
TRUDVANG
CHRONICLES
PLAYER'S HANDBOOK
RIOTMINDS



PLAYER'S HANDBOOK

✦ THE LEGENDS ✦

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Our style is to use "they" as a singular gender-neutral pronoun when possible. This usage continues to gain mainstream acceptance, including among major style guides such as The Associated Press Stylebook and The Chicago Manual of Style. We believe it is appropriate and practical, not just to reflect common usage but to accommodate a more inclusive view of gender identity. The Trudvang Chronicles books also use "he" or "she" when helpful for added clarity.

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Chapter 1

✦ THE CHARACTER ✦

A character is the player's fictitious persona who accepts the challenges offered by *Trudvang Chronicles*. Only the players have characters (often called a player character or a PC), and it is the task of the game master (GM) to create an adventure for them.

What Is a Character?

In this chapter we explain how a player can quickly and easily create a character.

Characters consist of different elements that depend on choices the players make when their PCs are created.

The most important elements of a character are:

- Character traits
- Race and culture
- Archetype
- Skills
- Secondary traits
- Raud
- History
- Equipment

The character traits consist of a number of attributes that the character possesses such as Strength, Charisma, and Dexterity.

A character's race may be human, elf, or dwarf. In addition, there are also half-folk who are the result of human/elf or human/troll relationships, called half-elves and half-trolls, respectively. A character's culture further defines them, as there are a number of different cultures among the races. Certain cultures inhabit different parts of Trudvang.

The archetype tells what professional focus the character has chosen in life and what experience they have gained prior to the start of the adventure.

The skills show what the character learned while growing up and what profession they chose. It consists of different abilities such as reading, writing, knowledge of plants and animals, fighting, and so forth.

Secondary traits indicate the character's age, weight, height, and mobility.

Raud is about the character's destiny and the potential for them to affect it. Put more simply, a character has a number of Raud points that can be used to change the outcome of a roll or decision.

The history of a character consists of different events and experiences that have shaped and affected them through their life until the day when adventure calls.

Most characters have some sort of equipment, such as a sword or a shield, when they start play.

Creation Points

In agreement with the game master, select the experience level that the character will start at. There are three beginning levels that provide different numbers of creation points. It is ultimately up to the GM to decide how many a character should get. A simple rule is that the more experienced a character is when created, the more work the player needs to put into describing and justifying the background to explain the higher experience.

The Creation Points are used for buying character traits, skill levels, disciplines and specialities.

CREATION POINTS AND EXPERIENCE

Creation Points	Experience
300	Beginner
500	Practiced
700	Experienced

Character Traits

Character traits describe a character's significant attributes. You could say that the traits are the most noticeable aspects of the character. The player will decide where the character is above or below what is considered normal. In any other traits, the character remains average (0 bonus).

- **Character traits to choose from are:**
- Charisma
- Constitution
- Dexterity
- Intelligence
- Perception
- Psyche
- Strength

Every character trait exists in three positive levels (+4, +2, and +1) and three negative levels (-1, -2, and -4). The higher the better, and the lower the worse. Each level is also a modifier to specific Situation rolls, as explained below.



Choose Character Traits

Think about a concept for your character and choose which traits should be distinctive, either good or bad ones, in order to follow that specific concept. Positive traits cost creation points while negative traits give you more points to spend, according to the table below. For example if a player chooses two negative traits for his character, one that gives -4 and one that gives -2, he will receive 90 creation points (60 + 30) to spend on traits and skills.

- You can't choose the same character trait as both a positive and a negative trait, since they would cancel each other out.
- If no character points are spent or gained in a specific trait, that trait is considered to be average (0), therefore giving no situation modifier. This means that the character neither excels nor struggles in that field.

Effects of a Character Trait

The character traits always have a "situation modifier" as well as one or more effects. The situation modifier is used to modify the character's chance of succeeding with an everyday task, which doesn't require a specific skill to succeed. This modifier is applied to the target number the character tries to roll equal to or below. Other effects give the character a direct bonus or a penalty (for example, on Body Points).

TRAIT LEVELS COST

Level	Cost
+4	-60
+2	-30
+1	-15
-1	+15
-2	+30
-4	+60

EXAMPLE: BUYING CHARATER TRAITS

Jon wants to create a character who is big and tough and smashes things with a hammer. He wants his character to be very strong, so he spends 60 creation points to give him +4 in Strength. However, the character doesn't have to be that smart, so he takes -2 in Intelligence and earns back 30 creation points.

✦ CREATING A CHARACTER ✦

In order to create a character, the player goes through the following steps.

1	Decide together with the game master how many creation points they will have available.
2	Determine the character's affiliation. First decide their race and culture. Based on that decision, choose the character's native language. You should also decide which religion the character belongs to.
3	Decide which character traits will be positive or negative.
4	Choose an archetype and note what core skill it has because you gain bonus creation points in that skill. Should your character learn about vitner, they also must select the type of vitner to learn. And if you invest in Faith you should also choose a religion.
5	Buy Skill Values, disciplines, and specialties with the unspent creation points. They represent the character's experience and upbringing.
6	Decide the character's secondary traits: age, height, weight, and weapon hand. Roll how much Raud the character gets. Determine Body Points, movement, and their persistence in the wild.
7	Name your character and based on all the information gathered so far, choose the character's background and personality.
8	Equip your character by asking your game master what you may have at the start. Alternatively, you can buy equipment with the money your character receives at the beginning of the game.

✦ CHARISMA ✦

Charisma describes a character's natural force of personality. A person with high Charisma can easily charm their surroundings and get those in the vicinity to listen and follow.

POSITIVE

+4

The character has the charisma of a divine being. It almost seems like they have a shimmering aura. Wherever the character turns, people smile and feel at ease. Their whole appearance makes it clear to anyone that Trudvang, as a force of nature, has chosen something very special for this being. Fate or Raud has woven a thicker weave around the character.

- **Situation modifier:** +4
- **Raud:** The character receives 4 extra Raud points.
- **Disciplines and specialties:** Disciplines and specialties under the Entertainment skill, as well as the Tradesman discipline and its specialties, cost 4 points less than usual.

+2

The elves of Trudvang are rumored to be beautiful and enormously charismatic. When the character is spoken of, they are readily compared to an elf. The character is charming and captivating, and few can resist their exceptional characteristics. Fate rests heavier on this person's shoulders, which attracts companions.

- **Situation modifier:** +2
- **Raud:** The character receives 2 extra Raud points.
- **Disciplines and specialties:** Disciplines and specialties under the Entertainment skill, as well as the Tradesman discipline and its specialties, cost 2 points less than usual.

+1

The character has a charm that makes people like them. You can't really put your finger on it, but overall the character is a pleasant person. Even if they don't radiate a godlike aura of destiny, it is apparent that Trudvang has something special in store for this character.

- **Situation modifier:** +1
- **Raud:** The character receives 1 extra Raud point.
- **Disciplines and specialties:** Disciplines and specialties under the Entertainment skill, as well as the Tradesman discipline and its specialties, cost 1 point less than usual.

NEGATIVE

-1

It is hard to put a finger on what makes people find the character unpleasant. Their personality just radiates a distasteful and uneasy feeling.

- **Situation modifier:** -1
- **Raud:** The character loses 1 Raud point.
- **Disciplines and specialties:** Disciplines and specialties under the Entertainment skill, as well as the Tradesman discipline and its specialties, cost 1 more point than usual.

-2

Revolting is a word that is used when someone speaks of the character. Most of what they say and do is regarded as unpleasant and nasty.

- **Situation modifier:** -2
- **Raud:** The character loses 2 Raud points.
- **Disciplines and specialties:** Disciplines and specialties under the Entertainment skill, as well as the Tradesman discipline and its specialties, cost 2 points more than usual.

-4

The whole being of the character sparks loathing. Everything the character says and does is regarded by others as revolting. The character is repulsive and detestable.

- **Situation modifier:** -4
- **Raud:** The character loses all Raud points.
- **Disciplines and specialties:** Disciplines and specialties under the Entertainment skill, as well as the Tradesman discipline and its specialties, cost 4 points more than usual.

✦ CONSTITUTION ✦

Constitution describes a character's physical well-being and fortitude, that is, how healthy and susceptible to disease they are. A person with high Constitution is almost always healthy and rarely gets sick.

POSITIVE

+4

The character belongs to a small group of men and women who are incredibly resilient. Neither disease, weather, nor hardship faze them.

- **Situation modifier:** +4
- **Body Points:** +4
- **Health:** Heals up to 4 Body Points per day.

+2

Even as a child, the character could endure more than most others. The character could work longer than most, seldom fell ill, and almost never complained of being cold in the winter.

- **Situation modifier:** +2
- **Body Points:** +2
- **Health:** Heals up to 3 Body Points per day.

+1

The character has been hardened by their upbringing and can stay out in the cold and wet longer than others. When the character gets sick, it is most often only for a short while, and sleeping outside under a bear skin does not bother them.

- **Situation modifier:** +1
- **Body Points:** +1
- **Health:** Heals up to 2 Body Points per day.

NEGATIVE

-1

The character has a hard time recovering from sickness, injuries, or a longer stay in the wilderness. The character often feels ill and tired.

- **Situation modifier:** -1
- **Body Points:** -1

-2

The character has frail health and is often sick. Making any effort is hard and arduous, and it demands that the character spend lots of time in preparation.

- **Situation modifier:** -2
- **Body Points:** -2
- **Health:** Heals 1 Body Point every other day.

-4

The character has a permanent condition or chronic disease that causes their health to be greatly reduced. It is a wonder that they even made it to adulthood.

- **Situation modifier:** -4
- **Body Points:** -4
- **Health:** Heals 1 Body Point every other day.

✦ DEXTERITY ✦

Dexterity describes a character's movement ability: how supple, agile, and quick to act the person is. A character with high Dexterity maneuvers their body with ease and is swift to react.

POSITIVE

+4

It is said that there is no animal as agile as the drauglon that lives in Easthelm. When someone describes how agile the character is, they often compare her to the drauglon.

- **Situation modifier:** +4
- **Maximum movement:** +4 meters
- **Initiative:** +4
- **Disciplines and specialties:** Disciplines and specialties belonging to the Agility skill cost 4 points less than usual.

+2

The character is very agile and can stretch and contort their body in a way most people can only dream of.

- **Situation modifier:** +2
- **Maximum movement:** +2 meters
- **Initiative:** +2
- **Disciplines and specialties:** Disciplines and specialties belonging to the Agility skill cost 2 points less than usual.

+1

The character is more nimble than many others and can perform movements that demand the body to be both fit and flexible.

- **Situation modifier:** +1
- **Maximum movement:** +1 meter
- **Initiative:** +1
- **Disciplines and specialties:** Disciplines and specialties belonging to the Agility skill cost 1 point less than usual.

NEGATIVE

-1

The character's body is stiff and clumsy. While some people are significantly stiffer than the character, there are certainly situations where it would be an advantage to be more coordinated.

- **Situation modifier:** -1
- **Maximum movement:** -1 meter
- **Initiative:** -1
- **Disciplines and specialties:** Disciplines and specialties belonging to the Agility skill cost 1 point more than usual.

-2

The character is significantly immobile. Most things that demand a lithe and fit body are hard to carry out. It also hurts to make such attempts, which causes the character to try to avoid such situations.

- **Situation modifier:** -2
- **Maximum movement:** -2 meters
- **Initiative:** -2
- **Disciplines and specialties:** Disciplines and specialties belonging to the Agility skill cost 2 points more than usual.

-4

When trying to describe how clumsy the character is, one might say that a dead stump in the forest is more mobile. The character has had no luck in terms of physical agility.

- **Situation modifier:** -4
- **Maximum movement:** -4 meters
- **Initiative:** -4
- **Disciplines and specialties:** Disciplines and specialties belonging to the Agility skill cost 4 points more than usual.

✦ INTELLIGENCE ✦

Intelligence describes a character's ability to think logically and analytically. A person with high Intelligence finds it easy to understand and learn through studying and manages to solve most situations or problems that require consistent thinking and analytical skills.

POSITIVE

+4

The character's mental capabilities are as sharp as a honed dwarven blade. The character is clear of mind and finds solutions to problems that few others can solve. The person learns with incredible ease.

- **Situation modifier:** +4
- **Disciplines and specialties:** Disciplines and specialties belonging to the skills Vitner Craft, Knowledge, and Faith cost 4 points less than usual.

+2

The character has a well-developed intellect. The character's mind and quick wit outshine most others. The person learns significantly easier and faster than others.

- **Situation modifier:** +2
- **Disciplines and specialties:** Disciplines and specialties belonging to the skills Vitner Craft, Knowledge, and Faith cost 2 points less than usual.

+1

The character has a knack for solving problems. While some people are significantly more intelligent than the character, in some cases he manages to see things in a way that makes him rise above the norm. The character learns faster and more easily than others.

- **Situation modifier:** +1
- **Disciplines and specialties:** Disciplines and specialties belonging to the skills Vitner Craft, Knowledge, and Faith cost 1 point less than usual.

NEGATIVE

-1

While there are others who are much more dim-witted than the character, intelligence is not one of her best attributes. With great effort, the character can solve most everyday problems, but her intelligence is not enough for much more than that. The person does not learn as easily or as quickly as others.

- **Situation modifier:** -1
- **Disciplines and specialties:** Disciplines and specialties belonging to the skills Vitner Craft, Knowledge, and Faith cost 1 point more than usual.

-2

To be this stupid is not as bad as being "troll-dumb," but the character is never mistaken for being sharp-witted. Most things that demand thinking seem almost impossible. Problems that many others can solve demand a great effort from the character to solve. The person doesn't learn anywhere near as easily or as quickly as others.

- **Situation modifier:** -2
- **Disciplines and specialties:** Disciplines and specialties belonging to the skills Vitner Craft, Knowledge, and Faith cost 2 points more than usual.

-4

The character is "troll-dumb," a Trudvang expression used to convey that most trolls fall far short of the intelligence that humans, elves, or dwarves possess. While some trolls might prove smarter and more cunning, it is nonetheless a name reserved for one that is so stupid and unintelligent that problems can be solved only by brute strength. Absolutely everything the person has to learn is hard and takes a long time.

- **Situation modifier:** -4
- **Disciplines and specialties:** Disciplines and specialties belonging to the skills Vitner Craft, Knowledge, and Faith cost 4 more points than usual.

✦ PERCEPTION ✦

This trait describes a character's ability to examine and evaluate the world around them. A person with high Perception can use sight, smell, sound, taste, and touch to perceive most of what exists and happens in the environment.

POSITIVE

+4

The observant character registers everything in the vicinity. Nothing gets past them. This is done by using all of the senses, smell, taste, sound, sight, and touch, to their fullest. Every little detail is acknowledged, and the tiniest divergence from the norm is registered like a red blot on a white sheet.

- **Situation modifier:** +4
- **Specialties:** Finding and Spotting, Thief Signs, Tracker, Weatherman, Wilderness signs, Orienteering and Cartography, Navigation and Extracts and Potions cost 4 points less than usual.

+2

The character has an easy time seeing connections and patterns, but especially things that are peculiar or unusual. A whisper, a print, a hidden switch, and other things that often go unnoticed are discovered without effort.

- **Situation modifier:** +2
- **Specialties:** Finding and Spotting, Thief Signs, Tracker, Weatherman, Wilderness signs, Orienteering and Cartography, Navigation and Extracts and Potions cost 2 points less than usual.

+1

The attentive character rarely has to concentrate to perceive small changes or that which is hidden, and in large part they have no trouble discovering patterns and contexts that normal people miss.

- **Situation modifier:** +1
- **Specialties:** Finding and Spotting, Thief Signs, Tracker, Weatherman, Wilderness signs, Orienteering and Cartography, Navigation and Extracts and Potions cost 1 point less than usual.

NEGATIVE

-1

The character has a hard time concentrating, is distracted by details, and has to use all their power to focus on one thing. Others regard the person as unfocused. Where others see connections and changes, the character has a hard time coming to any conclusions.

- **Situation modifier:** -1
- **Specialties:** Finding and Spotting, Thief Signs, Tracker, Weatherman, Wilderness signs, Orienteering and Cartography, Navigation and Extracts and Potions cost 1 point more than usual.

-2

The character would likely miss tracks made with muddy shoes, horse and cart impressions furrowed in the road, or even someone whistling in the street. It's difficult for them to tell if any changes have occurred, and the character has a hard time recognizing patterns and an even harder time recognizing breaks in a pattern.

- **Situation modifier:** -2
- **Specialties:** Finding and Spotting, Thief Signs, Tracker, Weatherman, Wilderness signs, Orienteering and Cartography, Navigation and Extracts and Potions cost 2 points more than usual.

-4

The character is so absent-minded that they hardly notice that it is raining before their clothes are soaked, and barely even then. The character has as much difficulty perceiving what is right in front of their nose as they would in finding a needle in a haystack. Only by pure coincidence do they find what seems incredibly obvious to others.

- **Situation modifier:** -4
- **Specialties:** Finding and Spotting, Thief Signs, Tracker, Weatherman, Wilderness signs, Orienteering and Cartography, Navigation and Extracts and Potions cost 4 points more than usual.

✦ PSYCHE ✦

Psyche describes a person's willpower and mental health. A character with high Psyche can cope with things that would cause others mental stress.

POSITIVE

+4

The character has a willpower that outshines most. Even if the character is not particularly strong or intelligent, hardly anything can make them give up or change their mind. Whether cold, hungry, uncomfortable, or embattled, it does not matter; the character simply will not quit until physical limitations force them to stop.

- **Situation modifier:** +4
- **Persistence in the wild:** +4 days
- **Terror modifier:** The character receives a -4 fear factor modifier when afflicted by fear.
- **Specialties:** Pathwalker, Terrain Experience, and Weathered cost 4 points less than usual.

+2

It is hard to budge the character's decision or will once their mind is set. The character can push themselves much further than a normal person to achieve their goals.

- **Situation modifier:** +2
- **Persistence in the wild:** +2 days
- **Terror modifier:** The character receives a -2 fear factor modifier when afflicted by fear.
- **Specialties:** Pathwalker, Terrain Experience, and Weathered cost 2 points less than usual.

+1

The character does not hesitate to take action once they decide to do so. While there are some people who have significantly more willpower, determination is one of the more prominent traits of the character.

- **Situation modifier:** +1
- **Persistence in the wild:** +1 day
- **Terror modifier:** The character receives a -1 fear factor modifier when afflicted by fear.
- **Specialties:** Pathwalker, Terrain Experience, and Weathered cost 1 point less than usual.

NEGATIVE

-1

While there are some people who are significantly weaker-willed, the character is largely doubtful and indecisive. Setbacks and situations that they don't control are difficult to handle.

- **Situation modifier:** -1
- **Persistence in the wild:** -1 day
- **Terror modifier:** The character receives a +1 fear factor modifier when afflicted by fear.
- **Specialties:** Pathwalker, Terrain Experience, and Weathered cost 1 point more than usual.

-2

The character is spineless and often lets others decide what is best. In many situations, they give up long before a normal person would.

- **Situation modifier:** -2
- **Persistence in the wild:** -2 days
- **Terror modifier:** The character receives a +2 fear factor modifier when afflicted by fear.
- **Specialties:** Pathwalker, Terrain Experience, and Weathered cost 2 points more than usual.

-4

The character is so weak-willed that the slightest setback causes them to give up, and the slightest attempt to persuade them changes their mind. The character is very easy to influence and often switches views and allegiances because they lack the ability to make decisions.

- **Situation modifier:** -4
- **Persistence in the wild:** -4 days
- **Terror modifier:** The character receives a +4 fear factor modifier when afflicted by fear.
- **Specialties:** Pathwalker, Terrain Experience, and Weathered cost 4 points more than usual.

✦ STRENGTH ✦

Strength describes a character's raw power, physical stamina, and endurance. A person with high Strength is big, strong, durable, and in good physical condition.

POSITIVE

+4

The character is as powerful as a large troll, and most people agree that troll blood must run in their veins.

- **Situation modifier:** +4
- **Damage modifier:** +4 in melee damage (added after open rolls have been rolled)
- **Body Points:** +4

+2

The character is almost as powerful as a troll. For some reason, their strength has developed more than normal and they are well known for their incredible might.

- **Situation modifier:** +2
- **Damage modifier:** +2 in melee damage (added after open rolls have been rolled)
- **Body Points:** +2

+1

The character is stronger than most others.

- **Situation modifier:** +1
- **Damage modifier:** +1 in melee damage (added after open rolls have been rolled)
- **Body Points:** +1

NEGATIVE

-1

Physical prowess has never been the character's most prominent trait. The character is weak and finds most things that involve muscle difficult.

- **Situation modifier:** -1
- **Damage modifier:** -1 in melee damage (but never below 1; subtracted after open rolls have been rolled)
- **Body Points:** -1

-2

At some point during the character's childhood, their muscles stopped developing. They are quite feeble and appear frail and thin.

- **Situation modifier:** -2
- **Damage modifier:** -2 in melee damage (but never below 1; subtracted after open rolls are rolled)
- **Body Points:** -2
- **Other:** Cannot use heavy one-handed weapons.

-4

The character is anything but strong. Lifting even the smallest object is difficult. Most people agree that the character is among the weakest of their kind.

- **Situation modifier:** -4
- **Damage modifier:** -4 in melee damage (but never below 1; subtracted after open rolls are rolled)
- **Body Points:** -4
- **Other:** Can use only light one-handed weapons.

Affiliations

A player must choose their character's affiliations by deciding their race and nation, Mother Tongue, the kind of vitner to weave (if any), and their religion.

Races and Cultures

- A character can be human, elf, dwarf, half-elf, half-troll or dwarf-troll.

Not all who belong to the same race are equal and behave in the same way. Each race includes different cultures and varieties: the more wide spread a race is, the more numerous and different its cultures will be. A character who is human can be a Stormlander, Mittlander, Virann, or Wildfolk. An elf can be a Korpikalli or Illmalaini. A dwarf can be a Buratja or a Borjornikka.

Beside the human, dwarf and elf races there are also half-breeds. Remember that race and culture are different concepts: a half-breed character can belong to the culture of either parent. Regarding the specific race name a half-elf could be a Dyfir (a mix between a human and an Illmalaini) or a Barkbrule (a mix between a human and a Korpikalli). There are many variants of half-trolls because there is such a variety of trolls. A half-troll that is a mix of a human and a forest troll is called a Changeling, a mix of a human and a gray troll is called a Gray Brute, and the offspring of a human and an ogre is called an Ogro. A cross between a dwarf and a troll, a dwarf-troll, is called a Zvorda.

Mother Tongue

All characters speak their native language fluently. Characters who live on the border between two nations can have multiple languages as their Mother Tongue. The half-breeds mother tongue is the language spoken by the people where it has been raised.

All characters start with some skills related to their own culture and language for free: Culture Knowledge Discipline Level 1, Language Discipline Level 1, Mother Tongue Specialty Level 3. Characters who are allowed to have more than one Mother Tongue specialty can have them but the total of Free levels in these specialty is always 3.

- SV Mother Tongue is SV of Knowledge skill, +1/level of Language discipline, +3/level of Mother Tongue specialty

RACES AND CULTURES

Humans	Elves	Dwarves
Stormlanders	Korpikalli	Buratja
Mittlanders	Illmalaini	Borjornikkas
Viranns		
Wildfolk		

Half-trolls	Half-elves	Dwarf-troll
Changelings	Dyfirs	Zvordas
Gray brute	Barkbrule	
Ogro		

MOTHER TONGUES OF CULTURES

Language	Culture
Eika	Spoken by elves
Futhark	Spoken by dwarves and dwarf-trolls
Rona	Spoken by Viranns and Mittlanders from the western and middle parts of Mittland
Vrok	Spoken by Stormlanders and Mittlanders from eastern parts of Mittland
Wild Vrok	Spoken by Wildfolk

Archetypes

Below are descriptions of a few typical professions in Trudvang. These are mostly meant as examples and guidelines of how to flesh out characters. The player should always make their PC the way they want it, regardless of whether it perfectly fits a description below.

ARCHETYPES AND CORE SKILLS

Archetype	Core Skills
Bard	Entertainment Knowledge
Dimwalker	Faith Knowledge
Dweller	Care Knowledge
Ranger	Knowledge Wilderness
Rogue	Knowledge Shadow Arts
Vitner Weaver	Knowledge Vitner Craft
Warrior	Knowledge Fighting

Core Skills

Every archetype has two core skills that are tied to the character when it is created. The character has 50 bonus creation points to spend on the core skills as well as their disciplines and specialties.

Choose an Archetype

The characters in Trudvang Chronicles are best described as archetypes, rather than as specific professions that require their full time to make a living. When creating a character, the player should choose an archetype and perhaps also a profession that will fit. But remember that the choosing of this archetype is important only during character creation. The following adventures and personal development can lead a character far away from his beginning!

✦ HUMANS ✦



The daughters and sons of the human race live in every corner of Trudvang. Ever since their first dawn, they've adjusted to the environment like no other race. In the east live the Stormlanders; in Mittland, descendants of the Thronelander kings; and in the far west the wise Viranns. Side by side with these main human breeds live the Wildfolk hiding in the deep forests and mountains.

Mittlander

The old name of the Mittlanders is East-throners. It is a human culture with old and complex traditions. According to legend, Mittlanders descended from the Thronelanders and lived in the far eastern wilderness for thousands of years before returning west. Mittlanders are proud and honorable, and they value courage as the highest virtue. Typical Mittlanders are not as tall and strong as most Stormlanders, but they are still respected for their stamina and endurance.

Stormlander

Stormlanders are the main folk in the east. They are tall and strong and have been shaped by the harsh and great wilderness they live in. Typical Stormlanders are taller than other humans and have dark hair and black eyes. Only those from Ejdland differ from the typical Stormlander; they are blond and have blue eyes. Sometimes one may even find a Stormlander with yellow eyes, which is said to be the heritage from living side by side with trolls and other dark breeds.

Virann

The humans living in the far west are called Viranns. The typical Virann is blond and has gray or dark brown eyes. They are not known for great strength or constitution but rather for their wisdom and knowledge. Ever since they settled down and learned agriculture, the Viranns have valued the pursuits of knowledge above those of strength and war.

Wildfolk

The traditional Wildfolk are a mix of different tribes, Amures live in the northwestern mountains, Thoorkaals in the southwest, and all the wild and savage tribes and clans dwell in the northern parts of Trudvang. Most of the Wildfolk pray to the dark gods and put their faith in Haminges. They are brutal and hardened, well known for their excellence in war and fighting. They are typically smaller, less intelligent, and stronger than the average Stormlander.

Half-Trolls

There are many stories about trolls using their foul magic on humans to beget offspring. Half-troll is the common name for the offspring of a human and a troll. The typical half-troll is big and brutish, and shares characteristics of both trolls and humans. Remember that "half-troll" is just a race name. Half-trolls raised by humans tend to also have human cultures. This means that one can be an Ogro Wildfolk or a Stormlander Gray Brute.

Changeling

A Changeling is a cross between a human and a forest troll. It is smaller than a regular human, with brownish skin and yellow eyes. Some Changelings also have a cow tail, just like a troll.

Gray Brute

A Gray Brute is the offspring of a human and a gray troll. They are typically bigger than a human in every respect. A Gray Brute usually takes after its troll lineage, meaning they have lots of hair on their body, yellow eyes, a big nose, and long ears.

Ogro

An Ogro is a mix of human and ogre. It is much taller than a human but less intelligent. Their skin is gray or green and as hardened as leather. Some ogros have blue eyes, but most of them have the yellow eyes of a troll, and just like changelings most ogros have a long tail.



✦ ELVES ✦



The old stories say that the elves were the first race to set foot in Trudvang. Supposedly, they came from the dark void, riding on rays of light, led by the gods. Over the course of eons, the elves split into two sub-races: the traditional Illmalaini (the star elves) and the wild Korpikalli (the dark elves).

Illmalaini

The Illmalaini elves are highborn and consider themselves superior to all other races in Trudvang. Their lives are focused on one major task: to connect with the gods once again. Why did the gods leave the elves chained to Trudvang, without any answers? The Illmalaini guard the ancient secrets and knowledge and perceive their future as an even bigger step away from the gods. In appearance, these elves are quite tall, with silvery white hair and pale white skin.

Korpikalli

The Korpikalli elves have abandoned the old traditions to seek their new future in the dark woods. When the gods left the elves, the Korpikalli decided to leave the gods behind as well. They don't care about those gods anymore. In fact, they disdain and scorn the absent deities. The typical Korpikalli has black hair and dark eyes, with a body shaped from life in the wild woods. These elves embrace nature, which they worship with reverence. The Korpikalli are more aggressive than the Illmalaini.

Half-Elves

For as long as humans have had contact with the elves, their blood has mixed. Half-elves are generally beautiful like elves, with long, silver hair and slimmer bodies than humans.

Dyfir

Dyfir is the name of a mix between Illmalaini and humans. A Dyfir tends to be both shorter and slimmer than a human. Usually their skin is white and pale and their eyes dark.

Barkbrule

Barkbrule is the name of a cross between Korpikalli and humans. Just like a Dyfir, the Barkbrule breed is shorter and slimmer than a human and much like a Korpikalli. The main difference is that a Barkbrule tends to have pitch-black eyes and dark hair.



✦ DWARVES ✦



Deep down in the mountains lives the quiet and leisurely race of dwarves. No one knows when they first came to Trudvang or who created them. Some say the dwarves are part of the mountains themselves, while others say that the god Borjorn created them to serve him. The female dwarves are mysterious beings that dwell in the darkest and deepest caves, deep down below the surface of the earth. There are very few dwarf men who in adulthood have seen these women, called Norgavaina by dwarves, and they are described as short, beautiful creatures with fair skin and not nearly as rough as the male dwarves are. Male dwarves live in brotherhoods and clans and are separated from the females.

- Dwarves can see up to 10 meters with a weak light source as if it were day.

Borjornikka

The Borjornikkas are the most common dwarves in Trudvang. They live under the earth in great cities and halls. They commonly trade with humans, and therefore spend much of their time on the surface. The Borjornikkas are superstitious and value tradition, much like the Illmalaini elves do.

Buratja

The Buratja dwarves are a rare breed that live deep in the earth. Most of them have never even seen the sun or been outside their mountains. They have extraordinary stamina and constitution and pray to their fiery forges as if they were gods. Buratjas value smithing and forging above all else. Their bodies are covered with a thick layer of soot and their eyes shine brightly in the dark. These dwarves have thick and bushy hair but shorter beards than the Borjornikkas.

Dwarf-Trolls

Zvorda is the dwarvish name for the offspring of a dwarf and a troll. Dwarves and trolls have always shared the mountains as their home, and thus came a mixed breed from the darkness. Zvorda are much bigger than a typical dwarf but smaller than a gray troll. Some say that the Zvorda have the temper of a troll and the persistence of a dwarf. Most Zvorda tend to have a dwarvish culture since, given the mysterious nature of the Norgavaina and how they reproduce, the Zvorda are almost never raised among the trolls.





✦ BARD ✦

- **Core skills:** Entertainment, Knowledge



Bards are well regarded and sought after all over Trudvang, especially in Mittland. They tell stories and sing songs about the past or the future. They gather the elders, children, men, and women around the crackling fire to tell tales about great heroes and deeds, fabulous and magical swords, and mythical creatures.

Elven Bards

The elves have always loved different kinds of stringed instruments and flutes. The instruments are often made out of parts of animals, such as the jaw of a pike or the antlers of a stag, on which strings are attached. The strings are in many cases made of the hair of the elves themselves. For thousands of years, the elves have bestowed upon the world beautiful music that makes wanderers of the forests fall asleep or forget where they were going. The elven bards are masterful musicians who can, without uttering a single word, convey a feeling or sensation. Like their dwarven peers, elven bards can play for hours, even days, before they stop and fall into a deep sleep. The elves who master these stringed instruments and flutes have many names, but most common of all is "kjolltalinja," meaning "ring of the stars."

Dwarven Bards

For the dwarves, drums and tall horns have always been associated with tradition and stories. Their way of entertaining is seldom done through words, but through drumbeats and horn blasts. For the same reason, it is common for dwarven bards to first learn playing both the small drum (the "rozorji") and the large one (the "kalorva"), along with the mountain horn (the "rogduboki").

A "zorjorn," as the drummers are called, can practice his art for days without interruption. When a gathering of zorjorns meet, the sounds of their drums rumble through the great cavern halls. People who have seen or heard such a thing speak of a feeling so intense that it felt like a thousand thunders, and how their bodies shook and vibrated from the mighty sounds of the drums and horns.

Mittlander Bards

Of all the people of Trudvang, Mittlanders are the most proud and have the longest traditions when it comes to bards and chiefly storytellers. The Skwildhugla, an ancient society of keepers of tradition and storytelling, is so influential that no other society is said to have such power over people as they do. To be admitted to the Skwildhugla is no simple task and requires decades of training and roaming the lands before one is accepted.

Bards not part of the Skwildhugla are often travelling storytellers, going from village to village to share their tales of heroes and valour. They sometimes play an instrument as well. Their stories are told in a certain metre called "skwild," which is why the typical bard is called either "skwilde" or "skwilda," depending on gender.

Stormlander Bards

As with the Wildfolk, the bards of the Stormlands are often those who had a different trade when they were younger, but as they grew older and weaker, they retired to farms where they now tell their stories. In the Stormlands, they are called "vudjun."

But there is another, much younger, kind of bard that can be seen around the Stormlands. They play "stormharjas," a stringed instrument, while they alternate between singing and telling tales of strange things. They are called the "harjonturs," and since they travel from farm to farm, they often bring news to remote or desolate lands.

Tradition has it that harjonturs bring luck with them and that their music keeps evil spirits and gods of chaos at bay, which is why many berserkers (savage warriors) join up with them. There are harjonturs that only dance, too, called "haddings" and "haddingjas" (males and females, respectively).

Virann Bards

The Viranns have no established art of narrative, nor any aspirations to hear the tales of a bygone age. They do, however, appreciate dancing as an art form. Those who spellbind crowds with their dance in Westmark are called "fulkas," and a skilled fulka knows almost all the dances that are allowed. In less respectable places, there are other stories about the fulkas. It is said that fulkas secretly belong to an ancient society of assassins and "eitrspatters" (rogues who use poison). There are no doubts that the group is in many regards a secret society, but the fulkas themselves intend for mystery to be part of the dance experience, and with these secrets and dance moves they entrance their audiences.

Wildfolk Bards

The typical bard among the Wildfolk is old and feeble, an old man or woman who has seen it all but no longer has the strength to hunt the great spirits. Their tales are often about how to defeat a powerful spirit or about great killers who slew beasts thought undefeatable.

Wildfolk bards gather their crowds around the fire during cold, dark nights and toss roots and herbs into it to make the flames crackle and shift in color. To the sound of drums they tell their weird tales.

The Wildfolk call these storytellers "thowintuza" which in Wild Vrok means "someone who speaks to the fire."

✦ DIMWALKER ✦

✦ **Core skills:** Faith, Knowledge



Dimwalkers live in the name of their god(s). They pray and connect with a divine power to receive special abilities and skills. Stormlanders pray to the Stormasirs, Mittlanders to the spirits of nature, and Viranns to the one god Gave. Common among all dimwalkers is that they devote their lives to a higher power, a belief, and a faith in the divine.

Elven Dimwalkers

It is strange, but the elves have no official dimwalkers and no complicated religious hierarchy. Even though their traditions and customs are based entirely on gods and their tales, they are not in contact with any gods, unlike the humans and dwarves. Some say that the elves carry a curse, while others claim that they are immaculate and thus need no gods.

Some elves, however, are born with something that may be likened to divine abilities. Naturally, the elves themselves believe that these abilities are a legacy, a gift, from the gods that they lived side by side with at the dawn of time. The elves who carry one of these abilities are called "Ihana." They are considered to be quite valuable to the elven community and are often keepers of tradition, living alongside the immortal elves, for only the Ihana are believed to be able to partake in the traditions that live on since the Age of Dreams.

Dwarven Dimwalkers

There are not many dimwalkers among the dwarves, since few of them manage to master the mysterious runes and receive the secrets of the god Yukk. The dwarves who have chosen to take the holy path are called "Thuuls." Thuuls interpret the mountain and the knowledge that lies buried deep beneath thousands of years of tradition and symbiosis with the stone. Oddly enough, it is only the gray dwarves that are capable of contacting the holy runes and powers. To all other dwarves, the gate is sealed and no one knows why.

It is believed that a Thuul's powers are in direct relationship with a special item they have made and which Borjorn, the god of creation, has blessed. There is nothing more important to the Thuuls than the artifact they have created, and so strong is the bond to this item that they believe that fate has woven them to it.

Mittlander Dimwalkers

There are many heroes and honorable sons and daughters who form pacts and take oaths of blood in order to be granted the strange and mysterious gifts of the Eald Tradition. The real dimwalkers, those who once ruled over the steppes and the keeps, live a more secluded life. They are called "lairds" and are chiefs in villages where people are still followers of the Eald Tradition. In ancient times only those who had sworn pacts with the Flowras could be called "lairds", but during the last few centuries it has become common for all the chieftains who have devoted themselves to the Eald Tradition to take this title. The heroes and heroines who have not taken the responsibility to lead a village or to acquire a piece of land under the ancient tradition, but who still have learned its divine abilities, are called "malhewens," after Malhewen the Trollseeker.

Many malhewens live a life on the road, serving a higher purpose. They meddle little in the day-to-day dealings of other folk, since their oaths require them to be above the mundane. Their lives are a constant search for an opportunity to fulfill their purpose and serve a tradition that goes back thousands of years.

Stormlander Dimwalkers

The "stormikjalts" are those who serve the violent god Stormi and his subordinates. The meaning of stormikjalt is broad, but the most established is "they who serve Stormi with an iron fist," since a "kjalt" is a person who brings somebody to their knees with an ironclad hand.

The stormikjalts are callous and upright and waste no time on pity, they act in the name of Stormi or one of the other storm gods and have given themselves to the Gerbanic faith to protect the weak and ward off the gods of chaos. Their ultimate goal, however, is to be as prepared as possible for when their lives in Trudvang end so they will be able to walk through the storm without the help of Enken, for those who do will get a place at Tabarast, Stormi's table, in the mythical hall of Jarnglimma.

Virann Dimwalkers

The dimwalkers of Westmark have nearly unlimited power. There are few people or powers that may question the authority of even a single dimwalker. The dimwalkers of the Tenet of Nid are called "Gavlians." They receive their holy powers by praying to and serving the One God, Gave.

Some gavlians serve their entire lives in a distant monastery and never see what is outside the tall walls. But there are those who have no fixed point in life, but seek the grace of Gave far from the boundaries of their homes. For the power of Gave is so great that it reaches all the way from the holy land of Viranne in the west to Dranvelte in the east.

Younger gavlians, so-called venerables, are often apprentices to accomplished gavlians, and it is not uncommon for those with experience to have several venerables under their tutorship.

Wildfolk Dimwalkers

Dimwalkers among the Wildfolk are mostly followers that tie themselves with dangerous and powerful spirits in order to extend their power. There are many names for the dimwalkers of the Wildfolk, but most adopt the tribal roles of "vigan," "gellti," and "mastru." A vigan is the leader of the tribe, whose sole purpose is combat and defeating others. The gellti is the tribe's dark mother, granting life and health as well as taking it. Cunning and bewildering, the mastru is the trickster of the tribe. Apart from these three types, there are other dimwalkers that are called with names like "arkorja," "honnajorl," or "thowatz" that, in one way or another, all mean something along the lines of a claimer or coercer of spirits. Thowatz, or gorger, however, is the most common name for those who subject themselves to the darkest of all divine teachings.

✦ DWELLER ✦

✦ **Core skills:** Care, Knowledge



Dweller is the common name for people living off the land. They settle down in a small village or town and try to use their skills to survive. A dweller is good at agriculture, blacksmithing, and woodcraft. Some have a permanent home, while others go from village to village seeking employment that lets them use their talents. They collect, produce, sell, and sometimes hunt for their survival. Some dwellers serve as "hirdmen" or sellswords in a chieftain's guard and are as good with a sword as they are with a plow.

Elven Dwellers

It is largely uncommon for elves to have big farms or to gather in one place. They often wander from place to place with their herds (usually reindeer) or stay briefly where wild crops are abundant. Elven dwellers are often as good with a hunting bow and fishing rod as they are at tending their herds.

However, there are also the "Koivhas," especially among the light elves, who remain in one place and tend to the land with their abilities. These sedentary elves learn how to make use of what the land offers, and never abuse it for their own gain.

Dwarven Dwellers

Dwarven dwellers are almost exclusively smiths or miners. There are not many dwarves who keep to traditional farming or cattle raising, but some do grow mushrooms underground or keep domestic pigs in the mine tunnels.

Smiths are held in high regard since they work and transform the force of the great god Borjorn into items which is his purpose. Mining is a heavy and tiresome labor, and some dwarven miners enjoy a higher status than others. Those who mine coal for the furnaces are not as appreciated as those who mine ore.

Crafting is also common among dwarven dwellers.

Mittlander Dwellers

In Mittland the farms are larger and more widespread than in the Stormlands. The dwellers gather in teams and specialize in certain tasks, such as agriculture, cattle raising, or crafting. They are not as bound to a single farm as much as the Viranns are, but it is still common practice for the free dwellers to stay at one place for a couple of years before the teams move on. The sense of community is important for dwellers in Mittland, and most of them spend their entire lives, or most of it, with the same team.

Dwellers seek to own farms, and those who do are respected. They might keep horses or cattle, or just farm the lands. In rare cases, they occupy themselves exclusively with craftsmanship.

It is not uncommon to meet a Mittlander dweller who has learned another language to simplify trading with peddlers from faraway lands. While farmers in the Stormlands strive to be self-sufficient, the dwellers of Mittland also seek to sell off their surplus in order to further secure their well-being and income.

Stormlander Dwellers

Dwellers in the Stormlands often live by a jarl's keep and the societies around them, but demand for their supplies is often too small for them to stay for an extended period of time in one place. Peddlers have to walk from farm to farm to support themselves and must pay a fee for the jarl's blessing to sell their wares.

In the Stormlands, dwellers are most commonly found as farmhands and maids, charged with the various tasks of agricultural life: tilling, crafting, building, or cattle raising. Unless they are serfs, dwellers receive a small amount of payment for their work, especially if they cannot join the jarl's hirdmen for one reason or another, and instead move from farm to farm looking for work.

Additionally, most dwellers are capable hunters, since the harsh and ruthless weather makes farming life unstable at best. Hunting and fishing are important sideline activities for many dwellers in the Stormlands.

Virann Dwellers

The Viranns are large-scale dwellers and all the farms in Westmark are big and well off. The largest farms keep cattle, tend the fields, have craftsmen, and try to make a profit off the surplus. Westmark dwellers are well versed in farming, trading, and languages.

In this part of Trudvang, there are also dwellers who live inside, or just outside, the walls of a city. They are often referred to as "wall dwellers," but other common names for them are "barrow peddlers" (since they sell their wares from barrows and carts), "market traders," or the more derogatory "dung draggers," since their shoes tend to track in animal droppings from the roads.

Wildfolk Dwellers

Among the Wildfolk there are no distinct dwellers, since they seldom live on farms. Their communities are temporary settlements or crossroads, and it is uncommon for them to make use of this practice. However, there are some among the Wildfolk who keep herds of reindeer or goats, and gatherers who collect wild herbs, roots, mushrooms, and anything else that is edible and of use for the tribe.

A Wildfolk dweller is often very knowledgeable about the flora and fauna, as well as about trading.

✦ RANGER ✦

✦ **Core skills:** Knowledge, Wilderness



The ranger is a wanderer of the wilds, a pathfinder, and a hunter. They have learned all the skills needed to live outside villages and towns, and they prize most highly a free life in the wilderness. A ranger is a skilled hunter and scout who has learned how to predict weather and track the most fearsome beasts.

Elven Rangers

The elves have always hunted, but not in the same way or for the same purpose as humans. Where men seek to acquire quantities of fur and meat, elves value balance in the woods and never hunt more than what is needed for the day. Elven hunters are skilled at setting traps and surrounding prey. They often lie in wait and almost exclusively hunt in teams. Hunters play a crucial role especially among the Korpikalli elves, since they move from place to place and have no permanent settlements like the Illmalaina elves of the south. Entering new hunting grounds and learning what game it offers are tedious tasks that are filled with dangers.

The elves who travel far with their herds of reindeer to find pastures for their livestock have learned to live in and coexist with nature.

Elven hunters are known as "toumi," the keepers of balance.

Dwarven Rangers

There are few who can be called rangers among the dwarves. Of course, there are vast and untrodden areas of wilderness beneath the earth too, but dwarves do not have the same hunting culture as humans and elves. The few who do hunt look for tunnelswine, and the gatherers who explore the endless, dark crevices seek rare mushrooms or roots. It is also uncommon for dwarven rangers to provide only for themselves; oftentimes, a band of brothers leaves to hunt and gather for a period of time and later returns to their ordinary tasks in the mine or smithy.

Mittlander Rangers

Hunters are a common sight in Mittland, and while they form an important part of the Mittlander Rangers, in this region of Trudvang mounted messengers and scouts are also encompassed. The mounted messengers, like the spörrulvi of the Stormlands, are familiar with the geography they travel through, live a life on the roads, and are paid to deliver missives or goods small enough to fit in their saddlebags. Mittland's mounted messengers are, as the name suggests, excellent riders and fond of their horses.

Scouts and vanguards to the ever-moving hanir tribes are also considered rangers in Mittland. Much like the mounted messengers, they are highly dependent on their horses.

In this part of Trudvang, where feats of honor and courage are highly valued and recorded, it is common for some to specialize in hunting a certain, specific kind of beast. Hunters of trolls, ice trolls, or lindwurms are highly honored and always respected in the mead halls.

Those who live by hunting are called "spearlauger," but generally, rangers are poetically called the "stersluming," meaning "star sleeper."

Stormlander Rangers

With the same grimness and raw bravery of the wildmen in the north, the rangers of the Stormlands and tamers of the wild roam the forests to hunt. Here, as in the north, the rangers spend most of their time hunting. It is, however, fairly uncommon for them to encounter big game. Instead, they pursue wolves, foxes, and drauglo, or the dangerous morkbru in the northern parts of the region. Other rangers lay traps for skullverines, winter hares, and raw martens, or they hunt birds and plunder the nests. The further north in the Stormlands, the more rangers one finds, and the saying "In the Wilderland, everyone is a part of the wilderness" rings true. Not being able to live off hunting is considered weak and unworthy; such people are often sacrificed as blot or drowned in a hole in the ice. The hunters of the Stormlands are usually well versed in the flora and can gather large quantities of berries, nuts, mushrooms, and other edible vegetables.

Some men and women from larger farms and settlements make their living by helping others to travel across the lands and through the wilderness. Usually, these individuals are referred to as the "spörrulvi," those who track like wolves. They know a great deal about the land and prove themselves capable warriors and hunters, but most of all they understand the elements and can travel for months at a stretch.

Virann Rangers

Dwellers make up the majority of the population in Westmark and rangers are considered strange and dangerous. They are wanderers who live by hunting and trading fur, but since almost all the farms have a huntmaster who has learned both fishing and hunting, there is little to gain there. It is very common for rangers to be forced to serve a rich dweller or work as a caravan guard, given their knowledge of the land. In Westmark there are plenty of derogatory names for the rangers, such as "troll-wanderer" or "root-chewer," but the most common practice is to call them "vildvittjes" or "vildvittras" (for men and women, respectively).

Wildfolk Rangers

Among the Wildfolk of the north, where the constant perils of the dark forest lurk, there is plenty of game, but also mortal dangers for those who take the wrong path. The rangers here hunt both big and small game; the further north, the bigger the quarry. At the border of the barren Isvidda, frostboar and mastomants are felled, and sometimes even hrimtursirs.

✦ ROGUE ✦

- **Core skills:** Knowledge, Shadow Arts



The rogue is an outcast or vagrant, someone without a king, earl, or chieftain to serve. They live by stealth, murder, or dealing with secrets, and they always live in the shadows. The rogue learns the trades of picking pockets, burglary, and backstabbing. If rogues are not cautious, they might be sacrificed in the moorland or thrown to the wolves.

Elven Rogues

Elves who have caused large forest fires, led trolls or Wildfolk to elven villages, or done something else that put the tribe in grave danger are cast out and must live as rogues. Sometimes they build a hut in the outskirts of the tribe's hunting grounds and sneak into villages to steal food and items. It is not uncommon for these elves to seek out humans and join up with adventurers or woodsmen. The elves call their rogues "kallivojka" ("the lost"), and they are forever cut off from the tribe.

Dwarven Rogues

Rogues are uncommon among dwarves. Often, the only rogues are dwarves who have lost all their brothers or done something so wrong that they have been excluded from the community, forced to survive by stealing or worse. Dwarves call their rogues "mulovos," which means "dark-hearted." The worst sin of all is slaying a brother, and dwarves who do so are called "orgej" ("blood-hand"), but they are very rare.

Mittlander Rogues

Two types of rogues are especially dangerous in Mittland: assassins and "eitrspatters."

Assassin is a term that is used all over the Stormlands, but it is assumed to have been coined in Mittland. Assassins are cold-blooded killers who thoroughly plan their deeds. They infiltrate the households and homes of those they are paid to slay. The "eitrspatters" are, if possible, even more thorough than the assassins. They have learned to kill with poison and carry a great deal of knowledge of botany and toxicology.

In addition, just as in the rest of Trudvang, there are some rogues who simply steal and rob.

Stormlander Rogues

Most common in the Stormlands are the sea wolves, the "log less," and scoundrels. Sea wolves are shipborne robbers who perform nightly raids, stealing cattle and thralls. Their ships are fast and strike without warning.

The "log less" are those who have their storm logs removed from their homes as punishment for murdering and stealing, revealing to all passersby that they are loyal to no one. They are sometimes hired by people who do not want to bloody their own hands, but usually Stormlanders want nothing to do with the log less.

Scoundrels are those who move from farm to farm, killing and stealing as they go. Most of the time, they have betrayed their families and thus have no right to call themselves warriors and have no vote at the "Thing" (the assembly of people). The scoundrels live off the shady tasks that might give them board and lodging.

Virann Rogues

In Westmark, where the big cities are crowded with people, coin-snatchers and "belwenpollers" gather, along with the "shadowers" who use the cities as a starting point for their missions.

The coin-snatchers are simple thieves, stealing from people in streets and markets and breaking into homes and keeps to find something they can sell.

The "belwenpollers" serve a well-to-do trader or smuggler whose clients may not always be able to pay. Belwenpollers are sent to break bones and noses to keep their lords paid. There are plenty of belwenpollers in Westmark's many ports.

The "shadowers" are creatures of the night, earning their coin by tailing people and investigating what they are up to and where they live. Shadowers stop at nothing to get the information they need, and they charge good money for their services.

Outside the cities, among farms or far out in the wilderness, possibly the most dangerous of Westmark's rogues gather: the "utlaupsmen" and robber barons.

Utlaupsmen are robbers who ravage and plunder farms, lying in ambush on important trade routes, or who are simply hired by lords to make life difficult for someone.

Robber barons are "riddermen" (warriors) who have fallen from grace and abandoned their lord and their traditions to rob and ravage the countryside. What differentiates robber barons from utlaupsmen is that most robber barons are not as ruthless.

Wildfolk Rogues

Rogues are uncommon among the Wildfolk, since they are slain in a shameful manner if caught. Those who hide in the dark and steal from others deserve nothing better than being drowned in a mire or hung from a tree. The most common type of Wildfolk rogues are simple thieves and the "slogi," those who betray their own for payment.

✦ VITNER WEAVER ✦

✦ **Core skill:** Knowledge, Vitner Craft



To master the energies of magic is a powerful skill, and to weave the mysterious energy called "vitner" is a dangerous trade. Some people call these weavers enchanters, mages, spellcasters, sorcerers, or conjurers. The vitner weavers have learned to cast spells and to control the powerful vitner. They are rightfully feared all over Trudvang, but also highly respected and valued.

Elven Vitner Weavers

Elves were the first to learn the powerful art of weaving from the Misturelves, and thus also have had the longest time to practice it. The elvish conjurers are generally called "sampokkas" (weavers) and they usually perform their magic by singing or playing odd instruments.

Among the elves there is a kind of conjurer that for some reason attracts animals which choose to live close to them. Because of this, men have given them the name of "besturvejkler," but the elves call them "raoumma," "they who caw." These conjurers are always "Hwitaljas" (ones who bring light).

Dwarven Vitner Weavers

Even though several attempts have been made to teach dwarves how to wield and weave vitner, they have never been successful. It is said that their bonds to the mountains and their gods are so strong that they cannot let vitner enter their minds. There is, however, a specific Dwarven kind of Vitner Weaver which is diffused especially among the rare Buratja dwarves. These are weavers who know how to engrave magical runes on items to be made magical.

Mittlander Vitner Weavers

Vitner weavers are most appreciated in Mittland. They have a prominent role in the Eald Tradition, but also serve as councilors and advisors to gothis and kings. They are seen to be very close, and sometimes even one, with nature and its beings. The weavers are divided into three groups: the "Gandhman," the "Hallawes," and the "Fhomors."

The Gandhman are sorcerers sworn to no master who travel from farm to farm in the backwoods to seek, or share, knowledge. In many parts of Mittland, it is believed that the Gandhman have sworn pacts with the Flowras or stand very close to these mysterious beings of nature. A Gandhman is a welcome guest at Mittlandian farms, since many carry the skills and abilities of a skald.

The Hallawes, or Hellawes, are the conjurers who thirst for ancient knowledge and dig deep into the secrets of the vitner. Because of their knowledge, Hallawes often serve a rich gothi or king, and are able to spend considerable sums from their treasury to increase their knowledge.

The Fhomors are the most feared of all vitner weavers in Mittland. Tamers of vitner, they use their secrets in combat and are nearly as deft with the arts of battle as they are with weaving vitner. Many commanders seek (and fear) these swordmages.

Stormlander Vitner Weavers

Despite the fact that vitner weavers are highly unusual in the Stormlands, many scholars claim that it was in this part of Trudvang that the weaving began, among elves and humans alike. It was here that the "Misturelves" shared their gifts with the elves, who subsequently did the same with humans. Many weavers disappeared along with the Thronelanders when the latter decided to leave the Stormlands and settle in Mittland.

In the Stormlands, male vitner weavers are called "veduns" and female weavers "vedmas." Oftentimes it is the "Vaagritalja" (those who seek the balance of power) who learn to live close to nature. Sometimes they can be seen crossing the mountains with their gnarled, knotty staffs (called "gambatein"), seeking plants and herbs that they mix and boil in their huts and cabins.

Virann Vitner Weavers

Since the advent of the Tenet of Nid in Westmark, many vitner weavers have lived like hunted animals. They do not have the same rights as others and are sometimes punished for using vitner. Because of this, the conjurers of Westmark live in obscurity, oftentimes in the wilderness, to avoid persecution. Of all the vitner weavers in Trudvang, it is said that those in Westmark possess the greatest knowledge of the Uvenla (demons) and of other creatures from Dimhall. It is not unusual for them to specialize in fire, water, wind, or something else and to learn to weave in silence.

Common folk in Westmark call the vitner weavers warlocks and witches. Older are the names "hexe," for men, and "hagzissa," for women. Ever since the Tenet of Nid bloomed in Westmark, it has been widely believed that warlocks and witches are bound tightly to the Uvenla and the Ioi, and that they carry inside them a seed of evil that leaves a physical mark upon their bodies.

Wildfolk Vitner Weavers

Wildfolk believe that they who can distort nature without defeating a spirit are walking down a dangerous path, which is why no conjurers will be found among these people. The few Wildfolk who dare to learn the art of vitner weaving are driven off or sacrificed in bogs or marshes.

✦ WARRIOR ✦

✦ **Core skills:** Fighting, Knowledge



The warrior is the backbone of an adventuring party. They usually put faith in no god but in their own sword and strength. The fierce and supernatural berserkers from the Stormlands are respected and feared, just like the holy warriors in the far west. A warrior serves to protect others and to die with their sword in one hand and their axe in the other.

Elven Warriors

As with the Wildfolk, it is common for elvish warriors to be hunters first and warriors second. During peacetime, they hunt food for their tribe, and when trouble arises, they don leather armor and bring forth battle clubs.

The warriors who protect the care trees are called the "Puvartija." Specially trained, they are able to stay for long periods of time in the wilderness of the forests, patrolling and protecting the grounds where the care trees grow. They work mostly in pairs, and spend most of their time away from their tribe.

Dwarven Warriors

There are two kinds of warriors among the dwarves: the "Zvordorkûm" and the "Logovorda."

In the olden days, the Zvordorkûm bore mighty zvordorkûm-maki armor; however, today they are generally associated with defensive fighting in heavy armor. They bear fear-inspiring masks, helmets, and chest plates, all in iron, called "murgles," and they are known all over Trudvang to be nigh-impossible to defeat in battle.

The Logovorda are warriors who often work in the mines, thus learning the ways of spear and pick. When the drums of war call once again, they emerge from the dark tunnels to fight behind the Zvordorkûm with long spears.

Mittlander Warriors

The warriors of Mittland are often divided into two groups: weapon masters and spearmen.

Weapon masters worship their weapons, are taught secret techniques, and live to master their skills and prowess on the battlefield. It is not uncommon to see weapon masters make alliances with others of their kind. In these cult-like alliances, they swear oaths to protect each other, to fight, and even to die together on the same battlefields. Mighty ring breakers and speargothis often have weapon masters in their service, partly to protect themselves and partly to educate their spearmen in the noble art of fighting.

Like the hirdmen in the Stormlands, the spearmen live close by their gothi or king as guardians and warriors under their banner. There are many mythical spearmen in Mittland; the "Borgwarths" are the most famous and revered. The spearmen are often skilled in fighting on horseback, and they spend many days and nights by their horse to form strong connections.

For warriors of Mittland, courage is all that matters. When warriors die, it is said that they die because of their courage and what it has brought them. Whether it be in anger, sorrow, melancholy, recklessness, or heroism, it is because they sought to be a hero for a greater cause.

Stormlander Warriors

In the Stormlands, warriors are usually either berserkers or hirdmen.

Berserkers are savages, bloodthirsty axe- and swordsmen capable of going into a battle rage. It is said that they can shift into the forms of bears, wolves, and other wild animals. In battle, these shapeshifters care nothing for shields or helmets, feel neither pain nor fear, and cut down all in their path. The berserkers of the Stormlands are feared all over Trudvang. They often take names related to dangerous predators such as Ulve, Garm (both warg beasts), Bjorn (bear), or Örn (eagle).

The hirdmen of the Stormlands often gather under the banner of a jarl or powerful chieftain. Many are warriors first, but serve on their lords' farms and keeps too. They live close by their jarl and learn how to wield spears, shields, and swords as well as to till the lands and run the farm. Among the hirdmen are also sellswords, shieldsmen, and glaive fighters who live a wandering life, working for the jarls and chieftains who can pay for their services.

Virann Warriors

The "riddermen" are found in Westmark. They are the bulk of the warriors in the Western lands. Heavily armored, armed, and mounted, they are sworn to obey their order or king. They carry their banners with pride and are well aware that on their shoulders rest a heavy yoke of tradition and code of honor.

Less appreciated and less capable are the watchmen of Westmark, warriors tasked with guarding a wall, keep, estate, or anything else that requires armed defense. The watchmen can be found all over Westmark, but they gather mostly in towns or larger estates. While they do not carry the same burden of tradition as the riddermen, nor do they enjoy the same high status.

Those in Westmark who live by the great sea have built many a ship that carries valuable cargo. To protect these, "leidangr" are hired, mariners who are just as skilled with seafaring as with fighting. Because of the experience and knowledge they gather from distant lands, the leidangr are more sought after than the watchmen, but still find themselves far beneath the riddermen.

Wildfolk Warriors

The warriors of the Wildfolk are often hunters and are also tasked with defending the tribe from the lurking dangers of the forests, the mountain ranges, or the ice-covered plains. Some make their living from campaigns, with war as their only source of income. Such warriors are often brutal and seasoned, with little to no understanding of the world outside of combat. These warsworn are especially common among the Arks and the Bults, but can also be found among Wildbrons and Agrots.

Character Skills

A skill is a collection of similar competence and talents obtained through experience, insight, and training. Within these skills are specific knowledge areas, divided into disciplines and specialties in which the character can develop even further (such as speaking in prose or playing a particular instrument). Creation points are spent to buy Skills, Disciplines and Specialties. For their cost see Chapter 2. During character creation remember that:

- All characters start with SV 1 in all skills and with free levels in mother tongue and culture (See page 17).
- dimwalkers and vitner weavers require specific skills, disciplines and specialties to be bought (see Page 55 and 68).

The chosen archetype gives 50 bonus creation points that can be spent only on the archetype's core skills and underlying disciplines and specialties. See Table "Archetypes and Core Skills" at page 17.

Magic and Faith

Characters who have acquired the Vitner Craft skill can acquire groups of spells called "Vitner Tablets," while those who have the Faith skill can acquire groups of divine powers called "Holy Tablets."

Each Vitner or Holy Tablet is a Specialty of the corresponding Vitner Craft or Faith skill, and are acquired like all other specialties, as further explained in the Skills section of this book.

Each level in these Tablet specialties grants the access to specific spells and powers, as explained in the description of each Vitner or Holy tablet.

Secondary Traits

The secondary traits are often used in the form of different modifiers, but also as guidelines and limits for a character. A PC's secondary traits describe their age, height and weight, weapon hand, Body Points, movement, and persistence in the wild. In this step it is also decided how much Raud or fate a character has when created.

THE SKILLS ARE GENERALLY DESCRIBED AS FOLLOWS:

Skill	Skill Value (SV) 1-10	Broad and comprehensive knowledge within an area.
Discipline	SV +1 per level of Discipline	An area of expertise within the general skill.
Specialty	SV +2 per level of Specialty (specialties with other bonuses also exist)	Greater expertise and specialization within the discipline.
The bonus to SV from a Specialty stacks with the bonus from Discipline.		

AGE GROUPS

Age Group	Human	Elf	Dwarf/Zvorda	Half-elf	Half-troll
Young	10-15	10-30	10-25	10-20	10-15
Mature	16-25	31-75	26-60	21-50	16-22
Middle-aged	26-50	76-120	61-110	51-80	23-40
Old	51+	121+	111+	81+	41+

HEIGHT AND WEIGHT

Race	Height (Male)	Height (Female)	Weight (Male)	Weight (Female)
Stormlander	1.85 m	1.70 m	85 kg	65 kg
Mittlander	1.80 m	1.65 m	80 kg	60 kg
Virann	1.80 m	1.65 m	80 kg	60 kg
Wildfolk	1.85 m	1.70 m	85 kg	65 kg
Korpikalli	1.75 m	1.65 m	75 kg	55 kg
Illmalaini	1.70 m	1.60 m	70 kg	50 kg
Buratja	1.30 m	–	65 kg	–
Borjonikka	1.35 m	–	80 kg	–
Zvorda	1.75 m	–	150 kg	–
Dyfer	1.75 m	1.60 m	63 kg	52 kg
Barkbrule	1.75 m	1.60 m	63 kg	52 kg
Changeling	1.60 m	1.50 m	60 kg	52kg
Gray brute	1.90 m	1.80 m	90 kg	81 kg
Ogro	2.20 m	2.00 m	145 kg	120 kg

Age

The player chooses how old the character is. The age should reflect how experienced the character is at the start of the game. The older the character, the more experienced. Age also have its toll on the character's physical traits. It's all up to the player and GM to modify the traits when the PC reaches a certain age.

Learn more about experience upon creation under Creation Points at the beginning of this book.

Height and Weight

A player also chooses the height and weight of their character. They should mirror the character's traits, such as constitution and dexterity. The table above lists the average height and weight of each race, by gender. Because dwarves and half-dwarven breeds in Trudvang are usually only male, there is only one gender listed in the table.



Weapon Hand

The hand that a character prefers to use is called the "weapon hand" (the right hand for a right-handed person). The other hand is called the "shield hand."

When a character attempts to perform an action with their shield hand, they suffer a negative modifier of -15 on the SV of that skill. By learning the Body Control discipline and the Ambidexterity specialty this modifier is reduced.

Raud, Change of Fate

Fate prevails over life's events, but not always over a person's will and actions. No one can completely control their predestined death, but with certain deeds and actions, they can at least postpone it.

By spending Raud, the character can undo an action (although with the limitations described below). Such fate changes have to be made in direct connection with the action, never at a later time.

- Beginning Raud: 1d6 +/- modifiers from the Charisma trait.

Upon creation, all characters get 1d6 Raud that they can use in certain situations. Those who have chosen Charisma as a positive or negative character trait receive more or less Raud to use. Remember that such modifiers are applied only during character creation. Once a character starts playing, even if their Charisma trait changes, the Raud is not affected at all. Each time a player wants to change their character's action, 1 Raud is used up permanently.

Below are examples of actions and situations that may be altered or undone by Raud.

- The character is hit in battle, and the damage is so great that they will die. By spending Raud, they turn the hit into a miss.
- The character fails a Skill roll that has critical implications for the future. By spending Raud, they succeed at the Skill roll.
- The character says something in a weak moment that has critical consequences. By spending Raud, the fateful words were never spoken.
- The character jumps from one rooftop to another but fails the Skill roll. By spending Raud, they barely manage to reach the other side.

Raud can never be used to influence an action that directly affects another player's character. A character who spends Raud in order to avoid a dragon's fiery breath does not save others who get hit by the same breath. For the other characters to escape the attack, they also need to spend Raud.

Raud that has been used never replenishes. When a character has spent all their Raud, it is gone and they never get more. (There is an exception in the Eald Tradition of faith, where people who enter pacts with Flowras can be granted Raud).

Body Points

All creatures and characters have Body Points (BP). Body Points show how much the body can tolerate in terms of physical damage and blood loss, but also how much it can tolerate in terms of damage that has nothing to do with physical violence, such as diseases and

intoxications. Every time a character is injured or otherwise impairs their health, Body Points are reduced by the amount of the damage indicated.

The table shows the Body Points a character has depending on race. Body Points can be modified if the character has a positive or negative modifier from Constitution or Strength (or both).

Damage levels

There are four damage levels: lightly damaged, injured, seriously injured, and critically injured. The exact range of each damage level is determined by dividing the total Body Points by 4.

If the result of this division has no decimal, it means that all ranges have the same dimensions. If the result has a decimal, the ranges are rounded as follows:

- Result with decimal of .25: level 1 is rounded up, levels 2-4 are rounded down.
- Result with decimal of .5: levels 1-2 are rounded up, levels 3-4 are rounded down.
- Result with decimal of .75: levels 1-3 are rounded up, level 4 is rounded down.

For more info about taking damage see Game Master Guide book, page 57.

Maximum Movement

The table shows the maximum amount in meters per action round a character can move depending on race. Movement can be modified by having a positive or negative Dexterity character trait.

Persistence in the Wild

In favorable conditions and with the right equipment, a person can remain in the wilderness for ten full days (± modifiers from the Psyche trait).

The number of days can be increased if the person has learned the Survival discipline and the Weathered specialty available under the Wilderness skill. Each level the character has in the discipline extends the number of days by +1, and each level of the specialty increases the number of days by +2.

BODY POINTS AND MAXIMUM MOVEMENT

Race	Body Points	Movement
Human	32	10
Elf	30	12
Buratja	28	8
Borjornikka	30	8
Zvorda	34	6
Half-elf	30	11
Changeling	26	11
Gray brute	34	11
Ogro	38	12

DAMAGE LEVELS

Damage Level	Body points
Lightly damaged	1 – (BP/4)
Injured	((BP/4) + 1) – (BP/4) x 2
Seriously injured	((BP/4) x 2 + 1) – (BP/4) x 3
Critically injured	((BP/4) x 3 + 1) – (BP/4) x 4
Round the levels up or down according to the rules above.	

- In favorable conditions and with the right equipment, a person can stay in the wild for ten days.
- The Psyche trait provides ± number of days.
- Each level of the Survival discipline extends the number of days by +1, and every level of the Weathered specialty increases the number of days by +2.

Sample of Attacks

Trudvang Chronicles has a dynamic combat system but, to make your life easier, we suggest to prepare a few possible combinations ahead of the game.

EXAMPLE: SAMPLE OF ATTACKS

Ragnar has the following Combat Points: Free 10 / Attacks and Parries 2 / Armed 1 (One-Handed Light weapons 4, Shields 4) / Unarmed 1 (Brawling 2).
Possible sample of attacks to write on the character sheet are:
Short Sword SV 10, SV 7
Short Sword SV 10, Shield SV 10
Brawling SV 8, SV 7
etc..

History

Coming up with your character's history or background is not as complicated as it might sound. Let your imagination run wild. Your creativity (and sometimes that of the game master) is the only thing that limits what kind of history a PC can have.

Once the player has decided on a race and origin, it is useful to determine whether the character comes from the plains, the mountains, the city, or perhaps the forest. How did they grow up in this place? Are they the son or daughter of a dweller or maybe an old dimwalker, or has the character been abducted by trolls and raised as a slave? The environment can help the player create a story about the character.

Another important component is the character's family, clan, relatives, and friends. The player should consider in detail what the PC's family tree looks like and to which clan they belong. Where are the character's family, relatives, and friends now?

A character's background is an important factor in roleplaying because it determines how they act in different situations. A dweller's son who comes to a big city for the first time is likely to attract unwanted attention with his wide-open mouth and eyes as big as shields gazing with admiration and wonder at everything in his surroundings. A person of noble birth who visits the country for the first time may have to work for their food, and will probably have just as big a problem adjusting as the farmer's son does in the city.

Appearance, First Impressions

Once background and character traits are established, the character's archetype is selected, skills are bought, and the secondary characteristics are developed, it is time to include all of these in the description of the character. The first



thing to determine is how the character looks and behaves.

All characters have something called a first impression, what people notice most about them at the first meeting. Ultimately, it is up to the player to choose their first impression. It should, to a large extent, be based on the following things:

- What character trait is most prominent?
- What clothes or other attributes does the character possess?
- What skills are the character strongest in?
- What social class does the character belong to?

The base impression should be simple to understand and convey. The player selects keywords that give a good description of the impression. They may be powerful keywords like brusque, capricious, friendly, courteous, well-read, haughty, down to earth, and so on. The first impression may also be a combination of keywords such as avid and fashionable, well behaved and eloquent, superstitious and preachy, and so on. The most important consideration is that the words convey what others will notice when they meet the character for the first time.

Later in the game the character can alter that first impression by using their skills, changing clothing, changing their companions, and so on. Skills and clothing are especially important when a character wants to enhance their appearance.

Equipment

The GM determines what equipment a newly created character begins with. Sometimes the character has nothing except for the clothes on their back, and sometimes they have extra money and equipment worthy of a great hero. Most often this is determined based on the game group in general. It is important to create a balance between the characters in terms of skills, experience, and equipment.

Obviously, a player can also make suggestions as to what the character should own, with regard to their background and history.

In addition to equipment and weapons, a character should get a number of coins or precious metals that can be mined and used as payment. Exactly how much is decided in agreement with the GM.

Experience, Improvement and Death

A character can improve simply by using their skills, disciplines, and specialties. Often a character gains experience by completing missions and participating in adventures.

During an adventure, if a character comes into contact with one or more people who practice a particular skill, discipline, or specialty that the PC has not yet learned, the character can gain the experience needed to acquire that knowledge at a later time (through carefully observing the skill in use and asking questions of the practitioner). Ultimately, it is up to the game master to determine whether the character has gained enough knowledge during an adventure through experience and adventure points to learn the skill. The character can also study with a teacher to gain the knowledge and experience required to learn a new discipline or specialty.

When a character is created, they receive a certain amount of creation points to distribute on skills and traits. When the character later participates in an adventure and starts to overcome challenges, they get "adventure points." These adventure points are used in the same way as creation points to buy higher values in a skill, or buy new or higher-level disciplines and specialties. The character can also choose to increase their level in a Holy Tablet or Vitner Tablet, or gain access to one or more new tablets that they found during the adventure.

- 1 adventure point = 1 creation point
- A character can be improved in three ways:
- adventure points
- practice
- study
- A character can use adventure points to do the following:
- improve skills, disciplines, specialties, or tablets
- learn new skills, disciplines, specialties, or tablets

Character Death

Characters can die in the game. This usually happens as the result of combat, but it could be that a character perishes in a horrendous winter storm, falls overboard from a ship and drowns, or ingests something poisonous.

The death of a character is a sad event. It's never fun to have a character disappear from the game, especially if they have been around for a while and the players have grown attached. However, it's important to remember that *Trudvang Chronicles* is just a game, and this danger is what makes the game exciting.

If the player whose character has died wants to continue to play, they can create a new one. The GM will decide the best time for the new character to enter the game.


TAPIA
&
WIEVEL

Chapter 2

✦ SKILLS ✦

The skills in *Trudvang Chronicles* are broad and inclusive, and they are important because they determine what kind of knowledge and experience a character has. The skills that a character is best at are very likely those they can use to earn a living, but also those they trained in during their upbringing.

Skill Value

To measure how good a person is at a skill, the term "Skill Value" (SV) is used. As the character becomes more proficient at a skill from practical performance, education, or life experiences, the character's ability grows and the SV improves.

A low SV number means the character has entry-level skills. A high value indicates well-developed skills.

- Skill Value ranges from 1 to 10, with 1 being the worst and 10 the best.
- All characters begin the game with SV 1 in all skills.

Skills are very broad and general and include a lot of knowledge and experience. A person can become great in general skills but never have complete mastery. To continue to improve in a skill, the person must learn disciplines and specialties. These deeper areas of expertise are more specific than the general skills, allowing for characters who demonstrate decent ability in the same areas but have greater ability in different focuses.

Improving Skill Value

Raising your character to a higher Skill Value costs a certain number of skill points (both creation points and adventure points are skill points).

Increasing a Skill Value by one step costs the same number of skill points as the level of the new Skill Value. So improving from SV 1 to SV 2 costs 2 skill points, from SV 5 to SV 6 costs 6 skill points, and from SV 9 to SV 10 costs 10 skill points. If you want to increase more than one step at a time, it costs just as much as if you had purchased each step individually. For example, improving from SV 7 to SV 10 would cost 27 skill points (8 + 9 + 10).

When a character begins to adventure, they can learn any skills, provided that they have skill points to spend. A character gets new skill points by acquiring adventure points in each adventure. A single adventure point corresponds to a single skill point and can be used directly for improving a character's Skill Value. Creation points are spent the same way, but are received only at character creation.

Disciplines and Specialties

Under each skill are a number of disciplines and specialties that divide generic skills into more specific fields of knowledge. It is therefore easy to create a wide range of characters where everyone has their own areas of expertise.

A "discipline" represents a focus on a specific area inside a broader skill, while a "specialty" is an even deeper level of specialization. By learning all levels of a discipline and specialty within a skill, a character can increase their SV up to 20 or more in situations where those abilities are used.

Costs

The cost in skill points of acquiring a discipline or specialty varies depending on the level being acquired. It also requires the character to have a base level Skill Value.

The cost of skill levels, disciplines and specialities can be modified by traits (as described above on page 8).

The table below shows the skill point cost for a new discipline or specialty at each level, as well as the SV requirement to learn the knowledge. Note that the cost per level is identical for disciplines and specialties. This is because specialties give a greater bonus but to a stricter field.

COST OF DISCIPLINE/SPECIALTY

Level	SV Requirement	Cost
1	4	7
2	7	14
3	7	21
4	10	28
5	10	35

Discipline

A discipline is a specific area of expertise inside a broader skill. A character who learns a discipline can add +1 (per level) to their Skill Value when taking an action that falls within the scope of that discipline. In the following pages the names of the Disciplines are distinguished by a "(D)" in the title.

Specialty

A specialty is a very specific field of knowledge within a discipline. A character who learns a specialty can add +2 (per level) to their Skill Value when taking an action that falls within the scope of that specialty (as well as the bonus from its corresponding discipline). In the following pages the specialties are indicated just after their related discipline.

Order of Learning

To learn a specialty, the character must first have learned the discipline to which the specialty belongs. When the character has mastered the first level of a discipline, they can then learn all levels of each specialty under that discipline (provided they have enough Skill Value in the general skill to do so).

You cannot learn a higher level of a discipline or specialty without first having learned each of the lower levels. So, for a character to learn the fifth level of a discipline or specialty, they must first learn the first, second, third, and fourth levels.

You cannot learn the same level of a discipline or specialty more than once.

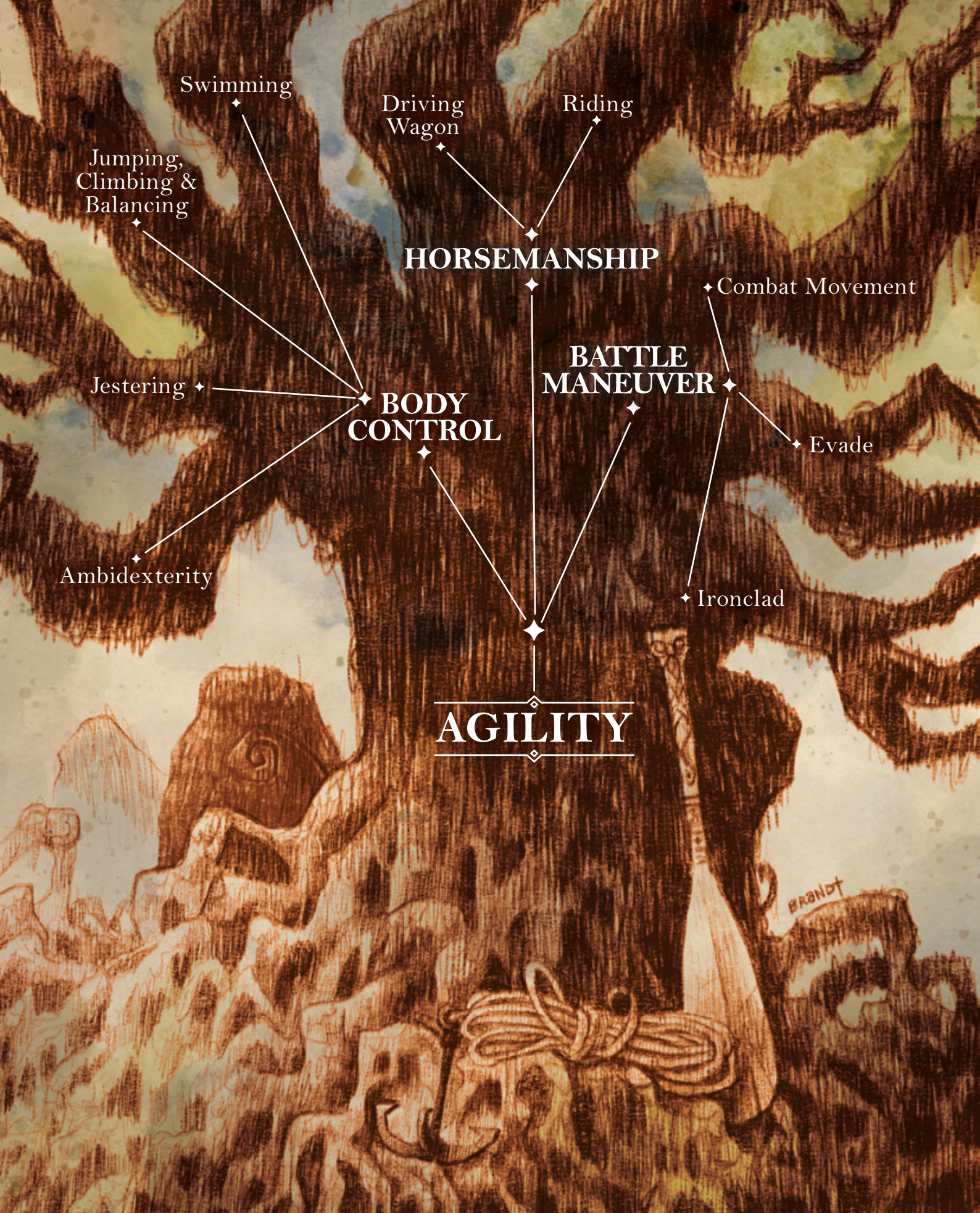
EXAMPLE: SPECIALTY

If a PC tries to ride a horse in a difficult situation and has an Agility Skill SV 10, Horsemanship Discipline Level 2 (+2 to SV) and Riding Specialty Level 4 (+8 SV) the PC has a total of SV 20 (10+2+8=20).

The same PC wants to buy the Riding Specialty at level 5. He can do it since he has a Skill Value of 10 in the Agility skill. He will pay 35 skill points to buy that level.






Swimming
Driving Wagon
Riding
Jumping, Climbing & Balancing
HORSEMANSHIP
Combat Movement
BATTLE MANEUVER
Jestering
BODY CONTROL
Evade
Ambidexterity
Ironclad
AGILITY
BRANDT

The Agility skill is used in most cases when a person performs something with their body. It may be, for example, when a character jumps, climbs, does a handstand, balances, falls and lands on their feet, or leaps away from a runaway horse.

In addition to these maneuvers, Agility is used in a number of other physical situations, such as when the character drives a wagon or sleigh, canoes, skis or rides a horse. Remember that in all these situations wearing armor will affect the results.

In all areas, it is ultimately up to the game master to determine when a Skill roll is needed, and what modifiers the character receives in each situation.

Battle Maneuver (D)

✦ **Level 1-5:** SV +1/level
This discipline grants improvements in moving in battle and wearing armor. The bonus modifier is used only in conjunction with the Evade specialty.

Combat Movement

✦ **Level 1-5:** special
A person with this specialty can move quickly and effortlessly during battle. They can move 1 meter per level (maximum 5 m) without spending Combat Points and beyound the maaximum movement. After moving that distance, the character must spend 2 Combat Points for every additional meter they want to move.

Evade

✦ **Level 1-5:** SV +2/level
The character has learned to evade an attack without parrying. To successfully evade an attack, they make a Skill roll modified negatively by the attacker's degree of success, which is the amount by which they beat their target SV (SV – dice result = modifier). For example, if the attacker has SV 14 and rolls 10, the person evading has a -4 modifier on their chance to succeed.

The character cannot do anything else besides try to evade during that action. During a combat round, the character can evade one attack at specialty levels 1-2, two attacks at levels 3-4, and three attacks at level 5.

Ironclad

✦ **Level 1-5:** Armor Heft -1/level
The person finds it easy to move and maneuver in armor. Their worn armor is counted as if it has 1 less in Heft (-1) for each level of specialty (minimum Heft of 1) to assess the armor modifiers the person receives.

Body Control (D)

✦ **Level 1-5:** SV +1/level
The Body Control discipline develops the character's ability to get the most out of their agility to duck, climb, land softly on their feet after a fall, and so on. The discipline can also be used to make flips in the air and engage in other acrobatic maneuvers. The penalties on attacks with the shield hand are reduced by 1 point per level

Ambidexterity

✦ **Level 1-5:** SV +2/level
The character improves their ability to fight even with the shield hand (which is the left hand for a right-handed person or vice versa). The penalties on attacks with the shield hand are reduced by 2 points per level. By learning all levels of the Ambidexterity specialty and the Body Control discipline, the character becomes equally skilled at using both hands. The modifiers from both Discipline and Specialty are stacked in order to offset the penalty for the shield hand. Once both Body Control Discipline and the Ambidexterity Specialty have been mastered to the highest level, the -15 penalty to the shield hand is completely nullified.

Jestering

✦ **Level 1-5:** SV +2/level
The character has learned to perform with fire, juggling, and other jester tricks. The knowledge enables them to breathe fire, pull their hands through flame, and juggle. When the game master requires a Skill roll, the character can add +2 to their Skill Value per level in this specialty.

Jumping, Climbing, and Balancing

✦ **Level 1-5:** SV +2/level
The character is adept at jumping in different environments and can add +2 to their Skill Value in the ability to jump. With a successful Skill roll, they can leap up to 2 meters + 1 meter per level in length (maximum 7 m), jump up to 60 cm + 20 cm per level in height (maximum 1.6 m), and fall up to 3 meters + 1/2 meter per level (maximum 6 m) without getting hurt. A successful Jumping roll for falls from heights also reduces the damage dice by one level (3d6 points of damage becomes 2d6, and so on).

When a character wants to leap farther, jump higher, or fall farther than the level permits, it is up to the GM to set a suitable modifier on the Skill roll.

The character is also good at climbing and balancing. While balancing, they move at about a third of their movement ability under normal conditions. While climbing, they move at about a fifth of their movement ability under normal conditions. Ultimately, the GM determines how far a character climbs or balances during an action round based on the prevailing conditions.

Swimming

✦ **Level 1-5:** SV +2/level
The character has learned to swim (without this knowledge, they cannot swim) and can add +2 to their Skill Value per level in the ability. They can normally move +1 meter per level per action round in the water, and hold

their breath underwater for 10 action rounds per specialty level (maximum 50 action rounds, or four minutes and ten seconds, since an action round is five seconds long). A character without this specialty can still hold their breath for 12 rounds if standing still, or for 6 rounds if underwater or moving.

Those who swim while wearing armor can do so with armor up to Weight 1 per level in the specialty (maximum Weight 5). They can easily move up to 3 action rounds underwater. For each additional action round, a Skill roll is required with a cumulative -2 modifier. After 3 action rounds (three cumulative modifiers), the character has a -6 modifier to succeed. On a failed roll, the character must rise to the surface for air. The movement speed is the same as when swimming.

Horsemanship (D)

✦ **Level 1-5:** SV +1/level

The Horsemanship discipline develops the character's ability to ride animals sitting up and to drive a chariot pulled by four-footed animals.

Driving Wagon

✦ **Level 1-5:** SV +2/level

The Driving Wagon specialty develops the character's ability to drive a wagon coupled to one or more draft animals. Skill rolls are normally required only during hunts, chases or in difficult terrain or weather conditions.

Riding

✦ **Level 1-5:** SV +2/level

The character has learned to ride a horse and is able to do maneuvers on horseback. Because of this, they get +2 on their Skill Value per level in the specialty whenever they try to ride fast, get the horse to jump, or do other tricks.

The Riding specialty can also be used in conjunction with long rides, when battles are fought, or for complications in the wild.

Each combat round that a rider fights on horseback, they must pay 15 (-3 per specialty level) Combat Points. So at full specialty level, there is no extra cost for fighting on horseback. More information on Mounted Combat is in the Game Master Guide book, page 95.




Hard Materials
Soft Materials
Barber
Brewer
Cook
Peasant
Trader
Counterfeiting
HANDICRAFT
TRADESMAN
Sage
Extracts & Potions
Commander
First Aid & Nursing
HANDLER
HEALING & DRUGS
CARE
BRANDT

The Care skill is both administrative and practical because it is used when the character wants to know how something is handled, but also when they want to manufacture something. For example, the skill gives a person insight into how a town, farm, community, or army is managed and controlled. It ranges from the administrative to the actual management of the business, farm, or town. The more practical side of the skill is when a person has learned various crafts. Such a character can be a jack of all trades, but most specialize by acquiring key skills.

Handicraft (D)

✦ **Level 1-5:** SV +1/level
The character is good at building and crafting things. This discipline is linked to three different craft groups, Counterfeiting, Hard materials and Soft materials, and each has their own specialty.

Counterfeiting

✦ **Level 1-5:** SV +2/level
The person has learned to forge impressive objects that appear as close to the original as possible. The more time they spend with the original, the more difficult it is to see through the counterfeit. The person must also have the specialty that the material requires.

Hard Materials

✦ **Level 1-5:** SV +2/level
The character has learned to make and repair items of hard materials such as stone, metal, wood, and bone. In case of repairs, a successful Skill roll restores 2 in the Breach Value per level of specialty and requires one hour of work.

Soft Materials

✦ **Level 1-5:** SV +2/level
The character has learned to make and repair items of soft materials such as clothing, fur, and leather. In case of repairs, a successful Skill roll restores 2 in the Breach Value per level of specialty and requires one hour of work.

Handler (D)

✦ **Level 1-5:** SV +1/level
The person has learned management and administration in various forms. It can be anything from controlling a village or town to planning wars and campaigns. The handler is the one behind a city's prosperity and knows why taxes are needed, who runs the administration, and what they do. Even if the handler does not know everyone personally, they know which authorities are responsible for which tasks.

Commander

✦ **Level 1-5:** SV +2/level
The person has become proficient in the management of armies and warfare, how to move troops, what it takes to entertain troops, and which defenses should be built around the squad. In short, the specialty covers everything connected with managing armies and waging war.

Sage

✦ **Level 1-5:** SV +2/level
The person has gained great insight into the city's management and administration (or into that of the country, later in their careers). Therefore, they may be involved in solving the city's or country's problems.

Healing and Drugs (D)

✦ **Level 1-5:** SV +1/level
The Healing and Drugs discipline teaches a person to mend and take care of the sick and wounded in a way that enables them to recover faster than normal, as well as to impair the health of others through drugs and poisons. To care for injuries and illnesses, one of the underlying specialties is required. Skill rolls performed using only knowledge of this discipline (without any specialty) only stops the blood flow and allows the injured or sick to avoid further damage.

Extracts and Potions

✦ **Level 1-5:** SV +2/level
The person has learned what substances cause the body to react in a certain way. In addition to the extract preparation, this specialty includes what can happen to a person exposed to a particular extract and what can help the victim overcome the drug's effect. The person has learned to recognize a specific extract depending on its taste, smell, appearance, and effect when someone has been exposed to it. After determining the extract involved, the character knows what can be used as an antidote to neutralize the effect. The character has also learned to improve the balance of the body and speed healing by applying various substances. For this specialty, everything from diseases to broken limbs and wounds count as injuries.

First Aid and Nursing

✦ **Level 1-5:** SV +2/level
The person has learned to take care of injuries. Any injury that is tended to immediately (within ten minutes) heals 1 Body Point per level of specialty, as long as the injury being treated actually caused damage to BP.

The person can care for the sick and injured in a way that allows them to recover more quickly than normal. However, this assumes that the patient lies still and gets the treatment required within a day. The healer must spend at least two hours per attempt to care for their patient. A successful Skill roll means the patient heals twice as fast.

Tradesman (D)

✦ **Level 1-5:** SV +1/level
The person has learned to operate a farm, an inn, a barber shop, or a trade that offers other services. Through this skill, they also know who to bribe when something needs to be smuggled or how to evade taxes.

Barber

✦ **Level 1-5:** SV +2/level
The person has learned to cut and shave hair, and also to pull out "evil" teeth.

Brewer

✦ **Level 1-5:** SV +2/level
The person has learned to prepare delicious drinks. The brewer knows how to produce everything from mead and wine to the strongest of spiced spirits.

Cook

✦ **Level 1-5:** SV +2/level
The person has learned how to cook good food.

Peasant

✦ **Level 1-5:** SV +2/level
A peasant knows when and how to carry out animal care or trade in their farm's goods. They also know what it takes for a farm to survive the winter and are well versed in what needs to be done from day to day.

Trader

✦ **Level 1-5:** SV +2/level
The person has learned where to buy goods cheaply and sell them at a higher price elsewhere. The trader also knows what taxes to pay on goods, what it costs to transport the goods in different ways, what items can and cannot be sold, who can or should be bribed, and so on. The person knows what papers are required for admission to a town or for receiving approval to conduct their trade. The person has also learned to appraise objects in terms of the current price and what they could get by selling it elsewhere.




Dance
Singing & Playing Instruments
Great Gambler
Acting
MUSIC & DANCING
Libel
Game Strategist
STORYTELLING
Cheater
GAMBLING
ENTERTAINMENT

This skill includes all kinds of entertainment. A person with this skill has learned the rules for gambling and social games and can take part in such activities. They can also sing common songs or tell of an event or legend with a skill great enough to spellbind an audience. The person can perform common dances and act or pretend to be others (which may include dressing up in costume to increase the authenticity of their acting).

Gambling (D)

✦ **Level 1-5:** SV +1/level
The person has learned to play cards, stone, dice, and other forms of gambling, which often results in profit. This discipline gives the person the knowledge to succeed at the most common and best-known games in Trudvang. When making a Skill roll involving gambling, the character can add +1 to their Skill Value.

Cheater

✦ **Level 1-5:** SV +2/level
The person has learned different tricks to cheat in games. Cheating consists of a positive modifier to the Skill roll's Skill Value. The cheating player decides the size of the modifier, that is, how much they want to cheat (maximum modifier of +10).

Upon a successful Skill roll, the game master determines whether the opponent discovers the cheat or not based on the circumstances, the situation, the opponent, and the cheater's skill level. Opponents always get a chance to see through the cheat with a roll for the Shadow Arts skill (or the Gambling discipline or Cheater specialty, if those are higher).

If the cheater's Skill roll fails, the opponent gets the same positive modifier that the cheater used when trying to cheat.

Game Strategist

✦ **Level 1-5:** SV +2/level
The person is good at seeing the smartest moves in strategic games such as Koke's Boxes, Bultconan, and Ship on Fire. The person can add +2 to their Skill Value in the ability when playing a strategic game of any kind.

Great Gambler

✦ **Level 1-5:** SV +2/level
The person is an accomplished gambler. They know how game rules work and how much and when to invest to win as much as possible. The person can add +2 to their Skill Value in the ability when playing games. The specialty is effective only if the game has a stake.

Music and Dancing (D)

✦ **Level 1-5:** SV +1/level
The discipline gives a person the ability to entertain others through music. The character can sing, dance, and play instruments, as well as use many narrative techniques.

Dance

✦ **Level 1-5:** SV +2/level
The person knows how to dance. They can add +2 to their Skill Value in the skill when trying to capture an audience's interest through dance.

Singing and Playing Instruments

✦ **Level 1-5:** SV +2/level
The person has a good voice that can captivate an audience. The specialty also gives them the ability to play music on most of Trudvang's instruments. They can add +2 to their Skill Value in the ability to sing or play instruments.

Storytelling (D)

✦ **Level 1-5:** SV +1/level
The person has learned the art of storytelling. They know how to speak and act to evoke a certain mood among listeners and can, without much preparation, come up with a story about anything or tell epic legends.

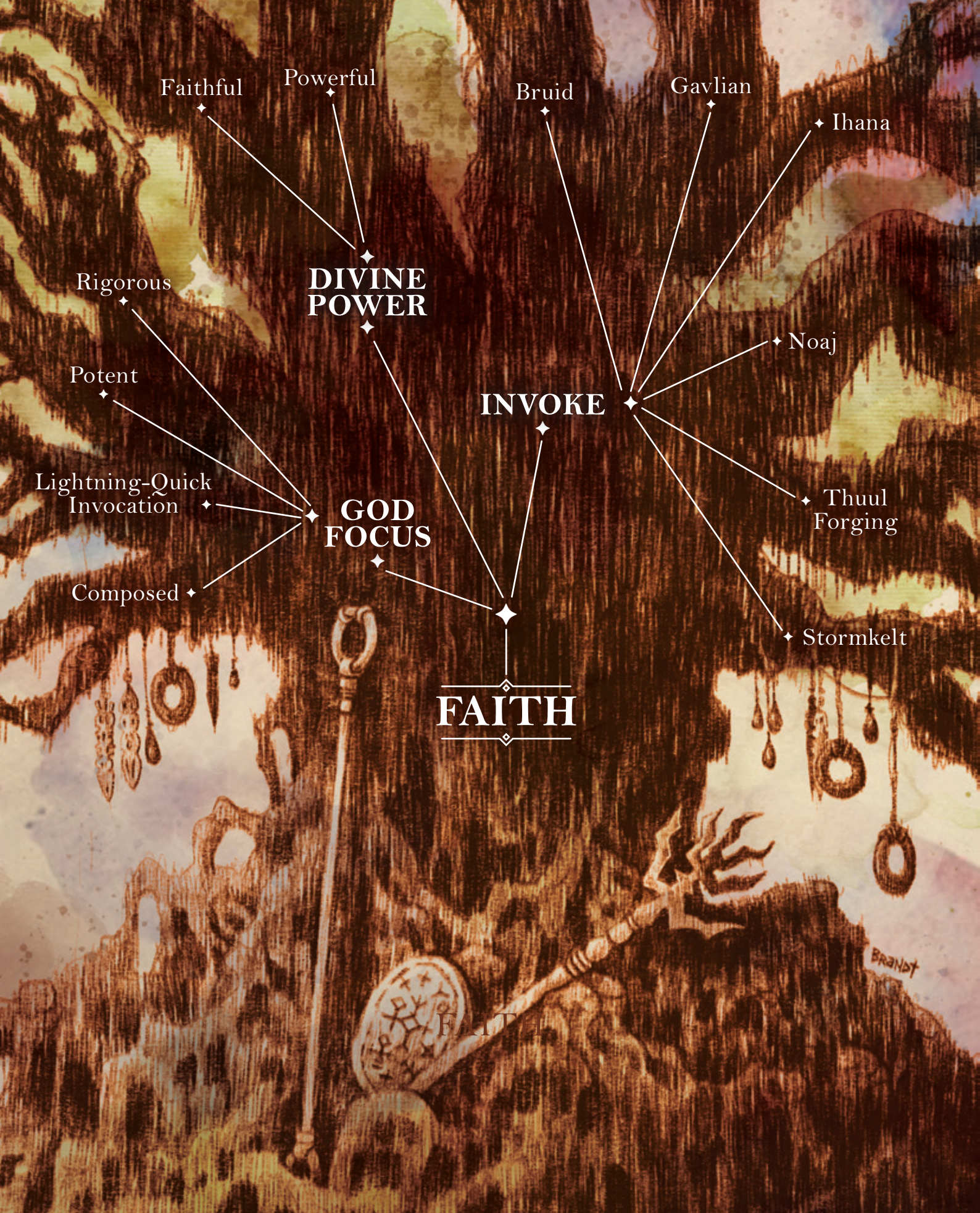
Acting

✦ **Level 1-5:** SV +2/level
The person has learned, through acting, to express feelings in such a poignant manner that every observer is able to understand what they feel. The person knows how to speak and act to elicit a specific mood. By speaking mournfully, they can make listeners gloomy, and by speaking inspiringly, they can rally others.

Libel

✦ **Level 1-5:** SV +2/level
The person can tell a false and undermining story about someone. The speaker often uses a real event but twists it to make the victim look bad. By succeeding with libel, the speaker can make a crowd disapprove of the intended victim.




Faithful
Powerful
Bruid
Gavlian
Ihana
DIVINE POWER
Rigorous
Noaj
Potent
INVOKE
Lightning-Quick Invocation
GOD FOCUS
Thuul Forging
Composed
Stormkelt
FAITH
BRANDY

The Faith skill is the knowledge of a race's religion and how a faithful servant should behave in order to call on the gods' powers. The main religions of people in Trudvang are Gerbanis, the Eald Tradition, the Tenet of Nid, and Haminges. Dwarves may choose to indulge only in Thuuldom, and the elves may indulge only in Toikalokke.

By gaining disciplines, the person can learn to activate their religion's divine abilities. A person can learn to use supernatural powers for only one chosen religion, and it is usually impossible to activate another race's divine religious abilities. Half-breeds, like half-elves and half-trolls, must choose one religion and therefore count as members of the race related to that specific religion. For example a half elf orphan, growing up in Westmark and embracing the Tenet of Nid, cannot activate Toikalokke powers, unless the GM allows a very good explanation about it.

To learn supernatural powers, the faithful servant must first choose a specific religion by acquiring the Invoke discipline and one of the following specialties: Stormkelt (for Gerbanis), Gavlian (for the Tenet of Nid), Bruid (for the Eald Tradition), or Noaj (for Haminges). If the person is a dwarf, the specialty is Thuul Forging (Thuuldom), and if the person is an elf, the specialty is Ihana (Toikalokke). When this is done, the faithful can learn supernatural powers belonging to the religion by purchasing Holy Tablets.

Holy Tablets can be chosen only among those specific of a single religion. Each Holy Tablet is a single specialty and the character can buy up to five levels in it. Anyone who gains a specialty in a Holy Tablet up to a certain level can also invoke all available divine powers at or below that tablet's power level.

To activate the divine abilities, divinity capacity is required, which a dimwalker can acquire through the Divine Power discipline. To activate the divine abilities, the dimwalker must learn the Invoke discipline.

A character's Skill Value in the Faith skill corresponds to a Divinity Point (1 Skill Value equals 1 Divinity Point). The total number of Divinity Points that a person has is called their "Divine Capacity." The dimwalker gains access to divinity capacity by learning the Divine Power discipline and the specialties that are linked to their religion.

The dimwalker's total Divinity Points (divinity capacity) equals the unmodified Skill Value in the Faith skill plus any other Divinity Points gained through the Divine Power discipline and its specialties. Note that other Disciplines and Specialties which augment the Faith SV (e.g. Invoke, etc.) do not raise the Divinity points whose base is always the unmodified Faith Skill Value.

- Divinity capacity = SV (Faith) + divine points from the Divine Power discipline and its specialties.
- Prerequisites for using Divine Capacity to cast divine powers: Faith Skill, Divine Power Discipline, Invoke Discipline and one of its specialties, at least 1 Holy Tablet specialty.

Divine Power (D)

- **Level 1-5:** 3 Divinity Points/level

This discipline gives the human dimwalker the ability to get power (in the form of Divinity Points from their deity) and thus greater divinity capacity. The sum of the discipline's Divinity Points constitutes the dimwalker's divinity capacity. Therefore, a dimwalker at first level has access to 3 more Divinity Points per day, while a dimwalker at fifth level has access to 15 more Divinity Points per day. By learning one or more levels of a specialty associated with this discipline, the dimwalker can increase their divinity capacity even further.

Dwarves who acquire this discipline receive as many Divinity Points as humans, but since these are specifically tied to items, the points are consumed as soon as they are inserted into the object.

Faithful

- **Level 1-5:** SV +7 Divinity Points/level

The faithful one has delved deeply into religion and gains a further +7 Divinity Points per level to their divinity capacity. Dwarves get +7 Divinity Points per level to insert into an object.

Powerful

- **Level 1-5:** SV +7 Divinity Points/level

The dimwalker has learned to draw extra power from the divine source and adds +7 Divinity Points per level to their divinity capacity. Dwarves get +7 Divinity Points per level to insert into an object.

God Focus (D)

- Level 1-5: special/level

This discipline represents a deep focus on the religious practices linked with invocation of divine powers. It helps the dimwalker with modifiers per level as follows: +1 on situation rolls to remain focused while distrurbed and -1 to rolls on the table for fatal failure.

Composed

- **Level 1-5:** SV +2/level

The dimwalker is rarely disturbed when invoking a divine feat and knows how to limit disasters. Anytime they must make a Situation roll to see if they're disturbed enough to cancel the invocation is modified by +2 per level. When rolling on the Table for Fatal Failure subtract -2 per level of this specialty

Lightning-Quick Invocation

- **Level 1-5:** SV +2/level

The dimwalker has learned to invoke a divine feat extra quickly, which gives +2 per level on the initiative.

Potent

✦ **Level 1-5:** -2 special/level
The dimwalker's divine abilities are extra powerful. When a victim makes a Situation roll to avoid or stand up to a divine ability, the roll is modified by -2 per level due to the dimwalker's force.

Rigorous

✦ **Level 1-5:** -2/level on Fatale Failure table
The faithful one knows how to spend power to increase the chances of success. By using extra Divinity Points during the summoning, the chance of success is increased. For each level of the specialty, the faithful one can use 2 Divinity Points to obtain a modifier of +1 on the Skill roll. Thus, a faithful one with level 3 in the specialty can transform 6 Divinity Points into a +3 on the Skill roll, and a faithful one with level 5 can transform 10 Divinity Points into a +5 on the roll. The faithful one decides how many Divinity Points to use, up to the amount allowed by the specialty level.

Invoke (D)

✦ **Level 1-5:** SV +1/level
This discipline gives the faithful the ability to call on their religion's divine powers using Holy Tablets (sets of divine abilities).

To be able to invoke a divine power, the faithful must also learn one of the specialties (Bruid, Gavlian, Noaj, or Stormkelt) and then at least one Holy Tablet specialty.

The dwarves have to learn the Thuul Forging specialty followed by at least one Holy Tablet, and the elves have to learn the Ihana specialty followed by at least one Holy Tablet.

A character can only invoke divine powers related to their own race. For a half-breed, it is up to the game master to decide whether the character can invoke divine powers or not, and if so, which race's gods to involve.

The discipline also provides the faithful with the ability to go through various rituals according to religion, and summon additional (but temporary) Divinity Points. These additional Divinity Points disappear at a rate of 1 point per day. The faithful cannot perform another ritual until these temporary Divinity Points are used up, either by running dry naturally or by being used to invoke a divine power.

The dimwalker has chosen to follow a specific religion and can learn to invoke its aspects to activate supernatural powers. By acquiring the Holy Tablet specialty, the dimwalker can activate the divine abilities in the learned Holy Tablet. The specialty provides +2 in Skill Value per level when doing the task described in the table below, which in turn grants additional temporary Divinity Points.

By choosing a particular religion as a specialty, the person forfeits the opportunity to acquire any of the specialties of other religions.

Bruid

✦ **Level 1-5:** SV +2 /level
The dimwalker has chosen to indulge in the religion of the Eald Tradition and can learn to invoke the Flowras and their ancestors to activate supernatural powers. By acquiring the Holy Tablet (the Eald Tradition) specialty, the dimwalker can activate the divine abilities in the learned Holy Tablet.

The specialty provides +2 in Skill Value per level for performing blood oaths, which in turn give the bruid additional temporary Divinity Points.

By choosing this specialty, the character forfeits the opportunity to acquire any of the specialties of other religions.

Gavlian

✦ **Level 1-5:** SV +2 /level
The dimwalker has chosen to indulge in the religion of the Tenet of Nid and can learn to invoke the god Gave to activate supernatural powers. By getting the Holy Tablet (the Tenet of Nid) specialty, the dimwalker can activate the divine powers of the learned Holy Tablet.

The specialty provides +2 in Skill Value per level for performing prayers, which in turn provides the gavlian with additional temporary Divinity Points.

By choosing this specialty, the character forfeits the opportunity to acquire any of the specialties of other religions.

INVOKE

Specialty	Religion/Holy Tablet	Powers	Bonuses To
Bruid	The Eald Tradition	Invoking the Flowras and ancestors	Blood gifting
Gavlian	The Tenet of Nid	Invoking the god Gave	Prayers
Ihana (elf only)	Toikalokke	Stellarmany and astrology	Stargazing
Noaj	Haminges	Invoking spirits	Stealing souls
Thuul Forging (dwarf only)	Thuuldom	Forging divine objects	Creating items and inserting Divinity Points
Stormkelt	Gerbanis	Invoking the Stormasirs	Blood oaths

Ihana

✦ **Level 1-5:** SV +2 /level

The elf has chosen to indulge in the religion of Toikalokke and can learn to decipher the stars through which to activate the elven divine abilities. By getting the Holy Tablet (Toikalokke) specialty, the faithful can invoke the godly powers in that Holy Tablet.

The specialty provides +2 in Skill Value per level for performing stargazing, which in turn provides the Ihana with additional temporary Divinity Points.

By choosing this specialty, the character forfeits the opportunity to acquire any of the specialties of other religions.

Noaj

✦ **Level 1-5:** SV +2/level

The dimwalker has chosen to indulge in the religion of Haminges and can learn to invoke the spirits to activate supernatural powers. By obtaining the Holy Tablet (Haminges) specialty, the dimwalker can activate the divine powers of the learned Holy Tablet.

The specialty provides +2 Skill Value per level for stealing their victims' spirits, which in turn provides the Noaj with additional temporary Divinity Points.

By choosing this specialty, the character forfeits the opportunity to acquire any of the specialties of other religions.

Thuul Forging

✦ **Level 1-5:** SV +2/level

The dwarf has chosen to indulge in the mountain's ancient power and the holy Thuuldom, and can learn to create rune-inscribed objects through which to activate the mountain's forces. By obtaining the Holy Tablet (Thuuldom) specialty, the dimwalker can activate the runes found in the learned Holy Tablet.

The specialty gives +2 in Skill Value per level for creating items and runes and inserting Divinity Points in the runes.

Thuul forging is merely a generic term for the ability dwarves have to bring life to the mountain spirit through the materials coming out of the mountain. The Thuul need not always forge metal, but can also create objects from materials such as granite or precious stones.

By choosing this specialty, the character forfeits the opportunity to acquire any of the specialties of other religions.

Stormkelt

✦ **Level 1-5:** SV +2/level

The dimwalker has chosen to indulge in the religion of Gerbanis and can learn to invoke the gods to activate supernatural powers. By obtaining the Holy Tablet (Gerbanis) specialty, the dimwalker can activate the divine powers in the learned Holy Tablet.

The specialty provides +2 in Skill Value for performing blood gifting, which in turn gives the Stormkelt additional temporary Divinity Points.

By choosing this specialty, the character forfeits the opportunity to acquire any of the specialties of other religions.

Holy Tablet (Selected Tablet)

✦ **Level 1-5:** 1 Holy Tablet

The faithful learns a Holy Tablet's divine abilities in a specific Holy Tablet associated with their religion. Each cult has its own prerequisites for allowing access to Holy Tablets. The details are explained in Dimwalkers.

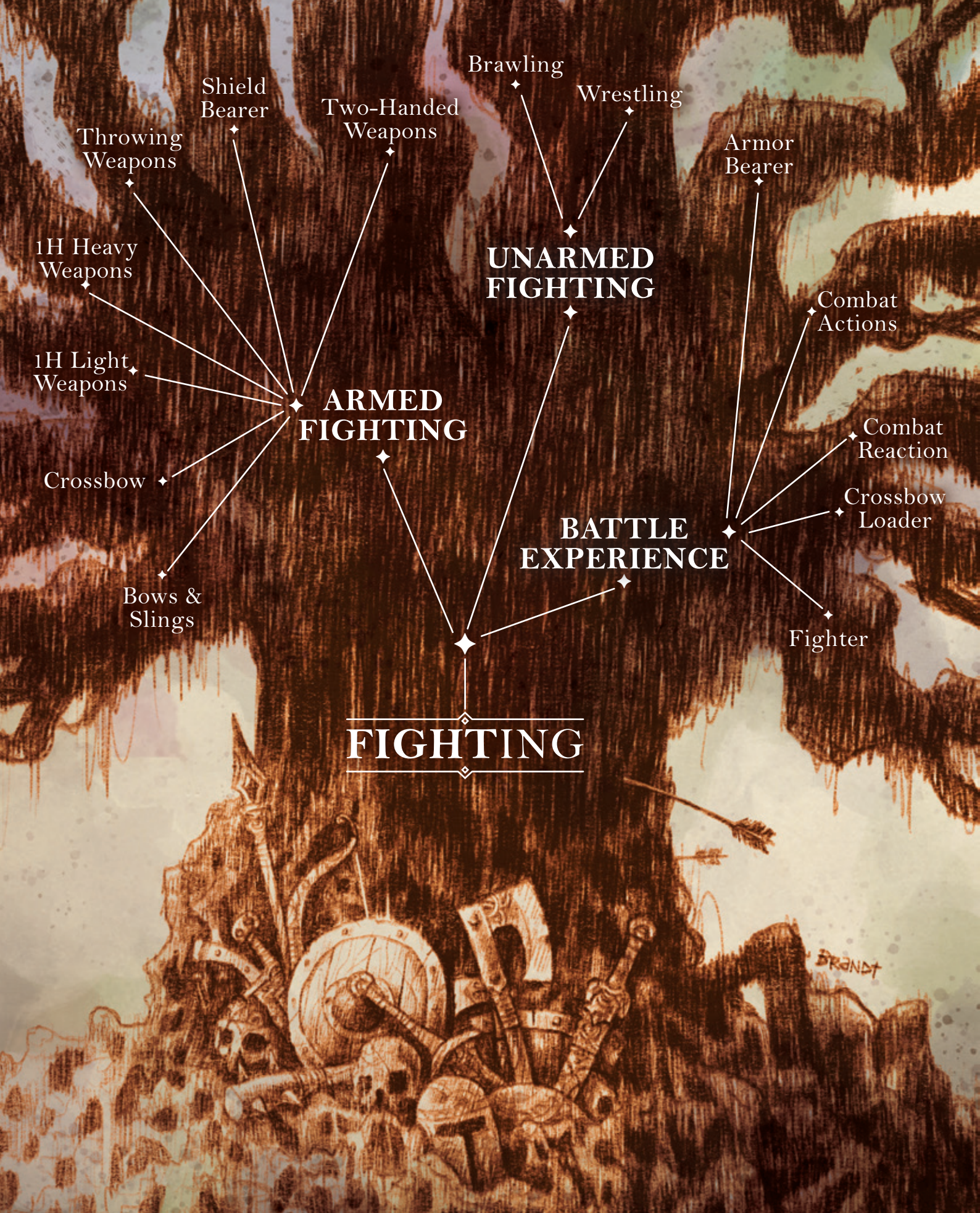
By learning this specialty, the faithful can invoke any divine feat that exists under the selected Holy Tablet at that level. Each new level of the specialty provides all the divine abilities included in the Tablet's new level and in all the previous levels. For example, a faithful who learned the third level of the Holy Tablet (Power of Enken) specialty may invoke the divine feats that belong to the first three levels.

For dwarves that call upon the mountain's spirit in their manufactured objects, the Holy Tablet specialty works a little differently. Each level of a Holy Tablet costs as many Divinity Points as the level of the rune, in addition to the creation/adventure points spent. A rune of level 3 thus costs 3 Divinity Points, and one of level 5 costs 5 Divinity Points. Unlike in other religions, there is no cost to activate a rune.

This specialty is acquired for every new Holy Tablet the dimwalker learns. Each dimwalker cannot acquire more Holy Tablets than their skill level in the Faith skill.

The dimwalker chooses which tablet the specialty includes from the list below. For details on Holy Tablets and their abilities, see Dimwlakers.

- **Gerbanis's Holy Tablets:** Influence of Jorn, Power of Enken, Strength of Stormi, Warmth of Sunvei, Wisdom of Windinna, Wrath of Tyrd
- **The Eald Tradition's Holy Tablets:** Gift of Thanja, Halawen's Offering, Heritage of Majne, Magh's Gift, Nema's Usefulness, Tribute of Morgu
- **The Tenet of Nid's Holy Tablets:** Tablet of Anger, Tablet of Grace, Tablet of the Knight, Tablet of the Shield, Tablet of the Sun, Tablet of Voices
- **Haminges's Holy Tablets:** Power of the Beast, Power of the Dragon, Power of Men, Power of the Scale, Power of Thurses, Power of Trolls
- **Thuuldom's Holy Tablets:** Anvil Shock, Borjorn's Hand, Cave Spider's Grip, Earthquake, Fang of Yukk, Gills of the Blackfish, Hammer Fists, Healing Rune, Heat of the Depths, Labyrinth Blood, Mark of Brokk, Power of Repair, Scales, Stoneling, Stone to Clay, Stoneshape, Well of Water
- **Toikalokke's Holy Tablets:** Animal Mind, Lynx Power, Master of the Elements


Brawling
Shield Bearer
Two-Handed Weapons
Wrestling
Throwing Weapons
Armor Bearer
1H Heavy Weapons
UNARMED FIGHTING
Combat Actions
1H Light Weapons
ARMED FIGHTING
Combat Reaction
Crossbow
Crossbow Loader
BATTLE EXPERIENCE
Bows & Slings
Fighter
FIGHTING
BRANDT

The Fighting skill is a person's ability in various forms of combat, ranging from wrestling and fist fights to armed melee and the use of ranged weapons. For every Skill Value a person obtains in this skill, their ability to perform it increases. To get better at the different forms of fighting, it is important to learn specialties.

A Skill Value for the Fighting skill corresponds to the same number of Combat Points (1 Skill Value equals 1 Combat Point). The total number of Combat Points that a person has is called "Combat Capacity." By acquiring disciplines and specialties, a person can increase their combat capacity and gain more Combat Points, as well as learn different fighting techniques. However, many of these additional Combat Points can be used only for combat actions that correspond with the discipline or specialty that grants them.

The skill in its basic form, without any disciplines, is simple.

- A person can use Combat Points to perform combat actions each combat round.
- Using the shield hand for either a secondary weapon or a shield results in a -15 penalty. To reduce this penalty one must take the Shield Bearer Specialty of the Armed Fighting Discipline (Fighting skill) or the Body Control and Ambidexterity Specialty from the Agility skill.
- Combat Capacity = SV (Fighting) + Combat points from specific disciplines and specialties.

For more details about how battle works, see the Combat chapter in the Game Master Guide book.

Armed Fighting (D)

- **Level 1-5:** SV +1/level

The person knows how to fight with weapons of all kinds. This includes ranged weapons as well as melee weapons and shields.

Bows and Slings

- **Level 1-5:** SV +2/level

This specialty develops the character's ability to use bows and slings. The character gains +2 per level in Skill Value when using a bow or a sling.

Crossbow

- **Level 1-5:** SV +2/level

This specialty develops the character's ability to use crossbows. The character gains +2 per level in Skill Value on attacks made with crossbows.

One-Handed Light Weapons (Left or Right Hand)

- **Level 1-5:** SV +2/level

This specialty develops the character's ability to use light weapons held with one hand, such as a dagger or a club. The character gains +2 per level in Skill Value when using one-handed light weapons. The specialty, however, is tied to the right or left hand. If the character wants to use one-handed light weapons in each hand, they must learn the specialty twice, once for each hand.

One-Handed Heavy Weapons (Left or Right Hand)

- **Level 1-5:** SV +2/level

This specialty develops the character's ability to use heavy weapons held in one hand, such as arming swords or battle axes. The character gains +2 per level in Skill Value when using one-handed heavy weapons. The specialty, however, is tied to the right or left hand. If the character wants to use one-handed heavy weapons in each hand, they must learn the specialty twice, once for each hand.

Shield Bearer

- **Level 1-5:** SV +2/level

The shield bearer has learned the art of using a shield in battle. Because of this knowledge, the person gets a further +2 Combat Points per level to distribute on parries made with the shield. These Combat Points can be used only when the person parries with their shield.

Characters with the Shield Bearer specialty do not suffer the usual -15 modifier for performing acts with their shield hand (applies only when using the shield).

Throwing Weapons (Left or Right Hand)

- **Level 1-5 :** SV +2/level

This specialty develops a character's ability to throw weapons with fatal accuracy. The specialty applies only to weapons suited for this purpose, such as throwing knives, throwing axes, and stones. The character gets +2 per level in Skill Value when throwing weapons. The specialty is tied to the right or left hand, just like the one-handed heavy or light weapons. If the character wants to throw weapons with both hands, they must learn the specialty twice, once for each hand.

Two-Handed Weapons

- **Level 1-5:** SV +2/level

This specialty develops the character's ability to use two-handed weapons, such as a two-handed sword or axe. The character gains +2 per level in Skill Value when using two-handed weapons.

At levels 3 and 5 in this specialty, the character also receives an extra weapon action per round. Thus, instead of the usual two weapon actions per round, they could perform three (at levels 3 and 4) or four (at level 5) weapon actions per combat round with a two-handed weapon.

Battle Experience (D)

- **Level 1-5:** SV +1/level

The person has been in battle many times and learned how to react, fight

and to attemt risky things. They receive an additional +1 Combat Point per level to distribute on their combat actions during an action round. The person also gets +1 per level in initiative in combat.

Armor Bearer

✦ **Level 1-5:** Heft +2/level
The person has learned to wear armor in battle, allowing armor with Heft Value of 2 per level of the specialty. For example, a person with level 3 can wear armor with a Heft Value of up to 6.

Combat Actions

✦ **Level 1-5:** SV +2/level
This specialty allows a person to perform combat actions almost effortlessly in battle (this does not apply to attacks or parries). The specialty gives +2 Combat Points per level. These points can be used only for actions related to a person's role in combat, such as drawing weapons, standing up, or performing combat movement.

Combat Reaction

✦ **Level 1-5:** SV +2/level
The person has learned to react quickly in battle. The specialty gives the person +2 per level in initiative in combat.

Crossbow Loader

✦ **Level 1-5:** Special
The Crossbow loader specialty lets the person load their crossbow faster. The loading time for a crossbow is reduced by -1 per level, but never lower than 1 in a combat round.



Fighter

✦ **Level 1-5:** SV +2/level
The person has been in battle many times and learned how to attack and defend. They receive an additional +2 Combat Points per level to distribute on their attacks and parries during a combat round.

Unarmed Fighting (D)

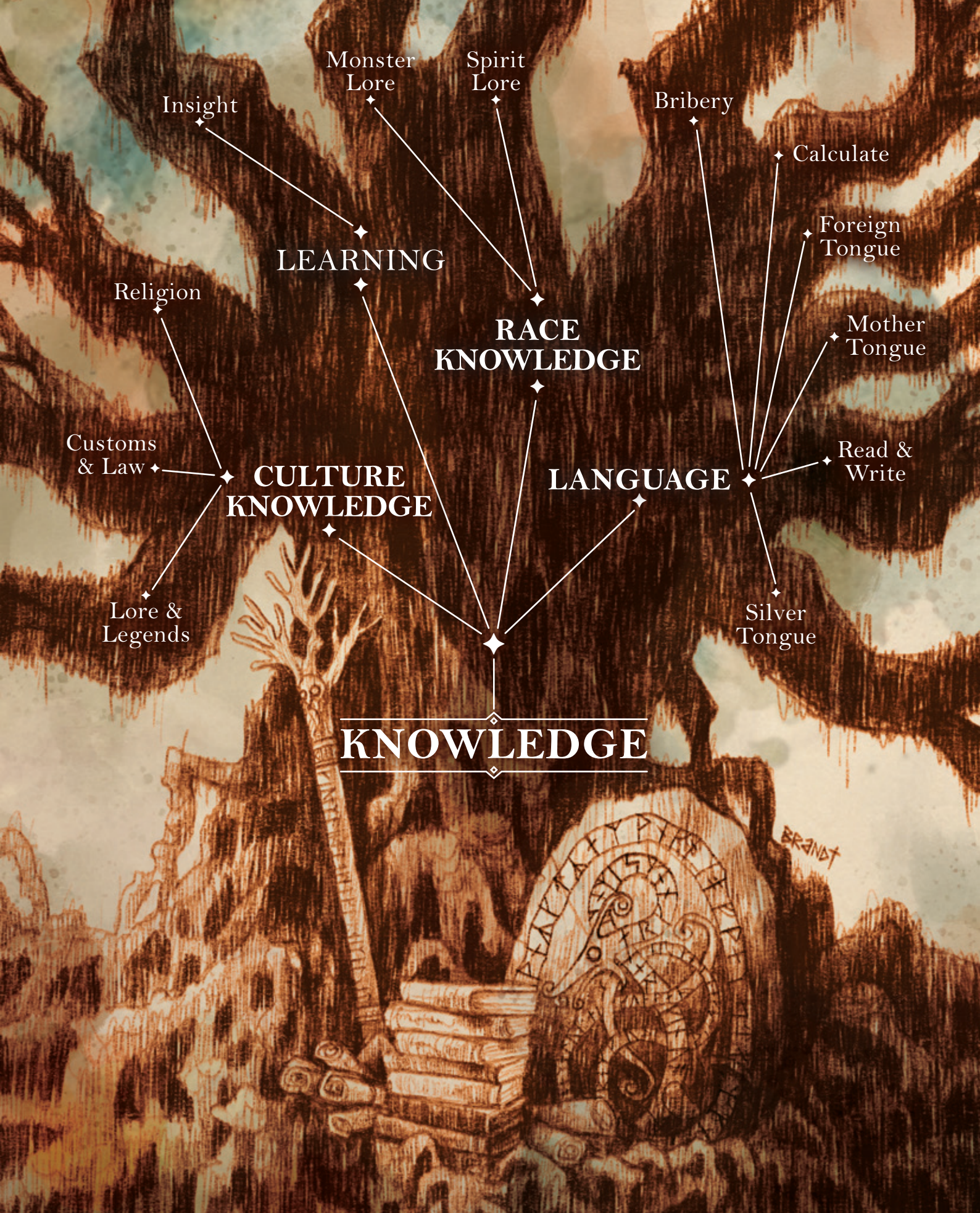
✦ **Level 1-5:** SV +1/level
The Unarmed Fighting discipline teaches a person to battle without weapons. The character receives +2 Combat Points per level from this discipline to use when performing the acts that the following specialties describe.

Brawling

✦ **Level 1-5:** SV +2/level
The character has learned to punch and kick hard, but also to defend against both armed and unarmed attacks using just their body. The character receives +2 Combat Points per level in the specialty to distribute on their punches, kicks, and unarmed parries.

Wrestling

✦ **Level 1-5:** SV +2/level
The character has learned to wrestle and perform combat actions such as grapple and glima. The character receives +2 Combat Points per level when using grapple and glima in combat actions. The specialty's Combat Points can be used only in Wrestling.


Monster Lore
Spirit Lore
Insight
Bribery
Calculate
Foreign Tongue
LEARNING
Religion
RACE KNOWLEDGE
Mother Tongue
Customs & Law
Read & Write
CULTURE KNOWLEDGE
LANGUAGE
Lore & Legends
Silver Tongue
KNOWLEDGE
BRANDT

The Knowledge skill provides information about a variety of academic subjects that are mainly obtained through study and learning. Examples include history, culture, and communication. This means that the person has learned about different cultures and gained insight and understanding of their history, customs, governance, warfare, gestures, taboos, ceremonies, festivals, gods, clothing, housing, attributes, and hobbies.

Culture Knowledge (D)

✦ **Level 1-5:** SV +2/level
This discipline covers most things that have to do with a race's culture, religion, history, and legends. The person is familiar with the culture's way of life, feasts, laws, and background. A character has level 1 of the discipline as a base (for the culture they originate from).

Stormlanders, Mittlanders, Viranns, Wildfolks, Dwarves, and Elves, all have their own cultures.

Customs and Law (Specification Required)

✦ **Level 1-5:** SV +2/level
The person knows all about a culture's laws and legal systems, customs, gestures, taboos, food habits, rules of conduct, typical dress, and housing, as well as their common attributes, personalities, and appearances. The person can add +2 to their Skill Value per level when trying to learn about a people's customs.

The specialty focuses on a single culture: Stormlanders, Mittlanders, Viranns, Wildfolks, Dwarves, or Elves.

Lore and Legends (Specification Required)

✦ **Level 1-5:** SV +2/level
The person knows a lot about a certain culture's history, myths, and legends. They can add +2 to their Skill Value per level when trying to learn about the chosen race's history.

The specialty focuses on a single culture: Stormlanders, Mittlanders, Viranns, Wildfolks, Dwarves, and Elves.

Religion (Specification Required)

✦ **Level 1-5:** SV +2/level
This specialty tells how a culture's religion works. What gods exist, and what do they stand for? How do the faithful live? What are their feasts? What is the religion's history? All these questions can be answered with a successful Skill roll. The person can add +2 to their Skill Value per level when trying to learn about a people's religion.

The specialty focuses on a single culture: Stormlanders, Mittlanders, Viranns, Wildfolks, Dwarves, and Elves.

Language (D)

✦ **Level 1-5:** SV +1/level
The Language discipline develops the character's ability to express themselves in a specific language (which would be their Mother Tongue before they learn more languages).

Vrok, which is the more widespread of the two human languages, is spoken by people in Nhoordland, in the Stormlands, and in parts of Mittland and Soj. Rona, the other human language, is spoken in Westmark, Soj, and parts of Mittland. Human characters from Mittland may choose which language they speak, with approval from the game master. If the character is a supporter of the Tenet of Nid, however, they should always speak Rona.

In addition, there are other languages such as Eika (spoken by elves), Futhark (spoken by dwarves), and Bastjumal (spoken by trolls and giants).

A character cannot read or write until they acquire the Reading and Writing specialty.

Bribery

✦ **Level 1-5:** SV +2/level
The person has learned to gauge how people react to bribes. The person quickly discovers whether someone can be bribed, and if so, they know how it should be delivered and how much is necessary. By using this specialty, the person can add +2 to their Skill Value per level when trying to bribe someone.

Calculate

✦ **Level 1-5:** SV +2/level
The person has learned to make difficult calculations and solve mathematical problems using addition, subtraction, multiplication, and percentages. The person can add +2 to their Skill Value per level when trying to make a calculation of some sort.

Foreign Tongue (Specification Required)

✦ **Level 1-5:** SV +2/level
This specialty can be purchased multiple times, each for a different foreign language. Some languages are harder to learn than others and therefore have a requirement that the character achieve a certain level of the Languages discipline, even for the first level of this specialty.

Mother Tongue (Specification Required)

✦ **Level 1-5:** SV +2/level
All characters speak their Mother Tongue fluently (Mother Tongue specialty level 3).

Reading and Writing (Specification Required)

✦ **Level 1-5:** SV +2/level
This specialty enables a person to read and write texts in the selected language. It can be purchased multiple times,

LANGUAGES SPOKEN

Language	Spoken by
Eika	Elves
Futhark	Dwarves
Rona	Viranns and Mittlanders from the western and middle parts of Mittland
Vrok	Stormlanders and Mittlanders from the eastern parts of Mittland
Estiatic	An ancient language used by scholars and sages
Wild Vrok	Heathens
Thronelandic	A dead language that was spoken by Thronelanders. Requires level 3 of the Languages discipline.
Bastjumal	Trolls and giants. Requires level 2 of the Languages discipline.
Ancient Vrok	An ancient language spoken by heathens. Requires level 2 of the Languages discipline and level 2 of Wild Vrok.
Forneika	Elves. Requires level 3 of the Languages discipline and level 2 of Eika.
Ancient Rona	Viranns. Requires level 3 of the Languages discipline and level 2 of Rona.
Dragearthian	Dragons. Requires level 4 of the Languages discipline.

each for a different foreign language. A character must have the Foreign Tongues specialty for the selected language before they can learn to read and write it.

Silvertongue

✦ **Level 1-5:** SV +2/level
The Silvertongue specialty allows a person to speak with formal and technical words in complex sentences. The person has also learned to quickly and convincingly fabricate an untruth, whether great or small. The person can add +2 to their Skill Value per level when making a Skill roll to determine success when lying or using eloquence for something such as persuasion.

Learning (D)

✦ **Level 1-5:** SV +1/level
The Learning discipline gives a person education and extensive knowledge involving a specific subject of their choosing. In principle, this can be anything: swords, literature, kings, demons, symbols, or whatever is desired. The discipline involves an infinite number of specialties where each specialty is a specific subject. The SV modifier given by the discipline applies only to specialties that the person has learned.

The Geography discipline and its specialties under the Wilderness skill could be a theoretical knowledge skill. In other words, the person studied the subject but did not experience it.

Insight (Specification Required)

✦ **Level 1-5:** SV +2/level
The person knows a lot about a particular chosen subject. The person can add +2 to their Skill Value per level when trying to learn about the chosen subject.

Race Knowledge (D)

✦ **Level 1-5:** SV +1/level
This discipline gives a person knowledge about Trudvang's different and exotic races such as trollkin, wyrms (dragonbeasts), serguronts (ancient spirits), and salhele (undead). The person knows their ideologies, governance, lifestyle, fears, strengths, weaknesses, and more. The person can add +1 to their Skill Value per level when trying to learn about Trudvang's residents.

Monster Lore

✦ **Level 1-5:** SV +2/level
The specialty gives a person extra knowledge about Trudvang's beasts that are considered to be more than just animals, such as trolls, jotuns, tursirs (giants), wurms (dragons), and other intelligent creatures. The person knows their ideologies, governance, lifestyle, fears, strengths, weaknesses, and more. The person can add +2 to their Skill Value per level when trying to learn about these types of creatures.

Spirit Lore

✦ **Level 1-5:** SV +2/level
The specialty gives a person extra knowledge about the undead, spirits, mist creatures, demons, and similar entities. The person knows their ideologies, governance, lifestyle, fears, strengths, weaknesses, and more. The person can add +2 to their Skill Value per level when trying to learn about these types of creatures.


Sneak Attack
Walking in Shadows
Finding & Spotting
Disguise
Locks & Traps
Stealing
Shadow World
Camouflage & Hiding
Thief Signs
SHADOWING
THIEVERY
SHADOW ARTS

The Shadow Arts skill is for times when a character wants to do something in secret. This includes sneaking, picking locks, following someone, and hiding oneself or something else. Shadow Arts is not just for thieves, spies, and assassins, but also hunters. The higher the Skill Value, the better the character hides, sneaks silently, or moves around without being detected in different environments, whether in public or off the beaten path.

The skill can receive modifiers (to be established by the GM depending on whether the appropriate equipment (lockpicks) or clothes (soft shoes and dark garments) are available.) A person's perception and cognition are also tied to the skill. A person with a high Skill Value in Shadow Arts more easily spots hidden things and people, hears sounds and whispered conversations, and uses their other senses such as smell, taste, and touch to great effect.

There are times when different uses of the Shadows Arts skill oppose each other. Somebody using "Finding & Spotting" clearly opposes another using "Camouflage and Hiding" or "Walking in the Shadows". The GM is the final arbiter on such struggles, for example making both parts rolling and considering as a winner the lowest roll compared to the SV to hit.

Shadowing (D)

✦ **Level 1-5:** SV +1/level
The Shadowing discipline is used when a person wants to go unnoticed, sneak up on someone, hide, or get someone to look the other way. The Discipline includes also the spottiing or finding of hidden things

Camouflage and Hiding

✦ **Level 1-5:** SV +2/level
The person knows how to make an object blend into the surroundings and thus become more difficult to detect. This specialty includes not only large objects such as a tent, a rowboat, or a wagon, but also smaller items like traps, chests, swords, and books. It also includes hiding oneself or other people. Camouflage is used mostly in the great outdoors where the person can take advantage of things like tall grass, shrubbery, and trees, but it can also be used in environments such as caves and rooms.

Finding and Spotting

✦ **Level 1-5:** SV +2/level
This specialty gives the person the ability to notice hidden things, such as people and creatures that are hiding or sneaking, but also things that are cleverly concealed in objects, buildings, or terrain. The person develops a trained eye to spot what is hidden beyond the first glance. Examples include a hidden poison thorn in a drawer, a stashed object, a trap in the floor or the ground, a secret door in the wall, and so on.

This specialty may allow spotting rolls even when one is not actively searching. The GM decides whether it is the case or not.

Sneak Attack

✦ **Level 1-5:** SV +2/level
Those who have this specialty can perform a Sneak Attack instead of a Surprise Attack (the two things are never added up). When successfully using Camouflage and Hiding or Walking in Shadows to sneak up on a target, they can launch a Sneak Attack, if the GM allows it.

The attack hits automatically and provides an additional open roll of damage no matter the result of the first roll. In addition to the open roll, the victim takes an additional 2 points of damage for each level of Sneak Attack that the attacker has learned.

The attack and the damage applies only to a single action round. Afterward, the sneaking attacker is detected.

If the person fails with Walking in Shadows, they are discovered before striking the blow, and combat commences as usual with no sneak attack.

Walking in Shadows

✦ **Level 1-5:** SV +2/level
The person has learned to sneak around without being detected. They know how to step in ways that generate as little noise as possible. The specialty is good not only for sneaking, but also for movement in various environments such as shadows, brush, and wilderness, and also through crowds. Walking in the shadows has limits. One can move only up to half their maximum movement when trying to remain hidden, and only up to 20% of the maximum movement when also trying to remain silent.

Thievery (D)

✦ **Level 1-5:** SV +1/level
This discipline enables the person to get into locked places and steal items from locations or people. They also know the hidden signs of the underworld that criminals use to communicate.

Disguise

✦ **Level 1-5:** SV +2/level
The person is good at dressing up convincingly and mimicking people. With the right accessories, they can blend into the environment. The person can add +2 to their Skill Value per level when trying to blend in. By changing both body language and speech, they can imitate another person (including the opposite sex) so well that others who are not familiar with the intended person are likely to believe the deception. However, to prevent a close friend from noticing the deception, a very good disguise is required.

Locks and Traps

✦ **Level 1-5:** SV +2/level
The person has learned to pick locks and knows how most locking mechanisms function. They can add +2 to their Skill Value per level when trying to manipu-



late or pick a lock. Without this specialty, the person cannot pick locks at all.

All locks have a difficulty level (which is also the modifier on the character's Skill Value) that is up to the game master to decide. A basic door lock has a difficulty of -1, and a very advanced lock has a difficulty of -20. Any attempt to pick the lock takes 2 action rounds, where each successful attempt reduces the lock's difficulty level by two steps. An unsuccessful try returns the lock to its original difficulty level. Several unsuccessful attempts risk breaking off the pick in the lock, which would make any further attempts impossible. When the lock's difficulty level reaches a positive value, the lock is opened.

This specialty is also used to build traps to hinder prying or to warn when someone or something is coming. The person has also learned to gradually and methodically examine traps without activating them. After some careful examination, they know how the trap is constructed and therefore can disable it easier.

Shadow World

✦ **Level 1-5:** SV +2/level
The person has learned the ways of the shadow world: how to obtain counterfeits and contracts, how to receive and send information that can lead to better thefts, and how to find and use black markets.

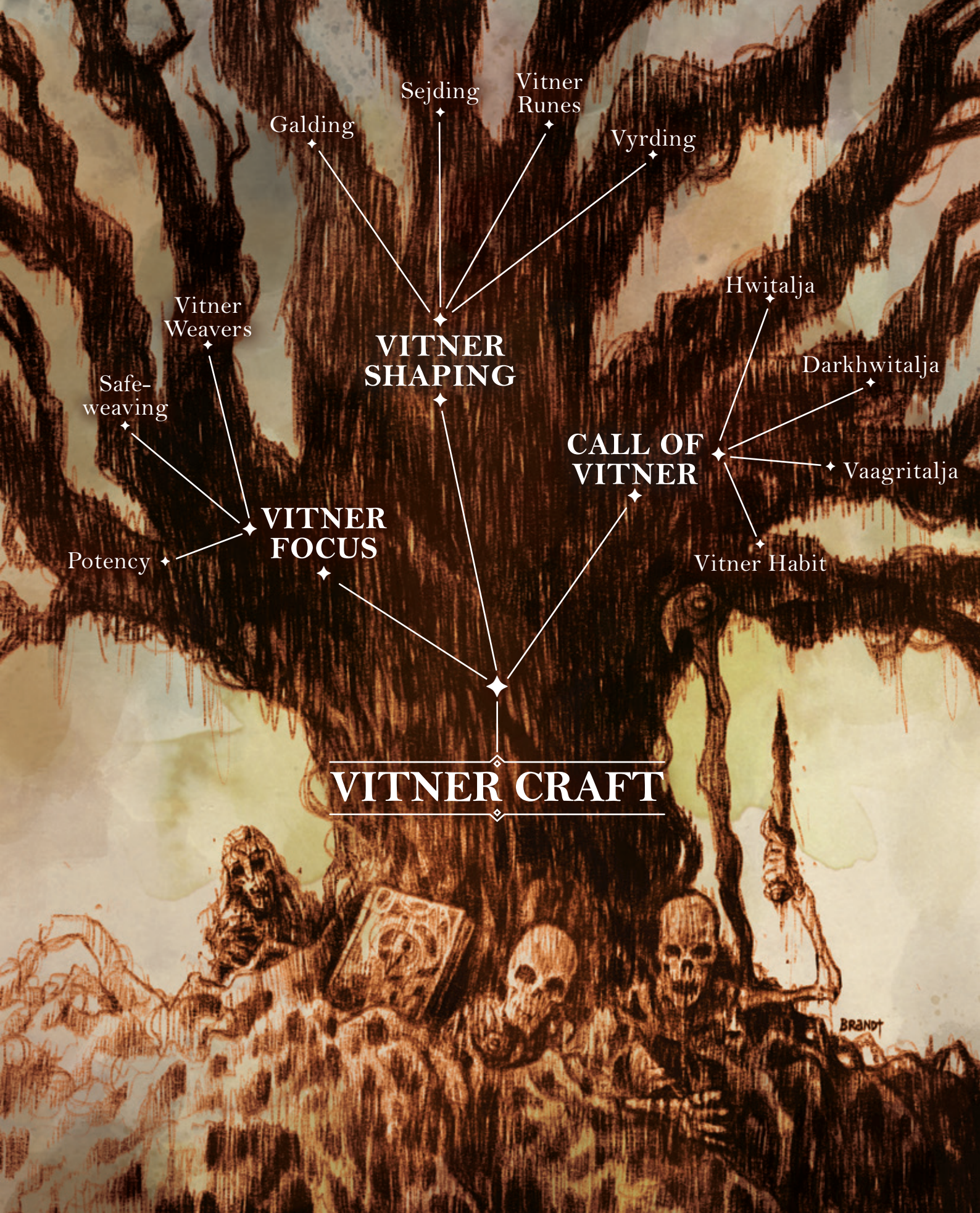
Stealing

✦ **Level 1-5:** SV +2/level
The person has learned the basics of stealing items from other people and can add +2 to their Skill Value per level in the ability. People present when the theft occurs are allowed to make a specific Situation roll decided by the GM or a Shadows Arts (Finding and Spotting) Skill roll to try to discover or notice the theft.

Thief Signs

✦ **Level 1-5:** SV +2/level
A person with this specialty can read thief signs and create simple thief signs to communicate with. A thief sign could, for example, be a symbol carved on the foundation of a house or a gatepost, stones laid in a certain pattern, or something else that most people would not notice. Each sign has its own importance and can tell the experienced interpreter how many people are living in the house, whether they are rich or important, how many hirdmen are in the area, which is the best escape route out of the city, where a secret passage can be found, and so much more. The use can be almost limitless, depending on what the person who placed the sign wanted to convey. Most signs consist of at least two parts: a main idea and something specific about it. Most important is the part that conveys the main message, for example, whether there are guards at the place. The other part tells something about the main message, for example, how many guards there are. A person with this specialty can read and create thief signs with two or three additions to the main message, such as "murderous guards here," "fourth plank cracks," or "10 shifts of guards."

Thief signs are created in places that are hidden to the untrained eye, but for the initiated they are quite obvious. A person just needs to know where to look.


Sejding
Vitner Runes
Galding
Vyrding
Vitner Weavers
VITNER SHAPING
Hwitalja
Safe-weaving
Darkhwitalja
CALL OF VITNER
Vaagritalja
VITNER FOCUS
Potency
Vitner Habit
VITNER CRAFT
BRANDT

The Vitner Craft skill is the knowledge of vitner, which gives a person the ability to understand the energies used in spells. The skill gives knowledge about vitner, its history, its writing and symbolic language, its three forms, and the various ways to draw it out and direct it.

There is no real perception of the Vitner before reaching Vitner Craft Level 4, learning the first level of the "Call of Vitner" Discipline and pursuing one of the three specialties Hwitalja, Vaagritalja, or Darkhwitalja. Only those who have these skills can see glimpses of the world behind the veil, visible only for real enchanters of Trudvang.

In order to evoke spells, vitner capacity is required, which the conjurer receives through the Call of Vitner discipline. The conjurer then gains a vitner capacity equal to the Skill Value in Vitner Craft plus any vitner capacity gained through the discipline and its specialties. In order to shape and weave the vitner so it results in a spell, the conjurer must learn the Vitner Shaping discipline and at least one of the vitner weaving specialties Galding, Sejding or Vyrding..

A conjurer starts wit ha number of Vitner Points equal to the unmodified Vitner Craft Skill Value. The total number of Vitner Points a person has is called "Vitner Capacity." The practitioner gains access to more Vitner Points by learning the Call of Vitner discipline and its specialties. Note that other Disciplines and Specialties which augment the Vitner Craft SV (e.g. Vitner Shaping, etc..) do not raise the Vitner points.

- Vitner capacity = SV (Vitner Craft) + vitner capacity from the Call of Vitner discipline and its specialties.
- Prerequisites for weaving vitner: Vitner Craft SV 4, Call of Vitner Discipline and 1 specialty (Hwitalja, Darkhiwitalja, Vaagritalja), Vitner Shaping Discipline and at least 1 specialty (Galding, Sejding, Vyrding), at least 1 Vitner Tablet specialty.

Call of Vitner (D)

- **Level 1-5:** 5 Vitner Points/level

This discipline is the first step to see and call for the vitner and receive a Vitner Capacity. But a character also must learn one of the specialties (Hwitalja, Darkhwitalja, or Vaagritalja) in order to use the Vitner Points that the discipline gives. Seeing the vitner is a long process that is described in more detail in the Three Types of Vitner section in Weavers of Magic. The conjurer increases their vitner capacity by +5 Vitner Points per level of the discipline.

Hwitalja

- **Level 1-5:** 10 Vitner Points/level

The conjurer has, after years of study, found the way past both dark vitner and vaagri vitner to eventually find the purest form: white vitner. The conjurer has now become a Hwitalja and belongs to those who bring light.

The choice to weave white vitner, however, brings consequences to the conjurer, who can never learn Vaagritalja or Darkhwitalja after learning this specialty.

White vitner has the following effects on the conjurer:

- Hwitalja increases vitner capacity by +10 Vitner Points.
- The conjurer weaves the vitner perfectly on a roll of 1-2.
- In case of a fatal failure, only 1d10 (OR 10) is rolled on the fatal magic table.
- The description of each specific Vitner Tablet includes the specific effects of Hwitalja, usually in terms of Vitner points cost.

Darkhwitalja

- **Level 1-5:** 20 Vitner Points/level

The conjurer has, after years of study, found the dark vitner and can summon it. The conjurer has now become a Darkhwitalja and belongs to the dark tamers.

The choice to weave dark vitner, however, brings consequences to the conjurer, who can never learn Vaagritalja or Hwitalja after learning this specialty.

Dark vitner has the following effects on the conjurer:

- Darkhwitalja increases vitner capacity by +20 Vitner Points.
- Darkhwitalja can never get perfect results because of the impure vitner.
- Darkhwitalja misses can be fatal. In case of a fatal failure, the Darkhwitalja rolls 1d10 (OR 8-10) on the fatal magic table.
- The description of each specific Vitner Tablet includes the specific effects of Darkhwitalja, usually in terms of Vitner points cost.

Vaagritalja

- **Level 1-5:** 15 Vitner Points/level

The conjurer has, after years of study, found the vaagri vitner, which is a mix between the dark and white vitner. This is the vitner they shall weave in perpetuity. The conjurer has now become a Vaagritalja and belongs to the ones called the wave masters.

The choice to weave vaagri vitner, however, brings consequences to the conjurer, who can never learn Hwitalja or Darkhwitalja after learning this specialty.

Vaagri vitner has the following effects on the conjurer:

- Vaagritalja increases vitner capacity by +15 Vitner Points.
- Vaagritalja otherwise has no positive or negative effects on the conjurer's ability to learn to weave, refine vitner for extra power, access the vitner or weave perfectly. In case of a fatal failure, the Vaagritalja rolls 1d10 (OR 9-10) on the fatal magic table.
- The description of each specific Vitner Tablet includes the specific effects of Vaagritalja, usually in terms of Vitner points cost.

Vitner Habit

✦ **Level 1-5:** 10 Vitner points/level
The conjurer reaches an important insight into the vitner art, which increases their ability to draw in vitner from the surroundings.

The conjurer must have a minimum level of 1 in one of the other specialties: Hwitalja, Darkhwitalja, or Vaagritalja. They increase its capacity by +10 Vitner Points per level of Vitner Habit.

Vitner Focus (D)

✦ **Level 1-5:** +1/level on special
The conjurer has learned to focus their mind on the vitner energies receiving the following modifiers per level: +1 on situation rolls to remain focused while distrurbed and -1 to rolls on the table for fatal failure.

Potency

✦ **Level 1-5:** -2 special/level
The conjurer's spells are very powerful. All Situation values that the victim must roll at or below to resist a spell are reduced by -2 per level due to the conjurer's force.

The conjurer can also put up great resistance to spells directed toward them. All Situation values that the conjurer must roll at or above to resist or reduce a spell's effect are increased by +2 per level.

Safeweaving

✦ **Level 1-5:** -2 special/level
The conjurer is meticulous when weaving spells. On the occasions that the conjurer's spell malfunctions, because of this specialty they subtract -2 per level from the roll on the fatal magic table (see the Fatal Magic section in Weavers of Magic).

The conjurer is also very hard to disturb when preparing or conjuring a spell. Anytime they must make a Situation roll to see if they're disturbed enough to cancel the spell, the roll is modified by +2 per level. See the Being Disturbed section in Weavers of Magic.

Strenuous

✦ **Level 1-5:** special
The conjurer concentrates especially hard when weaving the vitner. By using extra vitner during a spell, the chances to succeed increase. For each level of this specialty, the conjurer may use 2 Vitner Points to get a +1 modifier on the Skill roll. A conjurer with level 3 of the specialty can therefore use an extra 6 Vitner Points to get +3 on their Skill Value, and a conjurer with level 5 can use an extra 10 Vitner Points to get +5. How many Vitner Points the conjurer wants to add is up to them, provided that they do not exceed what their specialty level permits.

Vitner Shaping (D)

✦ **Level 1-5:** SV +1/level
Vitner can be shaped through various methods:songs and sounds (Galding), gestures (Sejding) and thoughts (Vyrding). This discipline give modifiers to all three but the conjurer must know at least one of the related specialties in order to cast a spell. The three ways cannot be combined with one another; a spell is Galded, Sejded, or Vyrded. The discipline also provides knowledge of the written language of the incantation arts.

Galding

✦ **Level 1-5:** SV +2/level
The conjurer specializes in singing up a spell. Galding means that the conjurer weaves and shapes vitner into spells entirely through mysterious songs and sounds. Some songs are both long and complex, while others are no more than a protracted tone at the right time. The songs and sounds are, however, highly individual, and the same spell may sound completely different if another conjurer were to evoke it. For one of them the spell can be a beautiful song, while the same spell for someone else could be a gurgling sound deep in their throat. Some conjurers even use instruments of various kinds that, together with voice and sound, attract and shape the vitner.

Regardless of how the spell sounds, it can often be heard from afar, which means that the conjurer is easily detected and recognized as such.

Sejding

✦ **Level 1-5:** SV +2/level
The one who Sejders up a spell molds the vitner using different movements and gestures. The conjurer must therefore be able to use both their hands for weaving. Otherwise they cannot control the vitner needed for the spell. This spell method is quiet but startling since the conjurer must gesticulate with both arms and hands.

Vitner Runes

✦ **Level 1-5:** SV +1/level
The person has learned to decipher the complicated symbols that make up the vitner craft's written language.

Vitner Tablet (Selected Tablet)

✦ **Level 1-5:** +1 Vitner Tablet/level
By learning this specialty, the conjurer can shape the vitner to a spell in the selected Vitner Tablet. Each new level of specialty provides all the spells included in the Tablet's new level and in all the previous levels. A conjurer who, for example, learned the third level of the Vitner Tablet (Delusion Vitner) specialty could conjure any of the spells belonging to Delusion Vitner's first three levels.

This specialty is acquired for every new Vitner Tablet that the conjurer

learns. For more details, see Vitner Tablets and Spells in Weavers of Magic.

The following are the Vitner Tablets: Animal Vitner, Body Vitner, Delusion Vitner, Dimvitner, Flame Craft, Perceiving, Power of Thought, Power of Vision, Soil Craft, Vitner Craft, Vitner of Objects, Water Craft, Wind Craft, and Witchcraft.

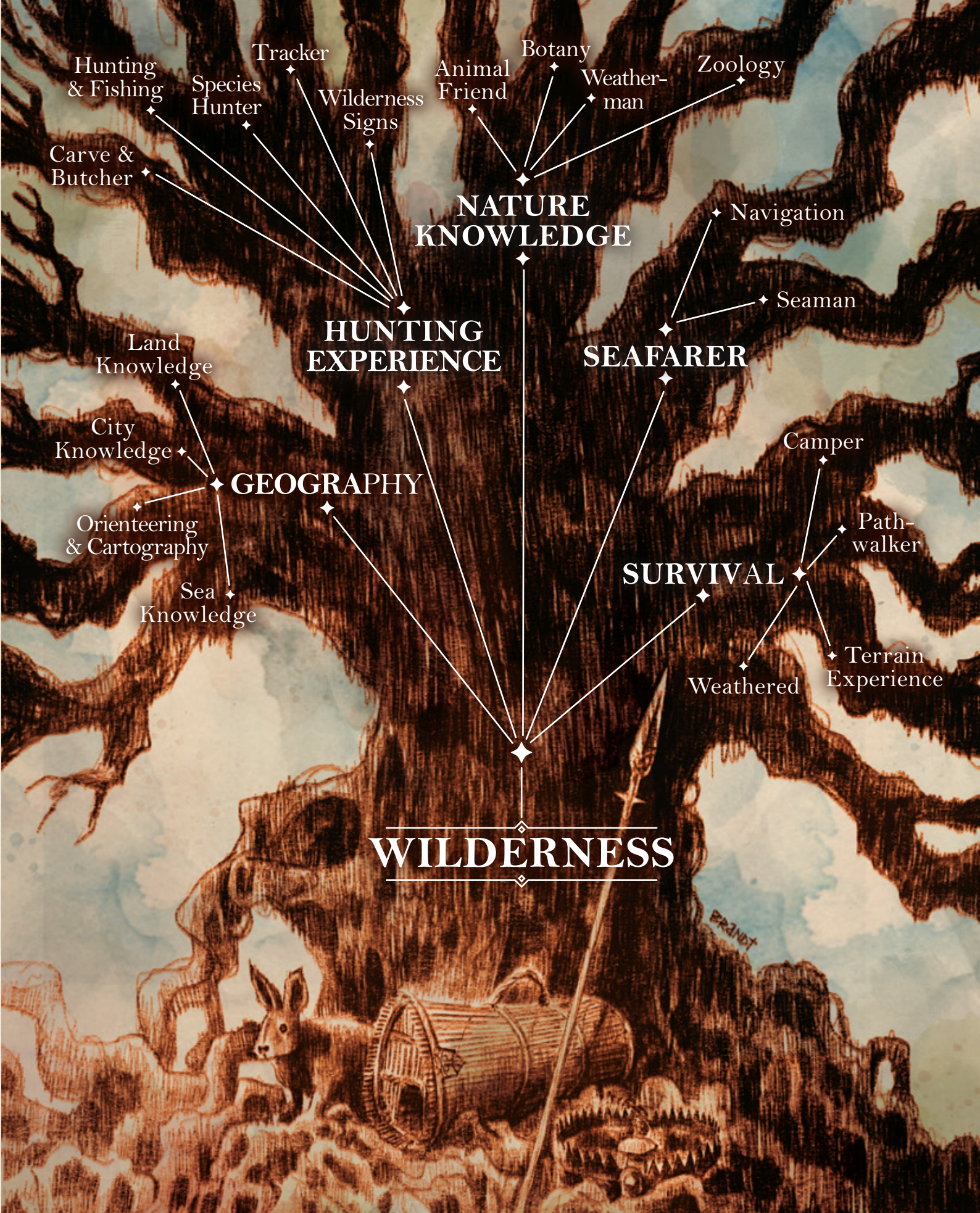
Vyrding

✦ **Level 1-5:** SV +2/level

The spell method known as Vyrding is quiet and tranquil, and often goes completely unnoticed until the effect arrives. Conjurers who Vyrd fill themselves with vitner and, for a moment, become one with their own being. They mold the vitner with pure thought force, and the only indication of trying to create a spell is the virtually non-existent gesture or movement that finally channels the magic out through the body.

The movements may be a simple twist of a wrist, a flick of the fingers, or a wink of an eye. The downside to Vyrding is that it takes twice as long to shape vitner into a spell as in other styles.




Hunting & Fishing
Species Hunter
Tracker
Wilderness Signs
Animal Friend
Botany
Weather-man
Zoology
Carve & Butcher
NATURE KNOWLEDGE
Navigation
Seaman
HUNTING EXPERIENCE
SEAFARER
Land Knowledge
City Knowledge
GEOGRAPHY
Orienteering & Cartography
Sea Knowledge
Camper
Path-walker
SURVIVAL
Weathered
Terrain Experience
WILDERNESS
BRANDT

The Wilderness skill gives a person a greater knowledge of nature and the ability to survive in the wild. The skill includes hunting, survival experience, nature awareness, geography, and navigation at sea.

The person can use their survival experience when they cannot find things necessary to survive in the wild or perhaps lack tools to hunt game or set up camp. Their experience provides the knowledge of how and where to find water; which insects, berries, moss, and roots are safe to eat; and how to set up the best protection with what's available.

Geography (D)

✦ **Level 1-5:** SV +1/level
With the Geography discipline, a person knows what the environment looks like and how it is laid out. This gives the ability to interpret and create maps, know where different places are in relation to others, and which direction to travel in order to reach a certain destination.

The discipline allows the person to get a rough idea of how the selected part of the world is constructed. They know which countries exist and all boundaries, popular routes, and towns and villages that exist. The person receives a bonus of +1 per level to a Skill roll to determine if they have knowledge regarding the area.

Characters begin with level 1 in this discipline and level 1 as a basic specialty in Land Knowledge, specified according to the country where they grew up.

The discipline must specify one of the following countries: Westmark, Mittland, the Stormlands, Nhoordland, Muspelheim, or Soj. In effect each country requires its own different Discipline.

City Knowledge (Specification Required)

✦ **Level 1-5:** SV +2/level
The person has learned all about a particular city and gained knowledge of things like where the ruler lives and where trading houses, inns, baths, sacred buildings, and other places of interest are located. The specialty must be designated to a specific town or city.

Land Knowledge (Specification Required)

✦ **Level 1-5:** SV +2/level
The person has knowledge regarding a country's geography and can add +2 per level to their Skill Value when trying to learn about its forests, rivers, lakes, coastlines, mountains, cities, trails, and more. Every country in Trudvang has its own Land Knowledge specialty.

Orienteering and Cartography

✦ **Level 1-5:** SV +2/level
By comparing famous landmarks, and the positions of stars and celestial bodies in relation to each other, a person knows their current location and in which direction they are moving. The specialty helps them take the quickest and most direct route possible from one place to another.

The person has also learned how to make maps by being observant of how areas look and being careful when calculating distance and space. If the mapmaker can read and write, the information on the maps they create is much easier to understand. A mapmaker can only draw a map of an area that they have visited and witnessed.

Sea Knowledge (Specification Required)

✦ **Level 1-5:** SV +2/level
The person is familiar with the sea that surrounds a specific coast, and can add +2 per level to their Skill Value when trying to learn about the seas of a selected region.

Hunting Experience (D)

✦ **Level 1-5:** SV +1/level
With the Hunting Experience discipline, a person knows how to track and hunt prey, as well as how to survive in the wild and difficult environments. The person knows a lot regarding different prey and has learned to read their trails, habits, and behavior. They also know the best way to chase prey and fish in different waters.

Carve and Butcher

✦ **Level 1-5:** SV +2/level
The person has learned to carve meat and butcher animals properly, and can get 10% more daily rations than usual through hunting or fishing. The person is also good at skinning animals and taking care of the fur. The more skillful the person is, the greater and finer piece of fur they can get from a killed animal. The specialty bonus is used when the person is skinning an animal in order to take care of the fur.

Hunting and Fishing

✦ **Level 1-5:** SV +2/level
The person is good at hunting in the wilderness or on a lake. The person can also build and manage traps used in hunting. The specialty bonus is used when the person goes hunting or fishing.

Species Hunter (Specification Required)

✦ **Level 1-5:** SV +2/level
This specialty is for hunting a specific animal. The character has learned how and where the animal lives and which tracks to search for when stalking it. Animal species may include hare, wolf, bear, fox, lynx, wild horse, deer, salmon, and so on. The specialty bonus is used when tracking the chosen animal species and also when hunting in the area where the species dwells.



Tracker

✦ **Level 1-5:** SV +2/level
The person is good at spotting trails in the terrain. The specialty bonus is used when they try to find or follow a trail.

Wilderness Signs

✦ **Level 1-5:** SV +2/level
A person with this specialty can read and create wilderness signs. A wilderness sign could, for example, be a symbol carved on a tree trunk or a gatepost, stones positioned in specific patterns, or anything else that only the skillful can find. Every sign has an importance and could convey how rich the area is with animals, if there are trolls in the forest, how many trolls there are, what kind of trolls, that a good resting place is a half day's march eastward, that there is a risk of landslides, and much more. It all depends on what the person who made the sign wanted to convey. Most signs consist of several parts. Most important is the part that conveys the main message, such as "Beware of trolls." The other parts expand the main message, such as detailing what kind of trolls, how many there are, and in what direction they went.

Signs are positioned in places that are not obvious to an untrained eye, but to an experienced person they are quite clear.

Nature Knowledge (D)

✦ **Level 1-5:** SV +1/level
The Nature Knowledge discipline gives the person knowledge regarding the flora and fauna of Trudvang as well as the ability to predict weather. The person knows what plants are located in an area, which animals and beasts are there, how they behave, and why. The person also is familiar with the landscapes and terrains of Trudvang, and what characterizes a particular area.

Animal Friend

✦ **Level 1-5:** SV +2/level
This specialty gives a person improved knowledge regarding the lives of animals. The specialty bonus is used when the person wants to know something regarding their ways and patterns. The knowledge is also used to train an animal to perform tricks and activities.

The person has also learned to train wild animals so as to domesticate them. To domesticate an animal, it must first be captured. A caught animal becomes domesticated if the tamer succeeds on five rolls for the Wilderness skill. The tamer may roll only once per week. Thus, it takes at least five weeks to domesticate a wild animal.

Because there are a great variety of animals in Trudvang, it is up to the game master to determine which ones can be trained and for what. Some examples of animals that can be trained are horses, dogs, birds, cats, bears, snakes, and rodents. The specialty bonus is used when the person wants to train or command an animal to do something.

Different animals can be taught different skills (see the Trained Animals section in the Game Master Guide book for more details). There are eight different types of training: fetching, jumping, hunting, couriering, sprinting, tracking, combat, and guarding. All these training areas have five capability levels: obedient, capable, excellent, skilled, and masterful. A dog can therefore have excellent training

in fighting and capable training in guarding. However, an animal cannot be trained until it is first tamed.

Botany

✦ **Level 1-5:** SV +2/level
This specialty gives a person more knowledge regarding the trees and flowers of Trudvang. The specialty bonus is used when the person wants to know something regarding plants.

Weatherman

✦ **Level 1-5:** SV +2/level
The person has learned to interpret the signs of nature and can use them to predict the weather for the next few days. The specialty bonus is used when the person tries to predict weather for the next two days +1 day per level.

Zoology

✦ **Level 1-5:** SV +2/level
This specialty gives a person extra knowledge regarding creatures in Trudvang that lack higher intelligence. The person is familiar with these animals' strengths and weaknesses, how they live, what they fear, what tracks they make, and much more. The specialty bonus is used when the person wants to know something about a particular creature.

Seafarer (D)

✦ **Level 1-5:** SV +1/level
The Seafarer discipline provides knowledge of the sea and the basics of how to operate various types of boats. The person knows how things work on a boat, such as how teams of workers should look and act, how to load the cargo, which ropes and knots to use, how to set sails, and most importantly how to sail and steer a ship. Seafaring also provides knowledge of which winds are expected in various sea environments, as well as which signs to follow to find the right place on the high seas.

Navigation

✦ **Level 1-5:** SV +2/level
By comparing famous landmarks at sea, and the positions of stars and celestial bodies in relation to each other, a person knows their current heading or direction as well as location. The specialty helps a person take the best and most direct possible route from one place to another at sea. Depending on distance and weather, the game master determines how often a navigator needs to succeed with a Skill roll to stay on the right course.

If a person has a good sea map that shows landmarks, they can determine their location and heading with great accuracy.

Seaman

✦ **Level 1-5:** SV +2/level
The person is familiar with spending long periods of time at sea and does not need to go ashore as often as someone with less experience. The person uses this specialty when a successful Skill roll is required to keep from getting sick on the stormy ocean, or anything that has to do with life on board a ship. The person has also learned most of the common routines and chores that are required when working on a ship. The person knows, for example, how to set sail, how to load the cargo, which ropes and knots to use, and perhaps most importantly, how to sail.

Survival (D)

✦ **Level 1-5:** SV +1/level
This discipline makes the person a true survivor who can subsist on the few assets that nature has to offer. The discipline bonus is used when the person has to survive in the wild and must find shelter, food, water, or other necessities.

Camper

✦ **Level 1-5:** SV +2/level
The person is good at building camps in the wilderness. Primarily, it is not just about a camp you set up for the night, but a camp where you can stay for several days to hunt, repair equipment, or simply rest. The camp takes eight hours to build and requires a successful Skill roll. If the person manages to build a camp, it means that those in the camp will not suffer negative modifiers for being in the wilderness. People can also rest and recover from injuries just like they would if they were in a city.

The person is also good at making fire without a tinderbox or other tools.

Pathwalker

✦ **Level 1-5:** SV +2/level
The person has great stamina when traveling in the wild. The specialty bonus is used when a Skill roll is required during long trips through the wilderness. A person with this specialty also increases the distance covered during one day by 10% per level.

Terrain Experience (Specification Required)

✦ **Level 1-5:** SV +2/level
The person has great expertise regarding survival in a certain terrain. The specialty bonus is used when a Skill roll is required to find shelter, food, water, or other necessities in the selected terrain. Available terrains are mountain, forest, sea, snow and cold, and plains.

Weathered

✦ **Level 1-5:** SV +2/level
The person is used to spending long periods of time in the wilderness, and can therefore endure rain, wind, and cold. The specialty bonus is used when the person needs to overcome the weather in the wild.


TAPIA
&
WIEVEL


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Chapter 3

✦ WEAVERS OF VITNER ✦

There are three types of vitner that together form the worldwide force, which makes up all of the worlds as well as the gap between them. Together, the three powers build and surround everyone and everything, from the smallest piece of gravel to the largest mountain, from the smallest mouse to the largest giant.

Vitner: Magic Energy

Vitner form objects, beings, and even the worlds themselves in two different forms. One of these forms of reality is referred to as "Havvitner," the external energy, and the other is "Rimvitner," the internal energy. The three energies are called:

- White vitner
- Dark vitner
- Vaagrivitner

"White vitner" is light and pure, and gives life. "Dark vitner" is dark and impure, and is used like a poison to break down the life that white vitner fosters. "Vaagrivitner" is a combination of the two energies, a tight and inseparable pattern that divides the others.

It is easier to see and master the gloomy and impure dark vitner, and harder to see the light and pure white vitner.

Arteries of Vitner

"Njord" fires can be found all over Trudvang. The njord fires are like giant arteries of vitner that come from different central sources called "hlogres."

The njord fires flow forth like streams, rivers, and huge waterfalls. At some places their force and power is so strong that even vitner masters are overwhelmed. Other places, however, are almost empty of vitner and the njord fires move at a slow, almost stagnant pace.

The hlogres are mighty and impressive. These are spots where the njord fires join and create a central source of power, which throws its energy out to the surrounding areas. Usually these places are of great importance to Trudvang's wizards, who gather there frequently to study the vitner.

Each of the three forms of vitner flow amidst the njord fires and intersect at the powerful hlogres. But their appearance does not always look the same. At some places, the darker energy gets more current in the njord fires and permeates the ground with its dark force. At other places, the light energy is more powerful. But in most njord fires, the three energies flow in harmony and equilibrium.

The njord fires and hlogres do not exist only in Trudvang's soil. Objects and beings have these forces as well, though on a much smaller scale. Just like there are places where the three types of vitner are out of harmony, some objects and beings also harbor a disharmony among the three. They receive power and properties reflective of the off-balance energy within.

Mistvitner, the Hidden Magic

There is often talk of another vitner that incorporates all the other vitners as one, an energy that does not distinguish between type, level, or even how it is developed. These rumors speak of the "Mistvitner," the hidden magic, the one that the misturelves once used, long before they learned how to conjure the separate parts in order to teach others.

Today there are few, if any, who know how to deal with such ancient vitner, which is rumored to be able to break worlds and create new ones. It is believed that the magic the fjol trolls use is closely related to mistvitner, but nobody knows for sure.

Humans who have experienced this vitner shaping refer to it as "Bjaustavitner" (wild magic).

The Wizard's Choice

All wizards start by deciding which vitner they wish to study and hopefully master. The choice is made when the

enchanter chooses the knowledge and pursuit of "Darkhwitalja," "Vaagritalja," or "Hwitalja." Each of these are specialties of the Call of Vitner Discipline and Vitner Craft Skill.

Once an enchanter has chosen to specialize in one of the three forms of vitner, they can never change to another type without destroying themselves. Therefore, there are only three types of enchanters. Those who truly know and see vitner speak of the three masteries as those who bring light, those who weave darkness, and those who balance the power.

None of the three types can truly claim to be better or worse than the others, as all of them have pros and cons. But since each of the three energies is controlled differently and has different characteristics, this choice will affect the wizard's entire career.



Three Types of Vitner and Enchanters

By their own choice, enchanters belong to one of the three types of practitioners. Those who choose to weave the white vitner will belong to the "Hwitalja," the ones who bring light. Those who choose to use dark vitner will belong to the "Darkhwitalja," the dark weavers. And those who choose to follow the road between the two forces will use the force from Vaagrivitner and belong to the "Vaagritalja," the balance of power.

Hwitalja, the Ones Who Bring Light

The elves describe the white vitner as a sparkling meadow of beautiful flowers, like the light at the heart of a flame or a calm and crystal-clear lake. One who learns to see this beautiful vitner and manages to master it is called Hwitalja.

Hwitalja create spells from the lightest and purest energy, often with noble purposes as well. There are far fewer Hwitalja in Trudvang compared to Vaagritalja and Darkhwitalja because pure energy is much more difficult to see and master. Those who use it, however, are usually extremely knowledgeable and highly respected by kings, warriors, and even the other two types of mages.

Enchanters who choose Hwitalja, the bright way, have to remember that great accuracy is needed for their spells, which means it is not only difficult to learn new spells but also difficult to use the vitner to reach higher levels of power. The positive side, however, is that the vitner is very reliable and is not as devastating with fatal magic.

Darkhwitalja, the Dark Weavers

The dark vitner is both alluring and inviting. More people can see this vitner than the other two types. They describe the vitner as a muddy lake, a tormented and silent wasteland, and a road to the darkest of all realms. Here, one finds only death and decay, just like at the bottom of a poisoned well. Those who use the dark vitner to shape their spells speak of their energy as if it were an untamed wild horse. But it is not as obscure and sinister as many would suggest. One simply needs to take in and master the wild energy, and once that is accomplished, it can be used to achieve great things. There is nothing wrong with trying to bend an iron pole or tame large creatures to serve the enchanter's purpose; this is the perspective of the dark weavers.



Enchanters who choose Darkhwitalja quickly learn how to create impressive spells, which are easy to summon and have high levels of power. They have to be cautious, though, as the dark vitner is unreliable and can produce devastating effects when fatal failures occur, which happens relatively often.

Vaagritalja, the Balance of Power

There are those who are attracted to both light and darkness. They are the ones who look up at the sky at night and see beauty in the vast, untouched darkness, but also in the stars that spread their light like little spots in an endless sea of black. They call themselves Vaagritalja, and they believe that balance between controlling and enjoying this colorful beauty is important in order to maintain the balance of Trudvang. They are mages who believe that there is nothing out of place with a jagged thorn bush at the center of a lush summer meadow.

Vaagritalja use the energy that acts like a separating layer between the white vitner and dark vitner. The layer not only divides them, but also may be mixed together in an intricate pattern that is impossible itself to separate. Vaagritalja is neither fish nor fowl; you will never find it at the bottom of a lake or high up in the sky. It stays in the middle where the stream is strongest and follows the flow, because those who use this energy believe that in the middle, where you find vaagrivitner, you will find the best of both worlds.

Enchanters who choose Vaagritalja often have both good and bad properties. As their knowledge regarding vitner grows stronger, they may create spells with a high level of power. They do not have to worry as much about failure as a Darkhwitalja might. On the other hand, they cannot achieve the same success as a Hwitalja.

Vitner Craft

The Vitner Craft skill gives a character the knowledge of how to use and weave the vitner. At skill level 4, the enchanter reaches their first real insight in the art of vitner. They start seeing glimpses of the world behind the veil, which opens only for enchanters of Trudvang. At this point, the enchanter gets the opportunity to pursue one of the three masteries (Hwitalja, Vaagritalja, or Darkhwitalja, found under the Call of Vitner discipline), which bestows the ability to see that vitner.

Once the enchanter learns to see one of these vitners, they must learn to master and weave it. The enchanter does this with help from the specialties under the Vitner Shaping discipline. When they learn how to weave the vitner, they can form it into spells, which is done through the Vitner Tablet specialty.

This means that a character who has a Skill Value of 4 in Vitner Craft first needs to buy the Call of Vitner discipline and one of its three specialties (Hwitalja, Vaagritalja, or Darkhwitalja) in order to see that vitner. Next, the enchanter must learn to form the vitner through the specialties under the Vitner Shaping discipline.

Weaving a Spell

In order to cast a spell, a successful Skill roll is needed for the method of Vitner weaving that is being used: Galding, Sejding, or Vyrding (and the Vitner Shaping discipline).

- SV = SV Vitner Craft + 1/lv Vitner Shaping discipline +2/lv specialty: (Galding, Sejding or Vyrding).

Depending on the level of the Vitner Tablet the spell is created on, the difficulty of conjuring successfully will vary. The table below shows the modifiers to the enchanter's Skill Value.

VITNER TABLET SPELL LEVEL

Level	Modifier
1	-2
2	-4
3	-6
4	-8
5	-10

Outcome of a Spell

Depending on which vitner the enchanter has chosen to weave (the first choice they make), the chance of success when creating the spell differs greatly. See table below:

OUTCOME OF A SPELL

Die Result	Outcome of the Spell
1 (or 2 Hwitalja)	Perfect success
≤ SV	Success
> SV	Failure
20	Fatal failure, fatal magic

Vaagritalja achieves a perfect success on a roll of 1, and Hwitalja achieves a perfect success on a roll of 1 or 2. Darkhwitalja cannot achieve a perfect success no matter what number is rolled.

Perfect Success

If the enchanter achieves a perfect success, it means they wove the vitner so well that the spell becomes stronger. The spell receives a bonus 1d10 + 1 Vitner Points to its level of power without any cost.

No matter how many extra levels of power are added through a perfect success, the spell costs the same number of Vitner Points that were spent on it initially with the original level of power.

Success

A successful result means that the spell is conjured just as the enchanter intended it.

The spell costs the same number of Vitner Points that were spent on it initially with the intended level of power.

Failure

A failed result indicates that the enchanter failed to weave the vitner accurately and none of what they intended occurs. Failing to weave a spell also means that the enchanter loses all of the Vitner Points spent on it.

The spell costs the same number of Vitner Points that were spent on it initially with the intended level of power, just as if it were successful.

Fatal Magic

If an enchanter fails disastrously to weave the spell, the formed vitner will bounce back and harm the mage. Enchanters refer to this occurrence as Fatal Magic. It unfortunately means that the enchanter needs to roll a die on the table for fatal magic (see Fatal Magic, below).

The spell costs the same number of Vitner Points that were spent on it initially with the intended level of power, just as if it were successful.

Cost of Spells

All spells have a cost, which shows how many Vitner Points are needed to weave the spell. If the enchanter wants to add an extra level of power to the spell's basic version, this will also cost an amount of extra Vitner Points (see Levels of Power, below). The table below shows how many Vitner Points a spell of a certain level costs to weave in the basic version.

EXAMPLE: WEAVING A SPELL

An enchanter with a skill level of 6 in Vitner Craft (SV 6), level 1 (SV + 1) in the Vitner Shaping discipline, and level 2 (SV + 4) in the Sejding specialty will have a total Skill Value of 11 when weaving a spell with Sejding. The enchanter decides to create the spell Call on Animals, which belongs to level 2 of the Animal Vitner tablet. Since this is a level 2 spell, the modifier is -4. To successfully weave the vitner, the player must roll equal to or under 7 (11-4).



COST FOR CASTING SPELLS

Level	Cost in Vitner Points
1	2
2	4
3	6
4	8
5	10

To weave a spell, the enchanter must first pay the cost of the spell plus any additional costs for extra levels of power. The costs for these extra levels of power are indicated in each spell description.

EXAMPLE: COST FOR CASTING SPELLS

For the previously mentioned enchanter who wanted to cast Call on Animals, the initial cost for the spell is 4 Vitner Points. The enchanter also wants to add extra levels of power at a cost of 7 more Vitner Points. The total cost for the spell is 11 Vitner Points.

Vitner Points from Self-Sacrifice

An enchanter might not always have enough vitner capacity to use certain spells. They can also use their Body Points to create vitner through their own life essence. In this manner, an enchanter can receive a temporary bonus to Vitner Capacity equal to the amount of Body Points offered at the scale of 1 Body Point = 2 Vitner Points. Following this, the Body Points must be healed as usual.

In an extreme situation, the enchanter can offer their own life to save that of a friend. An enchanter who chooses to

do this is still limited in how much they can spend. The enchanter can drain their life essence only to an amount below zero equal to their maximum BP. This means that the character can weave a spell whose total cost is as large as the current vitner capacity, plus the enchanter's doubled Body Points, minus the enchanter's current damage.

Restoring Vitner

A full night of rest gives the enchanter access to their full vitner capacity.

Levels of Power

An increased level of power is an improvement or enhancement of a basic spell. All spells are described initially in their basic version. At the end of each spell description is a list of how an enchanter can further enhance the spell, spending one or more levels of power on the spell. For example, a level of power can increase the spell's range so it affects one extra creature, or increase the effect of the spell itself.

To add a level of power to a spell, the enchanter needs to have enough Vitner Points to meet the additional cost, as explained in the table on levels of power after each spell description.

If it is possible to expand the spell so that an extra person or creature is affected, that target is affected as if by the spell's basic version. The enchanter must add extra levels of power for the second target if they want to amplify its effects, even if they already used extra levels of power for the first target. Some spells are exempt from this rule, and the extra targets are also affected by the extra level of power from the original spell. When this is the case, it will be clearly stated in the spell's description.

The only limit to how many levels of power an enchanter can purchase for a single spell is that character's available vitner capacity.

EXAMPLES: EXTRA VITNER POINTS, LEVEL OF POWER

An enchanter who is left with 20 vitner capacity and 26 Body Points also has 8 points of damage. To save her friends, she can offer her own life by transforming it into vitner for a final mighty spell. The total amount of Vitner Points the enchanter can create is 64 (20 + [2 x 26] - 8 = 64). This will cost her 44 Body Points, which means the end of her.

An enchanter wants to add extra levels of power to a level 1 spell. The spell costs 2 Vitner Points to evoke in its basic version and can be enhanced in the following ways:

Increase the spell's duration by 1 minute (cost: 1)

Increase the spell's range by 10 meters (cost: 1)

Increase the number of creatures that are affected (by the spell's basic version) by 1 (cost: 2).

Below are examples of what the enchanter can choose when adding levels of power to this spell.

One of each: Since the spell can be increased with three different effects, the enchanter chooses to use one of each. Therefore, it will cost 6 Vitner Points to evoke (2 + 1 + 1 + 2). The extra creature targeted is affected only by the basic version of the spell.

Three of the same: The enchanter can focus only on extending the range of the spell, adding 3 levels of power to extend the range by 30 meters (10 meters per level). Therefore, it will cost 5 Vitner Points to evoke (2 + 1 + 1 + 1).

Two of a kind plus one of another: The enchanter can enhance the spell with two levels of power that both increase the duration, and with one level of power that increases the number of affected targets. By doing so, the enchanter can either increase the duration by 2 minutes, with the additional target affected only by the basic version, or enhance the effect on both targets (still costing 2 power levels). Either way, the cost will be 6 Vitner Points to evoke (2 + 1 + 1 + 2).

Magic and Initiative

An enchanter who evokes a spell must make an initiative roll (1d10 OR 10), just like everyone else who will take action in that round.

Some spells are labelled as rituals and take far more time than a single round to evoke. Whether the weaving time is a single round or many action rounds, the spell always takes effect according to the enchanter's initiative in the final action round of the weaving time. So if it takes only 1 round to weave, it is cast according to the enchanter's initiative in that first round. If it takes 3 rounds to weave, it takes effect according to the enchanter's initiative in the third round. Some rituals can take anywhere from a few minutes to hours to perform.

All spells have an initiative modifier as well, which is equal to the level of the spell (e.g .a level 5 spell will have an IM of -5). This modifier applies only to the action round in which the spell takes effect. Read more about magic and initiative under Initiative Modifier in the Vitner Tablets section of this book.

Being Disturbed

If the enchanter is disturbed in any way during the invocation, such as by being hit in combat, they risk losing concentration and effectively cancelling the spell.

To see if the enchanter manages to maintain concentration for the spell, a Situation roll is used with a standard Situation value of 6 (Psyche modifiers apply). However, it is up to the game master to decide whether a Situation roll is needed and what modifiers (positive or negative) apply.

If the enchanter is successful with this Situation roll, they maintain concentration and can continue to weave the spell despite the disturbance. However, if they fail the Situation roll, they lose concentration and the spell is canceled but no vitner point is spent.

Abusing the Vitner

One of the first rules an enchanter learns is to never abuse the vitner. Vitner is a whimsical energy that must not be used

haphazardly or without consideration. When an enchanter uses vitner in spells, it is gathered from all over Trudvang, but the more often the enchanter uses vitner, the closer it gathers and congregates.

Due to this fact, it is important for the game master to showcase the negations of summoning vitner. The more spells an enchanter evokes during a short period of time, the nearer and more powerful these negations should be (see Negations, below).

Any truly major abuse of vitner, which is up to the game master to decide, could force the player to roll on the Fatal Magic table, even if the spell was woven with success.

Number of Active Spells

At most, an enchanter can maintain only five active spells, one for each level of the Hwitalja, Darkhwitalja, or Vaagritalja specialty that they have. "Active spells" refer to any spells that have a duration currently maintained.

Even after a spell with a certain duration has been evoked, the enchanter must maintain a connection to it. This makes it more difficult to weave new spells as one or more are still being supported. For every active spell the enchanter maintains, they receive a negative modifier of -2 when weaving a new one.

The table below shows how many active spells an enchanter of a certain skill level (in the Hwitalja, Darkhwitalja, or Vaagritalja specialty) can maintain at a single time, as well as the negative modifier for weaving a new one.

Even if an enchanter can maintain several active spells simultaneously, most vitner weavers try to avoid it. This is because any fatal failures would lead to catastrophic consequences. The backlash from fatal magic derives its strength not only from the failed spell, but also from any other spells that are currently active. Read more about this under "Fatal Magic."

NUMBER OF ACTIVE SPELLS

Level	Number of Active Spells	Modifier
1	1	-2
2	2	-4
3	3	-6
4	4	-8
5	5	n/a

Fatal Magic

When an enchanter encounters fatal magic, everyone present immediately regrets the decision to try to control the vitner's mystical energies. In times like this, when the use of a spell goes horribly wrong, the enchanter's very existence is threatened. When the gathered energies do not perform as requested and backlash with devastating consequences, they bear down on anyone trying to control the terrible negation. Almost all of the spell's negation effect centers on the immediate surroundings, rather than elsewhere in Trudvang (see Negations). It is up to the game master to decide the specific negation and which characters are affected.

The results of fatal magic depend on the type of vitner the enchanter has chosen to control. A novice enchanter who has not yet decided which type of vitner to specialize in (meaning they have no levels in the Hwitalja, Vaagritalja, or Darkhwitalja specialties) is treated as Vaagritalja,.

An enchanter who summons the dark vitner should tremble with fear at the mere thought of a spell backlashing with fatal magic, as the effects are far worse. One who weaves the pure white vitner has less need to be as scared of fatal magic, though the enchanter should still respect the vitner and its power. Being somewhere in between, one using Vaagritalja should show proper respect and reverence toward the vitner, just as all other enchanters do. They don't have as much reason to fear fatal magic as a Darkhwitalja, but neither should they be as confident as a Hwitalja.

The vitner that an enchanter weaves is not the only aspect that determines the effects of fatal magic. Other factors include the power of the evoked spell and the number of other spells currently active.

When an enchanter experiences fatal failure while weaving the Vitner, the player rolls a die according to his chosen Vitner type (see table below) and adds the total vitner cost of the spell (or spells, if more than one is active). Look up that final result on the Fatal Magic Effects table below. Even if a character causes fatal magic via a magical item loaded with a spell, the same principle is used as if they had woven the spell.

EXAMPLE: FATAL MAGIC

An enchanter attempts to weave a spell that costs 16 Vitner Points, but suffers a fatal failure. He has added 5 levels of power (for an additional 12 Vitner Points) to the spell's basic version (4 Vitner Points). The enchanter is Darkhwitalja and weaves the unpredictable dark vitner, so he needs to roll 1d10 with an open roll on a result of 8, 9, or 10.

The enchanter is unlucky and rolls a 9, which results in an open roll. The result from the open roll is a 6, which makes the enchanter's total 15 (9 + 6). He also has to add 16 (4 + 12), which is what the spell would have cost to evoke, so the final result is 31 (15 +16). The player looks up 31 on the Fatal Magic Results table to see what unfortunate effect will occur.

If the enchanter also had one or more spells that were still active, he would have to add their Vitner Points to the final result as well. For example, if the enchanter referenced above had one active spell that cost 14 Vitner Points to evoke, he would add 14 more to the result for a new total of 45.

DIE ROLL FOR FATAL MAGIC

Enchanter Type	Dice
Hwitalja	1d10 (OR 10)
Vaagritalja	1d10 (OR 9-10)
Darkhwitalja	1d10 (OR 8-10)

Fatal Magic Results

- Roll of the die + total vitner cost of spell(s)

TABLE OF FATAL MAGIC EFFECTS

Roll	Effect
<20	Nothing special happens.
21-22	The enchanter feels lethargic and apathetic. They receive -2 on everything they try to accomplish during the next 1d3 hours.
23-24	The enchanter loses 1d10 Vitner Points from their vitner capacity (though it cannot drop below 1) for 1d3 hours.
25-28	The enchanter feels lethargic and apathetic. They receive -2 on everything they try to accomplish during the next 1d3 hours. The enchanter also loses 1d10 Vitner Points from their vitner capacity (though it cannot drop it below 1) for 1d3 hours.
29-30	The enchanter feels lethargic and apathetic. They receive -2 on everything they try to accomplish during the next 1d6 hours. The enchanter also loses 1d10 Vitner Points from their vitner capacity (though it cannot drop it below 1) for 1d6 hours.
31-32	The enchanter loses control over the vitner and loses 1d10 (OR 9-10) Vitner Points from what is left of their vitner capacity, though it cannot drop below 1. The effect lasts for one day.
33-34	The failed spell absorbs the vitner from all creatures within 1d10 (OR 10) meters of the enchanter. Everybody within the area loses 1d3 Vitner Points (roll separately for each victim). Because vitner is life, any creatures that are not enchanters and have no Vitner Points lose the same amount of Body Points in damage.
35-36	The vitner that the enchanter attempted to control is gathered like an enclosure around the enchanter. Each time the enchanter is within 10 meters of another enchanter, a flash bursts out and causes 1d6 points of damage (non-magical armor offers no protection). Anytime it deals damage, the enclosure depletes by an amount of vitner equal to the damage caused. The enclosure remains until emptied.
37-38	The failed spell absorbs the vitner from all creatures within 1d10 (OR 10) meters of the enchanter. Everybody within the area loses 1d6 Vitner Points (roll separately for each victim). Because vitner is life, any creatures that are not enchanters and have no Vitner Points lose the same amount of Body Points in damage.
39-40	The vitner goes wild. The enchanter temporarily loses a third of their vitner capacity and encounters one of the following negations (only visual effects), which lasts for 1d3 days. **Roll 1d10** **1-2:** The enchanter's skin turns to bark. **3-4:** The enchanter's fingers double in length. **5-6:** The enchanter's hair turns to grass. **7-8:** The enchanter's skin is covered with fur, resembling the fur of local wildlife. **9:** The person closest to the enchanter suffers one of the effects mentioned above (1-8). **10:** Everyone within 10 meters of the enchanter suffers one of the effects mentioned above (1-8).
41-42	The vitner that the enchanter attempted to control is gathered like an enclosure around the enchanter. Each time the enchanter is within 20 meters of another enchanter, a flash bursts out and causes 1d6 points of damage (non-magical armor offers no protection). Anytime it deals damage, the enclosure depletes by an amount of vitner equal to the damage caused. The enclosure remains until it's emptied.
43	The failed spell absorbs the vitner from all creatures within 1d10 (OR 10) meters of the enchanter. Everybody within the area loses 1d10 Vitner Points (roll separately for each victim). Because vitner is life, any creatures that are not enchanters and have no Vitner Points lose the same amount of Body Points in damage.
44	The vitner that the enchanter attempted to control is gathered like an enclosure around the enchanter. Each time the enchanter is within 50 meters of another enchanter, a flash bursts out and causes 1d6 points of damage (non-magical armor offers no protection). Anytime it deals damage, the enclosure depletes by an amount of vitner equal to the damage caused. The enclosure remains until it's emptied.
45	The vitner goes wild. The enchanter temporarily loses half of their vitner capacity and encounters one of the following negations (only visual effects) which lasts for 1d6 days. **Roll 1d10** **1-2:** The enchanter's skin turns to bark. **3-4:** The enchanter's fingers double in length. **5-6:** The enchanter's hair turns to peat moss. **7-8:** The enchanter's skin is covered with fur, resembling the fur of local wildlife. **9:** The person closest to the enchanter suffers one of the effects mentioned above (1-8). **10:** Everyone within 10 meters of the enchanter suffers one of the effects mentioned above (1-8).
46	The enchanter becomes vitner-blind and can't evoke spells for 1d6 days. The failed spell also absorbs the vitner from creatures within 1d10 (OR 10) meters of the enchanter. Everybody within the area loses 1d6 Vitner Points (roll separately for each victim). Because vitner is life, any creatures that are not enchanters and have no Vitner Points lose the same amount of Body Points in damage.

47	The vitner that the enchanter tried to control is gathered like an enclosure around them. Everybody within 1d10 (OR 10) meters of the enchanter is hit by a flash of pure vitner, which causes 1d10 points of damage (non-magical armor gives no protection). Each discharge draws 1d3 Vitner Points from the enclosure, which remains until it's emptied.
48	The enchanter loses their memory for 1d3 days and has no idea who they are, what they can do, or who their friends are. Because of this, the enchanter cannot evoke spells or perform skills.
49	The enchanter is emptied of all vitner in an enormous, but harmless, explosion of light. The enchanter's vitner capacity is lowered to 1 and they have to wait a week before it begins to recover.
50	The vitner that the enchanter tried to control is gathered like an enclosure around them. Everybody within 1d10 (OR 9-10) meters of the enchanter is hit by a flash of pure vitner, which causes 1d10 points of damage (non-magical armor gives no protection). Each discharge draws 1 Vitner Point from the enclosure, which remains until it's emptied.
51	The enchanter creates such a powerful discharge of vitner that they and every person or creature within 2d6 meters receives 1d10 points of damage (non-magical armor gives no protection). The discharge also makes the enchanter lose half of their remaining Vitner Points. The enchanter has to wait a full week before they begin to recover the vitner.
52	The enchanter is damaged by the magical energy they are trying to channel and receives an amount of damage to Body Points equal to the total vitner cost of the spell being attempted. The enchanter also falls unconscious for 1d10 minutes. Finally, the enchanter's remaining vitner capacity decreases to 1, and they must wait a week before they begin to recover the vitner.
53	An enormous discharge of blinding light bursts from the enchanter. Everybody within 2d6 meters must make a Situation roll with a Situation value of 10 (Psyche modifiers apply) to keep from going blind for 1d5 minutes. The enchanter receives an amount of damage to Body Points equal to the total vitner cost of the spell being attempted. The enchanter also falls unconscious for 1d10 (OR 9-10) minutes. Finally, the enchanter's remaining vitner capacity decreases to 1, and they must wait a week before they begin to recover the vitner.
54	The enchanter suffers a minor stroke due to the force of the fatal magic, which results in 2d10 (OR 10) points of damage and puts them in a coma for 1d10 days.
55	An enormous discharge of blinding light bursts from the enchanter. The enchanter and everyone within 2d6 meters are damaged. The enchanter receives as many Body Points in damage as the spell costs to evoke and also falls unconscious for 1d10 (OR 7-10) minutes. Other victims receive half of what the spell costs to evoke in damage. The enchanter's remaining vitner capacity decreases to 1, and they must wait two weeks before they begin to recover the vitner.
56	The enchanter suffers a severe stroke due to the powerfully failed magic, which results in 2d10 (OR 9-10) points of damage. The enchanter also loses some of their brain capacity, which means that the character's trait for Intelligence decreases by one step (+4 becomes +2, ±0 becomes -1, and so on). The enchanter falls unconscious for 1d10 days.
57	The enchanter experiences an enormous negation, which absorbs 1d10 (OR 6-10) of their Body Points. The enchanter is also emptied of all vitner during an enormous but harmless discharge, which drops their vitner capacity to 1. They must wait for two weeks before beginning to recover the vitner.
58	The enchanter opens a portal of fog to Bloodheim, the world of demons, which devours the enchanter.
59	The enchanter becomes seduced by the energy and cannot stop gathering vitner. They quickly amass so much that they are engulfed by it and transform into a small orb of pure lightning energy. After 2d6 action rounds, the orb explodes and everything within a radius of 50 meters takes 1d10 (OR 7-10) points of damage to their Body Points. After the explosion, the enchanter disappears without a trace.
60+	The enchanter becomes seduced by the energy and cannot stop gathering vitner. They quickly amass so much that they are engulfed by it and transform into an orb of crackling black energy. After 1d6 action rounds, the orb explodes and everything within a radius of 100 meters takes 1d10 (OR 5-10) points of damage to their Body Points. Everybody within 300 meters takes half the rolled damage. After the explosion, the enchanter disappears without a trace.

Learning a Spell

There are no magic academies in Trudvang. There are also no networks of enchanters who try to gather their collective wisdom in one place. Instead, most enchanters live a very lonely life, where the key ingredients are trial and error in order to gain insight into how the vitner works and what is needed to best weave it.

If a character has the skill of Vitner Craft with skill level 4 or more at the time of creation, the player can decide which spells the character begins play with.

Sometimes, though it is rare, a few enchanters gather together to reach or pursue the same insight. Through assisting each other with the theory of a spell, and observing each other and the vitner as it is woven, they can gain helpful insight for future spells. Sometimes it also happens that an enchanter finds theoretical work that focuses on a certain kind of spell or comes across another enchanter's notes regarding a spell.

- Each Vitner Tablet is also a Specialty of the Vitner Shaping Discipline. This means that the only limits in the number of spells one owns is the amount of Vitner Tablet specialties he can buy.

Any time an enchanter tries to learn a new Vitner Tablet or a new spell level within the tablet, it takes a certain amount of time. Ultimately, the learning time is determined by the game master, who should take other circumstances into account in addition to the difficulty of the spell. The table below offers general guidelines.

Once a person learns a Vitner Tablet's new skill level, they must pay 7, 14, 21, 28, or 35 skill points (depending on the level) in order to gain access to it. The learning rituals differ from enchanter to enchanter, but the learning is always successful if the character spends the required time. The player gets to decide what spells the character learns.

Vitner Capacity and Vitner Points

Vitner capacity is the amount of vitner an enchanter can use for spells throughout a single day. The vitner capacity is measured in Vitner Points, and the more Vitner Points an enchanter has, the more spells can be created, and the greater they can be.

Once the enchanter learns the Call of Vitner discipline and its specialties, the enchanter receives a base vitner capacity, which is equal to the Skill Value in the Vitner Craft skill plus any extra Vitner Points the enchanter receives from the discipline and specialties.

- Vitner capacity = SV (Vitner Craft) unmodified by disciplines and specialties + vitner capacity from the Call of Vitner discipline and its specialties.

Since the vitner is everywhere in Trudvang, the enchanter needs only to rest in order to regain their vitner capacity. The game master can modify this recovery if the circumstances are such that the wizard cannot rest properly.

- The enchanter receives all of their vitner capacity and Vitner Points after 8 hours of rest.

LEARNING TIME AND COST OF VITNER TABLETS

Vitner Tablet Level	Vitner Craft Skill Level	Cost Skill Points	Time
Level 1	4	7	2-4 days
Level 2	7	14	1-2 weeks
Level 3	7	21	2-4 weeks
Level 4	10	28	1-2 months
Level 5	10	35	2-4 months

Seeing the Vitner

Vitner is everywhere in Trudvang, within and surrounding every being and object. However, the only ones able to actually see the vitner are the vitner masters. To be able to see the flow of vitner in an area, a successful Skill roll is needed for Vitner Craft, and the character must have at least a single rank in one of three specialties: Hwitalja, Vaagritalja, or Darkhwitalja.

Vitner Tablets and Spells

A Vitner Tablet is a collection of spells that are all linked together in one way or another, and a single spell is what might happen if you weave the vitner's threads in the prescribed manner, causing it to flow in unique ways. By changing the flow and composition of the vitner around them, enchanters make incredible things happen: stone turns to clay, beings change their appearance, and flames ignite in midair.

Levels and Spells

Each Vitner Tablet (specialty Vitner Tablet [selected tablet]) consists of several spells that require different amounts of knowledge and expertise to be created. In order to buy a Vitner Tablet specialty or more levels of a Vitner Tablet specialty, the normal rules for skill and specialties apply. Before buying a certain level of a specialty, there is a requirement in terms of SV of the Vitner Craft Skill, as per the rules on page 42.

Each Vitner Tablet is a separate specialty. In order to master all five levels of a Vitner Tablet, five levels of knowledge from the matching specialty are required.

Like any other specialty, the first level costs 7 skill points, the second level 14, the third level 21, the fourth level 28, and the last level 35. Each level must be purchased separately, and none of them may be skipped.

Each Vitner Tablet may consist of a differing number of spells, both in the total amount of available spells and in the number of spells per level. In one Vitner Tablet's first level, there may be

three spells, while in another tablet's first level, there may be only two.

The enchanter learns how to create and weave all of the spells listed within that Vitner Tablet for the specified level once they acquire that rank. They do not need to choose among the spells, but they can cast all the spells of that level.

In order to learn level 2 spells, the enchanter must first learn level 1 spells; to learn level 3 spells, they must first learn both level 1 and level 2; and so on.

Vitner Tablets

The spells listed below are only a sample of the spells that mages have invented or discovered throughout the long history of Trudvang. Every spell described here, therefore, creates a sort of generic spell, twisted and modified by different mages through the ages. Because all mages more or less invent their own spells, this also means that no two enchanters will conjure the same spell in the exact same way. Just as the technique for casting a spell can vary between two mages, so can the particular details of the spell itself.

A mage cannot know what effect a spell will have before they have seen or experienced it. However, they might be able to reasonably guess what will happen by following the patterns of vitner being woven. For example, a mage might be able to see that another enchanter is gathering and weaving vitner for use with fire, water, manipulation of the mind, or something else, but the observer can never predict exactly what a spell's full effect will be, even if they can conjure an almost identical spell.

An experienced or creative player can, under the watchful eyes of the game master, modify the spells in this book. Cosmetic changes that alter the way a spell looks or feels (but maintain the mechanics) are the most reliable. For example, just because the text says that a blue shimmering light spreads from the mage, it does not necessarily have to be that way. Instead, a shimmering red light might spread, or a gray fog might gather and shimmer like the northern lights. As another example, instead of the victim viewing the conjured image of a terrible beast, they may instead briefly catch a glimpse of their own death.



There are no limits on how you can modify the spells as long as the game master has the opportunity to voice their opinion and approve the final change.

Tablet Descriptions

All of the spells that belong to a certain Vitner Tablet are described below that tablet. Immediately below the name of each tablet is the name of each spell and the proper term used in Trudvang for such magic. Within the tablet descriptions is information about what type of negations might be caused when conjuring spells of that classification, as well as how the three different types of vitner affect spells from that tablet.

In the introduction of every tablet's description there are a few sections of significant information. Below we will explain what each section means.



Negations

One of the biggest reasons that mages are both feared and revered relates to the erratic behavior of the vitner. Whenever a mage conjures a spell by weaving vitner, it is pulled from somewhere else in the greater vicinity where there is now a lack of vitner, resulting in what is called a negation. Suddenly, for no apparent reason, unexplainable things start to happen that can affect the environment and the people within it. A negation of a spell acts much like an opposite or counterpoint to a spell that is being conjured nearby. For example, if a mage conjures heat in one place, the negation would be inexplicable cold in another place, and vice versa. If they weave a protective concealing layer around a being so that it becomes hard to detect, another being elsewhere suddenly becomes incredibly noticeable and much easier to detect. And so on.

A negation does not have to be negative for the one experiencing it. In many cases, mages attempt to weave spells that have a negative effect on a target. The negation of such a spell would likely be perceived as incredibly positive, even miraculous.

Often these sporadic negations last for only a few moments and in small doses, because the negation of a spell happens in several places at the same time and to a much smaller degree. But it is not unknown for a negation to have the same great power and focus as the spell being conjured. It is completely up to the game master to decide how big or powerful a negation gets, as well as whether it affects the player characters. And the more frequently an enchanter weaves the vitner in short periods of time, the closer and more concentrated these negations will become. In order to help the game master to decide about negations, various examples and indications are given in the description of each individual Vitner Tablet.

Negations are one of the reasons (along with the fear of fatal magic) that mages do not want to weave vitner unnecessarily.

Vitner

All mages choose the type of vitner they will weave their spells with by purchasing one of the three knowledges: Hwitalja, Vaagritalja, or Darkhwitalja.

The Darkhwitalja weaves the dusky and ashen vitner, which exists in abundance and is easiest to discover; the Vaagritalja weaves the mixed vitner, which partly consists of white vitner and dark vitner, interlaced to become a balanced power; and the Hwitalja weaves the pure and powerful white vitner that is hard to get and hard to discover, but much safer to use. The dark vitner is destructive in nature, and the white vitner is creative in nature. This means that some Vitner Tablets will match some vitner types better than others.

Below each Vitner Tablet is a description of how the different types react when used to weave spells from the tablet.

Level and Cost

Before every spell's name is a value from 1 to 5, which shows the level of specialty the mage has to learn of the Vitner Tablet to be able to cast that spell.

As soon as a mage learns a particular level of a tablet, they can conjure all of the spells that belong to that tablet's level and below.

The level also signifies the cost of the spell and whether it has any spell modifier. Read more about this under Weaving a Spell, above.

Modifier

Depending on the level of the spell being conjured, the difficulty to succeed weaving will vary. This is different from the initiative modifier, which is determined solely by the level of the spell.

Type

There are four types of spells that demand different levels of concentration

from the mage, both during and after conjuring them. The four categories are called Instant, Lasting, Preserving, and Permanent. These names describe how much concentration the mage must maintain to keep the spell active.

Instant

Instant spells are triggered immediately once the spell is woven. It is common for these spells to have only a temporary effect. After a mage has conjured an Instant spell, they can perform new actions immediately in the following action round, including conjuring more spells.

Lasting

Lasting spells have a duration but do not demand special attention from the mage beyond the initial weaving. Once a Lasting spell is conjured, its effects linger for a designated amount of time. During this time, the mage does not have to concentrate on sustaining the magic. After a mage has conjured a Lasting spell, they can perform new actions immediately in the following action round, including conjuring more spells.

Preserving

Preserving spells demand the mage's full attention for their entire duration. Therefore, the mage cannot perform any actions while they want the spell to remain active. As soon as a mage takes any kind of action, the current spell is broken. The mage can choose to terminate a Preserving spell in order to take actions (such as fighting in combat) in the next action round.

Because a Preserving spell demands the mage's full concentration, it can be interrupted if the mage is disrupted in any way during the duration. It is up to the game master to determine whether this occurs and what sort of Situation roll the mage must make to determine whether they maintain concentration.

Permanent

Permanent spells are those whose power never disappears. These spells demand the full attention of the mage during the conjuring, but sustain themselves afterward.

Duration

A spell's duration determines how long it is active. Some spells lack a specified duration, which indicates that they are Instant, active only during the action round in which they were woven.

Range

A spell's range determines how far away from the mage it can be activated, and how large of an area is affected. Some spells designate the range as Contact, which means they affect only the mage or someone (or something) the mage touches during the invocation. Others designate the range as Personal, which means that only the mage can be affected.

Weaving Time

Because all spells have varying difficulties, the time it takes to conjure them varies as well. This means that weaving times are often different. The more advanced a spell, the longer it takes to conjure it (longer weaving time).

A spell's weaving time also indicates how much the mage has to do to conjure it. A short weaving time means the mage has to devote very little time and effort to conjuring the spell, while a long weaving time means the opposite. This means that the longer the weaving time, the easier it should be for others to notice what the mage is doing. A short weaving time grants the mage much greater chance of avoiding interruption. The shortest weaving time is 1 action round, which means that the spell is conjured in the same action round.

Some spells with long weaving times are called rituals. The weaving itself is really a full ritual, regardless of how long it takes to weave a spell.

If a mage suffers injury or is shoved to the ground during the weaving time, they must succeed on a Psyche-based Situation roll with a Situation value of 6 to maintain concentration and keep from failing with the spell. This roll must be made every time the mage is harmed during the conjuring, not just once per action round.

Initiative Modifier

A spell's initiative modifier is deducted from the mage's initiative, but it applies only in the action round when the weaving is completed to determine when the spell takes effect. If the spell has a weaving time of only 1 action round, the modifier applies immediately since the spell casting and the spell effect happen in the same round.

A spell's initiative modifier is equal to its level. So a level 1 spell always has an initiative modifier of -1, a level 2 spell always has an initiative modifier of -2, and so on. The modifier caps at -5 for a level 5 spell.

EXAMPLES: WEAVING TIME, INITIATIVE MODIFIER

A spell that has a weaving time of 1 action round is conjured in the same round in which the mage began weaving it. A spell that has a weaving time of 3 action rounds is conjured in the third round, beginning with the round in which the weaving began. A spell that has a weaving time of one hour is conjured one hour after the weaving began.

Glorma evokes a first-level spell that has a weaving time of 3 action rounds. In the first round, she makes an initiative roll (1d10 (OR 10)) to see when she starts her conjuring. She rolls a 7. So on initiative 7 of the first action round, she starts her conjuring, and in the third round, she finishes her weaving. Glorma makes a new initiative roll in the third action round, this time with the spell's initiative modifier, to see when the spell takes effect. Glorma first rolls a 10 and then a 4 (because she hit the open roll). This means the spell takes effect during initiative 13 in the third action round (10 + 4 – 1 modifier).



✦ VITNER TABLETS ✦

Animal Vitner	Body Vitner	Delusion Vitner	Dimvitner	Flame Craft
1: Messenger	1: Grip	1: Roar	1: Animate Undead	1: Heat Water
1: Speak to Animals	1: Tipping	1: Phantom Sound	1: Hand of Death	1: Spark
2: Call on Animals	2: Hearing/Deafness	1: Shriek	2: Dismiss Undead	2: Burning Hand
2: Conjure Ravens	2: Sense of Smell	1: Increase Sounds	2: Speak to Undead	3: Flame Burst
3: Control Animals	2: Vision/Blindness	2: Traceless	3: Tendril of Dimhall	3: Protection from Fire
3: Mind of the Wolf	3: Leather Skin	2: Ghost Voice	3: Vitner Theft	4: Flame Control
4: Possess Animals	3: Immobilize	3: Depict	4: Summon Wight	4: Warmth
4: Create Messenger	3: Appearance Change	3: Camouflage	5: Control Undead	5: Sea of Fire
5: Send Message	4: Strengthen	4: Landscape Illusion	5: Darkness of Dimhall	
	4: Hasten	4: Silence		
	5: Imprison	5: Lindwurm Illusion		
	5: Change Creature	5: Invisibility		

Perceiving	Power of Thought	Power of Vision	Soil Craft	Vitner Craft
1: Find Home	1: Understanding Script	1: Tracking	1: Rock Throw	1: Channeling
1: Retrace Tracks	1: Understanding Speech	2: Scanning	1: Shape Soil	1: Vitner Pouch
2: Detect Object	2: Courage	2: Far Sight	2: Earthquake	2: Enchant Object
2: Orientation	2: Fear	3: Seeing	2: Quagmire	3: Anti Magic
3: Detect Being	2: Telepathy	3: Espionage	3: Soil Blast	3: Enchant Being
4: Detect Undead	3: Ecstasy	4: Astral Voyage	3: Soil Walk	4: Seal
4: Surrounding	3: Imagining	4: Read Vitner	4: Shape Stone	4: Dispel Vitner
5: Map	3: Memory	5: True Sight	4: Stone Walk	5: Trace Vitner
	4: Creature Control		5: Petrify/Remove petrification	5: Wall of Vitner
	4: Aura of Power			
	5: Possess Creature			
	5: Mind Reading			

Vitner of Objects	Water Craft	Wind Craft	Witchcraft	
1: Detect Composition	1: Find Water	1: Purify Air	1: Uprooted Tree	
1: Waterproof	1: Purify Water	1: Wind Gust	1: Phantom Plague	
2: Bind	2: Breathe	2: Fog	2: Fever	
2: Rust	2: Form Water	2: Control Wind	2: Curse Object	
3: Alarm Object	3: Create Water	3: Air Armor	3: Amnesia	
3: Unlock/Lock	3: Solid Water	3: Lift	4: Curse Creature	
4: Enlarge/Reduce Object	4: Control Precipitation	4: Air Shield	4: Bad Harvest	
4: Alter Object	4: Water Walk	4: Wind Blast	5: Tree Curse	
5: Create Object	5: Wave Master	5: Storm		
		5: Wind Catcher		

Animal Vitner

"Besturvitna"

The pattern that the mage weaves the vitner in is specifically connected with animals and their spirits. For example, the mage can summon animal spirits to frighten or shock someone, or use them to send messages to people far away. With the help of vitner, the mage can call upon wildlife nearby and compel them to obey, even against their will if they are not friendly. With the power of the mind, the mage can communicate with animals or even shift his own consciousness into the creature's body and control it as if it were his own.

Negations for Animal Vitner

When a mage directs and manipulates the vitner toward animals or their spirits, a negation happens somewhere else in the vicinity. If the mage wants to control an animal, another creature elsewhere (possibly even a domesticated one) suddenly becomes unruly and acts out in a manner completely unexpected or disobedient. If the mage wants to summon an animal, another runs away; if the mage wants to shift his mind into an animal, another person might suddenly be possessed by the mind of an animal and act as if she were an animal for a while. When the mage tries to send a message, another creature somewhere fails to deliver its own message or delivers the wrong one.

Vitner Type Effects for Animal Vitner

- **White Vitner:** No modifier.
- **Vaagrivitner:** Levels of power cost -1, but not less than 1 per level.
- **Dark Vitner:** Levels of power cost +1.

Animal Vitner is balanced in nature. It creates and changes creatures of nature.

1: Messenger

"Hvindbaud"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** Special
- **Range:** 100 meters
- **Weaving time:** 5 action rounds

By singing a special song, the mage can use creatures nearby to pass on a message. It does not matter what type of creatures hear the mage, as all within range are affected and will pass on the message. The animals will not change their current behavior or itinerary to deliver the message, but will simply pass it on to others they encounter on the way. This means that there is no way to predict how long it will take for the message to be delivered. If the mage is lucky, it will take only a short time; if unlucky, it might take forever. The animal can also pass the message on to intelligent beings, who hear the words of the original mage, but the recipients must decide for themselves whether or not to pass the message on further. It is up to the game master to decide how long it takes for a certain person or being within range to receive the message.

In the spell's basic version, the mage can command one creature within hearing distance of the song. The message can contain a maximum of three words and can travel 10 kilometers.

LEVEL OF POWER: MESSENGER

Cost	Extra Level of Power
1	Increase the number of creatures who hear the song by 1
1	Increase the number of words the message can contain by 1
2	Increase the range the message can travel by 10 kilometers

1: Speak to Animals

"Bestamal"

- **Cost/Modifier:** 2/-2
- **Type:** Preserving
- **Duration:** 1 minute
- **Range:** 50 meters
- **Weaving time:** 1 action round

This spell creates a spiritual link between the mage and a chosen animal within 50 meters. The link allows the mage to communicate with the animal, who will attempt to answer the mage's questions to the best of its limited ability.

Keep in mind that most animals are unintelligent and will not be able to give straight answers most of the time. Thus, the information the mage receives is often unreliable. However, this is never intentional on the part of the animals, as they always try to do their best. Questions must be asked in basic forms, and the answers will also be very basic. Below are typical questions and potential answers.

ANSWERS FOR SPEAK TO ANIMALS

Question	Answer
Did any two-legs pass by here?	Yes/No.
Which way did they go?	That way.
Was anyone wearing a white cloak?	White? Cloak?
Did they bring any prisoners?	Bring? Prisoners?
When did the two-legs pass?	Several sun-ups ago. (Measurements of time can be difficult to explain.)

LEVELS OF POWER: SPEAK TO ANIMALS

Cost	Extra Level of Power
1	Increase the range by 10 meters
2	Increase the duration by 1 minute



2: Call on Animals

"Bestkallja"

- **Cost/Modifier:** 4/-4
- **Type:** Preserving
- **Duration:** 10 minutes
- **Range:** 1 kilometer
- **Weaving time:** 5 action rounds

The mage can call on one or more unintelligent animals. In total they can call on one animal with a maximum amount of 15 Body Points, or a number of smaller animals that together total up to 15 Body Points, see table below for direction.

The mage can specify what type of species to call, if desired, or call the closest animals. Regardless, the animals are cautious with the mage. Any fast or aggressive movements from the mage or anyone else in the vicinity might startle the animals and cause them to flee. If someone tries to get close to an animal, this is normally regarded as an aggressive move. Once the spell's duration ends, the animals continue to be watchful and eventually move away from the place as the compulsion to stay is lifted.

TYPES OF ANIMALS FOR CALL ON ANIMALS AND CONTROL ANIMALS

Type of Animal	Size	BP
Small bird, rat	[<1/3] Size of a piglet	1-2
Cat, bird, hen, small dog, fox	[1/3] Size of a lamb	3-9
Large bird, dog, roe deer, wolf	[1/2] Size of a foal	10-16
Large dog, deer, drauglo	[1x] Size of a calf	17-30
Donkey	[1.5x] Size of the largest tame swine	31-41
Horse, frostboar	[2x] Size of the largest tame sow	42-52
Cave boar, bear, ox	[4x] Size of an ox	53-84
Mastomant	[7x] Size of a mastomant	85-199
Dragon	[>10x] Size of a dragon	200+

LEVELS OF POWER: CALL ON ANIMALS

Cost	Extra Level of Power
1	Increase the duration by 1 minute
1	Increase the limit on how many Body Points the mage can call by +5
4	Increase the range by 1 kilometer
6	Increase the duration by 1 hour



2: Conjure Ravens

"Rafnkallja"

- **Cost/Modifier:** 4/-4
- **Type:** Preserving
- **Duration:** 3 action rounds
- **Range:** 10 meters
- **Weaving time:** 1 action round

This spell conjures a murder of ravens that flaps, swirls, and caws around the target. The spell is primarily used to disrupt other mages during their conjuring, but it can also be used to frighten or disturb other people or creatures. Those who are afflicted by this spell receive -3 on everything they attempt to do while the spell is active. However, by succeeding on a Situation roll with a Situation value of 8 (Psyche modifiers apply), they suffer only -1 on actions during the current action round.

LEVELS OF POWER: CONJURE RAVENS

Cost	Extra Level of Power
1	Decrease the victim's chance of succeeding on the Situation roll by -1
2	Increase the duration by 1 action round
2	Increase the range by 5 meters
4	Increase the ravens' tenacity so the victim suffers an additional -1 on everything they do for the duration
4	Create another murder of ravens that disturbs another target

3: Control Animals

"Rauda bestura"

- **Cost/Modifier:** 6/-6
- **Type:** Preserving
- **Duration:** 1 minute
- **Range:** 10 meters
- **Weaving time:** 3 action rounds

The mage can control and direct one or more unintelligent animals. In total they can control one animal with a maximum amount of 10 Body Points, or a number of smaller animals that together total up to 10 Body Points (see table on previous page for direction) Resuluts,.

The spell is woven in the form of a soothing song and slow, soft movements so as not to scare the animals away.

The mage can control and direct the animals completely, even in battle, but cannot do anything other than concentrate on the spell. The control is broken immediately if a creature gets outside of the spell's range, if the animal suffers half of its Body Points in damage, or if the mage loses concentration.

LEVELS OF POWER: CONTROL ANIMALS

Cost	Extra Level of Power
1	Increase the duration by 1 minute
1	Increase the amount of affected Body Points by +5
1	Increase the range by 5 meters
3	Increase the duration by 10 minutes
6	Increase the duration by 1 hour
15	Increase the duration by 1 day

3: Mind of the Wolf

"Húgulva"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** Contact
- **Weaving time:** 1 action round

The one affected by the spell gains something that resembles a wolf's ability to tell subtle differences in smells, such as fear, aggressiveness, anxiety, and strength. By studying a group or individual's astral reflection(s) (within 10 meters), the affected can, for example, tell the strong from the weak, friend from foe, or if someone is unusually anxious or cowardly and has a will that can be influenced. But the affected can never be sure of who the leader of a group is, since the strongest individual is not always the leader.

The spell also gives the target a distinct wolf-like appearance for the duration.



LEVELS OF POWER: MIND OF THE WOLF

Cost	Extra Level of Power
2	Increase the range by 5 meters (contact is no longer necessary)
2	Increase the range to make out the astral reflection by 5 meters
2	Increase the duration by 1 minute
4	Increase power so that one more person is afflicted
6	Increase the duration by 1 hour
10	Increase the range to make out the astral reflection by 100 meters

4: Possess Animals

"Eiga bestur"

- **Cost/Modifier:** 8/-8
- **Type:** Preserving
- **Duration:** 10 minutes
- **Range:** 100 meters
- **Weaving time:** 4 action rounds

This spell enables a mage to transfer their consciousness into an intelligent vertebrate's body. To accomplish this, the mage has to be within the spell's range of the creature, as well as have it in sight. You cannot possess an animal that you cannot see.

If the spell is successful, the enchanter's consciousness is shifted to the intended creature, which loses all direct control over its body. The mage can, without any difficulty, embrace all of the animal's traits as their own. The mage keeps their own intelligence but cannot use Vitner Craft or Speak, as well as any other skills that would not be physically possible for that creature's form. On the other hand, the mage receives a bonus for the Agility and Shadow Arts skills when in animal form (the size of the bonus is up to the game master). The mage is also able to attempt communication by using body movements.

While in animal form, the mage cannot understand or communicate with other animals, not even those of the same species. When the mage possess the animal, their own body falls into deep slumber. Once inside the animal, the mage can move as far as desired from their own body, but they must be careful to return within the spell's range before its duration is over.

If the animal is killed while possessed by the mage, or if the duration runs out before the mage returns within the spell's range, the mage's consciousness returns to their body automatically, but with complications. The experience is so traumatic that they undergo extreme shock. The incredible stress on the mind is so powerful that the mage loses 1d6 in vitner capacity permanently, and falls into a deep slumber that lasts for 1d6 days.

LEVELS OF POWER: POSSESS ANIMALS

Cost	Extra Level of Power
1	Increase the duration by 1 minute
1	Increase the range by 10 meters
5	Increase the duration by 1 hour
5	Increase the range by 100 meters
10	Increase the duration by 1 day
10	Increase the range by 1 kilometer

4: Create Messenger

"Besturbaud"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** Special
- **Range:** Special
- **Weaving time:** 3 action rounds

The mage creates a messenger of flesh and blood, which can deliver its message to a predetermined destination. The messenger is an animal and has 2 Body Points. The most commonly created animals are birds, rats, or fish. The messenger travels in the same way that any other creature of its type would, though it does not need to stop to eat or rest. It is able to deliver the message in any chosen language.

The messenger has the same values and attributes as a generic animal of its type, and it is susceptible to the same dangers on its journey as a normal animal. The message it carries can be as long as the mage desires, but can consist only of words. Furthermore, the messenger can travel only 10 kilometers before the vitner

it consists of is dissolved. In the spell's basic version, the mage can send messages only to a place they have already visited.

LEVELS OF POWER: CREATE MESSENGER

Cost	Extra Level of Power
1	Increase the duration by 1 minute
1	Increase the range by 10 meters
5	Increase the duration by 1 hour
5	Increase the range by 100 meters
10	Increase the duration by 1 day
10	Increase the range by 1 kilometer

5: Send Message

"Dimbaud"

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** 100 meters
- **Weaving time:** 4 action rounds

The mage creates a vitner being that has a single purpose: to deliver a message to intelligent creatures of the mage's choosing. In the spell's basic version, the message can contain a maximum of ten words, and can be received by up to five beings within a radius of 10 kilometers. The vitner being is incredibly fast and can travel 1 kilometer per action round. The message must be in a language that the mage has mastered.

LEVELS OF POWER: SEND MESSAGE

Cost	Extra Level of Power
1	Increase the number of creatures that can hear the message by 1
1	Increase the number of words the message can contain by 1
3	Add a mental image to the message
5	Increase the number of kilometers that the message can travel by 50

Body Vitner

"Skopjatenvitna"

Spells in this tablet change the vitner that flows in and around a creature's physical body. Through small modifications to the vitner flow, the enchanter can transform a creature completely, not only in physical characteristics and appearance, but also in senses like hearing, sight, and smell. Through manipulation of the vitner, the enchanter can also hinder or stop a creature in different ways. This may involve simple tricks such as causing the creature to stumble or locking up its muscles. But it can also be much more complex, taking the form of a seemingly invisible prison that the victim is unable to escape.

Negations for Body Vitner

The negations that occur when an enchanter alters characteristics are always in contrast to the one evoked. If the enchanter decides to make a creature stronger, one or more creatures become weaker, and vice versa. When an enchanter tries to get a creature to stumble, the negation aids another creature somewhere else that normally would have fallen. When the enchanter chooses to immobilize a target, someone else immediately receives mobility beyond what they've ever experienced, legs that were once limp or seized up suddenly move again, the perpetually clumsy suddenly becomes graceful, and so on. When an enchanter imprisons a target, somewhere else someone is set free (literally or metaphorically), suddenly the gate opens to a prison, someone who has fallen victim to a dangerous spell sees an opportunity to get out, or someone who is trapped in a cave sees stones fall from a wall, opening a passage to freedom.

Vitner Type Effects for Body Vitner

- **White Vitner:** No modifier.
- **Vaagrivitner:** No modifier.
- **Dark Vitner:** No modifier.

Body vitner is inherently neither balanced nor unbalanced, creative nor destructive. It manipulates, strengthens, or weakens.

1: Grip

"Festja"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 10 action rounds
- **Range:** Contact
- **Weaving time:** 1 action round

This spell changes the vitner flowing through the enchanted character's hands and feet so their skin becomes more coarse and adhesive. The enchanted has full control of this adhesion and can decide when to let go of things and when they should remain attached. The enchanted can maintain incredible grip with their hands and feet, even on vertical walls, ceilings, and craggy cliff faces. However, they must not have anything that covers their hands or feet, as it is the skin that becomes adhesive. Gravity still works and loose-fitting items can easily fall free if the enchanted is upside down on a ceiling. Any grip that is maintained in this way is locked in place and cannot be disturbed unless the enchanted person wishes it. Someone else can break the grip only by amputating the enchanted person's hand or foot or convincing them to let go.

- The enchanted moves at half of their movement capacity when climbing on walls or ceilings.
- The spell gives +5 SV on the Agility skill when the enchanted tries to climb.

LEVELS OF POWER: GRIP

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters (contact is no longer necessary)
2	Increase the bonus on the Agility skill by +1 when climbing
3	Increase the duration by 1 minute
6	Increase the duration by 10 minutes

1: Tripping

"Hrasfalja"

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** 5 meters
- **Weaving time:** 1 action round

The enchanter makes a creature stumble and lose its balance. The victim of the spell must immediately make a Skill roll for Agility. Failure means the victim tumbles to the ground. Success means the victim takes no notice of what has happened and is able to continue as normal.

LEVELS OF POWER: TRIPPING

Cost	Extra Levels of Power
2	Increase the range by 5 meters
3	Reduces the victim's chance of success on the Agility Skill roll by -1
4	Affect another victim with the spell's basic version



2: Hearing/Deafness

"Heirkraftla"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Weaving time:** 2 action rounds

This spell can increase the hearing of the enchanted for the duration. It also acts as a filter to protect the ears against unwanted noise, dampening all high-pitched and loud sounds that would otherwise cause damage. The enchanted receives +3 on all Situation rolls and Skill rolls for which hearing could be considered a significant factor for success.

The spell can also evoke a negative effect, diminishing the sense of hearing. The victim receives -3 on all Situation rolls and Skill rolls related to hearing. Any creature enchanted with enough extra levels of power to receive -10 is considered to be deaf and cannot hear anything for the duration of the spell. The creature exposed to this negative effect can resist it by succeeding on a Situation roll with a Situation value of 8 (Constitution modifiers apply).

LEVELS OF POWER: HEARING/ DEAFNESS

Cost	Extra Levels of Power
1	Decrease the victim's chance of succeeding on the Situation roll by -1
1	Increase the duration by 1 minute
2	Increase the positive/negative modifier by ±1
3	Affect an extra being (with the spell's basic version)
3	Increase the duration by 1 hour
8	Increase the duration by 1 day
20	Increase the duration by 1 week

2: Sense of Smell

"Ulvakon"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Weaving time:** 2 action rounds

This spell can temporarily increase the enchanted person's sense of smell. The enchanted receives +3 to all Situation rolls and Skill rolls in which the olfactory ability is a significant factor for success. For example, they can use their sense of smell to determine whether anyone is hiding in the room or even around the corner. The enchanted can detect smells within a range of 50 meters.

The spell can also evoke a negative effect, diminishing the sense of smell. The victim receives -3 on all Situation rolls and Skill rolls that require a sense of smell. Any creature enchanted with enough extra levels of power to receive -10 is considered to be completely scent-blind and unable to smell anything for the spell's duration. The creature exposed to the negative effects of this spell can resist it by succeeding on a Situation roll with a Situation value of 8 (Constitution modifiers apply).

LEVELS OF POWER: SENSE OF SMELL

Cost	Extra Levels of Power
1	Decrease the victim's chance of succeeding on the Situation roll by -1
1	Increase the duration by 1 minute
1	Increase the range within which the enchanted can sense odors by +10 meters
2	Increase the positive/negative modifier by ±1
3	Affect an extra being (with the spell's basic version)
3	Increase the duration by 1 hour
4	Increase the range within which the enchanted can sense odors by +100 meters
8	Increase the duration by 1 day

2: Vision/Blindness

"Skönja"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Weaving time:** 2 action rounds

This spell can increase the vision of the enchanted for the duration. The enchanted creature suddenly sees everything much clearer and with sharper detail. Subtleties they had not seen or had trouble noticing before become clear immediately. The enchanted receives +3 on all Situation rolls and Skill rolls where vision is considered a significant factor for success.

The spell can also evoke a negative effect, diminishing sight and clarity. The victim receives -3 on all Situation rolls and Skill rolls that involve sight. Any creature enchanted with enough extra levels of power to receive -10 is considered to be completely blind and unable see anything for the spell's duration. The creature exposed to the negative effects of this spell can resist it by succeeding on a Situation roll with a Situation value of 8 (Constitution modifiers apply).

LEVELS OF POWER: VISION/ BLINDNESS

Cost	Extra Levels of Power
1	Decrease the victim's chance of succeeding on the Situation roll by -1
1	Increase the duration by 1 minute
2	Increase the positive/negative modifier by ±1
3	Affect an extra being (with the spell's basic version)
3	Increase the duration by 1 hour
8	Increase the duration by 1 day
20	Increase the duration by 1 week

3: Leather Skin

"Leiderhyda"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 6 action rounds
- **Range:** Contact
- **Weaving time:** 1 action round

This spell alters a creature's skin, which thickens to the hardness and durability of leather. In addition, the skin takes on a brownish color as to be easily confused with actual leather. The leather skin grants the enchanted a natural Protection Value of 1, which is added to any other protection that already exists. Despite the tough skin, the enchanted creature can move normally and weighs no more than they did before the spell.

If the beneficiary of the spell gains enough levels of power to increase the protective value above 4, the leather-colored skin takes on a more metallic shade.

LEVELS OF POWER: LEATHER SKIN

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
3	Increase the Protection Value by +1
4	Increase the duration by 1 minute
12	Increase the duration by 1 hour



3: Immobilize

"Eistirra"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** 10 meters
- **Weaving time:** 2 action rounds

This spell creates a prohibitive energy that immobilizes a chosen victim. The vitner makes it impossible for the victim to move, no matter how hard they try. The spell can be broken only if the enchanter chooses to release the victim, the victim is subjected to violence and takes 1 or more points of damage, the duration expires, or someone uses the spell Dispel Vitner to break the enchantment. The victim can resist the enchantment by succeeding on a Situation roll with a Situation value of 6 (Psyche modifiers apply). Exceptionally large creatures and monsters can also be affected by the spell, but for every increase in size equivalent to that of a human, the Situation value to resist the spell increases by +2. So a creature that is three times larger than a normal human would receive a bonus of +4, which results in a Situation value of 10 to resist the spell.

LEVELS OF POWER: IMMOBILIZE

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
2	Increase strength and decrease the victim's chance of succeeding on the Situation roll by -1
3	Increase the duration by 1 minute
5	Affect another victim (with the spell's basic version)
8	Increase the duration by 1 hour
20	Increase the duration by 1 day

3: Appearance Change

"Utlytbreijta"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** Contact
- **Weaving time:** 5 action rounds

This spell's energy creates an imbalance in the enchanted character's body, which results in an immediate change of their physical appearance. These changes may include hair, skin and eye color, facial features, and voice. The enchanter decides what to change and what the final appearance should look like. The changes are purely cosmetic, however, and do not affect physical ability or traits beyond appearance.

A target who chooses to resist the change may do so with a successful Situation roll with a Situation value of 6 (Constitution modifiers apply). However, the victim must be aware of the spell in order to resist. If the enchanter weaves the spell upon a person who is sleeping or unaware of what's going on, the victim does not realize that a change has taken place.

The enchanter can remove the appearance change at any time. Once the change is removed, it takes 5 rounds before the enchanted resumes their original appearance.

LEVELS OF POWER: APPEARANCE CHANGE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Decrease the victim's chance of succeeding on the Situation roll by -1
4	Increase the duration by 1 hour
8	Increase the duration by 1 day

4: Strengthen

"Jotnastyrkja"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Contact
- **Weaving time:** 2 action rounds

This spell increases the enchanted character's muscles, which immediately grow both in size and power. The enchanted character's strength increases, which leads to an increased damage modifier and an increased chance of success on any Situation rolls related to strength.

Suddenly the enchanted can wield enormous trunks as if they were small branches, or throw boulders as if they were mere pebbles. The enchanted rises one step in the Strength character trait according to the following table, with a maximum of +8.

The spell can also be woven for the reverse effect, causing a victim's muscles to languish and atrophy. The victim's strength immediately decreases, which leads to a reduced damage modifier and a reduced chance of success on Situation rolls related to strength. The enchanted character drops a step on the table above. The victim may resist the spell's effect on a successful Situation roll with a Situation value of 6 (Constitution modifiers apply).

LEVELS OF POWER: STRENGTHEN

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Decrease the victim's chance of succeeding on the Situation roll by -1
2	Increase the range by 5 meters (contact is no longer necessary)
3	Raise or lower another step on the table
3	Increase the duration by 1 minute
4	Affect an extra being (with the spell's basic version)
8	Increase the duration by 10 minutes

STRENGTHEN'S MODIFIERS/DAMAGE

Strength	Situation Roll Modifiers/Increased Damage
Power of Giants	+8
Strength of the Stonehinji	+6
Strength of the Trolls	+4
Mighty	+2
Strong	+1
Average	±0
Weak	-1
Feeble	-2
Powerless	-4
Soft	-6
Limp	-8

4: Hasten

"Lokraftla"

- **Cost (Modifier):** 8 (-8
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Contact
- **Weaving time:** 2 action rounds

This spell alters the enchanted character's flexibility and reflexes, which immediately become nimbler and more agile. The enchanted character's increased agility leads to enhanced movement (movement capacity), quicker speed (Initiative), and a higher chance of success on Situation rolls and Skill rolls that involve dexterity. Suddenly the enchanted person moves faster and is far more precise with everything related to movement (typical skills: Agility and Fighting). The enchanted rises one step in the Dexterity character trait according to the following table.

HASTEN'S MODIFIERS

Dexterity	Situation Rolls/Move	SV Bonus
Drauglo dexterity	+8	+5
Elastic	+6	+4
Gracious	+4	+3
Agile	+2	+2
Lithe	+1	+1
Average	±0	±0
Stiff	-1	-1
Awkward	-2	-2
Immobile	-4	-3
Inflexible	-6	-4
Lapidified	-8	-5

The spell can also be woven for the reverse effect, causing the victim's body to become more stiff and unwieldy. The enchanted character's dexterity decreases immediately, which leads to hindered mobility (Move), reduced speed (Initiative), and a lower chance of success on Situation rolls concerning dexterity (typical skills: Agility and Fighting). The enchanted character drops one step on the table above. The victim may resist the spell's effect on a successful Situation roll with a Situation value of 6 (Constitution modifiers apply).

LEVELS OF POWER: HASTEN

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Decrease the victim's chance of succeeding on the Situation roll by -1
2	Increase the range by 5 meters (contact is no longer necessary)
3	Raise or lower another step on the table
3	Increase the duration by 1 minute
4	Affect an extra being (with the spell's basic version)
8	Increase the duration by 10 minutes

5: Imprison

"Fjettring"

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 2 days
- **Range:** Contact
- **Weaving time:** 3 action rounds

The spell is an extension of the spell Immobilize, which means that the enchanter must first successfully immobilize the victim through that spell before attempting to weave this one. Once the enchanter has succeeded with the first spell, they can imprison the victim by touch.

The enchanter can alter the size of the prison area at will, but it must remain within a minimum height and radius of 2 meters, and a maximum of 5 meters. The prison walls and ceiling are invisible, but they appear slightly translucent to the prisoner. In reality, the prison exists only in the target's mind and body. Anytime the victim of the spell believes that they touch the prison's walls or ceiling, an electric charge is triggered through their nervous system, inflicting 1d5 points of damage. For those who are not imprisoned by the spell, it is possible to go in and out through the energy wall without suffering any damage.

Once a person is captured by the spell, there are four ways to break free.

The first and least violent way is to convince the enchanter to release the imprisoned, or wait for the duration of the spell to expire.

The second way is for the spell to be lifted by another enchanter using the spell Dispel Vitner.

The third way is for the prisoner to attempt to barrel straight through the interfering energy with a sprinting charge. To achieve this, the victim must succeed on a Situation roll with a Situation value of 4 (Strength modifiers apply). If the roll fails, the prisoner takes 1d10 points of damage; if it succeeds, only damage inflicted by the electrical charge is sustained. This is very distressing to perform and the prisoner can muster only two attempts each day.

The fourth and most violent way to break free is to have others who are not under the enchantment pull the victim through the prison walls of their mind. It takes a total of four adults with normal strength to pull the imprisoned character through the wall of vitner, and the prisoner suffers 1d10 points of damage in the process.

LEVELS OF POWER: IMPRISON

Cost	Extra Levels of Power
2	Increase the vitner wall's strength and therefore decrease the victim's chance of succeeding on the Situation roll by -1
2	Increase the maximum radius by 1 meter
3	Increase the duration by 1 minute
5	Increase the vitner wall's damage by one step: 1d5 → 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 7-10) (max OR 7-10)
10	Increase the duration by 1 week

5: Change Creature

"Skopjatenbreijtja"

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** Contact
- **Weaving time:** 10 action rounds

The vitner that the spell brings forth is powerful enough to turn a living creature into the form of an entirely different one. The spell transforms the enchanted creature, whose weight must be less than or equal to 60 kg, into any other desired creature's shape. The new size cannot exceed that of the original creature, nor can it be more than five times smaller than the original creature's size. (See Creature Size in the Bestiary for more information about sizes.)

The enchanted takes on the new creature's shape as well as its physical characteristics, such as size, appearance, Strength, Agility, and senses, along with any relevant modifiers, such as for damage and natural attacks (non-magical). The enchanted keeps its original Intelligence, Constitution, and Psyche. Because the change is only physical, the enchanted does not adopt the new creature's magical abilities or powers, nor does it adopt the creature's Body Points, which are unchanged by the initial transformation or by the eventual transformation back after the spell ends.

For example, a person who turns into a Skoll has all its physical character traits (not Body Points), but not its Intelligence, Constitution, or Psyche. If the person turns into a fjoll troll, they will look like one but not be able to use troll magic. The enchanted can speak only if the new form has the ability to speak. A character who has been transformed voluntarily can turn back to their natural shape when they wish, but a creature enchanted against its will cannot. Once the spell's duration expires, it takes 5 action rounds for the enchanted to fully resume their original form.

The victim can resist the transformation on a successful Situation roll with a Situation value of 4 (Constitution modifiers apply).

Exceptionally large creatures and monsters can also be affected by the spell, but for every increase in size equivalent to that of a human, the Situation value increases by +2 to resist the spell. So a creature that is three times the size of a normal human would receive a bonus of +4, which results in a total Situation value of 8 to resist the spell.

LEVELS OF POWER: CHANGE CREATURE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Decrease the victim's chance of succeeding on the Situation roll by -1
3	Increase the creature's size by a factor of 1.5 (allows the enchanted to assume the form of a larger creature)
4	Increase the duration by 1 hour
5	Increase the creature's size by a factor of 2 (allows the enchanted to assume the form of a larger creature)
8	Increase the creature's size by a factor of 4 (allows the enchanted to assume the form of a larger creature)
10	Increase the duration by 1 day
14	Increase the creature's size by a factor of 7 (allows the enchanted to assume the form of a larger creature)
20	Increase the creature's size by a factor of 10 (allows the enchanted to assume the form of a larger creature)
20	Increase the duration by 1 week
30	Increase the creature's size by a factor greater than 10 (allows the enchanted to assume the form of a larger creature)

Delusion Vitner

"Skenvitna"

The enchanter has learned to use the vitner to manipulate the environment and create illusions and images that appear to be convincingly true. The enchanter has full control over what they want the vitner to illustrate, as well as whether or not it should move. In addition to creating the illusions of small creatures and objects, the enchanter can also generate vast landscape illusions where whole cities, forests, and mountains are swept into reality (at least, as long as observers continue to believe what they see). The enchanter has also learned to manipulate the air in ways that mimic sound and vibrations of motion. By molding the vitner, the enchanter can raise or lower the volume of the surroundings, producing deafening storms or subtle pitches that are so high that a human cannot hear them. What's more, the enchanter has learned to use this mimicry to remain undetected by hiding tracks, producing camouflage, or even removing themselves from sight altogether.

Negations for Delusion Vitner

When an enchanter creates an illusion, the negation need not always be negative. It may mean that another illusion suddenly shows up in a completely different place, or that some creature, object, or landscape suddenly vanishes from sight or flickers for a little while. When the enchanter manipulates sounds of various kinds, however, the negation will always be the opposite. If they reduce the volume in one place, it will be increased in another; if they create a thunderous burst of sound, a similarly great noise elsewhere will be entirely muted (such as lightning or crashing waves that happen without a sound). If the enchanter creates the sound of someone walking across a gravel path, somewhere else that precise sound disappears. If they create a knock on a door, nothing is heard when another person somewhere else does precisely that. And if the enchanter removes a particular sound in one place, that exact sound will inexplicably echo somewhere else.

Vitner Type Effects for Delusion Vitner

- **White Vitner:** Levels of power cost +1.
- **Vaagrivitner:** No modifier.
- **Dark Vitner:** Levels of power cost -1, but no less than 1 per level.

Delusion vitner is inherently manipulative. It is neither destructive nor creative in its own right because it is only an illusion, but the dark concepts of falsehood and deception draw near to the dark, the unclean, and the destructive.

1: Roar

"Slammera"

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** Personal
- **Weaving time:** 1 action round

By controlling the vitner, the enchanter can create a tremendous roar like a deafening thunderclap. The enchanter is not able to hear the sound personally, but everyone in the area and even those who are far away hear the thunderous blast. Anyone within a radius of 10 meters of the enchanter immediately experiences severe pain and ringing in their ears, causing them to suffer -4 on all Skill Values and Situation values related to hearing. The effect expires after 1d6 minutes.

LEVELS OF POWER: ROAR

Cost	Extra Levels of Power
1	Increase the range from Personal to 10 meters. (The roar no longer emanates from the enchanter, but remains the same power otherwise.)
5	Increase the radius by 10 meters.
5	Increase the range from Personal to 100 meters. (The roar no longer emanates from the enchanter, but remains the same power otherwise.)

1: Phantom Sound

"Hlidklapp"

- **Cost/Modifier:** 2/-2
- **Type:** Preserving
- **Duration:** 10 action rounds
- **Range:** 10 meters
- **Weaving time:** 1 action round

The spell suddenly generates one or more noises within the designated range. The sound or sounds consist of audible illusions that fit the current environment and situation. They may be steps approaching, a twig breaking, a growl, a collection of whispers, a knock on the door, or any other noise.

LEVELS OF POWER: PHANTOM SOUND

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
3	Increase the range by 10 meters

1: Shriek

"Rifla"

- **Cost/Modifier:** 2/-2
- **Type:** Instant/Lasting
- **Range:** 5 meters
- **Weaving time:** 1 action round

The spell creates a high-pitched screeching noise that instantly shatters anything nearby made of glass, earthenware, or porcelain (magic items are not affected by the spell). The sound is so high-pitched that most humanoids hardly even notice it, hearing little more than a faint beeping.

The noise emits from a designated point within range of the spell and affects all objects within a radius of 10 meters and all animals within a radius of 100 meters.

Dogs, cats, rats, and similar animals find themselves compelled to run toward the area where the noise is coming from, and once there they frantically make noises of their own in attempts to make the screeching stop. They are unable to do anything productive during the spell's duration.

The spell is Instant in its basic version, but with levels of power the effect can be Lasting.

LEVELS OF POWER: SHRIEK

Cost	Extra Levels of Power
2	Increase the range by 5 meters
3	Increase the duration by 1 minute
6	Increase the duration by 1 hour

1: Increase Sounds

"Slammerakraftla"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Contact
- **Weaving time:** 1 action round

The vitner is woven around a person or creature and begins to amplify every sound that the target makes. The spell is woven around the target's body or the target's head. If the spell is woven around the body, all sounds caused by movements, such as steps, branches breaking under feet, the rustle of clothing, and so on, are amplified.

If the spell is woven around the head, it seems to drown out any other sounds within the area because anything the creature says is heard with perfect clarity, even if it is whispered quietly. If it is woven over someone involuntarily, the target might get into a lot of trouble depending on the situation, because everyone else in the immediate vicinity will believe that the target is screaming.

LEVELS OF POWER: INCREASE SOUNDS

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters (contact is no longer necessary)
3	Increase the duration by 1 minute
8	Increase the duration by 1 hour

2: Traceless

"Sporvaska"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 1 action round

The spell creates an energy that follows the enchanted person around, causing tracks or evidence they leave behind to fade and be swept away, leaving the land as it was before they passed by. Not even their scents remain.

LEVELS OF POWER: TRACELESS

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the range by 5 meters (contact is no longer necessary)
2	Affect an extra being (with the spell's basic version)
4	Increase the duration by 1 day
12	Increase the duration by 1 week

2: Ghost Voice

"Draugastemma"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 10 meters
- **Weaving time:** 1 action round

The spell enables the enchanted character to throw their voice so it seems to come from a completely different place within range. The enchanter or the enchanted can also change the voice entirely to their liking, causing it to sound spooky, strong, violent, or severe; but it may also sound gentle, kind, alluring, childish, or amusing.

If the spell is woven over an unwilling target, the enchanter can distort the victim's voice as desired. The victim can try to resist the effect with a successful Situation roll with a Situation value of 8 (Constitution modifiers apply). On a success, the voice is not distorted at all. On a failure, the victim no longer has any control over how their voice sounds, instead having a voice that reflects whatever the enchanter decides.

LEVELS OF POWER: GHOST VOICE

Cost	Extra Levels of Power
2	Increase the duration by 1 minute
2	Decrease the victim's chance of succeeding on the Situation roll by -1
6	Increase the duration by 1 hour
10	Increase the duration by 1 day

3: Depict

"Skenbildra"

- **Cost/Modifier:** 6/-6
- **Type:** Preserving
- **Duration:** 1 minute
- **Range:** 10 meters
- **Weaving time:** 2 action rounds

By concentrating on an object, a being, or a person, the enchanter can evoke an exact duplicate of it. To create a perfect likeness, the enchanter must be in contact with the original during the evocation of the spell. An enchanter who is not in contact with the original can evoke a less-perfect likeness from their memory or even their imagination (which is necessary if the item doesn't exist). These less-perfect images have a kind of fuzziness or faint distortion around them, making it easier for people to recognize them for what they are. The duplicated image cannot be larger than a normal-sized human in its basic version.

The enchanter can create the image anywhere within the spell's range. However, they must maintain a line of sight with the image all the times; if the whole image (not just a part of it) is removed or blocked from the enchanter's field of vision, it dissolves. The enchanter also has full control over the image portrayed, down to subtle expressions and reactions. Thus, the enchanter cannot only cause an illusory creature to walk or run, but also have it use body language to express any number of emotions such as anger, rage, love, aggression, and more.

The enchanter can cause the object to move or fly around at a speed of 6 meters per action round. If anything gets in its way (whether the image is perfect or not), the image will slide straight through the obstacle. So it is critical for the enchanter to carefully direct the creation to react appropriately to its surroundings.

In order to resist the deception of a perfect image, an observer must make a successful Skill roll for the Shadow Arts skill with a negative SV modifier of -3. It is much easier to see through a less-perfect image (a copy of anything the enchanter was not in contact with upon creation). Anyone observing a less-perfect image can resist by succeeding on a simple (+5 SV) Skill roll for the Shadow Arts skill.

An image woven through this spell cannot make a noise or emit a smell, which means that it is much easier to uncover the true nature of an illusion depicting something that normally makes loud sounds or has a strong odor. In such a situation, the Skill rolls for resisting the deception should be modified with a positive modifier between +1 and +10, depending on how obvious the ruse is. It is up to the game master to determine how big the modifier will be.

LEVELS OF POWER: DEPICT

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Increase the duration by 1 minute
3	Increase the chance that the viewer fails the Skill roll by -1
5	Increase the size of the image so it can be up to five times that of a normal human being
5	Increase the duration by 10 minutes
8	Increase the size of the image so that it can be as large as a stormhall

3: Camouflage

"Aldyldja"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** Contact
- **Weaving time:** 3 action rounds

The spell causes the target, as well as their clothing and equipment, to completely blend into the surroundings. Anyone searching for the target needs to succeed on a difficult (-3 to SV) Skill roll for the Shadow Arts skill in order to discover them. Depending on the environment, the camouflage will differ from place to place. For example, if the target stands next to a wall, they could appear to be a shrub or part of the wall itself; if they stand in a forest clearing, they could appear as a tree, a rock, or a bush. Their physical appearance does not change; it is the vitner that surrounds them that adopts the appearance of the intended camouflage. The target must stand completely still for the spell to work. It is broken if they make any significant movements or noises, or if someone touches them. However, the spell will be restored as soon as the target stops moving or causing the noise that is breaking the illusion.

The spell can also be used on an object instead of a living being. The object must be something that is not attached to or carried by a creature. Beings that are not actively looking for hidden things do not get to make Skill rolls to discover the camouflaged object, unless it is a trap or an assault.

LEVELS OF POWER: CAMOUFLAGE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters (contact is no longer necessary)
2	Increase the level of difficulty to discover the target by -1
2	Affect an extra creature or an additional subject (with the spell's basic version)
4	Increase the duration by 1 hour
10	Increase the duration by 1 day

4: Landscape Illusion

"Augvilland"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 2 hours
- **Range:** Personal
- **Weaving time:** 10 minutes

The spell creates a massive sphere of illusion around the enchanter that mimics a desired landscape. The sphere has a radius of up to 300 meters around the enchanter and can depict things like a great hill, a forest, or even a city (the enchanter chooses the size of the illusion). It might also be an illusion of nothing at all, used to mask whatever landscape is really there. The enchanter cannot create an illusion of movement, so the illusion must depict something that remains static.

In order to recognize from a distance that the landscape is an enormous illusion, the observer must succeed on a Skill roll for the Shadow Arts skill, modified according to the distance between the observer and the illusion. These modifiers are outlined in the table below. The observer gets to make a new Skill roll for each new distance range they reach when approaching the illusion.

LANDSCAPE ILLUSION MODIFIERS

Distance	Modifier
<50	Illusion is discovered
50-100 m	+5
101-200 m	+2
201-400 m	±0
401-600 m	-2
601-1,000 m	-5
>1,000 m	-10

The illusion remains in the location where it was woven until the spell expires, even if the enchanter moves away. If an observer ventures into the illusion, it disappears completely from their field of vision, and they see the area as it really appears, though other observers who are outside the enchanted realm still see the illusion.

LEVELS OF POWER: LANDSCAPE ILLUSION

Cost	Extra Levels of Power
2	Increase the range to 100 meters (the center of the illusion no longer needs to come from the enchanter)
2	Increase the chance that the observer fails Skill rolls to discover the illusion by -1
3	Increase the radius of the illusion by 100 meters
3	Increase the duration by 1 hour
8	Increase the duration by 1 day
15	Increase the duration by 1 week

4: Silence

"Knystdyldja"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 10 action rounds
- **Range:** Contact
- **Weaving time:** 1 action round

The spell creates a sphere of energy that prevents listeners from perceiving sounds made within the enchanted location. The spell is woven over an object or a person and has a radius of 3 meters. If the enchanted point is moved, the sphere moves with it. All sounds generated within the spell's range are immediately absorbed by the sphere, and are therefore muted from anything outside the enchanted area. Within the spell's range, however, everything sounds as it should. Because of this, the spell works well for anyone who wishes to sneak around, as no sound is able to reach beyond the sphere's protective covering.

The enchanter can also reduce the size of the sphere. By reducing the radius to just a few inches, the enchanter can weave the spell over a person or creature whose voice and noises would then completely disappear, because a listener would have to be within the sphere to hear anything they said.

The spell does not hinder anything besides sound. Observers can still see through the protective sphere as if it weren't there, even if they cannot hear any sounds from within.

LEVELS OF POWER: SILENCE

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters (contact is no longer necessary)
2	Increase the sphere's radius by 1 meter
4	Increase the duration by 1 minute
8	Increase the duration by 1 hour

5: Lindwurm Illusion

"Ormaskepn"

- **Cost/Modifier:** 10/-10
- **Type:** Preserving
- **Duration:** 3 action rounds
- **Range:** Personal
- **Weaving time:** 2 action rounds

The spell creates the illusion of a vast lindwurm (or a different beast). Any enemies of the enchanter (designated by the enchanter) watch as a lindwurm erupts from the ground at high speed and devours the enchanter. All victims of the spell must immediately make a Situation roll with a Situation value of 4 (Psyche modifiers apply) to avoid taking 1d10 (OR 9-10) Fear Points. A victim who succeeds on the roll takes only 1d5 Fear Points. This happens immediately in the first action round of the spell.

In the second round, it appears as if the beast is looking around for its next meal. In the third round, the enchanter (who still stands in their original location, hidden by the beast's body) can cause the beast to attack (Skill Value of 10) a chosen victim within range. If the enchanter succeeds, the beast rips into the victim with its jaws. The victim risks 2d10 points of damage from the illusion as it takes on solid form for a moment before dissolving completely. The victim can attempt to parry the bite to avoid the damage (or avoid it with the Evade specialty).

The lindwurm can move up to 20 meters away from the enchanter, but the enchanter must always maintain line of sight with the beast. The enchanter remains hidden even if the lindwurm moves away from the area. However, creatures can detect the enchanter with a successful Skill roll for Shadow Arts.

LEVELS OF POWER: LINDWURM ILLUSION

Cost	Extra Levels of Power
2	Increase the lindwurm's range by 10 meters
2	Increase the chance that the observer fails Skill rolls by -1
2	Increase the chance of the enchanter not being discovered with Shadow Arts by -1
5	Increase resulting Fear Points by one step: 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 7-10) (max OR 7-10)
5	Increase the damage by one step: 2d10 → 2d10 (OR 10) → 2d10 (OR 9-10) → 2d10 (OR 8-10) (max OR 8-10)
5	Increase the duration by 1 action round, as well as allow another attack (the enchanter can choose the same victim or a new one within range)

5: Invisibility

"Oseidir"

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** Contact
- **Weaving time:** 5 action rounds

The spell creates powerful camouflage that constantly changes its appearance based on the observer's perspective. The vitner gives the target, and their clothing and equipment, the look of whatever the observer would normally see if the target were not present.

The target becomes virtually er and life force from the livinginvisible in this way. An observer must succeed on an extremely difficult (-10) Skill roll for the Shadow Arts skill in order to detect a target who stands still, or on a difficult (-3) Skill roll when the target moves slowly. If the target makes any sudden or extreme er and life force from the er and life force from the livinglivingmovements, such as running or fighting, the vitner can no longer camouflage them as well, and anyone viewing them receives +5 on their Skill rolls to see the target; this lasts until the target slows down their movements.

Any person trying to attack the invisible target or parry their attacks must succeed on a Skill roll for Agility in order to avoid modifiers. A person who fails this Skill roll suffers -10 in all attacks against the invisible target as well as any attempts to parry the unseen's attacks.

LEVELS OF POWER: INVISIBILITY

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters (contact is no longer necessary)
3	Increase the level of difficulty for an observer to discover the target by -1 on Skill rolls
4	Affect an extra being (with the spell's basic version)
5	Increase the duration by 1 hour

Dimvitner

"Sálhelevitna"

The enchanter has learned to control death's bond between the realms of Trudvang and Dimhall, the realm of death. By manipulating the power of this invisible bond, they can force souls to Trudvang and transform them into undead beings. The enchanter can steal vitner and life force from the living and use the bond of death to speak with dead souls in Dimhall, drive undead beings back to Dimhall, and take control of an undead and dictate what it should do. By adding vitner to the bond of death, they can send waves of powerful energy toward the chosen victim. This energy of death then takes the form of dark, humid streaks of fog that the weaver can use in various ways to hurt their victims.



Negations for Dimvitner

The opposite of dimvitner is life and the creation of it, and the negations of the dimvitner therefore revolve around life force. Whenever an enchanter conjures something with this Vitner Tablet, the negation is that life force is bestowed somewhere else, like a birth succeeding against all odds, an invalid miraculously becoming healthy, an injured person being healed, and many other beneficial effects. But when an enchanter chooses to conjure undead beings, the negation becomes er and life force from the er and life force from the livinglivingsignificantly worse. Since the mage is more or less creating life, the negation robs something else of its life. It could be animals that suddenly die, children that are stillborn, creatures that suddenly fall ill, or other tragic er and life force from the livinghappenings. When an enchanter tries to contact a spirit in the realm of the dead, the negation is that one or more spirits can contact a living being in Trudvang. If the mage wants to drive an undead being back to the realms of death, one or more undead souls can slip out into Trudvang. And if the mage wants to control an undead being, the negation is that one or more living beings are er and life force from the livinger and life force from the living temporarily controlled by dead souls.

Vitner Type effects for Dimvitner

- **White Vitner:** Levels of power double in cost.
- **Vaagrivitner:** No modifier.
- **Dark Vitner:** Levels of power cost -1, but no less than 1 per level.

Dimvitner is destructive in nature. It is used to either damage what is living or attract and control dead things that do not belong in Trudvang.

1: Animate Undead

"Sálhelekallja"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 days
- **Range:** 10 meters
- **Weaving time:** 3 hours

This ritual creates a bond between Dimhall and a dead body or a skeleton, which results in the mage conjuring an undead slave from those remains. The mage must have access to a reasonably complete skeleton that is not missing any significant parts; small things such as fingers, a few ribs, or even hands are not necessary. The mage who creates the undead controls all of its activities. Orders can be given only when the undead is within the range of the spell. If it is outside of that range, or not being directly commanded, it will carry out its most recent order. Once an order is given, the undead will continue to pursue that end until it is ordered to do something new.

The undead has 1d10 (OR 10) +5 Body Points and 1d10 (OR 10) +20 skill points to distribute on eventual skills and disciplines (or specialties). The undead receives the following exceptional character traits: Dexterity -4 and Intelligence -4.

Beyond the skills purchased with skill points mentioned above, the undead also gains the ability to sense living beings in its immediate surroundings. By succeeding on a

Situation roll against a Situation value of 8, the undead can notice living creatures within 10 meters, regardless of whether they are invisible or hidden in some way (the undead cannot use this to discover living beings that are using gateblom clover or moving through Dimhall). This skill cannot be improved with skill levels and is not modified by troubling circumstances.

The mage cannot conjure this spell multiple times during the same duration.

LEVELS OF POWER: ANIMATE UNDEAD

Cost	Extra Level of Power
2	Increase the range by 5 meters
2	Increase the duration by 1 day
4	Receive another 1d10 (OR 10) skill points to distribute among the undead's skills.
4	Affect an extra skeleton set (with the basic version of the spell)
4	Increase any one characteristic by one step
4	Increase Body Points by 1d10
6	Increase the duration by 1 week
14	Increase the duration by 1 month
30	Increase the duration by 1 year

1: Hand of Death

"Rifhjarta"

- **Cost/Modifier:** 2/-2
- **Type:** Preserving
- **Duration:** 1 action round
- **Range:** 5 meters
- **Weaving time:** 1 action round

The mage creates a bond between a creature in range and the realm of death. As soon as the bond is opened, life force is immediately sucked from the victim's heart, which stops beating for the duration of the spell. This causes 1d10 points of damage to the victim per action round. Most armor gives no protection, but armor of gatesilver gives full protection. The victim can resist the damage by succeeding on a Situation roll with a Situation value of 6 (Constitution modifiers apply). Success means the victim avoids all damage from the spell in that action round.

LEVELS OF POWER: HAND OF DEATH

Cost	Extra Level of Power
1	Increase the range by 5 meters
2	Increase the duration by +1 action round
2	Decrease the victim's chance of succeeding on the Situation roll by -1
2	Conjure another hand of death that the mage can use to attack another victim (with the basic version of the spell).
5	Increase the damage by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1



2: Dismiss Undead

"Brotja sálhele"

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Range:** 10 meters
- **Weaving time:** 2 action rounds

By severing the bond between the undead and the realm of death, the mage manages to banish one or more undead creatures' souls back to Dimhall. The spell affects creatures such as skeletons, disers (ghosts), and draugr, but not demons. To sever the bonds of death and banish the soul of the undead, the mage has to succeed on a Situation roll with a Situation value of 10 (Psyche modifiers apply), modified depending on the undead's full Body Points in accordance with the table below (even if the undead is injured, modifiers are determined as though it were uninjured).

ADDITIONAL MODIFIERS TO DISMISS UNDEAD

Undead's Body Points	Modifier
1-10	+4
11-15	+2
16-19	±0
20-25	-2
26-30	-4
31-35	-6
36-45	-8
46-55	-10
56-65	-12
66-75	-16
For every additional range +10	Additional -4

The mage can drive away any number of undead within the spell's range, but the Body Points for all targeted undead are totaled to see how difficult the Situation roll will be.

LEVELS OF POWER: DISMISS UNDEAD

Cost	Extra Level of Power
1	Increase the chance to succeed on the Situation roll by +1
3	Increase the range by 5 meters
5	Increase the range by 10 meters

2: Speak to Undead

"Sálhelemal"

- **Cost/Modifier:** 4/-4
- **Type:** Preserving
- **Duration:** 1 minute
- **Range:** Contact
- **Weaving time:** 1 hour

The mage creates a thin bond of death between a corpse and Dimhall that permits the mage to speak with the spirit of the corpse. However, the spirit can choose whether to converse with the mage or not. Because it is an incredibly hard task to find the spirit of the corpse in Dimhall, the enchanter is not always certain that the spell has succeeded, even if the bond is created. Mages who use this spell have to be wary of the risks that are associated with creating a bond of death.

RESULTS OF SPEAK TO UNDEAD

1d20	Results
1–12	The mage establishes contact with the spirit of the corpse and can easily converse with it for the duration of the spell. What the spirit has to say is up to the game master to decide.
13-14	The mage establishes contact with a spirit who kindly apologizes for not being the one sought. This spirit may still converse with the mage for the duration, though what it has to say is up to the game master to decide.
15-16	The mage cannot establish contact with any spirits.
17-18	The mage establishes contact with a spirit that claims to be the one sought, though the mage can see through its lie by succeeding on a Situation roll with a Situation value of 10 (Intelligence modifiers apply).
19	The mage establishes contact with a spirit that claims to be the one sought, though the mage can see through its lie by succeeding on a Situation roll with a Situation value of 6 (Intelligence modifiers apply).
20+	The mage establishes contact with a spirit, which immediately tries to break into Trudvang through the bond of death. Roll 1d20 again and on a result of 1-5, the spirit succeeds in possessing the corpse (a process that takes 1d6 action rounds to complete). Once the possession is complete, the corpse becomes an undead that immediately attacks. The game master decides what traits the undead has (for tips, see the stats for various undead creatures in Game Master's Guide or in Jorgi's Bestiary).

The table above describes what happens when a mage tries to contact a spirit in Dimhall. The game master should roll 1d20 and reference the table so that the mage does not know whether they succeeded.

For this spell to work best, the corpse being sought cannot have been dead for longer than a week. For every day beyond a week that the corpse has been dead, the mage gets a modifier of +1 on the roll on the table below (making success less likely, and the endeavor more dangerous).

LEVELS OF POWER: SPEAK TO UNDEAD

Cost	Extra Level of Power
2	Increase the duration by 1 minute
2	Modify the roll that decides the effect by -1

3: Tendril of Dimhall

"Rifurkraftla"

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Range:** 5 meters
- **Weaving time:** 1 action round

The mage gathers deathly power around their body and channels the humid energy out through their hands and fingers. A number of dark tendrils of fog reach out from the mage's hands and assault the targeted victim. The tendril does 1d10 (OR 10) points of damage. Regular armor gives no protection, but magical armor and armor of gatesilver gives full protection.

The tendrils of fog seek out their victim, so it is impossible to avoid getting hit.

LEVELS OF POWER: TENDRIL OF DIMHALL

Cost	Extra Level of Power
1	Increase the range by 5 meters
4	Increase the number of tendrils, which results in another person falling victim to the basic version of the spell.
5	Increase the damage by one step: 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

3: Vitner Theft

"Vitnasjúg"

- **Cost/Modifier:** 6/-6
- **Type:** Preserving
- **Duration:** 2 action rounds
- **Range:** 10 meters
- **Weaving time:** 1 action round

The spell creates a spiritual bond between the mage and a chosen victim. Through this bond, the mage can suck 1d6 of the victim's vitner per action round. The casting mage adds the vitner to their own capacity, while the victim loses the same amount. Because vitner is life, a victim who is not an enchanter (and has no vitner capacity) suffers the resulting number of damage to Body Points. Armor gives no protection. A mage can replenish Vitner Points through this spell only up to their full vitner capacity. These points remain until they are used, just as if the mage had gathered the vitner naturally. The mage can stop the spell at any time.

The victim can try to resist the vitner theft once per action round by succeeding on a Situation roll with a Situation value of 6 (Psyche modifiers apply). If the roll is successful, the theft is avoided in that action round. However, if the victim fails, the casting mage continues to receive 1d6 Vitner Points each round that the spell is maintained, and the victim loses the same amount from their own Vitner Points (or Body Points if vitner is unavailable). The victim is allowed to attempt the Situation roll before every new action round for as long as the spell lasts.

LEVELS OF POWER: VITNER THEFT

Cost	Extra Level of Power
1	Decrease the victim's chance of succeeding on the Situation roll by -1
2	Increase the range by 5 meters
3	Increase the duration by 1 action round

4: Summon Wight

"Gastlakallja"

- **Cost/Modifier:** 8/-8
- **Type:** Permanent
- **Duration:** ,
- **Range:** 10 meters
- **Weaving time:** 10 hours

The spell creates a thick bond between Trudvang and the realm of death, Dimhall, which makes it possible for the mage to beckon a dead person's spirit and soul.

The ritual can be performed only at night, since that is when the bond between the two worlds is at its strongest. Once the ritual is complete, it still takes until the following night before the wight awakens from its slumber. Only human souls and spirits can be awakened in this manner to become wights. If the soul is willing to once again dwell in the realm of the living, it is doomed to forever wander the lands of Trudvang. But if the soul resists the calling, it immediately returns to the realm of death. Nothing binds the wight to the mage, and it is under no compulsion to obey or preserve the one who summoned it. However, it is susceptible to the spell Control Undead if the mage wishes to try to establish control over it.

The summoned wight receives 1d10 (OR 9-10) +15 Body Points, as well as 1d10 (OR 9-10) +70 skill points to distribute among its skills and disciplines (or specialties). See the stats for the unded in Game Master's Guide or the barrow wight in Jorgi's Bestiary.

LEVELS OF POWER: SUMMON WIGHT

Cost	Extra Level of Power
4	Distribute extra 1d10 (OR 9-10) skill points among the wight's skills and disciplines
4	Increase Body Points by 1d10

4: Control Undead

"Rauda sálhele"

- **Cost/Modifier:** 8/-8
- **Type:** Preserving
- **Duration:** 5 minutes
- **Range:** 10 meters
- **Weaving time:** 3 action rounds

The spell allows the mage to control the souls of one or more undead creatures, such as skeletons, disers (ghosts), wights, and draugr, but not demons. By taking control of the bond between the undead and their realm, the mage succeeds in controlling the souls of the undead as well. In order to do so, however, the mage has to succeed on a Situation roll with a Situation value of 12 (Psyche modifiers apply), modified depending on the undead's full Body Points according to the table below (even if the undead is injured, modifiers are determined as though it were uninjured).

If the mage succeeds in controlling an undead, it will obey everything the mage commands it to do. This control is immediately lost if the mage loses consciousness.

The mage can control any number of undead within the spell's range, but the Body Points for all of the targeted undead are totaled to determine how difficult the Situation roll will be.

LEVELS OF POWER: CONTROL UNDEAD

Cost	Extra Level of Power
1	Increase the chance to succeed on the Situation roll by +1
2	Increase the duration by 1 minute
2	Increase the range by 5 meters
5	Increase the duration by 1 hour
10	Increase the duration by 1 day

MODIFIERS FOR CONTROL UNDEAD

Body Points	Modifier
1-10	+8
11-15	+4
16-19	+2
20-25	±0
26-30	-2
31-35	-4
36-45	-6
46-55	-8
56-65	-10
66-75	-12
For every additional range +10	Additional -4

5: Darkness of Dimhall

"Salhelehögg"

- **Cost/Modifier:** 10/-10
- **Type:** Instant
- **Range:** 5 meters
- **Weaving time:** 1 action round

The mage points at an area within range, which is then engulfed in the humid and clinging darkness of Dimhall. The afflicted area has a radius of 2 meters, which forms a circle centered on whichever point the mage has established. This point is fixed on that space and not a specific object, so moving the object will not cause the darkness to move. Everyone within the area immediately suffers 1d10 (OR 9-10) points of damage. Regular armor gives no protection. However, magical armor and armor of gatesilver give full protection.

LEVELS OF POWER: DARKNESS OF DIMHALL

Cost	Extra Level of Power
2	Increase the range by 5 meters
4	Increase the radius by 1 meter
5	Increase the damage by one step: 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

Flame Craft

"Loganojd"

The vitner the mage weaves increases, decreases, or stabilizes the flow of vitner in surrounding environments and objects. By increasing the flow in an explosive manner, the mage can heat objects to a point where they suddenly catch on fire. If the mage is a little more careful with the supply, they can gradually increase the heat in a place to a comfortable level of generous warmth and joviality. Or by cutting off the supply of vitner, the mage can do the opposite and suffocate fires or suddenly drop surrounding temperatures. They can also grant protection from fire and heat by making the vitner stand completely still in a protective layer that the turbulent and hot energy of flame is unable to affect.

Negations for Flame Craft

When a mage creates fire or decides to heat an area, it causes a significant change in the intensity of the vitner. This added vitner is taken from somewhere else in the greater area where the temperature change occurs, which suddenly turns very cold. Frost may appear on bushes and trees, but also on creatures that



unexpectedly sense their temperature dropping and their surroundings beginning to chill. Water freezes to ice and hot food instantly turns cold. Or if the mage chooses to remove the heat, there must be a place nearby for it to go. If a mage wants to control fire, the opposite occurs elsewhere: fire that burns calmly in a hearth suddenly leaps from its confines and spreads with the potential to cause great damage. Candles and torches burn with such intensity that something in their vicinity might catch on fire.

Vitner Type Effects for Flame Craft

- **White Vitner:** Levels of power cost +1.
- **Vaagrivitner:** Levels of power cost -1, but no less than 1 per level.
- **Dark Vitner:** Levels of power cost -1, but no less than 1 per level.

Fire craft is balanced by nature but also has destructive features. It creates heat but is quite whimsical and easily destructive if not controlled.

1: Heat Water

"Vannhetja"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** Contact
- **Weaving time:** 2 action rounds

By touching water, the mage can bring up to 5 liters to a boil in that location. The water will boil for five minutes, after which it will slowly decrease in temperature as normal. The mage does not create extra water, however, so if only 2 liters of water exist, then only 2 liters will boil. The mage cannot move a boiling mass of water within a larger body of water. The spell is not meant to harm creatures, but the effect of boiling water may do so on its own. Boiling water does 1d6 points of damage for every action round that a person or creature is in contact with it. Metal armor gives no protection, as it conducts heat. Other types of armor protect for a number of rounds equal to their assigned Protection Value. A person who is wholly or partly in water can avoid the damage by getting up or away from the boiling water.

LEVELS OF POWER: HEAT WATER

Cost	Extra Level of Power
1	Increase the duration by 1 minute
1	Increase the range by 5 meters (contact is no longer necessary)
1	Increase the amount of water boiled by 1 liter
5	Increase the amount of water boiled by 10 liters
15	Increase the amount of water boiled by 100 liters

1: Spark

"Gnistlogir"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Weaving time:** 1 action round

The mage makes a small flame spark in their hand, with light equal to that of a large candle. The flame can ignite flammable material, just like any normal flame, but it does not harm the mage. At any time, the mage can choose to extinguish the flame.

LEVELS OF POWER: SPARK

Cost	Extra Level of Power
1	Increase the duration by 1 minute
2	Increase the intensity of the flame so it equals that of a torch (the mage can decrease or increase the flame's effect, from minimum to maximum, as desired for the duration)
2	The mage can put the flame aside so it burns from a chosen place like a candle or torch, the tip of a staff, a rock, or any other object (the object will not catch on fire)
3	Increase the duration by 1 hour
10	Increase the duration by 1 day

2: Burning Hand

"Loghönd"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 4 action rounds
- **Range:** Personal
- **Weaving time:** 1 action round

The vitner heats up one of the mage's hands to the point where it begins glowing, and its very touch causes 1d10 points of damage (the mage is immune). In battle, a successful hit is still needed to touch an enemy. The damage caused by Burning Hand is addition to the normal damage a fist does with a successful attack (1d5). To avoid the mage's attack, the same rules apply as for typical combat, which means that the target can attempt to parry or evade the attack. Aside from causing damage, there is a small chance that the burning hand ignites flammable objects that it touches, which is up to the game master to determine. Armor absorbs damage in the normal fashion, but it may ignite if it is made from flammable materials. The mage cannot take any armed actions in the same action round in which they conjure the spell.

LEVELS OF POWER: BURNING HAND

Cost	Extra Level of Power
1	Increase the duration by 1 action round
3	Both hands start to glow (with the basic version of the spell)
5	Increase the damage by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

3: Flame Burst

"Logild"

- **Cost/Modifier:** 6/-6
- **Type:** Instant/Preserving
- **Duration:** 1 action round
- **Range:** 10 meters
- **Weaving time:** 1 action round

The spell creates a sudden fire that ignites within 10 meters of the enchanter. The fire takes the form of a cylinder with an approximate diameter of 1 meter.

Within this cylinder, it is not only the fire that causes harm, but also the air that is heated to several hundred degrees in the blink of an eye. The fire and air together cause 1d10 points of damage to everyone within the area of effect. Regular armor offers no protection against this unimaginably intense fire and heat. Magical armors, however, protect as usual.

The flame disappears as quickly as it came if the duration is not prolonged with levels of power. Therefore, any easy-to-ignite objects within the area risk combustion only during the initial burst. If a potential victim has the Evade specialty, they can attempt to jump free from the affected area and avoid the damage as long as they have not yet acted in the action round. The attempt suffers -1 to the Skill Value for every point of initiative that character's own initiative falls behind the current moment. By choosing to extend the duration, the mage can also move the fire burst to a new area within range.

LEVELS OF POWER: FIRE BURST

Cost	Extra Level of Power
2	Increase the range by 5 meters
5	Increase the fire burst's diameter by 1 meter
5	Increase the damage by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1
5	Increase the duration by 1 action round so the fire burst continues into the coming round

3: Protection from Fire

"Muspelskjold"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** Contact
- **Weaving time:** 3 action rounds

The spell creates a film of protective vitner around the body of the enchanter or a selected creature. The vitner prevents the enchanted and all of their equipment from the effects of fire. However, the protective effect applies only to natural fire, dragon's fire or any other magical flames are not covered by the spell's effect.

LEVELS OF POWER: PROTECTION FROM FIRE

Cost	Extra Level of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters (contact is no longer necessary)
3	Affects an extra being (with the spell's basic version)
3	Increase the duration by 10 minute
6	Increase the duration by 1 hour
15	Increase the duration by 1 day

4: Flame Control

"Loganrauda"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** 10 meters
- **Weaving time:** 2 action rounds

The mage can control an existing flame by cutting off or supplying oxygen to the fire in specific directions or space. For example, the mage can open a passage free of flame in the middle of an inferno, make a fire stretch and spread to places where it is not currently burning, or even suffocate it completely. The area of flame that the mage controls can be as large as a small room.

LEVELS OF POWER: FLAME CONTROL

Cost	Extra Level of Power
1	Increase the duration by 1 minute
3	Increase the range by 10 meters
3	Increase the duration by 10 minutes
4	Control an area as big as a hall
9	Increase the range by 100 meters
12	Control an area as big as a large longhouse

4: Warmth

"Vjerma"

- **Cost/Modifier:** 8/-8
- **Type:** Preserving
- **Duration:** 5 hours
- **Range:** 3 meters
- **Weaving time:** 3 action rounds

The mage causes the temperature within a sphere around a fixed point (radius of 3 meters) to immediately rise up to ten degrees (+10° C). The mage can choose what temperature to create within that ten-degree range. Depending on where the spell is conjured, the duration might be different. For example, if it is conjured in a somewhat isolated and controlled room, the duration is doubled, but if it is conjured on a windy plain, the duration is halved. A mage who uses this spell to create extreme temperatures runs the risk of harming creatures or objects within the affected area.



WARMTH: TEMPERATURES AND DAMAGE

Temperature	Damage in Body Points
50° C	1d6 + 1 BP per day
60° C	1 BP per hour
70° C	1d6 + 1 BP per hour
80° C	1 BP per minute
90° C	1 BP per action round
100° C +	1d6 BP per action round

LEVELS OF POWER: WARMTH

Cost	Extra Level of Power
1	Increase the duration by 1 hour
2	Increase the radius of the sphere by 1 meter
2	Anchor the spell to an object, which makes the sphere portable with the object as its center
4	Increase the temperature range by another +10° C
5	Increase the duration by 1 day
6	Change the type of the spell to Lasting
6	Increase the radius of the sphere by 10 meters

5: Sea of Fire

"Muspelhaf"

- **Cost/Modifier:** 10/-10
- **Type:** Instant/Preserving
- **Duration:** ,
- **Range:** 20 meters
- **Weaving time:** 2 action rounds

The mage points to an area within range, and it suddenly explodes in a sea of flame. The fire engulfs a circular area within a radius of 2 meters from the mage's chosen point. All who are caught in the affected area receive 1d10 points of damage. Regular armor gives no protection. Magical armor protects as usual.

The sea of fire disappears as quickly as it came if the duration is not extended. Therefore, any easy-to-ignite objects within that area risk combustion only during the initial burst.

Victims who are standing inside the area or at its perimeter receive damage. If a potential victim has the Evade specialty, they can attempt to jump free from the affected area and avoid the damage as long as they have not yet acted in the action round. The attempt suffers -1 to the Skill Value for every point of initiative that character's own initiative falls behind the current moment.

Anyone who takes actions while within the sea of fire or who tries to attack someone within that area suffers -5 to the SV since it is so hard to see in the burning inferno.

LEVELS OF POWER: SEA OF FIRE

Cost	Extra Level of Power
2	Increase the range by 5 meters
5	Increase the sea of fire's radius by 1 meter
5	Increase the damage by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1
10	Increase the duration by 1 action round so the sea of fire continues into the coming round

Perceiving

"Alldskonja"

The enchanter has learned how to search out and detect objects, living creatures, and even undead with the help of vitner. The enchanter can also establish a mental bond with the immediate surroundings. With the help of vitner, the enchanter can gather an accurate picture of anything that exists in their surroundings. They know precisely how to return to a place they have previously been and can follow their own tracks as if they shone like candles in the dark.

Negations for Perceiving

When the enchanter uses vitner to seek out an object, living creature, or undead, somewhere else something will be lost. Places that a person has been to before suddenly seem foreign



or unknown to them. Directions change as east becomes west, and familiar landmarks such as the distinct hill beyond the next turn is now nothing but a hole in the ground. Finding the way home becomes near impossible for some, even by retracing their steps. Information might be forgotten, or physical objects might shift or be misplaced.

Vitner Type Effects for Perceiving

- **White Vitner:** Levels of power cost -1, but not less than 1 per level
- **Vaagrivitner:** No modifier.
- **Dark Vitner:** Levels of power cost +1

Perceiving is, by nature, a manipulative art that is neither destructive nor creative. But by revealing the truth, it destroys the false, which brings it close to the bright, the pure, and the creative.

1: Find Home

"Heimfundr"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 2 action rounds

The spell creates a spiritual bond between the enchanted and a location they have been to for at least six hours. The enchanted person can choose any place they wish, as long they have spent sufficient time there. The enchanted person knows exactly which direction to go in order to reach the designated place. However, they do not know the exact route, only a powerful sense of direction.

LEVELS OF POWER: FIND HOME

Cost	Extra Level of Power
1	Increase the duration by 1 hour
2	Increase the range by 5 meters (contact is no longer necessary)
2	Decrease the number of hours the enchanted must have spent at the location by 1 hour (cannot be decreased to less than 1 hour)
2	Affect an extra being (with the spell's basic version)
5	Increase the duration by 1 day

1: Retrace Tracks

"Veigvisu"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 3 action rounds

The spell allows the enchanted person to easily see their own footprints on the ground. The tracks light up with a reddish glow that only the enchanted person can see. If they crossed a body of water at some point or traveled in a manner that does not leave tracks (such as jumping over a ravine, swimming, or riding a horse), small pieces of vitner light will collect on the water or in the air to indicate the direction.

LEVELS OF POWER: RETRACE TRACKS

Cost	Extra Level of Power
1	Increase the duration by 1 hour
2	Increase the range by 5 meters (contact is no longer necessary)
2	Affect an extra being (with the spell's basic version)
5	Increase the duration by 1 day

2: Detect Object

"Tingskonja"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 5,000 meters
- **Weaving time:** 5 minutes

The spell makes it possible for the enchanter to find designated objects within the range. The enchanter first must specify the object sought by determining its value (which is subjective according to the enchanter's point of view, but also corresponds to the object's material value) and assigning it the appropriate value between 1 and 100. A value of 1 indicates something as common as a wooden spoon, and 100 is more on par with the magical crown of a king. In order to perceive the object, the enchanter makes a Situation roll with a Situation value of 10 that is modified according to the object's value, as shown on the table below.

DETECT OBJECT MODIFIER

Value	Modifier
1-10	+8
11-20	+4
21-25	+2
26-35	±0
36-45	-2
46-55	-4
56-65	-8
66-75	-10
76-85	-12
86-90	-16
91-95	-20
96-100	-30

If the enchanter is successful on the Situation roll, they roll 1d20 to determine how much information they learn regarding the object's location. Check the result on the table below.

Once the enchanter has a sense of where an object is located, that feeling remains for the spell's duration. If the object is moved, the enchanter senses it, and the direction sense is altered accordingly.

RESULTS, DETECT OBJECT

1d20	Result
1-3	The enchanter knows the exact location of the object.
4-8	The enchanter knows the exact compass point toward the location of the object as well as the distance to it, with accuracy ± 100 m.
9-11	The enchanter knows the exact compass point toward the location of the object as well as the distance to it, with accuracy ± 500 m.
12-13	The enchanter knows the exact compass point toward the location of the object as well as the distance to it, with accuracy ± 1,000 m.
14-15	The enchanter knows the exact compass point toward the location of the object.
16-17	The enchanter has a good sense of the compass point toward the location of the object, with accuracy ± 10 degrees.
18-20	The enchanter has a good sense of the compass point toward the location of the object, with accuracy ± 30 degrees.

LEVELS OF POWER: DETECT OBJECT

Cost	Extra Level of Power
1	Increase the chance to succeed on a Situation roll by +1
1	Increase the chance that the 1d20 roll will become more precise by deducting -1 from the result
2	Increase the range by 1,000 meters (1 km)
4	Increase the duration by 1 hour
5	Increase the range by 10 kilometers
12	Increase the range by 100 kilometers

2: Orientation

"Veigfundr"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 2 action rounds

The spell enables the enchanted person to retain their orientation and sense of direction for the duration. The enchanted person clearly perceives the cardinal directions of the compass, as well as the current depth or height.

LEVELS OF POWER: ORIENTATION

Cost	Extra Level of Power
1	Increase the duration by 1 hour
2	Increase the range by 5 meters (contact is no longer necessary)
2	Affect an extra being (with the spell's basic version)
5	Increase the duration by 1 day

3: Detect Being

"Skopjatenskonja"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 5,000 meters
- **Weaving time:** 5 minutes

This spell makes it possible for the enchanter to sense where a person or creature is located within the range. However, they need to know the name of the target being sought and must possess an object that belonged to that individual to use for the ritual. The less time that has elapsed since the target had the object, the easier it is to find them.

The game master must first determine the object's value to the target (which is subjective according to the target's point of view, but also corresponds to how long the individual had the object) and assign it an appropriate value between 1 and 100. Unlike with the Detect Object spell, 1 indicates something valuable and recently used, such as an heirloom weapon that the target had just a few hours ago, while 100 indicates something like an old sock that was last worn several years ago.

If the enchanter is successful on the Situation roll, they roll 1d20 to determine how much information they

DETECT BEING/UNDEAD MODIFIER

Value	Body Points	Modifier
1-10	1-10	+8
11-20	11-20	+4
21-25	21-25	+2
26-35	26-35	±0
36-45	36-45	-2
46-55	46-55	-4
56-65	56-65	-8
66-75	66-75	-10
76-85	76-85	-12
86-90	86-90	-16
91-95	91-95	-20
96-100	>95	-30

learn about the target's location. The result corresponds with the Detect Object table listed above (under the Detect Object spell).

Once the enchanter has a sense of where a target is currently located, that feeling remains for the spell's duration. If the target moves, the enchanter senses it, and the direction sense is altered accordingly.

LEVELS OF POWER: DETECT BEING

Cost	Extra Level of Power
1	Increase the chance to succeed on the Situation roll by +1
1	Increase the chance that the 1d20 roll will become more precise by deducting -1 from the result
2	Increase the range by 1,000 meters
4	Increase the duration by 1 hour
5	Increase the range by 10 kilometers

4: Detect Undead

"Sálheleskonja"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 2 hours
- **Range:** 5 kilometers
- **Weaving time:** 5 minutes

The spell makes it possible for the enchanter to sense the presence of an undead creature within range. To detect the undead being, a Situation roll is used with a Situation value of 10, modified according to the undead's Body Points as shown in the table for the Detect Being/Undead Spell, below.

If the enchanter is successful with the Situation roll, 1d20 is then rolled to determine how much information the enchanter receives about the undead. The result corresponds with the table for the Detect Object spell, above.

Once the enchanter has a sense of where the undead is currently located, that sense remains for the spell's duration. Even if the undead moves, the enchanter senses it, and the direction sense is altered accordingly.

LEVELS OF POWER: DETECT UNDEAD

Cost	Extra Level of Power
1	Increase the chance to succeed on the Situation roll by +1
1	Increase the chance that the result is more precise by deducting -1 from the roll
2	Increase the range by 1,000 meters (1 km)
4	Increase the duration by 1 hour
5	Increase the range by 10 kilometers
12	Increase the range by 100 kilometers

4: Surrounding

"Naerskonja"

- **Cost/Modifier:** 8/-8
- **Type:** Preserving
- **Duration:** 3 minutes
- **Range:** 10 meters
- **Weaving time:** 6 action rounds

The spell makes it possible for the enchanter to reach out with their mind and immediately acquire a general but accurate picture of the near surroundings. The spell will not offer the enchanter clear pictures, but a strong sense of the major features and layout. They cannot see small details like writing or miniscule items, but they do receive different senses that detail things like a stream, a lake, a passage, an open area, a settlement, gaps, rooms with furniture, large plants and shrubbery, or forests.

In the basic version, the enchanter can reach out with their mind up to a radius of 10 meters.

LEVELS OF POWER: SURROUNDING

Cost	Extra Level of Power
1	Increase the radius of the sensed surroundings by 10 meters
2	Increase the duration by 1 minute
5	Increase the radius of the sensed surroundings by 100 meters
6	Increase the duration by 1 hour

EXAMPLE: SURROUNDING

An enchanter in a forest can use the Surrounding spell to discover a hidden path or a building located within a radius of 10 meters. While concentrating, they can also sense how many rooms the building has as well as the general layout (if the structure is within the radius). However, they would not know what objects are in the building or if there is something specific on the path.

5: Map

"Ortaskonja"

- **Cost/Modifier:** 10/-10
- **Type:** Preserving
- **Duration:** 5 minutes
- **Range:** 1 kilometer
- **Weaving time:** 7 action rounds

Like the Surrounding spell, this spell makes it possible for the enchanter to reach out with their mind and immediately acquire a general but accurate picture of the near surroundings. The spell will not offer the enchanter clear pictures, but a strong sense of the major features and layout. They cannot see small details like writing or miniscule items, but they do receive different senses that detail things like a stream, a lake, a passage, an open



area, a settlement, gaps, rooms with furniture, large plants and shrubbery, or forests.

In addition, the enchanter gets an idea of how many people, animals, and other beings are present in the surrounding area, as well as where they are, but not their identity, since the mage cannot make out details such as facial features or distinguishing marks.

In the basic version, the enchanter can reach out with their mind up to a radius of 1 kilometer.

LEVELS OF POWER: MAP

Cost	Extra Level of Power
1	Increase the duration by 1 minute
3	Increase the range by 1 kilometer
5	Increase the duration by 1 hour
10	Increase the range by 10 kilometers

Power of Thought

"Húgkraftla"

The enchanter has learned to manipulate the vitner within creatures' minds. By directing the vitner, the enchanter can cause a victim to suddenly be inspired by something strange and then act upon it as if it were their own brilliant idea. By subtly using the force of this vitner, the enchanter can take over a creature's ability to think for itself, and designate from afar what it should do. The enchanter can even transfer their own consciousness into the mind of the creature and act as if it were their own body.

Since the vitner being manipulated dwells in the center of creatures' minds, the mage is able to cause the victim to suddenly forget something significant or remember something long lost. They can also get the creature to see things that are not there or experience all manner of different emotions. These could be uplifting emotions such as awe or joy, but also sharper ones such as fear, doubt, or courage.

The enchanter can also create a mental bond with selected creature(s) that the two can use to communicate with each other via the power of thought. By enchanting oneself, a mage can talk to animals and creatures, or decipher text written in a language that the enchanter normally would not understand.

Negations for Power of Thought

When an enchanter tries to control a creature's mind or consciousness in some way, the negation is often a bit subtler than other negations. When the enchanter tries to plant an idea in a victim, the negation may be that elsewhere someone experiences an overwhelming sense of déjà vu, causing distraction for a moment. If the enchanter tries to control or take over a creature, the negation means that the creature's consciousness must go elsewhere, often trading places with something/someone else. However, this usually occurs for only a brief moment, and once a creature returns to its own body, it may be rather confused about what just happened. In very rare cases, minds that have changed places have remained that way permanently.

Whenever an enchanter affects the consciousness of another being, the negation always manifests as the opposite for one or more other creatures. If the enchanter causes amnesia, someone else suddenly remembers something long forgotten, and vice versa. If the enchanter evokes a certain emotion within a creature, one or more other creatures suddenly experience the overwhelming emotion of the opposite type. If the enchanter creates a mental bond with another, other creatures likely experience mental voices and personalities outside of their own, and visits in their sleep as others occupy their dreams. If the enchanter uses vitner to decipher something, the negation means that elsewhere in Trudvang someone is rendered incapable of understanding whatever they hear or read for a while, even though they normally speak the language or would be able to read the text that now baffles them.

Vitner Type Effects for Power of Thought

- **White Vitner:** No modifier.
- **Vaagrivitner:** No modifier.
- **Dark Vitner:** No modifier.

Power of thought is inherently manipulative, but neither destructive nor creative. It doesn't gravitate toward truth or lies, but instead relies entirely on the disposition of the enchanter.

1: Understanding Script

"Tecknkraftla"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** Personal
- **Weaving time:** 5 action rounds

The spell allows the enchanter to decipher a piece of scripture that they normally are unable to read. All the scripture's symbols and characters are converted before the enchanter's eyes to a language that they can decipher using the Reading and Writing specialty (Knowledge skill and Language discipline). If the enchanter is unable to read or write any languages at all, they cannot make worthwhile use of this spell.

LEVELS OF POWER: UNDERSTANDING SCRIPT

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
4	Increase the duration by 1 hour

1: Understanding Speech

"Skopjatenmal"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Weaving time:** 3 action rounds

By enchanting oneself, the enchanter is able to understand everything that is spoken in a designated language that they normally don't speak or understand. The enchanter comprehends the language as naturally as if it were their own mother tongue. With extra levels of power, the enchanter is even able to speak the language.

LEVELS OF POWER: UNDERSTANDING SPEECH

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
3	The enchanter's spoken words are also converted, so that one creature hears the enchanter's words in that designated language.
4	Increase the duration by 1 hour

2: Courage

"Kjarkku"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** 5 meters
- **Weaving time:** 2 action rounds

The spell sends a wave of manipulative vitner through the enchanted character, who is immediately filled with an overwhelming sense of hope and courage. The spell abolishes doubts, fears, and other moods that might affect the person negatively, which lowers their Fear Points by 1d10. Any Fear Points that are received by the enchanted character during the duration of this spell are decreased by -4.

LEVELS OF POWER: COURAGE

Cost	Extra Levels of Power
1	Affect another person or creature within range
1	Increase the duration by 1 minute
2	Increase the range by 5 meters
2	Reduce any Fear Points gained by an additional -1
4	Increase the number of current Fear Points removed by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

2: Fear

"Skreikur"

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Range:** Contact
- **Weaving time:** 2 action rounds

The spell sends a wave of manipulative energy through a chosen victim, overwhelming its thoughts with horrific visions. The victim believes that it is observing the greatest fear-inducing creature that it can think of, which means that several characters exposed to the same spell likely do not see the same things. The victim must succeed on a Situation roll with a Situation value of 8 (Psyche modifiers apply) to resist the fear and avoid taking any Fear Points. Anyone who fails the Situation roll immediately takes 1d10 Fear Points and suffers any consequences.

LEVELS OF POWER: FEAR

Cost	Extra Levels of Power
1	Affects another creature within range
1	Decrease the victim's chance of succeeding on the Situation roll by -1
2	Increase the range by 5 meters (contact is no longer necessary)
4	Increase the Fear Points by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

2: Telepathy

"Húgtengja"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** 10 meters
- **Weaving time:** 3 action rounds

The spell creates a mental link between the enchanter and a chosen person within range. The link allows for telepathic communication between the two, who can speak to each other simply by thinking. The two can move as far out of range of each other as they please and still be able to communicate with ease and secrecy.

Only the thoughts that a person wants to send are transmitted through the link, while other thoughts remain secure with the thinker. Therefore, the enchanter cannot use this spell to read someone else's mind. All characters linked to the enchanter through the spell's increased power can talk to each other through the telepathic link, rather than solely with the enchanter.

LEVELS OF POWER: TELEPATHY

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters
2	Affect another person or creature within range
4	Increase the duration by 10 minutes
4	Increase the range by 100 meters
6	Increase the duration by 1 hour
8	Increase the range by 1 kilometer

3: Ecstasy

"Vitnarus"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Weaving time:** 3 action rounds

The enchanter sends a wave of manipulative vitner through a chosen person, immediately filling the target

with a wave of emotions. The enchanter must choose what emotions the target will feel (see the table below for examples) before weaving the spell. The enchanted character can resist the effect of the spell by making a successful Situation roll with a Situation value of 10 (Psyche modifiers apply). Some further effects that emerge from emotions listed below can also be avoided with a separate Situation roll.

LEVELS OF POWER: ECSTASY

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Decrease the target's chance of succeeding on the Situation roll(s) by -1
2	Increase the range by 5 meters (contact is no longer necessary)
2	Affect an extra being (with the spell's basic version)
6	Increase the duration by 1 hour

3: Imagining

"Skenhuga"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** Contact
- **Weaving time:** 1 action round

The enchanter uses the vitner to create a thought and plant it in another intelligent being's mind. The target believes that it conceived of the idea itself and does not reflect further, instead taking action as if the thought were perfectly acceptable. How exactly the target reacts to this new thought is decided by the game master. The target can unconsciously resist this spell, however, through a successful Situation roll with a Situation value of 8 (Psyche modifiers apply). If the Situation roll fails, the thought is implanted in the target's mind and gnaws at their consciousness until the duration of the spell expires.

An implanted thought is usually unable to overcome common sense.

ECSTASY'S TRAITS

Feelings	Characteristic
Happy	The target becomes extremely happy, singing, joking, and romping around their surroundings.
Tired	The target must make another Situation roll with a Situation value of 10 (Psyche modifiers apply) to keep from falling asleep within the next 5 minutes.
Lovesick	The target looks around for the person they love (up to the target to decide who they fall in love with).
Aggressive	The target gets annoyed instantly by everything and everyone. The target will seek out a fight with an individual or group as soon as an occasion or reason is given.
Melancholic	The target slips into a depressed state, and only wants to talk about how sad they feel or how much they miss their friends.
Mischievous	The target is inspired by all sorts of mischievous antics. Pulling the chair out from someone who is about to sit down, tinkering with someone's personal possessions, or weaving elaborate lies are common pranks the target thinks are fun.
Patronizing	The target speaks condescendingly to anyone they meet, claiming that no one else is as significant as they are.
Boastful	The target boastfully talks about everything they have done (or would like to have done) and liberally exaggerates the details.
Truthful	The target opens their heart and shares secrets and hidden desires to nearby friends. The target must succeed on another Situation roll with a Situation value of 10 (Psyche modifiers apply) to keep from sharing significant or incredibly incriminating secrets (up to the game master to determine whether a secret is revealed or not).
Insecure	The target feels worthless in everything they do and believes that nothing they attempt will succeed. The target must succeed on another Situation roll with a Situation value of 10 (Psyche modifiers apply) to keep from suffering -3 on all Skill Values and Situation values for the duration of the spell. If the roll is successful, the target suffers only a -1 modifier.

For example, if the thought was "I'd like to jump off this cliff," it likely wouldn't work unless the creature was incredibly stupid or impulsive. Any reasonably intelligent creature would probably push aside such a thought as a crazy whim and ignore it, no matter how nagging or natural it appears. However, thoughts like "I wonder if my best friend is trying to fool me; I probably should be suspicious of him," or "Maybe I should give my money to this poor beggar with the funny hat, since he seems to need it more than I do," or "This looks a good group; of course I'll let them in," should work just fine. Other examples of what might work are "I have to run away from here because it isn't safe," or "That guy by the fireplace frustrates me; now he's getting it," or "How tired I have become! I need to sit down and rest for a while."

LEVELS OF POWER: IMAGINING

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Decrease the victim's chance of succeeding on the Situation roll by -1
2	Increase the range by 5 meters (contact is no longer necessary)
6	Increase the duration by 1 hour

3: Memory

"Húgstyrkja"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Contact
- **Weaving time:** 1 minute

Through this spell, the enchanted character is able to remember everything that happened to them over

the past week. They can remember one selected event in great detail each action round (this event could have lasted up to an hour). The spell also restores any memory losses that occurred over the past week. However, the spell does not affect the enchanted character's learning abilities. Once the spell's duration has expired, the person keeps the restored memories but not quite in the same degree of detail.

LEVELS OF POWER: MEMORY

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	The enchanted remembers 1 week further back in detail
5	The enchanted remembers 1 month further back in detail
10	The enchanted remembers 1 year further back in detail
30	The enchanted remembers their entire life in detail

4: Creature Control

"Rauda skopjaten"

- **Cost/Modifier:** 8/-8
- **Type:** Preserving
- **Duration:** 3 minutes
- **Range:** 10 meters
- **Weaving time:** 2 action rounds

The enchanter can control and direct an intelligent creature (not an animal) that is within range and line of sight. The target can attempt to resist the spell by succeeding on a Situation roll with a Situation value of 6 (Psyche modifiers apply). If the roll fails, the target blindly obeys everything the enchanter commands it to do. In doing so, the target can perform any action that would normally be possible.

However, the enchanter cannot command the target to commit acts that are extremely different from what it would normally be willing to do. For example, the enchanter cannot command a target to murder an innocent person unless the target is otherwise inclined to do just that. Nor could the enchanter command a target to willfully harm itself. Finally, it is not possible to command a target to perform autonomous actions that require the creature to think for itself, as doing so would break the control.

The listed range applies only to the weaving time, which means that after the spell has been woven, the enchanter can send the target far beyond the range and still maintain control. The effect of the spell is broken if the enchanter loses concentration for any reason, if the target disappears out of sight from the enchanter, or if the target takes 1 or more points of damage.

LEVELS OF POWER: CREATURE CONTROL

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Decrease the target's chance of succeeding on the Situation roll by -1
3	Increase the duration by 1 minute
15	Increase the duration by 1 hour

4: Aura of Power

"Kraftlahinja"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** Personal
- **Weaving time:** 2 action rounds

The spell creates an aura of vitner around the enchanter that exudes incredible power, authority, and glory. Anyone who looks at the enchanter must immediately make a Situation roll with a Situation value of 6 (Psyche modifiers apply). On a failure, the victim immediately believes that the enchanter is excessively impressive and powerful, and will obey their commands. (A person who is known for loyalty to rulers is more likely to obey than someone who commonly defies authority).

A successful Situation roll means that the victim sees through the aura and observes the enchanter as they really appear. Once the duration of the spell ends, all who have been bewitched also see the enchanter for who they really are.

If the enchanter asks for anything out of the ordinary, the victim has a new opportunity to make a Situation roll to see through the aura.

Being captivated by the Aura of Power does not mean that a victim blindly follows orders, but that the enchanter's words hold significant gravity. To disagree with or oppose the enchanter feels very uncomfortable and maybe even dangerous.

LEVELS OF POWER: AURA OF POWER

Cost	Extra Levels of Power
2	Increase the duration by 1 minute
2	Decrease the victim's chance of succeeding on the Situation roll by -1
6	Increase the duration by 1 hour
15	Increase the duration by 1 day

5: Possess Creature

"Eiga skopjaten"

- **Cost/Modifier:** 10/-10
- **Type:** Preserving
- **Duration:** 10 minutes
- **Range:** 100 meters
- **Weaving time:** 1 minute

The spell enables an enchanter to transfer their consciousness into an intelligent being's body. To accomplish this, the enchanter must have the victim within the spell's range and line of sight. It is not possible to possess a creature who, for some reason, cannot be seen. The victim can resist this intrusion by succeeding on a Situation roll with a Situation value of 6 (Psyche modifiers apply).

If the spell is successful, the enchanter's consciousness transfers to the victim, who loses all control over its body. From this point, the enchanter can embrace the creature's characteristics such as speech and abilities as if their own, without any resistance. When the enchanter leaves their own body to take control of the victim, their body is left behind in a deep slumber.

Once inside the victim, the enchanter can move as far as desired from their own body without having to maintain spell range. However, the enchanter must be careful to return within range before the spell ends. If the victim is killed or the spell's duration expires before the enchanter returns within range, the enchanter's consciousness is ripped violently back to their body. The experience is so traumatic that the enchanter undergoes extreme shock, permanently loses 1d6 of their vitner capacity, and falls into a deep slumber for 1d6 days.

LEVELS OF POWER: POSSESS CREATURE

Cost	Extra Levels of Power
1	Increase the range by 10 meters
1	Increase the duration by 1 minute
2	Decrease the victim's chance of succeeding on the Situation roll by -1
4	Increase the range by 100 meters
6	Increase the duration by 1 hour
15	Increase the duration by 1 day

5: Mind Reading

"Húgfreska"

- **Cost/Modifier:** 10/-10
- **Type:** Preserving
- **Duration:** 6 action rounds
- **Range:** Contact
- **Weaving time:** 3 action rounds

The enchanter can read a creature's memories simply by touching it. The enchanter observes a sequence of images that broadly explains the creature's history, ranging up to one year back in time. For every 2 action rounds that pass during the spell, the enchanter can try to learn one big secret that the creature is trying to hide.

The enchanted creature immediately senses that someone else is in their mind and searching the scattered memories (at increased ranges, the creature cannot know who is reading their memories). The creature can hide a particular secret from the enchanter with a Situation roll with a Situation value of 6 (Psyche modifiers apply). On a success, the enchanter has to weave a new Mind Reading spell over the creature to try to discover the withheld information. But even if the enchanter is blocked from learning that secret, they can continue to look for other secrets until the duration of the spell is up.

LEVELS OF POWER: MIND READING

Cost	Extra Levels of Power
1	Increase the duration by 2 action rounds
2	Increase the range by 5 meters (contact is no longer necessary)
2	Decrease the victim's chance of succeeding on the Situation roll by -1
4	Increase the duration by 12 action rounds
5	The bewitched is unaware of the enchanter's presence (secrets are still hidden as before)
8	Increase the range by 50 meters

Power of Vision

"Skönjakraftla"

The enchanter has learned to master the astral consciousness possessed by every living being. Objects also have a form of astral consciousness, but it is considerably less advanced than that of a living being. By slipping into a trance during the spell's weaving time, the enchanter can perform various spells related to the unseen astral plane.

Methods of visiting the astral plane can be quite different, as everyone has different ways of focusing. Some enchanters stare into flame or a bed of hot coals, others use a large trunk, and a few more use the sun or moon. Players can decide how their enchanters perform the ritual.

Since everything physical is mirrored on the astral plane, the enchanted is able to see how things really look. The mage can see the vitner's flow that surrounds everyone, follow the tracks of a creature as easily as following light in the darkness, see far into the distance, and know things for what they really are.

Negations for Power of Vision

Whenever the enchanter weaves an astral projection of any kind, the surrounding environment might be exposed to unusual images from the beyond. Blurred images of strange objects or otherworldly creatures become visible in the real world for a moment or two. For many, this can be a terrifying experience. The game master determines whether an image becomes visible or not, what bizarre thing is shown, where it manifests, and the resulting consequences. The negation is rather straightforward since when vitner causes one person to see things more clearly, other things fade or blur. Tracks disappear and people's eyesight grows blurry and weak, and what normally would be obvious suddenly becomes very difficult to note.

Vitner Type Effects for Power of Vision

- **White Vitner:** Levels of power cost -1, but no less than 1 per level.
- **Vaagrivitner:** No modifier.
- **Dark Vitner:** Levels of power double in cost.

Power of Vision embodies light and creation by nature. Its effect is to grant knowledge, paving the way for truth and destroying falsehood.

1: Tracking

"Sporskönja"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 2 action rounds

The spell allows the enchanted character to easily see and track another creature's footprints on the ground. The tracks light up with a reddish glow that only the enchanted person can see. If the creature being tracked crossed a body of water at some point or traveled in a manner that does not leave tracks (such as jumping



over a ravine, swimming, or riding a horse), small pieces of vitner light will collect on the water or in the air to indicate the direction. The enchanter can also follow tracks of a creature that has been enchanted with the Traceless spell.

In order to use the vitner to track a creature, the enchanter must possess a single hair, a drop of blood, a fingernail, or something similar from the one being pursued. The object used will be consumed once the enchanter successfully weaves the spell, so the spell cannot be repeated unless the enchanter finds another item from the creature.

LEVELS OF POWER: TRACKING

Cost	Extra Levels of Power
2	Increase the duration by 1 hour
2	Increase the range by 5 meters (contact is no longer necessary)
6	Increase the duration by 12 hours

2: Scanning

"Tingspyrja"

- **Cost/Modifier:** 4/-4
- **Type:** Preserving
- **Duration:** 9 action rounds
- **Range:** Contact
- **Weaving time:** 1 minute

By touching an object and slipping into a trance, the enchanter can explore its memories through the astral plane. The enchanter receives a sequence of images that broadly describe the object's history but can only perceive events ranging up to one year back in time. For every 3 action rounds that the enchanter spends under the spell, they recall a significant event from the object's history. They can also ask specific questions of the object, such as who was the last person to hold it. The answer to each question also takes 3 action rounds to complete. What the enchanter sees or learns is always up to the game master to determine.

LEVELS OF POWER: SCANNING

Cost	Extra Levels of Power
1	Increase the range of history that the enchanter can perceive events from by 1 year
3	Increase the duration by 3 action rounds

2: Far Sight

"Fjarrskönja"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 2 action rounds
- **Range:** Contact
- **Weaving time:** 1 action round

The mage concentrates on a space, and the swirling energies there form

a tunnel of compressed air and energy. While the enchanted character looks through the tunnel, the vitner works like a telescope, enabling that character to see things up to 500 meters away as if there were only a few meters between them. The enchanted person can focus on anything within that range at will, without losing any clarity.

Far Sight improves the Skill Value to hit with ranged weapons at a long distance by +1. This bonus is also considered when determining the maximum distance of the long-range weapon.

LEVELS OF POWER: FAR SIGHT

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
1	Increase the range of sight by 100 meters
2	Increase the range of casting the spell by 5 meters (contact is no longer necessary)
2	Affect an extra being (with the spell's basic version)
3	Increase the range of sight by 500 meters
4	Increase the duration by 1 minute
4	Increase the modifier for long-range weapons by an additional +1
10	Increase the range of sight by 10 kilometers

3: Seeing

"Edliauga"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 1 minute

The spell enables the enchanted to see as clearly as if it were day, even in the most prohibitive circumstances. For the duration of the spell, the enchanted character's eyesight is unrestricted, regardless of darkness, fog, smoke, brightness, or spells that impair vision. However, the enchanted character cannot detect things that they would not be able to see under normal conditions.

The Seeing spell can also be used to cancel the effects of spells that impair vision (effective for the spell's duration), such as Vision/Blindness.

LEVELS OF POWER: SEEING

Cost	Extra Levels of Power
2	Increase the range by 5 meters (contact is no longer necessary)
2	Increase the duration by 1 hour
4	Affect an extra being (with the spell's basic version)
6	Increase the duration by 1 day

3: Espionage

"Hlustspyrja"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting/Preserving
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 1 action round/5 action rounds

The mage can enchant an object in their possession (1 action round), then plant it strategically and use it to perceive whatever is happening around it. For the duration of the spell, the enchanter can view whatever is happening around the object at any point by slipping in a trance (weaving time of five action rounds) and temporarily shifting their consciousness into the object. Once the enchanter has put the spell on the object, the distance between them no longer matters. Right before the spell expires, the enchanter can choose to see everything that has happened around the object for the duration, all at once. The memories of events appear instantaneously, just as if they were the enchanter's own memories.

LEVELS OF POWER: ESPIONAGE

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
4	Increase the duration by 1 day
12	Increase the duration by 1 week

4: Astral Voyage

"Dimvandr"

- **Cost/Modifier:** 8/-8
- **Type:** Preserving
- **Duration:** 5 minutes
- **Range:** Personal
- **Weaving time:** 10 minutes

By leaving the material plane of existence, the enchanter allows their spirit to move freely through the environment at an incredible rate of 1 kilometer per minute. The enchanter's spirit travels on the border between Trudvang and Dimhall where they can still perceive things in Trudvang, but everything appears gray, misty, and fading.

After the enchanter's spirit has left their physical body, the body goes into hibernation. The enchanter can see and hear as normal while in spirit form. However, they are unable to interfere or communicate with their environment. The astral body is completely transparent, as it is purely composed of the enchanter's consciousness. The astral body is immune to physical attacks and immediately knows if the physical body is hurt in any way.

The enchanter must be careful to return to their body before the spell runs out. If the enchanter fails to do so, their consciousness is ripped through the astral plane back to the physical body where it belongs. The experience is so horrible and painful that the enchanter undergoes extreme shock, permanently loses 1d6 in vitner capacity, and falls into a deep slumber that lasts for 1d6 days. The physical body suffers 1d10 (OR 10) points of damage from the ripping effect.

The astral body can be detected only through use of the spell True Sight. Another enchanter who discovers the astral body can banish it back to its physical body using the spell Dispel Vitner. The banished one then experiences the same effects as if the duration of the spell ended.



LEVELS OF POWER: ASTRAL VOYAGE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the movement speed by +1 kilometer per minute
6	Increase the duration by 1 hour
18	Increase the duration by 1 day

4: Read Vitner

"Vitnaskönja"

- **Cost/Modifier:** 8/-8
- **Type:** Instant
- **Range:** Contact
- **Weaving time:** 1 hour

The spell gives the enchanter the ability to carefully observe the vitner patterns that surround an object or creature and discern any spells that have been woven over it. These observable spells were woven using one of the three types of vitner (white vitner, vaagrivitner, or dark vitner), and it is helpful if the enchanter weaving Read Vitner uses the same type. If an enchanter uses the same type of vitner, they receive a positive modifier of +2 on the subsequent Situation roll.

When the enchanter starts examining an object or creature, the least advanced (lowest level) spell is observed first. The enchanter must then succeed on a Situation roll to reveal the spell's secrets. If the object or creature is enchanted with more than one spell, the enchanter sees the spells in order of their complexity. The table below shows the Situation values needed to reveal a spell.

READ VITNER SITUATION VALUES

Spell Level	Situation Value
1	10
2	8
3	6
4	4
5	2

A successful Situation roll means that the enchanter has managed to identify a spell woven over the object or creature, and also knows how to activate that magic in things such as magical items. If the enchanter fails to discern a spell, they cannot proceed to reading the next spell. A failure still makes it apparent to the enchanter that there are one or more spells woven over the object, but not which ones. Read Vitner can also be used to discover if a creature has one or more magical abilities, but not what they are.

LEVELS OF POWER: READ VITNER

Cost	Extra Levels of Power
1	Increase the chances of succeeding on a Situation roll by +1 (the enchanter can add this effect prior to each new roll)
2	Increase the range by 5 meters (contact is no longer necessary)

5: True Sight

"Sannskönja"

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Weaving time:** 2 action rounds

This spell allows a humanoid or creature's eyes to be enchanted such that they recognize the vitner patterns of illusion that surround beings and objects. The target is immediately able to see through all illusions, camouflage, and magical images. The spell also grants the target the ability to see any objects and beings who might be invisible (whether by their very nature or through an ability). Objects or creatures that are invisible or camouflaged through spells appear to the target as if they are not enchanted at all.

The effective range of this true sight is 25 meters in the basic version.

The enchanter can also use the spell to determine if an object or creature has been enchanted and had its vitner manipulated in other ways beyond that of illusions. To achieve this, a successful Situation roll is required with a Situation value based on the spell woven over the object or creature (see the table below). The roll may be modified according to the game master's wishes, and should always be rolled in secret by the GM, if the player is asked to roll, they will realize that there is something to be found in the object. However, the enchanter has no way of identifying what spell the creature or object has been enchanted with without also using the spell Read Vitner.

TRUE SIGHT SITUATION VALUES

Spell Level	Situation Value
1	12
2	10
3	8
4	6
5	4

LEVELS OF POWER: TRUE SIGHT

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
1	Increase the chance to see if a spell has been put on a creature or object by +1
2	Increase the range by 5 meters (contact is no longer necessary)
2	Increase the effective range by 5 meters
3	Affect an extra being (with the spell's basic version)
3	Increase the duration by 10 minutes
5	Increase the effective range by 25 meters
6	Increase the duration by 1 hour

Soil Craft

"Jördkraftla"

The enchanter has learned to control the vitner that flows within and around the rich ground of Trudvang. By concentrating on a single place, they can get soil and stone to sink or quake. The enchanter can also shape the land according to their wishes, making it take new shape or curl away as if paving a path. It's also possible

to enchant a fistful of clay and hurl it toward an adversary, causing devastating damage when the clay grows significantly in size and increases the speed of its lethal course. With this craft, the enchanter can even go so far as to transform a living creature to stone.

Negations for Soil Craft

When an enchanter weaves a spell, the negation is usually the opposite. A seeming exception is that when an enchanter causes a quake, the negation is also a quake that happens elsewhere, shifting land in one place causes land to shift in opposite ways somewhere else, and both result in a quake. If the enchanter creates a quagmire, a marsh already present will dry up for a moment. If they shape soil and stone in a desired way, elsewhere another creation of such material returns to its origins, such as a mound sinking back into the ground, or an excavated pathway shattering. If the enchanter hurls a vitner-woven rock against an opponent, stone in another location disappears as the vitner filches it to amplify what was thrown (which can be devastating if the stone that disappears has an important place in a building or structure).

Vitner Type Effects for Soil Craft

- **White Vitner:** Levels of power cost -1, but no less than 1 per level.
- **Vaagrivitner:** Levels of power cost -1, but no less than 1 per level.
- **Dark Vitner:** Levels of power cost +1.

Soil Craft is by nature balanced, but has heavy aspects of creation. The soil is the foundation that life needs to sprout in and though it is easily manipulated, it is also quite dangerous if not controlled.



1: Rock Throw

"Steinflegja"

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** 5 meters
- **Weaving time:** 1 action round

The enchanter picks up a small rock and throws it at a target within range. The vitner evoked by this spell causes the rock to grow to a normal-sized barrow stone as it hurls toward its target, inflicting 1d10 (OR 10) points of damage. Armor protects normally.

The enchanter does not need to throw the rock to enlarge it in this way. If they simply desire a huge stone for some reason, this spell works in the same manner as long as the enchanter has a small stone to begin with.

A target who carries a shield may be lucky and use it to block the gigantic stone, benefitting from its passive protection.

If the intended target has the Evade specialty, they can attempt to jump away from the attack and avoid injury as long as they have not yet acted during the action round, modifying the Skill Value by -1 for every point between their initiative and the current initiative.

LEVELS OF POWER: ROCK THROW

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Create a small stone in one's hand (no longer requiring one)
5	Increase the damage by one step: 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

1: Shape Soil

"Jördforma"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** 5 meters
- **Weaving time:** 2 action rounds

The spell transforms all forms of local ground and soil, making it soft and pliable like thick clay. The enchanter is then able to use the vitner to mold this enchanted clay into any desired shape up to the size of a stormhall. They have three minutes to shape the clay, and once that time has passed (or the enchanter is satisfied with the created shape), the clay returns to its original consistency, in the new shape the enchanter has given it. If an area of land is flat and low, it can almost seem as if new soil is created out of thin air as the enchanter uses the vitner to mold upward. However, it only appears to create new land because the spell draws from such a wide area around the enchanter that the minor drop in elevation is hardly noticeable (though it is up to the game master to decide if an area has enough soil). Likewise, if the enchanter chooses to level a clay structure or giant landmark, the subtle rise in elevation would hardly be noticed as the stone and soil spreads beneath one's feet.

The duration for the spell is 5 minutes, which indicates how long the molded land is able to maintain the new shape. As soon as the spell expires, the soil immediately returns to its original shape and placement. If any creatures or objects remain on or in the crafted soil at that time, the game master determines the outcome. Someone in a crafted hole or pathway would be trapped in the returning mass of land; someone on a molded staircase is likely to have their legs stuck in mud and soil once it shifts back to its original form.

LEVELS OF POWER: SHAPE SOIL

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
3	Increase the amount of affected soil by that of another stormhall, and increase the time to shape it by another 3 minutes
3	Increase the duration by 1 hour
10	Give the molded soil a permanent shape



2: Earthquake

"Jördabavur"

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Duration:** 1 action round
- **Range:** 10 meters
- **Weaving time:** 2 action rounds

The spell causes an area within the range to rumble with a single, heavy tremor. The affected area is 4 meters in diameter, and any objects within the area that are not firmly secured will fall or collapse. Firmly anchored objects such as trees and buildings are not affected to any great extent by the quake (aside from falling fruit, icicles, and so on), but they too might be affected at higher power levels (up to the game master to decide).

Any creatures caught within the tremor have to make an Agility Skill roll that is modified depending on their size, as shown in the table below, to avoid falling over. (See Creature Sizes in Game Master's Guide for more on size values.) A creature knocked to the ground by this spell also takes 1d6 points of damage. Creatures within the affected area (even if they do not fall over) have all their Skill Values and Situation values reduced by -3 for the duration of the spell.

EARTHQUAKE: CREATURE SIZES AND MODIFIERS

Size	Modifier
<1/3	-5
≥1/3 – 1/2	-2
≥1/2 – 1.5t	±0
≥1.5 – 3t	+3
≥3 – 5t	+5
≥5 – 10t	+7
≥10t	+10

If the spell is used underground, there is a 20% chance (1-4 on 1d20) that a landslide or cave-in occurs. The effects of this event are up to the game master to decide.

LEVELS OF POWER: EARTHQUAKE

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Increase the diameter of the affected area by 2 meters
3	Increase the duration in which all vulnerable creatures must make another Skill roll by 1 round
4	Increase the effect of the earthquake according to the table above

For every additional level of power that is added (Cost 3), it increases the risk of a landslide, modifiers to the Skill roll depending on the creature's size, and damage taken by fallen creatures (as indicated on the table above).

2: Quagmire

"Tröljörd"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 10 meters
- **Weaving time:** 3 action rounds

The spell creates a thick swamp in the form of a large circle with a diameter of 3 meters and a depth of 10 centimeters.

Water suddenly seeps into the soil and turns the ground into impassable mud. The movement capacity of anyone passing through the area is reduced by -1 for every 10 centimeters of depth. If someone in the affected area has their movement reduced to 0 or lower, they are stuck in the quagmire and unable to escape on their own until the spell expires or they get assistance. If someone throws a rope (or something similar) to the trapped character, and the victim succeeds on a Situation roll with a Situation value of 12 (Strength modifiers apply), they are able to crawl 1 meter per action round until free of the quagmire.

LEVELS OF POWER: QUAGMIRE

Cost	Extra Levels of Power
1	Increase the quagmire's diameter by 1 meter
1	Increase the depth by 10 cm
2	Increase the range by 5 meters
2	Increase the duration by 1 minute
6	Increase the duration by 1 hour

3: Soil Blast

"Jördfleigja"

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Range:** 10 meters
- **Weaving time:** 1 action round

The enchanter picks up a handful of soil from the ground (or a pocket) and hurls it at a target within range. On its path toward the target, the soil greatly increases in quantity and speed. After traveling only 2 meters, the soil has amassed its full strength and will blast its target at full power, inflicting 1d10 (OR 9-10) points of damage. Armor protects as usual, but the shrapnel has a Penetration Value of 1 (so it ignores 1 Protection Value).

A target who carries a shield may be lucky and block the blast of soil, benefitting from the shield's passive protection.

If the target has the Evade specialty, they can attempt to jump away from the attack and avoid injury as long as they have not yet acted during the action round, modifying the Skill Value by -1 for every point between their initiative and the current initiative.

LEVELS OF POWER: SOIL BLAST

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Create a handful of soil (no longer requiring one)
2	Increase the shrapnel's Penetration Value by +1
5	Increase the amount of shrapnel so it can hit another target (with the spell's basic version)
5	Increase the duration by 1 action round so the enchanter can throw another handful of soil in the next round (using the spell's basic version)
5	Increase the damage by one step: 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

3: Soil Walk

"Jördvandr"

- **Cost/Modifier:** 6/-6
- **Type:** Preserving
- **Duration:** 2 minutes
- **Range:** Personal
- **Weaving time:** 5 action rounds

The spell creates a coating of vitner around the target that pushes away any soil that comes close to them. In this way, the vitner permits the target to move through all types of soil uninhibited. Each action round, they can move through soil at a number of meters equal to their movement capacity divided by 4.

The vitner only repels soil that is static and unmoving. This spell cannot be used to avoid landslides or soil attacks unless the target were to travel below the soil that is moving.

Since the coating of vitner surrounds the target's body, they can carry only equipment and items that are held close to their body (no big backpacks). Every action round, the target decides which direction to travel by concentrating on that path. If their concentration is disturbed or interrupted, they slowly begin to sink deeper into the ground at a speed of 1 meter per action round. If the spell's duration expires while the target is still in the soil, it compacts tightly around them, imprisoning them. The trapped target cannot get free on their own. If their face is encased in soil when the spell runs out, they begin to suffocate as well.

LEVELS OF POWER: SOIL WALK

Cost	Extra Levels of Power
2	Increase the final movement capacity by +1 meter per action round (never higher than the creature's normal movement capacity)
2	Increase the duration by 1 minute
2	Change the range from Personal to Contact
3	Weave the spell over a second person who can also go into the soil (only if the range is Contact)
6	Increase the duration by 10 minutes

4: Shape Stone

"Steinforma"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** 5 meters
- **Weaving time:** 5 action rounds

The spell transforms all kinds of stone and ore, making it soft and pliable like thick clay. The enchanter is then able to use the vitner to mold this enchanted clay into any desired shape up to the size

of a stormhall. They have three minutes to shape the clay, and once that time has passed (or the enchanter is satisfied with the created shape), the clay returns to the stone's original consistency, in the new shape the enchanter has given it. If there doesn't appear to be much stone in an area where the spell is woven, it can almost seem as if the stone is created out of thin air as the enchanter begins gathering and molding. However, it only appears to create new stone because it is drawing every bit of rocky sediment from the ground and amassing it in a single spot. It is up to the game master to decide if the area has enough stone.

The duration for the spell is 5 minutes, which indicates how long the stone is able to maintain the new shape. As soon as the spell expires, the stone immediately returns to its original shape and placement. If any creatures or objects remain on or in the crafted rock at that time, the game master determines the outcome. Someone in a crafted hole or pathway would be trapped in the returning stone; someone on a molded staircase is likely to have their legs stuck in rock once it shifts back to its original form.

LEVELS OF POWER: SHAPE STONE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
3	Increase the amount of affected stone by that of another stormhall, and increase the time to shape it by another 3 minutes
3	Increase the duration by 1 hour
20	Give the molded stone a permanent shape

4: Stone Walk

"Malmavandr"

- **Cost/Modifier:** 8/-8
- **Type:** Preserving
- **Duration:** 2 minutes
- **Range:** Personal
- **Weaving time:** 5 action rounds

The spell creates a coating of vitner around the target that pushes away any stone or metal that comes close to them. In this way, the vitner permits the target to move through all types of stone and ore uninhibited. Each action round, they can move through it at a number of meters equal to their movement capacity divided by 4.

The vitner only repels stone and metal that is static and unmoving. This spell cannot be used to pass through metal or stone weapons since they are in motion.

Since the coating of vitner surrounds the target's body, they can carry only equipment and items that are held close to the body (no big backpacks). Every action round, the target decides which direction to travel by concentrating on that path. If their concentration is disturbed or interrupted, they slowly begin to sink deeper into the rock at a speed of 1 meter per action round. If the spell's duration expires while the target is still within the stone, it forms tightly around them, imprisoning them. The trapped target cannot get free on their own. If their face is encased in stone when the spell runs out, they begin to suffocate as well.

LEVELS OF POWER: STONE WALK

Cost	Extra Levels of Power
2	Increase the final movement capacity by +1 meter per action round (never higher than the target's normal movement capacity)
2	Increase the duration by 1 minute
2	Change the range from Personal to Contact
3	Weave the spell over a second person who can also go into the stone (only if the range is Contact)
6	Increase the duration by 10 minutes

5: Petrify/Remove Petrification

"Braskeltrölja/braskelbrotja"

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1d6 + 2 days
- **Range:** 10 meters
- **Weaving time:** 3 action rounds

The Petrify spell's energy is so powerful that it can turn a victim's body to stone. The victim's clothes and equipment are also turned to stone; however, magic items are spared (though they may be caught in a stone grip or stone pack). The victim can attempt to resist the transformation by making a successful Situation roll with a Situation value determined by their size, according to the table below (Psyche modifiers apply).

SIZE AND SITUATION VALUES

Size	Situation Value
<1/3	4
≥1/3 – 1/2	6
≥1/2 – 1.5t	8
≥1.5 – 3t	10
≥3 – 5t	12
≥5 – 10t	15
≥10t	19

If the victim fails the Situation roll, they are turned into solid stone, along with any equipment that is held, worn, or carried.

The stone is extremely hard and almost indestructible. The petrified victim has a Protection Value of 10 and a Break Value of 100. Once the Break Value is depleted, the victim takes damage as normal, and if they take double their Body Points in damage, the stone shatters and they die.

A victim who is turned to stone is in a complete daze and unable to perceive their surroundings or the passage of time. Therefore, they are no longer able to affect anything that happens around them. Once the spell's duration expires, the victim returns to their original form. It is possible to liberate a petrified creature using the spells Remove Petrification or Dispel Vitner.

A petrified creature is not attached to the ground in any way besides gravity, and can be moved by someone strong enough to do so. The statue weighs around ten times the victim's original weight.

The enchanter can also use the Remove Petrification version of this spell. By turning the vitner used to petrify a target, the enchanter can restore a stone creature to its original form. Using the spell in this



manner also restores any attached and unbroken equipment that was petrified. To successfully restore a petrified creature, the target must first succeed on a Situation roll with a Situation value of 12 (Constitution modifiers apply), modified depending on how long they have been a statue, according to the table below.

With a successful restoration, the victim awakens in the space of 1 action round. They have no realization of what happened, believing it is the moment immediately after they first were petrified, and they have no memory of the events that occurred or the time that elapsed. For the first three days, the victim feels very stiff, which halves their movement capacity and Skill Values for any Skill rolls or Situation rolls involving Dexterity. For the next three days following that, movement capacity and Skill Values increase to two-thirds their normal capacity. After six days, the victim completely recovers from the ordeal. The game master can alter this timeline depending on how long the victim was petrified.

PETRIFY/REMOVE PETRIFICATION MODIFIERS

Time	Modifier
< 1 day	+8
1-3 days	+4
4–7 days	+2
2 weeks	±0
3 weeks	-2
4 weeks	-4
2 months	-6
3 months	-10
6 months	-14
1 year	-18
10 years	-25
100 years	-35
>100 years	-50

LEVELS OF POWER: PETRIFY/ REMOVE PETRIFICATION

Cost	Extra Levels of Power
1	Increase the duration by 1 day
2	Decrease the victim's chance of succeeding on the Situation roll by -1
2	Increase the range by 5 meters
4	Increase the victim's chance to succeed on the Situation roll during restoration by moving up one step on the table (e.g. from -35 to -25, or -4 to -2)
5	Increase the duration by 1 month
20	Increase the duration by 1 year

Vitner Craft

"Vitnakraftla"

The enchanter has learned to use the purest form of vitner, which grants the power to influence how the vitner itself flows and shapes its surroundings. The enchanter has learned to manipulate the vitner in two ways: by injecting it and by diffusing it. Vitner Craft makes it possible to enchant objects and beings, create a link between characters to channel vitner through, create a pocket of vitner where physical objects can be stored, or create a physical sigil on an object that binds another spell to be triggered in various ways.

The enchanter has also learned to control the vitner in ways that dispel existing spells or increase an enchanted character's ability to resist them. They can also trace the particular vitner of spells and negations back to the mage that has woven them. The enchanter even learns to erect a barrier against vitner so it is difficult if not impossible to use it in a designated area.

Negations for Vitner Craft

The negations that occur when weaving a spell remain the direct opposite of what the spell invokes. If one being receives a beneficial enchantment, one or several other beings experience bad luck and horror for a while. When an enchanter creates a sigil, no negation occurs when the spell is bound to it, but an extremely large negation occurs when the spell is used. The reason for this amplified negation is that the vitner is formed and woven for a much longer period, during which the pressure builds up as it tries to return to its original shape.

When an enchanter protects against a vitner attack, the negation that occurs is the effect of the spell that was blocked, woven somewhere else in the world. The effect may not be as strong as the original, as it can occur with less potency in several places at the same time. When the enchanter takes vitner from a living being and places it in an object, nothing else happens, since the negation is the drawing out of vitner from the being. When the enchanter dispels vitner and returns it to its original shape, the resulting negation is various small spells that affect several places around Trudvang as the vitner twists back to its original form. If the enchanter creates a pocket with the vitner, nothing happens until an object is placed in the bag, at which time a similar object temporarily appears in another place. The negation for the vitner wall is far less noticeable than other spells' negations. Instead of something blatant, the negation makes it subtly easier to weave spells or be affected by them wherever the negation occurs.

Vitner Type Effects for Vitner Craft

- **White Vitner:** Levels of power cost -1, but no less than 1 per level.
- **Vaagrivitner:** No modifier.
- **Dark Vitner:** Levels of power double in cost.

Vitner Craft is manipulated and created through itself. Its power is to give knowledge, create, and control the very nature that empowers it.

1: Channeling

"Vitnasammel"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Weaving time:** 15 minutes

The enchanter can benefit from the help of others while weaving a spell. Any helper(s) must participate voluntarily. By succeeding with this spell, the enchanter gains 5 Vitner Points from the individual(s) helping. Because vitner is life, each Vitner Point drawn out this way also deals 1 point of damage to the assistant that it is drawn from. If there are several helpers, the vitner drawn and damage dealt is shared equally. Armor offers no protection against this damage, and the injury will heal normally. A helper cannot give more Vitner Points than the number of Body Points they have left.

The channeled Vitner Points can be used as a one-time bonus to the enchanter's vitner capacity. If the enchanter has not used all of the transferred Vitner Points by the time the spell expires, those that remain unused disappear.

LEVELS OF POWER: CHANNELING

Cost	Extra Levels of Power
1	Increase the amount of transferred Vitner Points by +1
2	Increase the range by 5 meters (contact is no longer necessary)
1	Increase the duration by 1 minute
5	Increase the duration by 1 hour
5	Increase the amount of transferred Vitner Points by +10
10	Increase the duration by 1 day

1: Vitner Pouch

"Vitnasakje"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 1 minute

The enchanter weaves vitner together to create an astral pouch. This bag is not visible in the physical world, and only the enchanter or those who understand vitner are able to perceive it. Furthermore, only those who can see the pouch can carry it. The bag can hold any objects or beings with a combined weight of up to 2 kg. Anything kept in the pouch adds no extra weight for the carrier.

A creature who unwittingly gets caught in the pouch can attempt to free itself by making a successful Situation roll with a Situation value of 8 (Psyche modifiers apply).

If the spell's duration expires and there are still objects in the pouch, all of them fall out next to the enchanter.

It takes 1 action round to take an object out of the pouch.

LEVELS OF POWER: VITNER POUCH

Cost	Extra Levels of Power
1	Increase the total weight that can be stored in the bag by 1 kg
2	Increase the duration by 1 hour
2	Lower the Situation roll for any being attempting to get out of the bag by -1
4	Increase the total weight that can be stored in the bag by 10 kg
6	Increase the duration by 1 day
12	Increase the total weight that can be stored in the bag by 100 kg
15	Increase the duration by 1 week

2: Enchant Object

"Kraftlatrolja eftnating"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 6 action rounds
- **Range:** Contact
- **Weaving time:** 3 action rounds

The spell is woven over a designated object within range, which is then imbued with vitner that enhances its properties.

The vitner is woven together as a beneficial energy surrounding the object. The enhancing energy grants any person a positive modifier of +2 to all Skill Values and Situation values whenever the object is used. The enchantment also increases the damage of weapons by +1, the Protection Value of armor or weapons by +1, and the Breach Value by +10.



LEVELS OF POWER: ENCHANT OBJECT

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters (contact is no longer necessary)
3	Increases the SV modifier by +1 when using the object
3	Increase the weapon's damage by +1, weapon/armor's Protection Value by +1, and Breach Value by +10
3	Increase the duration by 1 minute
8	Increase the duration by 1 hour
15	Increase the duration by 1 day

3: Anti Magic

"Motravitn"

- **Cost/Modifier:** 6/-6
- **Type:** Preserving
- **Duration:** 2 action rounds
- **Range:** Contact
- **Weaving time:** 1 action round

The spell creates a film of protective vitner around the target. This film protects the target against all forms of magic and can be woven over beings or objects. Any magic directed toward the target must penetrate the film in order to be able to affect it. To prevent a spell from penetrating the film, the initial enchanter (the one maintaining the Anti Magic spell) needs to succeed on a Situation roll with a Situation value based on the attacking enchanter's spell level, as shown in the table below.

ANTI MAGIC'S SITUATION VALUE

Spell Level	Situation Value
1	10
2	8
3	6
4	4
5	2

If the incoming spell has extra levels of power that lower the target's chance to succeed on a Situation roll, the enchanter attempting to stop the spell also receives the same negative modifier. If the enchanter succeeds on the roll, the vitner is neutralized and the prevented spell has no effect.

LEVELS OF POWER: ANTI MAGIC

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters (contact is no longer necessary)
2	Increase the chance to succeed on the Situation roll by +1
4	Increase the duration by 1 minute
5	Change the spell type from Preserving to Lasting
10	Increase the duration by 1 hour

3: Enchant Being

"Kraftlatrolja skopjaten"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 4 action rounds
- **Range:** Contact
- **Weaving time:** 3 action rounds

The spell weaves together a layer of beneficial vitner around a target within range. The energy grants the target an additional positive modifier of +1 on all Skill Values and Situation values for the duration of the spell.

LEVELS OF POWER: ENCHANT BEING

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters (contact is no longer necessary)
3	Affect an additional being (with the spell's basic version)
3	Increase the positive modifier by +1
4	Increase the duration by 1 minute
12	Increase the duration by 1 hour

4: Seal

"Bindjakraftla"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** Until activated
- **Range:** 3 meters
- **Weaving time:** 1 minute

The magic in the Seal spell binds another spell within it, which is later added to an object. The enchanter first needs to weave the Seal spell and then weave whichever spell they wish to bind within it. After this is successful, the enchanter connects the bound spell to an object of their choosing. That spell becomes sealed in the object and remains latent until activated. If the seal is dispelled with the Dispel Vitner spell, the bound spell is activated rather than dispelled (unless the bound spell is dispelled first, before the seal is dispelled).

The magical seal is placed on the object as soon as the enchanter signs the seal's pattern on it with their fingers and establishes the trigger that breaks the seal and unleashes the magic bound within. Examples of triggers include whenever someone touches the object, whenever the object changes possession, or whenever someone attempts to dispel the seal. It is up to the enchanter to decide the conditions, as approved by the game master.

The enchanter can also add a time delay, causing the spell to be triggered after a designated amount of time instead of by a specific trigger. The amount of time cannot be longer than one year.

The seal's magic is triggered immediately once its activation requirements are fulfilled. The area that can be affected by the unleashed spell is 3 meters around the seal.

If desired, the enchanter can designate a way to break the seal and harmlessly disperse the vitner within without activating the bound spell (but still losing it). For example, this could be done by pushing the center of the object with three fingers, or by whistling a specific note or sequence.

It is impossible to see the seal by normal eyesight (unless the enchanter chose to make the seal visible). However, the seal can be observed with the use of spells such as True Sight or Read Vitner.

Only spells of the Lasting or Instant types can be bound within the seal, and the basic version of a seal can contain only first-level spells.

An enchanter can have multiple spells bound in seals at the same time. The number is equal to the enchanter's maximum vitner capacity.

LEVELS OF POWER: SEAL

Cost	Extra Levels of Power
2	Add another triggering condition
2	Increase the seal's range by 5 meters
3	Increase the spell level that can be bound within the seal (from a first-level spell to a second-level spell, from a second-level spell to a third-level spell, and so on)



4: Dispel Vitner

"Brotja vitner"

- **Cost/Modifier:** 8/-8
- **Type:** Instant
- **Range:** 5 meters
- **Weaving time:** 2 action rounds

The magic of the Dispel Vitner spell neutralizes a designated spell that has been woven over an object or being. However, Dispel Vitner can only neutralize magic that was woven with a limited duration, as vitner woven for a permanent effect cannot be dispelled (unless noted in the spell's description).

The spell to be neutralized could use white vitner, vaagrivitner, or dark vitner. If the enchanter attempting to dispel it uses the same type of vitner, they receive a positive modifier of +2 to the Situation value for the attempt.

To succeed with Dispel Vitner, the enchanter must succeed on a Situation roll. The Situation value for this depends on the strength of the spell to be neutralized, as shown in the table below. If the roll succeeds, the spell's vitner is neutralized and dispersed.

DISPEL VITNER'S SITUATION VALUE

Spell Level	Situation Value
1	10
2	8
3	6
4	4
5	2

LEVELS OF POWER: DISPEL VITNER

Cost	Extra Levels of Power
2	Increase the chance to succeed on the Situation roll by +1
2	Increase the range by 5 meters

5: Trace Vitner

"Vitnaspor"

- **Cost/Modifier:** 10/-10
- **Type:** Instant
- **Range:** 10 meters
- **Weaving time:** 3 action rounds

The enchanter weaves the vitner in a way that reveals the origin of a spell or negation. The effect of the spell or negation must have taken place within Trace Vitner's listed range, and can be traced only if the effect is still active or was deactivated less than an hour ago. If Trace Vitner is successful, the enchanter learns the origin of the spell, which enchanter wove it, and where it was woven. If it is a negation that is being traced, the enchanter learns which specific spell caused the negation and where that spell took place.

To trace a spell or negation, the enchanter must make a successful

Situation roll. The Situation value for this roll depends on the strength of the spell to be traced, as shown in the table below.

TRACE VITNER SITUATION VALUE

Spell Level	Situation Value
1	10
2	8
3	6
4	4
5	2

LEVELS OF POWER: TRACE VITNER

Cost	Extra Levels of Power
1	Extend the limit for tracing vitner that has already ended by 1 hour
2	Increase the chance to succeed on the Situation roll by +1
2	Increase the range by 5 meters
4	Extend the limit for tracing vitner that has already ended by 1 day
5	Increase the range by 20 meters
10	Extend the limit for tracing vitner that has already ended by 1 week

5: Wall of Vitner

"Vitnahinner"

- **Cost/Modifier:** 10/-10
- **Type:** Preserving
- **Duration:** 5 action rounds
- **Range:** 10 meters
- **Weaving time:** 2 action rounds

The enchanter forms a circular wall of vitner with a diameter of 2 meters. This wall protects against any spells that try to affect something on the other side of the wall. If a spell is centered outside the wall but has an area of effect that reaches beyond the wall, the spell needs to get past the vitner wall's defense in order to have any effect.

To protect against spells attempting to breach the vitner wall, the enchanter must succeed on a Situation roll every time a spell tries to break through. The Situation value depends on the level of the incoming magic, as shown in the table below.

If the vitner wall manages to protect against a spell, no effects from the magic can pass through the wall.

WALL OF VITNER'S SITUATION VALUE

Spell Level	Situation Value
1	12
2	10
3	8
4	6
5	4

LEVELS OF POWER: WALL OF VITNER

Cost	Extra Levels of Power
1	Increase the chance to succeed on the Situation roll by +1
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
3	Increase the wall's diameter by 1 meter
3	Increase the duration by 1 minute
5	Change the spell type from Preserving to Lasting
8	Increase the duration by 1 hour
10	Increase the wall's diameter by 5 meters

Vitner of Objects

"Efnatingvitna"

By examining the vitner within and around an object, the enchanter can sense the object's structure as well as direct and control its functions. The enchanter can accomplish tasks such as securing and opening locks, or merging two similar objects so that they become one, and are now inseparable. The enchanter can also change the composition of an object's vitner in order to change the object itself. This may involve giving the object a protective layer against moisture, reducing or enlarging an object, or altering its appearance and characteristics. The enchanter can also create an alarm out of a standard object by giving it a supplement of vitner that will be unleashed when a designated event occurs in its environment.

Negations for Vitner of Objects

When an enchanter changes an object's characteristics or appearance, the resulting negation means that one or more items elsewhere are also altered for a short period of time. Impermeable objects suddenly start to leak whenever the enchanter waterproofs an object, an object grows significantly whenever the enchanter reduces another and vice versa, and the appearances of one or more objects shift whenever the enchanter manipulates an object's appearance. When an enchanter alarms an object, the negation doesn't occur until the alarm has been activated. When the alarm does go off, the negation varies; perhaps a bell, jingle, or clock is muted, or something else that makes sounds to designate the time, such as a rooster or crickets, goes silent. When the enchanter uses the vitner to pick a lock, another lock freezes shut; if two objects are merged, two others fall apart; and so on.

Vitner Type Effects for Vitner of Objects

- **White Vitner:** No modifier.
- **Vaagrivitner:** No modifier.
- **Dark Vitner:** No modifier.

Vitner of Objects is neither balanced nor unbalanced. It manipulates, strengthens, or weakens. It can be just as destructive as creative, so it is wielded equally with any type of vitner.

1: Detect Composition

"Skönja efnating"

- **Cost/Modifier:** 2/-2
- **Type:** Preserving
- **Duration:** 10 action rounds
- **Range:** Contact
- **Weaving time:** 2 action rounds

The enchanter can identify all non-organic materials, such as metals and

gemstones. An enchanter who finds an object, weaves this spell, and touches the object will immediately know what substances it is composed of and the quantities of each substance. They might even discover how an object is constructed. Although the enchanter cannot see straight through the object, they might discover that inside the object is another object altogether composed of metal, that inside the object is a hollow cavity created to contain something else, and so on.

The enchanter is unable to evaluate the object's material unless they have an idea of how much it is worth. The spell does not allow the enchanter to discover magical characteristics of the object.

LEVELS OF POWER: DETECT COMPOSITION

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters (contact is no longer necessary)
3	Increase the duration by 1 minute
6	Increase the duration by 1 hour



1: Waterproof

"Vanngegna"

- **Modifier:** None
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 1 action round

The spell creates a watertight seal around organic materials such as fabric or leather, and seals the cracks between assembled planks or similar construction. The enchanted surface becomes completely impermeable, but receives no other enhanced characteristics. The enchanter can waterproof any surface up to the area of a large tent by touching the material.

LEVELS OF POWER: WATERPROOF

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the range by 5 meters (contact is no longer necessary)
2	Increase the amount of affected material by the area of another big tent
3	Increase the duration by 1 day
8	Increase the duration by 1 week
10	Increase the amount of affected material by the area of a longhouse

2: Bind

"Sigla"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** Contact
- **Weaving time:** 1 action round

The spell weaves the vitner of two objects together, binding them as if they were joined using an incredibly powerful glue. The items must fit well together, not be in motion, and not consist of living matter. For example, one cannot bind a door frame to an unlucky person passing through it. Appropriate targets to bind include door and door frame, lid and box, sword and scabbard, boulder and cave opening, drawer and hatch, or cork and bottle.

The two objects become one for the spell's duration and cannot be separated by normal means. It is possible to use force on the objects, such as by bashing through a door that is bound to a door frame, but the objects will not open in a normal fashion or separate cleanly. The enchanter, however, can separate the objects whenever they want to.



LEVELS OF POWER: BIND

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters (contact is no longer necessary)
3	Increase the duration by 10 minutes
6	Increase the duration by 1 hour
15	Increase the duration by 1 day

2: Rust

"Röste efnating"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Contact
- **Weaving time:** 1 action round

The enchanter touches an object, which immediately begins to rust if it is made of metal, crumble if it is made of stone, rot and fray if it is made of fabric, and so on. The mechanical effect of this means that the object's quality level is lowered by one step, for example, from Normal to Poor, for the duration of the spell. (See the Quality table under Equipment in the Game Master's Guide for more information on quality levels.) Magical objects are not affected by this spell.

The effect can be made permanent with a level of power. Even if made permanent, an object affected by Rust can still be restored with the Dispel Vitner spell.

LEVELS OF POWER: RUST

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters (contact is no longer necessary)
2	Lower the object's quality level one step further
3	Increase the duration by 1 minute
8	Increase the duration by 1 hour



3: Alarm Object

"Vakefnating"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 hours
- **Range:** 10 meters
- **Weaving time:** 1 minute

The enchanter weaves a delicate fabric of vitner around an object, which will trigger an alarm woven into it the moment it is disturbed. The spell is woven over an object together with a designated condition. The condition must be precisely defined and based on physical events that must occur within 10 meters of the object.

Once the specified condition is met, the enchanter is immediately made aware, no matter how far away they may be. The enchanter can also choose to have a very loud, conspicuous noise blare from the object, causing everyone within range to suffer -3 on all Skill Values and Situation values that involve hearing for the next 1d3 days. To avoid this negative modifier, the victim must succeed on a Situation roll with a Situation value of 8 (Constitution modifiers apply). Alternatively, the enchanter could let the alarm go entirely unnoticed by those who triggered it.

Examples of acceptable conditions: a being of a particular species comes within range, a certain person comes within range, anything living moves within range, something comes in contact with or moves the object, and so on.

LEVELS OF POWER: ALARM OBJECT

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
1	Increase the range by 10 meters
4	Create another alarm on the object with another condition
4	Increase the duration by 1 day
4	Increase the range by 100 meters
12	Increase the duration by 1 week
16	Increase the range by 1,000 meters

3: Unlock/Lock

"Vidvanga"

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Range:** Contact
- **Weaving time:** 1 action round

The spell works like a universal key that can open any locked doors, drawers, chests, or similar items. By simply touching the locked object and enchanting it, the enchanter can attempt to either unlock or lock it with a Situation roll (Situation value determined by the type of lock, as shown on the table below). The spell cannot unlock or lock magical locks.

UNLOCK/LOCK SITUATION VALUES

Type of Lock	Situation Value
Grapple	14
Hook	12
Wedge	10
Door bar	8
Simple padlock	6
Advanced lock	4
Dwarvish lock	2

LEVELS OF POWER: UNLOCK/LOCK

Cost	Extra Levels of Power
1	Increase the chance to succeed on the Situation roll by +1
2	Increase the range by 5 meters (contact is no longer necessary)

4: Enlarge/Reduce Object

"Tingvidge/tingknyttje"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 4 minutes
- **Range:** Contact
- **Weaving time:** 3 action rounds

The spell enlarges or reduces a designated object that is less than or equal to 2 dm^3 (the shape of the object can be 1 cm thick, 40 cm wide, and 50 cm long, which is equal to 2,000 cm^3 or 2 dm^3). The enchanter can make it grow twice as large or shrink to half its size; either way, the weight of the object remains constant. The enchanter can also distort the object's dimensions a bit so that, for example, it grows only in length, but not width, like a rope getting longer but not thicker.

When enlarged, a narrow rope of 5 meters (2 cm × 2 cm × 500 cm) may be 10 meters long (fully doubled in length); when reduced, the rope may be 2.5 meters long (fully halved in length).

LEVELS OF POWER: ENLARGE/REDUCE OBJECT

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
1	Increase the amount of affected material by 1 dm^3
2	Increase the range by 5 meters (contact is no longer necessary)
3	Increase the amount of affected material by 10 dm^3
4	Increase the duration by 10 minutes
8	Increase/decrease the effect by an additional x2
10	Increase the duration by 1 hour

4: Alter Object

"Tingbreijtja"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** Contact
- **Weaving time:** 5 action rounds

The spell affects any object with a size equal to or smaller than a large box. The enchanter may choose one of the following alterations when enchanting the object:

Alter Appearance: The enchanter can change the object's appearance to any shape desired. The object is shaped entirely by the enchanter's thoughts and maintains this position for five minutes, according to the basic version of the spell.

Alter Characteristics: The enchanter can change the object's characteristics, such as hard surfaces becoming soft and vice versa. In this case, an object that was soft and flexible would thereafter

become impossible to bend or move, even though it looks the same as it did before. By strengthening an object, one can increase its Protection Value by +1 and Breach Value by +10. Other than using the changed object, the only way for anyone to recognize that it no longer has its proper shape or characteristics is through the use of the True Sight or Read Vitner spells. Once the spell ends, the object regains its original shape.

The enchanter can use levels of power to alter objects into more valuable items, though size parameters still apply (the size of a large box in its basic version). The new item can then be sold for far more than it is worth, and later it will turn back into the original object. This might begin long adventures in which the enchanter gains bitter enemies.

LEVELS OF POWER: ALTER OBJECT

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
1	Increase the affected amount by the size of another large box
2	Increase the range by 5 meters (contact is no longer necessary)
2	Increase the Protection Value by an additional +1 and the Breach Value by an additional +10
3	Increase the duration by 10 minutes
3	Increase the affected amount to the size of a coffin
5	Change the object's appearance and characteristics
6	Increase the duration by 1 hour

5: Create Object

"Efnatingkallja"

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 10 meters
- **Weaving time:** 1 hour for every 2 Vitner Points

This rare and powerful spell creates objects out of thin air. It is one of the most closely guarded magical songs of the mighty misturelves.

With the basic spell, the enchanter can only conjure objects that are tiny, extremely common, and useless. By adding extra levels of power, however, the object can be improved in terms of size, rarity, and quality according to the tables below.

The time it takes to conjure the object is a number of hours equal to half its total cost in Vitner Points. Thus, an object that costs 20 Vitner Points would take ten hours to conjure. Creating 1 kg of gold with normal quality that lasts one day (duration levels of power are listed below) would cost 44 Vitner Points (normal quality 6 + extremely rare 18 + normal size 6 + one day of duration 4 + cost of spell 10 = 44) and would take 22 hours to conjure.

LEVEL OF POWER FOR CREATE OBJECT

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the range by 10 meters
3	Increase the size by one step (for example, tiny to small)
3	Increase the quality by one step (for example, worthless to poor)
3	Increase the rarity by one step (for example, extremely ordinary to very ordinary)
4	Increase the duration by 1 day

Water Craft

"Vannkraftla"

The enchanter has learned to control the vitner that flows through water. By weaving the vitner in a certain way, they can locate water that might be nearby, create water in extremely dry places, and purify water gathered from foul substances or sources. The enchanter has also learned to control the water itself and can separate it so as to allow dry passage, walk on water as if it were made of solid ground, or dive into water without getting wet and travel through the element.

Negations for Water Craft

When an enchanter attempts to create water, the negation will naturally be that water disappears from somewhere else. When an enchanter finds a source of water and dries it out, another is filled or increased to overflowing; when the enchanter purifies the moisture from a foul substance or source, somewhere else a clean source becomes impure. If the enchanter controls water, somewhere else where water has been controlled (such as dams, vessels, or channels) the implements that contained it will break. This can be anything from a small leak to a massive hole in a reservoir wall.

CREATE OBJECT SIZE, RARITY AND QUALITY

Size	Rarity	Quality	Cost
Building (up to 10 tons, House/Tower)	Extremely rare (Gold)	Enchanted or divine	18
Huge (up to 1 ton, Ship/Low wall)	Very rare (Darkblood iron)	Legendary	15
Massive (up to 100 kg, Throne/Wagon)	Rare (Silver)	Masterful	12
Large (up to 10 kg, Bench)	Unusual (Iron)	Capital	9
Normal (up to 1 kg, Arm's length)	Ordinary (Copper)	Normal	6
Small (up to 1 hg, Jewelry)	Very ordinary (Stone /Wood)	Poor	3
Tiny (up to 10 grams, Coin)	Extremely ordinary (Soil/Grass)	Worthless	-

Vitner Type Effects for Water Craft

- **White Vitner:** Levels of power cost -1, but no less than 1 per level.
- **Vaagrivitner:** Levels of power cost -1, but no less than 1 per level.
- **Dark Vitner:** Levels of power cost +1.

Water Craft is by nature balanced, but also includes the act of creation. Water is the source of all life, and though it can be easily manipulated, it is dangerous if not controlled.



1: Find Water

"Vannfundr"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** 100 meters
- **Weaving time:** 2 action rounds

By concentrating on the flow of all vitner, the enchanter can locate all water sources and bodies of water within range. Once the enchanter picks up the scent of a water source, they maintain this sense of direction for the duration of the spell. However, at any time, they can cancel the vitner that is leading toward a specific source and instead pursue a new one discovered through the weaving. Water that is found this way could be foul, stagnant, or located deep underground. The spell does not work as easily when it is raining, because the raindrops disturb the enchanter's attempt. To find a water source in the rain, a Situation roll is needed with a Situation value of 10 (Intelligence modifiers apply) to keep from being distracted or misled by the rain.

LEVELS OF POWER: FIND WATER

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
1	Increase the range by 100 meters
4	Increase the duration by 10 minutes
4	Increase the range by 1 kilometer
10	Increase the duration by 1 hour

1: Purify Water

"Vannreina"

- **Cost/Modifier:** 2/-2
- **Type:** Permanent
- **Range:** Contact
- **Weaving time:** 1 minute

The spell filters water and removes all dangerous and unhealthy substances from up to 10 liters of liquid. The spell also works well when extracting water from mud. After filling a container with mud, the enchanter can weave the spell and then pour the soil and debris from the container while leaving pure water in its place.

LEVELS OF POWER: PURIFY WATER

Cost	Extra Levels of Power
2	Increase the range by 5 meters (contact is no longer necessary)
2	Affect an additional 10 liters of water
6	Affect an additional 100 liters of water
12	Affect an additional 1,000 liters of water
40	Affect a small lake

2: Breathe

"Andir"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** Contact
- **Weaving time:** 1 action round

The spell gives the enchanted gills on their neck, which allow them to breathe underwater just as easily as if they were in air.

LEVELS OF POWER: BREATHE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters (contact is no longer necessary)
2	Affect an extra being (with the spell's basic version)
4	Increase the duration by 10 minutes
10	Increase the duration by 1 hour

2: Form Water

"Vannforma"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** 5 meters
- **Weaving time:** 2 action rounds

By controlling the vitner that flows through a source of water within range, the enchanter can form and shape the water as desired. Just as a bowl keeps water in a specific shape, the vitner keeps the water in whatever shape the enchanter designates. The enchanter can shape an amount of water equivalent to the amount that would fill a stormhall. It takes three minutes for the water to fully take the desired shape, and it maintains that shape for five minutes. Once the duration for the spell expires, the water immediately returns to its original shape and place.

LEVELS OF POWER: FORM WATER

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Increase the duration by 1 minute
4	Affect an amount of water equivalent to the size of an additional stormhall
6	Increase the duration by 10 minutes
15	Affect an amount of water equivalent to the size of a large longhouse

3: Create Water

"Vannstraula"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Contact
- **Weaving time:** 1 minute

The enchanter creates a fountain of water that spurts from a desired place in the ground. In total, 30 liters of water flow out from the magical source (10 liters per action round). The water is as clean as spring water, and as long as the enchanter has something to collect it in, they never need to be thirsty.

LEVELS OF POWER: CREATE WATER

Cost	Extra Level of Power
1	Increase the duration by 1 action round (+10 liters)
2	Increase the range by 5 meters (contact is no longer necessary)
4	Increase the duration by 1 minute (+120 liters)
20	Increase the duration by 1 hour (+7,200 liters)

3: Solid Water

"Vannfast"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Weaving time:** 5 action rounds

The enchanter controls the vitner in the water so that it forms a hard surface beneath the enchanted character's feet. The enchanted person can then walk on water as if it were solid ground and move up to 5 meters per round in this manner. The affected area has a diameter of 1 meter and can hold up to 70 kg (only a creature of normal size will fit). The affected area moves constantly so it is always located beneath the individual the spell was woven over, who can direct the area by simply turning the way they want to go and walking on.

LEVELS OF POWER: SOLID WATER

Cost	Extra Levels of Power
1	Increase the strength of the surface by an additional 10 kg
1	Increase the duration by 1 minute
1	Increase movement by +1 meter per action round (up to maximum normal movement)
2	Increase the surface diameter by 1 meter (makes it possible for an additional creature of normal size to stand on the surface)
3	Increase the strength of the surface by an additional 50 kg
5	Increase the duration by 10 minutes
5	Increase the strength of the surface by an additional 100 kg



4: Control Precipitation

"Reignkraftla"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 1 hour

The spell can change the amount of precipitation that falls to the ground. The area that the enchanter can affect in this manner has a radius of 50 meters from the point where the enchanter wove the spell. The enchanter can increase or decrease the amount of precipitation one degree from the current amount, as outlined in the table below. In the spell's basic version, the center of the enchanted area is a static object or location, but by adding a power level it is possible to enchant a movable object, which means that the affected area can then be moved.

An enchanter cannot, without extra levels of power, create rain and snow from a clear blue sky.

CONTROL PRECIPITATION DEGREES

Degree	Precipitation
0	Clear blue sky
1	Cloudy. No precipitation
2	Light rain or very light snowfall
3	Rain or light snowfall
4	Persistent rain or snowfall
5	Pouring rain or snowstorm

LEVELS OF POWER: CONTROL PRECIPITATION

Cost	Extra Levels of Power
1	Increase the affected radius by 50 meters
2	Increase or decrease the strength by an additional degree
2	Increase the duration by 1 hour
3	Enchant a moveable object so the enchanted area is moveable
4	Increase the duration by 5 hours
4	Increase the affected radius by 500 meters
8	Increase the duration by 1 day
12	Increase the affected radius by 5 kilometers
20	Increase the duration by 1 week

4: Water Walk

"Vannvandr"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 2 minutes
- **Range:** Contact
- **Weaving time:** 1 minute

The spell makes it possible for the enchanted person to walk on water as if it were solid ground, or walk through it underwater. When they want to move across the surface of the water, a hard surface is created beneath their feet consisting of compressed vitner



LEVELS OF POWER: WATER WALK

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
1	Increase movement by +1 meter per action round (up to maximum normal movement)
2	Increase the surface diameter by 1 meter (makes it possible for an additional creature of normal size to stand on the surface)
3	Increase the strength of the surface so it can carry an additional 100 kg
5	Increase the duration by 10 minutes
5	Increase the surface diameter by 10 m (makes it possible for ten additional creatures of normal size, or one additional creature that weighs 10 times that of a normal-sized creature, to stand on the surface)
5	Increase the strength of the surface by an additional 200 kg
10	Increase the strength of the surface by an additional 1,000 kg
10	Increase the duration by 1 hour
10	Increase the surface diameter by 30 m (makes it possible for 30 additional creatures of normal size, or three additional creatures that weigh 10 times that of a normal sized creature, to stand on the surface)

(much like with the Solid Water spell). The affected area has a diameter of 1 meter and can hold up to 100 kg (only a creature of normal size will fit). The area moves constantly so it is always located beneath the person, who can therefore decide which direction to walk at a rate of 5 meters per action round.

If the enchanted person wants to head down beneath the surface of the water, a sphere of vitner is created around them that makes it possible for them to breathe. They move in this way by floating through the water. If they want to sink to the bottom or rise to the surface, they need only think about it and the sphere begins to move in the desired direction.

5: Wave Master

"Vannkongr"

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 100 meters
- **Weaving time:** 1 minute

The spell affects the water on a river, a lake, or an ocean so it becomes either a boon or a hazard for the ships and beings that traverse it. The enchanter can change the waves' movement and strength, therefore allowing boats to move faster without a sail, or much slower even with the aid of a sail. Beings who are affected by the spell can either swim faster through the water or swim much slower, depending on which effect the enchanter desires.



The enchanter can choose one being or one object (such as a ship) within 100 m, which becomes the center of the spell. With extra levels of power, additional beings or objects can also be selected.

An object or a being that is affected in a positive manner by this spell is aided by the water, and its movement rate is 1 degree higher (see the table below). If it is affected in a negative manner, the movement rate is 1 degree lower instead. An unaffected object or being has average movement (degree 0).

All beings on an enchanted object (such as a ship) move on the water with the movement rate of the object.

WAVE MASTER MOVEMENT DEGREES

Degree	Movement
-3	No movement at all
-2	Maximum 1 meter per action round
-1	Half movement
0	Normal movement
1	Double movement
2	Triple movement
3	Quadruple movement

LEVELS OF POWER: WAVE MASTER

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
1	Enchant another being with the spell's basic version
2	Increase the range by 100 meters
3	Increase or decrease the effect by 1 additional degree of movement
5	Enchant another object with the spell's basic version
5	Enchant another 10 beings in the basic version
6	Increase the duration by 1 day
6	Increase the range by 1 kilometer

Wind Craft

"Loftirkraftla"

The enchanter has learned to control air. They can create wind where no wind exists and increase the humidity in an area so as to create fog. They can also filter the air from dangerous substances, float and move with the wind, and compress the air to form a hard shield, armor, or weapon. The enchanter has also learned to manipulate vitner so it expresses itself in various forms of winds, creating both small and large gusts of wind in the immediate surroundings, or diminishing and amplifying the wind's intensity as desired.

Negations for Wind Craft

When the enchanter creates air, the negation is that air will naturally disappear from another location. If the enchanter creates armor, a shield, or a blast from compressed air, a significant amount of air will go missing somewhere in the surrounding areas. For example, a large cave can be entirely emptied of air, or the atmosphere might simply contain less oxygen in wide areas around the world, making it harder for creatures to breathe as if they were at an incredibly high altitude.

Negations from creating, decreasing, or increasing wind are always the opposite of the spell's designated effects. If wind is created in one place, it will die down in another. As it increases in one place, it decreases in another, and vice versa. If the enchanter conjures fog in one area, fog rapidly dissipates somewhere else.

Vitner Type Effects for Wind Craft

- **White Vitner:** Levels of power cost +1.
- **Vaagrivitner:** Levels of power cost -1, but no less than 1 per level.
- **Dark Vitner:** Levels of power cost -1, but no less than 1 per level.

Wind power is balanced by nature but has destructive features. It naturally creates chaos, which may wreak destruction if not controlled.

1: Purify Air

"Reina loftir"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** Contact
- **Weaving time:** 1 action round

The spell filters all dangerous and unhealthy substances from the air around the enchanter in a 1-meter radius, making it possible to breathe safely.

The spell can also be woven over a person, which creates a filter around their mouth and nose to purify the air they breathe. In this way, they can breathe in all environments that have enough air to keep them alive, no matter which gases, spores, or dangerous particles are present.

LEVELS OF POWER: PURIFY AIR

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the affected area's radius by 1 meter
2	Increase the range by 5 meters (contact is no longer necessary)
5	Increase the duration by 20 minutes



1: Wind Gust

"Loftpysi"

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Duration:** 1 action round
- **Range:** 10 meters
- **Weaving time:** 1 action round

The spell creates a small wind gust that the enchanter can use to blow away insects, small animals, or small objects (less than 1 kg). It can also extinguish small flames such as candles, torches, or fireplaces.

LEVELS OF POWER: WIND GUST

Cost	Extra Levels of Power
1	Increase the force of the wind gust so that slightly larger animals and objects can be blown away (+1 kg per level of power)
2	Increase the range by 5 meters

2: Fog

"Mistur"

- **Cost/Modifier:** 4/-4
- **Type:** Preserving
- **Duration:** 5 minutes
- **Range:** 100 meters
- **Weaving time:** 2 action rounds

The enchanter creates a thick blanket of fog that rises from the ground or water at a designated location within range. The fog has a radius of 2 meters, and takes 3 action rounds to fully fill the area. The enchanter can also move the fog as desired at a speed of 5 meters per action round.

The fog significantly hinders visibility, reducing a being's vision by half (all distance weapons halve effective distances). All combat actions in the fog have their SV reduced by -2.

LEVELS OF POWER: FOG

Cost	Extra Levels of Power
1	Increase the duration by 5 minutes
2	Increase the range by 100 meters
2	Increase the fog's radius by an additional 2 meters
5	Increase the fog's thickness, which decreases the vision to a quarter (normal distance/4) and gives an additional -2 to the SV of all combat actions.

2: Control Wind

"Rauda vindr"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Weaving time:** 1 minute

The spell controls the force of the wind within a sphere that is 10 meters in radius. The enchanter can increase or decrease the wind within the sphere by one degree from its current strength according to the table below. In the spell's basic version, the center of the enchanted area is a static object or location, but by adding a power level it is possible to enchant a movable object, which means that the affected area can be moved.

CONTROL WIND DEGREES

Degree	Wind Strength
1	Calm
2	Breeze
3	Windy (-1)
4	Storm (-2)
5	Hurricane (-4)
6	Godly hurricane (-6)

The wind conditions in the table are only the names of forces that can occur. It is up to the game master to decide what happens in each condition according to the situation at hand. The table also lists values in parentheses, which indicate the normal modifiers applied to the Situation value of anything attempted within that condition that requires movement, precision, or concentration.

LEVELS OF POWER: CONTROL WIND

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the affected radius by 10 meters
3	Enchant a moveable object so the enchanted sphere is moveable
3	Increase or decrease the strength by 1 additional degree

3: Air Armor

"Loftsdrapi"

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Contact
- **Weaving time:** 3 action rounds

The enchanter controls the vitner in the air surrounding the enchanted person and forms it into an armor of compressed air with a Protection Value of 1. The air armor also protects any objects worn by the person, such as a backpack or a bag, as long as these items are worn tightly. The air armor forcefully repels everything that isn't part of the person or held close by the person. Small, loose objects that come into contact with the air armor are blown away if the person gets too close.

LEVELS OF POWER: AIR ARMOR

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters (contact is no longer necessary)
2	Affect an extra being (with the spell's basic version)
2	Increase the thickness of the air armor, increasing the Protection Value by +1
4	Increase the duration by 1 minute

3: Lift

"Hefja"

- **Cost/Modifier:** 6/-6
- **Type:** Preserving
- **Duration:** 6 action rounds
- **Range:** Contact
- **Weaving time:** 2 action rounds

The spell creates controlled winds around the enchanted person, causing them to lift off the ground. In order for the lift to work, the person must weigh no more than 60 kg. The conjured winds cause the person to lift off the ground and float slowly in whichever direction the enchanter chooses, with a speed of 3 meters per action round. Any character targeted by the spell who does not wish to take to the air can attempt to resist it by making a successful Situation roll with a Situation value of 8 (Strength modifiers apply).

If the enchanter takes damage or is surprised while maintaining the spell,

they must make a Situation roll with a Situation value of 8 (Psyche modifiers apply). If the roll fails, the enchanter temporarily loses control over the winds, and the enchanted person begins to fall to the ground. However, in every new round, the enchanter can try to regain control over the winds by making a Situation roll (with the same Situation value), as long as the spell duration continues. An enchanted person who falls to the ground does so at a speed of 10 meters during the first action round in which the enchanter loses control, and 100 meters per action round in every following round in which the enchanter is unable to regain control. If the person hits the ground, they take the usual fall damage for the total distance fallen.

LEVELS OF POWER: LIFT

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
1	Increase affected weight by 10 kg
2	Increase the range by 5 meters (contact is no longer necessary)
2	Decrease the enchanted person's chance of succeeding on the Situation roll to resist by -1
2	Increase the speed by +1 meter per action round (maximum 10 meters per action round)
3	Increase the duration by 1 minute
3	Increase affected weight by 50 kg
5	Give the enchanted person (if other than the enchanter) the ability to determine the direction of travel in the air
5	Increase affected weight by 100 kg
10	Increase the duration by 10 minutes

4: Air Shield

"Loftskiold"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Contact
- **Weaving time:** 1 action round

The spell creates a large shield (half the size of a human; see the Creature Size section on page 95 of Game Master Guide) of compressed air, which lowers all damage of ranged attacks by -1 (Protection Value 1). The spell is woven over a place touched by the enchanter, from which the shield rises straight up. The shield is static and cannot be moved.

Any ranged weapons with Penetration Value apply the value to this shield as well.

If the shield of compressed air is made so large that it covers a whole being, it might prevent anyone from charging through it. For a being of a certain size and strength to successfully push through the shield, a successful Situation roll is required, modified by the shield Protection Value (PV) as shown in the table below (Strength modifiers apply).

AIR SHIELD SITUATION VALUE

Creature Size	Situation Value
<1/3	4 - PV
≥1/3 – 1/2	6 - PV
≥1/2 – 1.5t	10 - PV
≥1.5 – 3t	14 - PV
≥3 – 5t	18 - PV
≥5 – 10t	22 - PV
≥10t	26 - PV

LEVELS OF POWER: AIR SHIELD

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
1	Increase the thickness of the air shield, increasing the Protection Value by +1 (maximum PV 30)
2	Increase the range by 5 meters (contact is no longer necessary)
3	Increase the size of the shield by one level
3	Increase the duration by 1 minute
10	Increase the duration by 1 hour



4: Wind Blast

"Kremjevauga"

- **Cost/Modifier:** 8/-8
- **Type:** Instant
- **Range:** 10 meters
- **Weaving time:** 1 action round

The spell creates a blast of compressed air that rushes with incredible speed at one or more targets. The blast consists of a square meter of space filled with compressed air that shoots forward, inflicting damage on impact. The blast is so large that anyone who is within 1 meter of the target along the blast's course takes 1d10 (OR 10) points of damage. Armor protects as usual.

It is not possible to parry the blast, but a shield's passive protection helps. If the intended target has the Evade specialty, they can attempt to jump away from the attack and avoid injury as long as they have not yet acted during the action round, modifying the Skill Value by -1 for every point between their initiative and the current initiative.

The blast also works well for breaking down doors or knocking things to the ground. A normal-sized door counts as a normal-sized being. A normal-sized door of wood has a Breach Value of 10-100, depending on its quality and thickness.

Any creatures who are hit by the blast must make an Agility Skill roll, which is negatively modified by the amount of rolled damage taken from the blast (Strength modifiers apply). So a character with an SV of 14 in Agility who takes 6 points of damage from the blast will have to succeed on a modified SV of 8 (14 - 6). With a successful roll, the character manages to stand firm against the powerful blast, but with a failed roll, they lose their balance and are tossed tumbling away, as far as the table below indicates. Loose objects do not roll to resist the blast, but are automatically thrown as far as the table indicates.

WIND BLAST'S POWER

Size	Thrown away
<1/3	3d10 (OR 10) meters
≥1/3 – 1/2	2d10 (OR 10) meters
≥1/2 – 1.5t	1d10 (OR 10) meters
≥1.5 – 3t	1d10 meters
≥3 – 5t	1d6 meters
≥5 – 10t	1d3 meters
≥10t	1 meter

LEVELS OF POWER: WIND BLAST

Cost	Extra Levels of Power
2	Increase the range by 5 meters
5	Double the size of the blast area: 1×1 m → 2×2 m → 4×4 m → 8×8 m → 16×16 m
5	Increase the damage by one step: 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

5: Storm

"Loftkraftla"

- **Cost/Modifier:** 10/-10
- **Type:** Preserving
- **Duration:** 2 action rounds
- **Range:** Personal
- **Weaving time:** 1 action round

The spell creates a sudden storm, which swirls and blows away all trash, dust, insects, objects, and beings smaller than 50 kg that are within a 20-meter radius of the enchanter.

To withstand a storm, a creature must succeed on a Situation roll with a Situation value as indicated on the table below (Strength modifiers apply). The table also shows how far an object or character with a certain weight is thrown if the Situation roll fails. If the victim or object is blown straight into a wall, the damage is calculated as fall damage with a falling distance equal to the amount of distance thrown. If any victims remain within the radius of the storm after being thrown, they can stand up again but must make a new roll to be able to move within the area without being blown away again (same SV as indicated above).

Any creatures who endure the storm and keep from being blown away can continue to act as usual within the affected area, but they do so with a negative modifier on all of their actions according to the table below.

LEVELS OF POWER: STORM

Cost	Extra Levels of Power
1	Increase the storm strength so the affected weight increases by 10 kg
2	Increase the radius by 2 m
3	Increase the range from Personal to 5 m (centering the spell on any location within the new range)
3	Increase the storm strength so the affected weight increases by 50 kg
5	Increase the radius by 10 m
10	Increase the storm strength so the affected weight increases by 500 kg

STORM'S POWER

Victim's Weight	Situation Value	Distance Thrown	Modifier on Actions
3 times affected weight	-	-	-
2 times affected weight	18	1 m	-2
1.5 times affected weight	14	1d3 m	-4
Affected weight	10	1d6 m	-6
Half of affected weight	6	1d10 m	-8
One third of affected weight	4	2d10 m	-10

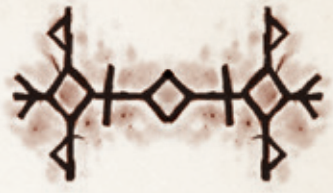
5: Wind Catcher

"Loftfanga"

- **Cost/Modifier:** 10/-10
- **Type:** Preserving
- **Duration:** 6 action rounds
- **Range:** 10 meters
- **Weaving time:** 2 action rounds

The spell creates controlled flurries of wind around one or several characters, causing each of them to lift off the ground. For the lift to work, an enchanted person must weigh no more than 100 kg. The conjured winds cause the enchanted character(s) to lift off the ground and float slowly in whichever direction the enchanter chooses, at a speed of 10 meters per action round. Any character targeted by the spell who does not wish to take to the air can attempt to resist it by making a successful Situation roll with a Situation value of 6 (Strength modifiers apply).

If the enchanter takes damage or is surprised while maintaining the spell, they must make a Situation roll with a Situation value of 8 (Psyche modifiers apply). If the roll fails, the enchanter temporarily loses control over the winds, and the enchanted character begins to fall to the ground. However, in every new round, the enchanter can try to regain control over the winds by making a Situation roll (with the same Situation value), as long as the spell duration continues. An enchanted character who falls to the ground



does so at a speed of 10 meters during the first action round in which the enchanter loses control, and 100 meters per action round in every following round in which the enchanter is unable to regain control. If the character hits the ground, they take the usual fall damage for the total distance fallen.

Victims who are directed by this spell into walls or other solid objects take fall damage. If the fall is normal, the fall damage is normal, but if the victim is thrown sideways, the fall is calculated as the distance the victim traveled during the current action round (maximum 10 meters).

LEVELS OF POWER: WIND CATCHER

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
1	Increase affected weight by 10 kg
2	Increase the range by 10 m
2	Decrease each enchanted person's chance of succeeding on the Situation roll to resist by -1
3	Increase the duration by 1 minute
3	Give the enchanted being (if other than the enchanter) the ability to determine the direction of travel in the air
3	Increase the speed by +10 m per action round
4	Increase affected weight by 100 kg
5	Increase the duration by 10 minutes



Witchcraft

"Hagzkraftla"

The mage has learned the art of witchcraft, which is said to be the foundation for all magic and the cause of the separation of magic and mages from the gods and religion of the Stormlands. With this Vitner Tablet, the mage has learned to curse both objects and beings, and torment people with phantom plagues, fever chills, or amnesia. The mage has also learned to uproot massive trees and other large objects, cause the failure of crops, and turn people into trees.

Negations for Witchcraft

The opposite of witchcraft is enchantment and blessing. Whenever the mage curses an object or creature, another object or creature becomes enchanted. If the phantom plague spell is woven, someone afflicted by disease elsewhere in Trudvang is miraculously cured. When someone is afflicted by fever, someone else who already has a fever becomes healthy. If someone is afflicted by the witchcraft's forgetfulness, someone else's memory is suddenly restored. The negation of an uprooted tree is likely to build something in another place, a bad harvest creates good harvests elsewhere, and the negation of a tree curse turns a tree somewhere into a fantastic creature.

Vitner Type Effects for Witchcraft

- **White Vitner:** Levels of power double in cost.
- **Vaagrivitner:** No modifier.
- **Dark Vitner:** Levels of power cost -1, but no less than 1 per level.

Witchcraft is extremely dark and destructive in nature. Its power exists only to harm, create fear, and establish power over others.

1: Uprooted Tree

"Rotveltja"

- **Cost/Modifier:** 2/-2
- **Type:** Preserving
- **Duration:** 5 action rounds
- **Range:** 10 meters
- **Weaving time:** 2 action rounds

The spell causes a tree to uproot and collapse. The vitner is laid in the ground directly beneath a tree and there forms a small uproot. As soon as the spell has been woven, the vitner begins to swell up like a bloated cow's stomach. Soon the vitner expands so much that the tree above it is wrenched from the soil and tipped over. An observer can see that something is happening because the soil suddenly starts to shift and rise. In the fourth action round of the spell, the uproot grows so large that it bursts out of the ground, and in the fifth action round it finally tips the tree over and then disappears. For a tree to be toppled in this manner, it cannot have a trunk with a circumference larger than 1.5 meters at ground level. If the trunk is larger, the vitner will not have enough strength to tip it over. The mage, who must concentrate on the uprooting at all times, can choose which way the tree will fall. If they lose concentration or lose control over the uproot for any reason, it will still continue to swell until the tree falls, but the game master will determine the direction.

Everyone who observes this occurrence and was unaware of the mage's actions must immediately make a Situation roll with a Situation value of 6 (Psyche modifiers apply) to avoid receiving 1d10 Fear Points when the uproot breaks out of the ground. On a success, an observer receives no Fear Points.

The uproot could just as easily be placed under a large rock, open ground, or even a house. The final results of such an action and how much of the object collapses or is tipped over is up to the game master to decide. The uproot in the spell's basic version can lift or tip approximately 100 kg.

LEVELS OF POWER: UPROOTED TREE

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Increase the size of the uprooting so it can lift a tree of + 0.5 meters in circumference, as well as lift or tip an additional 30 kg
4	Increase the size of the uprooting so it can lift a tree of +1.5 meters in circumference, as well as lift or tip an additional 100 kg
10	Increase the size of the uprooting so it can lift a tree of +7.5 meters in circumference, as well as lift or tip an additional 500 kg

1: Phantom Plague

"Skenplauga"

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 days
- **Range:** Contact
- **Weaving time:** 1 action round

The mage can bewitch a victim so they begin to manifest all potential symptoms of a disease they fear. The spell brings forth only the appearance of the disease, and the victim only imagines that they feel the fever, chills, or ache. The actual health of the victim is not affected, even though the victim is convinced otherwise. The symptoms are so real that it takes someone skilled in medicine with the Care skill (Healing and Drugs discipline) to reveal the truth. It is also possible for the victim to see through this phantom affliction by succeeding on a Situation roll with a Situation value of 8 (Psyche modifiers apply). Each new day of the spell's duration, the victim is permitted a new Situation roll to attempt to see through the deception.

A person suffering from a phantom plague receives -5 on all rolls that include social interaction because everyone can see the symptoms of the illness.

LEVELS OF POWER: PHANTOM PLAGUE

Cost	Extra Levels of Power
1	Increase the effect of the phantom plague´s credibility so the target´s Situation value decreases by -1
2	Increase the duration by 1 day
2	Increase the phantom plague´s credibility so the healer´s Skill Value (Care skill) is decreased by -1 when they examine the victim

2: Fever

"Muspelblot"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 10 meters
- **Weaving time:** 3 action rounds

By simply pointing a finger at a victim within range, the mage can raise their internal body temperature dramatically. The victim begins to feel their blood almost boiling, which causes them to lose both power and stamina. The fever, which lasts for one hour, cannot be cured, and during this time the victim suffers -1d3 to the SV of all actions. The victim must also make a Situation roll with a Situation value of 8 (Constitution modifiers apply) to avoid taking damage from the fever as well. Failure means the victim takes 1d10 points of damage from the burning fever.

LEVELS OF POWER: FEVER

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Decrease the victim's chance of succeeding on the Situation roll by -1
3	Increase the duration by 1 hour
4	Increase the fever effects so the victim receives another -1 to the SV of actions attempted for the duration.
5	Increase the damage by one step: 1d10→1d10(OR10)→1d10(OR9-10)→1d10(OR 8-10)→1d10(OR 8-10) + 1
8	Increase the duration by 1 day

2: Curse Object

"Nidtrölja eftnating"

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Contact
- **Weaving time:** 2 action rounds

The curse is put on a single object within range, which then significantly decreases its traits when in use. The conjured vitner sticks to the object like a foul and degenerate force. Any person attempting to use the object suffers a negative modifier of -2 on all Skill rolls and Situation rolls in which the object is used. If the object is a weapon, damage is also decreased by -1, and if the object is armor, Protection Value is also decreased by -1.

LEVELS OF POWER: CURSE OBJECT

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters (contact is no longer necessary)
3	Increase the negative modifier during use by -1 (the damage and Protection Values are equal to the SV's negative modifier divided by 2 and rounded down)
3	Affect another victim (with the spell's basic version)
3	Increase the duration by 1 minute
10	Increase the duration by 1 hour

3: Amnesia

"Húgvilsa"

- **Cost/Modifier:** 6/-6
- **Type:** Permanent
- **Range:** Contact
- **Weaving time:** 1 minute

The spell creates a disruptive energy in the victim's head that causes them to lose large parts of their memory. The victim can avoid this loss by succeeding on a Situation roll with a Situation value of 6 (Psyche modifiers apply). On a failure, the



victim immediately forgets their identity and past. Each day, the victim can make a new Situation roll with a Situation value of 6. On a success, the victim regains an important detail of their previous life as determined by the game master, perhaps a family memory, an important skill, or some other attribute. The next day the victim can make another Situation roll to remember more. Every successful Situation roll increases the chance of remembering something on the following days by +2. This bonus is not lost if the victim fails a Situation roll, though they would not recover any memories that day. The victim gets to make a new Situation roll the next day with the same Situation value and bonus.

Skills and other attributes still exist within the victim, and it is up to the game master to decide when these reflexes kick in. Examples include a person fleeing through a village and by reflex jumping up on a horse and riding off at full speed (the Agility skill with the Riding knowledge), or a person standing eye to eye with the village brute, watching that enormous fist plummet toward his face with worrisome force, then suddenly avoiding the attack and delivering a well-aimed blow to the brute's already broken nose, knocking him to the dirty tavern floor (the Fighting skill and the Wrestling knowledge). The higher value a person has in a skill, the more likely it is for these reflex actions to instinctively come forth.

Once the victim eventually makes a Situation roll with a Situation value of 20, they remember everything that was forgotten.

LEVELS OF POWER: AMNESIA

Cost	Extra Level of Power
2	Increase the range by 5 meters (contact is no longer necessary)
2	Decrease the victim's starting Situation roll by -1 (no lower than 1 in total)
8	Increase the range by 50 meters

4: Curse Creature

"Nidtrölja skopjaten"

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 10 days
- **Range:** 10 kilometers
- **Weaving time:** 3 hours

To curse a creature, the mage has to know the target's real name and perceive it through any sense (sight, sound, smell, or through spells such as Detect Being).

With this spell, the mage twists the composition of energies around the target. This subtle change cannot be perceived through normal senses, but is picked up on intuitively. It is a disharmony that is hard to describe in words, as if a high, cutting, relentless, and unnerving sound is constantly emanating from the target, a sound that is constantly rising and gnawing at the limit of our consciousness. All living creatures that encounter the target are struck by this uncomfortable feeling, an intense aversion, a powerful sense of something both supernatural and wrong. All living beings instinctively shun and avoid the target as much as possible. Additionally, intelligent beings are filled with fear and often believe that anything the target carries or comes into contact with might be contagious as well. Even the target's friends often feel a powerful aversion and cannot stand being in their presence, no matter how dearly they would like to. Merchants and traders cancel transactions with the target, mothers pull their children away and shield them from view, people leave wide chasms of space around the target on the streets and in inns, and adventuring colleagues cannot sleep in their presence and never wake up feeling rested. In short, people avoid the cursed character as if they were a leper. The most tragic thing about the curse is that the target is unaware of it, and initially has no idea why others have these reactions. If the target has no knowledge about magic and spells, it's possible they might never understand. Against the cursed victims will, they become increasingly more isolated and shunned, filled with doubt and trepidation. Given enough time, the cursed victim risks becoming insane.

The twisted vitner surrounding the target does more than make life unbearable for the afflicted. All Skill Values and Situation values have a negative modifier of -1 for the duration of the curse.

If the mage that caused the curse dies, it is immediately broken.

LEVELS OF POWER: CURSE CREATURE

Cost	Extra Levels of Power
2	Increase the duration by 1 day
4	Increase the negative modifier inflicted upon the victim by -1
6	Increase the duration by 1 week
10	Increase the duration by 1 month
20	Increase the duration by 1 year

4: Bad Harvest

"Nidskord"

- **Cost/Modifier:** 8/-8
- **Type:** Permanent
- **Range:** 100 m
- **Weaving time:** 4 hours

The spell places a mist of vitner over a cornfield, forest, or any other area of vegetation. The fog settles over the area for only a few minutes, but during this brief period, it poisons all present vegetation and seed. The plants slowly begin to die instead of grow (which takes one day). The area affected has a radius of 20 meters in the spell's basic version. Plants that have been harmed by this spell cannot be saved by natural or magical means, but are sentenced to inevitable death. After the plants die, no new plants can grow or take seed at the site until four seasons have passed (12 months). The only way to counteract the crop failure is with Divine feats.

LEVELS OF POWER: BAD HARVEST

Cost	Extra Levels of Power
2	Increase the radius by 20 meters
2	Increase the range by 100 meters
5	It takes an additional two seasons (+6 months) before anything can be planted or grown on the affected site
6	Increase the radius by 100 meters
6	Increase the range by 1,000 meters
20	Increase the radius by 500 meters

5: Tree Curse

"Nidtreid"

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 2d6 days
- **Range:** Contact
- **Weaving time:** 3 action rounds

The spell changes the balance in the body of a chosen victim so drastically that they slowly begin turning into a tree and taking root. The spell can only be woven over a living creature who weighs less than 60 kg and is standing over ground of sufficient thickness and fertility for a tree to take root and grow. The victim can resist the full transformation by succeeding on a Situation roll with a Situation value of 4 (Constitution modifiers apply). On a success, only the victim's skin transforms to birch or bark, which has no effects beyond appearance and restricted Agility; all Skill Values and Situation values related to Agility suffer a negative modifier of -3 for the duration. If the target weighs too much to be entirely transformed, only parts of the victim will be altered (how much and what parts are up to the game master to decide), and the rest of the victim's skin turns to birch and bark with the same effects as above. A successful Situation roll in this case means the victim suffers a negative modifier of -1 (instead of -3).

If the target fails the Situation roll and weighs less than the spell's effect

limit, the victim immediately takes root and is unable to move. At this point, over the course of about an hour, the victim transforms into a tree of whichever species the mage designates (though the tree must be able to survive in the area, even if it is not commonly found there). The tree has the same size and Body Points that the victim had in their normal form. It also retains facial features twisted within the bark, and limbs that resemble arms and legs. While the creature is in tree form, it maintains the same senses of perception that it had before the curse took effect. The creature sees everything visible within view (depending on which direction the face is pointing) and hears sounds, detects scents, and feels contact as normal. Any damage the tree creature suffers remains once it returns to its natural form. Possessions such as clothing and equipment also become parts of the tree (assuming their added weight is within the spell's limit).

In tree form, the victim has a natural Protection Value of 4. The victim does not need to eat or drink to survive, but will occasionally fall asleep. If someone carves or tries to cut down the tree (inflicting damage upon the victim), the tree begins to bleed. If this does not deter the attacker, the victim dies after suffering enough damage.

The mage can end this curse and return the creature to its original shape at any time. A creature that endures tree form for the full duration of the spell is very stiff once restored, and for the first three days afterward, all Skill rolls and Situation rolls related to Agility and movement are halved.

LEVELS OF POWER: TREE CURSE

Cost	Extra Levels of Power
1	Increase affected weight by 10 kg
1	Increase the duration by 1 day
2	Increase the range by 5 meters (contact is no longer necessary)
4	Increase the duration by 1 week
8	Increase the duration by 1 month
20	Increase the duration by 1 year




TAPIA
WIEVEL

Chapter 4

✦ DIMWALKERS ✦

The ancient elves always said that the presence of the gods was best represented by the mist, that the gods and the fog were one and the same. Maybe from this stems the same belief that the humans have embraced regarding the gods and divine beings.

The dimwalkers

For as long as they have walked Trudvang, the humans have believed that the gods hide in the fog and that such is a manifestation of their presence. Anyone who was able to walk this fog and speak with the gods within it came to be known as a dimwalker.

In contrast to the weavers of magic who weave power themselves, it was the mission of the dimwalkers to decipher and convey the wisdom of the gods, and in this way they were bestowed divine powers. In the religion of Gerbanis, people believed that both the storm gods and the chaos gods enveloped themselves with fog to walk unseen among mortal men. In the Tenet of Nid, it has long been considered that one of the many manifestations of Gave is the fog, and the Mittlanders have always thought that their kin were birthed from the fog, being the bosom of the gods.

The concepts and belief in salvation by divine grace and the worship of higher powers have existed since the dawn of time. In contrast to enchanters and weavers of the vitner, the faithful find force and power in higher beings who have existed since the era when the mighty creators wandered the lands of Trudvang. Thousands and thousands of seasons ago, most gods abandoned the world and found their way into the darkness beyond. As a trail they left small points of light that shimmer and twinkle in the dark night sky. But some gods never quite relinquished their connection, and those are the gods worshiped in various forms today.

There are hundreds of different religions and cults, all of which claim contact with divine powers. This book describes how some of these religions are practiced among the races and peoples of Trudvang.

Humans have four main religions: Gerbanis has a stronghold in the Stormlands; the Eald Tradition is holding a desperate and fading grip on Mittland; the Tenet of Nid rules Westmark and is gaining an increasing presence in Mittland; and Haminges, the dark faith, has grown quite powerful among Wildfolk, trolls, and other creatures beyond what we would consider civilization.

Elves and dwarves commit themselves to their own religions: Toikalokke and Thuuldom, respectively.

Path of the Dimwalker

A dimwalker must choose a religion to follow in order to create a bond with their gods.

For humans, there are four religions (specialties are given in parentheses and they represent the specific names of the priests or holy persons in each religion): Gerbanis (Stormkelt), the Tenet of Nid (Gavlian), the Eald Tradition (Bruid), and Haminges (Noaj).

The religion of the dwarves is called Thuuldom (Thuul), and the religion of the elves is called Toikalokke (Ihana).

Everybody can obtain a deep knowledge of all religions, but must be loyal and devoted to only one. In order to be given the power to use divine abilities, the faithful one must be rewarded with a Holy Tablet from the gods. These tablets of power can be received only if the faithful one has shown true loyalty toward the religion. To show this loyalty, the faithful one must become a Stormkelt, Gavlian, Bruid, Noaj, Thuul, or Ihana.

As with the vitner (see the *Weavers of Magic* book), there are few who are awarded the opportunity to have their invocations answered. Those who have lived strictly in accordance with the will of their gods, without overlooking any

precept or principle, have acquired such a strong bond with their gods that the latter reward their followers in appropriate ways.

The Faith Skill

The Faith skill is the foundation of the dimwalker's way. The skill is broad and primarily provides knowledge about and awareness of the different religions of Trudvang.

If a person wants to devote himself more strongly to a specific religion becoming a priest, they have to learn the Invoke discipline, which provides deeper understanding and the power related to that deeper knowledge. In this discipline there are seven specialties; six of them provide targeted knowledge about a major religion, while the seventh is about the Holy Tablets that a dimwalker may be granted.

To contact and be able to draw power from a religion's deity, the dimwalker must learn the Divine Power discipline. But there remains the requirement of total devotion to that religion as well.

In summary, in order to gain access to the power of the gods, the dimwalker must meet the following requirements:

- Be bound to a religion by selecting one of the specialties of the Invoke discipline: Bruid (the Eald Tradition), Noaj (Haminges), Gavlian (the Tenet of Nid), Stormkelt (Gerbanis), Thuul Forging (Thuuldom) if a dwarf, or Ihana (Toikalokke) if an elf.
- Learn the Divine Power discipline.
- Receive a Holy Tablet of the chosen religion by acquring one Holy Tablet specialty.

If the dimwalker later pursues and learns one or more of the other religion specialties under the Invoke discipline, they will only gain knowledge of the religion in question. They can never learn to draw power from the other gods other than the first chosen, such is the price of devotion. By gaining more levels of the Invoke discipline and its specialties, the dimwalker will grow stronger in their faith and gain access to more and more divine power, called divinity capacity.

Divinity Capacity and Divinity Points

The "Divine Capacity" is the total number of Divinity Points a dimwalker gains through the Divine Power discipline and its specialties.

The Divinity Points of dwarves are tied to rune-etched objects, which are used by the Thuuls. Their powers are used differently from any other religion. Read more about this under "Thuuldom," below.

Divinity capacity is also the number of Divinity Points a dimwalker can use each day. Apart from these, the dimwalker can make use of the religion's rituals (such as blood gifting and prayers) to gain access to temporary Divinity Points. This may be necessary at times, as some divine powers are extremely expensive and will require many more Divinity Points than most dimwalkers have in their standard capacity.

To acquire these extra Divinity Points, the character needs to perform specific rituals associated with the religion. These rituals are used by its practitioners first and foremost to gain new Divinity Points for their divine powers. Gerbanis believers perform blood sacrifices, practitioners of the Eald Tradition commit to pacts of blood, followers of the Tenet of Nid offer extensive prayers, Haminges believers work themselves into self-tormenting trances, and the elven Ihana decipher the stars above. These extra Divinity Points are temporary and will not be renewed every day, but instead will begin to fade if not used. Rules for these rituals are presented below in the section specific to each religion.

- Divine feats and powers cost Divinity Points (DP in tables) to activate and maintain.
- A dimwalker gains their divinity capacity's number of Divinity Points to spend each day.
- To regain full divinity capacity, a full night's sleep is required.

Holy Tablets

A Holy Tablet is a collection of more or less interconnected divine feats, which are powers granted by a divine being. These feats are used by dimwalkers in accordance to the precepts of their faith and in order to demonstrate the power of their gods. If they break any religious rule or they use the Holy Tablets not in accordance to the requirements of their beliefs, the dimwalker incurs the wrath of their god and loses these abilities. Each Holy Tablet is its own specialty, and each level of a tablet is a level of the associated specialty under the Invoke discipline. To access all five levels of divine feats of a Holy Tablet, the dimwalker must learn five levels of the selected tablet's specialty.

Levels of Divine Feats

Each Holy Tablet contains several divine feats. The level of sophistication for each of these abilities varies and requires different amounts of knowledge in order to be invoked. A dimwalker is able to invoke the first level's abilities once they acquire the first specialty at skill level 4 in the Faith skill. They can use the second and third levels of divine feats upon reaching at least skill level 7, and the fourth and fifth levels upon reaching skill level 10.

Each level of a Holy Tablet is a level of the specialty. Knowing all five levels of divine feats from a tablet requires five levels of specialty in that tablet.

Like any other specialty, the first level costs 7 skill points, the second level 14,

COST OF HOLY TABLETS

Holy Tablet Level	Faith Skill Level	Cost Skill Points
1	4	7
2	7	14
3	7	21
4	10	28
5	10	35

the third level 21, the fourth level 28, and the last level 35. Each level must be purchased separately, and none of them may be skipped.

Each Holy Tablet can contain a different number of divine feats, not only in total number of feats but also in how many are in each level. For example, one tablet's first level might contain two divine feats while another tablet's first level has only one.

The dimwalker can invoke all of the divine feats that are at or below the current level that has been learned. In order to learn divine feats of level 2, the dimwalker first must learn level 1; to learn to invoke abilities of level 3, they must first learn both level 1 and level 2; and so on.

Understanding Divine Feats

Every time a character tries to learn a new Holy Tablet or a new level of a tablet, it will take a certain amount of time. Holy Tablets are bought with creation points or skill points like all other specialties but, in terms of the story, the characters perform learning rituals which are specific to each religion. The learning process always succeeds if the time is spent. Which Holy Tablet a character learns is entirely up to the player if the game master agrees.

Once the ritual/time requirement and the specialty requirement are fulfilled, the character will be contacted by the god through dreams, visions, or similar means to receive the power. This offer is usually not explicit, but made through omens and vague portents. After that, it is up to the dimwalker to begin their learning ritual to choose and access new divine feats.

Invoking the Gods

In order to activate a divine feat, a successful Skill roll is required for the Invoke discipline, using one of the religion-specific specialties: Bruid, Noaj, Gavlian, Stormkelt, Thuul, or Ihana.

- SV = SV Faith + 1/lv Invoke discipline +2/lv specialty: (Bruid, Noaj, Gavlian, Stormkelt, Thuul, or Ihana).

Depending on the level of the ability the dimwalker is attempting to activate, the difficulty of success varies. The table below shows the modifier the dimwalker applies to their Skill Value.

ABILITY LEVEL MODIFIERS

Ability Level	Modifier
1	-2
2	-4
3	-6
4	-8
5	-10

Invocation Results

The table below shows which die rolls result in successful or unsuccessful invocations of divine feats.

INVOCATION RESULTS

Die Value	Result
1	Always success
≤ SV	Successful result
> SV	Failed result
20	Fatal failure

Successful Result

A successful result means the divine feat is activated exactly as the dimwalker intended. It costs Divinity Points equal to the cost of the ability plus any extra levels of power.

Failed Result

A failed result means the dimwalker fails to activate the divine feat and loses all the Divinity Points that the ability costs in its basic version. However, since the roll was unsuccessful, all the Divinity Points for extra levels of power are not spent at all.

Fatal Failure

A fatal failure means the dimwalker temporarily loses contact with the gods. If things go really bad, the dimwalker even incurs their wrath. If a player rolls 20 when attempting to activate a divine feat, that is a fatal failure. To determine the effect of such a catastrophe, roll 1d10 (OR 9-10) and modify the roll by the ability's total cost in Divinity Points (adding to

FATAL FAILURE EFFECTS

1d10 (OR 9-10) + Cost	Effect
0-20	Nothing happens.
21-30	The dimwalker loses touch with their spiritual power for 1d6 minutes. During this period, they cannot use Divinity Points.
31-35	The dimwalker loses touch with their spiritual power for 1d6 hours. During this period, they cannot use Divinity Points.
36-40	The dimwalker loses the knowledge and ability to invoke 1d3 randomly chosen abilities for 1d6 days.
41-45	The dimwalker loses the knowledge and ability to invoke the ability they just attempted to activate for 2d6 days.
46-50	The dimwalker loses the knowledge and ability to invoke 1d3 randomly chosen abilities for 2d6 days.
51-54	The dimwalker loses touch with their spiritual power for 1d6 days. During this period, they cannot use Divinity Points.
55-56	The gods punish the dimwalker by never again granting them the ability they just attempted to activate. That ability will forever fail.
57-58	The gods punish the dimwalker by never again granting 1d3 randomly chosen abilities they have access to. These abilities will forever fail.
59	The dimwalker incurs the wrath of their god, who will never again grant the dimwalker any divine abilities. Time to change profession.
60+	The gods view the dimwalker as a mockery and immediately remove this blot from Trudvang, disposing of the blasphemer and revoking any existence of the being who failed so miserably in their name.

the rolled result for a higher value). Even though the invocation failed, the dimwalker must spend the ability's full cost in Divinity Points as well as points for any extra levels of power, just as if they had succeeded.

Cost of divine feats

Activating a divine feat will cost the dimwalker a number of Divinity Points specified in each ability's description, and this cost can be raised adding extra levels of power. The cost of these extra levels of power is described in the description of each ability.

COST FOR USING DIVINE FEATS

Holy Tablet	Cost in Divinity Points
Level 1	2
Level 2	4
Level 3	6
Level 4	8
Level 5	10

Levels of Power

A level of power is an improvement or enhancement of an ability. All abilities that are described in this book are initially invoked in their basic version. At the end of each description is a list of ways to enhance the ability, at a greater cost of Divinity Points. For example, a level of power can increase the ability's range, enable the ability to affect an additional creature, or expand the ability's impact.

In order to add levels of power to an ability, the dimwalker must have sufficient Divinity Points to pay the additional cost.

If it is possible to expand an ability so that an extra person or creature will be affected, that target is affected as if by the ability's basic version. If the dimwalker wishes to enhance this extra version of the ability as well, they must add extra levels of power for the second creature and pay that additional cost (even if they already purchased these extra levels of power for the original ability). Some abilities are exempt from this rule, and the extra creature also receives the effects of the extra levels of power. If this is the case, it will be mentioned in the ability's description.

Being Disturbed

If a dimwalker is disturbed or disrupted in any way during the invocation, such as by being attacked, they risk losing concentration and being forced to cancel the attempt. To determine if a dimwalker manages to maintain focus, a Situation roll with a Situation value of 6 is made (Psyche modifiers apply). However, it is up to the game master to decide whether a Situation roll is needed and what modifiers (if any) apply. If the dimwalker succeeds on the Situation roll, they maintain concentration and can continue the invocation of the divine feat. However, if they fail the Situation roll, they lose concentration and the invocation is canceled (Divinity Points are not spent).

When to use Divine Abilities

Divine feats are tremendous boons granted by the gods. Such power bestows incredible responsibility and

EXAMPLES: INVOKING THE GODS, COST, LEVELS OF POWER, ABUSING

Invoking the gods. *A dimwalker who has 6 Skill Value in the Faith skill (SV +6), level 1 (SV + 1) in the Invoke discipline, and level 2 (SV + 4) in the Stormkelt specialty has a total Skill Value of 11 (6+1+4) to activate a divine ability. They decide to activate the Wind Shield ability, which is a level 2 feat on the Holy Tablet for the Power of Enken. Since this is a level 2 ability, the Skill Value is modified by -4. To successfully activate the ability, the player must roll below or equal to SV 7 (11-4).*

Cost. *If a dimwalker wants to activate Hand of Gave, the ability will cost 8 Divinity Points (as noted in the ability description). The dimwalker also wants to add extra levels of power at a cost of 5 Divinity Points. The final cost of the ability is 13 Divinity Points (8+5).*

Levels of power. *A dimwalker wants to add extra levels of power to a level 1 ability that costs 2 Divinity Points in its basic version. The ability can be enhanced in the following ways:*

- *Increase the duration by 1 action round (cost: 1)*
- *Increase the range by 5 meters (cost: 3)*
- *Increase the Protection Value by +1 (maximum 4 levels of power) (cost: 2)*

Below are examples of possible combinations and costs when adding levels of power to the ability.

One of each: Since the ability can be extended with three different effects, the dimwalker chooses to use one of each. The ability thus costs 8 Divinity Points to activate (2 + 1 + 3 + 2).

Four of the same: The dimwalker could focus only on extending the duration by adding four levels of power, thus extending the duration by 4 action rounds (1 round per level). The ability thus costs 6 Divinity Points to activate (2 + 1 + 1 + 1 + 1).

Two of a kind plus one of another: The dimwalker can expand the ability with two levels of power to extend the range to 10 meters (5 meters per level) and increase the Protection Value by 1. The ability thus costs 10 Divinity Points to activate (2 + 6 + 2).

Abusing divine abilities. *The Tenet of Nid priestess Imogen activates an ability to show off her strength, which is not liked by her god. Therefore, she must roll on the Fatal Failure Effects table, putting her at risk of losing not only her divine feats but also her very existence.*

should not be used wastefully. It is therefore critical that the dimwalker considers in each situation whether it is appropriate to make use of a divine feat, or whether there might be another way to solve the problem. Using divine feats too often and for solving trivial tasks might arouse the wrath of the gods. It is up to each game master to determine whether the use of a divine feat is appropriate and which tasks might be regarded as trivial.

Abusing Divine Abilities

Each time a dimwalker uses divine feats in an inappropriate manner or to solve a trivial task, there is a risk (1-2 on 1d20) that the gods will punish the faithful, who then has to roll on the Fatal Failure Effects table (1d10 (OR 9-10)) and modify the roll by the ability's total cost in Divinity Points (adding to the rolled result for a higher value). However, this rule does not apply for Haminges since the Haminges religion allow the use of divine feats even for tasks which other religions consider trivial.

In this manner, a dimwalker runs the risk of losing divine feats outside of fatal failures.

Divine Feat Descriptions

The divine abilities are described under their corresponding Holy Tablet. Each tablet presents an overview of what powers are offered within that tablet and to which religion it belongs. Every tablet possesses a number of divine feats.

The cost in Divinity Points, type, duration, range, and invocation time are listed under each divine feat. Below this list, a full description of the feat is provided as well.

Holy tablets are purchased with skill points just like specialties. For more details, see the Faith skillk.

The Holy Tablets and divine feats described here are just a sample of the rich selection available in the world of Trudvang.

Religion

Each Holy Tablet belongs to a specific religion. Only those who have the specialty related to the specific religion can make use of the divine feats in a specific tablet. Here are the specialties needed for each tablet:

- **Gerbanis:** Stormkelt specialty
- **The Tenet of Nid:** Gavlian specialty
- **The Eald Tradition:** Bruid specialty
- **Haminges:** Noaj specialty
- **Thuuldom:** Thuul Forging specialty
- **Toikalokke:** Ihana specialty

Level

Holy tablets contain several feats and abilities that belong to different levels. If the dimwalker has acquired one Holy Tablet specialty at level 1, they can invoke all of that tablet's feats of the first level. Those who have acquired one Holy Tablet specialty at the fifth level can summon all the feats of that tablet.

To show the level of each divine feat, title includes the number: 1 for first-level feats, 2 for second-level feats, 3 for third-level feats, and so on.

Cost

The cost of a divine feat is counted in Divinity Points (abbreviated as DP in tables). There is no standard cost, so most feats will have different costs. However, the higher the level of a feat, the higher the cost tends to be. The cost in Divinity Points is deducted from the divinity capacity of the character invoking the feat when it is activated. If the dimwalker doesn't have enough Divinity Points, then the feat cannot be invoked.

Type

There are four types of divine feats that demand different levels of concentration from the dimwalker, both during and after the invocation. The four categories are called Instant, Lasting, Preserving, and Permanent. These names describe the amount of concentration needed to keep the divine feat maintained.

Instant

Instant abilities are triggered immediately once the ability is invoked. It is common for these divine feats to have a temporary effect. After a dimwalker has invoked an Instant feat, they are ready to perform new actions immediately in the following action round, including invoking more divine feats.

Lasting

Lasting abilities are invocations that have some sort of duration, but still do not demand any special attention from the dimwalker beyond the initial invocation. Once a Lasting feat is activated, the effects linger for a designated amount of time. During this time, the dimwalker does not have to concentrate on sustaining the power. After a dimwalker has invoked a Lasting ability, they are ready to perform new actions immediately in the following action round, including invoking more divine feats.

Preserving

Preserving abilities are those that demand the dimwalker's full attention for their entire duration. Therefore, the dimwalker cannot perform any actions while they want the ability to remain active. As soon as a dimwalker acts in any way, the divine ability is lost. They can also choose to terminate a Preserving ability to take actions (such as fighting in combat) in the next action round.

Because a Preserving ability demands the dimwalker's full concentration, it can be interrupted if the dimwalker is disrupted in any way during the duration. It is up to the game master to determine whether this occurs and what sort of Situation roll the dimwalker must make to determine whether they maintain concentration.

Permanent

Permanent abilities are those whose power never disappears. These divine feats demand the full attention of the dimwalker during the invocation, but sustain themselves afterward. Once a Permanent ability is invoked, only another divine feat can cancel its effect.

Duration

An ability's duration determines how long it remains active. Some feats don't have a listed duration. These feats are Instant, active only during the action round in which they are invoked.

Range

The range of an ability designates how far from the dimwalker it can be activated, as well as how large of an area it affects. Some divine feats designate the range as Contact, which means they affect only the dimwalker or someone (or something) the dimwalker touches during the invocation. Others designate the range as Personal, which means that only the dimwalker can be affected by the ability.

Invocation Time

Because some abilities are more advanced than others, it takes different amounts of time to invoke them, which means that invocation times vary. The more advanced an ability is, the longer it takes to invoke.

A divine feat's invocation time also reflects how much the dimwalker needs to perform in order to invoke the ability. A short invocation time means the dimwalker has to devote very little time and effort to invoking the ability, while a long invocation time means the opposite. This also means that the longer the invocation times, the easier it should be for others to notice what the dimwalker is doing. A short invocation time grants the dimwalker much greater chance of avoiding interruption. The shortest invocation time is 1 action round, which means that the divine feat is in the same action round.



Some abilities with long invocation times are called rituals. The invocation itself is really a full ritual, no matter how long it takes to invoke an ability.

If a dimwalker is injured or pushed to the ground during the invocation time, they must succeed on a Situation roll with a Situation value of 6 (Psyche modifiers apply) to maintain concentration and avoid failing with the ability. This roll must be made every time the dimwalker is injured during the invocation time, not just once per action round.

EXAMPLE: INVOCATION TIME

A divine ability with an invocation time of 1 action round is activated in the same round in which the dimwalker began the invocation. A divine ability with an invocation time of 3 action rounds is activated on the third round, beginning with the round in which the invocation began. A divine ability with an invocation time of 1 hour is activated one hour from the start of the invocation.

Initiative Modifier

A divine ability's initiative modifier is deducted from the dimwalker's initiative, but it applies only in the action round when the invocation is completed to determine when the ability takes effect. If the ability has an invocation time of only 1 action round, the modifier applies immediatly since the invocation and the effects of the invocation happen in the same round.

An ability's initiative modifier is equal to its level. So a level 1 divine feat always has an initiative modifier of -1, a level 2 feat always has an initiative modifier of -2, and so on. The modifier caps at -5 for a level 5 feat.

✦ GERBANIS ✦

The following ranks apply to the hierarchy of priests in the Gerbanis religion.

- In the Gerbanis religion, every dimwalker starts as a Blue Bloter, which is the lowest rank of bloters and the ceremonial helper of the Stormkelt.
- Stormkelt is the name for the religious leader within Gerbanis. There is a Stormkelt in most villages. The dimwalker is tethered to the gods of Gerbanis, promises to follow the wills of the gods of the Stormlands, and lead others in the same.
- Over the Stormkelt stands the Blot Lord or the Blot Lady, leader of a stave church.
- A Blot Lord who is entering the master level can become a "Duty King" when he leads one or more stave churches but also rules over a region, commanding over beliefs, life, and death. A female of this rank instead carries the title Duty Mistress.
- A Duty King or Mistress reaching the level of legend can develop into the Brycker. The Brycker is the mouthpiece of the gods in the land where he or she rules.

The Sacrifice

- Gerbanis' prerequisite for Holy Tablets

To learn a Holy Tablet that the gods of the Gerbanis faith offer, dimwalkers must sacrifice something of themselves during the invocation. It's not a matter of possession or a promise, but about giving something of flesh and blood. In extreme cases, it may involve sacrificing an eye, a finger, an ear, or even crushing a limb. Most often, however, it is about cutting open a large wound or burning oneself with a branding iron on a particular part of the body. Whatever the sacrifice, it should reflect the divine ability that the dimwalker desires to learn.

This sacrifice will not hinder the character in such a way as to result in any negative modifiers, but it may result in practical disabilities. These sacrifices will likely be visible as well and will make an impression on others. These injuries cannot and should not be healed in any way.

Blood Gifting

Blood gifting is the source of power from which the Stormkelts draw their strength. The worthier and the bigger the blood gift is, the more power the kelts will add to their divinity capacity. Without blood gifting, Gerbanis dimwalkers have only their own limited power to use for their abilities. Blood gifting can thus generate extra Divinity Points for the dimwalker in addition to their natural divinity capacity.

A blood gift is a blood offering ritual to honor the gods. A blood offering is usually held at a ritual killing spot where a blot pole or a blot rod has been erected, here the offering is drained of its blood by a sacrificial blade. This blood is then drunk by the dimwalker and showered over others who take part in the blood gift.

- Unused Divinity Points generated by a blood gift disappear at a rate of 1 point per day.
- In order to succeed in conducting a blood gift, the dimwalker must succeed on a Skill roll for the Faith skill together with the Invoke discipline and the Stormkelt specialty.

In order to make a proper blood gift, the dimwalker must have a dedicated blot pole or blot rod. Whether a specific offering requires a pole or a rod is described in the Blood Gift Offerings table below. A blot pole is often a broad ornamented pole of iron oak, which rises several meters above ground and has solid iron rings at its top and center. A blot rod is a much smaller version of the blot pole; in fact, some dimwalkers carry one around as a heavy walking stick. A blood gift offering would normally be hung on the blot pole or rod so it hangs freely. In some cases, this may be rather difficult, especially when a major blood gift is being held with offerings such as a hrimturse (frost giant) or a mastomant. If the offering is in contact with the ground, only half of the indicated Divinity Points are obtained from the sacrifice.

The Blood Gift Offerings table also shows how many offerings of the same type can fit on a single pole or rod. A big pole is a larger version of a blot pole that often reaches higher than 10 meters. A huge blot pole is more than 30 meters high, with a girth of at least 8 meters and needs to be made of the very largest iron oak.

A dimwalker can make only one blood gift at a time, and cannot do so again until all Divinity Points from the previous blood gift have been used or disappeared. If a person blood gifts again while there are Divinity Points still remaining from the previous blood gift, "gloomgifting" will be considered to have happened (see below for specific rules on the matter). However, a

dimwalker is permitted to sacrifice several offerings during the same blood gift, which would accumulate for a total effect within that single gift, as long as there is enough space on the blot pole or rod (see the Blood Gift Offerings table). In some cases, there will still be more available space, but it is not suitable to blood gift different types of offerings on the same rod. And if a shrine has several blot poles erected, it is possible to blood gift upon all of them at the same time. In a village there is normally only one blot pole, while a small town may have two, and in a large town could have as many as four big poles (but that is rare). It is common for towns to have up to a dozen blot poles posted in line outside the rod church.

No matter how many offerings of the same type are sacrificed in a blood gift, a single dimwalker will never benefit from more than four of that offering type. However, the dimwalker can sacrifice several different types of offerings at the same time to get access to more Divinity Points.

If two Stormkelts were to sacrifice seven hens in the same blood gift, they would share the total Divinity Points, benefitting from up to four hens each. One person would receive 4 Divinity Points and the other would receive 3.

Blood gifts are typically offered to different gods at different times or occasions. For example, blood gifts are usually offered to Vigdis at weddings and totrings (childbirths), and to Stormi or Nightra before a coming battle. As a rule, to whom the offering is gifted has no effect when it comes to the generation of Divinity Points, but it may affect whether the blood gift is succesful, in case the specific god does not like certain kinds of offerings.

- Performing a blood gift takes 1 minute per Divinity Point gained.

If a Blood Gifting is interrupted no Divinity points are taken. Generous GM could decide to give partial Divinity Points for partial killings, for example if only 1 of 4 hens is sacrificed. An offering is killed and not simply wounded only if a number rounds equal to the available DP is passed: for example a Goat will be killed only in the second round or a wolf in the fourth round.

EXAMPLE: BLOOD GIFTING

The Stormkelt Hrimhrappe has a divinity capacity of 13. To use an ability that costs 16 Divinity Points, he needs to perform a blood gift. Hrimhrappe blood gifts three chickens and gains 3 extra Divinity Points. Together with the 13 Divinity Points he already has, he can now afford to use the ability that costs 16 Divinity Points.

Hrimhrappe, however, doesn't use any Divinity Points that day, so at dawn of the next day, he loses 1 temporary Divinity Point gained from the blood gift. This means that he now has only 2 temporary Divinity Points left from the blood gift of the chickens.

A hen will grant 1 Divinity Point if sacrificed. Four hens will thus grant a total of 4 Divinity Points if they are sacrificed at the same time. A bull will grant 10 Divinity Points if sacrificed. Two bulls and four hens will thus grant a total of 24 Divinity Points if they are sacrificed at the same time.

If 100 hens are sacrificed, only 4 Divinity Points are granted for the lot, since one hen grants 1 Divinity Point and it is possible to benefit from only four offerings of the same type. On the other hand, if 100 hens and four bulls are sacrificed at the same time, the blood gift will grant a maximum of 44 Divinity Points (4 x 1 for the hens plus 4 x 10 for the bulls).

Blood Gift Offerings

Offering	Divinity Points	Pole/Rod	Space for offerings
Hen	1	Rod	4
Goat	2	Pole	4
Pig	3	Pole	4
Horse	5	Pole	2
Bull	10	Pole	1
Small game	1	Rod	4
Wolf	4	Pole	4
Warg	7	Pole	2
Bear	12	Pole	1
Garm	15	Pole	1
Frostboar	6	Pole	2
Mastomant	20	Big pole	1
Hrimturse (frost giant)	25	Big pole	1
Wurm (dragon)	100	Huge	1

Different offerings produce different amounts of Divinity Points, while others may not generate any Divinity Points at all. The Blood Gift Offerings table shows how many points different offerings will generate. This is not an exhaustive list, as there may be any number of other offerings sacrificed to the gods of Gerbanis, but it is up to the game master to use the table to decide roughly how many Divinity Points other offerings may generate. The dangerous and more valuable (monetarily) the offering, the greater the number of Divinity Points that should be gained.

Creatures that either do not belong to this realm or are seen as foul and abusive have far less value to the gods and generate no Divinity Points at all. Such creatures should not be blood gifted to honor the gods, but instead should be slain in their name. A gifted sacrifice is said to appear before the gods it was offered to as food or a slave in

their hall. So rather than sending a nuisance to their homes, it would be better for those creatures to be slain on their behalf.

Gloomgifting

If a dimwalker offers another blood gift as a separate sacrifice, on another occasion, while the effects of a previous gift are still active (i.e. the dimwalker still has Divinity Points from the first gift), it is considered to be a "gloomgift", and a great insult to the gods. The ground at the site of the gloomgifting becomes tainted and can never be blood gifted upon again. If an intelligent creature is slain or offered as a blood gift in an area tainted by a gloomgifting, there is a risk that the ground awakens dark dwellers (see the Gloomgifting Consequences table below, as well as dark dwellers in Game Master's Guide or in Jorgi's Bestiary). Because of the risk, every stave church has a blood gift master who decides who can and cannot blood gift at the church. Gloomgifting generates no further Divinity Points.

Every 10 Divinity Points a gloomgifting would have generated as a normal blood gift adds +1 to the roll on the table below, which determines the outcome of the gloomgifting. However, if a dragon is gloomgifted, the roll is modified by +20 (instead of just +10).



GLOOMGIFTING CONSEQUENCES

1d10 + (DP/10)	Consequence
1-3	Nothing special happens. The next time someone blood gifts at the scene, the outcome of the gloomgifting die roll is doubled.
4	Dark dwellers are awakened within the ground. The next time someone blood gifts on the ground, there is a 50% chance that 1d3 dark dwellers rise up and attack.
5	One dark dweller awakens, rises from the ground, and attacks.
6	1d3 dark dwellers awaken, rise from the ground, and attack.
7	1d3 + 1 dark dwellers awaken, rise from the ground, and attack.
8	1d6 + 1 dark dwellers awaken, rise from the ground, and attack.
9	1d6 + 3 dark dwellers awaken, rise from the ground, and attack.
10-20	1d6 + 3 dark dwellers (+1 dark dweller for every step over 9) awaken, rise from the ground, and attack.
21-24	An area of 1 km² with the blood gift site at its center becomes permanently tainted. In addition, 1d10 (OR 9-10) + 10 dark dwellers rise at the site of the gloomgifting, and every creature slain in the area will awaken yet another dark dweller.
25-27	An area of 100 km² with the blood gift site at its center becomes permanently tainted. In addition, 1d10 (OR 7-10) + 10 dark dwellers rise at the site of the gloomgifting, and every creature slain in the area will awaken yet another dark dweller.
28-30	An area of 1,000 km² with the blood gift site at its center becomes permanently tainted. In addition, 1d10 (OR 7-10) + 20 dark dwellers rise at the site of the gloomgifting, and every creature slain in the area will awaken yet another dark dweller.


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✦ GERBANIS HOLY TABLETS ✦

Influence of Jorn	Power of Enken	Strength of Stormi
1: Death Gust	1: Night Vision	1: Troll Strength
1: Wall of Dusk	1: Willpower	1: Voice of Command
2: Falfax	2: Bold	2: Havar
2: Night Curtain	2: Wind Shield	2: Hinji Strength
3: The Coat of Jorn	3: Soul Sight	3: Jarl´s Call
3: The Breath of Mogunda	3: Storm Armor	3: Shield Dísir
4: Asiblack	4: Heart of Enken	4: Jotun Strength
4: Will of Bodvildur	4: Hurricane Armor	4: Voice of Stormi
5: Snarfari	5: Eye of Enken	5: Einharjar

Warmth of Sunvei	Wisdom of Windinna	Wrath of Tyrd
1: Healing	1: Inspiration	1: Fire Iron
1: Sunray	1: Sixth Sense	1: Battle Cry
2: Healing Glow	2: Joy of Creating	2: Wolf Tongue
2: Summer Place	2: Steel Mind	2: Pyre Mark
3: Firon Power	3: Wave of Truth	3: War Cry
3: Healing Warmth	3: Vitner Protection	3: Dark Visage
4: Time of the Hunt	4: Swine Rush	4: Firestorm
4: Breath of Sunvei	4: Gaze of Windinna	4: Thunder of Victory
5: Healing Sun	5: Hearth of Windinna	5: Tyrd´s Bellow

Influence of Jorn

The Stormkelt has strengthened their loyalty to the god Jorn in order to receive the Influence of Jorn. With this Holy Tablet, the Stormkelt can be bestowed with the power to smite the undead, summon steeds from the storm and the gods, and invoke the darkness of the night.

1: Death Gust

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** 5 meters
- **Invocation time:** 1 action round

The Stormkelt claps their hands, which hurls a booming wave of pressure and force that damages an undead being within range. The divine energy deals 1d5 points of damage. Normal armor gives no protection.

LEVELS OF POWER: DEATH GUST

Cost	Extra Level of Power
2	Increase the range by 5 meters
5	Increase the damage by one step: 1d5 → 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

1: Wall of Dusk

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** 10 meters
- **Invocation time:** 1 action round

With this ability the Stormkelt can conjure a wall of darkness anywhere within 10 meters. The Stormkelt is given 20 square meters of darkness to shape to their liking. A dimwalker who has 20 m² can thus make a wall that is 1 m wide and 20 m long, a wall 5 m wide and 4 m long, and so on. The height of this area extends as far as the eye can

see. If a wall of darkness is raised in an area already occupied by a creature, that creature is immediately affected by the darkness and is given modifiers accordingly.

The Stormkelt calls on Jorn, who grants a piece of the dusk that's as dark and thick as night. This darkness, shaped by the dimwalker, gives a negative modifier of -3 on all combat actions that are carried out within the darkness or that target someone within it, just as if in the dark of night. Anyone who has night vision, dark vision, or true vision is unaffected by the darkness.

LEVELS OF POWER: WALL OF DUSK

Cost	Extra Level of Power
1	Increase the duration by 1 action round
2	Increase the range by 10 meters
3	Increase the surface by 10 m²
5	Increase the duration by 1 minute

2: Falfax

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 1 minute

The Stormkelt asks Jorn for speed and assistance, summoning a steed out of a sudden rolling fog from the land of Stormi. After the ability's duration expires, the fog appears again and the horse disappears back into it and leaves the Stormkelt behind. If the steed were to die, it would turn into fog and disappear. The horse permits only the Stormkelt (or another person with explicit permission of the Stormkelt) to ride it. It takes 1d10 action rounds for the horse to appear once the ability is successfully activated.

The dimwalker calls upon a Falfax, one of the spirit horses of the storm, who becomes their steed for the duration of the ability. The horse is a medium-sized warhorse equipped with leather armor as protection over its body and head. The horse is obediently trained and has no abilities beyond those of any other war-trained steed.

A Stormkelt cannot call on more than one Falfax at a time. Only once Falfax has disappeared may the Stormkelt call on him again.

- **Falfax:** Strength +4, Body Points 60, Protection Value 2, combat movement 16 meters per action round, obedient warhorse.

LEVELS OF POWER: FALFAX

Cost	Extra Level of Power
3	Increase the duration by 1 hour

2: Night Curtain

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** 20 meters
- **Invocation time:** 2 action rounds

With this ability, the Stormkelt can conjure a wall of darkness anywhere within 20 meters.

The Stormkelt calls on Jorn, who lets in a piece of dusk that's as dark and thick as night. This space is filled with darkness up to a volume of 40 m², which works in the same manner as the Wall of Dusk ability. If a Night Curtain is raised in an area already occupied by a creature, that creature is immediately affected by the darkness. This darkness, shaped by the dimwalker, gives a negative modifier of -8 on all combat actions that are carried out within the darkness or that target someone within it, just as if in the dark of night. Anyone who has night vision suffers only -3 on combat actions, while those with dark vision or true vision are unaffected by the darkness.

LEVELS OF POWER: NIGHT CURTAIN

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 10 meters
3	Increase the surface by 10 m²
5	Increase the duration by 1 minute
15	Increase the duration by 1 hour

3: The Coat of Jorn

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** 50 meters
- **Invocation time:** 3 action rounds

With this ability, the Stormkelt can conjure a wall of darkness anywhere within 50 meters.

The Stormkelt calls on Jorn, who lets in a piece of dusk that's as dark and thick as night. This space is filled with darkness up to a volume of 100 m², which works in the same manner as the Wall of Dusk ability. If the Coat of Jorn is raised in an area already occupied by a creature, that creature is immediately affected by the darkness. This darkness, shaped by the dimwalker, gives a negative modifier of -15 on all combat actions that are carried out within the darkness or that target someone within it, just as if in the dark of night. Anyone who has night vision suffers only -8 on combat actions, anyone with dark vision only suffers only -3, and those with true vision are unaffected by the darkness.

LEVELS OF POWER: COAT OF JORN

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 20 meters
5	Increase the surface by 50 m²
5	Increase the duration by 1 minute
15	Increase the duration by 1 hour

3: The Breath of Mogunda

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

The Stormkelt claps their hands, which hurls a booming wave of pressure and force that damages an undead being within range. The divine energy deals 1d10 points of damage. Normal armor gives no protection.

LEVELS OF POWER: BREATH OF MOGUNDA

Cost	Extra Levels of Power
2	Increase the range by 5 meters
4	Increase the damage by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

4: Asiblack

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 1 minute

The Stormkelt asks Jorn for speed and assistance, summoning a steed out of a sudden rolling fog from the land of Stormi. After the ability's duration expires, the fog appears again and the horse disappears back into it and leaves the Stormkelt behind. If the steed were to die, it would turn into fog and disappear. The horse permits only the Stormkelt (or another person with explicit permission of the Stormkelt) to ride it. It takes 1d10 action rounds for the horse to appear once the ability is successfully activated.

The dimwalker calls upon an Asiblack, one of the Einharjar's black war horses, which becomes their steed for the duration of the ability. The horse is a medium-sized war horse equipped with chainmail as protection over its body and head. The horse is obediently trained and has no abilities beyond those of any other war-trained steed.

A Stormkelt cannot call on more than one Asiblack at a time. Only once Asiblack has disappeared may the Stormkelt call on him again.

- **Asiblack:** Strength +5, Body Points 75, Protection Value 3, combat movement 20 meters per action round, excellently war-trained.

LEVELS OF POWER: ASIBLACK

Cost	Extra Levels of Power
3	Increase the duration by 1 hour

4: Will of Bodvildur

- **Cost/Modifier:** 8/-8
- **Type:** Instant
- **Range:** 50 meters
- **Invocation time:** 1 action round

The Stormkelt claps their hands, which hurls a booming wave of pressure and force that damages an undead being within range. The divine energy deals 1d10 points of damage. Normal armor gives no protection.

LEVELS OF POWER: WILL OF BODVILDUR

Cost	Extra Levels of Power
2	Increase the range by 100 meters
3	Increase the damage by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

5: Snarfari

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 30 minutes
- **Range:** Personal
- **Invocation time:** 1 minute

The Stormkelt asks Jorn for speed and assistance, summoning a steed out of a sudden rolling fog from the land of Stormi. After the ability's duration expires, the fog appears again and the horse disappears back into it and leaves the Stormkelt behind. If the steed were to die, it would turn into fog and disappear. The horse permits only the Stormkelt (or another permission with explicit permission of the Stormkelt) to ride it. It takes 1d10 action rounds for the horse to appear once the ability is successfully activated.

The dimwalker calls upon Stormi's black steed, a Snarfari, who Jorn has lured away from Stormi. A Snarfari is a very large steed with six legs and two heads. It is regarded as a masterfully war-trained horse. A Snarfari always rides with the wind at his back, and can make a five-day journey in a single day. A Snarfari breathes fog from his muzzle (which gives all who try to attack Snarfari or his rider -3 in accuracy), and heals 1 Body Point every action round.

A Stormkelt cannot call on more than one Snarfari at a time. Only once the Snarfari has disappeared may the Stormkelt call on him again.

- **Snarfari:** Strength +6, Body Points 90, Protection Value 4, movement 24 meters per action round, masterfully war-trained, fear factor 1d5.

LEVELS OF POWER: SNARFARI

Cost	Extra Levels of Power
3	Increase the duration by 1 hour

Power of Enken

The Stormkelt has created a greater bond with the god Enken and is able to invoke improved vision, courage, and even armor from the storm between Trudvang and Stormvakk through this bond.

1: Night Vision

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The Stormkelt is granted night vision for one minute. With night vision the dimwalker is able to see in pitch-black darkness, though not quite as well as if it were daytime. The dimwalker has clear vision up to 20 meters, beyond which the visibility of details is diminished considerably and ends completely after about 60 meters.

LEVELS OF POWER: NIGHT VISION

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
3	Change range to Contact (allowing the dimwalker to grant this ability to someone else)
6	Increase the duration by 1 hour

1: Willpower

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Invocation time:** 1 action round

The Stormkelt prays to Enken and is granted courage for himself or bestows courage upon a chosen individual. The person who is granted this power receives the exceptional trait of Psyche +4 for the ability's duration.

LEVELS OF POWER: WILLPOWER

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

2: Bold

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Invocation time:** 2 action rounds

The Stormkelt prays to Enken and is granted courage for herself or bestows courage upon a chosen individual. The person who is granted this power receives the exceptional trait of Psyche +6 for the ability's duration.

LEVELS OF POWER: BOLD

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

2: Wind Shield

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 action round
- **Range:** Contact
- **Invocation time:** 1 action round

The Stormkelt summons a shield of small storm flurries, which provide a Protection Value of 1 against melee weapons and a Protection Value of 3 against ranged weapons. However, the wind shield does not protect against magical weapons.

LEVELS OF POWER: WIND SHIELD

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
3	Increase the range to 5 meters (contact is no longer necessary)
3	Increase the Protection Value by +1 (maximum 4 levels of power)
5	Increase the duration by 1 minute



3: Soul Sight

- **Cost/Modifier:** 6/-6
- **Type:** Preserving
- **Duration:** 1 minute
- **Range:** 10 meters
- **Invocation time:** 1 action round

The Stormkelt closes their eyes and concentrates on the surroundings, letting the highly attuned senses of Enken flow through them. For one minute, the dimwalker will be able to see everything that is not hidden or altered by magic within a 10-meter range.

When the Stormkelt opens their eyes, the eyes resemble those of a frost bear, and as long as the dimwalker maintains concentration, they can view everything that is happening within range. This means that objects such as walls are unable to block the vision of the Stormkelt. However, no other sense is affected by the ability beyond sight.

The dimwalker may add +5 as a modifier to the Skill Value in the Shadow Arts skill when attempting to find hidden doors or traps.

LEVELS OF POWER: SOUL SIGHT

Cost	Extra Levels of Power
2	Increase the duration by 1 minute
2	Increase the range by 5 meters
3	Increase the modifier of Shadow Arts by +1 to see hidden things

3: Storm Armor

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 2 action rounds
- **Range:** Contact
- **Invocation time:** 2 action rounds

The Stormkelt summons an armor of storm flurries around himself or a chosen character. The armor provides a Protection Value of 2 against melee weapons and a Protection Value of 4 against ranged weapons. Against magical weapons, the Protection Value is 1 against melee weapons and 3 against ranged weapons.

LEVELS OF POWER: STORM ARMOR

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
3	Increase the range to 5 meters (contact is no longer necessary)
3	Increase the Protection Value by +1 (maximum 8 levels of power)
3	Affect an additional person (with the ability's basic version)
5	Increase the duration by 1 minute

4: Heart of Enken

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 5 meters
- **Invocation time:** 3 action rounds

The Stormkelt prays to Enken and is granted courage for himself or bestows courage upon a chosen individual. The person who is granted this power receives the exceptional trait of Psyche +8 for the ability's duration. Even the dimwalker (if the Stormkelt offered the power to someone else) and up to two friends within range also receive a lesser exceptional trait of Psyche +4 for the ability's duration.

LEVELS OF POWER: HEART OF ENKEN

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
3	Affect an additional person within range (with the spell's basic version)
5	Increase the range by 5 meters
6	Increase the character trait of Psych from +4 to +6 for the Stormkelt's allies
10	Increase the duration by 1 hour

4: Hurricane Armor

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Contact
- **Invocation time:** 3 action rounds

The Stormkelt summons an armor of massive storm flurries that swirl around the dimwalker or a chosen character. The armor provides a Protection Value of 4 against melee weapons and a Protection Value of 6 against ranged weapons. Against magical weapons, the Protection Value is 3 against melee weapons and 5 against ranged weapons.

LEVELS OF POWER: HURRICANE ARMOR

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Affect an additional person within range (with the spell's basic version)
3	Increase the range to 5 meters
3	Increase the Protection Value by +1 (maximum 12 levels of power)
5	Increase the duration by 1 minute

5: Eye of Enken

- **Cost/Modifier:** 10/-10
- **Type:** Preserving
- **Duration:** 1 minute
- **Range:** 100 meters
- **Invocation time:** 3 action rounds

The Stormkelt closes their eyes and concentrates on the surroundings, letting the highly attuned senses of Enken flow through them. For one minute, the dimwalker will be able to see everything that is not hidden or altered by magic within a 100-meter range.

When the Stormkelt opens their eyes, the eyes resemble those of a frost bear, and as long as the dimwalker maintains concentration, they can view everything that is happening within range. This means that objects such as walls are unable to block the vision of the Stormkelt. However, no other sense is affected by the ability beyond sight.

The dimwalker may add +8 as a modifier to the Skill Value in the Shadow Arts skill when attempting to find hidden doors or traps. The Stormkelt also has a chance to see things hidden or altered by magic if they succeed on a Shadow Arts Skill roll.

LEVELS OF POWER: EYE OF ENKEN

Cost	Extra Levels of Power
2	Increase the duration by 1 minute
2	Increase the range to 50 meters
3	Increase the modifier of Shadow Arts by +1 to see hidden things

Strength of Stormi

The Stormkelt subjugates himself to the god Stormi and becomes his loyal servant. Stormi lends the dimwalker mighty strength, help from spirit warriors, and the ability to force obedience.

1: Troll Strength

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Invocation time:** 1 action round

Stormi hears the Stormkelt's wish and grants a chosen character incredible strength. The recipient (the dimwalker or someone of their choosing) receives the exceptional trait of Strength +4 for the ability's duration.

LEVELS OF POWER: TROLL STRENGTH

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

1: Voice of Command

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 5 meters
- **Invocation time:** 1 action round

The Stormkelt's voice resounds with might and truth, affecting one chosen person within range. Everything the dimwalker says sounds believable, and the afflicted character must succeed on a Situation roll with a Situation value of 8 (Intelligence modifiers apply) to avoid complete acceptance of whatever the Stormkelt says.

LEVELS OF POWER: VOICE OF COMMAND

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Decrease the Situation value by -1
2	Increase the range by 5 meters

2: Havar

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 3 action rounds

The Stormkelt begs Stormi for protection. In return, Stormi sends a "Havar, a holy warrior from the Stormvakk to protect his subject. The spirit appears as a sudden fog that gathers around the Stormkelt, and then takes on physical form. After the duration, the fog appears again and the warrior disappears into it and leaves the dimwalker. If the warrior dies, he settles back into fog and disappears.

The spirit warrior will step up to guard or protect the dimwalker in battle or any situation where he is in immediate danger. The warrior never moves farther than 10 meters away from the Stormkelt and cannot perform any other tasks besides personal protection for the Stormkelt or fighting those who attack him. The spirit warrior does not communicate; it only performs its task.

A Stormkelt can have only one Havar active at one time through this ability.

Havar is a tall warrior equipped in leather, and his face is hidden by a leather coif with a nose protector. He carries a normal round shield and a regular battle axe.

- Havar: Strength +1, Body Points 25, Protection Value 2, Combat Points 16, initiative 1d10 (OR 10) + 4, Shield Bearer specialty (+4 Combat Points).

LEVELS OF POWER: HAVAR

Cost	Extra Level of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

2: Hinji Strength

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Invocation time:** 2 action rounds

Stormi hears the Stormkelt's wish and grants a chosen character incredible strength. The recipient (the dimwalker or someone of their choosing) receives the exceptional characteristic of Strength +6 for the ability's duration.

LEVELS OF POWER: HINJI STRENGTH

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

3: Jarl´s Call

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** 10 meters
- **Invocation time:** 1 action round

The Stormkelt's voice resounds mightily, which affects one listener of the dimwalker's choosing within range. The target must make a Situation roll with a Situation value of 6 (Psyche modifiers apply). If the target fails the Situation roll, they instinctively obey the Stormkelt for the duration. However, the target will never do anything that causes self-harm (such as jumping off a cliff) or that demands initiative or creativity (such as formulating a plan or improvising).

LEVELS OF POWER: JARL'S CALL

Cost	Extra Level of Power
1	Increase the duration by 1 action round
2	Decrease the Situation value by -1
2	Increase the range by 5 meters

3: Shield Dísir

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 6 action rounds

The Stormkelt begs Stormi for protection. In return, Stormi sends holy warriors from the Stormvakk to protect his subject. The spirits appear as a sudden fog that gathers around the Stormkelt, and then takes on physical form. After the duration, the fog appears again and the warriors disappear into it and leave the dimwalker. If a warrior dies, she settles back into fog and disappears. The spirit warriors will step up to guard or protect the dimwalker during battle or any situation where he is in immediate danger. The warriors never move farther than 10 meters from the Stormkelt and cannot perform any other tasks besides personal protection for the Stormkelt or fighting those who attack him. The spirit warriors do not communicate; they only perform their task.

A Stormkelt can have a maximum of three Shield Dísir active at one time.

The Shield Dísir are impressive female warriors armored in fortified leather, with long manes of blond hair and faces painted with blue spiraled patterns. They usually carry battle swords and fortified great round shields.

- **Shield Dísir:** Strength +2, Body Points 30, Protection Value 3, Combat Points 20, initiative 1d10 (OR 10) + 2, Shield Bearer specialty (+8 Combat Points).

LEVELS OF POWER: SHIELD DÍSIR

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
5	Summon another spirit warrior (maximum 3)
10	Increase the duration by 1 hour

4: Jotun Strength

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 5 meter
- **Invocation time:** 3 action rounds

Stormi hears the Stormkelt's wish and grants a chosen character incredible strength. The recipient (the dimwalker or someone of their choosing) receives the exceptional characteristic of Strength +8 for the ability's duration. Any other allies (including the dimwalker, if the ability targets someone else) within range of the Stormkelt also receive the exceptional characteristic of Strength +4 for the ability's duration.

LEVELS OF POWER: JOTUN STRENGTH

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
3	Apply the Strength +8 to one more person
5	Increase the range by 5 meters
6	Increase the characteristics from +4 to +6 for the Stormkelt's allies
10	Increase the duration by 1 hour

4: Voice of Stormi

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** 10 meters
- **Invocation time:** 2 action rounds

The Stormkelt's voice resounds mightily, which affects three listeners of the dimwalker's choosing within range. The chosen characters must make a Situation roll with a Situation value of 6 (Psyche modifiers apply). If any target fails the Situation roll, they instinctively obey the Stormkelt for the duration. However, the target will never do anything that causes self-harm (such as jumping off a cliff) or that demands initiative and creativity (such as formulating a plan or improvising).

LEVELS OF POWER: VOICE OF STORMI

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Decrease the Situation value by -1
2	Increase the range by 5 meters
3	Affect one more listener (with the ability's basic version)

5: Einharjar

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 minute

The Stormkelt begs Stormi for protection. In return, Stormi sends the Einharjar, holy warriors from the Stormvakk to protect his subject. The spirits appear as a sudden fog that gathers around the Stormkelt, and then takes on physical form. After the duration, the fog appears again and the warriors disappear into it and leave the dimwalker. If a warrior dies, they settle back into fog and disappear. The spirit warriors will step up to guard or protect the dimwalker during battle or any situation where he is in immediate danger. The warriors never move farther than 10 meters from the Stormkelt and cannot perform any other tasks besides personal protection for the Stormkelt or fighting those who attack him. The spirit warriors do not communicate; they only perform their task.

A Stormkelt can have a maximum of six Einharjar active at one time.

Einharjar are heavily built berserkers with long, lank hair, sacrificial blood streaked on their faces, and bare upper bodies painted with soot symbols. They usually carry two-handed swords.

- **Einharjar:** Strength +4, Body Points 35, Protection Value 5, Combat Points 30, initiative 1d10 (OR 10) + 4, Armed Fighting discipline and Shield Bearer specialty (+13 Combat Points).

LEVELS OF POWER: EINHARJAR

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
5	Summon another spirit warrior (maximum 6)
10	Increase the duration by 1 hour

Warmth of Sunvei

The Stormkelt has promised allegiance to Sunvei, who in return offers healing and remedial power as well as summer's flourishing life and warmth.

1: Healing

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** Contact
- **Invocation time:** 6 action rounds

The Stormkelt places their hands on the wounded body parts of an injured person, and a faint, warming light begins to spread from their palms. The healing rate of the person receiving the healing touch increases by +1 Body Point per day, as long as the

person continues to rest. If the injured character does anything other than rest, the ability's power will be broken and healing will return to its normal rate.

LEVELS OF POWER: HEALING

Cost	Extra Levels of Power
1	Increase the duration by 1 day
3	Increase the rate of healing by another +1 (maximum 3)

1: Sunray

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Radius of SV meters
- **Invocation time:** 1 minute

Sunvei sees to the dimwalker's wish and lets the sun's rays shine down on them. For the duration of the ability, sunlight shines down on the Stormkelt and an area surrounding them with a radius determined by their Skill Value in the Faith skill. Those within this sunlight are not afflicted negatively by being out in nature, and all negative modifiers caused by enduring life in the wilds are reduced to 0. However, this ability works only outdoors during daytime. The warmth of the sun is equal to summer's heat for the current region. The affected area is fixed for the duration of the ability, and does not move if the Stormkelt moves away.

LEVELS OF POWER: SUNRAY

Cost	Extra Levels of Power
1	Increase the duration by 1 hour

2: Healing Glow

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Range:** Contact
- **Invocation time:** 1 minute

The Stormkelt reaches out with their arms stretched toward the sky and calls upon Sunvei. The dimwalker's hands then begin to glow with a purifying fire that the Stormkelt lowers toward an injured character. Scar tissue immediately appears over the places where the fire has purified the body.

- Heals 1 Body Point and stops any bleeding.

LEVELS OF POWER: HEALING GLOW

Cost	Extra Levels of Power
2	Increases healing by +1 Body Point

2: Summer Place

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 hours
- **Range:** Radius of SV x 100 meters
- **Invocation time:** 1 minute

Sunvei sees to the dimwalker's wish and lets the sun's rays appear. For the duration of the ability, the sunlight shines down within the area (determined by the dimwalker's Skill Value in the Faith skill). This ability only works outdoors during daytime. The warmth of the sun is equal to summer's heat for the current region. Those within this sunlight are not afflicted negatively by being out in nature, and all negative modifiers caused by enduring life in the wilds are reduced to 0.

If the duration lasts until after dusk, a warm summer evening and night will continue within the blessed area until the spell ends. As long as the ability persists, any hunting grounds in the vicinity of the Stormkelt (SV x 100 meters) also become more prosperous (+3 for the Wilderness skill when hunting).

LEVELS OF POWER: SUMMER PLACE

Cost	Extra Levels of Power
1	Increase the duration by 1 hour

3: Firon Power

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Range:** Contact
- **Invocation time:** 1 minute

The Stormkelt reaches out with their arms stretched toward the sky and calls upon Sunvei. The dimwalker's hands then begin to glow with a purifying fire that the Stormkelt lowers toward an injured character. Scar tissue immediately appears over the places where the fire has purified the body.

- Heals 3 Body Points and stops any bleeding.

LEVELS OF POWER: FIRON POWER

Cost	Extra Levels of Power
2	Increases healing by +1 Body Point

3: Healing Warmth

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 2 days
- **Range:** Contact
- **Invocation time:** 6 action rounds

The Stormkelt places their hands on the wounded body parts of an injured person, and a faint, warming light begins to spread from their palms. The healing rate of the person receiving the healing touch increases by +2 Body Points per day, as long as the person continues to rest. If the injured character does anything other than rest, the ability's power will be broken and healing will return to its normal rate. The dimwalker can also try to cure any diseases by granting the sick person +3 on a Situation roll to overcome the disease.

LEVELS OF POWER: HEALING WARMTH

Cost	Extra Levels of Power
1	Increase the duration by 1 day
2	Increase the modifier for overcoming disease by +1
3	Increase the rate of healing by another +1 (maximum +5)

4: Time of the Hunt

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** 10 km radius
- **Invocation time:** 1 minute

Sunvei sees to the dimwalker's wish and lets the sun's rays appear. For the duration of the ability, the sunlight shines down within the area. This ability only works outdoors during daytime. The warmth of the sun is equal to summer's heat for the current region. Those within range of this sunlight are not afflicted negatively by being out in nature, and all negative modifiers caused by enduring life in the wilds are reduced to 0.

For the duration of the ability, any hunting grounds within 10 kilometers of the dimwalker also become extremely prosperous (+6 on rolls for the Wilderness skill when hunting or fishing).

LEVELS OF POWER: TIME OF THE HUNT

Cost	Extra Levels of Power
1	Increase the duration by 1 day
3	Increase the range by +10 kilometers

4: Breath of Sunvei

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 days
- **Range:** Contact
- **Invocation time:** 6 action rounds

The Stormkelt places their hands on the wounded body parts of an injured person, and a faint, warming light begins to spread from their palms. The healing rate of the person receiving the healing touch increases by +1 Body Point per day, as long as the person continues to rest. If the injured character does anything other than rest, the ability's power will be broken and healing will return to its normal rate. The dimwalker can also try to neutralize poisons or dispel curses placed on the injured character by granting them +10 on Situation rolls to neutralize or dispel.

LEVELS OF POWER: BREATH OF SUNVEI

Cost	Extra Levels of Power
1	Increase the duration by 1 day
2	Increase the modifier for neutralize or dispel by +1
3	Increase the rate of healing by +1 (maximum +8)

5: Healing Sun

- **Cost/Modifier:** 10/-10
- **Type:** Instant
- **Range:** Contact
- **Invocation time:** 1 minute

The Stormkelt reaches out with their arms stretched toward the sky and calls upon Sunvei. The dimwalker's hands then begin to glow with a purifying fire that the Stormkelt lowers toward an injured character. Scar tissue immediately appears over the places where the fire has purified the body.

- Heals 10 Body Points and stops any bleeding.

LEVELS OF POWER: HEALING SUN

Cost	Extra Levels of Power
2	Increases healing by +1 Body Point

Wisdom of Windinna

The Stormkelt makes a wise sacrifice and forms a powerful bond with the goddess Windinna. She bestows insight, mental resilience, and inspiration.

1: Inspiration

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** 5 meters
- **Invocation time:** 2 action rounds

With grand gestures and high calls, the Stormkelt begs Windinna to come forth with her power and bless all those present who are devoted to Stormi. Once the ritual is completed, a soft whirlwind appears with the dimwalker at its center. The wind has a creative effect, granting inspiration to the dimwalker or an ally within range. On the target's next Skill roll involving the creation of objects, they receive +3 to the Skill Value, provided that the work begins within a day.

LEVELS OF POWER: INSPIRATION

Cost	Extra Levels of Power
2	Affects another ally within range
2	Increases the range by 5 meters

1: Sixth Sense

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** Contact
- **Invocation time:** 1 action round

The Stormkelt asks Windinna for the ability to see into the mind and heart of a person. This ability is often used in interrogations and legal matters.

The dimwalker directs the ability toward a person within range and can use it to judge if the person is hostile or friendly toward the dimwalker.

LEVELS OF POWER: SIXTH SENSE

Cost	Extra Levels of Power
2	Increase the range by 5 meters (contact is no longer necessary)

2: Joy of Creating

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** 10 meters
- **Invocation time:** 6 action rounds

With grand gestures and high calls, the Stormkelt begs Windinna to come forth with her power and bless all those present who are devoted to Stormi.



Once the ritual is completed, a soft whirlwind appears with the dimwalker at its center. The wind has a creative effect, granting inspiration to the dimwalker or an ally within range. On the target's next Skill roll involving the creation of objects, they receive +5 to the Skill Value, provided that the work begins within a day. The whirlwind can also permanently fix any one object that is broken (which takes 1d10 action rounds).

LEVELS OF POWER: JOY OF CREATING

Cost	Extra Levels of Power
2	Affect a person within range
2	Increase the range by 5 meters

2: Steel Mind

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Range:** Personal
- **Invocation time:** 1 action round

A fire encompasses the affected individual and purifies their body of all evil, transformation, and outside influence. The ability drives away

all foreign thoughts from the target that have been summoned through vitner and have negative effects. If the Stormkelt is the one afflicted, they must succeed on a Situation roll with a Situation value of 10 (Psyche modifiers apply) to be able to gather enough control to use the ability.

LEVELS OF POWER: STEEL MIND

Cost	Extra Levels of Power
2	Increase the range by 5 meters (the personal range is no longer necessary)
2	Increase Situation value with +1
3	Affect one additional person within range (with ability's basic version)

3: Wave of Truth

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Hearing
- **Invocation time:** 2 action rounds

The Stormkelt asks Windinna for the ability to see into the mind and heart of a person. This ability is often used in interrogations and legal matters.

The dimwalker directs the ability toward a person within range and can use it to judge if the person is lying or telling the truth. The ability lasts for one minute.

LEVELS OF POWER: WAVE OF TRUTH

Cost	Extra Levels of Power
1	Increase the duration by 1 minute

3: Vitner Protection

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

A fire encompasses the affected individual and purifies their body of any evil, transformation, and outside influence. The ability drives away foreign thoughts from the target that have been summoned through vitner and have negative effects. If the Stormkelt is the one afflicted, they must succeed on a Situation roll with a Situation value of 12 (Psyche modifiers apply) to be able to gather enough control to use the ability.

The ability drives out any soul or spirit that has possessed and is controlling a being, sending it back to the world whence it came.

LEVELS OF POWER: VITNER PROTECTION

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Increase the Situation value by +1
3	Affect another person within range (with ability's basic version)

4: Swine Rush

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** Personal
- **Invocation time:** 1 minute

With grand gestures and high calls, the Stormkelt begs Windinna to come forth with her power and bless all who are devoted to Stormi. Windinna hears the dimwalker and sends Djofur, the swine spirit, to create a common object. When he does so, he grunts and digs in the ground. Left in the place where Djofur was digging is the object. It can be anything the dimwalker chooses, such as a sword, a gold coin, or even a boat, as long as it is not alive or magical. The object also has to be movable. Thus, Djofur cannot create a horse, a forest, or a flower because these are living things. Nor can he create a stronghold or a wall since these are not movable. It takes one minute for Djofur to create an object, which will then exist for one day. The quality of the object is masterful. Djofur can be called only once per day.

Be aware that neither Windinna nor Djofur cares for greedy dimwalkers, so if a Stormkelt were to use this ability to sate their own greed, it would awaken the wrath of the goddess.

LEVELS OF POWER: SWINE RUSH

Cost	Extra Levels of Power
5	Increase the duration by 1 day

4: Gaze of Windinna

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Eye contact
- **Invocation time:** 2 action rounds

The Stormkelt asks Windinna for the ability to see into the mind and heart of a person. This ability is often used in interrogations and legal matters. The dimwalker can then read that person's mind for the duration of the ability. The target can attempt to resist the effect by succeeding on a Situation roll with a Situation value of 4 (Psyche modifiers apply).

LEVELS OF POWER: GAZE OF WINDINNA

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Decrease the Situation value by -1

5: Hearth of Windinna

- **Cost/Modifier:** 10/-10
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 6 action rounds

A fire encompasses the afflicted and purifies their body of any evil, transformation, and outside influence. The prayer drives away a demon that possesses a worldly body (physical) or has settled down inside a being, sending it back to the world whence it came.

LEVELS OF POWER: HEARTH OF WINDINNA

Cost	Extra Levels of Power
2	Increase the range by 5 meters

Wrath of Tyrd

The Stormkelt sheds his/her own blood and promises his/her life to the vengeful Tyrd, who lends the power to burn and frighten the enemies of the Stormkelt, as well as the ability to increase or shatter morale in battle.

1: Fire Iron

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** 5 meters
- **Invocation time:** 1 action round

The Stormkelt calls on the wrath of Tyrd and channels that anger toward an enemy within range. The target immediately receives one severe burn on their body. Every burn causes the victim 1 point of damage. The victim also receives -2 on all combat actions during the current action round as well as the following round because of the burns. Armor has no effect against this ability.

LEVELS OF POWER: FIRE IRON

Cost	Extra Levels of Power
1	Increases the number of burns by +1 (maximum 6)
2	Increase the range by 5 meters

1: Battle Cry

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 2 action rounds
- **Range:** 5 meters
- **Invocation time:** 1 action round

The Stormkelt screams out a summons, and Tyrd answers with a booming thunderclap that spurs the dimwalker or one of their allies to greater battle morale. The battle cry grants the target within range +1 on all combat actions for the duration.

LEVELS OF POWER: BATTLE CRY

Cost	Extra Levels of Power
1	Increase the number of people who are affected by the ability by +1 (maximum 3)
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
2	Increase the bonus on combat actions by another +1 (maximum 3)

2: Wolf Tongue

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Range:** 5 meters
- **Invocation time:** 1 action round

The Stormkelt makes a sinister face and speaks the triggering words of the ability. The words are contorted into a deep voice, and around the Stormkelt gathers a dark, visible aura of divine wrath. The dimwalker's enemies within range risk becoming frightened by the visage and suffering 1d10 fear points. The ability afflicts all beings with human intelligence (humanoid beings and trollkin).

LEVELS OF POWER: WOLF TONGUE

Cost	Extra Levels of Power
2	Increase the range by 5 meters
3	Increase the fear points by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

2: Pyre Mark

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

The Stormkelt calls on the wrath of Tyrd and channels that anger toward an enemy within range. The target immediately receives two severe burns on their body. Every burn causes the victim 1d3 points of damage. The victim also receives SV -1 on all combat actions during the current action round as well as the following round because of the burns. Armor has no effect against this ability.

LEVELS OF POWER: PYRE MARK

Cost	Extra Levels of Power
1	Increase the number of burns by +1 (maximum 6)
2	Increase the range by 5 meters
2	Afflict one additional target (with the ability's basic version)

3: War Cry

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** 10 meters
- **Invocation time:** 1 action round

The Stormkelt screams out a summons, and Tyrd answers with a booming thunderclap that spurs the dimwalker or one of their allies to greater battle morale, while shattering the morale of their enemies.

The war cry grants the target within range +3 on all combat actions for the duration. One of the dimwalker's enemies within range also receives -3 on all combat actions for the duration.

LEVELS OF POWER: WAR CRY

Cost	Extra Levels of Power
1	Increase the number of allies who are affected by the ability by +1 (maximum 6)
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
2	Increase the bonus on combat actions by another +1 (maximum 6)
2	Increase the modifier for enemies by -1 (maximum -6)
2	Increase the number of enemies who are affected by the ability by +1

3: Dark Visage

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

The Stormkelt makes a sinister face and speaks the triggering words of the ability. The words are contorted into a deep voice, and around the Stormkelt gathers a dark, visible aura of divine wrath. One of the dimwalker's enemies within range risks becoming frightened by the visage and suffering 1d10 Fear Points. The ability afflicts all beings with human intelligence (humanoid beings and trollkin). Animals and other beings with lower intelligence are so frightened that they flee and do not dare to come back before one hour has passed.

LEVELS OF POWER: DARK VISAGE

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Afflict one extra intelligent being of your choice within range (ability's basic version, maximum 5)
4	Increase the Fear Points by one step: 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 7-10) → 1d10 (OR 6-10)

4: Firestorm

- **Cost/Modifier:** 8/-8
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 3 action rounds

The Stormkelt calls on the wrath of Tyrd and channels that anger toward all enemies within range. The targets immediately receive two severe burns on their bodies. Every burn causes the victims 1d3+1 points of damage. The victims also receive SV -2 on all combat actions during the current action round as well as the following round because of the burns. Armor has no effect against this ability.

LEVELS OF POWER: FIRESTORM

Cost	Extra Levels of Power
2	Increase the number of burns by +1
2	Increase the range by 5 meters

4: Thunder of Victory

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** 10 meters
- **Invocation time:** 2 action rounds

The Stormkelt screams out a summons, and Tyrd answers with a booming thunderclap that spurs the dimwalker or one of their allies to greater battle morale, while shattering the morale of their enemies.

The thunderous cry grants the dimwalker and all allies within range +4 on all combat actions for the duration. All of the dimwalker's enemies within range receive -4 on all combat actions for the duration.

LEVELS OF POWER: THUNDER OF VICTORY

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
3	Increase the bonus for combat actions by another +1
3	Increase the modifier for enemies by -1

5: Tyrd´s Bellow

- **Cost/Modifier:** 10/-10
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

The Stormkelt makes a sinister face and speaks the triggering words of the ability. The words are contorted into a deep voice, and around the Stormkelt gathers a dark, visible aura of divine wrath. All of the dimwalker's enemies within range risk becoming frightened by the visage and suffering 1d10 (OR 9-10) Fear Points. The ability afflicts all beings with human intelligence (humanoid beings and trollkin). Animals and other beings with lower intelligence are so frightened that they flee and do not dare to come back before one week has passed.

LEVELS OF POWER: TYRD'S BELLOW

Cost	Extra Levels of Power
2	Increase the range by 5 meters
3	Increase the Fear Points by one step: 1d10 (OR 9-10) → − 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1



✦ THE EALD TRADITION ✦

Followers of the Eald Tradition are organized as follows.

- Those who are pure exemplars of the Eald Tradition are called Bruids, which roughly means "heroes to be" or "promising warriors." They are role models in their society.
- The Bruids often follow and serve the Eald Tradition's traditional warriors, the "Curadd."
- Esteemed over the Curadd are the "Rigfhennid," Oath Kings and heroes among the people, who are a source of inspiration and courage.
- A Rigfhennid reaching the master level can receive the title of "Teyrn." A Teyrn is incredibly close to the Flowras and is lauded as a hero in many books. If there is anyone who can rule a country with order and peace, it is a Teyrn. A female Teyrn is called a Teyrna.
- Any heroes who reach legendary level are called "Ardrigh," Supreme King of Flowras, who cannot be ruled over by any earthly authority. Their word is law, and their every action is a tradition.

The Promises

- Eald Tradition's prerequisite for Holy Tablets

In order to learn a Holy Tablet that Flowras offers, the dimwalker must make a promise to perform a certain daily duty or task, uphold a particular virtue or standard, or abstain from something. In order to seal the promise, they cut a wound on their arms that will eventually heal and leave a scar. The promise of the dimwalker for example may be to kill someone whenever their weapon is drawn, to always sleep on the bare ground, never flee from a battle, and so on. This promise must be declared nearby the associated element of the chosen Flowra (for example, promises to Nema are made on the windswept plains, and promises to Morgu are made on the battlefield) or where a large crowd is gathered to serve as witnesses to the promise.

A promise must never be about something transient, such as killing a certain person or singing a certain song in a certain place. Instead, it must be a promise of a perpetual behavior or a goal that the dimwalker will pursue all of their life.

Blood Oaths

Blood oaths are rituals that heroes of the Eald Tradition use for gaining extra power to fuel their divine feats. Unlike the initial promise a dimwalker makes for learning divine feats, blood oaths are related to performing certain specific deeds. These deeds should be tasks that can be accomplished within a year, such as killing a certain monster, taking a pilgrimage to a specific place, or building a shrine.

A blood oath cannot be a promise for something perpetual, such as clearing Trudvang of trolls, defending the innocent, or speaking entirely without lies. These types of promises are the kind the dimwalker would make in order to learn the Holy Tablets.

A blood oath should have a clear and viable goal (see the Blood Oaths table). A blood oath takes a full minute (or 12 Combat turns) to swear. To succesfully perform a blood oath, the dimwalker must succeed on a Faith Skill roll. The Invoke discipline and the Bruid specialty also raises the Skill Value for succeeding with a blood oath.

Once the dimwalker swears a blood oath, they receive extra Divinity Points in addition to those usually generatedthrough the Faith skill.

Divinity points gained from blood oaths don't disappear like those gained through the blood gifting of Gerbanis or the Tenet of Nid's prayers. An oath and the Divinity Points generated last until they are spent, or for one full year, or until the oath is fulfilled. If the oath has not been fulfilled by the end of this period, it is considered broken.

Divinity points still unspent once the deed of the blood oath is accomplished disappear instantly upon its fulfillment.

Each blood oath costs the hero 1 Body Point that will not heal until the oath is fulfilled. If the blood oath is not fulfilled after a year, this injury becomes permanent. It can never be healed in any way.

The effect of a blood oath cannot be multiplied if the oath is sworn several times.

Be sure to keep track of the blood oaths a character has sworn and the number of Divinity Points granted by writing them down on the character sheet. It is especially important to keep track of whether or not the Divinity Points from the oaths have been used, what Divine Ability they were used for, and when the blood oaths were sworn. Blood oaths are not to be handled lightly.

The maximum number of blood oaths a hero can be held accountable for during one year depends on the hero's Body Points, since every blood oath costs 1 Body Point. If this number is exceeded, the character will perish beneath the weight of his oaths.

The table below shows some of the blood oaths a hero can swear in order to gain Divinity Points. It is ultimately up to the game master to determine how many Divinity Points a blood oath can generate.


TAPIA
&
WIEVEL

BLOOD OATHS

Blood Oath	Divinity Points
Travel around the country	8
Win a contest	4
Help the prince	8
Save the defenseless	4–20
Get married	8
Have a child	8
Protect village from external threats	4–20
Be involved in a war	4–12
Win a war	20
Break a curse	4–8
Slay gray trolls	4
Smite the undead	8
Slay a griffon	12
Slay a jotun, tursir (giant)	20
Slay a lindwurm	20
Slay a wurm (dragon)	60

Promise- and Oath Breakers

A hero can take immediate advantage of blood oaths since they grant Divinity Points as soon as the oath is sworn. Therefore, it is critically important to keep your word. As long as a hero continues to faithfully fulfill blood oaths and promises made, there will be no problems. However, if a hero ever breaks a blood oath or a promise, this will lead to several dire consequences.

The only ways to break an oath are either by failing to do the task within the stipulated time, or by acting in a manner contrary to the promise of the oath. It is therefore important that both the player and the game master keep track of when a blood oath was sworn and when a year has passed, as well as exactly what each oath implies.

If the hero breaks a blood oath, the temporary injury will become permanent (Body Points lowered by 1). The scar from the oath will remain blatant and unsightly, making the person immediately recognizable as an oath breaker (and granting them the oath breaker title). As an oath breaker, the person suffers -4 on all Skill Values and Situation values linked to their Charisma. This covers a variety of active forms of communication, such as persuasion, negotiation, or seduction, but it can also be a passive hindrance as the character is denied access to an inn, or simply attacked by an angry mob of people that recognize the character as an oath breaker.

A dimwalker who has failed to perform the sworn task of a blood oath can never swear another blood oath of the same nature again.

If the hero breaks the initial promise made in order to receive their divine abilities as a Bruid, it leads to the permanent loss of that ability. A promise breaker can never make the same promise again and will never again be able to learn the ability that was lost.

EXAMPLES: BLOOD OATHS, PROMISE BREAKERS AND OATH BREAKERS

Blood Oaths. *Rwyn swore to slay a gray troll and was granted 4 Divinity Points through this oath. She can save these points for up to one year. If she has not used them by the end of the year, or if she slays a gray troll before they are spent, they will disappear. If she has not completed her sworn action by the end of this period, she is an oath breaker.*

When Rwyn swore to slay a gray troll, she cut a bleeding wound on her hand and let the blood drip on the ground to seal her promise. The blood oath cost her 1 Body Point that cannot be healed until her oath is fulfilled. Once the oath is fulfilled, the wound on her hand heals immediately.

If Rwyn breaks her oath, she will lose that Body Point permanently and the wound on her hand will never heal; furthermore, she is considered an oath breaker.

Rwyn swears to slay a gray troll and is thereby granted 4 Divinity Points. After this she realizes that she desires to slay far more gray trolls than just one, but no matter how many Rwyn wants to slay, she can swear a blood oath about this particular subject only once at the same time, and thus will receive a total of 4 Divinity Points for slaying gray trolls.

Once Rwyn has slain a gray troll and fulfilled her oath, she can swear a new blood oath to slay more gray trolls if she desires. Remember that a blood oath takes a full round to swear and that the Divinity Points she was granted to slay the gray troll disappear if still unused when the oath is fulfilled.

Promise Breakers and Oath Breakers. *Imogen swears a blood oath to slay a griffon. Less than a week later, she ends up in an ambush where she is seriously injured and taken captive. Once freed a month later, she is in bed with fever chills and unable to fully recover for another six months. This delay in her hunt for the griffon costs her dearly since she struggles to find and slay a griffon in the next few months before the year has lapsed. She fails to fulfill her oath within the allotted time. This means that she loses 1 Body Point permanently and receives the oath breaker title. Henceforth, she is known as Imogen Oath Breaker.*

Imogen can never again swear a blood oath to slay a griffon.

Hergil Bultblod made a promise seven years ago to never back down from a challenge. This promise was heard by the Flowra Morgu, who gave Hergil level 2 of the tablet Tribute of Morgu. When Edelmarr Goldenhair, a great and notorious hero in Dranvelt, challenges him to a sword fight, Hergil does not have the courage to accept because he realizes that he can never win. This means that Hergil breaks his promise to never back down from a challenge, and it infuriates Morgu so much that Hergil is stripped of level 2 of the tablet Tribute of Morgu. Because of this broken promise, Hergil can never learn the Tribute to Morgu tablet. again, nor can he obtain a new ability by promising to never budge from a challenge.

✦ EALD TRADITION'S HOLY TABLETS ✦

Gift of Thanja	Halawen's Offering	Heritage of Majne
1: Behind Tree and Pine	1: Willpower of the Ancestors	1: Strong Beer
1: Animal Speech	1: Vitner Shield	1: Trollslayer
2: Stagshape	2: Bloodfangsbane	2: Giantslayer
2: Bestial Tongue	2: Boldness of the Ancestors	2: King's Militia
3: Salmonshape	3: Bolgemek	3: Hero's Brew
3: Beneath Root and Rock	3: Witch Wall	3: King's Guard
4: Dragon Tongue	4: Fearless	4: Dragonslayer
4: Forest Denizen	5: Mistur Barrier	4: King's Ale
5: Ravenshape	5: Roggdrasil	5: The Nine Kings

Magh's Gift	Nema's Usefulness	Tribute of Morgu
1: Journey Wind	1: Horse Ears	1: Simmering Blood
1: Rider's Melody	1: Gust of Release	1: Battle Arrow
2: Magh's Tether	2: Gloomy Trail	2: Boiling Blood
2: Elf Summer	2: Owl Hearing	2: Rage
3: Hero's Song	3: Freeing Breeze	3: Shower of Arrows
3: Magh's Chain	3: Meall's Trail	3: Madness
4: King's Anthem	4: Liberating Wind	4: Bloodfire
5: Magh's Hawser	4: Griffon's Sense	5: Riastarthae
5: Harvest Year	5: Mongfind's Travel	5: Blacken the Sky

Gift of Thanja

The Bruid has caught the interest of the Flowra Thanja, who gives the dimwalker the ability to communicate with creatures of the wild, shift appearance to that of an animal, and more easily disappear within the wilderness.

1: Behind Tree and Pine

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The Bruid alters their appearance so as to blend in with the surrounding environment. The dimwalker must sit completely still in order to keep from breaking the effect. Anyone searching for the Bruid must succeed on a difficult (-3 to SV) Skill roll with the Shadow Arts skill in order to detect them.

LEVELS OF POWER: BEHIND TREE AND PINE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

1: Animal Speech

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 5 meters
- **Invocation time:** 1 action round

The Bruid is able to speak with ordinary animals for the duration of the ability. He can also understand anything that the animals are saying. However, this does not mean that the animals will immediately become comfortable or friendly toward the dimwalker, or even wish to answer his questions, but they

will miraculously be able to comprehend his words. How much they will understand depends on how intelligent the animals are (which is up to the game master to decide), and there are many things that the dimwalker may speak of or ask that the animals have no context or understanding of.

By speaking with animals, the Bruid can also bargain with, intimidate, deceive, or persuade them. Bear in mind that animals often act with manners that humans would consider childish, selfish, and sometimes quite greedy and cunning.

LEVELS OF POWER: ANIMAL SPEECH

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters

2: Stagshape

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 6 action rounds

This ability grants the Bruid the power to transform into a stag. In the animal shape, the dimwalker receives a number of new traits in addition to their own. If the Bruid's traits are superior to those listed below, they maintain the original traits, but if the traits listed below are better, they use those instead.

The Bruid keeps all personal belongings when transformed, and these items are altered in appearance to adapt to the new form. A Bruid who wears armor, carries several weapons, and has various other pieces of gear will still take on the form of a standard stag without any such equipment visible. Once the Bruid returns to their normal appearance, all armor, weapons, and equipment will take on their normal appearance as well.

- **Stagshape Traits**
- A Bruid transformed with Stagshape has the following traits:
- Communicate with deer
- Movement on land is doubled (character's movement x 2)
- See at night
- Exceptional character trait for Strength +1
- Exceptional character trait for Constitution +4
- Can be ridden by a person
- Can eat grass for full nourishment
- Has horns as natural weapons, 1d10 (OR 9-10) points of damage

LEVELS OF POWER: STAGSHAPE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

2: Bestial Tongue

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 10 meters
- **Invocation time:** 1 action round

The Bruid is able to speak with beasts for the duration of the ability. She can also understand anything that the beasts are saying. However, this does not mean that the beasts will immediately become comfortable or friendly toward the dimwalker, or even wish to answer her questions, but they will miraculously be able to comprehend her words. How much they will understand depends on how intelligent the beasts are (which is up to the game master to decide), and there are many things that the dimwalker may speak of or ask that the creatures have no context or understanding of.

By speaking with beasts, the Bruid can also bargain with, intimidate, deceive, or persuade them. Bear in mind that beasts often act with manners that humans would consider childish, selfish, and sometimes quite greedy and cunning.

Beasts are creatures such as wolfkin (skolls and garms), braskelwurm, troll bulls, griffons, mastomants, and lindwurms. The Bruid cannot communicate with trolls or dragons through this ability.

LEVELS OF POWER: BESTIAL TONGUE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters

3: Salmonshape

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 6 action rounds

This ability grants the Bruid the power to transform into a salmon. In the animal shape, the dimwalker receives a number of traits in addition to their own. If the Bruid's traits are superior to those listed below, they maintain the original traits, but if the traits listed below are better, they use those instead.

The Bruid keeps all personal belongings when transformed, and these items are altered in appearance to adapt to the new form. A Bruid who wears armor, carries several weapons, and has various other pieces of gear will still take on the form of a standard salmon without any such equipment visible. Once the Bruid returns to their normal appearance, all armor, weapons, and equipment will take on their normal appearance as well.

- **Salmonshape Traits**
- A Bruid transformed with Salmonshape has the following traits:
- Communicate with salmon
- Breathe underwater
- Equipment is protected from water
- Movement in water is doubled (the character's movement x 2)
- Breathe but not move when on land.
- Excellent vision underwater
- Exceptional character trait for Dexterity +4
- A Bruid in Salmonshape form also has healing traits: someone touching the salmon's scales can heal 1 Body Point (one time per person per day), someone kissing the salmon can heal 1d3 Body Points (one time per

person per day), and someone taking a bite from the salmon (Bruid suffers 1d5 points of damage) heals 1d6 + 1 Body Points.

LEVELS OF POWER: SALMONSHAPE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

3: Beneath Root and Rock

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The Bruid alters their appearance so as to blend in with the surrounding environment. The dimwalker must sit completely still in order to keep from breaking the effect. Anyone searching for the Bruid must succeed on a difficult (-5 to SV) Skill roll with the Shadow Arts skill in order to detect them.

LEVELS OF POWER: BENEATH ROOT AND ROCK

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

4: Dragon Tongue

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 20 meters
- **Invocation time:** 1 action round

The Bruid can communicate in the language of dragons and their kin. This does not mean that dragons will suddenly become friendly with the dimwalker or wish to answer his questions, but they will miraculously be able to comprehend his words.

By speaking with dragons, the Bruid can also bargain with, intimidate, deceive, or persuade them.

Bear in mind that all dragons have extremely good hearing and can distinguish sounds from several kilometers away.

LEVELS OF POWER: DRAGON TONGUE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters

4: Forest Denizen

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The Bruid alters their appearance so as to blend in with the surrounding environment. The dimwalker must sit completely still in order to keep from breaking the effect. Anyone searching for the Bruid must succeed on a difficult (-10 to SV) Skill roll with the Shadow Arts skill in order to detect them.

LEVELS OF POWER: FOREST DENIZEN

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

5: Ravenshape

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 6 action rounds

This ability grants the Bruid the power to transform into a raven. In the animal shape, the dimwalker receives a number of traits in addition to their own. If the Bruid's traits are superior to those listed below, they maintain the original traits, but if the traits listed below are better, they use those instead.

The Bruid keeps all personal belongings when transformed, and these items are altered in appearance to adapt to the new form. A Bruid who wears armor, carries several weapons, and has various other pieces of gear will still take on the form of a standard raven without any such equipment visible. Once the Bruid returns to their normal appearance, all armor, weapons, and equipment will take on their normal appearance as well.

- **Reavenshape Traits**
- A Bruid transformed with Ravenshape has the following traits:
- Communicate with ravens and undead beings
- Movement on land is halved (the character's movement /2)
- Movement in air (flying) is quadrupled (the character's movement x 4)
- Exceptional character trait for Dexterity +4
- Exceptional character trait for Constitution +4
- Night vision.
- Sees all invisible and intangible beings
- Has a beak as a natural weapon, 1d10 (OR 10) points of damage
- Harder to hit due to its small size, and all who attack the raven in flight will receive -5 to the SV of the attack. This deduction also affects ranged attacks, in addition to any other modifiers for attacking a moving target.

LEVELS OF POWER: RAVENSHAPE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

Halawen's Offering

The Bruid has turned to his ancestor Halawen Longlife for power, and the erstwhile hero bestows the ability to evoke the great heroes' spears, courage, and protection against vitner.

1: Willpower of the Ancestors

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Invocation time:** 1 action round

The ancestors hear the Bruid's desire, and bestow courage that fills the target (the Bruid or another person they choose) with the strength necessary to resist fear and mental disturbances. The target receives the exceptional character trait Psyche +4 for the duration of the ability.

LEVELS OF POWER: WILLPOWER OF ANCESTORS

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

1: Vitner Shield

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 4 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The Bruid lets their ancestors watch over them and receives a divine protection against vitner. Any time the dimwalker is attacked by a spell, regardless of the power, they must make a Situation roll with a Situation value based on the level of the spell, according to table below (Psyche modifiers apply). If the roll succeeds, the spell's effects are neutralized.

VITNER SHIELD'S SITUATION VALUE

Spell Level	Situation Value
1	10
2	8
3	6
4	4
5	2

LEVELS OF POWER: VITNER SHIELD

Cost	Extra Levels of Power
1	Increase the duration by one action round
3	Increase Situation value by +1
4	Increase the duration by 1 minute
10	Increase the duration by 1 hour

2: Bloodfangsbane

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** Personal
- **Invocation time:** 1 minute

As the triggering command of this divine ability is spoken, a spear materializes in the Bruid's hand, an ancient and holy artifact. When the duration ends, the spear goes up in smoke.

Bloodfangsbane is the great spear with which Jowja killed the white logirwurm, Bloodfang, at Blodt, where Bydland was later founded.

- **Bloodfangsbane:**
- **Type:** Two-Handed Weapon
- Damage: 1d10 (OR 8-10) + 4; protection value: 15; breach value: 150; IM -4; WA: 3
- Gives the wielder +2 in Protection Value
- Gives the wielder +2 on all Skill Values using this weapon (attacks, parries, etc.)

LEVELS OF POWER: BLOODFANGSBANE

Cost	Extra Levels of Power
2	Increase the duration by 1 minute
10	Increase the duration by 1 hour

2: Boldness of the Ancestors

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Invocation time:** 2 action rounds

The ancestors hear the Bruid's desire, and bestow courage that fills the target (the Bruid or another person they choose) with the strength necessary to resist fear and mental disturbances. The target receives the exceptional character trait Psyche +6 for the duration of the ability.

LEVELS OF POWER: BOLDNESS OF ANCESTORS

Cost	Extra Levels of Power
2	Increase the duration by 1 minute
10	Increase the duration by 1 hour

3: Bolgomek

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** Personal
- **Invocation time:** 1 minute

As the triggering command of this divine ability is spoken, a spear materializes in the Bruid's hand, an ancient and holy artifact. When the duration ends, the spear goes up in smoke.

Bolgomek is the father of all broad spears, the heavy spear that Adarik the Conqueror used to defend his people against the Bults and lead them through the Dragonforest, where he founded the new country of Arji.

- **Bolgomek:**
- **Type:** Two-Handed Weapon
- Damage: 1d10 (OR 7-10) + 6; protection value: 20; breach value: 200; IM -4; WA: 3;
- Gives the wielder +4 in Protection Value
- Gives the wielder +3 on all Skill Values using this weapon (attacks, parries, etc.)
- Gives the wielder an extra +2 on Skill Value for Parry when outnumbered

LEVELS OF POWER: BOLGOMEK

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

3: Witch Wall

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 6 action rounds
- **Range:** 2 meters
- **Invocation time:** 1 action round

The Bruid lets their ancestors watch over them and one ally, and both receive a divine protection against vitner. Anytime the dimwalker or their ally is attacked by a spell, regardless of the power, the targeted character must make a Situation roll with a Situation value based on the level of the spell, according to table below (Psyche modifiers apply). If the roll succeeds, the spell's effects are neutralized. If both characters are hit with a spell, both must succeed individually to avoid the effect. If the spell affects a whole area, rather than individual targets, it will have an impact on all who failed the Situation roll or are unprotected by this ability.

WITCH WALL SITUATION VALUE

Spell Level	Situation Value
1	12
2	10
3	8
4	6
5	4

LEVELS OF POWER: WITCH WALL

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
1	Increase the range by 2 meters
2	Increase the Situation value by +1
3	Affect another ally within the range
5	Increase the duration by 1 minute

4: Fearless

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 5 meter
- **Invocation time:** 3 action rounds

The ancestors hear the Bruid's desire, and bestow courage that fills the target (the Bruid or another person they choose) with the strength necessary to resist fear and mental disturbances. The target receives the exceptional character trait Psyche +6 for the duration of the ability. If the dimwalker offered the power to someone else, the dimwalker and two allies who are within range of the ability also receive the exceptional character trait Psyche +4 for the duration.

LEVELS OF POWER: FEARLESS

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
3	Affect another character (with ability's basic version)
5	Increase the range by 5 meters
6	Increase the characteristics for allies from +4 to +6
10	Increase the duration by 1 hour

5: Mistur Barrier

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 4 meters
- **Invocation time:** 3 action rounds

The Bruid lets their ancestors watch over them and three allies, all of which receive a divine protection against vitner. Anytime the dimwalker or their allies are attacked by a spell, regardless of the power, the targeted character must make a Situation roll with a Situation value based on the level of the spell, according to table below (Psyche modifiers apply). If the roll succeeds, the spell's effects are neutralized. If several characters are hit with a spell, each of them must succeed individually to avoid the effect. If the spell affects a whole area, rather than individual targets, it will have an impact on all who failed the Situation roll or are unprotected by this ability.

MISTUR BARRIER'S SITUATION VALUE

Spell Level	Situation Value
1	12
2	10
3	8
4	6
5	4

LEVELS OF POWER: MISTUR BARRIER

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
1	Increase the range by 2 meters
2	Increase the Situation value by +1
3	Affect another ally within the range
6	Increase the duration by 1 hour

5: Roggdrasil

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** Personal
- **Invocation time:** 1 minute

As the triggering command of this divine ability is spoken, a spear materializes in the Bruid's hand, an ancient and holy artifact. When the duration ends, the spear goes up in smoke.

Roggdrasil is the heavy spear worn by Halawén Longlife himself, the one who led the Thronelanders east and founded the Ealdfolk and the Eald Tradition.

- **Roggdrasil:**
- **Type:** Two-Handed Weapon
- Damage: 1d10 (OR 7-10) + 8; protection value: 30; breach value: 300; IM: 2; VH: 4
- Gives the wielder +6 in Protection Value
- Gives the wielder +4 on all Skill Values using this weapon (attacks, parries, etc.)
- Roggdrasil's sharp edges penetrate all protections and reduce the Protection Value of all opponents by -3
- The wielder can also attempt to parry spells that target them using the combat action Parry
- It is said that Roggdrasil changes a wielder's negative trait to the opposite (a cowardly person becomes brave, a weak person becomes strong, etc.)

LEVELS OF POWER: ROGGDRASIL

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
5	Increase the duration by 1 hour

Heritage of Majne

The Bruid has strengthened their connection to the very first king of Majnjord, one of the nine kings born from Yggdhraasil, and one of the first humans to have ever trod the land of Trudvang. Majne grants the dimwalker the ability to perform incredible deeds, connect with warrior spirits, and even brew inspiring drinks.

1: Strong Beer

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** —
- **Invocation time:** 1 action round

By brewing Majne's light ale, the Bruid can drink with friends and strengthen the connection among them before an upcoming adventure. It takes one full day to brew the drink, but it will be enough for all the dimwalker's allies. The bonus granted to those who drink the divine brew maintains its potency only if all who drink together also undertake the adventure together. If one or more of the drinking companions goes missing by choice, all of them will lose the ale's benefits.

No roll is needed to brew the alcohol, but when the group gathers to consume it and celebrate, that is when the dimwalker must call for Majne and succeed with this ability to receive the effect.

A person can benefit from the effect of only one ale at a time. Having several drinks will do nothing to increase the effect.

All who cheer and share a drink from the Bruid's brew will receive the following bonuses for the ability's duration whenever all of them do something together:

- +1 protection value
- +1 on all combat actions

LEVELS OF POWER: STRONG BEER

Cost	Extra Levels of Power
2	Increase the duration by 1 day

1: Trollslayer

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The Bruid will receive the divine power to harm trolls and trollkin with greater potency for the duration of the ability. The dimwalker will receive +1 to the Skill Value for every attack against such a creature, and a successful attack will cause an additional +2 damage.

LEVELS OF POWER: TROLLSLAYER

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the hit and damage bonus by +1 (maximum +3/+4, respectively)

2: Giantslayer

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The Bruid will receive the divine power to harm giantfolk (giants or jotun, turses, ogres, and ice trolls) with greater potency for the duration of the ability. The dimwalker will receive +2 to the Skill Value for every attack against such a creature, and a successful attack will cause an additional +4 damage.

LEVELS OF POWER: GIANTSLAYER

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the hit and damage bonus by +1 (maximum +4/+6 respectively)

2: King's Militia

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 6 action rounds

The Bruid summons a spirit warrior from the great King's militia. The militiamen are simple warriors in leather armor with an ordinary short sword and an ordinary small shield.

The spirit warrior appears as a sudden fog that gathers around the Bruid and then takes on physical form. After the duration, the fog appears again, and the warrior will disappear into it and leave the dimwalker. If the warrior dies, they settle back into fog and disappear. The spirit warrior will step up to guard or protect the dimwalker in battle or any situation where the dimwalker is in immediate danger. The warrior never moves farther than 10 meters from the Bruid and cannot perform any tasks other than personal protection for the Bruid or fighting those who attack the Bruid. The spirit warrior does not communicate; it only performs its task.

A Bruid can have a maximum of two active militia warriors at one time.

- **Militia Warrior:** Body Points 20, Protection Value 2, battle points 10, initiative 1d10 (OR 10) + 5, the Shield Bearer specialty (+4 battle points).

LEVELS OF POWER: KING'S MILITIA

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
3	Summon another spirit warrior (maximum 2)
10	Increase the duration by 1 hour

3: Hero's Brew

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** —
- **Invocation time:** 1 action round

By brewing Majne's light ale, the Bruid can drink with friends and strengthen the connection among them before an upcoming adventure. It takes one full day to brew the drink, but it will be enough for all the dimwalker's allies. The bonus granted to those who drink the divine brew maintains its potency only if all who drink together also undertake the adventure together. As soon as one or more of the drinking companions goes missing by choice, all of them will lose the ale's benefits.

No roll is needed to brew the alcohol, but when the group gathers to consume it and celebrate, that is when the dimwalker must call for Majne and succeed with this ability to receive the effect.

A person can benefit from the effect of only one ale at a time. Having several drinks will do nothing to increase the effect.

All who cheer and share a drink from the Bruid's brew will receive the following bonuses for the ability's duration whenever all of them do something together:

- +2 protection value
- +2 on all combat actions

LEVELS OF POWER: HERO'S BREW

Cost	Extra Levels of Power
2	Increase the duration by 1 day

3: King's Guard

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 6 action rounds

The Bruid summons a spirit warrior from the great King's guard. The guard is a disciplined warrior who wears leather armor and is armed with a broad sword and a shield.

The spirit warrior appears as a sudden fog that gathers around the Bruid and then takes on physical form. After the duration, the fog appears again and the warrior will disappear into it and leave the dimwalker. If the warrior dies, they settle back into fog and disappear. The spirit warrior will step up to guard or protect the dimwalker in battle or any situation where the dimwalker is in immediate danger. The warrior never moves farther than 10 meters from the Bruid and cannot perform any tasks other than personal protection for the Bruid or fighting those who attack the Bruid. The spirit warrior does not communicate; it only performs its task.

A hero can have a maximum of four active guard warriors at one time.

- **Guard Warrior:** Strength +1, Body Points 25, Protection Value 3, battle points 15, initiative 1d10 (OR 10) + 5, the Shield Bearer specialty (+8 battle points).

LEVELS OF POWER: KING'S GUARD

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
4	Summon another spirit warrior (maximum 4)
10	Increase the duration by 1 hour

4: Dragonslayer

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The Bruid will receive the divine power to harm dragons and dragonkin with greater potency for the duration of the ability. The dimwalker will receive +3 to the Skill Value for every attack against such a creature, and a successful attack will cause an additional +6 damage.

LEVELS OF POWER: DRAGONSLAYER

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the hit and damage bonus by +1 (maximum +7/+10, respectively)

4: King's Ale

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** —
- **Invocation time:** 1 action round

By brewing Majne's light ale, the Bruid can drink with friends and strengthen the connection among them before an upcoming adventure. It takes one full day to brew the drink, but it will be enough for all the dimwalker's allies. The bonus granted to those who drink the divine brew maintains its potency only if all who drink together also undertake the adventure together. As soon as one or more of the drinking companions goes missing by choice, all of them will lose the ale's benefits.

No roll is needed to brew the alcohol, but when the group gathers to consume it and celebrate, that is when the dimwalker must call for Majne and succeed with this ability to receive the effect.

A person can benefit from the effect of only one ale at a time. Having several drinks will do nothing to increase the effect.

All who cheer and share a drink from the Bruid's brew will receive the following bonuses for the ability's duration whenever all of them do something together:

- +3 protection value
- +3 on all combat actions

LEVELS OF POWER: KING'S ALE

Cost	Extra Levels of Power
2	Increase the duration by 1 day

5: The Nine Kings

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 6 action rounds

The Bruid calls upon the nine great Kings, who send a memory of their

past strength and spirit to the dimwalker to aid in the most difficult situations. The nine Kings are men of tall stature, and they wear crowns and long, dark mantles that cover their bodies. Their faces are pale and radiate the essence of spirits. Each is armed with a two-handed sword.

The spirit warrior appears as a sudden fog that gathers around the Bruid and then takes on physical form. After the duration, the fog appears again and the warrior will disappear into it and leave the dimwalker. If the warrior dies, they settle back into fog and disappear. The spirit warrior will step up to guard or protect the dimwalker in battle or any situation where the dimwalker is in immediate danger. The warrior never moves farther than 10 meters from the Bruid and cannot perform any tasks other than personal protection for the Bruid or fighting those who attack the Bruid. The spirit warrior does not communicate; it only performs its task.

A hero can have a maximum of nine active Kings at one time.

If the dimwalker spends 1 raud, the Kings will stay until the next morning.

- **King:** Strength +4, Body Points 50, Protection Value 9, battle points 32, initiative +1d10 (OR 10) + 4, Sacred Two-handed Sword 1d10 (OR 8-10) + 2 in basic damage. Fear factor 1d10 (OR 9-10) for all opponents.

LEVELS OF POWER: THE NINE KINGS

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
6	Summon another spirit warrior (maximum 9)
10	Increase the duration by 1 hour

Magh's Gift

The Bruid has promised their life to the Flowra Magh, who rewards the dimwalker with the ability to control the fate of others, sing songs of healing, and change the weather.

1: Journey Wind

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 3-meter radius
- **Invocation time:** 1 minute

The Bruid calls for a helpful tailwind and fair weather. For the duration of the ability, the dimwalker and the area around them is unaffected by rain, fog, or headwind. However, the temperature remains the same as in the surrounding area.

LEVELS OF POWER: JOURNEY WIND

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
1	Increase the radius by 1 meter

1: Rider's Melody

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 5 meters
- **Invocation time:** 1 minute

The Bruid begins to sing a beautiful song about heroic actions and magnificent destinies in the future. This song has a healing effect on the Bruid and all allies who are within range and listening to the song. They are healed 1 Body Point per minute for the duration of the ability.

This song can heal a maximum of 5 Body Points per person per day.

LEVELS OF POWER: RIDER'S MELODY

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters

2: Magh's Tether

- **Cost/Modifier:** 4/-4
- **Type:** Permanent
- **Range:** Contact
- **Invocation time:** 1 action round

The Bruid can use a Geas, which is a promise or restriction imposed upon others. The Geas grants the dimwalker the ability to change the fate of others. Despite being incredibly powerful, this ability is limited on who it can affect. Traditionally, a Geas is used by female Bruids to control kings or their sons, especially newborn sons. The duration is either Permanent or until the limit for the Geas is fulfilled. A Geas should never be used as a curse, but only as a way to guide (or protect) another person through life. A person can receive only one Geas per year, and the dimwalker can never use a Geas on himself.

Through Magh's Tether, the Bruid can place a mild Geas on a male Mittlander. A mild Geas places the target under a restriction, such as he can never wear an axe, never harm an elf, or never eat the heart of a lindwurm. The restriction cannot affect the daily life of the victim or prevent him from working. For example, the Bruid cannot impose a restriction such as "Never carry an axe" on a warrior who specializes in using an axe, or "You must remain awake at night," or anything similar that limits something critical for survival or puts the target at unnecessary risk. The restriction may be Permanent or given a duration. To give it a duration, the Bruid designates the condition of termination (once the individual becomes a king, slays a dragon, and so on).

- The target will receive +1 raud because of the Geas.

If the character violates the restriction, the Geas will be terminated. The person will also fall seriously ill for a year and be confined to a bed as a result. If the character who broke the Geas has no raud left, they will soon die. If the person still has raud left, 1 raud will disappear.

LEVELS OF POWER: MAGH'S TETHER

Cost	Extra Levels of Power:
—	—

2: Elf Summer

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 3-meter radius
- **Invocation time:** 1 minute

The Bruid calls for the comfort of summer weather, and no matter what time of year it is, the sun will emerge and lend its warmth to the area. This ability can increase the temperature by up to 40 degrees. However, the temperature cannot be raised higher than 30 degrees. (For example, if the temperature is -30 degrees, the Bruid can raise it to a maximum of +10 degrees.)

LEVELS OF POWER: ELF SUMMER

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
1	Increase the temperature by +10 degrees
1	Increase the radius by 1 meter

3: Hero's Song

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 2 minutes
- **Range:** 10 meters
- **Invocation time:** 1 minute

The Bruid begins to sing a beautiful song about heroic actions and magnificent destinies in the future. This song has a healing effect on the Bruid and all allies who are within range and listening to the song. They are healed for 2 Body Points per minute for the duration of the ability.

This song can heal a maximum of 10 Body Points per person per day.

LEVELS OF POWER: HERO'S SONG

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters

3: Magh's Chain

- **Cost/Modifier:** 6/-6
- **Type:** Permanent
- **Range:** Contact
- **Invocation time:** 2 action rounds

The Bruid can use Geas, which is a promise or a restriction imposed upon others. The Geas grants the dimwalker the ability to change the fate of others. Despite being incredibly powerful, this ability is limited on who it can affect. Traditionally, a Geas is used by female Bruids to control kings or their sons, especially newborn sons. The duration is either Permanent or until the limit for the Geas is fulfilled. A Geas should never be used as a curse, but only as a way to guide (or protect) another person through life. A person can receive only one Geas per year, and the dimwalker can never use a Geas on herself.

Through Magh's Chain, the Bruid can place a Geas on any Mittlander, regardless of gender or of social status. A Geas places the target under a restriction that might affect their daily life, such as the individual can never eat meat, never sleep in a bed, and so on. However, the restriction cannot limit anything that is critical for the target's survival or put them at unnecessary risk. The restriction may either be Permanent or given a duration. To give it a duration, the Bruid designates the condition of termination (once the individual becomes a king, slays a dragon, and so on).

- The target will receive +2 raud because of the Geas.

If the character violates the restriction, the Geas will be terminated and the target will lose one of their senses: sight, sound, smell, taste, or touch. The sense that will be lost is determined randomly. If the character who broke the Geas has no raud left, they will soon die. If the person still has raud left, 2 raud will disappear.

LEVELS OF POWER: MAGH'S CHAIN

Cost	Extra Levels of Power:
—	—

4: King's Anthem

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** 10 meters
- **Invocation time:** 1 minute

The Bruid begins to sing a beautiful song about heroic actions and magnificent destinies in the future. This song has a healing effect on the Bruid and all allies who are within range and listening to the song. They are healed 4 Body Points per minute for the duration of the ability.

This song can heal a maximum of 20 Body Points per person per day.

LEVELS OF POWER: KING'S ANTHEM

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters

5: Magh's Hawser

- **Cost/Modifier:** 10/-10
- **Type:** Permanent
- **Range:** 10 meters
- **Invocation time:** 3 action rounds

The Bruid can use Geas, which is a promise or a restriction imposed upon others. The Geas grants the dimwalker the ability to change the fate of others. Despite being incredibly powerful, this ability is limited on who it can affect. Traditionally, a Geas is used by female Bruids to control kings or their sons, especially newborn sons. The duration is either Permanent or until the limit for the Geas is fulfilled. A Geas should never be used as a curse, but only as a way to guide (or protect) another person through life. A person can receive only one Geas per year, and the dimwalker can never use a Geas on himself.

Through Magh's Hawser, the Bruid can place a strict Geas on any human without restriction. A strict Geas places the target under a restriction that might affect their daily life, such as being unable to eat meat, sleep in a bed, and so on. The restriction can even affect something critical for the target's survival and put them at unnecessary risks, such as: the target must always battle without the aid of armor, the victim may never have children, or the victim is prohibited from using one of their senses. However, this restriction is never Permanent and is always given a duration. To give it a duration, the Bruid designates a point of termination (such as it terminates once the individual becomes a king, slays a dragon, and so on).

- The target will receive +3 raud because of the Geas.

If the character violates the restriction, the Geas will be terminated and the target will soon suffer a cruel death.

LEVELS OF POWER: MAGH'S HAWSER

Cost	Extra Levels of Power
—	—

5: Harvest Year

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 year
- **Range:** 1-kilometer radius
- **Invocation time:** 1 day

The hero calls for a year of great harvest, and for the next year, that area will be abundantly blessed with bountiful harvest, miraculous fertility, and unnaturally pleasant weather. The risk of diseases and infant mortality is minimal.

LEVELS OF POWER: HARVEST YEAR

Cost	Extra Levels of Power
2	Increase the radius by 1 kilometer

Nema's Usefulness

The Bruid has attracted the attention of the Flowra Nema and strengthened the bond between them. Nema offers the dimwalker the abilities to escape from physical and mental prisons, take shortcuts through fog, and receive better hearing.

1: Horse Ears

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 20 meters
- **Invocation time:** 1 action round

The Bruid hears all noises and conversations within range. A set of horse's ears emerges from the Bruid's head for the duration of the ability.

To be able to fully listen to a certain noise or conversation, the Bruid needs to succeed on a Situation roll with a Situation value of 10. It is up to the game master to increase or decrease this Situation value depending on how busy the environment surrounding the dimwalker is, such as: nature +5, settlement ±0, busy town +5, and so on.

LEVELS OF POWER: HORSE EARS

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 10 meters
2	Increase the Situation value by +1

1: Gust of Release

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** 2 meters
- **Invocation time:** 1 action round

A modest but refreshing breeze flits through the area designated by the Bruid, freeing something as it passes, pushing something over a ledge, unlatching a hook, solving a knot, or something similar. If there is any resistance, a Situation roll must be made with a Situation value of 8. If the roll is successful, the cause of the resistance is overcome (for example, someone trying to contain the object beside the ledge, pulling the knot, securing the hook, and so on). Locked containers, bolted doors, or items secured with vitner are not affected by the Gust of Release.

LEVELS OF POWER: GUST OF RELEASE

Cost	Extra Levels of Power
1	Increase the range by 1 meter
2	Increase the Situation value by +1

2: Gloomy Trail

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** 10 meters
- **Invocation time:** 1 minute

The Bruid summons a blanket of fog that spreads out before them and their allies. When the Bruid and their companions travel through this mist, they will be able to cover far more ground than normal. Any journey or travel they take through the fog will effectively double the distance normally covered, so a full day of travel through the fog will cover an amount of distance in Trudvang equal to a two-day march.

The fog is rumored to come from Othwa, a reflection of the Bruid's kingdom where the dead dwell. It takes 1d10 action rounds for the fog to fully materialize, and it is far too sparse for anyone to hide in it. However, anyone near the Bruid and their allies who attempts to pursue them through the fog will quickly be left far behind. Furthermore, if one of the dimwalker's allies trails outside of the ability's range, they begin to lose the others in the fog as that character now travels at normal pace.

LEVELS OF POWER: GLOOMY TRAIL

Cost	Extra Levels of Power
2	Increase the duration by 1 day
2	Increase the range by 10 meters

2: Owl Hearing

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 50 meters
- **Invocation time:** 1 action round

The Bruid hears all noises and conversations within range. A pair of owl-like ear tufts emerges from the Bruid's head for the duration of the ability.

To be able to fully listen to a certain noise or conversation, the Bruid needs to succeed on a Situation roll with a Situation value of 12. It is up to the game master to increase or decrease this Situation value depending on how busy the environment surrounding the dimwalker is, such as: nature +5, settlement ±0, busy town +5, and so on.

LEVELS OF POWER: OWL HEARING

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 20 meters
2	Increase the Situation value by +1

3: Freeing Breeze

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Range:** 4 meters
- **Invocation time:** 1 action round

A refreshing breeze glides through the area designated by the Bruid and opens a door, unlocks a tricky lock, opens a prison cell, or dispels imprisoning/controlling vitner from another person. If there is any resistance, a Situation roll is required with the following Situation values: 14 if the object being released is covered by the Gust of Release ability, or 8 if the object is something locked or bolted. If the roll is successful, the cause of the resistance is overcome (for example, someone holding the door, sitting on the chest, and so on).

In order to free something from imprisoning or controlling vitner (spells levels 1-3), a successful Situation roll with a Situation value of 6 is required. Anything that is imprisoned or controlled with vitner woven with greater skill (spell levels 4-5) cannot be affected by the Freeing Breeze.

LEVELS OF POWER: FREEING BREEZE

Cost	Extra Levels of Power
1	Increase the range by 1 meter
2	Increase Situation value by +1

3: Meall's Trail

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** 10 meters
- **Invocation time:** 1 minute

The Bruid summons a blanket of fog that spreads out before them and their allies. When the Bruid and their companions travel through this mist, they will be able to cover far more ground than normal. Any journey or travel they take through the fog will effectively quadruple (x4) the distance normally covered, so a full day of travel through the fog will cover an amount of distance in Trudvang equal to four full days of marching.

The fog is rumored to come from Othwa, a reflection of the Bruid's kingdom where the dead dwell. It takes 1d10 action rounds for the fog to fully materialize, and it is far too sparse for anyone to hide in it. However, anyone near the Bruid and their allies who attempts to pursue them through the fog will quickly be left far behind. Furthermore, if one of the dimwalker's allies trails outside of the ability's range, they begin to lose the others in the fog as that character now travels at normal pace.

LEVELS OF POWER: MEALL'S TRAIL

Cost	Extra Levels of Power
2	Increase the duration by 1 day
2	Increase the range by 10 meters

4: Liberating Wind

- **Cost/Modifier:** 8/-8
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

A refreshing wind flows through the area designated by the Bruid, which has the same effects as the Gust of Release or Freeing Breeze but also removes any physical obstacles, dispels all imprisoning and controlling vitner, or opens up a dimgate present in the fog that has been shut within range of the ability. If there is any physical resistance (regardless of whether the object is also locked), a Situation roll is made with a Situation value of 14. A successful roll overcomes the adversary, as described in Gust of Release and Freeing Breeze.

In order to free something from imprisoning or controlling vitner (spell levels 1-3), a successful Situation roll with a Situation value of 14 is needed. To free anything that is imprisoned or controlled with vitner woven with greater skill (spell levels 4-5), a successful Situation roll with a Situation value of 6 is needed.

This ability can open only a dimgate that is already present within the fog, but presently closed. It is not possible to create a dimgate that does not already exist.

LEVELS OF POWER: LIBERATING WIND

Cost	Extra Levels of Power
2	Increase the range by 10 meters
2	Increase the Situation value by +1

4: Griffon's Sense

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 200 meters
- **Invocation time:** 1 action round

The Bruid hears all noises and conversations within range. A pair of griffon's ears emerges from the Bruid's head for the duration of the ability.

To be able to fully listen to a certain noise or conversation, the Bruid needs to succeed on a Situation roll with a Situation value of 14. It is up to the game master to increase or decrease this Situation value depending on how busy the environment surrounding the dimwalker is, such as: nature +5, settlement ±0, busy town +5, and so on.

LEVELS OF POWER: GRIFFON'S SENSE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 100 meters
2	Increase the Situation value by +1

5: Mongfind's Travel

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** 10 meters
- **Invocation time:** 1 minute

The Bruid summons a blanket of fog that spreads out before them and their allies. When the Bruid and their companions travel through this mist, they will be able to cover far more ground than normal. Any journey or travel they take through the fog will effectively cover seven times (x7) the distance normally covered, so a full day of travel through the fog will cover an amount of distance in Trudvang equal to seven full days of marching.

The fog is rumored to come from Othwa, a reflection of the Bruid's kingdom where the dead dwell. It takes 1d10 action rounds for the fog to fully materialize, and it is far too sparse for anyone to hide in it. However, anyone near the Bruid and their allies who attempts to pursue them through the fog will quickly be left far behind. Furthermore, if one of the dimwalker's allies trails outside of the ability's range, they begin to lose the others in the fog as that character now travels at normal pace.

LEVELS OF POWER: MONGFIND'S TRAVEL

Cost	Extra Levels of Power
2	Increase the duration by 1 day
2	Increase the range by 10 meters

Tribute of Morgu

The Bruid has shed blood and sworn fealty to the Flowra Morgu. Her bloodthirsty mind bestows the dimwalker the power to temporarily gain extra Body Points, to fling dark arrows, and to whip himself into a proper battle rage.

1: Simmering Blood

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 1 action round

Through this ability, Morgu bestows more life essence upon the Bruid. The Bruid will receive an additional +1d10 Body Points for the duration of the ability.

This additional vitality will disappear as soon as the ability's duration ends, but any injuries sustained will remain. This means that if the Bruid has received more damage than they have in Body Points without the aid of this ability, there is a strong risk that they will die when the increased vitality fades and the body succumbs to the full weight of its wounds.

LEVELS OF POWER: SIMMERING BLOOD

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
3	Increase the number of Body Points gained by +1

1: Battle Arrow

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** 20 meters
- **Invocation time:** 1 action round

The Bruid calls on the power of Morgu, who unleashes an arrow into the battle to aid the dimwalker. The arrow counts as a magical projectile, but armor grants full protection as normal. Shields also provide passive protection against the arrow as normal.

The Bruid takes aim at an enemy within range, who is then struck by a black arrow. The arrow automatically hits with a successful invocation and inflicts 1d10 (OR 8-10) points of damage with Penetration Value 1.

LEVELS OF POWER: BATTLE ARROW

Cost	Extra Levels of Power
1	Increase the range by 10 meters
2	Increase the arrow's Penetration Value by +1 (maximum 2)

2: Boiling Blood

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 1 action round

Through this ability, Morgu bestows more life essence upon the Bruid. The Bruid will receive an additional +2d10 Body Points for the duration of the ability.

This additional vitality will disappear as soon as the ability's duration ends, but any injuries sustained will remain. This means that if the Bruid has received more damage than they have in Body Points without the aid of this ability, there is a strong risk that they will die when the increased vitality fades and the body succumbs to the full weight of its wounds.

LEVELS OF POWER: BOILING BLOOD

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the number of Body Points gained by +1



2: Rage

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

Normally, it's not in the Mittlanders' nature to go berserk, as their battle technique and prowess often involve more style than raw power, but those who worship Morgu can evoke an overwhelming influence that causes them to fly into a rage in particularly hard battles. This effect can be so overpowering that their figures distort, their bodies spasms, their skin begins to bubble, their muscles expand, their veins bulge, and their faces twists into a horrific grimace.

This battle craze, however, is very demanding on their system and once the

duration ends, the Bruid will collapse exhausted to the ground for an amount of time equal to half of what was spent berserk. The Bruid's body also needs to be cooled down from its boiling state following the battle craze; otherwise they will suffer damage from the extreme temperature. As soon as the duration ends, the Bruid will receive 1 point of damage per action round for 2 rounds (armor will not protect) unless sufficiently cooled. Simply lying down in water (or being thrown into it) is enough to prevent this damage.

- **Effects of Rage:**
- Bruid grows half a meter taller and gains 30 kg in additional muscle
- +5 Body Points (withdraw damage from this bonus before normal Body Points are affected)
- +2 in damage with melee weapons or thrown weapons
- +1 on SV of all attacks
- Bruid is unable to parry or evade attacks
- Bruid ignores all effects from fear

LEVELS OF POWER: RAGE

Cost	Extra Levels of Power
1	Increase the duration by 1 action round

3: Shower of Arrows

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Range:** 30 meters
- **Invocation time:** 2 action rounds

The Bruid calls on the power of Morgu, who unleashes a shower of arrows into the battle to aid the dimwalker. The arrows count as magical projectiles, but armor grants full protection as normal. Shields also provide passive protection against the arrows as normal.

The Bruid takes aim at a group of enemies within range, who are then struck by a volley of black arrows. In its basic version, this ability unleashes two arrows, which are evenly and randomly distributed among enemies within the designated group. The arrows automatically hit with a successful invocation, each causing 1d10 (OR 8-10) points of damage with Penetration Value 2.

LEVELS OF POWER: SHOWER OF ARROWS

Cost	Extra Levels of Power
1	Increase the range by 10 meters
2	Increase the arrows' Penetration Value by +1 (maximum 4)
2	Increase the number of arrows by +1 (maximum 4)

3: Madness

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

Normally, it's not in the Mittlanders' nature to go berserk, as their battle technique and prowess often involve more style than raw power, but those who worship Morgu can evoke an overwhelming influence that causes them to fly into a rage in particularly hard battles. This effect can be so overpowering that their figures distort, their bodies spasms, their skin begins to bubble, their muscles expand, their veins bulge, and their face twists into a horrific grimace.

This battle craze, however, is very demanding on their system and once the duration ends, the Bruid will collapse exhausted to the ground for an amount of time equal to half of what was spent berserk. The Bruid's body also needs to be cooled down from its boiling state following the battle craze; otherwise they will suffer damage from the extreme temperature. As soon as the duration ends, the Bruid will receive 1 point of damage per action round for 2 rounds (armor will not protect) unless sufficiently cooled. Simply lying down in water (or being thrown into it) is enough to prevent this damage.

- **Effects of Madness:**
- Bruid grows 1 m taller and gains 60 kg in muscle (calculated as 1.5 times the size of a normal human)
- Bruid receives their own fear factor of 1d10 (OR 10)
- +10 Body Points (withdraw damage from this bonus before normal Body Points are affected)
- +4 in damage with melee weapons or thrown weapons
- +2 on SV of all attacks
- Bruid is unable to parry or evade attacks
- Bruid ignores all effects from fear
- Bruid can continue to fight for 1d3 action rounds after dying

LEVELS OF POWER: MADNESS

Cost	Extra Levels of Power
1	Increase the duration by 1 action round

4: Bloodfire

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 1 action round

Through this ability, Morgu bestows more life essence upon the Bruid. The Bruid will receive an additional +3d10 Body Points for the duration of the ability.

This additional vitality will disappear as soon as the ability's duration ends, but any injuries sustained will remain. This means that if the Bruid has received more damage than they have in Body Points without the aid of this ability, there is a strong risk that they will die when the increased vitality fades and the body succumbs to the full weight of its wounds.

LEVELS OF POWER: BLOODFIRE

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
1	Increase the number of Body Points gained by +1

5: Riastarthae

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 7 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

Normally, it's not in the Mittlanders' nature to go berserk, as their battle technique and prowess often involve more style than raw power, but those who worship Morgu can evoke an overwhelming influence that causes them to fly into a rage in particularly hard battles. This effect can be so overpowering that their figures distort, their bodies spasms, their skin begins to bubble, their muscles expand, their veins bulge, and their faces twists into a horrific grimace.

This battle craze, however, is very demanding on their system and once the duration ends, the Bruid will collapse exhausted to the ground for an amount of time equal to half of what was spent berserk. The Bruid's body also needs to be cooled down from its boiling state following the battle craze; otherwise they will suffer damage from the extreme temperature. As soon as the duration ends, the Bruid will receive 1 point of damage per action round for 2 rounds (armor will not protect) unless sufficiently cooled. Simply lying down in water (or being thrown into it) is enough to prevent this damage.

- **Effects of the Riastarthae:**
- Bruid grows 1.5 m taller and gains 100 kg in muscles (calculated as twice the size of a normal human)
- Bruid receives their own fear factor of 1d10 (OR 9-10)
- +15 Body Points (withdraw damage from this bonus before normal Body Points are affected)
- +6 in damage with melee weapons or thrown weapons
- +3 on SV of all attacks
- Bruid is unable to parry or avoid attacks
- Bruid ignores all effects from fear
- Bruid ignores the effect of severe damage or injury
- Bruid can continue to fight for 1d6 + 1 action rounds after dying

LEVELS OF POWER: RIASTARTHAE

Cost	Extra Levels of Power
1	Increase the duration by 1 action round

5: Blacken the Sky

- **Cost/Modifier:** 10/-10
- **Type:** Instant
- **Range:** 50 meters
- **Invocation time:** 2 action rounds

The Bruid calls on the power of Morgu, who unleashes a shower of arrows into the battle to aid the dimwalker. The arrows count as magical projectiles, but armor grants full protection as normal. Shields also provide passive protection against the arrows as normal.

The Bruid takes aim at a group of enemies within range, who are then struck by a volley of black arrows. In its basic version, this ability unleashes two arrows, which are evenly and randomly distributed among enemies within the designated group. The arrows automatically hit with a successful invocation, each causing 1d10 (OR 8-10) points of damage with Penetration Value 3.

LEVELS OF POWER: BLACKEN THE SKY

Cost	Extra Levels of Power
1	Increase the range by 10 meters
2	Increase the arrows' Penetration Value by +1 (maximum 6)
2	Increase the amount of arrows by +1



✦ THE TENET OF NID ✦

The followers of the Tenet of Nid are organized as follows.

- Within the Tenet of Nid, everyone starts as young brothers or young sisters, novices to full-fledged Gavlians.
- A Gavlian may also be referred to as a priest, and is the lower ranking religious leader within the Tenet of Nid. A Gavlian may be a missionary, a monk, a nun, or the head of a prayer house or of a smaller oakchurch.
- Presiding over the Gavlians is the "Oaklord," who is a revered temple lord.
- An Oaklord who reaches the master level can become a "Rowtlord," or a "Grand Gavlian" as they are also called. The Rowtlord leads a greater oakchurch or a monastery, or possibly travels across the world to spread the faith in foreign countries.
- A Rowtlord who becomes legendary can reach the rank of "Siro." Very few Gavlians ever become a Siro, which not only guarantees that Gavlian a place in the Counsel of Rowth, but also earns them such great respect that they may aspire to become "Ovus" (the head of the tened of Nid religion) or even be canonized after death. A female Siro carries the alternate title of Sirja.

The Studies

- Tenet of Nid's prerequisite for Holy Tablets

To learn the prayers that Gave and his hallowed saints impart to master a Holy Tablet, the dimwalker must seek out a temple or a monastery and study there diligently for 1d6 weeks. During this time, the only permitted sustenance is simple water, bread, and spirituality, accompanied only by the holy scriptures and the presence of Gave or one of his sacred saints. In the monasteries of Westmark, where the monastic cells are particularly spartan, the priests and holy warriors are locked up in order to focus on study, far from mundane distractions, and they have fully discovered and accepted the powers bestowed by Gave or his saints. No one, not even the Ovus, it is said, is allowed to visit them during this time.

Prayers

Prayer is the sole source of power from which the priests of the Tenet of Nid draw their strength. The worthier the location and the longer the prayer, the more power the priests will garner to fuel their holy abilities. Without prayers, the Gavlians have only a limited amount of power to use for their abilities. Prayers can thus generate extra Divinity Points for the dimwalker.

A prayer is a ritual in which the Gavlian, alone or with the assistance of other dimwalkers, quietly recites verbal mantras for a prolonged time of fasting. The more sacred the location and the longer the prayer, the more powerful the effect.

- The Divinity Points generated by a prayer are unstable and fade at a rate of 1 point per day.
- In order for a prayer to generate Divinity Points, the dimwalker must succeed with a Skill roll for the Faith skill, along with the Invoke discipline and the Gavlian specialty.

The base amount of Divinity Points generated by a prayer depends on how much time the dimwalker devotes to praying to Gave or one of his saints. To determine exactly how many Divinity Points are generated by a prayer, see the Prayer's Duration table below. The table indicates the fixed times required to receive a certain number of points. If the dimwalker prays for one full hour, they receive 1 Divinity Point. If the dimwalker continues praying, but not long enough to reach the next step (four hours), they still receive only 1 Divinity Point for that prayer. The specified prayer duration is a minimum requirement to gain the indicated amount of Divinity Points. Furthermore, Divinity Points cannot be accumulated through the use of several separate prayers. Instead, a single prayer must reach the next time interval before Divinity Points are generated. Once all prayer has been concluded for that period and full Divinity Points allocated, the priest can begin a new prayer for further Divinity Points.

EXAMPLE: PRAYERS

Olmunda says a prayer that takes seven hours. For this prayer, she is awarded 3 Divinity Points. Had she extended the prayer to 12 hours, she would have received 6 Divinity Points.



Prayer's Duration

During the prayer's duration, the priest must not be disturbed. Anytime the priest is disturbed or injured during the prayer, the Gavlian must succeed on a suitable Situation roll in order to maintain concentration. If the priest loses concentration, the entire prayer session is lost and no Divinity Points are generated.

PRAYER'S DURATION

Time	Divinity Points
1 hour	1
4 hours	3
12 hours	6
1 day	12
3 days	24
1 week	32

Place of Prayer

The amount of Divinity Points generated depends not only on the prayer's duration, but also on where the prayer was made and which site was used. Specific sites bestow multipliers to the amount of Divinity Points generated by the prayer's duration. If the prayer is made at a neutral location, one not normally linked to the Tenet of Nid or considered sacred, the multiple is x1 (no change), signifying that only the prayer's duration affects how many Divinity Points are generated. However, there are a number of sacred sites and sanctuaries where the force of Gave is known to be greater and more clearly present; at these locations, the dimwalker may benefit from a much greater degree of power.

A house of prayer is a simple but sacred building dedicated to the Tenet of Nid, usually consisting of a single prayer room and nothing else. A sacred grove is a verdant area with oak trees that are under the constant and meticulous supervision of the Tenet of Nid's monks and nuns. A shrine is a major temple building, common in most towns. An oakchurch is the largest type of shrine and has only a single location in any country. The Fields of Cervitt in Westmark is the actual location where Gave himself was nailed to the black oak and slain by Simurg. Unholy ground designates an area that is desecrated and stained by demons, or any location where the undead wander. The multiples applied to each of these places of prayer are listed on table below.

PLACE OF PRAYER

Place	Divinity Points
Neutral location	x1
Large oak/house of prayer	x2
Sacred grove/shrine	x3
Oakchurch	x4
Fields of Cervitt	x5
Unholy ground	/2

It is not unusual for several Tenet of Nid priests to gather and pray collectively to Gave in a single mass. The number of Divinity Points generated depends on how the points are to be distributed. There are two options:

- All priests pray together in a mass, but they receive their Divinity Points separately.
- All priests pray together and designate a single priest who leads the service and receives all of the Divinity Points channeled through the others.

In the first option, the priests gain Divinity Points as if they were praying separately and on their own, but the safety of praying together increases the chance of a successful prayer and therefore grants a +1 bonus on the Faith Skill Value for every extra priest present (maximum +10).

In the second option, all of the priests pray together, but only the one who leads the service (usually the highest-ranking Gavlian) receives Divinity Points. In order for this service to work, the leading Gavlian must succeed on a Faith Skill roll. If the dimwalker is successful, they will gain Divinity Points determined by the time spent praying according to the Prayer's Duration table, but also gain additional Divinity Points for each of the extra priests who took part in the mass and succeeded on their respective Faith Skill rolls. For every extra priest who succeeds on the roll, the leading Gavlian gains +1 additional Divinity Point. The sum is calculated before the multiplier for the place of prayer is applied.

In this manner, several priests who gather in a sacred place can generate quite a few Divinity Points, while a lone missionary in a unfathful country could rarely hope to generate such an amount.



EXAMPLE: PRAYERS

Olmunda prays to Gave for one hour at the shrine of Sillmorg and gains a total of 3 Divinity Points. One hour generates 1 Divinity Point according to the Prayer's Duration table, and a shrine grants a multiplier of x3 according to the Place of Prayer table. This adds up to 3 Divinity Points (1 x 3).

Olmunda then decides to hold a mass, aided by four other priests. The mass takes one hour and is held at the shrine of Firidge. Everyone involved makes a Skill roll for the Faith skill. Since only Olmunda will receive the Divinity Points, she receives no positive modifier to the Skill Value of her Skill roll (which she otherwise would receive if several priests were praying together but benefiting individually).

Olmunda and three of the four priests succeed on their Skill rolls, with only one priest failing. Since the mass was held for an hour, Olmunda receives 1 Divinity Point for succeeding on her own Skill roll (Prayer's Duration table), as well as 3 extra Divinity Points for the other three priests who succeeded on their rolls (1 point from each). This grants a sum of 4 Divinity Points, which is then multiplied by a factor of 3 because they are at a shrine (Place of Prayer table).

Olmunda thus gains a total of 12 Divinity Points, which she can spend on her divine abilities. The other priests that assisted her receive no Divinity Points at all.

✦ THE TENET OF NID'S HOLY TABLETS ✦

Tablet of Anger	Tablet of Grace	Tablet of the Knight
1: Power of Blood	1: Hand of Mercy	1: Blessed Armor
1: Holy Bolt	1: Holy Mending	1: Blessed Spear
2: Stone Senses	2: Will of Bete Wiemdas	2: Holy Authority
2: Visions of the Oak	2: Life Spirit	2: Rowthguard Cuirass
3: Sacred Burst	3: Chalk of Bete Wiemdas	3: Majestic Revelation
3: Statue	3: Recall	3: Rowthguard's Battle Scourge
4: Divine Purge	4: Breath of Gave	4: Belo Seoth's White Armor
5: Memory of a Martyr	4: Hand of Gave	4: Belo Seoth's Axe
5: Stone Monument	5: Wind of Immortality	5: Guise of Gave

Tablet of the Shield	Tablet of the Sun	Tablet of Voices
1: Snares of the Holy Ground	1: Dawn Shine	1: Holy Consideration
1: Sheltering	1: Protective Ground	1: Sirowerd's Ear
2: Storm Protection	2: Augury	2: Blood Brothers
2: Thornwall	2: Thermal Light	2: Sirowerd's Tongue
3: Bark Skin	3: Omen	3: Kindred's Bond
3: Demonic Impotence	3: Blessed Home	3: Grace of Gave
4: Vitner Resistance	4: Sacred Grove	4: Sanity of Gave
5: Banishment	4: Holy Radiance	5: Favorites of Gave
5: Tree Port	5: Portent	5: Divine Pact

Tablet of Anger

The Gavlian has embarked on the path of the inquisitor, and Gave bestows the power to purge the undead, lapidify creatures, and even manifest stigmata on enemies' bodies.

1: Power of Blood

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** 5 meters
- **Invocation time:** 1 action round

The priest prays that Gave will show the dimwalker's enemies just how much the god suffered on that black oak. The victims of this prayer immediately begin bleeding from open wounds in their hands and feet, which inflict more mental anguish than physical. Armor or natural protection therefore have no effect.

The priest causes one enemy to bleed profusely from a single wound. Every wound causes the victim 1 point of damage.

To resist the psychological pain (but not the damage), they must successfully make a Situation roll with a Situation value of 12 (Psyche modifiers apply). If the Situation roll is unsuccessful, the victim must deduct -1 from every Skill roll and Situation roll for the next 1d6 hours.

LEVELS OF POWER: POWER OF BLOOD

Cost	Extra Levels of Power
1	Increase the number of wounds that bleed by +1 (maximum 6)
2	Affect another enemy (maximum 4)
2	Increase the range by 5 meters



1: Holy Bolt

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** 5 meters
- **Invocation time:** 1 action round

When the force of Gave is called upon, sacred energy erupts from the priest and pierces an undead creature within the ability's range. Undead struck by this energy receive damage without any chance of avoiding it. Armor does not protect against this ability. Only undead creatures can be harmed by it.

The priest directs the energy in the form of a glowing projectile toward a single undead creature within range. The bolt deals 1d10 (OR 8-10) points of damage.

LEVELS OF POWER: HOLY BOLT

Cost	Extra Levels of Power
2	Increase the range by 5 meters
3	Increase damage by +3

2: Stone Senses

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** 5 meters
- **Invocation time:** 1 action round

The priest directs his powerful gaze at an opponent who suddenly feels their mind begin to petrify. The opponent suffers a -2 initiative modifier and -1 on all combat actions for the duration of the ability.

This ability can be used only on people and creatures that are close to human-sized (from half the size of a human up to 1.5 times the size of a human).

LEVELS OF POWER: STONE SENSES

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
2	Increase the negative modifier by -2 on initiative and by -1 on all combat actions (maximum -6/-3)

2: Visions of the Oak

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Range:** 5 meters
- **Invocation time:** 1 action round

The priest prays that Gave will show the dimwalker's enemies just how much the god suffered on that black oak. The victims of this prayer immediately begin bleeding from open wounds in their hands and feet, which inflict more mental anguish than physical. Armor or natural protection therefore have no effect.

The priest causes two enemies to bleed profusely from two wounds each. Every wound causes the victim 2 points of damage (for a total of 4 points of damage dealt to each person). To resist the psychological pain (but not the damage), they must successfully make a Situation roll with a Situation value of 8 (Psyche modifiers apply). On a failure, the victim must also deduct -3 from every Skill roll and Situation roll for the rest of the day.

LEVELS OF POWER: VISIONS OF THE OAK

Cost	Extra Levels of Power
1	Increase the number of wounds that bleed by +1 (maximum 6)
2	Affect another enemy (maximum 6)
2	Increase the range by 5 meters
2	Decrease the enemy's Situation value by -1

3: Sacred Burst

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

When the force of Gave is called upon, sacred energy erupts from the priest and pierces an undead creature within the ability's range. Undead struck by this energy receive damage without any chance of avoiding it. Armor does not

protect against this ability. Only undead creatures can be harmed by it.

The priest directs the energy in the form of glowing projectiles toward a group of undead creatures within range. There are two holy projectiles in the ability's basic version. Each one deals 1d10 (OR 8-10) + 3 points of damage.

LEVELS OF POWER: SACRED BURST

Cost	Extra Levels of Power
2	Increase the range by 5 meters
3	Increase damage by +3
3	Add another glowing projectile (maximum 6)

3: Statue

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** 10 meters
- **Invocation time:** 1 action round

The priest directs their powerful gaze at an opponent. If the target is unable to resist by making a Situation roll with a Situation value of 8 (Psyche modifiers apply), they turn into a statue for the duration of the ability. If a priest spends a raud while using this ability, the petrification becomes Permanent if the opponent fails their Situation roll.

This ability can be used only on people and creatures that are close to human-sized (from half the size of a human up to 1.5 times the size of a human).

The priest requires only a single action round to invoke the ability, but it takes 1d6 rounds for the target to fully petrify. For each round in which the target is turning to stone, that character halves their effective Skill Values (compounding each action round, and rounding up where applicable). For example, if the target has SV 16 in the Fighting skill (including disciplines and specialties), the next action round it would be SV 8, the next round only SV 4, and so on. These values are restored when the petrification is removed.

LEVELS OF POWER: STATUE

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
3	Decrease the Situation value by -1

4: Divine Purge

- **Cost/Modifier:** 8/-8
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

When the force of Gave is called upon, sacred energy erupts from the priest and pierces an undead creature within the ability's range. Undead struck by this energy receive damage without any chance of avoiding it. Armor does not protect against this ability. Only undead creatures can be harmed by it.

The priest directs the energy in the form of glowing projectiles toward a group of undead creatures within range. There are four holy projectiles in the ability's basic version. Each one deals 1d10 (OR 8-10) + 6 points of damage.

LEVELS OF POWER: DIVINE PURGE

Cost	Extra Levels of Power
2	Increase the range by 5 meters
3	Increase damage by +3
3	Add another glowing projectile

5: Memory of a Martyr

- **Cost/Modifier:** 10/-10
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

The priest prays that Gave will show the dimwalker's enemies just how much the god suffered on that black oak. The victims of this prayer immediately begin bleeding from open wounds in their hands and feet, which inflict more mental anguish than physical. Armor or natural protection therefore have no effect.

The priest causes five enemies to bleed profusely from three wounds each. Every wound causes the victim 2 points of damage (for a total of 6 points of damage dealt to each person). To resist the psychological pain (but not the damage), they must successfully make a Situation roll with a Situation value of 8 (Psyche modifiers apply). Even if the Situation roll is successful, the victim must deduct -3 from every Skill roll and Situation roll for the next 1d6 hours. But if the Situation roll fails, the victim will suffer the above modifier for the rest of the day and fall to the ground unconscious for 1d6 minutes.

LEVELS OF POWER: MEMORY OF A MARTYR

Cost	Extra Levels of Power
1	Increase the number of wounds that bleed by +1 (maximum 6)
2	Affect another enemy
2	Increase the range by 5 meters
2	Decrease the enemy's Situation value by -1

5: Stone Monument

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** 10 meters
- **Invocation time:** 1 action round

The priest directs their powerful gaze at an opponent. If the target is unable to resist by making a Situation roll with a Situation value of 4 (Psyche modifiers apply), they turn into a statue for the duration of the ability. If a priest spends a raud while using this ability, the petrification becomes Permanent if the opponent fails their Situation roll.

This ability can be used only on people and creatures that are close to human-sized (from half the size of a human up to 1.5 times the size of a human). A dimwalker spending a raud can petrify larger creatures (greater than or equal to 1.5 times the size of a human).

The priest requires only a single action round to invoke the ability, but it takes 1d6 rounds for the target to fully petrify. For each round in which the target is turning to stone, that character halves their effective Skill Values (compounding each action round, and rounding up where applicable). For example, if a person has SV 16 in the Fighting skill (including disciplines and specialties), the next action round it would be SV 8, the next round only SV 4, and so on. These values are restored when the petrification is removed.

LEVELS OF POWER: STONE MONUMENT

Cost	Extra Levels of Power
1	Increase the duration by 1 day
2	Increase the range by 10 meters
3	Decrease the Situation value by -1

Tablet of Grace

The Gavlian has become connected to Gave and affirmed their deity's mercy and grace. Gave has bestowed upon the dimwalker the ability to heal serious diseases and injuries, and even resurrect the dead.

1: Hand of Mercy

- **Cost/Modifier:** 2/-2
- **Type:** Permanent
- **Range:** Contact
- **Invocation time:** 1 minute

The priest invokes Gave and lays glowing hands upon an ailing person in their care. In this way the priest can heal colds, minor illnesses, rheumatism, hair loss, pain, deformities, and lameness caused by past injuries. In order for the condition to disappear completely (beyond temporary relief), the character receiving the healing grace has to succeed on a Situation roll with a Situation value of 8 (Constitution modifiers apply).

All modifiers and negative effects caused by the healed malady or illness are permanently removed from the healed individual through a successful Situation roll.

LEVELS OF POWER: HAND OF MERCY

Cost	Extra Levels of Power
1	Increase Situation value by +1

1: Holy Mending

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** Contact
- **Invocation time:** 1 action round

The priest is embodied in part with the healing power of Gave, and places their hands over the wound of an injured person in their care. This ability heals the injured person of 1 Body Point per minute for the duration of the ability. Broken bones, internal injuries, and exposed wounds heal so completely that not even scars remain. The priest may also apply this prayer to himself.

LEVELS OF POWER: HOLY MENDING

Cost	Extra Levels of Power
2	Increase the duration by 1 minute

2: Will of Bete Wiemdas

- **Cost/Modifier:** 4/-4
- **Type:** Permanent
- **Range:** Contact
- **Invocation time:** 1 minute

The priest invokes Gave and lays glowing hands upon a severely ailing person in their care. In this way the priest can heal natural diseases, lost minds, and impotence/infertility, and neutralize all poisons. In order for the condition to disappear completely (beyond temporary relief), the character receiving the healing grace has to succeed on a Situation roll with a Situation value of 8 (Constitution modifiers apply).

All modifiers and negative effects caused by the healed malady or illness are permanently removed from the healed individual through a successful Situation roll.

LEVELS OF POWER: WILL OF BETE WIEMDAS

Cost	Extra Levels of Power
1	Increase Situation value by +1

2: Life Spirit

- **Cost/Modifier:** 4/-4
- **Type:** Permanent
- **Duration:** 1 hour
- **Range:** Contact
- **Invocation time:** 1 minute

The priest can revive any of a variety of unintelligent animals (such as birds, snakes, and deer) from the brink of death. The ability's duration indicates the maximum amount of time that an animal can lie dead and still be resurrected by the priest.

An animal can be revived only once with this ability, and to be revived, the creature must desire to come back to life.

LEVELS OF POWER: LIFE SPIRIT

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
5	Increase the duration by 1 day
12	Increase the duration by 1 week

3: Chalk of Bete Wiemdas

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** Contact
- **Invocation time:** 1 action round

The priest is embodied in part with the healing power of Gave, and places their hands over the wound of an injured person in their care. This ability heals the injured person for 3 Body Points per minute for the duration of the ability. Broken bones, internal injuries, and exposed wounds heal so completely that

not even scars remain. The priest may also apply this prayer to himself.

LEVELS OF POWER: CHALK OF BETE WIEMDAS

Cost	Extra Levels of Power
2	Increase the duration by 1 minute

3: Recall

- **Cost/Modifier:** 6/-6
- **Type:** Permanent
- **Duration:** 1 hour
- **Range:** Contact
- **Invocation time:** 1 minute

The priest can resurrect intelligent humanoids that have already lost the breath of life. The ability's duration indicates the maximum amount of time that the being may lie dead and still be resurrected by the priest. Because of the intense pressure of such a feat, the priest loses 1 Body Point permanently when performing a resurrection and a small wound forms that never quite heals. The shock of dying and then being revived is also quite traumatic, giving the resurrected person a permanent base fear level of 1 (fear level can never be reduced below 1).

An individual can be revived only once with this ability, and to be revived, that character must desire to come back to life.

The ability does not work on elves because their souls do not leave their bodies in the same way that other creatures' souls do.

LEVELS OF POWER: RECALL

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
5	Increase the duration by 1 day
12	Increase the duration by 1 week



4: Breath of Gave

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** Contact
- **Invocation time:** 1 action round

The priest is embodied in part with the healing power of Gave, and places their hands over the wound of an injured person in their care. This ability heals the injured person of 6 Body Points per minute for the duration of the ability. Broken bones, internal injuries, and exposed wounds heal so completely that not even scars remain. The priest may also apply this prayer to himself.

LEVELS OF POWER: BREATH OF GAVE

Cost	Extra Levels of Power
2	Increase the duration by 1 minute

4: Hand of Gave

- **Cost/Modifier:** 8/-8
- **Type:** Permanent
- **Range:** Contact
- **Invocation time:** 1 minute

The priest invokes Gave and lays glowing hands upon a severely ailing person in their care. In this way the priest can heal unnatural diseases such as lycanthropy and Ulm plague, reconstruct lost organs or body parts, and break curses. This ability is also the only way to cure a character of madness (see Fear Level in the Game Master Guide book). In order for the condition to disappear completely (beyond temporary relief), the character receiving the healing grace has to succeed on a Situation roll with a Situation value of 8 (Constitution modifiers apply).

All modifiers and negative effects caused by the healed malady or illness are permanently removed from the healed individual through a successful Situation roll.

LEVELS OF POWER: HAND OF GAVE

Cost	Extra Levels of Power
1	Increase Situation value by +1

5: Wind of Immortality

- **Cost/Modifier:** 10/-10
- **Type:** Permanent
- **Duration:** 1 day
- **Range:** Contact
- **Invocation time:** 1 minute

The priest can revive any creature, whether intelligent or unintelligent, that has already lost the breath of life. The ability's duration indicates the maximum amount of time that the being may lie dead and still be resurrected by the priest. Because of the intense pressure of such a feat, the priest loses 1 Body Point permanently when performing a resurrection and a small wound forms that never quite heals. The shock of dying and then being revived is also quite traumatic, giving the resurrected person a permanent base fear level of 1 (fear level can never be reduced below 1).

With this ability, the priest can revive the same person multiple times, but for each new resurrection the same character undergoes, their base fear level is permanently raised by another step. The revived individual also takes on one of the priest's specific personality traits (such as an odd accent, personality quirk, typical demeanor, or preference) as determined by the game master.

In order for an individual to be revived, that character must desire to come back to life.

LEVELS OF POWER: WIND OF IMMORTALITY

Cost	Extra Levels of Power
1	Increase the duration by 1 day
3	Increase the duration by 1 week
8	Increase the duration by 1 month
20	Increase the duration by 1 year

Tablet of the Knight

The Gavlian has blazed their way down the path of the Rowthguard, showing devout loyalty to Gave. Gave therefore bestows power upon the dimwalker, who is able to sanctify armor and weapons, and emerge from all battles with divine glory.

1: Blessed Armor

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Contact
- **Invocation time:** 1 action round

An aura of holy protection is created around the selected armor, increasing the Protection Value by +1. The aura does not protect against magic weapons or spell effects that ignore normal armor.

This does not create armor, but blesses a suit that the dimwalker prays over, which takes on a lighter shade and begins to shine faintly. There must be existing armor or a shield for the ability to have any effect.

LEVELS OF POWER: BLESSED ARMOR

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the Protection Value by +1 (maximum +4)
2	Increase the range by 5 meters (contact is no longer necessary)
5	Increase the duration by 1 minute

1: Blessed Spear

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Contact
- **Invocation time:** 1 action round

A holy aura is created around the selected weapon. The weapon deals an additional +1 point of damage (+2 against undead and +3 against demons).

The blessed weapon takes on a lighter shade and begins to shine faintly.

LEVELS OF POWER: BLESSED SPEAR

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase damage bonuses by +1 (maximum +4/+5 undead/+6 demons)
2	Increase the range by 5 meters (contact is no longer necessary)
5	Increase the duration by 1 minute

2: Holy Authority

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 10 meters
- **Invocation time:** 2 action rounds

The prayer invokes Gave's presence and holiness. The priest raises their hands, loudly recites the prayer, and then lowers their hands slowly. The air grows

thick as the god's increased presence is tangibly felt.

In this way the priest can quiet a crowd and receives a bonus modifier of +1 to any Skill or Situation rolls for persuading people for the ability's duration. Furthermore, anyone who tries to oppose what the priest says will suffer -1 to their Situation value to do so.

LEVELS OF POWER: HOLY AUTHORITY

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the bonus by an additional +1 (maximum +3)
2	Lower resistance rolls by an additional -1 (maximum -3)
2	Increase the range by 5 meters

2: Rowthguard's Cuirass

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 4 action rounds
- **Range:** Contact
- **Invocation time:** 1 action round

An aura of holy protection is created around the selected armor, increasing the Protection Value by +3. The aura also protects against magical weapons and spell effects that ignore normal armor, with Protection Value +1.

This does not create armor, but blesses a suit that the dimwalker prays over, which takes on a lighter shade and begins to shine faintly. There must be existing armor or a shield for the ability to have any effect.

LEVELS OF POWER: ROWTHGUARD'S CUIRASS

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the Protection Value by another +1 (maximum +7/+5)
2	Increase the range by 5 meters (contact is no longer necessary)
5	Increase the duration by 1 minute



3: Majestic Revelation

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 10 meters
- **Invocation time:** 2 action rounds

The prayer invokes Gave's presence and holiness. The priest raises their hands, loudly recites the prayer, and then lowers their hands slowly. The air grows thick as the god's increased presence is tangibly felt.

People around the priest fall silent and prefer to flee rather than oppose them. In this way the priest can quiet a crowd and receives a bonus modifier of +3 to any Skill or Situation rolls for persuading people for the ability's duration. Furthermore, anyone who tries to oppose what the priest says will suffer -3 to their Situation value to do so. Anyone who tries to attack the priest or speak lies in their presence must first succeed

on a Situation roll with a Situation value of 6 (Psyche modifiers apply).

LEVELS OF POWER: MAJESTIC REVELATION

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the bonus by an additional +1 (maximum +6)
2	Lower resistance rolls by an additional -1 (maximum -6)
2	Lower the Situation value by -1 for those who attempt to lie or attack the priest
2	Increase the range by 5 meters

3: Rowthguard's Battle Scourge

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 4 action rounds
- **Range:** Contact
- **Invocation time:** 1 action round

A holy aura is created around the selected weapon. The weapon deals an additional +3 points of damage (+5 against undead and +7 against demons).

The blessed weapon takes on a lighter shade and begins to shine faintly.

LEVELS OF POWER: ROWTHGUARD'S BATTLE SCOURGE

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase damage by +1 (maximum +7/+9 undead/+11 demons)
2	Increase the range by 5 meters (contact is no longer necessary)
5	Increase the duration by 1 minute

4: Belo Seoth's White Armor

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Contact
- **Invocation time:** 1 action round

An aura of holy protection is created around the selected armor, increasing the Protection Value by +5. The aura also protects against magical weapons and spell effects that ignore normal armor, with Protection Value +3.

This does not create armor, but blesses a suit that the dimwalker prays over, which takes on a lighter shade and begins to shine faintly. There must be existing armor or a shield for the ability to have any effect.

LEVELS OF POWER: BELO SEOTH'S WHITE ARMOR

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the Protection Value by another +1 (maximum +10/+8)
2	Increase the range by 5 meters (contact is no longer necessary)
5	Increase the duration by 1 minute

4: Belo Seoth's Axe

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Contact
- **Invocation time:** 1 action round

A holy aura is created around the selected weapon. The weapon deals an additional +5 points of damage (+8 against undead and +11 against demons).

The blessed weapon takes on a lighter shade and begins to shine faintly.

LEVELS OF POWER: BELO SEOTH'S AXE

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase damage by +1 (maximum +10/+13 undead/+16 demons)
2	Increase the range by 5 meters (contact is no longer necessary)
5	Increase the duration by 1 minute

5: Guise of Gave

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 20 meters
- **Invocation time:** 2 action rounds

The priest positively radiates with divine power while the surrounding air is saturated with the god's tangible presence. Anyone in the priest's presence falls quiet and would rather flee or kneel in submission than oppose them. In this way the priest can quiet a crowd and receives a bonus modifier of +6 to any Skill or Situation rolls for persuading people for the ability's duration. Furthermore, anyone who tries to oppose what the priest says will suffer -5 to the their Situation value to do so. Anyone who tries to attack the priest or speak lies in their presence must first succeed on a Situation roll with a Situation value of 4 (Psyche modifiers apply). Even those who wish to plot against the priest while in their vicinity (within range) need to succeed on the aforementioned Situation roll.

LEVELS OF POWER: GUISE OF GAVE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the bonus by an additional +1 (maximum +10)
2	Lower resistance rolls by an additional -1 (maximum -8)
2	Lower the Situation value by -1 for those who attempt to lie, attack, or plot against the priest.
2	Increase the range by 5 meters

Tablet of the Shield

The Gavlian has chosen to walk the path of the demon brother, while showing greater loyalty to Gave. The god bestows the dimwalker with the black oak's protection, but also greater protection against weather, vitner, and demons.

1: Snares of the Holy Ground

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** 5 meters
- **Invocation time:** 1 action round

As the priest prays to Gave, up from the ground root-like snares begin to sprout, which grasp and bind demons and hinder their physical actions. The demons suffer -1 on all their Skill Values and Situation values for any actions that involves movement.

LEVELS OF POWER: SNARES OF THE HOLY GROUND

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
2	Increase the modifier of the demon by an additional -1 (maximum -5)

1: Sheltering

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 3-meter radius
- **Invocation time:** 1 minute

The priest creates a sacred aura around himself, which protects against lighter rain, snow, and wind, but not against magical weather conditions. This aura is fixed to the site where the prayer is made and cannot be moved. The temperature of the sanctuary is increased or decreased by up to 20°C as the dimwalker wishes to create a milder climate.

LEVELS OF POWER: SHELTERING

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the radius by 1 meter

2: Storm Protection

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 5-meter radius
- **Invocation time:** 1 minute

The priest creates a sacred aura around herself, which protects against rain, snow, wind, and natural heat or cold. It also protects against magical weather conditions. This aura is fixed to the site where the prayer is made and cannot be moved. The temperature of the sanctuary is increased or decreased by up to 40°C as the dimwalker wishes to create a milder climate.

LEVELS OF POWER: STORM PROTECTION

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the radius by 1 meter

2: Thornwall

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 10 meters
- **Invocation time:** 2 action rounds

The one praying invokes the force of the black oak. Within the range, thorny branches spring from the ground that fill a space of 1d10 + 10 m^3, which the dimwalker may then shape to their own satisfaction. For example, if a priest has 20 m^3 at their disposal, they can shape the branches to be 20 m long x 1 m high x 1 m wide, or 10 m long x 2 m high x 1 m wide, or other dimensions. It takes 1 action round for the branches to grow to fill a space of 5 m^3, meaning that branches filling 20 m^3 of space would take 4 rounds.

Attempting to pass through these thorny branches without cutting them down deals 1d5 points of damage for every cubic meter passed through, and requires 2 action rounds of movement per meter. Each cubic meter has a number of thorny branches equivalent to 10 Body Points, should one wish to hack through in order to push through the wall without taking any damage.

LEVELS OF POWER: THORNWALL

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
1	Increase quantity of branches by 1d10 m^3
2	Increase the range by 5 meters
2	Increase the branches' Body Points by +5 per m^3
6	Increase the duration by 1 hour

3: Bark Skin

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Contact
- **Invocation time:** 1 action round

The Gavlian invokes the force of the black oak. Either the priest or one person of their choosing grows a bark-like skin of dark iron-oak. The skin provides 10 additional Body Points for the blessed character, which are used up before they receive any damage, and after any armor's Protection Value has been deducted from the damage. These Body Points are temporary, and any remaining are lost when the duration ends. If the ability's 10 Body Points are used up before the duration ends, the effect stops.

LEVELS OF POWER: BARK RIND

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
1	Increase bark skin's Body Points by +1
6	Increase the duration by 1 hour

3: Demonic Impotence

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 2 action rounds

The priest prays to Gave, and as a result their hands begin to glow. For the next 10 action rounds, the priest gains the ability to rip one feat from a demon simply by touching the demon with their glowing hands (a successful unarmed attack). If the priest successfully purges a demon of one of its abilities, the demon cannot use it for the duration listed above. A priest can rip only one ability away from any demon.

If the priest spends a raud when successfully ripping an ability from a demon, the demon loses the purged ability permanently.

LEVELS OF POWER: DEMONIC IMPOTENCE

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
6	Increase the duration by 1 day

4: Vitner Resistance

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 5-meter radius
- **Invocation time:** 1 minute

The priest creates a sacred aura that protects in the same manner as the Storm Protection ability, but also protects against magical attacks, both physical and mental. The aura acts as a barrier around the designated area and in order to penetrate it with magic, the weaver must make a successful Situation roll with a Situation value of 10. If the spell is able to penetrate the Vitner Resistance aura, the spell works as usual and the sacred aura disappears.

LEVELS OF POWER: VITNER RESISTANCE

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the radius by 1 meter
2	Lower the Situation value for spells to penetrate by -1

5: Banishment

- **Cost/Modifier:** 10/-10
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

The priest prays to Gave, and as a result a radiant beam of divine light pierces the sky (or the ceiling, if indoors) and engulfs all demons within range. The light deals 1d10 (OR 8-10) +5 points of damage to every demon caught within it. Armor and natural protection do nothing to protect against it because the injury is not physical, but divine.

LEVELS OF POWER: BANISHMENT

Cost	Extra Levels of Power
2	Increase the range by 10 meters
3	Increase damage by an additional +5

5: Tree Port

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** Personal
- **Invocation time:** 5 minutes

The Gavlian invokes the force of the black oak, granting the priest the ability to transform into a large black oak for one day. The transformation takes 60 action rounds (5 minutes) and requires enough soil and space for the oak's roots and branches, respectively. For each hour the priest spends in this state, they heal 1 Body Point. As a tree, the priest also receives nutrients from the water in the soil and the sun's light, so there is no need to consume any food or water. Additionally, the priest can make a Situation roll once every day with a Situation value of 6 (Psyche modifiers apply) to try to remove an existing curse or demon infection from himself. In the tree port, the priest is immune to all demon attacks and abilities.

The priest can turn back to their true shape whenever they wish within the duration. If anyone (besides a demon) attacks the tree, it has a natural Protection Value of 8, and only one-fifth of the damage that penetrates this protection hurts the priest. If the priest is slain while in the tree port, they will remain a black oak.

LEVELS OF POWER: TREE PORT

Cost	Extra Levels of Power
1	Increase the duration by 1 day
2	Increase the Situation value by +1
3	Increase the tree's Protection Value by +1

Tablet of the Sun

The Gavlian worships Gave's radiance and light, and when this tie to the god is strengthened, Gave gives the priest the ability to create light, receive insights about the future, and anchor the faith.

1: Dawn Shine

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 1-meter radius
- **Invocation time:** 1 action round

The priest asks his god for heat and light, and in reply daylight slowly begins to spread and illuminate the area around her. If the priest moves, so does the lit area. The priest can disable the ability or decrease the range at any time.

The prayer creates a sacred source of light that spreads out around the priest. Within its range, the light counts as daylight for all intents and purposes.

LEVELS OF POWER: DAWN SHINE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 1 meter
10	Increase the duration by 1 hour

1: Protective Ground

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 2-meter radius
- **Invocation time:** Special

The prayer acts as protection against vitner and other religions' feats. The ability's range designates the radius for the protected area that the sunlight covers. To create this site, the priest must cut a wound in their forehead (1 point of damage) and collect blood from the wound, allowing it to drip along the site's perimeter while chanting. The prayer takes 3 rounds per meter (radius) of the range to perform. For example, if the range covers an 8-meter radius, this feat takes 24 rounds (2 minutes) to invoke.

Anyone who tries to activate an ability that belongs to a religion other than the Tenet of Nid or who tries to weave a spell that takes effect within the designated sanctuary suffers -1 to the Skill Value needed to succeed. In addition, everyone located within the area finds it easier to resist any constraining or manipulating effects of abilities that do not belong to the Tenet of Nid or spells (their Situation values to resist increase by +2).

LEVELS OF POWER: PROTECTIVE GROUND

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the radius of the range by 1 meter
2	Decrease the Skill Value for those who want to use abilities from other religions or spells by -1 (maximum -4)
2	Increase the Situation values to resist the constraining effects of abilities that belong to other religions or spells by +2 (maximum +6)

2: Augury

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Range:** Contact
- **Invocation time:** 1 minute

The priest asks his god to reveal the future, and Gave responds by giving a vision to the dimwalker or a person of the priest's choosing. This prayer can be difficult to manage because the visions received can always be interpreted in a variety of different ways. It is up to the game master to determine how extensively or vaguely the near future will be described. The revelation will never tell the final outcome of events, but may reveal what events will occur. For example, the ability might indicate that the priest will face a dragon in the near future, but not how the encounter with the dragon will end.

The priest closes their eyes and wraps their hands around those of the chosen one, or the priest clasps their own hands if determining their own future. The person then receives a vision of an event that will affect them within one hour. The incident does not need to be significant, but it should be something out of the ordinary. If nothing out of the ordinary is on the horizon, the person may receive no vision at all.

LEVELS OF POWER: AUGURY

Cost	Extra Levels of Power
1	Increase by +1 hour the time from which the priest can receive a vision

2: Thermal Light

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 2-meter radius
- **Invocation time:** 3 action rounds

The priest asks his god for heat and light, and in reply daylight slowly begins to spread and illuminate the area around her. If the priest moves, so does the lit area. The priest can disable the ability or decrease the range at any time.

The prayer creates a sacred source of light that spreads out around the priest. The light brings safety and tranquility to all within its reach. Any negative modifiers from fear levels disappear, and the priest and all allies gain +1 to their Skill Values and Situation values as long as they remain within range. Within its range, the light counts as daylight for all intents and purposes.

LEVELS OF POWER: THERMAL LIGHT

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 1 meter
3	Increase the bonus to Skill Values and Situation values by +1 (maximum +3)
10	Increase the duration by 1 hour

3: Omen

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Range:** Contact
- **Invocation time:** 10 minutes

The priest asks his god to reveal the future, and Gave responds by giving a vision to the dimwalker or a person of the priest's choosing. This prayer can be difficult to manage because the visions received can always be interpreted in a variety of different ways. It is up to the game master to determine how extensively or vaguely the near future will be described. The revelation will never tell the final outcome of events, but may reveal what events will occur. For example, the ability might indicate that the priest will face a dragon in the near future, but not how the encounter with the dragon will end.

The priest closes their eyes and wraps their hands around those of the chosen one, or the priest clasps their

own hands if determining their own future. The person then receives a vision of an event that will affect them within one day. The incident does not need to be significant, but it should be something out of the ordinary. If nothing out of the ordinary is on the horizon, the person may receive no vision at all.

LEVELS OF POWER: OMEN

Cost	Extra Levels of Power
1	Increase by +1 day the time from which the priest can receive a vision

3: Blessed Home

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 4-meter radius
- **Invocation time:** Special

The prayer acts as protection against vitner and other religions' feats. The ability's range designates the radius for the protected area that the sunlight covers. To create this site, the priest must cut a wound in their forehead (1 point of damage), and then collect blood from the wound, allowing it to drip along the site's perimeter while chanting. The prayer takes 3 rounds per meter (radius) of the range to perform. For example, if the range covers an 8-meter radius, this feat takes 24 rounds (2 minutes) to invoke.

Anyone who tries to activate an ability that belongs to a religion other than the Tenet of Nid or who tries to weave a spell that takes effect within the designated sanctuary suffers -3 to the Skill Value needed to succeed. In addition, everyone within the area finds it easier to resist any constraining or manipulating effects of abilities that do not belong to the Tenet of Nid or spells (their Situation values to resist increase by +6).

LEVELS OF POWER: BLESSED HOME

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the radius of the range by 1 meter
2	Decrease the Skill Values for those who want to use other religions' abilities or spells by -1 (maximum -6)
2	Increase the Situation values to resist the constraining effects of abilities that belong to other religions or spells by +2 (maximum +10)

4: Sacred Grove

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** 8-meter radius
- **Invocation time:** Special

The prayer acts as protection against vitner and other religions' feats. The ability's range designates the radius for the protected area that the sunlight covers. To create this site, the priest must cut a wound in their forehead (1 point of damage) and then collect blood from the wound, allowing it to drip along the site's perimeter while chanting. The prayer takes 3 rounds per meter (radius) of the range to perform. For example, if the range covers an 8-meter radius, this feat takes 24 rounds (2 minutes) to invoke.

Anyone who tries to activate an ability that belongs to a religion other than the Tenet of Nid or who tries to weave a spell that takes effect within the designated sanctuary suffers -5 to the Skill Value needed to succeed. In addition, everyone located within the area finds it easier to resist any constraining or manipulating effects of abilities that do not belong to the Tenet of Nid or spells (their Situation values to resist increase by +10).

LEVELS OF POWER: SACRED GROVE

Cost	Extra Levels of Power
2	Increase the duration by 1 day
2	Increase the radius of the range by 2 meters
2	Decrease the Skill Values for those who want to use other religions' abilities or spells by -1
2	Increase the Situation values to resist the constraining effects of abilities that belong to other religions or spells by +2

4: Holy Radiance

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 3-meter radius
- **Invocation time:** 3 action rounds

The priest asks her god for heat and light, and in reply daylight slowly begins to spread and illuminate the area around her. If the priest moves, so does the lit area. The priest can disable the ability or decrease the range at any time.

The prayer creates a sacred source of light that spreads out around the priest. The light brings safety and tranquility to all within its reach. Any negative modifiers from fear levels disappear, and the priest and all allies gain +3 to their Skill Values and Situation values as long as they remain within range. Within its range, the light counts as daylight for all intents and purposes.

LEVELS OF POWER: HOLY RADIANCE

Cost	Extra Levels of Power
2	Increase the range by 1 meter
2	Increase the bonus to Skill Values and Situation values by +1 (maximum +5)
5	Increase the duration by 1 hour

5: Portent

- **Cost/Modifier:** 10/-10
- **Type:** Instant
- **Range:** Contact
- **Invocation time:** 1 minute

The priest asks his god to reveal the future, and Gave responds by giving a vision to the dimwalker or a person of the priest's choosing. This prayer can be difficult to manage because the visions the priest receives can be interpreted in a variety of different ways. It is up to the game master to determine how extensively or vaguely the near future will be described. The revelation will never tell the final outcome of events, but may reveal what events will occur. For example, the ability might indicate that the priest will face a dragon in the near future, but not how the encounter with the dragon will end.

The priest closes their eyes and wraps their hands around those of the chosen one, or the priest clasps their own hands if determining their own future. The priest then receives a vision of an event that will affect the person within one week. The event should primarily be life-changing, but if it isn't, a meaningful event is sufficient.

LEVELS OF POWER: PORTENT

Cost	Extra Levels of Power
1	Increases time by +1 week from which the priest can get a vision.

Tablet of Voices

The Gavlian has reinforced their tie to Gave and become the god's mediator. Gave helps the dimwalker by bestowing the power to understand and speak tongues, alter people's affections, and grant blessings.

1: Holy Consideration

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Contact
- **Invocation time:** 3 action rounds

The Gavlian can bless someone and their future circumstances. The person must be a believer and follower of the Tenet of Nid, and willing to accept the blessing. The person must come to the priest and explain the intended act that deserves the blessing. If the priest deems the act worthy, they can bless the person. An act worthy of blessing will likely involve several different Skill rolls, any of which might benefit from the blessing. An example of such a deed would be *to find the lost treasure of the church.* If someone is blessed for this pursuit, they would benefit from the ability's effect on a single roll that is a direct or indirect consequence of the search for that treasure. But the blessing lasts for a limited amount of time, so it is important to finish the act before the effect ends.

A person cannot possess more than one blessing at a time. The priest is unable to use the ability on herself.

In the basic version of the ability, the blessed person adds +1 to any Skill Value of an action that is in pursuit of (or a consequence of) the specified act.

LEVELS OF POWER: HOLY CONSIDERATION

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the blessing's bonus by an additional +1 (maximum +3)
5	Increase the duration by 1 day

1: Sirowerd's Ear

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The priest is gifted with a temporary understanding of a foreign language when it is spoken. However, the priest is still unable to read, write, or speak the language. The priest must specify which language they wish to understand before the ability is performed.

LEVELS OF POWER: SIROWERD'S EAR

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
5	Increase the duration by 1 hour

2: Blood Brothers

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Contact
- **Invocation time:** 1 action round

The ability stirs new feelings in the chosen target, replacing all hostile thoughts with more considerate ones of compassion and grace, such that an adversary temporarily becomes an ally. The ability is so powerful that the friendship it evokes can turn even the most enraged opponent into a close ally of the priest, someone who will gladly assist him for the duration of the ability. Animals, beasts, demons, undead, and unintelligent creatures are not affected by this ability, but most humanoid creatures are affected, even trolls. The only way to avoid the effect is through the weaving of vitner, neutralizing divine powers, or breaking the priest's concentration. However, the target can initially resist by making a Situation roll with a Situation value of 10 (Psyche modifiers apply). On a failure, the victim will immediately befriend the priest, considering the priest's friends as their own friends, and the priest's enemies as their own enemies. If the priest or one of the priest's friends attacks the target, the effect of the ability is immediately broken.

LEVELS OF POWER: BLOOD BROTHERS

Cost	Extra Levels of Power
1	Increases the duration by 1 action round
2	Increases the range by 5 meters (contact is no longer necessary)
2	Lowers Situation value to resist the ability by -1

2: Sirowerd's Tongue

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The priest is gifted with a temporary capacity to speak and understand a foreign language, with +2 to their Skill Value in the Knowledge skill. The ability does not allow the priest to read or write the language, but only communicate vocally. The priest must specify which language they wish to understand before the ability is performed.

LEVELS OF POWER: SIROWERD'S TONGUE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the bonus to the Knowledge skill (when understanding/speaking the language) by +1 (maximum +5)
5	Increase the duration by 1 hour

3: Kindred's Bond

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 4 action rounds
- **Range:** 5 meters
- **Invocation time:** 1 action round

The ability stirs new feelings in the chosen target, replacing all hostile thoughts with more considerate ones of compassion and grace, such that an adversary temporarily becomes an ally. The ability is so powerful that the friendship it evokes can turn even the most enraged opponent into a close ally of the priest, someone who will gladly assist him for the duration of the ability. Animals, beasts, demons, undead, and unintelligent creatures are not affected by this ability, but most humanoid creatures are affected, even trolls. The only way to avoid the effect is through the weaving of vitner, neutralizing divine powers, or breaking the priest's concentration.

The priest can cause two enemies within range to become their allies for the duration of the ability. Each target can initially resist by making a Situation roll with a Situation value of 10 (Psyche modifiers apply). On a failure, the victim will immediately befriend the priest, considering the priest's friends as their own friends, and the priest's enemies as their own enemies. If the priest or one of the priest's friends attacks the target, the effect of the ability is immediately broken.

LEVELS OF POWER: KINDRED'S BOND

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
2	Lower the Situation value to resist the ability by -1
3	Affect another enemy (maximum 6)

3: Grace of Gave

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 5 meters
- **Invocation time:** 3 action rounds

The Gavlian can bless someone and their future circumstances. The person must be a believer and follower of the Tenet of Nid, and willing to accept the blessing. The person must come to the priest and explain the intended act that deserves the blessing. If the priest deems the act worthy, they can bless the person. An act worthy of blessing will likely involve several different Skill rolls, any of which might benefit from the blessing. An example of such a deed would be *to find the lost treasure of the church.* If someone is blessed for this pursuit, they would benefit from the ability's effect on two rolls that are direct or indirect consequences of the search for that treasure. But the blessing lasts for a limited amount of time, so it is important to finish the act before the effect ends.

In the basic version of the ability, the priest blesses two people who add +3 to any Skill Values of actions that are in pursuit of (or a consequence of) the specified act.

A person cannot possess more than one blessing at a time. The priest is unable to use the ability on herself.

LEVELS OF POWER: GRACE OF GAVE

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the blessing's bonus by an additional +1 (maximum +5)
2	Increase the range by 5 meters
2	Bless another person (maximum 4 people)
5	Increase the duration by 1 day

4: Sanity of Gave

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 5-meter radius
- **Invocation time:** 1 action round

The priest and their allies within range are gifted with a temporary capacity to speak and understand a foreign language, with a bonus of +3 to each individual's Skill Value in the Knowledge skill for speaking/understanding. The ability does not allow them to read or write the language, but only communicate vocally. The priest must specify which language they wish to understand before the ability is performed.

LEVELS OF POWER: SANITY OF GAVE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the bonus to the Knowledge skill (when understanding/speaking the language) by +1 (maximum +8)
5	Increase the duration by 1 hour

5: Favorites of Gave

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** 10 meters
- **Invocation time:** 3 action rounds

The Gavlian can bless someone and their future circumstances. The person must be a believer and follower of the Tenet of Nid, and willing to accept the blessing. The person must come to the priest and explain the intended act that deserves the blessing. If the priest deems the act worthy, they can bless the person. An act worthy of blessing will likely involve several different Skill rolls, any of which might benefit from the blessing. An example of such a deed would be *to find the lost treasure of the church.* If someone is blessed for this pursuit, they would benefit from the ability's effect on three rolls that are direct or indirect consequences of the search for that treasure. But the blessing lasts for a limited amount of time, so it is important to finish the act before the effect ends.

In the basic version of the ability, the priest blesses four people who add +5 to any Skill Values of actions that are in pursuit of (or a consequence of) the specified act.

A person cannot possess more than one blessing at a time. The priest is unable to use the ability on herself.

LEVELS OF POWER: FAVORITES OF GAVE

Cost	Extra Levels of Power
2	Increase the duration by 1 day
2	Increase the blessing's bonus by an additional +1 (maximum +8)
2	Increase the range by 5 meters
2	Bless another person

5: Divine Pact

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** 10 meters
- **Invocation time:** 1 action round

The ability stirs new feelings in the chosen target, replacing all hostile thoughts with more considerate ones of compassion and grace, such that an adversary temporarily becomes an ally. The ability is so powerful that the friendship it evokes can turn even the most enraged opponent into a close ally of the priest, someone who will gladly assist him for the duration of the ability. Animals, beasts, demons, undead, and unintelligent creatures are not affected by this ability, but most humanoid creatures are affected, even trolls. The only way to avoid the effect is through the weaving of vitner, neutralizing divine powers, or breaking the priest's concentration.

The priest can cause four enemies within range to become their allies for the duration of the ability. Each target can initially resist by making a Situation roll with a Situation value of 8 (Psyche modifiers apply). On a failure, the victim will immediately befriend the priest, considering the priest's friends as their own friends, and the priest's enemies as their own enemies. If the priest or one of the priest's friends attacks the target, the effect of the ability is immediately broken.

LEVELS OF POWER: DIVINE PACT

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
2	Lower the Situation value to resist the ability by -1
3	Affect another enemy



✦ HAMINGES ✦

The dark religion of Hamiges follows the following organization.

- Within the dark faith (Haminges), the Noaj is the lower ranking spirit conjurer, the main disciple to the Tadsijers.
- Among the Wildfolk, the Tadsijers are the chosen ones, the wisemen or wisewomen that others turn to with their questions of spiritual matters and healing needs. They often become advisors to a leader, or leaders of small tribes themselves.
- Over the Tadsijers are the Moguls, the family leaders.
- A Mogul who reaches the level of master is called an "Ogalod." An Ogalod is the Lord of the Dead, possessing great knowledge of both life and death and a powerful force to reckon with. They are usually the leaders of major tribes, or at the very least advisors to the great rulers.
- An Ogalod reaching legendary status may be called "Khagan." The Khagan is usually the ruler of an entire country or a renowned warlord to be reckoned with. A female Khagan is called Khaga.

The Spirit Battle

- Haminges' prerequisite for Holy Tablets)

For followers of the dark faith, learning and progressing is quite an ordeal. In order to gain a Holy Tablet, they must use a sacred relic of a corpse (described below). There is also a required ritual that invokes the spirit of the relic, and the dimwalker must defeat the spirit in battle in order to bind it to their will. The dimwalker is always victorious in this battle if they have previously defeated the creature, though the process of binding a spirit to a relic usually takes one to two days and requires the spirit conjurer's full concentration. The ritual is performed by the spirit conjurer, who spends a full night and day with the relic, cramped up in a small, confined space. With the help of incense, the spirit conjurer slips into a trance that ferries them to the spirit world where they can battle and conquer the creature's spirit. With great care and attention, the dimwalker removes all muscle and flesh from the relic, which is then treated with oils prepared from trees and herbs selected by the spirit conjurer. If the relic is bone, tooth, or claw, it is polished, and if it is fur, it is boiled in oils and hung up to dry in an incense-filled enclosure. Greatly experienced spirit conjurers even carve small runes and symbols into their newly acquired relics, though the only purpose of these markings is to give the objects a more impressive appearance.

If a dimwalker tries to bind a relic belonging to a creature they have not previously defeated, the outcome of the spirit battle is not guaranteed. In such instances, the dimwalker must defeat the spirit through a successful Situation roll with a Situation value of 7 (Psyche modifiers apply). If the roll fails, the relic is useless to the dimwalker.

Relics

Unlike members of other religions, the Noaj bind defeated spirits to the physical remains of the bodies those spirits once inhabited, which become relics. In order for a Noaj to utilize a divine feat, he must have contact with the spirit through its relic. A relic is usually something like a skull, a hand, a claw, a tooth, or some other significant bone, or in rarer cases it might be dried body parts or furs from the creature. The exact type of creature needed to learn a Holy Tablet is indicated below, in the description of each Holy Tablet.

The spirit of the defeated creature is bound to the physical remains (relic) and serves the Noaj by granting power in the form of a Holy Tablet, as long as the dimwalker continues to feed the spirit with Divinity Points. The Noaj wears different relics upon their body like trophies or jewelry.

The relics have limited durability, and any time a dimwalker is struck by an attack, there is a risk that one of the relics is hit as well. The probability of this is 5% (1 on a 1d20 roll) for each relic the dimwalker wears. Thus, if a dimwalker wears three relics, when that dimwalker is hit by an attack, a randomly selected relic is also hit if the dimwalker rolls 1-3 on 1d20. If the hit causes fewer than 5 points of damage, the relic absorbs the damage without breaking. However, if the hit causes 5 points of damage or more, the struck relic breaks. When a relic breaks, it absorbs he full damage from the hit. No damage is dealt to the Noaj but the relic is lost to the dimwalker. A broken relic can no longer keep a spirit bound, and the Noaj will lose the ability to use that Holy Tablet. The knowledge acquired does not disappear, which means the dimwalker can use that Holy Tablet again after binding another relic (similar to the one lost) to himself.


TAPIA-
WIEVEL

To lose a relic means that the dimwalker can no longer use the Holy Tablet attached to that relic. If the Noaj defeats a new creature of the same type, the dimwalker can then release the connection to the broken relic and bind the new spirit to himself.

Even for the followers of Hamiges the rule remains that a dimwalker cannot acquire more Holy Tablets than their skill level in the Faith skill. A spirit conjurer can also have only one relic of the same type of creature at the same time.

Spirit Theft

When a spirit conjurer needs more divine power, the follower of Haminges gets it through what is known as "spirit theft." By slaying a victim and stealing its last breath, a spirit conjurer can suck up the victim's soul and thus obtain extra divine power.

In order for a spirit theft to generate Divinity Points, the dimwalker must:

- Be the one who slays the victim.
- Suck up the victim's last breath in the action round following the killing blow.
- Succeed on a Skill roll for Faith, together with the Invoke discipline and Noaj specialty.

A spirit theft bestows varying amounts of Divinity Points upon the spirit conjurer. For each level the spirit conjurer has in the Noaj specialty, they can steal a greater portion of the victim's soul. The full value of the soul is equal to its total number of Body Points. The table below shows how much of the soul (Body Points) the spirit conjurer is able to convert into Divinity Points depending on their specialty level (standard rounding rules apply).

Divinity points that a character gains from the spirit theft ritual are temporary, and disappear at a rate of 1 point per day.

Unlike the dimwalkers of other religions, a follower of Haminges can acquire additional Divinity Points before those gained from a previous spirit theft have been used or disappeared. However, the dimwalker is unable to take full advantage of a victim's soul if they have not yet exhausted the Divinity Points from the previous spirit theft. The table shows the diminished values that a dimwalker receives when committing spirit theft while still holding temporary Divinity Points from a previous Spirit Theft (fractions should be rounded to the nearest integer).

BODY POINTS CONVERTED INTO DIVINITY POINTS

Level of Specialty	Amount of Divinity Points
Level 1	40 %
Level 2	50 %
Level 3	60 %
Level 4	70 %
Level 5	80 %

THE DIMINISHED VALUES OF DIVINITY POINTS WHILE STILL HOLDING TEMPORARY DIVINITY POINTS

Level of Specialty	Modified Amount of Divinity Points
Level 1	10 %
Level 2	20 %
Level 3	30 %
Level 4	40 %
Level 5	50 %

EXAMPLES: RELICS, SPIRIT THEFT

The Noaj Huglakk is carrying a human skull that is firmly tied to his left shoulder and it is linked to the Power of Men Holy Tablet.. Huglakk is wearing leather armor all over his body as well. During a battle, he is struck by an axe that causes 8 points of damage. The player rolls 1d20 to see if the relic is hit, and rolls a 1. Since the damage is 5 or more (before armor is factored), the relic breaks. Now Huglakk can no longer use the Power of Men Holy Tablet until he has defeated another human being and tied their spirit to a new relic. However, the bright side of breaking the relic is that the 8 points of damage Huglakk would have suffered otherwise is negated.

Huglakk has bound a spirit to an elf skull, and purchased the first two levels of the Holy Tablet: Power of Men specialty. He can use only the divine powers that are listed in those specialty levels when he has that relic, and he can have only one elf skull as a relic at a time. He cannot slay two elves and tie their spirits to their respective skulls; he can bind only one of the spirits to its remains. If the elf skull breaks, Huglakk would have to seek out another elf to slay in order to gain a new relic.

Huglakk slays a human who has a total of 33 Body Points. Huglakk then succeeds in devouring the person's soul with the spirit theft. Since he has level 3 in the Noaj specialty, he is able to gain 60% of the 33 Body Points, which is 20 Divinity Points (19.8 rounded up).

Huglakk slays a troll with 28 Body Points only a few rounds after stealing the soul of the human in the previous example. Huglakk succeeds with the spirit theft once again and has level 3 in the Noaj specialty, but this time he gains only 30% of 28 (using the modified table), which is 8 additional Divinity Points (8.4 rounded down).

✦ HAMINGES' HOLY TABLETS ✦

Power of the Beast	Power of the Dragon	Power of Men
1: Resilience	1: Constriction	1: Sight of the Dwarves
1: Mind of the Predator	1: Rampage of the Huvfurwurm	1: Accomplished
2: Mastomant's Tusks	2: Flame Hardened	2: Curative Draught
2: Endurance of the Boar	2: Paralyzing Gaze	2: Mastery
3: Mastomant's Fur	3: Dragon Skin	3: Remedial Potion
3: Wolf Claws	3: Attack of the Huvfurwurm	3: Weapon Prowess
4: Endurance of the Giant	4: Head of the Huvfurwurm	4: Dwarven Smith
4: Master of Wolfkin	5: Dragon Soul	4: Legendary
5: Mastomantshape	5: Giant Snakeshape	5: Life Elixir of the Devouress

Power of the Scale	Power of Thurses	Power of Trolls
1: Dreadful Screech	1: Skin of the Hrim Troll	1: Disease Carrier
1: Shattered Mind	1: Troll Strength	1: Willpower
2: Terrifying Howl	2: Mountain Ogre's Fury	2: Illusion Tricks
2: Regenerative Blood	2: Strength of the Stone Hinji	2: Fearless
3: Blood of the Lindwurm	3: Mountain Ogre's Madness	3: Contagious
3: Limb of Stone	3: Breath of the Hrim Troll	3: Persuade
4: Scream of the Devouress	4: The Destroyer's Rage	4: Lord of the Flies
5: Petrify	4: Thurse Strength	4: Troll Wit
5: Heart of the Lindwurm	5: The Hrim Troll's Rime Body	5: Taken by the Mountain

Power of the Beast

The Noaj has become the master of beasts, gathering relics of a mastomant or a wolf or a cave boar.

1: Resilience

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit gives power to the dimwalker that manifests in a greater chance of withstanding opposition or enduring injury. The spirit conjurer receives the exceptional characteristic of Constitution +4 for the duration of the ability.

LEVELS OF POWER: RESILIENCE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

1: Mind of the Predator

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

With the spirit of the wolf, the spirit conjurer unleashes the hunter within and can stalk the dark depths of the wild as a predator rather than prey. The spirit conjurer receives +1 on the SV of all combat actions when battling beasts and animals.

LEVELS OF POWER: MIND OF THE PREDATOR

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the bonus in combat by +1 (maximum 5)
5	Increase the duration by 1 minute

2: Mastomant's Tusks

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer calls on the power of the mastomant spirit, and a pair of half-meter-long tusks emerges from their jaw. The dimwalker can use these tusks in unarmed fighting, dealing 1d10 points of damage. An attack with the tusks counts as a bonus attack, though the character must still spend Combat Points as a standard attack to determine the Situation value. The spirit conjurer can attempt only one attack with the tusks per action round.

LEVELS OF POWER: MASTOMANT'S TUSKS

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
3	Increase the damage by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1
6	Increase the duration by 1 hour

2: Endurance of the Boar

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 2 action rounds

The spirit gives power to the dimwalker that manifests in a greater chance of withstanding opposition or enduring injury. The spirit conjurer receives the exceptional characteristic of Constitution +6 for the duration of the ability.

LEVELS OF POWER: ENDURANCE OF THE BOAR

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

3: Mastomant's Fur

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 2 action rounds

The spirit conjurer calls upon the power of the mastomant spirit, which grants the dimwalker immunity to damage from non-magical cold for the duration of the ability.

LEVELS OF POWER: MASTOMANT'S FUR

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
10	Ability also protects against magical cold

3: Wolf Claws

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

With the spirit of the wolf, the spirit conjurer unleashes the hunter within and can stalk the dark depths of the wild as a predator rather than prey. The dimwalker calls upon the spirit and their hands grow powerful claws. The spirit conjurer can use these claws in unarmed combat, dealing 1d10 (OR 10) points of damage.

LEVELS OF POWER: WOLF CLAWS

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
3	Increase the damage by one step: 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1
5	Increase the duration by 1 minute

4: Endurance of the Giant

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 3 action rounds

The spirit gives power to the dimwalker that manifests in a greater chance of withstanding opposition or enduring injury. The spirit conjurer receives the exceptional characteristic of Constitution +8 for the duration of the ability. The spirit conjurer also becomes immune to all poison and disease for the duration.

LEVELS OF POWER: ENDURANCE OF THE GIANT

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

4: Master of Wolfkin

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 1 minute

By howling, the spirit conjurer can summon a wolfkin from somewhere nearby. The dimwalker must be outside, and it will take 1d10 action rounds before the wolfkin appears. The wolfkin is friendly to the spirit conjurer, neutral to the conjurer's allies, and hostile to the conjurer's enemies. In its basic form, the ability calls a standard

wolf, but the spirit conjurer can call upon much larger wolfkin with extra levels of power.

Once the duration has ended, the wolfkin leaves its temporary master and returns to its previous area and task. If the wolfkin receives damage that exceeds two-thirds of its total Body Points while serving the dimwalker, it will attempt to escape and will not return for the rest of the duration.

LEVELS OF POWER: MASTER OF WOLFKIN

Cost	Extra Levels of Power
3	Increase the duration by 1 hour
5	Call a skoll instead of a wolf
10	Call a garm instead of a wolf

5: Mastomantshape

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 6 action rounds

The spirit conjurer calls on the power of the bound spirit and is transformed (along with any gear) into a giant mastomant for the duration of the ability.

- **The Mastomantshape has the following traits:**
- As large as a real mastomant (x7) and weighs around 15 tons
- Natural Protection Value of 4
- Natural weapon: tusks 2d10 (OR 9-10) points of damage
- Immune to all types of cold
- Strength +6, which adds +6 to its damage
- +30 Body Points (used before the spirit conjurer's natural Body Points are affected)
- Can be ridden by four people at a time

LEVELS OF POWER: MASTOMANTSHAPE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the Protection Value by another +1 (maximum 8)
3	Increase the Body Points by an additional +10
10	Increase the duration by 1 hour



Power of the Dragon

The Noaj has become master of the dragons by gathering the relics of a huvfurwurm or a giant snake or a logiwurm.

1: Constriction

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer is granted the ability to wind around an opponent in an unusually flexible way. By succeeding with an unarmed fighting attack, the spirit conjurer can slither around their opponent and restrain the victim. The opponent suffers a -5 modifier on any attempt to parry the constricting attack (see Grapple in the Game Master Guide book). Each round in which the spirit conjurer has a victim in their constricting grip, the dimwalker can attack the victim with an unarmed attack or an armed attack with light weapons.

LEVELS OF POWER: CONSTRICTION

Cost	Extra Levels of Power
2	Increase the duration by 1 action round
2	Reduce the opponent's ability to fend off the slithering by an additional -1

1: Rampage of the Huvfurwurm

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer gathers strength from the huvfurwurm's spirit and gains an additional +1 weapon action per action round, as well as +5 Combat Points per action round. These points are locked into the additional weapon action, meaning that to take advantage of the extra points, the spirit conjurer must use all their ordinary weapon actions first.

When the spirit conjurer uses this ability, it appears as if they gain a second pair of limbs, which wield an extra weapon.

LEVELS OF POWER: RAMPAGE OF THE HUVFURWURM

Cost	Extra Levels of Power
2	Increase the duration by 1 action round

2: Flame Hardened

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 3 action rounds

The spirit conjurer is filled with the power of the logirwurm, which manifests through burning breath and skin that appears to darken slightly and grow somewhat scaly.

- **Flame Hardened's Bonuses:**
- The spirit conjurer can ignite wood and dry branches with their breath.
- The spirit conjurer is not harmed by non-magical fire.
- The spirit conjurer gains a natural Protection Value of +2.
- The spirit conjurer deals +1 extra damage with all melee weapons and throwing weapons.

LEVELS OF POWER: FLAME HARDENED

Cost	Extra Levels of Power
2	Increase the duration by 1 minute
2	Increase the Protection Value by another +1 (maximum +4)

2: Paralyzing Gaze

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 action rounds
- **Range:** Sight
- **Invocation time:** 1 action round

The spirit conjurer's eyes turn reptilian and they gain the ability to paralyze opponents with a powerful gaze. First the spirit conjurer must gain the opponent's attention so they meet the gaze. Once eye contact is made, the opponent must make a successful Situation roll with a Situation value of 8 (Psyche modifiers apply) or become paralyzed for 1 round. A paralyzed opponent cannot do anything until the effect wears off.

If the target has not yet acted in the current action round, the paralyzing effect costs them this round of action; otherwise the effect commences in the next action round. Either way, the opponent loses 1 round of action (current or next) in the ability's basic version.

LEVELS OF POWER: PARALYZING GAZE

Cost	Extra Levels of Power
2	Increase the duration by 1 action round
2	Reduce opponent's Situation value by an additional -1

3: Dragon Skin

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 2 minutes
- **Range:** Personal
- **Invocation time:** 3 action rounds

The spirit conjurer is filled with the power of the logirwurm, which manifests through burning breath that occasionally ignites, and skin that darkens and grows scaly.

- **Dragon Skin Bonuses:**
- The spirit conjurer can ignite wood and dry branches with their breath.
- The spirit conjurer is not harmed by non-magical fire.
- The spirit conjurer receives only half damage from magical fire (such as the logirwurm's breath weapon).
- The spirit conjurer gains a natural Protection Value of +4.
- The spirit conjurer deals +2 extra damage with all melee weapons and throwing weapons.

LEVELS OF POWER: DRAGON SKIN

Cost	Extra Levels of Power
2	Increase the duration by 1 minute
2	Increase the Protection Value by another +1 (maximum 6)
2	Increase damage with all melee weapons and throwing weapons by an additional +1 (maximum 4)

3: Attack of the Huvfurwurm

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer gathers strength from the huvfurwurm's spirit and gains an additional +2 weapon actions per action round, as well as +10 Combat Points per action round. These points are locked into the additional weapon actions, meaning that to take advantage of the extra points, the spirit conjurer must use all their ordinary weapon actions first.

When the spirit conjurer uses this ability, it appears as if they gain a few extra limbs, which wield extra weapons.

LEVELS OF POWER: ATTACK OF THE HUVFURWURM

Cost	Extra Levels of Power
1	Increase the duration by 1 action round

4: Head of the Huvfurwurm

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 2 days
- **Range:** Personal
- **Invocation time:** 1 minute

The spirit conjurer is able to survive the normally fatal blow of having their head severed from the body. When the spirit conjurer suffers an attack that would kill them, roll 1d10. If the result is 9-10, the head sustains the attack and is lopped off. The spirit conjurer immediately goes into hibernation, though they appear to be slain, and after a month a new head has grown and the spirit conjurer wakes up from the slumber. This ability works only once, after which the Holy Tablet's relic cracks and becomes unusable. To use the ability again, the spirit conjurer must create a new relic.

A spirit conjurer who has enabled this ability seems to have a slightly longer neck than usual, which pushes the head a bit forward as a leading appendage.

LEVELS OF POWER: HEAD OF THE HUVFURWURM

Cost	Extra Levels of Power
1	Increase the duration by 1 day
3	Increase the probability that the fatal injury hits the head by 1 (maximum 6-10)
4	Increase the duration by 1 week

5: Dragon Soul

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** Personal
- **Invocation time:** 3 action rounds

The spirit conjurer is filled with the power of the logirwurm, which manifests through burning breath that often ignites, and skin that significantly darkens and grows scaly.

- **Dragon Soul Bonuses:**
- The spirit conjurer can ignite wood and dry branches with their breath.
- The spirit conjurer is not harmed by non-magical fire.
- The spirit conjurer is not harmed by magical fire (such as the logirwurm's breath weapon).
- The spirit conjurer gains a natural Protection Value of +6.
- The spirit conjurer deals +4 extra damage with all melee weapons and throwing weapons.

LEVELS OF POWER: DRAGON SOUL

Cost	Extra Levels of Power
2	Increase the duration by 1 minute
2	Increase the Protection Value by another +1 (maximum 10)
2	Increase damage with all melee weapons and throwing weapons by an additional +1 (maximum 6)

5: Giant Snakeshape

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 6 action rounds

The spirit conjurer (and their gear) transforms into a giant snake for the duration of the ability. Giant Snakeshape has certain advantages that the spirit conjurer receives in addition to their own traits. However, the conjurer's own abilities might be limited by the new form (for example, a giant snake cannot use weapons in combat or invoke divine feats beyond those permitted below).

- **Giant Snakeshape's Traits:**
- As long as a shrine is high (x4) and weighs anywhere from half a ton to 8 tons
- +20 Body Points (these points are used first before the spirit conjurer's natural Body Points are affected)
- Natural Protection Value of 2
- Paralyzing Gaze ability (see level 2)
- Constriction ability (see level 1)
- Character trait Strength +6, which adds +6 to damage
- Natural weapon: bite does 2d10 (OR 9-10) points of damage
- Natural weapon: squeezing (only after successful Constriction) does 2d10 points of damage (armor does not protect)
- Fear factor 1d5

LEVELS OF POWER: GIANT SNAKESHAPE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the Protection Value by another +1 (maximum 6)
2	Increase the fear factor to 1d10 (1d10 max)
3	Increase Body Points by an additional +10
10	Increase the duration by 1 hour

Power of Men

The Noaj has become the master of men by collecting the relics of a human, or a dwarf, or an elf.

1: Sight of the Dwarves

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer calls upon the vision of the dwarven spirit, gaining night vision for the duration of the ability.

LEVELS OF POWER: SIGHT OF THE DWARVES

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
5	Increase the duration by 1 hour

1: Accomplished

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 2 action rounds

The spirit conjurer can add +1 to the Skill Value of any single Skill roll attempted within the ability's duration.

LEVELS OF POWER: ACCOMPLISHED

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the bonus to the SV by +1 (maximum +3)
6	Increase the duration by 1 hour

2: Curative Draught

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 day
- **Invocation time:** 1 minute

With this relic, the spirit conjurer can create a healing potion through the power of the bound spirit. The brew requires a pinch of grass, earth, water, and a drop of blood or other bodily fluid. The brew must be mixed over a flame. This brew has a divine healing effect but lasts for a limited amount of time. After the duration has expired, the brew is nothing more than a vile liquid.

The potion heals 1d6 Body Points if ingested within the duration. The spirit conjurer can have a maximum of three brews at one time.

LEVELS OF POWER: CURATIVE DRAUGHT

Cost	Extra Levels of Power
2	Increase the duration by 1 day
2	Increase the maximum number of potions that the spirit conjurer can have at one time by +1 (maximum 6)

2: Masterful

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 2 minutes
- **Range:** Personal
- **Invocation time:** 2 action rounds

The spirit conjurer can add +3 to the Skill Value of any single Skill roll attempted within the ability's duration.

LEVELS OF POWER: MASTERFUL

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the bonus to the SV by +1 (maximum +6)
6	Increase the duration by 1 hour

3: Remedial Potion

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 day
- **Invocation time:** 1 minute

With this relic, the spirit conjurer can create a healing potion through the power of the bound spirit. The brew requires a pinch of grass, earth, water, and a drop of blood or other bodily fluid. The brew must be mixed over a flame. This brew has a divine healing effect but lasts for a limited amount of time. After the duration has expired, the brew is nothing more than a vile liquid.

The potion heals 1d10 + 1 Body Points if ingested within the duration. The spirit conjurer can have a maximum of two brews at one time.

LEVELS OF POWER: REMEDIAL POTION

Cost	Extra Levels of Power
2	Increase the duration by 1 day
2	Increase the maximum number of potions that the spirit conjurer can have at once by +1 (maximum 4)

3: Weapon Prowess

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 4 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer calls upon the dwarves' feared fighting techniques and becomes more proficient at handling weapons in combat. The conjurer receives +5 Combat Points per action round for the duration of the ability.

LEVELS OF POWER: WEAPON PROWESS

Cost	Extra Levels of Power
2	Increase the duration by 1 action round

4: Dwarven Smith

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 2 hours
- **Range:** Personal
- **Invocation time:** 1 minute

The spirit conjurer calls upon the dwarves' superior knowledge of craftsmanship and gains +6 in any single specialty under the handicraft discipline (Care skill) for the duration of the ability.

LEVELS OF POWER: DWARVEN SMITH

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
6	Increase the duration by 1 day

4: Legendary

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** Personal
- **Invocation time:** 2 action rounds

The spirit conjurer automatically succeeds on an optional Skill roll (an intentional attempt, not a Skill roll made

in reaction or consequence) within the ability's duration.

LEVELS OF POWER: LEGENDARY

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
6	Increase the duration by 1 hour

5: Life Elixir of the Devouress

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 2 days
- **Invocation time:** 1 minute

With this relic, the spirit conjurer can create a healing potion through the power of the bound spirit. The brew requires a pinch of grass, earth, water, and a drop of blood or other bodily fluid. The brew must be mixed over a flame. This brew has a divine healing effect but lasts for a limited amount of time. After the duration has expired, the brew is nothing more than a vile liquid.

The potion heals 2d10 + 2 Body Points if ingested within the duration. The spirit conjurer can have a maximum of one brew at one time.

LEVELS OF POWER: LIFE ELIXIR OF THE DEVOURESS

Cost	Extra Levels of Power
2	Increase the duration by 1 day
2	Increase the maximum number of potions that the spirit conjurer can have at once by +1 (maximum 2)

Power of the Scale

The Noaj has become master of the scaled beasts by gathering the relics of a braskelwurm or a lindwurm.

1: Dreadful Screech

- **Cost/Modifier:** 2/-2
- **Type:** Instant
- **Range:** 5 meters
- **Invocation time:** 1 action round

The spirit conjurer utters a terrifying sound. The screech has a fear factor of 1d5, affecting all who hear it (except the conjurer).

LEVELS OF POWER: DREADFUL SCREECH

Cost	Extra Levels of Power
2	Increase the range by 5 meters
3	Increase the fear factor by one step: 1d5 → 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

1: Shattered Mind

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 2 action rounds
- **Range:** 5 meters
- **Invocation time:** 1 action round

The spirit conjurer directs their powerful gaze at an opponent who suddenly feels his mind begin to petrify. The opponent suffers a -2 initiative modifier and -1 on all combat actions for the duration of the ability.

This ability can be used only on people and creatures that are close to human-sized (from half the size of a human up to 1.5 times the size of a human).

LEVELS OF POWER: SHATTERED MIND

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
3	Increase the negative modifier by -2 on the initiative and -1 on all combat actions (maximum -6/-3)

2: Terrifying Howl

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Range:** 10 meters
- **Invocation time:** 1 action round

The spirit conjurer unleashes a terrifying howl. The screech has a fear factor of 1d10, affecting all who hear it (except the conjurer).

LEVELS OF POWER: TERRIFYING HOWL

Cost	Extra Levels of Power
2	Increase the range by 5 meters
3	Increase the fear factor by one step: 1d10 → 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

2: Regenerative Blood

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 minutes
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer calls on the power of the lindwurm and gains the ability to heal 1 Body Point per minute for the duration.

LEVELS OF POWER: REGENERATIVE BLOOD

Cost	Extra Levels of Power
2	Increase the duration by 1 minute

3: Blood of the Lindwurm

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer calls on the power of the lindwurm and gains the ability to heal 1 Body Point per action round for the duration.

LEVELS OF POWER: BLOOD OF THE LINDWURM

Cost	Extra Levels of Power
2	Increase the duration by 1 action round



3: Limb of Stone

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** 10 meters
- **Invocation time:** 1 action round

The spirit conjurer directs their petrifying gaze toward an opponent's limb, such as an arm or a leg. That body part is turned to stone for the duration of the ability, along with any armor or garment that covers it. A petrified limb becomes quite heavy and unwieldy, and cannot be used for anything.

If a petrified limb is ever struck by a powerful force, there is a risk that it might be shattered or fall off. This is ultimately up to the game master to decide, depending on the force of the strike.

The target can attempt to resist petrification by making a Situation roll with a Situation value of 6 (Psyche modifiers apply). A successful roll avoids petrification entirely.

This ability can be used only on people and creatures that are close to human-sized (from half the size of a human up to 1.5 times the size of a human).

LEVELS OF POWER: LIMB OF STONE

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
2	Increase the range by 5 meters
2	Decrease the Situation value by -1
5	Increase the duration by 1 minute

4: Scream of the Devouress

- **Cost/Modifier:** 8/-8
- **Type:** Instant
- **Range:** 20 meters
- **Invocation time:** 1 action round

The spirit conjurer unleashes a horrific wail that causes plants to wither and the sky to darken for a moment. The scream has a fear factor of 1d10 (OR 10), affecting all who hear it (except the conjurer).

LEVELS OF POWER: SCREAM OF THE DEVOURESS

Cost	Extra Levels of Power
1	Increase the range by 5 meters
3	Increase the fear factor by one step: 1d10 (OR 10) → 1d10 (OR 9-10) → 1d10 (OR 8-10) → 1d10 (OR 8-10) + 1

5: Petrify

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 day
- **Range:** 10 meters
- **Invocation time:** 1 action round

The spirit conjurer directs their powerful gaze at an opponent who turns to stone. The opponent becomes a statue for the duration of the ability if they are unable to resist by making a Situation roll with a Situation value of 4 (Psyche modifiers apply). If the spirit conjurer spends a raud while using this ability, the petrification becomes permanent if the opponent fails the Situation roll.

This ability can be used only on people and creatures that are close to human-



sized (from half the size of a human up to 1.5 times the size of a human).

A dimwalker spending a raud can also petrify creatures that are much larger than a human (greater than or equal to 1.5 times). The conjurer requires only a single action round to invoke the ability, but it takes 1d6 rounds for the target to fully petrify. For each round in which the target is turning to stone, that character halves their effective Skill Values (compounding each action round, and rounding up where applicable). For example, if a person has 16 Skill Value in the Fighting skill (including disciplines and specialties), the next action round it would be 8 SV, the next round only 4, and so on. These values are restored when the petrification is removed.

LEVELS OF POWER: PETRIFY

Cost	Extra Levels of Power
1	Increase the duration by 1 day
2	Increase the range by 10 meters
2	Decrease the Situation value by -1

5: Heart of the Lindwurm

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 2 days
- **Range:** Personal
- **Invocation time:** 1 minute

The spirit conjurer invokes the lindwurm's power, and the bound spirit transforms the conjurer's heart into the heart of a lindwurm for the duration of the ability. If the spirit conjurer dies while they have the lindwurm heart, they will rise again, completely healed, in 1d6 days. This ability can be used only once, after which the Holy Tablet's relic cracks and becomes unusable. To use the ability again, the spirit conjurer must create a new relic.

LEVELS OF POWER: HEART OF THE LINDWURM

Cost	Extra Levels of Power
1	Increase the duration by 1 day
4	Increase the duration by 1 week

Power of Thurses

The Noaj has become master of the thurses by collecting the relics of an ogre or a hrimthurse or an ice troll.

1: Skin of the Hrim Troll

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 1 minute

The spirit conjurer is filled with a portion of the ice troll's essence and is unaffected by non-magical cold.

LEVELS OF POWER: SKIN OF THE HRIM TROLL

Cost	Extra Levels of Power
1	Increase the duration by 1 hour

1: Troll Strength

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The hrimthurse's spirit bestows strength like that of a troll upon the spirit conjurer. The dimwalker gains the exceptional character trait of Strength +4 for the duration of the ability.

LEVELS OF POWER: TROLL STRENGTH

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

2: Mountain Ogre´s Fury

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 3 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer flies into a furious rage, which also causes hair to grow out of their arms and crooked horns to emerge from their forehead.

- **Mountain Ogre's Fury grants the following:**
- +3 Body Points (damage is taken from these bonus points before normal Body Points are affected)
- +1 in damage with melee weapons or throwing weapons
- Spirit conjurer cannot parry or avoid attacks
- Spirit conjurer ignores all effects from fear

LEVELS OF POWER: MOUNTAIN OGRE'S FURY

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
1	Increase bonus Body Points by +1 (maximum +10)
3	Increase damage bonus by +1 (maximum +3)

2: Strength of the Stone Hinji

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 2 action rounds

The hrimthurse's spirit bestows strength like that of a stone hinji upon the spirit conjurer. The dimwalker gains the exceptional character trait of Strength +6 for the duration of the ability.

LEVELS OF POWER: STRENGTH OF THE STONE HINJI

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

3: Mountain Ogre's Madness

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 5 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer flies into a furious rage, which also causes hair to grow out of their arms and crooked horns to emerge from their forehead.

- **The Mountain Ogre's Madness grants the following:**
- Spirit conjurer has a fear factor of 1d5
- +6 Body Points (damage is taken from these bonus points before normal Body Points are affected)
- +3 in damage with melee weapons or throwing weapons
- +1 on SV of all attacks
- Spirit conjurer cannot parry or evade attacks
- Spirit conjurer ignores all effects from fear

LEVELS OF POWER: MOUNTAIN OGRE'S MADNESS

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
1	Increase bonus Body Points by +1 (maximum +20)
3	Increase damage bonus by +1 (maximum +6)
3	Increase bonus SV by +1 (maximum +3)

3: Breath of the Hrim Troll

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 1 meter
- **Invocation time:** 2 action rounds

The spirit conjurer is filled with a portion of the ice troll's essence, manifesting in a body of rime frost that chills everyone within the ability's reach. Anyone within range of the effect needs to succeed on a Situation roll with a Situation value of 10 (Psyche modifiers apply) to keep from fleeing the cold and stay within range. The rime frost aura inflicts 1 point of damage to everyone within range each round. Those who are dressed in winter clothes receive half of the damage (rounded up), and those who are dressed in mastomant clothes take no damage at all. Armor offers no protection.

LEVELS OF POWER: BREATH OF THE HRIM TROLL

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Reduce opponent's Situation value by -1
2	Increase the range by 1 meter (maximum 3 meters)
3	Increase the damage by +1 per action round (maximum +3)
10	Increase the duration by 1 hour

4: The Destroyer's Rage

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 7 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

The spirit conjurer flies into a furious rage, which also causes hair to grow out of their arms and crooked horns to emerge from their forehead.

- **The Destroyer's Rage grants the following:**
- Spirit conjurer receives a fear factor of 1d10 (OR 10)
- +10 Body Points (damage is taken from these bonus points before normal Body Points are affected)
- +5 in damage with melee weapons or throwing weapons
- +2 on SV of all attacks
- Spirit conjurer cannot parry or evade attacks
- Spirit conjurer ignores all effects from fear

LEVELS OF POWER: THE DESTROYER'S RAGE

Cost	Extra Levels of Power
1	Increase the duration by 1 action round
1	Increase bonus Body Points by +1 (maximum +30)
3	Increase damage bonus by +1 (maximum +8)
3	Increase bonus SV by +1 (maximum +4)

4: Thurse Strength

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 3 action rounds

The hrimthurse's spirit bestows its full strength upon the spirit conjurer. The dimwalker gains the exceptional character trait of Strength +8 for the duration of the ability.

LEVELS OF POWER: THURSE STRENGTH

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

5: The Hrim Troll's Rime Body

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 1 meter
- **Invocation time:** 2 action rounds

The spirit conjurer is filled with a portion of the ice troll's essence, manifesting in a body of rime frost that chills everyone within the ability's reach. Anyone within range of the effect needs to succeed on a Situation roll with a Situation value of 8 (Psyche modifiers apply) to keep from fleeing the extreme cold and stay within range. The rime frost aura inflicts 1 point of damage to everyone within range each round. Those who are dressed in winter clothes receive half of the damage

(rounded up), and those who are dressed in mastomant clothes take no damage at all. Armor offers no protection.

LEVELS OF POWER: THE HRIM TROLL'S RIME BODY

Cost	Extra Levels of Power
2	Reduce opponent's Situation value by -1
2	Increase the range by 1 meter (maximum 3 meters)
3	Increase the damage by +1 per action round (maximum +4)
5	Increase the duration by 1 hour

Power of Trolls

The Noaj has become master of the trolls by collecting the relics of a gray troll or a king troll or a forest troll.

1: Disease Carrier

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 1 meter
- **Invocation time:** 1 minute

The spirit conjurer begins to reek of troll, grease, sweat, and feces. Everyone who comes within range must make a Situation roll with a Situation value of 8 (Constitution modifiers apply).

Victims who fail the Situation roll become infected (after 1d6 minutes) with a severe cold and fever that lasts for 1d6 days, suffering -2 on everything they do during this time.

A successful Situation roll resists the disease and makes that character immune to this ability for one day.

LEVELS OF POWER: DISEASE CARRIER

Cost	Extra Levels of Power
2	Increase the duration by 1 hour
2	Decrease the Situation value by -1
2	Increase the range by 1 meter (maximum 3 meters)

1: Willpower

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 1 action round

The bound spirit bestows courage upon the conjurer, which bolsters them in the face of horrific things that would cause fear in a less courageous being. The spirit conjurer rarely becomes frightened and therefore reduces any Fear Points gained by -4 from each fear factor roll, which lasts for the duration of the ability.

LEVELS OF POWER: WILLPOWER

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

2: Illusion Tricks

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 5 meters
- **Invocation time:** 1 action round

The spirit conjurer can perform simple and mundane illusions. Examples include causing a dish of worms and tadpoles to appear as a delectable beef stew or causing pieces of metal to appear as gold coins. These simple illusions affect only vision, and any person who perceives the illusions with other senses (for example, sniffing the beef stew or handling the gold coins) will automatically see through them.

LEVELS OF POWER: ILLUSION TRICKS

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters
6	Increase the duration by 1 hour

2: Fearless

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 2 action rounds

The bound spirit bestows courage upon the conjurer, bolstering them in the face of horrific things that would cause fear in a less courageous being. The spirit conjurer rarely becomes frightened and therefore reduces any fear factor roll by one step (example: 1d10 (OR 10) to 1d10, or 1d5 to 0) for the duration of the ability. This affects the fear factor only as it applies to the dimwalker. The spirit conjurer also ignores the effects of the first fear level for the duration (whether the level was reached before invoking the ability, or was reached during the duration).

LEVELS OF POWER: FEARLESS

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
5	Increase the effect so the spirit conjurer can reduce fear factors by two steps
10	Increase the duration by 1 hour

3: Contagious

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 2 hours
- **Range:** 1 meter
- **Invocation time:** 1 minute

The spirit conjurer begins to stink of troll, grease, sweat, and feces. Flies gather around the conjurer and nest in their body and clothes. Anyone who comes within range must make a Situation roll with a Situation value of 6 (Constitution modifiers apply).

Victims who fail the roll become infected (after 1d6 minutes) with an illness that causes severe itching and vomiting that lasts for 1d6 days, suffering -4 on everything they do during this time.

A successful Situation roll resists the disease, and makes that character immune to this ability for one day.

LEVELS OF POWER: CONTAGIOUS

Cost	Extra Levels of Power
2	Increase the duration by 1 hour
2	Decrease the Situation value by -1
2	Increase the range by 1 meter (maximum 3 meters)

3: Persuade

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 10 meters
- **Invocation time:** 1 action round

The spirit conjurer can have an incredibly persuasive effect on an opponent. The conjurer can assign a task to any person within range who must then make a Situation roll with a Situation value of 6 (Psyche modifiers apply). If the target fails the Situation roll, he must obediently carry out the task. However, the target will never do anything that causes self-harm (like jumping off a cliff), hurts a loved one (physically or emotionally), or requires self-initiative or creativity (such as improvising).

LEVELS OF POWER: PERSUADE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters
2	Decrease the victim's Situation value by -1
10	Increase the duration by 1 hour

4: Lord of the Flies

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 hours
- **Range:** 1 meter
- **Invocation time:** 1 minute

The spirit conjurer begins to stink of troll, grease, sweat, and feces. Flies gather around the conjurer and nest in their body and clothes, though the conjurer is not disturbed by this. Anyone who comes within range must make a Situation roll with a Situation value of 4 (Psyche modifiers apply).

Victims who fail the Situation roll become infected (after 1d6 minutes) with 2d10 + 2 large boils. Every day, 1d6 of the boils burst, causing 2 points of damage per boil. A successful Situation roll makes that character immune to this ability for one day.

Regardless of whether the victim succeeds on the Situation roll, they suffer a -3 on all combat actions when within range of the conjurer because of the stench and all the buzzing flies.

LEVELS OF POWER: LORD OF FLIES

Cost	Extra Levels of Power
2	Increase the duration by 1 hour
2	Decrease the victim's Situation value by -1
2	Increase the range by 1 meter (maximum 3 meters)

4: Troll Wit

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** Personal
- **Invocation time:** 3 action rounds

The bound spirit bestows such incredible courage upon the spirit conjurer that they are immune to gaining Fear Points during the duration. The conjurer also ignores the effects of the first and second fear levels for the duration (whether the level was reached before invoking the ability, or was reached during the duration).

LEVELS OF POWER: TROLL WIT

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
10	Increase the duration by 1 hour

5: Taken by the Mountain

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 10 meters
- **Invocation time:** 2 action rounds

The spirit conjurer can whisper a task to any person within range. The target perceives the whisper as if someone is whispering right next to their ear even if the spirit conjurer is far away. The whisper is powerfully enticing, and the target must perform the task if he fails a Situation roll with a Situation value of 6 (Psyche modifiers apply).

If the task involves taking someone's life (whether that of the target or someone else), the target receives another chance to break the compulsion just before the final action leading to death. A successful Situation roll with a Situation value of 12 (Psyche modifiers apply) means that the target breaks the ability and should be able to stop just in time.

The target cannot do anything that requires creativity or initiative.

LEVELS OF POWER: TAKEN BY THE MOUNTAIN

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
2	Increase the range by 5 meters
2	Decrease the victim's Situation value by -1
10	Increase the duration by 1 hour



✦ THUULDOM ✦

Thuuldom is the closest thing to any sort of religion that the dwarves have. Dwarven priests, the Thuuls, obey the stone peaks that they call home and create a strong bond with that part of the mountain, which they tie their fate and force to.

The dwarves' god is the mountain itself: the stone, the gravel, and the metal within. The art of refining the mountain is the very essence of the dwarven religion of Thuuldom, and learning to utilize and purify the raw material from the stones is an art that is worshiped and practiced by all dwarves.

Most dwarves are skilled blacksmiths and craftsmen who are renowned for creating the most impressive objects. However, the truly awe-inspiring objects are manufactured by the sacred smiths: the Thuuls. The Thuuls search long and hard through their mountain homes for the perfect material to process. They study and interpret the interior of the mountain to discover what the raw material is destined to become, and then create the finest and most exquisite objects from it, just as the material was intended to be used.

The Sacred Objects

- ✦ Thuuldom's prerequisite to learn Holy Tablets (Runes)

The Thuuls have not only learned to decipher the mountain itself, but also learned the art of etching power runes on their objects. These are mighty runes that evoke the spirit of the mountain and forge a divine link between the dwarf and the object he has created. This link is so strong that only the Thuul who created the sacred object can activate its runes.

The first thing a dwarf must do, after having learned the Invoke discipline and the Thuul Forging specialty, is to create a sacred object to fill with Divinity Points. The Thuul must then learn a Rune (Holy Tablet specialty), which he will attach to the object.

Once the Thuul has created his object, it is time to complete the Thuul Forging ritual by imbuing the object with Divinity points. For the limit of how many points can be locked in an object see below. The Thuul first burns the rune of power into his body during a ceremony that concludes with him marking the object with the same rune. If the Thuul succeeds with this, he has created a sacred object with a divine rune of power. The Thuul does not regenerate the Divinity Points imbued in an object: they are locked and tied to a specific rune.

Whenever the Thuul gains more Divinity Points, he can either create a completely new sacred object or invest the points into an already-created object. The Thuul has the same choice whenever he learns a new rune (Holy Tablet): he can attach it to an already-created object or he can create a new object for this rune to attach it to.

Thuul Craft

Thuuls are capable craftsmen who put just as much effort and time in finding and deciphering the raw materials as in the crafting process itself. Therefore, these dimwalkers rely heavily not only on the Faith skill but also on the Care skill, with the Handicraft discipline and specialties of Soft Materials and/or Hard Materials. A strong investment in all of these is quite important to a Thuul.

Divinity Points and the Cost of Runes

By learning the Thuul Forging specialty, the dwarf gains access to an amount of Divinity Points equal to his Skill Value in the Faith skill. Thereafter, the Thuul is able to gain more Divinity Points through the Divine Power discipline and its specialties.

Divinity points are used by a dwarven dimwalker to imbue an object with a new rune of power or to fuel an existing rune with more power by advancing it to a new level.

Using runes has two costs. The first cost is in Creation/Adventure points paid to learn a Rune (Holy Tablet) level. It is the usual cost of specialties. After this cost is paid, the knowledge of a level is gained, and there is not need to pay it again if the same level of the same rune is imbued in another object. The

COST FOR LEVEL OF RUNE POWER

Level	Learning cost (Creation or Adv. Point)	Use Cost (Divinity Points)
1	7	1
2	14	2
3	21	3
4	28	4
5	35	5



second cost is the number of Divinity points which are necessary to activate a specific level of a rune. This means that if you want to activate a level 3 rune there should be at least 3 Divinity Points locked inside the object and tied to a specific rune to activate the rune once.

Remember that runes can only use the Divinity points locked to them inside the object, not the DP which the Thuul has still not spent in objects.

Everyday the pool of available Divinity points inside a sacred object is refreshed.

The Power of Sacred Objects

The limits to how many Divinity Points can be locked inside an object depend on the Thuul's levels in specific disciplines and specialties, as described in the table below.

This means that a single sacred object can hold no more than 30 Divinity Points (for a Thuul with maximum levels in the relevant discipline/specialties), which corresponds to two runes of power with five levels each.

It is important that the players keep track of how many Divinity Points are invested in a sacred object, as well as the maximum amount it can hold. Of course, if the Thuul's disciplines/specialties rise in level, the maximum also raises.

Creating Sacred Objects

To create an object, the dwarf first needs to obtain the material required to craft it, according to GM judgement. Once the Thuul has the raw components, a Skill roll is made with the Care skill (including the Handicraft discipline and the Soft Materials or Hard Materials specialty). The roll is further modified by the bonus from the Thuul Forging specialty.

- Skill Value to create object = SV in Care + Handicraft modifier + Soft/Hard Materials modifier + Thuul Forging modifier

If the Thuul succeeds, he has created a sacred object that can house as many Divinity Points as his knowledge allows (see The Power of Sacred Objects, above).

Inscribing a Rune

Once the Thuul has created the sacred object, he has to inscribe upon it the divine rune he learned from the Holy Tablet (Thuuldom) specialty.

To inscribe the rune, a Skill roll is made with the Thuul Forging specialty, with a negative modifier equal to the level of the rune of power he is about to attach.

- Skill Value to inscribe a rune = SV in Faith + Invoke modifier + Thuul Forging modifier – (minus) level of the rune

If the Thuul succeeds, he has inscribed the rune upon the object, locking Divinity Points to it, and it can now invoke its power. An unsuccessful roll means that the object cannot take the rune, and the Thuul must create a new sacred object to inscribe the rune upon.

Expanding Sacred Objects

A Thuul can expand a rune that he has already inscribed upon an object once he learns a new level of that rune. This is done in the same way used to inscribe a new rune upon an object.

If a Thuul wants to further empower an object with another rune, he can do so in the same manner used to inscribe the first rune, but he suffers a -2 modifier for every previous rune inscribing that the object received.

If a Thuul fails expanding an existing rune or inscribing a new one, it means that the old object cannot convey the power of the expanded rune or the new rune. It won't lose the power of the original rune(s), but the Thuul must create a new sacred object for the expanded rune or the new rune.

Recovering Divinity Points

As the Thuul grows in power and becomes more comfortable and skilled in creating sacred objects and inscribing runes, he can choose to create a new object and attach previously used runes and Divinity Points locked inside earlier objects to it. This is a long process of rituals in which the Thuul locks his old object(s) in a treasure chamber revered by his family to remove its Divinity Points.

When a Thuul does this, the old object can never again receive more Divinity Points, whether from expanding a rune already upon it or inscribing a new one, and the Thuul recovers the spent Divinity Points to use again.

MAXIMUM AMOUNT OF DIVINITY POINTS TO LOCK INSIDE OBJECTS

Discipline/Specialty	Number of Divinity Points
Invoke	1 DP per level
Thuul Forging	2 DP per level
Handicraft	1 DP per level
Soft or Hard Materials	2 DP per level

EXAMPLE: USING SACRED OBJECTS

A sacred object is inscribed with two runes. One rune costs 3 Divinity Points to activate and has 9 Divinity Points linked to it. The second rune costs 5 Divinity Points to activate and has 5 Divinity Points linked to it. This means that the first rune can be activated three times per day (3 x 3), but the second rune can be activated only once per day since it costs 5 Divinity Points to activate and has only 5 Divinity Points linked to it. The next day both runes have their Divinity Points refreshed and can be invoked the same number of times.

To activate a rune, a Skill roll is made for the Thuul Forging specialty with the rune's individual modifier (designated in the descriptions below, or zero if not specified).

For each level of a rune that is inscribed upon the object, the Thuul must meditate for a full week. This means that for an object that has a level 2 rune, a level 3 rune, and a level 4 rune, it takes nine weeks of meditation (2 + 3 + 4) for the Thuul to regain the power.

The runes and Divinity Points that the Thuul regains must immediately be inscribed anew (upon one or several new objects).

Using Sacred Objects

Once a Thuul has created an object, inscribed a rune and imbued the object with Divinity Points locked to that rune, he can activate the rune as many times per day as the rune allows in its description.

The number of daily uses is also limited by the amount of Divinity Points linked to the rune and how much it costs to activate. Each invocation depletes an amount of Divinity Points from the total linked to that rune. The Amount of available Divinity Points for a rune is refreshed each day.

Limitations on Sacred Objects

There is no limit to how many objects a Thuul can carry. The only restriction is how the Thuul chooses to divide his Divinity Points among the objects and runes. Because the Divinity Points are assigned rather than being fluid (as they are in other religions), it is of paramount importance that the Thuul be deliberate and conscientious when he attaches runes to sacred objects and links Divinity Points to them.



✦ THUULDOM'S HOLY TABLETS ✦

Anvil Shock	Hammer Fists	Scales
Borjorn's Hand	Healing Rune	Stoneling
Cave Spider's Grip	Heat of the Depths	Stone to Clay
Earthquake	Labyrinth Blood	Stoneshape
Fang of Yukk	Mark of Brokk	Well of Water
Gills of the Blackfish	Power of Repair	

Anvil Shock

- **Type:** Permanent

The rune is attached to a blunt weapon (any non-edged weapon), which is then capable of causing an earth-shattering shock whenever the Thuul attacks. Any victim struck by this shock is paralyzed by the force and incapable of acting. Every time the weapon's damage roll scores an open roll, the victim is exposed to the Anvil Shock's effect, which depends on the level of the rune (see the table below).

This rune is always active but must still have the requisite number of Divinity Points linked to it.

LEVELS OF POWER: ANVIL SHOCK

Level	Effect
1	The victim suffers -2 on all actions for the remainder of the current action round as well as the entire next action round.
2	The victim suffers -4 on all actions for the remainder of the current action round as well as the entire next action round.
3	The victim suffers -6 on all actions for the remainder of the current action round as well as the entire next action round.
4	The victim becomes incapable of acting in any way for the remainder of the current action round as well as the entire next action round.
5	The victim becomes incapable of acting in any way for the remainder of the current action round as well as the next two action rounds.

Borjorn's Hand

- **Type:** Permanent
- **Range:** Personal
- **Activation:** 1 action round
- **Activations per day:** 2

When the Thuul activates the rune, he receives guidance from the mountain that will aid him in the next action he undertakes. The table below shows how much assistance the Thuul receives (in the form of modifiers to the Skill roll).

LEVELS OF POWER: BORJORN'S HAND

Level	Effect
1	+2
2	+3
3	+5
4	+10
5	+15

Cave Spider's Grip

- **Modifier:** -4
- **Type:** Lasting
- **Duration:** 2 minutes / level
- **Range:** Personal
- **Activation:** 1 action round
- **Activations per day:** 1

The rune makes it possible for the Thuul to climb vertical walls. The Thuul's movement value is halved, but he gains +1 meter per rune level.

The Thuul needs to use both hands and feet to climb at full movement on vertical walls or a ceiling. However, the Thuul can carry the same amount as he normally would when walking on the ground. If the Thuul is still off the ground when the duration expires, he will immediately fall.

- **Borjorn's Hand has the following traits:**
- Movement/2, +1 per level
- At level 4, the Thuul gains the ability to walk on the ceiling

Earthquake

- **Type:** Instant
- **Range:** Special
- **Activations per day:** 3



The Thuul drives the sacred object into the ground and calls for a heavy earthquake, which shakes the ground and everything around him. The earthquake has a radius of 2 meters per level of the rune, centered on the Thuul. Depending on the size of the creature affected, there is a risk of that creature losing its balance and being unable to act for the remainder of the action round.

For each level of the rune beyond 1, the Thuul can shift the epicenter of the earthquake by 3 meters. This means that with a level 2 Earthquake rune, the Thuul can center the quake up to 3 meters away, and with a level 4 rune he can center it up to 9 meters away.

Through a successful Situation roll with a Situation value as shown on the table below, creatures can avoid being stunned by the earthquake (Dexterity modifiers apply).

An unsuccessful Situation roll results in that creature losing its ability to act for the rest of the current action round as well as the next action round while it tries to regain its balance.

The Thuul is unaffected by the earthquake and continues to stand firmly anchored to the ground.

AVOIDING BEING STUNNED

Size	Situation Value
<1/3	8 (-1 per rune level)
≥1/3 – 2/3	10 (-1 per rune level)
≥2/3 – 1.5t	12 (-1 per rune level)
≥1.5 – 3t	14 (-1 per rune level)
≥3 – 5t	16 (-1 per rune level)
≥5 – 10t	20 (-1 per rune level)
≥10t	Immune

Fang of Yukk

✦ **Type:** Permanent

The Fang of Yukk rune is inscribed upon the Thuul's weapon (only an edged weapon made of metal), filling it with power. The table below indicates the effect of the rune at different levels.

This rune is always active but must still have the requisite number of Divinity Points linked to it.

Increasing the chance of an open roll by 1 works in the following way: OR 10 becomes OR 9-10, OR 9-10 becomes OR 8-10, and OR 8-9 becomes OR 7-10.

LEVELS OF POWER: FANG OF YUKK

Level	Effect
1	+1 damage
2	+2 damage
3	+2 damage and the chance of an open roll is increased by 1
4	+3 damage and the chance of an open roll is increased by 1
5	+3 damage and the chance of an open roll is increased by 2

Gills of the Blackfish

- **Modifier:** -2
- **Type:** Lasting
- **Duration:** 3 minutes per rune level
- **Activation:** 2 action rounds
- **Activations per day:** 2

The rune makes it possible for the one bearing the sacred object to breathe underwater for the duration. This does not have to be the Thuul who created it, though he is the only one who can activate the rune. It has no effect on the person's ability to swim.

Hammer Fists

- **Type:** Permanent
- **Range:** Personal

If inscribed on a pair of gloves, arm rings, or bracelets (one rune on each), the rune grants the wearer extra strength during unarmed combat. Attacks made with the Brawling specialty cause damage as listed in the table below.

If the Thuul loses one of the gloves/bracelets/rings, the effect is unusable because both runes must be worn.

This rune is always active but must still have the requisite number of Divinity Points linked to it.

If the Thuul has an exceptional character trait for Strength, the damage modifier from the trait is also added to or subtracted from the damage.

LEVELS OF POWER: HAMMER FISTS

Level	Damage
1	1d6
2	1d6 + 2
3	1d10 + 2
4	1d10 (OR 10) + 2
5	1d10 (OR 9-10) + 2

Healing Rune

- **Modifier:** -2
- **Type:** Preserving
- **Duration:** 2 action rounds
- **Range:** Touch
- **Activations per day:** 2

The Thuul can heal himself or any other chosen person by placing the rune-inscribed item on the wound. The sacred item immediately begins glowing as the healing takes effect. Depending on the level of the rune, the Thuul can spread a single use over multiple people as well as heal different amounts according to the table below.

At level 2 or higher, the Thuul can assign each of the listed d6s of healing to different characters, thereby spreading out the healing capability. For example, a Thuul that has received level 5 of the rune can heal five people with 1d6 each, two people with 2d6 and 3d6 respectively, and so on, instead of simply healing one person for 5d6 (which is always an option).

LEVELS OF POWER: HEALING RUNE

Level	Rune Effect
1	Heals 1d6 points of damage
2	Heals 2d6 points of damage
3	Heals 3d6 points of damage
4	Heals 4d6 points of damage
5	Heals 5d6 points of damage

Heat of the Depths

- **Modifier:** -2
- **Type:** Lasting
- **Duration:** 3 hours / level
- **Range:** 2 m2 / level
- **Activation:** 3 action rounds
- **Activations per day:** 2

The Thuul can place the rune-inscribed object on the ground and channel the heat of the mountain depths. This heat fills the ground and surrounding area, covering 1 m^2 for each level of the rune. The rune level also determines the range of temperature that the Thuul can control, allowing him to increase or decrease it by ±10 degrees per level. The Thuul can allow the affected area to remain at any chosen temperature within that range.

Labyrinth Blood

- **Type:** Permanent
- **Duration:** 1 hour / level

The rune, which is typically worn as jewelry, allows the Thuul to recall exactly how far and in which direction he has traveled for the duration. Even if the Thuul's eyes were covered while traveling, he has a chance of sensing the way supernaturally. A Situation roll is made with a Situation value of 9 (+1/level of the rune) to determine the distance and directions covered. If the Thuul was moved while unconscious or in a similar condition, the rune might still direct him, but the Situation value is lowered to 4 (+1/level of the rune). If the Thuul fails the Situation roll, he will no longer remember how he has traveled.

This rune is always active but must still have the requisite number of Divinity Points linked to it.

Mark of Brokk

- **Type:** Permanent
- **Range:** Personal

The rune allows the Thuul to heal 1 extra Body Point per level of the rune after a normal night's sleep, as long as he has the rune-inscribed object against his skin.

This rune is always active but must still have the requisite number of Divinity Points linked to it.

Power of Repair

- **Modifier:** -2
- **Type:** Lasting
- **Activations per day:** 1 / level

When the Thuul activates the rune-inscribed object, it is able to miraculously repair broken or damaged items. Such an item receives 10 Breach Value per level of the rune.

Scales

- **Modifier:** -4
- **Type:** Lasting
- **Duration:** 3 action rounds / level
- **Range:** Personal
- **Activation:** 2 action rounds
- **Activations per day:** 2

The power from the rune stretches like a snakeskin of metal over the Thuul's body. In less than 1 action round, the Thuul's whole body is covered with protective scales, which grant an additional Protection Value of +1 per rune level for the duration. The armor counts as natural protection and also protects against magical weapons and vitner.

Stoneling

- **Modifier:** -4
- **Type:** Lasting
- **Duration:** 1 hour / level
- **Range:** 5 meters / level
- **Activation:** 5 action rounds
- **Activations per day:** 2

The Thuul connects a minor mountain spirit to a single stone the size of a fist. The spirit is not particularly powerful, but it is quite affectionate. The spirit can be sent to locate things and alert the Thuul of danger. It makes a rattling rock sound when it wants to get someone's attention. Since the spirit is rather slow of mind, the Thuul must decide what it should fetch or warn him about. For example, it can be sent to fetch a set of keys lying on a table or give warning if someone is coming down the corridor.

- **The Stoneling spirit has the following traits**
- See in the dark as if it were day for up to 5 meters per rune level, and as if there were a faint source of light for an additional 5 meters per rune level
- Carry half a kg per rune level
- Move at the speed of 1 meter per rune level, per action round
- Remain bound to the stone for 1 hour per rune level

Stone to Clay

- **Modifier:** -2
- **Type:** Lasting
- **Range:** 1 cubic meter / level
- **Activation:** 3 minutes / level
- **Activations per day:** 1

By placing the rune-inscribed item on a stone, the Thuul can transform the stone into soft clay (in the amount of 1 cubic meter of stone per rune level). The clay can be shaped like any other mud. Once the Thuul is satisfied with the clay's new form (after at least three minutes per level of the rune), the clay becomes hard as a rock again. When this occurs, the duration begins (listed below). When the full duration ends, the stone shifts back to its original form.

LEVELS OF POWER: STONE TO CLAY

Level	Duration
1	1 hour
2	3 hours
3	6 hours
4	12 hours

Stoneshape

- **Modifier:** -2
- **Type:** Preserving
- **Duration:** 3 minutes / level
- **Range:** Personal
- **Activation:** 2 action rounds
- **Activations per day:** 1 / level

The Thuul and his gear seem to melt into the mountain when the rune is activated. The Thuul gains stone-like camouflage, with the effect that others have a modifier of -3 per level of the rune on their Skill rolls for the Shadow Arts skill when trying to find him. For instance, level 2 has a modifier of -6, and level 4 has a modifier of -12.

If the Thuul moves while camouflaged, the modifier is halved for those trying to find him. If the rune is used in environments other than stone and mountains, the modifier is also halved.

Well of Water

- **Modifier:** -4
- **Type:** Lasting
- **Duration:** 3 minutes / level
- **Activation:** 3 action rounds
- **Activations per day:** 1

The Thuul places the rune-inscribed object on the stone and creates a temporary source of mountain water in that location. The water is so pure and fresh that anyone who cleans their wounds in the water heals 1 point of damage per level of the rune.

Each action round, a liter of water is produced. The healing effect disappears almost immediately, so it's essential to clean wounds quickly. It is possible to collect water for later use, but the healing effect will have disappeared by then.






TAPIA
&
WIEVEGH

✦ TOIKALOKKE ✦

Toikalokke is the name for the divine practice learned by elven stargazers and priests (though the elves call them the "high gifts," after the "high gods"). Those who master these gifts are called Ihana.



Star Harp

- ✦ Toikalokke's prerequisite for Holy Tablets)

The star harp is the elven priest's most valuable possession, and with the help of that object the priest is able to decipher the stars and make contact with the gods which give the knowledge of Holy Tablets. All star harps are different. Some are as small as the palm of a hand, while others may be as big as a house, but all of them appear as a wicker tree without leaves. A star harp is created from the unusual alfarka wood and is powerfully connected to the priest who owns it (as every priest needs to possess their own star harp). From the branches of the harp, the priest hangs different prisms and lenses, and by studying how the starlight breaks against the prisms, the priest can make contact with the gods.

If the priest's star harp breaks or disappears, the priest must get a new one, otherwise no stargazing will be possible, although normal Divinity Points can be used. Another Ihana's star harp may not be used as a replacement, even temporarily.

Stargazing and Extra Divinity Points

Elven priests can obtain extra Divinity Points in much the same way that Gerbanis priests perform blood sacrifice



or Gavlians of Westmark pray, though the method obviously differs. By studying stars and astral bodies with a star harp, they acquire their extra Divinity Points.

To decipher the signs of the gods, two things are required: it must be a starry night (in this way, the elves are influenced more by the unpredictable nature of weather than are the priests of Gerbanis or the Tenet of Nid), and the elf must have their star harp ready for use.

A dimwalker can decipher the stars only on singular occasions and must wait until all the Divinity Points from the last stargazing have disappeared before doing so again.

To succeed in studying the stars, the stargazer must make a successful Skill roll for the Ihana specialty.

Stargazing is the well of power from which an Ihana priest draws strength. The amount of time spent stargazing and the predominant weather conditions during the process are quite important, as is the location, since the worthier a place is and the longer the time spent there, the more power the priest will gain to use in divine abilities. Without stargazing with a star harp the Ihana has only a limited amount of Divinity Points to spend on abilities. Stargazing allows the Ihana the opportunity to obtain extra points when needed.

- Divinity points obtained through stargazing are fleeting and disappear at a rate of 1 point per day.

Time Spent Stargazing and External Conditions

Both the time that the Ihana spends stargazing and the conditions in which the ritual is performed garner different amounts of Divinity Points.

During the time that an Ihana spends stargazing, they must remain undisturbed. Each time the priest's peace and meditation is disturbed, they must succeed on an appropriate Situation roll to maintain concentration. If the priest loses concentration, that stargazing attempt has failed and no Divinity Points are obtained.

TIME SPENT STARGAZING

Time spent	Divinity Points
1 hour	1
4 hours	3
12 hours	6
1 day	12
3 days	24
1 week	32

Based on the stargazing conditions, a multiplier is applied to the Divinity Points gained over time. An Ihana is unable to stargaze at all if the sky is completely covered in clouds or if the location is one where the stars are not visible, such as underground or beneath a thick canopy of trees.

The table below indicates the multiplier for different conditions.

CONDITIONS OF STARGAZING

Sight	Divinity Points
Partially starry	x1
Starry	x2
Partially starry and full moon	x3
Starry and full moon	x4
Summer solstice	x5
Strong storm	/2

✦ TOIKALOKKE'S TABLETS OF POWER ✦

Animal Mind	Lynx Power	Master of the Elements
1: Animal Friend	1: Orientation	1: Earth Wall
1: Animal Tracks	1: Tree Walk	1: Control Fire
2: Talk to Animals	2: Hearing	1: Purify Water
2: Invisible to Animals	2: Feline Leap	1: Gift of Water
3: Animal Spirit	3: Feline Reflexes	2: Fire Tamer
4: Animal Master	3: Aim	2: Shape Earth
5: Animal Shape	3: Track	2: Elemental Arrow
	4: Concealment	3: Earthquake
	4: Forest Path	3: Spring of Water
	5: Pathfinder	4: Control Wind
		4: Hot and Cold
		5: Fire Resistant

Animal Mind

The elf can, through this high gift, acquire a unique bond with the animals of the forest. This often means that an Ihana is better suited to deal with animals than with others, and the animals react subserviently to the elf.

The Ihana has a certain spiritual bond to one specific animal race of the forest, and the gift even allows the elf to take on the shape of this animal. The Ihana decides which forest animal this is.

1: Animal Friend

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 30 min
- **Range:** 10 meters
- **Invocation time:** 3 action rounds

Forest animals that are not sick or under magical control never willfully attack the chosen one, but instead respectfully walk away. However, they are still just as likely to attack the chosen one's companions. They may also attack the chosen one in self-defense or to protect their homes or families.

Additionally, ridable animals bend to the will of the chosen one, which grants the Ihana a positive modifier of +1 per level of this tablet to the SV of any Skill rolls for the Horsemanship discipline.

LEVELS OF POWER: ANIMAL FRIEND

Cost	Extra Levels of Power
2	Increase the range by 10 meters
2	Increase the duration by 1 hour
6	Increase the duration by 8 hours

1: Animal Tracks

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 10 action rounds
- **Range:** Personal
- **Invocation time:** 4 action rounds

Whenever the Ihana chooses, they can leave the tracks of an animal when treading instead of their own prints. The tracks are no different from normal animal prints and are permanent (meaning that this is not an illusion that fades, though the tracks can be covered or washed away). The duration of the ability determines how long the elf produces these animal tracks. It is important to remember, however, that this does not cause the elf to lose their scent.

LEVELS OF POWER: ANIMAL TRACKS

Cost	Extra Levels of Power
2	Increase the duration by 10 action rounds
4	Increase the duration by 1 minute
10	Increase the duration by 10 minutes



2: Talk to Animals

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 10 action rounds
- **Range:** Range of sight/sound
- **Invocation time:** 6 action rounds

The Ihana can communicate with animals. Keep in mind that most animals are quite unintelligent and are not likely to provide the best of answers. In contrast to the corresponding vitner spell (see Speak to Animals in *Weavers of Magic*), the Ihana finds it much easier to understand and communicate with the animal, thereby gaining more information than an enchanter would. To communicate with animals, the elf can use a variety of different methods such as imitating the animal's grunts or chirps, using body motions and facial expressions, or even playing an instrument.

LEVELS OF POWER: TALK TO ANIMALS

Cost	Extra Levels of Power
2	Increase the duration by 10 action rounds
4	Increase the duration by 1 minute
10	Increase the duration by 10 minutes

2: Invisible to Animals

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 5 minutes
- **Range:** Personal
- **Invocation time:** 6 action rounds

The chosen one can, when desired, become completely invisible to unintelligent animals. The animals can neither see nor smell the Ihana.

LEVELS OF POWER: INVISIBLE TO ANIMALS

Cost	Extra Levels of Power
2	Increase the duration by 10 minutes
10	Increase the duration by 1 hour

3: Animal Spirit

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** Personal
- **Invocation time:** 6 action rounds

The Ihana can become a reflection of their chosen animal, granting the dimwalker some of the animal's personality and traits. The elf begins to take on the shape of the animal through small physical changes. The elf's other predominant traits are never made worse by this change. Animals of the same species will perceive the elf as a friend for the duration of the ability and will not attack them under any circumstances.

The game master decides which traits the elf receives. Below are examples from different animals.

- **Animal Spirits:**
- **Hare:** Dexterity +4; movement x 1.5; Shadowing discipline +3
- **Raven:** Night vision; sees all invisible beings and things; beak as a natural weapon with 1d10 (OR 10) points of damage
- **Bear:** Strength +4; Natural Protection Value 2; Claws as natural weapon with 1d10 (OR 10) points of damage

- **Fox:** Intelligence +4; Movement x 1.5; Thievery discipline +3
- **Stag:** Constitution +4; Movement x 1.5; Horns as natural weapons with 1d10 (OR 10) points of damage

LEVELS OF POWER: ANIMAL SPIRIT

Cost	Extra Levels of Power
3	Increase the duration by 10 minutes
8	Increase the duration by 1 hour

4: Animal Master

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 10 action rounds

The Ihana can domesticate a wild animal or beast, getting it to act like a tame farm cat. The creature does not automatically receive any degree of training and cannot heed any commands, but it sees the chosen one as a member of the pack or as a master. The most feral warg bounds forth to be scratched behind its ears and adoringly nuzzles against the elf's leg. The ability requires a certain basic intelligence from the creature and will not work on those with less intelligence than rats. Therefore, creatures such as oak oxen and fish cannot be affected, but badgers and ravens work just fine. The ability does not work on animals or beasts that are larger than a mastomant or that have human-like intelligence.

LEVELS OF POWER: ANIMAL MASTER

Cost	Extra Levels of Power
6	Increase the duration by 30 minutes
12	Increase the duration by 4 hours

5: Animal Shape

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 10 action rounds

The elf can transform into the form of their chosen animal. The Ihana takes on all the traits of the animal while maintaining any of their own traits that do not conflict with the build of the animal (for example, weapon skills would be lost since an animal cannot use weapons). The elf always maintains their own intelligence. Any gear worn by the Ihana at the moment of transformation, including a single object in each hand as well as clothing or armor, becomes one with the animal. When the elf decides to transform back, all equipment returns to its state at the moment of transformation (even held objects).

What traits animals possess is up to the game master to decide, but below are some examples from different animals:

- **Bear:** Communicate with other bears; Night vision; Strength +4; Constitution +4; Dexterity -2; Can be ridden by a person; Natural Protection Value of +3; Claws as a natural weapon with 1d10 (OR 10) points of damage
- **Fox:** Communicate with other foxes; Movement on land is doubled (x2); Night vision; Intelligence +4; Strength -2; +3 in the disciplines of Shadowing and Thievery; Harder to hit in combat: -3 to the Skill Values of all opponents' attacks
- **Hare:** Communicate with other hares; Movement on land is doubled (x2); Night vision; Dexterity +4; Strength -2; Harder to hit in combat: -3 to the Skill Values of all opponents' attacks
- **Raven:** Speak with ravens and dead beings; Movement on land is halved (/2); Movement in the air is quadrupled (x4); Dexterity +4; Constitution -4; Night vision; See all invisible and immaterial beings; Beak as a natural weapon: 1d10 (OR 10) points of damage
- **Stag:** Communicate with other deer; Movement on land is doubled (x2); Night vision; Strength +1; Constitution +4; Can be ridden by a person; Horns as natural weapons: 1d10 (OR 10) points of damage

LEVELS OF POWER: ANIMAL SHAPE

Cost	Extra Levels of Power
10	Increase the duration by 30 minutes
20	Increase the duration by 3 hours

Lynx Power

The Ihana has the ability to move through the woods with the prowess and agility of the lynx.

1: Orientation

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 2 action rounds

The Ihana always knows the direction (north, south, and so on) they are facing or traveling when in the woods, regardless of debilitating conditions of sight such as darkness or fog.

LEVELS OF POWER: ORIENTATION

Cost	Extra Levels of Power
2	Expand the ability to include another landscape (mountains, swampland, etc.)
2	Increase the duration by 1 hour
6	Increase the duration by 3 hours

1: Tree Walk

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** Personal
- **Invocation time:** 2 action rounds

The Ihana can move among the trees at half their normal movement rate. If the trees stand so close to each other that the chosen one can reach from one tree's branches to another's, they can also climb from tree to tree through the canopy (up to the game master to decide). In areas that are more difficult to traverse, the Ihana can still attempt such an act by making a Situation roll with a Situation value determined by the

game master (Dexterity traits apply) or a Skill roll for the Agility skill.

LEVELS OF POWER: TREE WALK

Cost	Extra Levels of Power
2	Increase the duration by 1 hour
4	Increase the speed to match normal movement
4	Increase the duration by 3 hours

2: Hearing

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 minute
- **Range:** 50 meters
- **Invocation time:** 1 action round

By concentrating on a visual point within the designated range, the Ihana is able to hear everything within 10 meters of that point.

LEVELS OF POWER: HEARING

Cost	Extra Levels of Power
2	Increase the duration by 10 minutes
2	Increase the range (for visual point) by 10 meters
4	Increase the affected area of hearing by 10 meters
6	Increase the range (for visual point) by 100 meters

2: Feline Leap

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** Immediate
- **Range:** Personal
- **Invocation time:** –

The Ihana has the ability to leap with the incredible agility and grace of a feline. Under normal circumstances, the chosen one can jump up to three times their own length in distance and twice their own length in height without a problem. If the dimwalker wants to jump farther, a successful Skill roll is required with the Agility skill, modified by the extra desired distance or height (up to the game master to decide).

The Ihana takes no damage from landing or falling within the distances noted above, but can perform only one leap every 3 action rounds (15 seconds) due to the great strain on the character's strength.

LEVELS OF POWER: FELINE LEAP

Cost	Extra Levels of Power
2	Increase the leap's distance by 50 cm (maximum total 15 meters)
2	Increase the leap's height by 10 cm (maximum total 8 meters)

3: Feline Reflexes

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** –
- **Range:** Personal
- **Invocation time:** –

The Ihana evades an incoming ranged attack. The ability requires that the chosen one is able to see the projectile coming and has not yet taken other actions in the current action round.

LEVELS OF POWER: FELINE REFLEXES

Cost	Extra Levels of Power
2	Avoid another ranged attack (maximum 5 per action round)

3: Aim

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 2 action rounds
- **Range:** Personal
- **Invocation time:** 1 action round

When the Ihana attacks with ranged weapons, they can take extra aim at a target for the duration of the ability, gaining an additional +1 to the SV to strike the target.

LEVELS OF POWER: AIM

Cost	Extra Levels of Power
2	Increase duration by 1 action round
2	Increase the modifier by +1

3: Track

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 10 minutes
- **Range:** Personal
- **Invocation time:** 4 action rounds

The Ihana obtains a visible picture of the person or creature that trod the current path by examining its tracks, and can then follow those tracks without a problem. This grants the Ihana a modifier of +3 when trying to track that creature for the duration of the ability.

LEVELS OF POWER: TRACK

Cost	Extra Levels of Power
2	Increase duration by 10 minutes
4	Increase the modifier by +1
6	Increase the duration by 1 hour

4: Concealment

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 hours
- **Range:** Personal
- **Invocation time:** 5 action rounds

The Ihana is able to blend in and become one with the background as desired for the duration of the ability. Anyone who searches for the dimwalker suffers a negative modifier of -5 to their Skill roll for the Shadow Arts skill. Even if the elf is in motion, a successful Skill roll with a negative modifier of -1 is required to find the Ihana.

The Ihana can move without breaking the effect, but the elf can also choose to become temporarily visible and then reactivate the ability as desired, as long as the duration has not expired.

LEVELS OF POWER: CONCEALMENT

Cost	Extra Levels of Power
3	Increase duration by 1 hour
3	Increase the modifier to discover the elf by -1

4: Forest Path

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 hours
- **Range:** Personal
- **Invocation time:** 5 action rounds

The Ihana can move through the forest at double their normal movement rate.

LEVELS OF POWER: FOREST PATH

Cost	Extra Levels of Power
2	Expand the ability to include another landscape (mountains, swampland, etc.)
3	Increase the duration by 1 hour
6	Increase the duration by 3 hours

5: Pathfinder

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 3 hours
- **Range:** Personal
- **Invocation time:** 5 action rounds

The Ihana can travel through otherwise impassable forest or shrubbery when desired. The forest or undergrowth parts as the dimwalker approaches and then closes once they have passed. This temporary path leaves no visible trace whatsoever. The path that opens around the Ihana stretches for 3 meters in front of and behind the elf, with a width equal to half the elf's length.

LEVELS OF POWER: PATHFINDER

Cost	Extra Levels of Power
2	Expand the ability to include another landscape (mountains, swampland, etc.)
3	Increase the duration by 1 hour
6	Increase the duration by 3 hours

Master of the Elements

The elf possesses the rare ability to shape and control the four elements.

1: Earth Wall

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 30 minutes
- **Range:** 2 meters
- **Invocation time:** 3 action rounds

The Ihana causes a wall of earth to shoot up from the ground for protection. The total volume of the wall is 1 cubic meter, which is shaped however the elf desires. Once the duration expires (or the wall is destroyed), the earth wall sinks back down into the soil and disappears. Each cubic meter of earth can endure 30 points of damage before crumbling.

LEVELS OF POWER: EARTH WALL

Cost	Extra Levels of Power
2	Increase the amount of earth by 1 m^3
2	Increase the duration by 30 minutes
6	Increase the duration by 3 hours

1: Control Fire

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** 10 action rounds
- **Range:** 10 meters
- **Invocation time:** 2 action rounds

The elf can control fire to a limited extent. Each action round, the Ihana can make 1 cubic meter of fire move up to 2 meters. The elf cannot directly create or extinguish fire in this way (by increasing or decreasing its size), but they can set other things ablaze as the flame passes near those items or kill the flame by moving it to a location where there is nothing to sustain it.

LEVELS OF POWER: CONTROL FIRE

Cost	Extra Levels of Power
2	Increase the duration by 10 action rounds
4	Increase the duration by 10 minutes
8	Increase the duration by 1 hour

1: Purify Water

- **Cost/Modifier:** 2/-2
- **Type:** Lasting
- **Duration:** –
- **Range:** Touch
- **Invocation time:** 5 action rounds

The Ihana can purify up to 1 liter of water. To purify a drink that has been poisoned or has magical attributes, the chosen one must succeed on a Situation roll with a Situation value of 15, with a negative modifier based on the strength of the poison or spell level.

LEVELS OF POWER: PURIFY WATER

Cost	Extra Levels of Power
2	Affect 1 additional liter of water
2	Add a +1 modifier to the Situation roll

1: Gift of Water

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** Personal
- **Invocation time:** 4 action rounds

The Ihana feels right at home in the water, as if it were their natural environment (allowing the character to swim even without the Swim specialty). Under normal conditions, the Ihana can swim in calm water for as many hours as the duration of the ability without needing to make any Situation rolls at all. If a Skill roll for the Agility skill is required, the elf receives +2 per level to the roll.

The elf has no problem reaching depths equal to three times her own length in meters. For each meter beyond that, the elf suffers a negative modifier of -2 to the Skill Value (though the Ihana still accounts for the positive modifier indicated above). The consequences of an unsuccessful Skill roll are up to the game master to decide.

LEVELS OF POWER: GIFT OF WATER

Cost	Extra Levels of Power
2	Increase the duration by 1 hour

2: Fire Tamer

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 action round
- **Range:** 10 meters
- **Invocation time:** 6 action rounds

The Ihana can create or extinguish up to 1 cubic meter of fire per action round, within the designated range.

LEVELS OF POWER: FIRE TAMER

Cost	Extra Levels of Power
2	Increase the duration by 3 action rounds
3	Increase the affected surface by 1 m^3
4	Increase the duration by 10 action rounds
4	Increase the range by 10 meters

2: Shape Earth

- **Cost/Modifier:** 4/-4
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 5 meters
- **Invocation time:** 5 minutes

The Ihana can transform 1 cubic meter of earth into mud and then shape it according to their will. Once reshaped, the mud is immediately transformed into solid earth and maintains the new form for the duration of the ability.

LEVELS OF POWER: SHAPE EARTH

Cost	Extra Levels of Power
2	Increase the amount of affected earth by 1 m^3
2	Increase the duration by 1 hour
6	Increase the duration by 5 hours

2: Elemental Arrow

- **Cost/Modifier:** 4/-4
- **Type:** Instant
- **Duration:** –
- **Range:** 10 meters
- **Invocation time:** Immediate

The Ihana compresses the surrounding heat into an arrow that ignites with flame. The elf can then fire the projectile at any target within range, causing 1d10 (OR 10) points of damage.

LEVELS OF POWER: ELEMENTAL ARROW

Cost	Extra Levels of Power
3	Fire one extra arrow (maximum 5 total arrows)
3	Increase the range by 5 meters (affects additional arrows as well)
3	Increase the chance of an open roll (must be purchased separately for each arrow)

3: Earthquake

- **Cost/Modifier:** 6/-6
- **Type:** Instant
- **Duration:** 1 action round
- **Range:** 10 meters
- **Invocation time:** 2 action rounds

The Ihana causes a tremor that shakes the ground all around them, knocking every creature within the range except for the Ihana to the ground. Any objects within the range that are not firmly secured will also fall or collapse. Firmly anchored objects such as trees and buildings are not affected to any great extent by the quake (aside from falling fruit, icicles, and so on), but they might be affected at higher power levels (up to the game master to decide).

Any creature caught in the tremor have to make an Agility Skill roll modified depending on their size, as shown in the table below, to avoid falling over. (See Creature Size in Game Master's Guide for more on size values.) A creature knocked to the ground by this ability also takes 1d6 points of damage. For all creatures within the affected area (even if they do not fall over), their Skill Values and Situation values are reduced by -3 for the duration.

If the ability is used underground, there is a 20% chance (1-4 on 1d20) that a landslide or cave-in occurs. The effects of this landslide are up to the game master to decide.

For every additional level of power that is added (Cost 3), it increases the risk of a landslide, modifiers to the Skill roll depending on the creature's size, and damage taken by fallen creatures (as indicated on the table below).

EARTHQUAKE: SIZE MODIFIERS, RISK OF LANDSLIDE, AND POWER LEVELS

	Extra Power Levels to Increase the Effect (Cost 4)					
Size	**±0**	**+1**	**+2**	**+3**	**+4**	**+5**
<1/3	-5	-7	-9	-11	-13	-15
≥1/3 – 1/2	-2	-4	-6	-8	-10	-12
≥1/2 – 1.5	±0	-2	-4	-6	-8	-10
≥1.5 – 3t	+3	+1	-1	-3	-5	-7
≥3 – 5t	+5	+3	+1	-1	-3	-5
≥5 – 10t	+7	+5	+3	+1	-1	-3
≥10t	+10	+8	+6	+4	+2	±0
Risk of landslide	20%	30%	40%	50%	60%	70%
Damage	1d6	1d6 + 1	1d6 + 2	1d6 + 3	1d6 + 4	1d6 + 5

EARTHQUAKE: CREATURE SIZES AND MODIFIERS

Size	Modifier
<1/3	-5
≥1/3 – 1/2	-2
≥1/2 – 1.5t	±0
≥1.5 – 3t	+3
≥3 – 5t	+5
≥5 – 10t	+7
≥10t	+10

LEVELS OF POWER: EARTHQUAKE

Cost	Extra Levels of Power
2	Increase the range by 5 meters
2	Increase the diameter of the affected area by 2 meters
3	Increase the duration in which all vulnerable creatures must make another Skill roll by 1 round
4	Increase the effect of the earthquake according to the table above

3: Spring of Water

- **Cost/Modifier:** 6/-6
- **Type:** Lasting
- **Duration:** 1 hour
- **Range:** 10 meters
- **Invocation time:** 2 action rounds

The Ihana can cause a spring of cold, fresh water to emerge from the ground (the game master decides whether the conditions are too extreme to allow this). This spring flows at a rate of up to 1 m^3 per 10 minutes, but it runs dry as soon as the duration expires or the elf chooses to end it.

LEVELS OF POWER: SPRING OF WATER

Cost	Extra Levels of Power
2	Increase the flow by another 1 m^3 per 10 minutes
6	Increase the duration by 1 hour
12	Increase the duration by 4 hours

4: Control Wind

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 2 hours
- **Range:** Contact
- **Invocation time:** 1 minute

The Ihana controls the force of the wind within a sphere that is 10 meters in radius. The chosen one can increase or decrease the power of the wind by one degree within that sphere. In the ability's basic version, the affected area is a static object or place that cannot be moved, but by adding a level of power, it is possible to move the area.

CONTROL WIND, DEGREES

Degree	Wind Power
1	Calm
2	Breeze
3	Windy (-1)
4	Storm (-2)
5	Hurricane (-4)
6	Godly hurricane (-6)

The wind conditions in the table are only the names of forces that can occur. It is up to the game master to decide what happens in each condition according to the situation. The table also lists values in parentheses, which indicate the normal modifiers applied to the Situation value of anything attempted within that condition that requires movement, precision, or focus.

LEVELS OF POWER: CONTROL WIND

Cost	Extra Levels of Power
1	Increase the duration by 1 hour
2	Increase the affected radius by 10 meters
3	Affect a moveable object so the sphere is moveable
3	Increase or decrease the strength by 1 additional degree

4: Hot and Cold

- **Cost/Modifier:** 8/-8
- **Type:** Lasting
- **Duration:** 3 hours
- **Range:** Personal
- **Invocation time:** –

The Ihana can control the temperature. The elf can increase or decrease the temperature in an area 2 m^3 around them by up to 10°C for six hours. This ability does not work on temperatures that are magically or divinely affected.

LEVELS OF POWER: HOT AND COLD

Cost	Extra Levels of Power
1	Increase/decrease temperature by another 3 degrees (maximum ±50 degrees)
3	Increase the duration by 1 hour
3	Increase the affected area by 1 m^3
6	Increase the duration by 3 hours

5: Fire Resistance

- **Cost/Modifier:** 10/-10
- **Type:** Lasting
- **Duration:** 10 action rounds
- **Range:** Personal
- **Invocation time:** 2 action rounds

The Ihana takes no damage from natural fire, and half damage from magical fire and dragon fire. However, the equipment and clothes worn by the elf do not share the same resistance.

LEVELS OF POWER: FIRE RESISTANCE

Cost	Extra Levels of Power
1	Increase the duration by 1 minute
3	Increase the duration by 10 minutes
6	Increase the duration by 1 hour

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