

HAFERBOCKE

Bald reif hält nicht steif - Early ripe, early rotten.

Traditional German Farming Maxim

Quote: Do you bring tribute? Do you bring milk and hot bread? Beer or Butter or Honey? Hot Blood? Did you bring this in my name? Then blessings on your fields mortal, the rain will come and your harvest will be bountiful.

The Haferbocke aren't necessarily Stille-Volken (Changelings) in the same manner as their fellow Abstammung (Kithain). They are creatures of the Fields akin to their Inanimae cousins. They are manifestations of old agricultural gods - Forgotten Lords and Ladies of field and farm.

Mortals used to leave sacrifices to them in exchange for a bountiful harvest season. These sacrifices aren't in vain. The Haferbocke, as alien in mindset as any Inanimae, still offer their powers to honor of such chiminage.

Haferbocke itself means Oat-Goat, but in truth, this is a Misnomer. An individual of the Abstammung can be any combination of crop and animal found in Der Schwarzer-Wald. Also called Feldgeister (*field ghost*), Korndämonen (*corn demons*) or alternately the combination itself (hay-deer, corn-dog, pea-bear, etc...). Modern times have seen many of them lost to antiquity, however, and thus the error of Haferbocke being applied to the lot of them.

anchors: All Haferbocke are tied to places of crops being grown. While most are tied to areas of grains (Such as Maize, Oats, Rye, Wheat, and the Like) there are also peas, carrots, beets, or even mushrooms.

Appearance/ Husks: Both Pelz (Mien) of the Haferbock is tall, willowy, and gaunt with wide staring eyes. Even in Mensch-Pelz (Mortal Mien) there is something about them that is scare-crow or Effigy like. Even those mortals not in the know, somewhat know on a subconscious level.

In Inanimae terms, the Elfe-Pelz (Fae Mien) form is always krofted, meaning that they are created. Their fae mien is built of straw, wheat, or some other such form, and banded with twine to look like a great simulacrum of a mortal. The Heads are always animal like, goats,



wolves, bears, foxes- all are visible. The eyes in this form however are blank and distant, as if the Haferbocke was looking through some-one, not at them.

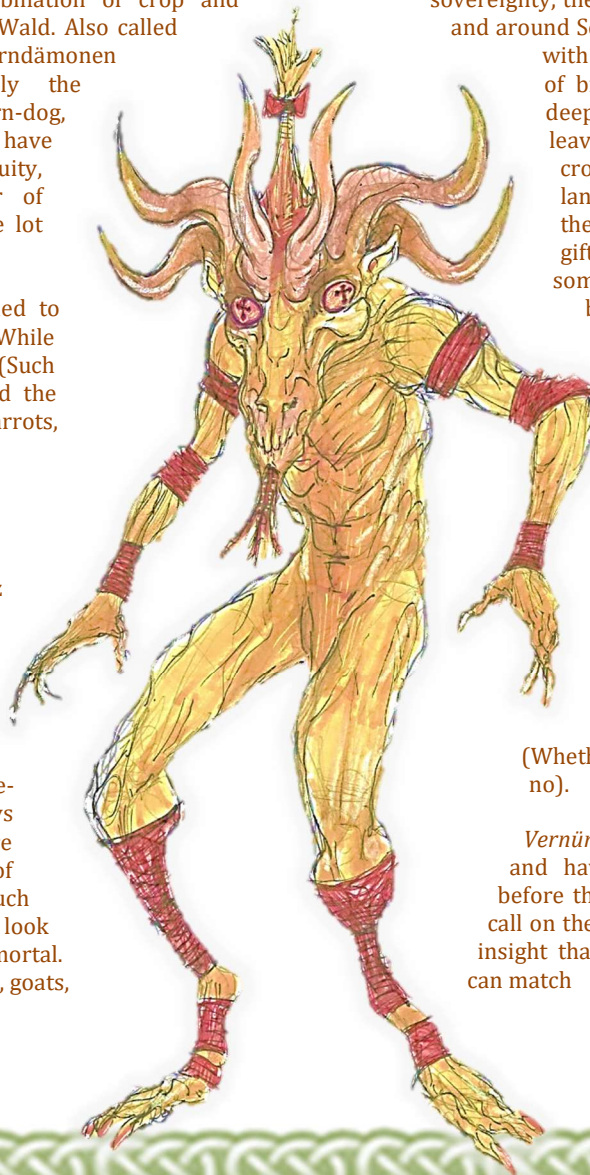
The Haferbocke also have a beast form (*See Birthright Below*). In Mensch-Pelz the animal is colored like the grains or crop from which the Haferbocke is born. In Elfe-Pelz, the beast *is* made of the grain or crop.

Lifestyle: While modern times may have overlooked the truth of the Haferbocke's ancient sovereignty, there are still pockets of the old-ways in and around Schwarzer-Wald. Farming communities with the old-folk who still leave sacrifices of bread and milk, or even darker plots deep in the forest where hedge-wives leave bowls of blood to ensure a bountiful crop. Haferbocke thrive best on these lands, and other Abstammung who seek their counsel would be wise to bring a gift. As the Haferbocke themselves are somewhat limited to their land's boundaries, going-adventuring is something of a challenge to them.

Unreif Haferbocke aren't as ancient and as many expect. They are young, being born out of newly planted fields. They delight in exploring the limits of their field-boundaries and going as far beyond as possible.

Überspannt Haferbocke are content to watch over their lands. They have grown attached to the farming community that tills their soil, and bask in the sacrifices made (Whether that community knows of them or no).

Vernünftig Haferbocke are as old as the soil and have watched countless seasons pass before them. The wisest of other Stille-Volken call on them for counsel, as the Vernünftig offer insight that few others in Der Schwarzer-Wald can match



Glamour Ways: The Haferbocke are Keeper-Gods of the wheel of Seasons, and like all Gods need sacrifice to survive. Haferbocke regain Zauberkunst with the sacrifices left in their fields. Yet sacrifice in this day might take many forms. Originally milk, honey, bread, or beer would suffice (blood would be favored by those darker Haferbocke). Today mortals simply toiling in their fields shedding sweat, or children playing happily amongst the corn works just as well as the honey, all offering their time. What matters is the attention given to the field itself.

Unleashing: Cantrips cast by the Haferbocke smell like warm fields and cool earth, and something that may or may not be blood. There is also a wash of hot moist air, as if something older than time was breathing over the whole scene.

Affinity: Scene **-or - Sliver Affinity:** Verdage

Birthrights

Crop Beast (Getreidetier): The Haferbocke are intrinsically tied to not just the crops of their lands, but the wild energies that promote the growth of such. In this they have the ability to transform themselves into a wild beast made of their lands harvest. Cats, Goats, wolves, bears, even ravens or roosters. The stats of the Beast form don't change, but when standing in their field in animal form, all perception rolls to see them are at a +3 difficulty (as they are made of the same material as their crop). It costs no Zauberkunst to change form while in their field, but one point whenever outside of it.

Blessings (Einsegnung): If someone on the Haferbocke's land offers up a fitting sacrifice (definition of fitting depending on Haferbocke) then that Haferbocke blesses that someone with good fortune. The Haferbocke must take the Zauberkunst from the sacrifice made (and it must be worded as such in an oath) and rolls their Cha + Greymare. The successes on the roll are successes that the sacrifice can use on any roll for the next month.

The Haferbocke can use this birthright up to a number of times each month based on seeming. Unreif Haferbocke can do so it once per month, Überspannt Haferbocke twice per month and Vernünftig three times.

Frailties:

Confined to the Field (Auf das Feld Beschränkt): The Haferbocke are limited by the borders of their own harvest-land. Defining actual limitations can be hazy but traversing too far outside of its borders and the difficulty rises. A few dozen yards or so is fine, but if it far away as to be out of sight the difficulty for all rolls rises by +1. A kilometer or so away may be +2.

In addition, for every night spent outside these confines accrues temporary Mängeln (Banality) - again, defining distance is hazy. The accrual of Mängeln beings a number of days apart and is based again on seeming. Unreif Haferbocke have 3 days before accruing the Mängeln, Überspannt Haferbocke have 2 days. And Vernünftig only have 1 day.

This accrual can be slowed by immersion in a field or garden similar to the Haferbocke's own (at least the same crop) but the accrual cannot be negated or replenished until the Haferbocke returns to their original home

Jaecar - Oat-Goat outside of Wernigerode - stands still in the swaying grain and offers truths of the Abstammung...

Alb: They seek chaos. They find chaos. They offer the same chaos. That is the whole of their existence.

Gummi-Bären: I do not travel to their revels often. I wish they would host them here more.

Haule Mannerchen: Their mission would be difficult for any of us. Yet they do so with a smile. I do not know if this worries me or encourages me.

Kobolds: I have no need for mines, or metal, or dark stone caverns beneath the earth. I have no need for them.

Moswyfjes: The wild wives are our allies, whether their blistering tongues would admit such or not.

Nisser: Only one of our Stille-Volken are truly tied to the Dark-Wild. Respect them. Listen to their words. And above all, thank them for their service. It would be a hard lot if they chose to be enemies.

Polevik: The Empire of the Fire-bird has cousins far wilder than we. They enjoy revels too much.

Effigies: The Outwards past Neustria have cousins far more blood-thirsty than we. Their fiery passions are too much.

Pumpkin-Heads: The New Concordia has cousins who take too many sacrifices. Their need is too great.

Fastachee: The Island of Turtle Dreams has cousins far more caring than we. They are just right.