenuity, Presence, Athletics, Spear Fighting, Sword Fighting, Leadership, Oratory, Survival, Attractive Appearance

Optional Powers

- Leadership*
- Master of Athletics*

Vulnerabilities

- Adventure Magnet - if anything notable is going on in your vicinity you'll get caught up in it somehow. Initial damage is probably due to getting caught in the fallout.
- Personal Code - the Fianna were expected to uphold the virtues of Celtic society: hospitality, generosity, truthfulness, respect. Triggered if you break this code.
- The Fair One - your hair is so fair it almost shines, targeting attempts at stealth and being unobtrusive.

Merlin

The famous magician and prophet of the later Arthurian stories, acting as tutor and counsellor to Arthur. His legend draws on those of several other characters, including the Welsh poet Myrddin, the Scottish poet Lailoken and the Irish king Suibhne Gelt: all of these go mad as the result of a battle and live in the woods as wild men, the first two gaining the gift of prophecy. Britain was anciently called Clas Myrddyn, "Merlin's Enclosure".

The Arthurian Merlin was said to be the son of an otherworldly man or demon and a mortal nun, and as a boy divined the underground battle between two dragons that kept destroying King Vortigern's tower. Later his magic allowed Uther Pendragon to sleep with Igraine in the likeness of her husband, which led to the birth of Arthur, who he guided over many years. Merlin's story ended when he fell in love with the maiden Nimue or Viviane (who might be the Lady of the Lake) and she begged him to teach her magic; she used it to imprison him in a tower or tree. In other versions he retired to the Otherworld of his own volition.

Required Powers

- Sorcery*

Qualities

- Wisdom, Ingenuity, Natural History, Oratory, Psychology, Survival

Optional Powers

- Precognition*

Vulnerabilities

- Guardian of Britain - you must act for the wellbeing of the land and people (as a whole) of Britain. This is triggered if you fail to act against a threat to these, or if the land is harmed or corrupted nearby.
- Loose Grip on Reality - you're somewhat prone to eccentric ideas and behaviour at the best of times, and particularly susceptible to attempts to persuade you that things are other than they are - targets perception and discernment.
- Unworldly - kicks in when resisting the blandishments of your preferred sex, and for flirting or seduction attempts of your own - targeting willpower, composure and social skills.

Robin Hood

An English hero who fought injustice and corruption, robbing the rich to give to the poor. Robert of Locksley was a Saxon noble who spoke out against the occupying Normans and was made an outlaw. He went to live in Sherwood Forest with loyal followers, taking the name of Robin Hood, and his band of "merry men" soon attracted others including Little John, Will Scarlet and Friar Tuck; his love, of course, was the Lady Marian. They made a habit of "inviting" wealthy travellers to dine with them in the greenwood, then "requesting" that they pay handsomely for the privilege - this money was then given to those who suffered from the excesses of Prince John, the Sheriff of Nottingham and Sir Guy of Gisborne.

Robin's most notable talent was his skill with the longbow. On one occasion the Sheriff arranged a major archery contest to draw him out. Robin attended in the guise of an old beggar, and won by splitting an opponent's arrow in the bullseye; he and his men then fought their way out. He was also an accomplished fighter with sword or quarterstaff, a bold and charismatic leader and a cunning trickster.

Eventually King Richard returned from the Crusades, married Robin and Marian and restored Robin's lands and titles. Their happiness did not last: Richard died fighting abroad, and John became King and captured Robin, aiming to have Marian for himself. Marian took sanctuary in Kirklees Abbey, and when Robin arrived, injured, the Prioress poisoned him or bled his

wounds (accounts vary) because she coveted Marian's estate and feared the King. From his death-bed Robin shot an arrow into the forest, and Little John buried him where it fell.

Required Powers

- Master of Archery*

Qualities

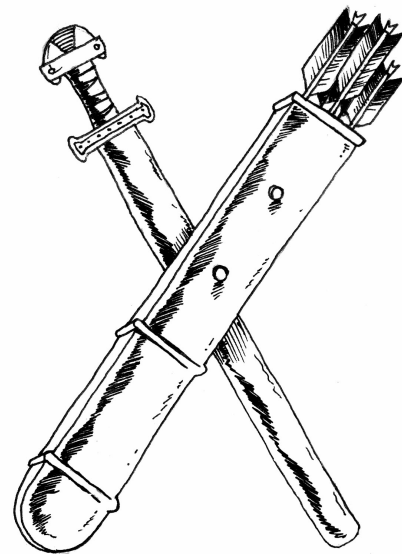
- Agility, Ingenuity, Presence, Awareness, Sword Fighting, Staff Fighting, Leadership, Natural History, Riding, Stealth, Subterfuge, Survival, Master of Disguise

Optional Powers

- Far Shot - you can make a ranged attack at any target you can see clearly, regardless of normal range penalties or limits. Ranks beyond Average add MOD to long-range shots.

Vulnerabilities

- Cannot Harm a Woman - general debilitation triggered if you do.
- Champion of the People - you are bound by the need to help the poor and oppressed. May be triggered if you ignore a case of need, or if you go a while without seeking opportunities to help.
- Rascal - you take every opportunity to trick or humiliate your opponents - triggered for defeating someone if you haven't done this first.



MONSTERS

Brownie

These small men in rough brown clothes attached themselves to a house or farm and performed domestic tasks, coming out at night to do the work that had been left undone by the servants or helping in the fields. They were commonly linked to a stream or pool. Descriptions vary - they often had shaggy brown hair and beard, and were sometimes said to have no noses (just nostril holes) or mitten-like hands with no separate fingers. They sometimes took a particular interest in one family member, helping and advising them. Brownies were more often heard than seen - if people were about they might hide in some cupboard or container, or their voice might be heard from outside.

They were extremely sensitive creatures. If they heard their work being criticised, that was the end of it. Giving thanks or reward (eg new clothes to replace their ragged ones) directly also drove them away, though often they were pleased by bread and milk being left where they could find it. If a brownie was offended its mischievous nature came to the fore and it became a boggart, tormenting the family to distraction.

Required Powers

- Quality: Size* - Good [+2] Small

Qualities

- Agility, Endurance, Home-making, Stealth, Swimming, Night Vision

Optional Powers

- Aquatic* (ceiling Good)
- Master of Stealth*
- Work of Many - for any domestic or farm task, and other manual work at the GM's discretion, you may do the work of MOD extra people (Av = 1). This allows more work to be done, or the time required to be shorter. In other situations you can find creative ways to apply it; you could certainly add MOD for actions against multiple targets. If the GM agrees, you can also Stunt some of the specific applications of other powers like Super-Speed - for instance multiple

actions or super-scale dodging but not running speed.

Vulnerabilities

- Altered Appearance - you have shaggy hair, a very small nose and webbed fingers, acting as a Meta marker and affecting social situations.
- Proud - you lose your composure when challenged or taunted about your competence.
- Unthankable - you cannot stand being offered thanks or reward directly (though commenting positively on the quality of work is alright). If triggered, this targets your morality, temperament and consideration for others, making you more easily influenced to cause trouble and even do harm.

Fachan

One of the delightful creatures of Scottish folklore, the fachan had one leg, one arm coming out of its chest and a single eye. Its body was covered in dark blue, stiff, matted feathers that acted as armour. It has been described wielding a many-chained flail or mace. It attacked travellers in remote places.

Required Powers

- Super-Armour* (feathers; ceiling Good)

Qualities

- Strength, Endurance, Presence, Flail Fighting, Unarmed Fighting, Size - Large* (ceiling Good), Shocking Appearance

Optional Powers

- Super-Endurance* (ceiling Good)
- Super-Strength* (ceiling Good)

Vulnerabilities

- One Arm, One Eye, One Leg - these could be separate Vulnerabilities, particularly the Arm and Leg, kicking in when you need to do things that normally need two of those things, eg for running. Decide how much the character's

appearance has altered - you could look like a brutish but fairly ordinary human and still get penalties from limbs that don't quite work properly.

- Ugly - kicks in for social situations where appearance is important.

Fomor

Little is known about this race (often called Fomorians, Fomoiré and other variants), which fought against the successive groups that came to Ireland and was finally defeated by the Tuatha De Danaan at the Second Battle of Magh Tuireadh. They might be ancient gods, battling against those brought by the invading Celts, but are usually portrayed as demonic pirates, probably in reference to sea-raiders from Scotland and Scandinavia. Many of them were monstrously misshapen, but some (like Elatha, father of Bres) could be attractive and even noble. They seem to be cruel bullies, demanding labour and tribute from those they conquer. Their most famous leader was Balor of the Baleful Eye - one of his eyes (normally kept closed) killed all it looked upon. He was killed by his grandson Lugh at Magh Tuireadh.

Required Powers

- Baleful Eye - produces a terrifying glare that may cause fear in all nearby who see it - a damaging attack doing Failure Ranks.

Qualities

- Strength, Endurance, Presence, Unarmed Fighting, Weapon Fighting (specify - eg Sword, Spear, Club), Pilot Boat, Swimming, Intimidation, Shocking Appearance

Optional Powers

- Aquatic* (ceiling Good)
- Fury*

Vulnerabilities

- Body Warp - the Fomor often had drastic and terrifying variations on the humanoid form, eg no feet; bloated lips in the breast and four eyes in the back; one arm, one eye, one leg. Your changes might not be so severe, but definitely mark you as a Meta and influence social tasks.

- Bully - triggered if someone stands up to your threats - this usually involves a contest of intimidation or a willingness to fight rather than give in.
- Greedy - you want material benefits like wealth or territory, and your judgment and composure can be eroded when faced with an opportunity to do so.



Redcap

This malignant goblin was named for its practice of re-dyeing its cap with human blood. It lived in old ruined towers and castles where wicked deeds had been done. Redcaps looked like short thickset old men with long prominent teeth, skinny fingers with eagle-like talons, large red eyes and shoulder-length, bloodstained hair, carrying a pikestaff.

Required Powers

- Raven's Fare*

Qualities

- Strength, Agility, Ingenuity, Presence, Unarmed Fighting, Staff Fighting, Stealth, Claws and Fangs (separately or as one), Size - Small* (ceiling Good)

CRIMSON

Ewan Glazer was a small-time crook and occasional freelance enforcer in Glasgow, with a reputation for unnecessary violence. His Source took him when he was hiding out in an old ruin. Initially resentful of the interference in his life, Glazer soon came to enjoy the opportunities his abilities afforded and has become more bloodthirsty still (literally, on occasion). His clawed fingernails and red irises betray his metahuman nature, and he lost a few inches of height in the change (now reaching 5'2), but he can easily pass for normal and wears whatever's appropriate for the job in hand.

As Crimson he's established a rep in the criminal underworld, and is usually found working for some villain or organisation rather than on his own account. His loyalty is purely a business arrangement, and runs out when he needs to save his own skin, but he's happy to make grudges personal. Sightings have ranged from base security to bank raids to mercenary actions in small countries.

Source: Redcap

Motivation: Look out for number one.

Qualities: Good [+2] Thief, Good [+2] Enforcer (mostly fighting and intimidation), Good [+2] Vicious, Expert [+4] Agility, Good [+2] Awareness; Good [+2] Claws, Good [+2] Strength, Good [+2] Presence; Poor [-2] Tempted by Wealth

Powers: Average [0] Raven's Fare*, Good [+2] Fury*, Average [0] Vulnerability - Needs Blood, Average [0] Vulnerability - Red Eyes (plus 2 Av converted to Qs)

Stunts: *Scent Blood* (Needs Blood Spin-off, usually 2HP for Average, has been used for detecting blood spilt nearby or tracking a particular individual's blood).

Optional Powers

- Fury*

Vulnerabilities

- Bloodlust - in a combat situation you tend to lose your reason and ethics.
- Needs Blood - if you go a while without at least a thimbleful of another human's blood touching your body you can become debilitated.
- Red Eyes - red irises are a minor Meta marker.

Spriggan

These ugly Cornish fairies were found at old ruins and barrows guarding buried treasure and generally acting as fairy bodyguards. They were also said to be busy thieves. Certainly their disposition was poor, and they caused mischief to those who offended them. They sent storms to blight crops. Sometimes they stole mortal children and left their own ugly changelings. Though usually small, they had the ability to swell to enormous size (some say they were the ghosts of the old giants).

Required Powers

- Alternate Size - your normal size is Good [+2] Small, but with an action of concentration you can grow to Good [+2] Large for up to a scene. You cannot "stop" the change at normal human size. This power only needs to be taken at Average.

Qualities

- Agility, Endurance, Awareness, Spear Fighting, Unarmed Fighting, Security, Stealth, Theft

Optional Powers

- Control Weather* (ceiling Good)

Vulnerabilities

- Foul Disposition - you find it difficult to be friendly and pleasant, even on the rare occasions when you want to. Targets social Qualities in situations where you need to get on well with people.

- Ugly - triggered in social situations where appearance is a factor.
- Vengeful - no slight or unkindness should go unpunished, though an act of mischief usually suffices. This targets judgment, compassion and perhaps social relationships.

Water Horse

This unpleasant creature was known in Scotland, Ireland, Wales and the Isle of Man, by names including Kelpie and Each Uisge. It appeared near water in the form of a fine, sleek horse or pony, usually black or grey, luring riders on to its back. When they mounted it plunged into the water and the luckless rider was drowned, often to be devoured by the creature (apart from the liver, which floated to the surface). They were known to appear as handsome men, but the transformation was always incomplete in some detail, eg they still had horse's ears, hooves or a piece of water-weed in their hair. If

they could be captured they were useful for heavy work, though they escaped eventually.

Required Powers

- Shapeshift* (Horse - or if starting as a horse, Human; probable Limitation: Incomplete transformation)

Qualities

- Strength, Agility, Endurance, Awareness, Athletics, Unarmed Fighting, Subterfuge, Night Vision, Attractive Appearance

Optional Powers

- Aquatic* (ceiling Good)

Vulnerabilities

- Need for Flesh - you need to consume raw meat periodically, and become debilitated if you don't.
- Needs Water - you need to immerse yourself in water regularly or suffer debilitating effects.
- Vulnerable to Dryness



Islands of the Mighty

Another pantheon for your *Legends Walk* mythic supers game! This supplement contains concise descriptions and LWTJ power programmes for 23 gods, heroes and monsters from Celtic mythology: cunning crafters, furious warriors, mighty orators, noble kings and dangerous faeries.

There are also notes on understanding the programmes for users of other games who want to make use of the descriptive material.

*Requires the Truth & Justice corebook and
Legends Walk - Truth & Justice Edition to play.*



LEGENDS WALK!

SILVER
BRANCH
GAMES

www.silverbranch.co.uk