

TRUVANG

CHRONICLES





MUSPELHEIM

FOREWORD

Trudvang's Dwarves are in many ways different from other Dwarves you may have encountered before, in other role-playing games. Do you expect a beer-drinking, short viking who is grumpy and has a short fuse? Then you will be disappointed!

It is dangerous to look for a "Book of Dwarves" expecting it to give you the absolutely complete picture about them. As you cannot say that all people of a certain culture are the same, you cannot consider all Dwarves to be in a certain way.

This is not the book where you'll find everything which is true about Dwarves and every possible detail about their life. On the other hand, this book you will give you a general framework of thoughts, ideas and fragments of Dwarven culture that you should adapt to your own story needs with your own creations. This is a book aimed at giving you inspirations, not limits!

To say that "all Dwarves hate Elves" or that "all Dwarves are greedy" is a trap we should try not to go into. This book should be read with an aim of avoiding these traps, trying to make each Dwarf multi-faceted as each Man.

Many times, you as a reader will find that the Dwarves differ significantly - in both culture and way of thinking - from Humans. Use the cultural framework here presented to create interesting characters which are embedded into the myths of Trudvang's Dwarves, but without losing their own individuality and character.

Follow us to a place where darkness reigns in solitary majesty.
Enjoy the Muspelheim!
RiotMinds

*"Hidden Runes shalt thou seek and
interpreted signs, many symbols of
might and power, by the great Singer
painted, by the high Powers fashioned,
graved by the Utterer of gods."*

Hávamál





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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.

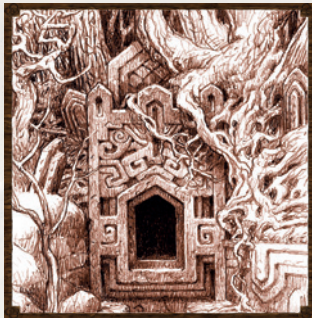
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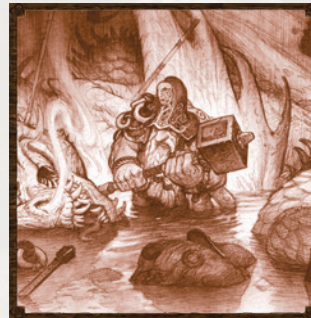
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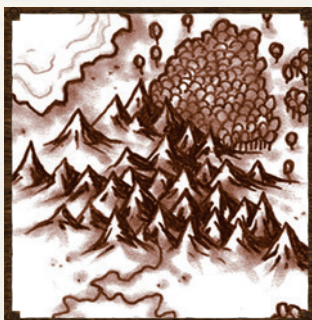
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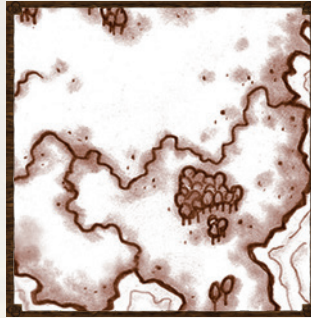
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MUSPELHEIM

Dwarves say that Humans are like the winds. They change direction and strength, they blow here and there, always hunting for something. Some blow away altogether and disappear without anyone noticing. On the other hand, they see themselves as the Mountain. They do not let themselves be disrupted by small, whimsical inspirations. They have the Mountain's attributes, and some of its inherent weight and strength.

Earth carries the stone without a murmur, and so does the Dwarf.

Dwarves are not afraid of change in the way the Elves are, but nonetheless cherish the enduring and despise the fleeting. All of a sudden, a gust of wind can change direction, what was wrong is now the highest wisdom, what was not worth anything becomes something desirable and precious. To avoid these volatile changes, the Dwarves love the earth's solid rocks, those that cannot be shaken.

During spring, meltwater seeps into the dark chasms under the moss. When the night is starry above the Dwarves' abodes, coldness comes creeping, water freezes to ice and blasts shards out of the stone. Such is the stone's life, and this must be understood to also comprehend a Dwarf's life.

But they have also been around since the world was created. The moment that there was a fixed point to stand on, something that could support a physical shape, the dwarves arrived in Trudvang. There are those who believe that the Dwarves were here already, before the Elves came to Trudvang, and that at first they were actually the stones lying on the ground. The Dwarves themselves say that they were once sparks from the great anvil

which was struck by the great shaper Borjorn, when he created the world. Out of the sparks Humans were created, as well as the beings called Dwarves. When the sparks extinguished, they became worms that crawled deep under the rocks for nesting. Eventually, Borjorn gave the worms a mind and a strong spirit. He gave them the power to create things, and to shape the stone they crawled under.

"Muspelheim" is the name for the part of Trudvang which is below ground, and this is where the Dwarves live.

NORGAVAINA – THE BEAUTIFUL

Dwarves do not live in families like Humans do. The few female Dwarves live a mysterious life, deep down in the darkest and most remote caves. Here they breed their children in solitude, of whom nine out of 10 are male. No one really knows how this breeding happens, not even the Dwarves remember anything else but scant details of their mothers, since all their memories inexplicably tend to fade during the long journey from the depths of the earth. These phenomena remain among the greatest mysteries of dwarven nature, even to the Dwarves themselves.

The female Dwarves are the very heart of the bloodline, and women who belong to the same lineage live together. Typically, women keep the baby (if it's a male) for 10 to 15 years, after which time they will be sent up to their brothers. According to some sages if a dwarven woman bears a daughter, she will stay with the mother until she is 50 years old and can give birth to children of her own. She is then considered able to fend for herself. However, no one can confirm these details, given the mystery which surrounds the dwarven women.

The female Dwarves are mysterious beings that are said to get along without eating or drinking for years. It is also said that they live twice as long as the male Dwarves, and they have a keen sense, which allows them to know exactly where all of their children are - even though they are hundreds of miles away.

There are very few Dwarven men who in adulthood have seen these women - called "Norgavaina" by Dwarves - but these are described as short, beautiful creatures with fair skin, and not nearly as rough as the male Dwarves. The men talk about these women as fairies, but if they mean the same sort of fairies you see above ground, we do not really know.

Sometimes Dwarves use fantastic epithets like “she who glows with wings,” or “the slender one who floats” but if it these are to be literally taken, or are merely poetic descriptions, there are few who know. Since all male Dwarves are very young when they are separated from their mothers, this may explain why the women are described as fairy-like. As the years go by, Dwarven men forget how their mothers looked like. In fact, many have already forgotten their mother’s appearance on their way up from the depths. Whether this forgetfulness happens due to some unknown sorcery, nobody knows. However, this is a journey that can sometimes take several years, and some do not even survive. However, it is not very common that the youth get lost on their way up from the depths. A Dwarf can feel the roads and directions to his Dwarven brothers, like a sixth sense, which eventually weakens and subsequently disappears. The main reasons for death during these travels are the dangers that lurk in the depths, such as the ambushes set by Goblins and other Trolls.

A DWARF IS BORN

In dwarven kingdoms there are often special “birth places” where young Dwarves, recently arrived from the dark depths, seek out for inclusion into their “Glorka” or brotherhood. The candidates wait on a ledge, separated from older dwarves by a chasm or by closed gates. Representatives from each Glorka throughout the kingdom are here, and when the Dwarf reaches the ledge, he calls his name and his mother’s name. The brothers supervise the “new birth”, and if they hear a name belonging to their Glorka, they shout back “brother of stone and dust, fire and soot, you have found your new home,” after which they go down and get their younger brother. It has not happened often, but stories tell of Dwarves who have come up from the depths without having someone recognizing their mothers’ (or mothers’ mothers’) names. There are times when no one feels like taking in the Dwarf who rises from the depths. In these cases, they don’t lower the little drawbridge

that allows the Dwarf to come from the ledge to the wall but wait until the “Rung Thuuls” arrive. These are special Thuuls who have the sole task of monitoring the branches and the traditions of bloodlines. First, the Rung Thuuls try by all means to find a connection between the Dwarf and all the existing bloodlines. If nothing is found, they note that a new bloodline has been created and the Dwarf will be the first in his bloodline. He is conferred with the title of “Smursk” which means “first born.” Once that happens, it will not be long before a lot of Dwarves from the new bloodline climb up from the depths. It almost seems as if the mothers breed quickly so that the new bloodline shall not perish.

DWARVEN RACES

Ever since the sparks around Borjorns’ anvil were brought to life, there have been three types of male dwarves in Trudvang: the Borjornikka, the Buratja and the Zvorda.





Borjornikka

If the fire and the burning lava rivers are the Buratja Dwarves' elements, the rock of the hard and grey mountains is the Borjornikka Dwarves' preferred environment. Maybe that's why they are named "the Grey Ones", or "Borjornikkastur" which means the "Gray Trolls", as the Buratja Dwarves like to call them.

Borjornikka Dwarves are chunky, compact, and generally heftier than Buratja Dwarves. The Grey Ones live in and on the mountains. Like the Buratja Dwarves, they are extremely well-versed in the art of forging, but many are also stonemasons, mushroom growers, glassblowers, and merchants. It is often said that the Borjornikka are more versatile than the Buratja Dwarves, and it's probably a truth that most people agree on.

There is a reason why the name of "Borjorn", the creator god, is included in these Dwarves' name. The Borjornikka are powerful dwarves, usually at the peak of Dwarven hierarchies, as their long dominion in the great kingdom of Tvologoya has demonstrated. All the Great Thunes of Novskorsk have been Borjornikka and most Dwarves do not expect anything different.

The Borjornikka are also the most curious and adventuring of the Dwarven races, always looking for new resources: the next coal or ore mine, the next underground river or the next marble quarry. They feel an urge of expansion and greatness which has led many of them to found new fortified holdings in the underground world throughout the long history of Trudvang's Dwarves. This is how the Dwarven culture has spread, from their roots in Tvologoya, to the farthest western, southern and eastern corners of Muspelheim.

The Borjornikka are also the Dwarves who have most dealings with life above ground. It is unusual to encounter any major Dwarven community outside the Mountain's burning bosom, but in those cases where they actually exist,



they belong almost exclusively to the Borjornikka Dwarves.

The Thuuls in Borjornikka societies have a unique social position, like what the smiths and Fire Masters have among the Buratja Dwarves, although their duties are more linked to the religious duties of imbuing power into particular artefacts which therefore become sacred objects. In particular, the Eagle Thuuls are the wise Stoneseekers, whose mission is to relieve the grey mountains of their secrets. Shaping the Mountain means creating beautiful things, and the Eagle Thuuls' task is to understand and therefore allow the Dwarven community to guard these things.

The Borjornikka have their shares of skilful smiths and famous Fire Masters, although their productions rarely reach the quality and quantity of their Buratja counterparts. On the other hand, the Borjornikka are the best miners, stonemasons and builders of Trudvang, especially when speaking

of underground rock-cut architecture. They live happily in the underground cities they have built up over thousands and thousands of years. The houses they live in are small cabins that are either cut into the rock or built in the huge cave rooms. The Borjornikka are also famous for their majestic halls, decorated with forests of incredibly tall columns and whole rune-covered ceilings which may stand several tens of metres above the floors, as well as for the their never-ending, low tunnels which expand deep inside the Mountain's womb, looking for precious metals and gems.



Buratja

Buratja Dwarves live deep down in the Mountain's womb. They hide their forges and workshops at the scorching lava rivers or at the end of the endless caves full of cracks, paths, and treacherous bridges. They live a quiet life, and rarely dream of venturing up to the surface. The very few and rare Buratja Dwarves who walk under the sunlight have been sent for very special missions (and they hope to come back soon in Muspelheim) or are in forced exile, since they have been displaced from their families and Glorkas.

Buratja Dwarves have a thinner and more wiry body shape than Borjornikka Dwarves. Their skin is like hardened leather after having endured the powerful logi furnaces for generations. Their unkempt beards and hair stick out in every direction, and few Buratja Dwarves care much about their appearance.

Buratja Dwarves remain small and short, but sturdy and resilient, like the Mountain they live in. Even when they are

very young, they look old and hardened, and it is said that one can only distinguish a young Buratja Dwarf from an old one by looking into his eyes.

Many say that the Dwarves in general do not like to talk, but instead appreciate working. This is especially true when talking about Buratja Dwarves. They rarely say anything that has no meaning or importance, and if it does not apply to work, most think it is better to keep quiet. Sure, they like and desire community, but Buratja Dwarves prefer a community at work and not in conversation.

There are few, if any, other beings who have mastered the art of forging as well as the Buratja Dwarves. They forge gold, copper, iron, and the coveted Mitraka into seemingly simple, but incredibly well-forged objects. The weapons that these Dwarves forge are both durable and so sharp that they can split rocks. The explanation is that they have mastered the art of forging in full, and that the knowledge has been passed down from

brother-to-brother since the mythic times when Borjorn' sparks became a people. But it is not just the sheer craftsmanship that makes their items so coveted, the burning logi furnaces are a major contributing factor to their success. Logi furnaces, as the name suggests, use a vivid logi providing the furnaces with almost magical traits. The Buratja care to their logi furnaces with almost religious fervour. They do not lack Thuuls in their clans to perform religious duties, but the social role which in Borjornikka communities is played by the Thuuls, in Buratja settlements is proper of the "Fire Masters" or "Logi Masters", the best smiths who administer the forges and also keep an eye on the magical Logi who inhabit the Logi furnaces.

Buratja Dwarves spend long hours in front of the hot furnaces and hammer relentlessly at their anvils to shape their items. Their pathways and hallways are not as ornate and filled with wealth as those of the Gray Dwarves. Their kingdoms do not consist of huge halls and armories, jewelled thrones and echoing council halls, or dead straight paths and endless cutting rooms with polished walls. The Buratja kingdoms are formed around the forges that extend deep into the Mountain, where lava rivers flow and Mitraka veins can be found. Their paths are curved like their backs, and the forge walls are raw, jagged, and rough, for all this people's wealth lies and rests in the forge vaults, forever hidden and concealed. These Dwarves guard their treasure with the same zeal and raw power as the dragons.

In almost all the Dwarven kingdoms (except Muspelgnist) the Buratja are relatively rare, while the more numerous Borjornikka usually rule the countries. However, a fire of ambition burns in every Buratja heart. Usually this is exploited by looking for perfection in the crafting and smithing, considering the primacy in these arts to be superior to any kind of political power. However, sometimes this seed of ambition has sparked conflicts with the Borjornikka Dwarves and, in the sole case of Muspelgnist, has even provoked imperial dreams, something which seems impossible for most Buratja.



Zvorda

It does not happen often, but sometimes Dwarves that are significantly larger than others come from the dark depths. They are usually called “Zvorda” and, due to their somehow troll-like appearances, many believe that they are actually Trolls and not real Dwarves, something that the Zvorda themselves face with silence and dark eyes. The Zvorda are few in number, and they live in small brotherhoods, if they are not part of the larger Borjornikka or Buratja Glorkas. They are always respected for their size and strength, which has allowed many of them to be very successful in

careers as warriors, tunnel diggers, stonemasons, or coal shovellers. The Zvorda have been around for ages, but it was not until the Iron Dragon Age that they became so numerous to form their own, Zvorda-only brotherhoods. At first, they lived solitary lives, and therefore it is said that they naturally have a greater desire than other Dwarves to live by themselves. Zvorda Dwarves usually live in the same environments as Borjornikka dwarves (even though a few Zvorda live also with the Buratja), but they usually do not have the same desires as the Borjornikka - or Buratja for that matter - to stay at their furnaces or

block houses. Instead, they live a wandering life in the pathways, and sleep wherever they find themselves. The reason for this restlessness no one really knows, but one explanation might be that they did not originally have any brother, and they always lived alone. The malicious ones blame this habit to the troll blood which may run in Zvorda’s veins, but this is yet to be proven true. The Zvorda brotherhoods seldom have more than 20 individuals, as opposed to the Buratja and the Borjornikka Glorkas, whose numbers are usually counted in the hundreds, or sometimes thousands of Dwarves.

THE THREE PILLARS

The Dwarves have a long and complicated history, which can be very difficult to understand for an outsider, and the same applies to their culture and lifestyle. Three things are, however, more important than anything else in the Dwarvish culture: the Mountain, the Runes and Consanguinity.

The Mountain

One of the most important concepts in dwarven culture is the “Mountain”, a word which is used to describe the most-sacred entity in the lives of dwarven kingdoms. There are many “Mountains” in Trudvang, as well as there is also a specific “Mountain” to each Dwarf, as well as the ideal “Mountain” to which all Dwarves feel related to. Dwarves use this word in so many ways which cannot be easily understood by Humans and Elves. When they speak of the “Mountain”, the Dwarves may refer to a specific Mount or to a single Mountain Range, to the wider Spirit of the whole underworld of Muspelheim spanning throughout Trudvang, to the abstract, idealized religious concept of the “Mountain” or maybe even to all these concepts at the same time. Dwarves do not see contradictions in using the words in such a way, as they always know and understand what other Dwarves imply when they speak.

Dwarves believe that the Mountain and its contents have their own destiny. The Mountain’s various parts have special purposes, and they may not be used for anything other than what they are predestined for. The Dwarves call this purpose or destiny “Kutjatti”, which means “what the soul was formed for.”

Dwarves believe it is their duty to form the Mountain or the ore to match their destiny, and to fulfil the purposes they were made for by the great god Borjorn. To process a boulder, or to use the recovered metal for something other than its destined purpose, is a great sin, and a crime punishable by death. Usually the whole vein of ore or area with a certain type of stone (in the same location or in a specific mountain) has

the same objective. A newly discovered vein or source of stone is examined and evaluated to try to determine its purpose. This is the so-called Egle Thuuls’ main task.

When the Egle Thuuls, also called “Stoneseekers”, have left their rune on the site, the rock or metal extracted cannot be used to craft objects other than those that the Egle Thuuls had a vision of. Some ores are suitable only for weapons, others for tools or building materials. Stones and boulders may be intended to be part of a defensive structure, used as millstones, or something as simple as being carved to become steps.

Some stones, boulders, or ore remain indeterminable. The Stoneseekers simply cannot see its purpose, or it is so vague and mysterious that they do not dare to determine its future. Boulders (or ore) which have an undetermined fate are not moved. They let them be, go around them, and let them become part of the landscape. Dwarves tolerate and respect them, but harbour a constant worry for the stone’s destiny, and dare not do anything with them because they do not know what forces may be set in motion. One legend says that the pure Mitraka which eventually became the great throne of Tvologoya, and which was crowned with a fabulous gemstone for many thousands of years, was just such a discovery, until one day one of the Egle Thuuls saw its fate.

Mining sites, where many generations of dwarves from the same bloodline have loosened, purified, and freed the Mountain’ Spirit, have a special significance for specific bloodlines, and are kept as sacred places for Dwarves in the same bloodline.

The Mountain is the source of the Dwarves’ enormous wealth. The most used metals, such as iron and copper, almost always occur as ores. Rarer and more valuable metals, such as gold, are usually found in a pure state in particular veins deep in the mountain. The rare Mitraka is considered by the Dwarves be the Mountain’s purest form, and it is found only in very special places, where one normally also finds gemstones.

Futhark

It is said that Dwarfish is the only language that has never been changed, that the words and characters used now are the same that have always been used since the times when Trudvang was young. It is a complicated and difficult language to understand, and not even all Dwarves master it to the fullest. Perhaps that is also why the “Futhark,” as their language is called, is such an important part of the Dwarves’ culture and traditions. The Dwarven word “Futhark” means “character”, and knowing the carved runes is more important than speaking the language. The most powerful of all the runes are those of magic, whether divine or vitner-natured, which can be forged into objects. As for the Elves, the Dwarves’ gods ceased long ago to answer them, therefore the magical runes have come to be an important force in dwarven culture, possibly as a way to balance the lack of care from Dwarven gods. The big difference is that Elves often master the vitner weaving arts, while Dwarves only carve certain divine-imbued runes on objects, whose powers may eventually become permanent. This is an art that only Dwarves have mastered.

Consanguinity: Glorka and names

Once time there were 24 bloodlines, each with its own history and tradition. Today, only 16 of those original bloodlines are left, but a hundred or more newer bloodlines have taken shape since the Iron Dragon Age.

To a Dwarf, the bloodline is everything. Unlike Humans, who love to group themselves by race or religion, the Dwarves gather according to their bloodlines. It is therefore not unusual that a whole city belongs to a single bloodline, and that those who live there belong to the same lineage, although there are also smaller bloodlines, too old or too new, which are composed only of few individuals.

Under the bloodline, all the family’s men organize into the so-called

“Glorka”. It is a group of dwarves from the same bloodline, even if not always from the same mother. It is difficult to render the Glorka system in human parameters and every human word is just an approximation of what the Dwarves imply. The words “clan” and “brotherhood” are often used as synonyms of “Glorka”, although some people use the word “family”, especially for the smaller Glorkas which are made of only ten or less members.

In theory each Glorka corresponds to a single bloodline. However, the dwarven history has spanned through the millennia, spreading colonies and settlements throughout the whole underground world of Muspelheim. Never-ending series of wars, intrigues, conflicts and mass migrations may have made the Glorka custom evolving into complicated situations. This means that in some far and isolated stronghold it may be even possible for one Glorka to include more than one bloodline or that a single, large bloodline is shared by many Glorkas, maybe even in different cities, possibly all competing for the same heritage.

Under the Glorka, brothers are sorted by those who have the same mother, and therefore bear the same surname. In many respects, the entire Dwarven social structure is built in this manner. Brothers within the same “generation” have particularly strong ties to each other, called “Glorkavold”. Dwarves consider a “generation” to be formed by those Dwarves who come up from the depths for a period of about 20 years, counting as Humans do. Dwarves within the same generation in the same brotherhood are nearly inseparable. In battle, you fight alongside the men of your brotherhood. At forging workshops, brothers from the same generation almost always work at the same anvil or furnace. In the mines, they form a mining gang that is based on a group of brothers, or more rarely, large mining teams, which consist of several brotherhoods.

Given how mysterious their birth is, the Dwarves use the word “father” differently from humans. In fact, when a Dwarf refers to his “father”, it means

the brother who was the oldest when the Dwarf was taken up in the Glorka.

Becoming an outcast from his bloodline often means the end of a Dwarf. There is rarely any hope that another bloodline will have mercy on this Dwarf, and the fate of each member of a brotherhood is tied to the actions of each individual member. A Dwarf who dishonours his bloodline usually brings all of his brothers down with him. The exclusion of a Dwarf usually applies also to all his brothers.

The “bloodline and Glorka” system is also reflected in the dwarven naming customs. When they use the words “Blood of...” they refer to their own bloodline. Each bloodline is usually named after the first Norgavaina mother who bred the first dwarf of that bloodline or, alternatively, with the name of the most important dwarven hero of that line, usually belonging to its first centuries of existence.

When Dwarves want to be more specific about their identity, they also use the surname, which is almost always the name of their mother, although in some dwarven strongholds is not unheard to use the names of ancient male heroes belonging to the same, connected mother lines. Nobody really knows how long a Norgavaina mother lives, of if Norgavaina daughters take old mothers’ names when they start breeding. Some surnames continue for centuries, other disappear in a couple of generations while new ones often appear and only the Rung Thuuls can make sense of this complicated situation.

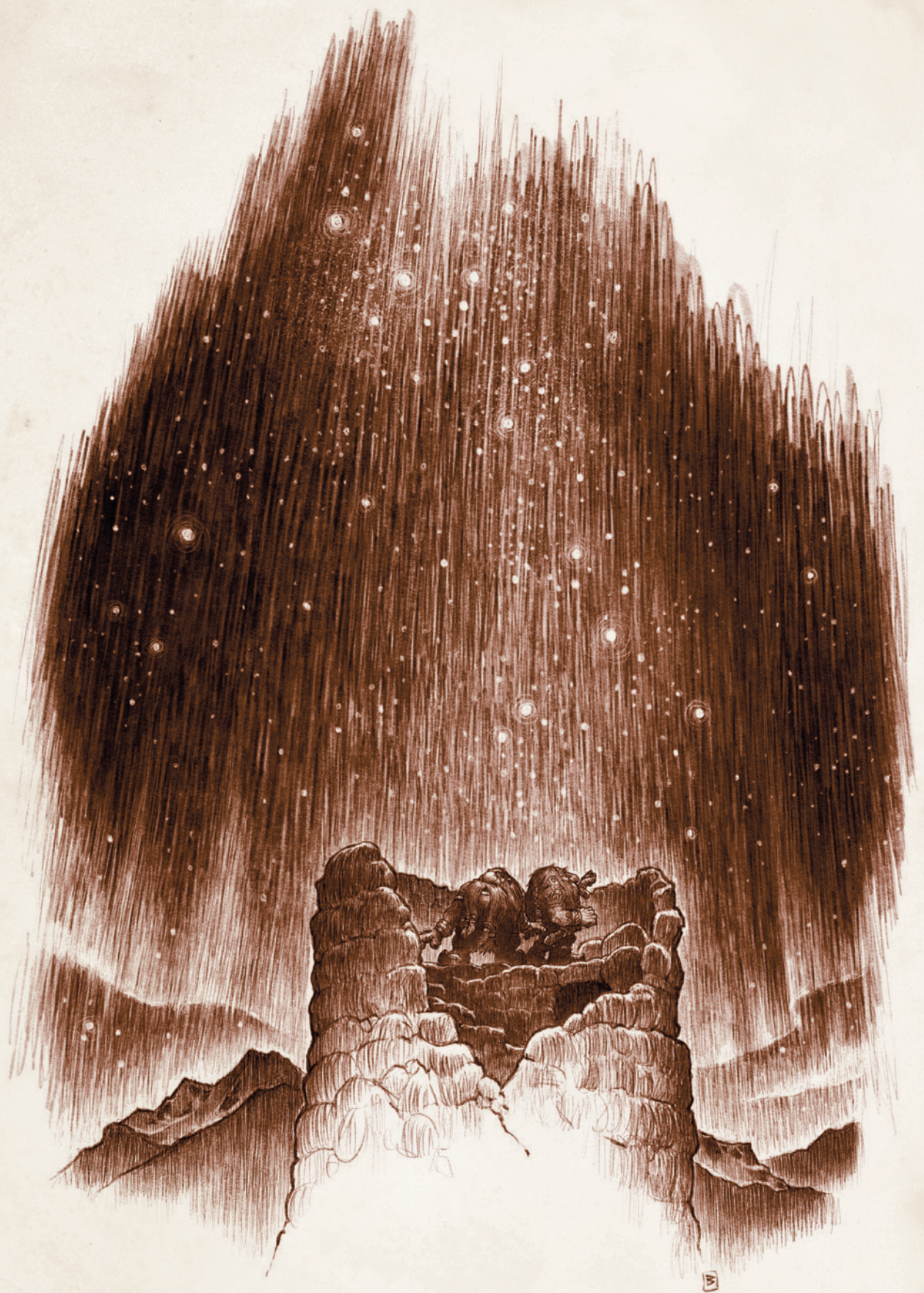
To give an example of dwarven names one can say that “Bordolga Druvik Blood of Bodnjev” means “Bordolga, son of the Norgavaina called Druvik, of the ancient blood and Glorka of Bodnjev”. When speaking with his own brothers he may add reference to his Glorkavold, or generation, although calculated in comparison to significant events for his community. For example, “Bordolga of the 20th Glorkavold after the invasion of Borsjev”, to refer that he belongs to the 20th generation born after the nefarious jarnwurm made its lair in Glitzmakulji.

GINNUNGAGAP

One day, during the Age of Dreams, the Dwarves who lived deep in the Mountain, broke through the upper part of a granite wall and witnessed their own doom. It was an infinity of light, stronger than anything ever seen in the underworld, and the Dwarves shook with fear. They hurried to block the hole, which they first thought was a logiwurm’s burning mouth. Mighty runes were carved into the Mountain’s inside, and all access to this hole in the Mountain was banned. Aeons passed, but the Dwarves’ stories regarding the burning mouth attracted dwarven heroes from all around the underworld. They were warned of the “Mother of all Dragons”, which was Yukk’s creator, and that serpentine god’s darkest side. Despite this, a large crowd of dwarven warriors decided to kill the huge beast. They wanted to receive glory, or at least look this powerful, mysterious God in the eyes before they died. When the Dwarves, for the second time after so many aeons, opened the large hole that would lead them to “Yukk’s Mother”, they were not met by a burning mouth and devouring flames. Instead, there was only darkness, an empty black mouth. At first, they believed that the mythic dragon-beast was dead. They all cried out in joy, but this feeling soon turned into hopelessness and fear, greater than they had ever experienced in the past, since they realized that such a darkness appearing from above had no limits, even if seemed to be interrupted by those small lights which they later learned to call “stars”. They understood that they had reached the end, the infinite darkness that would devour their world, a chaos that would, slowly but inevitably, swallow the hard Mountain. Ever since the Dwarves were created, tales have been told about the “Ginnungagap” - the “Dark Mouth”, a black hole that would arrive after the world had burned up.

Stonefylgis

To prevent this chaos of emptiness, the dwarves placed a “Stonefylgis”, a kind of guardian spirit inhabiting stones, which



would protect the Dwarves' kingdoms from being completely swallowed by the mighty Ginnungagap. They often have humanoid shapes but sometimes they resemble objects. Most of them are large and some are even enormous, but all of them are made of stone, with a golden heart, according to some legends. The difference between "Stonefylgis" and "Stonefylgis" is nowadays unclear to many human scholars, although the Dwarves clearly use the first word mostly to describe the mindless guardians that have been protecting their strongholds since time immemorial.

In the ancient days the Stonefylgis were built on site or shipped from the Dwarves' own stone-workshops, far down the Mountain, and were placed in strategic locations. When the dreaded realm of Ginnungagap was discovered, so many ages ago, brave Dwarves also transported Stonefylgis on the Mountain' surface, directly under the blinding effects of the sunlight, to prevent threats coming from the outside to come into the Dwarven world of Muspelheim. Some Stonefylgis are just enchanted rocks with no consciousness, while other were completely alive, and these are those who are more frequently called "Stonefylgis". However, the vast majority of Stonefylgis remained stagnant altars, filled with inscriptions and runic characters, or simply magnificent images of the greatest heroes of the Dwarves. It was believed that these images of ancient heroes would scare away the chaos, the dreaded Mouth of Darkness, and the emptiness of Ginnungagap would be reduced, if the Dwarves just managed to rise the Stonefylgis in time. This is the reason why those who lived underground had an impact on the landscape above ground. Even today, one can encounter these Stonefylgis in various places while travelling around Trudvang. Most of them are weathered and broken, but all of them seem to display an obviously dwarven design.

Originally, the first Stonefylgis were crafted for the simple purpose of supporting the roofs of the halls excavated in the underground. At first, they were simple and clean, and resembled common

columns, but eventually they acquired a more complex shape, and the Stonefylgis erected in Ginnungagap are considered to be the most advanced ones.

Although the Dwarves today know that Humans, Elves, Trolls, and other creatures live in Ginnungagap, many of them still believe the upper world to be a dangerous place. It is easy to get lost and be swallowed up by the big black hole and disappear without trace. For the same reason, most Dwarves still prefer to stay in their narrow tunnels and cold halls. They believe that the Stonefylgis successfully managed to push back the emptiness, although this dreaded monster is just waiting to return.

Eyes, darkness and light

There is a reason why the Dwarves fear the open sky, and it is not just about the lack of boundaries in a never-ending open space. Transitory blindness is the doom which falls upon every Muspelheim-born dwarf whose eyes are touched by the sunlight for the first time.

Dwarves are, in fact, naturally born with a sight which is roughly like what the Goblins have: a pure Dark sight which allows them to see even in the deepest darkness, without any light. However, very few Dwarves spend their time in complete darkness since their kind of Dark sight does not allow a pure appreciation of all colours, a factor which is fundamental for a race so interested in crafting perfect objects. Since Dwarves need to distinguish all varieties of colours and hues to reach the perfection of their arts, no Dwarven kingdom can be totally engulfed in pure darkness. This is the reason why the Dwarves always try to find artificial ways of lighting the tunnels and halls of Muspelheim. Torches and lamps are quite diffused, and the Dwarves are known to burn mineral oils and hard coal from the underworld, as well as imported woods and charcoal from the surface of Trudvang. However, burning combustibles just for light is not something which Dwarves are used to, especially since the same precious materials are required to feed their furnaces. Thankfully, Muspelheim

has its share of natural lighting resources. The sacred magma is the blood of the Mountain and a few sacred places are enlightened by this material since they are built in volcanic places. However, there are more common natural ways of emanating light. There are many varieties and species of phosphorescent fungi and moulds growing in numerous caves of Muspelheim, as well as luminescent white algae which make some underground pool and lakes to shine. There are also various mystic varieties of crystals which have the power of mysteriously emanating light. The most powerful ones, or "Glitzaljas", can be found in huge numbers. in the kingdom of Glitzmakulji (Glitthamn for humans), from where they are also traded to all the other Dwarves, all around the vast underground world beneath the surface of Trudvang. Finally, many Dwarven halls are decorated with special architectural pieces or singular sacred objects which are blessed with Thuul runes, allowing them to emanate a constant light.

All these light sources allow decent light for dwarven standards, but nothing which can be compared to the dreaded sun which the Dwarves try to avoid. The problem is that when they firstly see the pure sunlight of Ginnungagap during daytime the Dwarves become blind and remain so for about a week. After this period, if they have not run back into their dark tunnels, their eyes slowly start to become adapted: vision comes back, although the sunlight is still painful to bear for their eyes, exactly as it is for Goblins.

However, Dwarves are not Goblins and, after about another six months under the sun, they can see in daylight without any difficulty, although they realize to have lost their Dark sight. They are now blind in full darkness like humans are, although they retain a "Night' Sight", not unlike what Forest Trolls have, which means that they can see with low light as if it were day. The eyes of Dwarves which are adapted to the sun turn to slightly darker hues, but only other Dwarves usually realize this fact, which makes them recognize who is used to spend long time under the great void and light of Ginnungagap.



It is also worth reminding that Dwarves adapted to sunlight can always go back to Muspelheim, but their Dark sight will come back only after half a year spent in the underground. Their eyes will then come back to lighter hues, but next time they will see the sun, they will be blinded again like all those who have never seen the dreaded light of Ginnungaap.

To help the Dwarves dealing with these problems some Thuuls have created masks whose eyes are protected by runic glass, which allow them to avoid blindness. The knowledge of such runes is however rare, and such masks are therefore rarely worn, if not by a few selected explorers of the surface world.

The Dwarves and the Surface

As a matter of fact the majority of living Dwarves has never seen the sun. However, the relationship of Dwarves with the surface world is a complicated one. They disdain the daily light and have a cultural aversion towards walking below the neverending sky. This is the reason why most Dwarves, when forced for the first time to spend long time above ground, prefer to travel during night-time and inhabit the thickest forests, where the shadows protect their eyes.

However, there are many Dwarves who must deal with the surface of Trudvang, wandering beyond the remains of broken Stonefylgis built by their predecessors to sustain the vast emptiness. They usually go to collect materials unavailable in Muspelheim like certain kinds of fuels for their furnaces or precious materials, like mastomant ivory or high-quality wood, which the Dwarves need for making weapon's handles and other refined objects. The Dwarves tend to disdain the humans' craftsmanship, but many trade links have been established during the centuries, as the Dwarves have understood how they can obtain the materials they need.

A very small percentage of Dwarves wander the surface but, those who do it, usually tend to pass from pure disdain towards the dreaded Ginnungagap, to slow appreciation of the sunlight and how colours are more vivid above ground. However, blood is thicker than water, and sooner or

later many of these Dwarves will feel the call of Muspelheim in their hearts and will come back to their underground kingdoms, even if only for short time periods, just to return later on to their own business above ground.

Dwarves have been “discovering of the surface”, again and again, so many times, since the mythic Age of Dreams, so long ago. Whole Dwarven realms and communities have appeared and disappeared through the millennia, and each time the first contact with the human world is like a traumatic breakthrough for them. Even so, they have left their marks in history of the men. So many ancient castles and fortifications inhabited by humans in Mittland bear the clear mark of Dwarven craftsmanship, as those expert builders from Muspelheim were hired by the Great Kings in old times. A countless number of wars have been also fought against humans and elves, as well as allied with them with desperate pacts, often against Trolls, Giants, Dragons and other, darker forces. More than a few Dwarven Thunes have attempted to invade human holdings, and so often they have been defending against human raids. More often the Dwarves establish profitable trade routes, as they know how to take advantage of human greed. However, even considering this millennia-long history of relationships, Dwarven culture is still focused on Muspelheim, and the surface remains an unknown world for most Dwarves.

A few real dwarven surface settlements today exist, usually located nearby precious resources, well hidden in the remote corners of the darkest forests. These villages tend to be small and fortified, far from human settlements enough to avoid potential raiders, but sometimes also near enough to send a few traders to get what they need and sell their goods. Some Dwarf even manage to become a wandering merchant or craftsman, visiting the largest cities in Mittland, Westmark and Stormlands. Their products are sought with desire by the humans, but these Dwarves are incredibly rare and definitely not a common sight, especially since no Dwarf will sell their best things, the “sacred objects” to humans or elves, since these artefacts are meant only to be kept hidden inside the sacred vaults of the Glorkas.

Almost all these surface Dwarves are Borjornikka or the rare Zvorda, as no Buratja usually feels the need of seeing the sun. However, a certain number of the surface Dwarven villages are composed of renegades. Sometimes whole Glorkas and entire Bloodlines are exiled to the surface after some terrible crime. Later, when a new member of their blood appears from the depths of Muspelheim, the Dwarven kingdoms usually send them above ground with brutality and no explanation. The lucky ones manage to find their Glorkas in the surface of Trudvang above ground, many others just succumb to their worst fears and are blinded and maddened the first time they see the sun, with no elder brother to explain anything to them.

As it is natural, Dwarves who have spent too much time above ground tend to slowly change their habits and customs, especially for the small forest communities who have survived more than a couple of generations under the sun, far from the facilities and resources of Muspelheim. These are the Dwarves which the humans see the most, dressed in chainmail and wielding axes, completely different from their way more numerous counterparts in Muspelheim, whose warriors bear spears and murgles. These Dwarves also like to wander and many of them become skilful woodsmen, rangers and hunters, a necessity for those exiled Dwarves who need to survive in the forests. The culture of these Dwarves is sometimes quite different from what is described in this book, even if they all try to keep their fealty to the Three Pillars of Dwarven culture. Truth to be said, all of these surface Dwarves know in their hearts where they really belong to and, even if loving the colours, the sun and the sky, their hearts will always whisper to their souls the nostalgia for Muspelheim, where their brothers live inside the Mountain itself.

DWARVES' GREED

In every dwarven settlement few places are more sacred than the fortified treasure chambers and the hidden stashes where dwarves keep ancient relics and other marvellous objects. Access to such rooms is incredibly restricted and to enter one

without permission is among the greatest insults, often punishable only with death.

Dwarves are often accused of being greedy and stingy, and to some extent it can certainly be true, but to understand why they rarely share their treasures, one must understand how the Dwarves think. They actually feel that they do not even own the objects they produce. Few items are made in order to be a gift, and in most of these cases, the receiver of the gift is predetermined.

The Dwarves see it as their task to release the Mountain's and the metals' souls, in order for them to fulfil their purpose and destiny. When an object is made, they lock it into the mighty treasury, a sacred, hidden vault, waiting for the object to be used for the right purpose at the right time.

To give away such an object, or sell it, is considered to be a crime and an affront to the Mountain. Shaping an object from the Mountain's soul and keeping it in an underground vault in the Mountain's heart are both part of the same sacred mission, which the Dwarves feel to be destined to, in order to serve the Mountain itself.

The Humans have never really understood this, as they think that things can be bought by anyone with enough money. They accuse the Dwarves of sitting on their wealth without sharing. People think that Dwarves who have received such a gift, the ability to make such beautiful things, should share. The Dwarves say that Humans do not understand that they are greedy themselves, that they want to own things just to show their power.

They say that for Humans the driving force is to have more, for Elves is to have all of nature, and for Dwarves is to keep things. Most Humans measure their wealth in the amount of money, land, slaves, or workers they have. Elves appreciate natural beauty and splendour, not necessarily longing for many objects, although they must always be beautiful and coming from nature. On the other hand, Dwarves' driving force is to keep what they have created, found, or appropriated. To lose something is considered to be a pain significantly greater than the happiness of getting something new. The longer an object has been in someone's possession, the greater the gift is considered.



TAP/A.

SOCIETY: THUNES, BROTHERS AND SLAVES

The dwarven equivalent of “King” is “Thune”, sometimes called also “Thuun”, using an archaic term. The Thunes rule the dwarven kingdoms with an iron fist but are also bound to respect ancient traditions and the will of the Mountain, usually interpreted by the Eigle Thuuls or Stoneseekers, although some Thunes are reputed to have direct visions from the Mountain itself. Thunes usually last for life and, since everything in Dwarven society is linked with the lives of Glorkas, the title of Thune is directly passed from the eldest brother to the following eldest brother of the same bloodline. Rulership is therefore kept in the same clan for centuries, although it is not unheard that disasters and civil wars may make one Glorka to lose the Thunedoom in favour of another. Dwarves know how to bear grudges for generations and therefore these kinds of events are bound to lead to disaster for whole kingdoms in the long run.

The most powerful among the Thunes claim the title of “Storthune” or “Great Thune”, as the humans would say, a title which was originally used only to refer to the Great King of Tvologoya, sitting on the ancient throne in the Chambers of Norg in Novskorsk, the mightiest of Dwarven rulers. To a certain level all Dwarves still use the term mainly to refer to the ruler of Trilheim/Tvologoya, which in theory should be the High King of all existing Dwarves, if not at least a moral authority. However, with the passing millennia, many independent kingdoms like Glitzmakulji or Brokmuskrym, have spread all around Muspelheim and, when their powers reached the highest peak dominating vast areas of the underground world, their rulers started to call themselves “Storthunes” and “Great Thunes”, in open defiance to the Great King of Novskorsk. Furthermore, with time old bloodlines extinguished and new ones raised, and this meant that also such an important title has fluctuated in importance, as much as those who used to bear it.

Thunes rule most of the dwarven holdings, but Dwarven history spread throughout the millennia and Muspelheim is vast, which means that other titles and government systems have been used by the Dwarves. The Buratja, for example, value craftsmanship above all other things, this is the reason why their Thunes are also often “Logi Masters”, “Furnace Keepers”, “Smithy Kings”, “Mitraka Thunes” or “Master Smelter”, as it is called the High King of Muspelgnist, the only great kingdom inhabited only by Buratja Dwarves. The “Fire Master”, or the leader of the Logi furnace, is also a respected title, especially among small Buratja holdings inhabited by smiths. There are also some rare settlements, inhabited by either Borjornikka or Buratja, which are governed by small councils of elder craftsmen, like the Iron Circle of the Master Craftsmen of Olgisiljev, in Grunkovorda.

Whatever the rulership system is, all Dwarves reason in terms of bloodline and Glorkas, which means that usually it is a whole clan who assumes or loses the power, as the Dwarves cannot imagine their history outside of their brotherhoods. This also means that in kingdoms inhabited by multiples clans, all these Glorkas are also ranked in hierarchies of clans, and often all compete for power, if the Thunes’ rulership is weak.

Inside each Glorka there is usually a strict and strong hierarchy, where the elder brothers rule over the younger ones. It is a complex structure, which is dependent on age, but also on the professional roles and social functions. A Thuul may, for instance, have a lot of power, even though he is relatively young, especially if it turns out that he is the only Thuul in his Glorka, or his runes are more important for the brothers than those of any other Thuul. If all the brothers work at a smithy, the “Fire Master” and smiths have a lot to say, and the older they are, the more power they have.

Most Dwarves are free, but no Dwarf is idle, as all of them, from the mightiest Thunes to the lowliest

craftsmen, have a role in the society and in their clans. All of them do the Will of the Mountain, whether it calls them to be warriors, explorers, miners or scholars. This is also reflected in the Glorka system, where usually whole clans are dedicated to just one job type, although this become rarer in larger Glorkas ruling over smaller settlements, where more roles are needed to be fulfilled by a smaller number of Dwarves.

The Dwarven kingdoms know the concept of slavery, especially since larger projects may need larger workforces than what the free Dwarves can offer. Sometimes whole Glorkas may be subjugated in turmoil, invasions and civil wars, and all the Dwarves in the same brotherhood may become slaves in Dwarven kingdoms. More common is the use of enslaved Goblins, exploited as miners due to their smelting and digging ability, as well as their custom of venerating the Mountain’s ore as a god. The Dwarves are also known to enslave larger humanoids, including not just Gray Trolls, Ogres and Troll Bulls, but also the legendary Tursir Oxes (giant versions of Troll Bulls) and even some Hrimtursirs and Muspeljotuns. These special slaves are rare, given the difficulty to catch them, but also coveted by many Thunes. Huge numbers of Dwarves coordinate complicated ambushes and, when the large humanoids are weakened, special enslaving chains and collars, powered by secret and powerful Thuul runes, are used to subjugate the chosen victims. These gigantic slaves are usually used for moving large stones and carry incredible weights, although it is not unheard that they have been used as living war machines, although this happens rarely, given how difficult is to catch one of them.

The Thuuls

After the Thunes, great power lies on the shoulders of the Thuuls, whose spiritual authority was firstly established by the “Grimlaws” which were written in Tvologoya during the Age of the Queen

by the order of the Great Thunes of Bomin's Blood. All Glorkas should have a Thuul whose sacred duty is to make sacred objects in order to fulfil the Will of the Mountain, enriching the clan's vaults. They often act as counsellors to the Thunes and in smaller settlements without a Thune, they may even be the highest authority, equivalent to the Thunes themselves. It is even not unheard that a Thuul has become a Thune in a major settlement, although they are often too busy fulfilling their sacred duties to be able to properly rule over large dwarven holdings.

All Thuuls are initiated into the sacred art of forging Thuul runes, but some of them have special duties, like the "Rung Thuuls". These specialized dimwalkers are the first thuuls which every Dwarf meet when they raise from the depths of Muspelheim during their "birth". It is the Rung Thuuls's duty to understand and record each Dwarf's bloodline, as they have large knowledge of history. They keep record of every Dwarf which is admitted in a Glorka, as well as of any Dwarf who dies or leaves the settlement. They also know special runes which help them transferring as large amount of knowledge in the stone tablets which the Dwarves use to record information. In many ways the Rung Thuuls are the memory of each Dwarven community and they act as librarians and knowledge keepers, spending time studying and preserving the ancient wisdom carved in old tablets. Their knowledge binds the Glorkas, since through them each brother may know what his own elder brothers, in previous eras, did and felt. All Thunes ask the counsels of Rung Thuuls, when they need to know the wisdom coming from the Dwarven long history.

Not all answers can be sought in the past, in fact the best answers to the more complicated problems come from understanding the Will of the Mountain regarding a specific situation. It is the duty of the "Eigle Thuuls" or "Stoneseekers". These dimwalkers have been born with a special gift which allow them to listen to the Mountain's voice.

These Thuuls are incredibly busy since, while normal Thuuls craft sacred objects, the Eigle Thuuls are continuously contacted by craftsmen, smiths, architects and miners every time they need to know the Will of the Mountain regarding a specific stone to be cut or ore to be mined. Normal Thuuls may perform basic rituals and perform studies to understand what a material is meant to become, but only the Stoneseekers can know with great accuracy what the material is meant to be, if the Will of the Mountain must be respected. They know prayers and meditation techniques to ask the Mountain and get answers in relatively short times, but sometimes patience is the main virtue for being an Eigle Thuul. In fact, sometimes Stoneseekers may even waste many years staring in silence at the same spot of a cliff or of a cave, waiting for a sign of the Mountain to appear. Sometimes during their long waitings the Mountain "calve" a stone which falls from the cliff and maybe the Eigle Thuuls realizes that it is a gift from the Mountain itself, possibly being the potential beginning of something amazing, like for example one of the mythic Stonefylgis. The counsel of Stoneseekers is also often sought by the Thunes of the Dwarven Kingdoms since, when dire problems arise, only the Will of the Mountain may give the proper answer, if the Mountain itself wants to give it.

Rung Thuuls and Eigle Thuuls are not inherently more important than normal Thuuls. Due to their special duties, their time for Thuul-forging sacred objects is very short. This is the reason why the fortified vaults of Dwarven Kingdoms are filled mostly by the works of the normal Thuuls, who are also the only ones who have the time and dedication to reach the higher peaks of the Thuulcraft art.

Justice and Punishment

Dwarven society is not perfect and crimes are known even among this industrious race. Rogues and criminals are called "mulovos" or "Dark-Hearted", since what they do is seen as opposed to

what is in most important for a Dwarf's heart: fulfilling the will of the Mountain, respecting one own role in the Glorka and Kingdom which the Gods have destined every Dwarf to. In fact, these criminals are felt to be inherently opposing to the orderly society to which every Dwarf is called to live. The worst criminals for Dwarves are the "Orgej" or "Blood-Hand", whose crime is the killing of a brother of the same Glorka, an act which is very rare, as it also abominable for every Dwarf.

Of course Dwarves' justice is swift and hard, as it is logical for such a practical people. However, one must also add that, when dealing with any matter, dwarven culture sees everything through the filters of brotherhood and consanguinity, and therefore both merits and crimes have consequences through the whole Glorka system. This is the reason why the first judge of every Dwarf is the Glorka itself. If a criminal is found inside one clan, it is the duty of the eldest brother in the Glorka, the so-called "Father" or Clan Leader, to deal with it. He must judge the criminal, if he has legal power, or he must at least denounce him to the kingdom's authority and, if need arises, expel the Dwarf from the brotherhood, so that the whole Glorka is not contaminated by the crime.

It is usually a duty of the Thune or of the equivalent authority to judge about the most heinous crimes. It is also worth reminding that Dwarven kingdoms have been plagued by turmoils and civil wars, therefore sometimes what is done for "justice" may just be a way for the Thune to punish an opposing faction.

Since superstition and traditions are also quite strong in dwarven culture, sometimes whole Glorkas have been punished for the crime of one or many of its components. Sometimes justice is done through the custom of exiling the criminals, as it happened for the Glorka of Sergin Greathold, in Grunkovorda, exiled to the surface of Trudvang. Other times the execution of all the involved Dwarves is called, especially when the act has terrible consequences for the

whole Dwarven kingdom. An example is the story of the Blood of Trodnikk, whose escape from punishment in Tvologoya, gave rise to the mighty kingdom of Glitzmakulji, so long ago.

Throughout the history of the Dwarven Kingdoms justice have been done using every kind of punishment, from simple fines and exiles, to enslavement, mutilation and even execution. However, the most famous punishment type, is to label a criminal a “Slayer”, a custom which originated in the Great Kingdom of Tvologoya. The Slayers are murderers, sentenced to live with others of their kind for 50 years, separated from their own Glorkas, exiled in special prison cities. When these years have passed, they are considered to have finished their penalty, and have the right to return to their kin.

Trudvang has several of these strongholds, and Rorstrai is one of the smallest ones. Every penal colony is led by a chosen Thuul, who has voluntarily chosen to act as a warden.

In every fortified prison-city the “Slayers” are a motley group of murderers, thieves, and honest warriors who made the mistake of committing a crime. When they are sentenced, they are also forced to be the subjects of an ancient and mysterious dwarven ritual: as a result, a rune is burned into their foreheads to tell others of their crime. If they are seen outside their allotted area, anyone can kill them without risking punishment. But the chances of this are not very big since the condemned Dwarves rarely try to escape, since everybody knows that their runes may have been designed with special deadly effects. Old dwarven sagas explain as the runes are imbued with a power that causes the condemned Dwarf to die a horrible death if he should stay too long outside the stronghold where he is serving his sentence. However, this power does not activate when the rune is burnt into the forehead of the punished, as he needs some time to get to the chosen stronghold. Depending on the distance to the stronghold, the Dwarf will be allotted a few days before the

rune starts working. If he cannot make it before this time is out, he will soon die a horrible, agonizing death when the rune starts to work. Dwarves who have had the rune branded usually are in a rush to get to the stronghold which is to become their prison. Because the rune is branded into their forehead, they can explain to other Dwarves that they are on their way to serve their time, and are not on the run, which would mean that anyone can kill them.

The reality is that not all these runes are deadly, but no prisoner knows it for sure, until he is outside his prison. The Tvologoya’s Thuuls who inscribes them arbitrarily decides whom to curse with the deadly rune and whom to mark with the normal one (which in any case still allow other Dwarves to kill the fugitive). This means that the fear of having got the deadly rune keep the Slayers inside their prisons, more than the deadly magic itself.

In any case, after 50 years the magic runes (either deadly or normal ones) mysteriously disappear from the Slayers’ foreheads, and they can return to a normal life.

COMBAT AND DEFENSE

Offense has never been the dwarves’ forte in battle. They have always been better on the defensive, and maybe this has affected their way of warfare more than anything else.

There are thousands of different variations of defensive formations, but only a few that are focused on attacking. During battles in which the Dwarves are losing, they would rather retreat and dig themselves deeper, or search for a better place to defend, than attack, unlike the rampaging berserkers of the Stormlands. There is a general perception among the Dwarves that it is better to die when defending something than to attack blindly just to kill some enemies.

When most people think about a fortification, they often mean a grand castle with high towers and deep moats, or impregnable defences which are set high up in the mountains, sharpened

stakes and thick doors. Dwarves scoff at these ideas, and they speak instead of narrow alleyways, small, thick doors, alcoves, narrow bridges, and deep holes, for they know how to defend themselves, forcing the invaders to pass only where the Dwarves want. A good Dwarf warrior can easily keep many enemies occupied by defending a narrow passage where the invaders can only come one-by-one and exposing their right flanks, making usually more difficult to parry the Dwarf’s blows with a shield. A small group of Dwarven fighters can defend a narrow bridge for days, perhaps weeks, against a much larger force by just holding the bridge and preventing the enemy from coming over. A Zvorda wearing a complete suit of Mitraka armor and a sword of the same material is said to be impossible to defeat using normal weapons. In such cases, it is necessary to trap him, constrain him with a pressing shield wall (if there is space for it), or get him into a corner and hold the warrior in place.

In short, the Dwarves’ art of waging war is mostly focused on defending small areas under the earth, where it is easier to face their enemy in the cramped and dark passages than out in the larger underground caves. However, Dwarven military architecture is so refined that they know how to discreetly pass from the small to the large scale, when needed. Many settlements are connected by “Stormtunnels” which usually are straight, large tunnels wide enough for a dwarven army to march and quickly reach the spot which needs to be defended. However, the access to these large passages are usually secret and positioned with great accuracy, obliging eventual invaders to pass through dangerous bottlenecks, rather than to exploit the hidden stormtunnels.

Because Dwarves are so unwilling to go on the attack, it is rare that they are at war but, when it happens, the conflict is usually long and bloody. Dwarves on the march are almost always angry and unfailing in their belief that they will





win, even if they do not belong to the defending side. One says that an attack from a Dwarven army is always possible to predict. There are many signs that they are preparing, and once they move forward, they do it slowly and in small groups. On the other hand, while in defence, they try to disguise themselves as best they can, they want their enemy to doubt how many there are who are defending themselves, or if they even exist. A beleaguered Dwarven city is as quiet, dark, and motionless as the Mountain. Slowly, they grind down their enemies by waiting them out.

Unexpected guests are often surprised by Dwarves hiding in narrow burrows on cliff ledges or in holes in the ground. Frequently, they head uninvited guests to a certain death, without even having made their errand known, because Dwarves are unfailing in their belief that Humans and Elves that come to their kingdom only come there to steal the Dwarves' wealth.

Mighty weapons and legendary armors

The weapons and armors created by the Dwarves are, perhaps, the best crafted in all of Trudvang. Their blades are hardened, sharp, and deadly. Their iron is both harder and way more ductile than anything produced by humans and, furthermore, the Dwarves are the only ones able to craft objects in the rare Mitraka. Dwarves put love and dedication to everything that they craft. Even the handles and hafts are of the highest quality, often decorated with precious engravings and runes. They can be crafted with rare wood and ivory imported from the surface of Trudvang, or from horns and bones of legendary subterranean creatures of Muspelheim, covered with refined tunnelhog leather.

The best weapons are often imbued with Thuul-forged runes and, with time, they may even become so powerful to awake and become independent from the

Thuuls themselves. The most ancient of these objects are also the most powerful. Dwarven sagas are filled with stories of legendary weapons which have earned their own names due to their roles in crucial moments in history. With time these mythic objects become even more famous than the artisans who crafted them: whole human and dwarven kingdoms have been destroyed in wars aimed only at possessing one of these famous weapons of old times.

It is a common misconception among Humans that Dwarves favour the axe above other weapons, or that they craft axes in order to celebrate births, and that every dead Dwarf is buried with a special axe. Although there was a time during the Age of the Prophets when the axe was indeed used frequently by the Dwarves, this was mainly to chop down the forests above ground, not as a weapon. Off course there have been a few legendary axes in the long history of Trudvang's Dwarves, but swords, spears and hammers are

definitively more numerous. The most usual arms among the Dwarves are the broadswords, whose blades are shorter but also wider than the Mittlandish equivalents, but also many varieties of spears and mighty iron clubs, or pickaxes that also serve a practical function when working in the mines. There are certainly Dwarves that love using axes, but this is more usual among Dwarves that traverse the surface world and, quite often, this is their second- or third choice of weapon, seldom their primary weapon.

The Dwarves also do not disdain the use of bows and crossbows, especially to defend their strongholds, ambushing the invaders from advantage points, or when making an expedition in the above-ground surface of Trudvang. However, all dwarven archers usually train also in melee weapons since they know that, sooner or later, hand-to-hand combat is bound to happen in the tight spaces of Muspelheim's tunnels.

The dwarven armors are crafted with great care, and many of them protect equally against fire, arrows, and powerful strikes. Some armors can even take over ten long years to be crafted, and some armors, such as the legendary Zvordorkûm-maki of Black Mitraka, are said to have taken almost a hundred Human years to be completed. As always, the craftsmanship is superb. There is in truth only one disadvantage to Dwarven armor: it is practically impossible for a Human or Elf to wear it, since it is, almost without exception, crafted to fit the size of a Dwarf. Even those suits of armor that can be worn by non-Dwarves are often too large in the shoulder area and too short to cover the entire upper body.

The use of shields is not unknown among Dwarves, although many prefer to use two-handed mauls and spears.

There are Dwarves who are known to wear armors whose styles somehow recall those used by humans, including chainmail hauberks, scale corselets and banded armors, although the quality is off course superior and the helmets tend to be more pointed and elongated. These armor styles are more common in dwarven kingdoms which historically had more

contact with the above-ground world and among those Borjornikka Dwarves who have a habit to travel around the wide forests and human cities of Trudvang, where traditional Dwarven armors may seem less useful, or at least odd.

However, traditionally speaking, the majority of dwarves in Muspelheim prefer other, more typically Dwarven, armor styles. The most important part of these purely Dwarven armors is the helmet, with its long mask, whose lower part sprouts to protect both chest and stomach. In the Dwarven tongue, this combined head and upper body protection is called "Murgles (pl. Murgles)", which could be roughly translated into "helmet-shield". There are also some murgles that have a removable chest protection that can be used as an ordinary shield. Such helmets are called "Murglamorg".

The Murgla is composed of three main parts, the actual helmet, the upper part of the mask, and finally the lower, elongated part which covers both chest and stomach. Usually the three parts are connected in such a way that it looks like a horrific face, or so that it symbolizes a feared ancestor or something else that invokes fear in the enemy. The upper body protection usually does not protect the back, however. Thus, if the Dwarf wants to keep their back safe in battle, they need some other protection. The reason behind this practice is a military tradition focused on duty and courage, since real dwarven warriors never retreat when defending their houses. On the other hand, the practical explanation is that many dwarven holdings are accessed only through tunnels which allow the passage of only one enemy at the same time, and therefore only one dwarf to defend the access. In this way, traditional dwarven armors tend to be lighter than those worn by humans, since the back is not encumbered.

In any case, during the millennia the Dwarves have spread throughout Trudvang, and the contact with the surface has forced many of them to fight in open spaces. This is the reason why some Dwarven warriors, even if using Murgles, protect their backs with additional parts, in leather or chainmail,

even if this means adding encumbrance.

In all Dwarven armors the Murgles can be combined with a few other, minor pieces like shoulder plates, small upper back plates and sometimes shorts covers for the upper part of the thighs. All of these are optional pieces and usually most of the protection is offered only by the three main parts, above described.

Rings are also important elements in dwarven-style armors. Series of thick decorated rings of iron, copper, gold, or silver are worn on the arms to create a kind of protection against both heat and weapon strikes. First and foremost, the rings are used on shoulder plates and helmets to connect these elements to other armor pieces, but they also offer an extra layer of protection for those who wear an even heavier form of armor.

The pieces of Dwarven-style armors, the rings, bands, plates and the Murgla, can be crafted in different materials (bronze, iron or Mitraka) and be combined with other pieces to cover different percentages of dwarven bodies. Most of the dwarven warriors in Muspelheim wear Murgles and some combination of these armor types, but only a selected few dwarves wear the heaviest and best combination of dwarven armor pieces: the Zvordorkûm-maki. These legendary "Armors of the Black Mitraka" of the Zvordorkûm are kept as treasures in all the dwarven kingdoms. These armors are crafted in the "Zvordoka" or Black Mitraka, a special metal obtained using a secret technique, nowadays only known by a few masters in all of Trudvang. According to dwarven legends these armors are some of the first things ever created by the ancient dwarven master craftsmen, in a time when none of them had yet seen the light of the sun.

Some of the Zvordorkûm-maki armors takes an entire day to put on, and small bolts are welded in place to hold it together. These suits, with their mighty and fierce looking Murgles, protect against both weapons and fire, as they were forged in the Second Age (the one called "of the Iron Dragon"), primarily as a defence against the flames of the greatly feared jarnwurms.

The Fierce Warriors of Muspelheim

Those who don the Black Armors are called the “Zvordorkûm”, the Black Warriors. Most of these fierce Zvordorkûm are expert warriors from selected clans and brotherhoods of the Borjornikka and, more rarely, Buratja breeds. However, there are also those Dwarves whose bodies seem to be made just for this task: the legendary Zvorda race, the large Dwarves which are told to have troll blood in their veins. When they firstly emerged from the depths of Trudvang the “Zvorda” were given such a name exactly because everybody understood what their large bodies were best at. However, given their restless and lonely nature, the number of Zvorda Zvordorkûm is way smaller than what the ruling Thunes would like.

There is an oath which ties each Zvordorkûm-maki armor to a specific brotherhood. This oath was sworn thousands of years ago by the first dwarves who used these armor sets. Anyone who owns a suit of the ancient black armor should devote their lives to the art of war for protecting a dwarven community. When the kingdom is threatened, and the Thune sends his summons, those with the ancient armor must rise from their dark hollows and step up in service of the kingdom. Then, in utter secrecy, those with a suit of armor will gather, and, with a lot of ceremonious pomp, put on the black war garb.

Since Zvordorkûm trust the protection given by their mighty armors, they tend to avoid the use of shields, getting two hands free to use large weapons like large hammers and mauls, although great swords are definitely not unheard of.

A few Zvordorkûm warriors can resist huge armies of invaders, exploiting the tunnels and traps which in dwarven strongholds force on one-on-one fights, nullifying the advantage of numbers. However, even if mighty, the Zvordorkûm cannot face alone all kinds of threats with their few numbers.

This is the reason why the Logovorda exist. They are usually miners or artisans who spend half of their time training with weapons, while the rest of their lives is dedicated to the normal arts of dwarven craftsmanship. When the drum of war resounds in the tunnels, they immediately leave their tools and picks to embrace their typically long spears, ready to fight behind the Zvordorkûm. Many Logovorda wear Murgles, although lighter and of lesser quality than those of the Zvordorkûm. They are also the ones who most often use the Murglamorg, removing the chest masks to be used as shields, to be either coupled with shorter spears or broadswords, when they need shorter weapons for closer combat.

It is also worth reminding that most dwarven settlements face continuous threats from too many enemies longing for the riches hidden in their vaults. Trolls, humans and especially the greedy dragons have all invaded the dwarven kingdoms many times in the long history of Trudvang. This is the reason why every Dwarf is ready to wield a weapon when need arises, whether he is a trained warrior or not. Every Dwarf who still breathes, including the fattest merchant, the oldest artisan or lowliest slave, will resist the invaders with any possible mean.

GODS AND SUPERSTITIONS

The “Mountain” is the supernatural entity which the Dwarves deal with the most, while they tend to avoid even mentioning others of their deities. Even if the Dwarves respect their gods, they also know that no prayer will be heard by Borjorn or by others. It is not that the Dwarves hate or avoid their creator: they just accept the status of things. The Dwarves are just silent and do not spread details about their religious practices to Humans and Elves. The Dwarven approach to religion is, in fact, different from what most Humans have, instilled as it is with such a degree of awe, fear and superstition that it is difficult to understand. With all their mystery and

power, the gods and ancestors of the Dwarves instil both fear and humility. As afraid as the Hrim Trolls are of magic, the Dwarves are just as superstitious. They interpret all the signs in their environment and surround themselves with small objects that bring luck and prevent accidents. They make sure to never do anything that causes them to offend the gods or bring dishonour upon their ancestors’ faithful acquisitions. Since the gods have long since stopped answering the Dwarves’ prayers, they think that they are angry, and the Dwarves want to do as little as possible to offend their angry creators.

This grim attitude to religion is possibly the reason why very few names of dwarven gods are known, and even the details regarding the nature of those few deities are mysterious and obscure. “Borjorn” is off course the great creator of Muspelheim and of the dwarven reace, and the bright-eyed “Gutka” is his daughter, while the mysterious “Brokk” is an obscure entity, whose image is unknown, although its name is clearly connected with the power of healing wounds and illnesses. On the other hand, “Pezka” or “Darkness” is an evil goddess of madness and desperation that all Dwarves avoid and tend to ignore, not even daring to whisper her name.

“Yukk” is another of the Dwarves’ gods, and definitively quite a powerful one. It is an evil and dangerous god whose wrath you do not want to call upon. Since Yukk resembles a snake, or at most a snake-like wurm creature, the Dwarves have great respect and reverence for snakes, but also fear and anxiety. To kill a snake may bring down Yukk’s anger, and therefore Dwarves try to avoid such acts.

Another superstition is related to being too long in the sunlight. It is said that there was a time when the sun’s rays reached their pale bodies, the dwarves turned into stone. Although it was several thousands of years ago since anyone heard about a Dwarf who was actually turned into stone because of the sunlight, the horror is still left in their hearts. Off course all of this superstition evolved from the blinding effect that the sun

has on Dwarves who have never before left Muspelheim. However, as a matter of fact Dwarves who stay too long in sunlight feel uncomfortable and anxious, even those whose eyes have adapted to Ginnungagap's daily splendour, and also say that "their blood is drying". For the same reason, Dwarves which happen to be out of Muspelheim prefer traveling in the forest, and especially at night. During the day, they like to sleep under a rock or in an abandoned burrow.

Dwarves and the Vitner

Vitner weaving is an art that Dwarves tend to ignore, since they all believe that, since their souls are too bounded to the Mountain, they cannot learn an art which may meddle with the will of the Mountain's Spirit. However, the real problem is not that their race lacks the natural capability to manipulate vitner, but it is rather a cultural phenomenon which makes Dwarves to see Vitner weaving as inherently wrong for them to practice. The whole Dwarven society is focused on liberating the Soul of the Mountain which is hidden inside the materials from which they craft objects, fulfilling in this way the Mountain's will. Vitner weaving seems to be the opposite to such a philosophy, since Vitner Weavers bend the nature of reality to their own will, without any respect for whatever is the destiny of objects, as conceived by the Mountain's itself.

However, what not many humans know, is that there is a secret group of Dwarves who have dedicated their lives to Vitner Weaving. They are the "Yurmatrakas", renegade Dwarves who have been struck by the fascination of using Vitner Weaving for crafting objects. All of them are Buratjas, and this is hardly a surprise, given how much crafting and smithing activities are the centres of Buratja lives. All the Buratja smiths know what ambition and creativity are, always trying to create the most perfect objects. The Yurmatrakas have just surrendered to these feelings, going beyond the cultural limits that Dwarves usually have, perfecting their arts in ways which are normally prohibited.

The Yurmatrakas are different from human and elven Vitner Weavers: even if they can weave spells, they are more interested in engraving magical runes on objects to be imbued with supernatural abilities. This practice is seen as abominable by most Dwarves, since it looks like an impious mockery of the sacred runes of the Thuuls. This is the reason why the Yurmatrakas are hunted and killed on sight in all Dwarven Kingdoms. These renegades live a life in secrecy, usually inhabiting hidden fortresses and hideouts in some unexplored part of Muspelheim. Sometimes there are even whole Glorkas devoted to these prohibited arts, although these clans tend to be small, usually do not host more than a score of individuals. Even in these "renegade" Glorkas, usually there are not more than two or three real Yurmatrakas, while the other brothers are just normal smiths or miners, serving the Vitner Weavers. These Yurmatrakas' dens are usually highly fortified and well-hidden since, Thunes and Thuuls tend to order their annihilation, whenever they find one.

Nobody knows when the first Yurmatraka appeared, but this secret tradition certainly started not later than the Age of Dreams. Nobody knows the name of the first Yurmatraka, although Dwarven legends speak about some Buratja who have been lost in the lower parts of Muspelheim, where they were corrupted by the tempting whispers of the malicious Yukk, the Snake God.

FEASTS, CELEBRATIONS AND RITUALS

Novgarad

All mountains break over time, they are transformed from hard granite into dust in the wind, but during their lifetime they walk a long, quiet, and sometimes painful road to form peaks and cracks. The surface of the mountain is broken down by water, wind, and ice, but it is passed on by the floods and pushed back into the earth where

lava rivers expose the eroded mountain to heat. Eventually it solidifies and a new mountain is born, either deep in the earth or on the cold windswept hillsides where it may encounter the rays of light.

The liquid mountain that solidifies in the Earth's core, is considered to be more valuable, of higher quality, and is more important to the Dwarves' survival, and therefore, a feast is celebrated every time this happens.

This feast is called "Novgarad", and is held, with short notice, when they have discovered that the earth is cracking and creating a new mountain. The feast begins when stones with special runes on them are brought down to the place where the new mountain is born and placed on top of the hot magma. Then they wait, sometimes for several days, until the stones have completely disappeared, or have been swallowed by the new mountain. The runes on the stones that are sacrificed are filled with small, simple wishes, and the Dwarves believe that the new mountain shall fulfill the wishes when the time is right.

Thuulka

Each brotherhood should contain at least one Thuul, preferably several, and therefore, the occasion when one of the brothers becomes a Thuul is a major event for the whole Glorka. For the brother who has just become a Thuul a rare celebration is held, and the feast is particularly important if the candidate has shown the rare ability of reading the fate of the Mountain as a Stoneseeker. The Thuul-brother will sit naked in a deserted cave for 30 days with very little food and water. This occurs because they want the Mountain to "get stuck in the body", and the longer the Thuul holds out, the better the spiritual contact between him and the Mountain will be. When 30 days have passed, they bring the Thuul-brother to an underground lake where he can wash himself. Thereafter, they hold a little celebration, where the Thuul is offered tasty mushrooms and



Tunnelhog meat. When the Thuul's hunger has been satisfied, they bring him to the brotherhood' mine, where the rest of the Dwarves, who are included in the Glorka, pay tribute to him and the role he has now received. A huge party is held in his honour, and many precious gifts are handed out.

Zokja

Over the years, a large amount of dross is gathered in the forges' furnaces. The dwarves believe that the dross is a matter that has not yet received a soul, and therefore it should be returned to the Mountain again. They lower the dross into the lava river during a ceremony. Even the actual cleaning process, especially for the logi-furnaces, which are only cleaned once every 50 years, is a big holiday. The furnaces are scrubbed with granite, cracks are repaired, and the logis are lowered into the lava river inside Mitraka cages, so they cannot escape.

Zokja lasts for five to six days and is a great celebration where the brothers gather at their forges and workshops, and together clean the furnaces and clear the dross.

The feast begins when they bring the invocations of the Glorka's Thuul, or of the "Logi Master" for Buratjas who prefer their master smiths to lead the celebrations, while their Thuuls assist. This leader invokes the ancestors, the smiths, and all the fire masters who have worked with the forge in the past. He speaks of all the great things that have been produced in the furnace, and about their purposes and destinies. After that, they start the process of cleaning the furnace. Some teams working with more than one furnace will take part in this festival on several different occasions for different forges, because there is no particular time when the festival must occur, but usually they clean most furnaces every 10 years and logi furnaces every 50 years. It is the Master Smith who determines when this will take place.

When the furnace has been cleaned and the dross has been returned to the Mountain, it is as if the furnace has been given new powers. The logis burn greater than ever, and the metal that is melted in the forge is cleaner and more beautiful than it was before.

Logi Vorsk

To Dwarves, fire symbolizes the uncontrollable, volatile, and bitter, but it is also a vital component for the Dwarves to mine and transform the Mountain. To the fire's untrammelled glory, a feast in the great natural cave halls is therefore held, which includes food and drink consisting of intoxicating mushrooms, well-cooked tunnelhog, and a form of liquor made out of different kinds of mosses.

In the middle of the enormous caves, the Dwarves light giant bonfires, some more than a hundred yards across, and at these bonfires, they have a wild party, where they lose all their inhibitions. In the light of the fire, they hold wrestling competitions and other events which measure their strength. These parties are usually held once a year, when the surface is covered for the first time with a white layer of snow that is, according to the calendar of Humans, during the winter or autumn, according to the region. When snow covers the outside of the Mountain, those Dwarves living closer to the surface quickly send messages that Logi Vorsk should be prepared. It will not be many days before the fires burn with such power and lust, as if they want to burn away the snow that lies like a heavy blanket on the ground above. This festival is especially important for the Buratja Dwarves.

Burial practices

The relationships between all the Dwarves in the same Glorka are organized in tight structures dominated by hierarchy and tradition but, when death visits the clan, all these relationships need to be renegotiated.

Therefore, elaborate burial rituals exist, in order to bring order back to the brotherhood.

Many funerary rituals have been devised during the millennia-long history of the Dwarves. However, the most ancient, and possibly also the most complicated form is the so-called "Jorglasemsk", a complicated celebration which consists of two parts.

First of all, all the Dwarves in the Glorka gather in the Heart of the Mountain, where they return their dead brother to the Mountain itself, by lowering him into the lava river. This is an important and significant event because it is believed that he will be reborn as a Mountain, in its purest form.

The second part of the celebration takes the longest time, and can be very important, since it will decide the Glorka's future, and who will take the role once fulfilled by the dead brother. Age priority usually has a role, although Dwarves are practical enough to understand that, in some rare occasions, skills and capabilities should give higher priority than age. All the Dwarves gather in a council, a so-called "Njordva", where all the brothers have their say in front of the Rung Thuuls, who have been specifically called for the ritual. All of the brothers, no matter what position or power they have, tell the others what they think works well and what they think works poorly, how they should work together, or if there are other important things to say. Those at the bottom of the hierarchy, who usually do not say anything in other occasions, now get a chance to speak. The other brothers listen carefully to what they have to say, because they may have learned important lessons since the last Jorglasemsk. When all the brothers have had their say, which can take anywhere from a few days up to a month, the Rung Thuuls summarize this by writing it down on thick stone slabs which are carried to the Glorka's own vault. The stone slabs are stored there together with all the other slabs, to be produced when needed. Dwarves believe that there are moments when it

is difficult to decide on one particular thing. The first thing to do is usually to retrieve knowledge from the ancient brothers, who might have been dead for hundreds of years. This is how the brothers receive knowledge from past generations, under the firm supervision of the Rung Thuuls.

In any case, not all Dwarven Kingdoms have available lava rivers for dropping dead brothers inside, furthermore the original “Jorglasemsk” ritual does not leave any tomb or remain for practicing the veneration of elder brothers who lived in previous epochs. Given how Dwarves are attached to the history of their race, the need for a such a cult developed separately in many kingdoms. This means that, even if the second part of the Jorglasemsk is often practiced throughout the various settlements of Muspelheim, there are many varieties of the first part of the ritual.

For example, some Buratja Fire Masters are buried inside abandoned furnaces, while some famous Dwarven heroes of the Borjornikka are often cremated. Their charred bones and ashes are kept in stone caskets, hidden inside fortified vaults belonging to their Clans, so that their spirits may guard the Sacred Objects held in the same vaults.

More often in Dwarven Kingdoms the bodies are buried inside special cavities of the Mountain, usually in hidden chambers inside large caverns with dramatic vistas, or on the walls of deep chasms and gorges. In this way the old Dwarves become part of the Mountain itself, as the doors are usually firmly sealed, never to be opened again. However, these tombs may become objects of veneration, as the Rung Thuuls inscribe runes of memory and wisdom on their rock-cut façades, to be read and respected by the brothers of the same Glorka in the following centuries.

It is worth remembering how often the Dwarves have faced terrible wars with Trolls and Dragons, which means that quite often they needed to quickly bury as many dead brothers as

possible. Cremation can be a solution, although huge amount of fuel may be rare sometimes in Muspelheim. More frequently inhumation has been practiced. In fact, historical mass graves can be found in mighty sealed halls, quite frequent in places like the upper levels of Tvologoya or Dorg Gromitza, where invasions have been numerous in the past. Sometimes the Dwarves cannot carry the bodies of their dead comrades, and so they try at least to cut their beards, later to be burned in special rituals to be held in their Glorkas.

Some of wildest (and more desperate) Dwarves, especially in small, isolated settlements, have started exposing their dead in hidden caves, to be consumed by the wild and exotic creatures of the depths. These bodies therefore return to the cycle of the underground life of Muspelheim.

So many other burial practices and rituals exist throughout the Dwarven kingdoms, although the required needs are always the same: reconnect the dead brother with the Mountain, celebrate his deeds and find a way to re-establish order in the Dwarven society through the memory of the deceased and the identification of a worthy successor to the same role in the society.

Dwarven Music

Most humans are surprised when they discover the love that Dwarves have for music. Like for many cultures in Trudvang, for Dwarves music is also linked with telling old sagas and stories, as well as transmitting ancient traditions to new generations, although unlike the music of the surface races, Dwarves tend to use less words as possible. Their music is, in fact, mostly composed by powerful drumbeats and boisterous horn blasts, alternated by the occasional, rare voice of the Dwarves, which tend to repeat single words or sounds with a deeply resonant and low tone. The senses of rhythm and echoing power are more important for Dwarves than any kind of symphony or melody. Dwarven music is meant for creating strong feelings,

making the bodies of the listeners to shook and vibrate, as the music reach them. The “rogduboki” (or “Mountain Horn”) is a large wind instrument, usually in bronze, which is perfect for this aim. But even more diffused are the drums, which exist in different sizes, including both small (“rozorji”) and large (“kalorva”) varieties. The “Zorjorns”, or drummers, are important for Dwarven communities, and they are known to practice their arts for days in certain sacred periods.

The reason for these characteristics is that dwarven music traditions developed in large caverns and underground tunnels, where the echo must be considered, every time one plays an instrument. And the echo, for the Dwarves, is seen as the Voice of the Mountain, more beautiful and important, than any word a Bard can spell. The Dwarves play their instruments but it's the Mountain which sings. The Borjornikka, in particular, are known to craft the rock-cut architectures of their holdings, especially of their larger halls, in order for the echo to resound perfectly for miles through the tunnels, when certain doors are opened or secret walls are moved, bringing hope and joy to all the Dwarven brothers, busy in their various jobs. This is especially common in certain days and festivals, when the Dwarves celebrate with music throughout their kingdoms.

In any case, the Dwarves are also a practical race who know that a perfect echo cannot be obtained everywhere, especially when they are in oddly shaped caverns or in the dreaded surface of Trudvang. Therefore a few real Dwarven songs have been developed, especially by Borjornikka Dwarves which travel around Trudvang and want to keep a sense of community and tradition. These are usually sung in choirs, with a Dwarven Bard leading his brother, although never using a solo voice. These songs tend to be quite short, often repeating the same stanzas and are also played using drums and horns, when possible, to reinforce the rhythm.

LIVING, DIET AND HOUSING

Dwarves do not have the same need for a varied diet as Humans do. Usually it is enough if they just have a little bit of meat, mushrooms, and cold water to survive a few days. Of course, Dwarves also appreciate nice bread, baked with Night Rye, turnips, and strong mead, but it is not essential for their survival. The Dwarves' bodies have a rare ability to

survive on the food they get, and there are those who say that a Dwarf can survive without food for more than a month and still work in the mines. This is not entirely true, but the fact is that the Dwarves can survive unusually long periods of time without any significant food intake.

Mushrooms in various forms grow wild in many dark caves and the Dwarves collect these. However, there are purposely grown mushroom farms near

the major enclaves. Usually, they grow the giant Jukkla Fungus, or the smaller, but much moister and satisfying, Semja Mushroom. A very common, relatively edible underground mushroom is the Krustall, who grow in many caves, in varieties which can be very small, or even as tall as a building. It is very blandly intoxicating, causing some hallucinations only if eaten in large quantities, but expert Dwarves know how many to eat,





without suffering any effect. The Krustall is loved not just by Dwarves, but also by underground beasts. It is worth noting that most Dwarves eat the Krustall only when they are sure of its identity, since there is a variety of Krustall, called "Olgor Fungus", whose spores are poisonous and deadly, and are known to have destroyed whole settlements.

The Krustall is also used to brew the "Krustmead", a delicious but also intoxicating spirit, which makes most people quite confused and even aggressive when drunk, if huge amounts of it are consumed.

In many holdings one can see low stone coffins, which are usually stacked in narrow rows, where the Dwarves also grow a root that is very nutritious but has a bitter and dry taste. The root has been named "Darktongue", because it looks like a big, black, flat tongue, and also because it is grown in dark alleyways and obscure shafts.

The wild Tunnelhog makes up most of the Dwarves' meat consumption, and these large, underground-adapted pigs are hunted in areas with a lot of Krustall mushrooms. The Dwarves also eat the more domestic "Drollswain", which is farmed in the settlements around the underworld. The Drollswain is a knee-high, white pig, which has no bristles, and the meat does not taste as good as the Tunnelhog, but still offers a nutritious meal.

Night Rye is a cereal, which grows only in dry and cold caves. The problem with Night Rye is that it will die if exposed to sunlight. Therefore, they harvest it in complete darkness. From Night Rye, they make bread, or the special rye soup, which tastes bitter and dry, but is extremely satisfying.

The Dwarves' kingdoms meander like an endless snake down into the darkest corners of the underworld. Cities, tunnels, stairs, and bridges, all find their way down into the abyss, and the Dwarves themselves believe that they never end, that the depths are as endless as the Mountain is hard. The few Dwarves who have seen the endless oceans of water that billow back

and forth, claim that the Sea is like the Mountain. There is no beginning and no end. Dark cracks and vertical cliffs stretch out into the depths, which is as dark as a logiwurm's heart.

Most Dwarves in Trudvang live underground, with the silent Mountain for their roof, floor, and walls. However, there are two types of accommodation. Dwarves either live in hollowed housing, directly cut off the Mountain, which is most common in the larger cities, or they live in the special "Blorg Houses", which have been built into natural rooms in the cave.

Dwarven architecture, especially among the Borjornikka, can reach a quality unsurpassed in human standards. The Dwarves know how to choose the best stony layers to cut off whole rock-cut cities with enormous halls larger and more monumental than any cathedral in Westmark or Stave Church in the Stormlands. They know how to create whole fortifications on the steep cliffs of bottomless gorges, and they are capable to keep straight rock-cut walls for miles inside their never-ending tunnels which connects kingdoms and settlements.

Fire, fuel and smoke

To properly understand the dwarven way of living it is important to remember that Muspelheim is not just a realm of darkness but also of fire, which is one of the most important elements for the Dwarves. But the fire must be tended in order to not vanish and die. The so-called "Logi furnaces" especially require large amounts of fuel, so the logi, the mystical creatures which live inside, will not die. There are two most common types of fuel: coal and "Jarkmoss", a special moss that only Dwarves appreciate.

The coal is usually harvested in mines opened in the depths of Trudvang. A kingdom with a coal mine is a rich one, since this precious resource can be traded even with far away dwarven holdings, which lack proper combustible for their furnaces. An example is the

coal of Erzimir, whose high quality is praised throughout Muspelheim and traded as far as the western part of the underworld.

The other common type of fuel, the "Jarkmoss", is a thick and hard moss that can burn for a very long time, but which unfortunately is more common only on the surface of Trudvang. The other downside of Jarkmoss is that it smells pretty bad when you burn it. Every now and then, large groups of Dwarves travel to forests above ground to harvest it. The harvest can last for several months, sometimes years, before they collect their belongings and return to the underworld again. They usually make charcoal from it, using it in furnaces, mainly those that forge silver.

Dwarves are an ingenious race and through the centuries have also used so many other fuel types, although none as powerful as coal and jarkmoss. For example, the poorest Dwarves collect solidified hair from the tunnelhog, that they make a fire with.

A constant problem in dwarven settlements is smoke, which is continuously produced by the Dwarves' smithing activities. However, the sons of Borjorn are masters in conveying smoke out of the settlement. Sometimes long pipelines bring it even on the above-ground world, mine miles above the dwarves' furnaces. These chimneys, exhausts and vents are often not clustered in a single place but spread in a wide area, so that finding their source become impossible for surface dwellers. Many of these objects are surrounded by dormant and concealed Stonefygis, ready to block any surface dweller trying to invade the Dwarven realms.

Other times dwarven settlements are located too deep into the underground and therefore the smoke is conveyed using special tunnels to underground gorges and chasms, unusable by the Dwarves. Lastly, it is worth reminding that smart Dwarves have been known to use the smoke as a defence against possible invaders which may inadvertently trigger a trap which fills a tunnel with smoke.



UNDEGROUND CLIMATE AND DUST STORMS

Except for the glowing lava rivers that light up the dark, or the furnaces that light up the cave rooms, only darkness and harsh cold walls wait for those who descend into one of the Dwarves' kingdoms, with the exception of Glitzmakulji, where a faint light constantly illuminates the paths and halls. The cold, windswept plains with their blizzards, or the burning hot summer meadows, do not reach the Dwarves' kingdoms and their endless tunnels, which are not at all affected by the four seasons that reign above ground. Down here, the climate is always the same. It is however, warmer in some places, and colder in others, but neither the weather nor the wind across the landscape determines this, or affect the people who live here. In the dwarven kingdoms, they talk about dust storms, floods, and earthquakes. These natural phenomena will not follow the same timeframe as the four seasons, but they nevertheless affect the dwarves who live underground, in the same way as the seasons affect those living above the Dwarves' kingdoms. The dust storms especially have a great impact on the Dwarves' lives, as they can continue for long periods of time. The dust storms consist of heavy clouds of stone dust and granite powder, which are formed when huge caves collapse. The storms quickly spread into the crowded tunnels, making it difficult to breathe, and visibility can be virtually non-existent for several days or even weeks. When the storm calms, the stone dust forms a thin layer on the ground, which sometimes means that the huge mushroom crop dies, smaller creatures collapse in the dust, and the enormous drifts of dust block certain passages. This is, however, very unusual, and only occurs when the so-called "Jundvor", the giant caves, collapse. But something good will also come from the bad. The stone dust has the same effect as the snow. For the Tunnelhog-hunters, the dust storms are often good, because, it makes it easier for them to track their

prey. For both Dwarves and animals, the problem is, however, that you have to be careful so that you do not inhale too much of the dust and get the so-called "dust-core", which means the lungs fill with stone dust and you will suffer a painful death.

MEASURING TIME

It can be pretty peculiar to descend into a dwarven settlement, and spend time in the darkness, wedged between huge boulders and narrow passages, which slither off into infinity and vertical cliffs. You will hardly notice the differences between the different seasons which occur above ground. Therefore, the Dwarves do not divide their calendar into years which follow the seasons. Instead, they follow a cycle of predetermined events, which mark the end of something old and the beginning of something new. There are three cycles, which the Dwarves talk about when they measure time: mining, processing and completing.

The history of mines is used to count the life cycles of dwarven empires. All great dwarven kingdoms have something they refer to as the "Main Mine", i.e. the mine where the majority of the country's iron ore comes from, or the mine where most Dwarves work. The mine is the centre of the kingdom's life, since it is the way through which they gain parts of the Mountain's Soul in the form of ore. The life of every kingdom is registered using the life of this Main Mine as a reference, following the cycles of ore, from the time it is mined until it is processed and turned into bullion. When a Main Mine's cycle is closed, a new Main Mine will be chosen as a reference, and a new historical cycle will be recorded. In great mines – such as Novskovsk in Tvologoya, which has been the Main Mine of the Greatest Dwarven Kingdom since the Age of Dreams – where the ore will never end, or the mine never shuts, the Dwarves use the life cycles of individual parts of the mine, or even of singular shafts

to record time. The working lives of these elements are used as time measurements.

When Dwarves refer to an era, either in the future or in the past, they follow a mine's cycle, such as "this happened when we reached the final stage of the mining in Hungor Mine" or "he died when the iron bullion, from the Mines of Munvor, was laid in the vault." This also shows the Mountain's importance for the Dwarves. They count time based on the mining process. Those who do not know their history or their mines, also do not know what has happened, or when things will happen in the future. In this sense one can say, that the Dwarves' perception of time is very roughly like the one of the Stormlanders, since history is not perceived according to an exact year-by-year chronology, but only in reference to specific events.

More recently, in order to make it easier to also refer to events that occur above ground, the Dwarves have begun to use a new system to count time, namely "work-shifts". They calculate that there are about 400 shifts before they reset and start counting again. For example, they may refer to something like "its 150th sessions for six jobs ago", which simply is translated as "the 150th day, six years ago". Thus far nearly 300 jobs have past, since the dwarves in Tvologoya began counting this way.

THE DWARVEN KINGDOMS

The Dwarves' major kingdoms are pretty much scattered throughout Trudvang. Most of them, and especially the largest ones, are found in the greatest mountain ranges. However, not all the kingdoms and settlements are located inside a mountain. For example, the great kingdom of Erzmir is located deep underground in a huge crack in the middle of Sylvans' plains, and Thoordunn is located on the outside of a mountain.

The following section describes some of the Dwarven settlements located in what is often referred to as "Muspelheim", the part of Trudvang which is located underground.



THE GREAT ICE

N H O O R

VLORE SEA

WESTMARK

M I T T

ALTHIS OCEAN

SOC



MUSPELHEIM

Known gates to the dwarven realms

- 1: TVOLOGOYA
- 2: BROKMUSKRYM
- 3: DALMTATZBA
- 4: DORG GROMITZA
- 5: ERZMIR
- 6: GLITZMAKULJI
- 7: GRUNKOVORDA
- 8: MUSPELGNIST
- 9: THOORDUNN



TVOLOGOYA

When Borjorn struck with his mighty hammer, sparks flew into the deep cracks. The sparks transformed into worms, and later into people, who immediately started digging. Around the same time the Elves came to Trudvang, the Dwarves created a kingdom of their own, underground. This kingdom was called “Tvologoya” by the Dwarves.

The great dwarven kingdom of Tvologoya is called the “Realm of Mitraka” or “Trilheim” by Humans, and the Elves refer to it as “Yukkalinka” (which means “the Snake Kingdom”, from all the passages that slither like snakes, and from the Dwarven name for one of their gods).

Tvologoya is the largest and most ancient of the dwarven realms, spanning for miles under the Great Iron Tooth and the wilderness of Njordland. It composed by a never-ending series of tunnels and halls, spreading throughout various levels which descend deeply into the roots of the Mountains. Most of the ancient and greatest Dwarven legends have an origin in Tvologoya, and all Dwarves know in their heart where the origin of their race lies. So many customs, like the Glorka system and the traditions of the Thuuls, have firstly appeared in Tvologoya, millennia ago. The history of the Great Kingdom is therefore still seen with respect by all the Dwarves, even if they are no more subjects of Tvologoya. Furthermore, even if today most of the dwarven kingdoms are independent from the Storthune or Great Thune of Novskorsk, Tvologoya is still the imperial model to imitate for all the other Great Thunes throughout Muspelheim.

THE WAR OF SEMJALINKA AND TVOLOG

It was not until the middle of the Age of Dreams that Tvologoya was united under a single Great Thune, or a “Storthune”, as the Dwarves call him.

At the time, the Buratjas were at war with the Borjornikkas, with many battles taking place near the great emptiness of Ginnungagap, in the upper levels of the Mountain. An immense amount of Mitraka had been discovered, and both the Buratjas and the Borjornikkas claimed the right to mine it. The Buratjas were led by a Champion Smith, whose age was unknown. It was believed that he had lived since the beginning of time, and his name was well-known in the tunnels of the mine. He was Semjalinka and legends say that he had managed to lure a logiwurm into his furnace, where he had crafted many beautiful things on the dragon fire. The Borjornikkas were led by the Master of Stone-Digging, Tvolog Bigbeard, and even though he was a simple, though excellent stonemason, his knowledge of the art of war was great, as he had fought against logiwurms many times.

What started as minor battles in the narrow tunnels, escalated eventually into a full-on war, and many Dwarves died when they tried to defend their right to something

that they believed belonged to them. The war lasted for almost 100 Human years, but for the Dwarves, this was like nothing, in relation to how long their race had been alive, and because they tend to see the history in terms of the long lives of the Bloodlines, and not of the shorter lives of singular Dwarves.

The battles began in the tunnels in the west, between Tvolgorad and Nifulong (the middle and lower parts of the kingdom) and spread quickly eastwards towards the heart of Tvolgorad. The Buratjas seemed impossible to beat, their weapons were sharpened, despite previous battles, their armor stood strong against the Borjornikka’s best picks and sharp spears, but Semjalinka, especially, showed great skills in the art of war. Not even Tvolog managed to deal with the Buratjas’ attacks. The Borjornikkas consulted their Thuuls, let the smiths produce more and stronger weapons, and built more and bigger defences. Nothing seemed to help, and soon, Novskovsk, the inner halls, were surrounded. The Borjornikkas who were not in the city, had fled to the upper parts of Gydanski (the upper part of the realm), waiting for the great defeat.

Like so many times in the past, and also in the future, the Borjornikkas retreated further into the halls. They forged the

gates and virtually destroyed all tunnels that led into Novskorsk.

Then they sat down to wait.

They waited for over fifty years and expected the Buratjas to try to force themselves into the heart of the kingdom, and those who did not die in small skirmishes in narrow tunnels died of starvation. Eight out of ten of the Borjonikkas died, and only the hardest of the warriors managed to survive. Maybe this was a sign of what was to come.

The Buratjas were clever enough not to attempt a direct attack on Novskorsk, as they would have to fight for every meter, and their losses would have been great, but they could not wait forever for Tvolog to send out his armed forces to meet them in an open battle. After so many years, the Buratjas decided to retreat and leave the siege of Novskorsk. Later dwarven historians usually comment as this episode demonstrate how the Borjonikkas have exploited the greatest of dwarven virtues in warfare: defensive attitude and long patience. In fact, when the Buratja started to retreat, it was then that Tvolog attacked with full force. The warriors who survived the half-a-century long siege attacked, and in a short but bloody battle, where Tvolog himself killed Semjalinka, they defeated the Buratjas. The Buratja's uncrowned king died, old but still strong, and Tvolog proclaimed himself as the first Great Thune over the Great Kingdom which was then named "Tvologoya", after Tvolog himself. However, there were no celebration songs on that victorious day: as the number of fallen warriors was too great. Barely a hundred Buratjas returned to the lower hallls of Nifulong after the cruel battle, and Tvolog forced the Buratjas in Tvologoya to renounce all self-government and swear that they would follow the Storthune's laws and decrees. They also had to swear to supply warriors, whenever the great empire was threatened, and the Great King needed reinforcements. With the army in pieces and their king killed, they went down to their dark dens with an anger pumping through their veins, and no hope left in their hearts.

After the defeat, the Buratjas lost much of their power, a power which they never really got back in Tvologoya.

FORGES, WARS AND GREAT THUNES

The period that followed is called "Kirov Djatkovo" or "Battle of the Thousand Hammers", and the forges burned more powerfully than ever before. The Dwarves found several major areas with ore and Mitraka. It was also during this era that many mighty things were created, including Orlgajov, the black spear Malkoram, the Mask of Horror, and not least, Rinngusk, the Troll Crusher. This mighty hammer with two grips of black Mitraka, is said to be still locked in the Great Thune's treasury. It was as if both Buratjas and Borjonikkas felt that they had wasted too much time and blood on war and hostility, and that they now had to get back what had been lost.

The Age of the Iron Dragon started and the mighty jarnwurm, Tankokzbane, killed Tvolgorim the Usurper and other local rulers who were self-proclaimed Storthunes in the kingdom's outskirts. These false thunes appeared, especially in Gydanski, during times of weakness of the Great Thune's power in Novskorsk, but none of them had the power to face dragon and troll menaces.

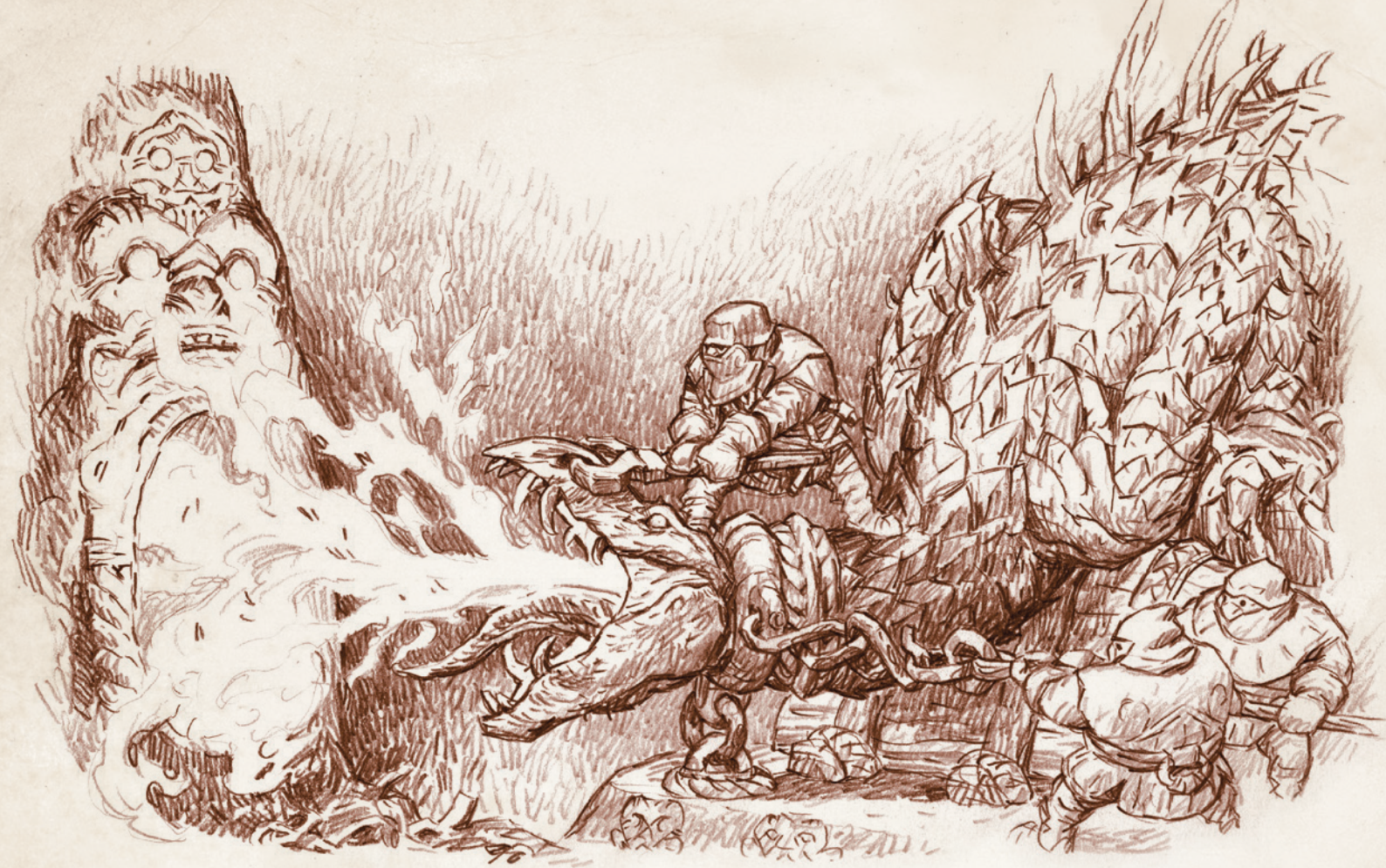
Shortly after, the Vurfim bloodline assumed the Storthuneship of Tvologoya, in the time when a bloody war began, which the Dwarves refer to as the "Great Tribute". When this Great War is mentioned, the Elves look up at the stars, but the Dwarves' eyes turn black. In that dark time, when the kingdom was already weakened by the numerous attacks by Jarnwurms, a large number of Giants and Trolls exploited the situation, invaded Gydanski and tried to break into Tvolgorad, forcing the Dwarves away. With help from the Elves, the Dwarves initially managed to stand their ground, but when the war was at its peak, the Elves chose to retreat without any explanation which seemed reasonable to the Dwarves. They broke the alliance and blamed it on old disputes. This is the origin of Dwarves' disdain for elves, as the dwarven legends blame the forest dwellers for their betrayal. However, there are also other stories about the origin of this grudge, like the one of Fudorov Skiljov and his brothers, who

hunted a jarnwurm who, after having ravaged Tvologoya, have gone southwards to the islands of Soj. Looking for revenge, the Dwarves followed the fugitive beast down in Dunjokk, a grove in the sacred island of Oskla. Here they defeated the dragon, believing to have also favoured the local Elves. However, the access to this holy place was prohibited to strangers, therefore the Elves immediately killed Fudorov, taking the Dwarves responsible for the invasion of their sacred land.

Having lost their Elvish allies, with their forces diminished, there was only a solution left for the Dwarves. For the first time since their race firstly saw the terrible light of Ginnungagap and gates were built to block it out, they decided to firmly lock them with heavy stones and walls, which saved many lives of the Dwarves who were still underground in the middle levels of Tvolgorad. However, most of those who were shut out in the upper levels of Gydanski experienced a bloody death. Some Dwarves thought, however, that the greatest loss was all the weapons and armors that ended up in the hands of the Trolls. Although the gates were closed, a large number of Trolls managed to get into the kingdom, and because of their lust for blood, they spread great horror.

The new great king, Funvor of the Blood of Vurfim, pulled out his troops from Gydanski. Some of them wandered as far as Nifulong, where the Buratjas lived. Over the course of a few hundred years, it became more common to encounter Trolls in the tunnels of Gydanski than Dwarves, and the traces of this can be seen even today.

When the Great King Funvor of Vurfim's Blood was murdered, and his heir Mundajn fled, as fast as he could, to the West, the Blood of Vurfim disappeared from the history of Tvologoya, to leave space for a new ruling bloodline. It was the new Great Thune, Dolga of the Blood of Bomin, who decided to, once and for all, clear all the tunnels and caves of Trolls, and he formed a great army to carry out the task. For almost sixty years the clear-out continued. This was called the "Gydadunn", after the Dwarven word "Dunn", meaning "Battle of Gydanski",



when it is translated into Vrok. When all the Trollkin had been killed or driven out, the dwarf known as Olkir, the heir of Dolga of Bomin's Blood, took over as a Storthune and, to celebrate this victory, his coronation happened not in the Chambers of Norg in Novskorsk but on a battle site in Gydanski, the upper levels of Tvologoya.

The Great Thunes of the Blood of Bomin ruled with power and authority for about two millennia during the Age of the Queen. These kings imposed the so-called "Grimlaws" which have deeply marked the dwarven culture and have been copied also by the other dwarven kingdoms. They were a collection of laws which gave the Thuuls great power in the kingdom, and whoever refused to follow and accept these laws was punished severely.

A SEQUENCE OF RULING BLOODLINES

There are many symbols of power in Tvologoya, but the most important

ones are the keys to the Chambers of Norg, where the monumental Throne of the Storthune stands in the mighty city of Novskorsk. These keys have passed through many hands during the millennia, as the title of Great Thune has passed through several ruling bloodlines since the early days of Tvologoya.

Due to his victory in the Age of Dreams, Tvolog earned the right to change name to his own bloodline and for centuries the Blood of Tvolog has ruled undisputed, holding the keys forged by Tvolog himself. When this mighty bloodline estinguished, the Blood of Vurfim has led Tvologoya in the Age of the Iron Dragon. Later on, the Storthunes of the Blood of Bomin seated on the great throne of Novskorsk, during the Age of the Queen.

The three ancient bloodlines of Tvolog, Vurfim and Bomin are nowadays extinguished: a few millennia have passed since the last of their kin emerged from the lower depths of Muspelheim. These

three are the "original royal bloodlines" of Tvologoya all connected to Tvolog or the 24 original lines of the first Dwarves created by the great god Borjorn. If any Dwarf from these three lines would emerge, most Dwarves would consider their claim to the Storthuneship to be more legal than those of any other Dwarf, but most sages believe the lines of Tvolog, Vurfim and Bomin to have been extinguished long time ago.

During the Age of Prophets and the Age of Stars numerous bloodlines have competed for the title of Great Thune, some with more success than others. Of the most powerful it is worth reminding the Blood of Dvakk, which is nowadays exiled in Gydanski, and the Blood of Ilwir, the latest ruling dynasty, who has been more recently defeated, and his few survivors plan a vengeance in Dimit.

It has been a while since Tvologoya had a real Great Thune, even though the Dwarf who is Thune over Tvolgorad refers to himself as the "Great King" or "Storthune" over the whole Great Kingdom. The truth is, Tvologoya has not been so divided as it



TVOLOGOYA

GYDANSKI

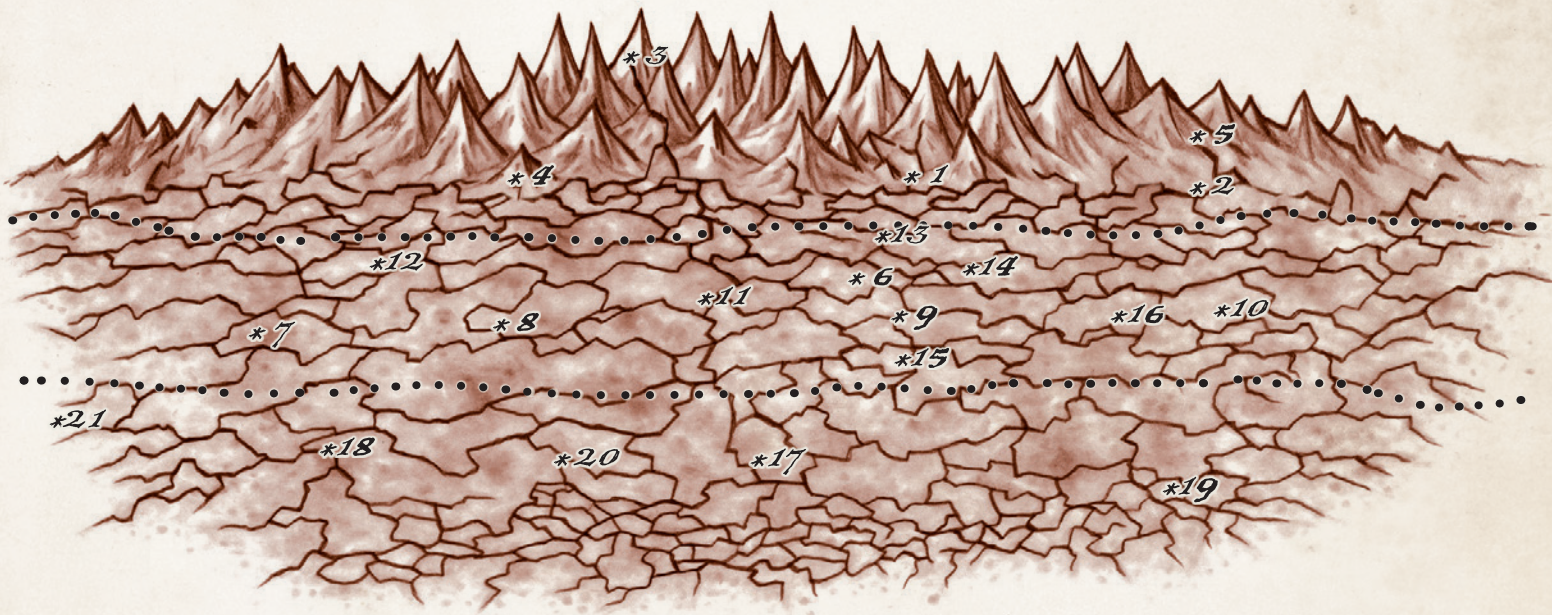
- 1: Dvulgord
- 2: Komsk
- 3: Loginjyn
- 4: Moginla
- 5: Yungar

TVOLOGORD

- 6: Bifhrust
- 7: Demlink
- 8: Dimit
- 9: Noskorsk
- 10: Njorst
- 11: Mushkon
- : Petzin
- 12: Relgarv
- 13: Halls of Sankla
- 14: Svast
- 15: Timil
- 16: Yetzin

NIFULUNG

- 17: Alekaj
- 18: Logakilj
- 19: Logalinka
- 20: Tebokks
- 21: Ural



is today, since the time when Tvologoya gathered all the Borjornikka warriors to defeat the Buratjas, so many millennia ago. The Dwarf which calls himself the Storthune is named Syloga Sosyra, of the Blood of Adakk, a bloodline whose origin is relatively recent but of great success in war and intrigues. The Blood of Adakk, in fact, is not among the original bloodlines, and therefore, many find hard to accept Syloga of the Sosyra clan as the Great King over Tvologoya. This is an especially serious matter since, at least in theory, the Great Thune of Tvologoya should be also a moral authority for the other, younger

dwarven kingdoms of Muspelheim, even if these are technically not vassals of the Great Kingdom. The problem is that no other Storthune consider Syloga a worthy Storthune, especially since he cannot manage to be obeyed even in the whole of Tvologoya.

Tvologoya's Three Levels

As long as one can remember, Tvologoya has been divided into three different parts, standing one atop the other: Gydanski, Tvolgorad and Nifulung. Each of these parts includes a never-ending series of

tunnels, halls and various internal levels. Each part has its own characteristics and peculiar history. In theory the Great Thune of Novskorsk should rule over them all, as it was during the glorious days of antiquity. In practice many later Great Thunes, including the present one, have difficulties in ruling anything beyond the middle levels of Tvolgorad, although they pretend to send orders to the whole Great Kingdom, as it once was.

Tvologoya is so large and extensive that it is impossible to describe. Below are a number of sites that may be of interest, and sources of inspiration for new ones.

LOCATIONS IN GYDANSKI

Highest up, with its ten levels, is “Gydanski”, consisting of endless “stormtunnels” (which are large enough for whole armies to march), ports, defence systems, and natural caves. This is the upper part of Tvologoya, nearer to the surface, although its lowest parts are still many mines below the Great Iron Tooth. This is the place where all the relationships with the outside are dealt, but also the place which throughout the centuries has suffered most invasions by trolls and humans.

Dvulgord

A broken-down group of Dwarves live near the surface, forced into a life of shame: the heirs of Dvakk Goodheart, Blood of Dvakk, one of the bloodlines which followed the Blood of Bomin in the rulership of the Great Kingdom. Nowadays, this fallen line live a secluded life in the mining town of Dvulgord. Since the Storthune Dvakk Goodheart died more than a hundred years ago, even the Glorka who was most fanatically loyal to him stopped giving tribute and gifts to Dvulgord and to those of the Blood of Dvakk. How Dvakk and his brothers could lose their power to the new bloodline of Ilwir, and how they were forced to hand over the keys to the Chambers of Norg in disgrace is still a mystery. Many argue that it was when Dvakk handed over the Mitraka-gates to the Elves that the clan’s misfortune began.

Dvulgord is not a great city, and nothing to brag about, nor do the mines in its vicinity provide a lot of ore. Not even the iron that is mined here has any quality to brag about. The truth is, many dwarves of the Blood of Dvakk have begun to deny their own bloodline, which proves that the bloodline is about to fade away. Some say that the best thing would be if one of the other bloodlines could pick up the traditions and the old rune-inscribed slabs of Dvakk, so that their history is not forgotten.

Although it is not confirmed, it is said that the only thing of value which

is still present in Dvulgord’s treasury is Malkoram, the Mask of Horror, made out of Mitraka and having legendary magical powers. If this is the truth, it would mean that the bloodline of Dvakk could very well flourish and again command significant power, perhaps even the power over the whole Tvologoya. Just the rumour that the mask may be still present in Dvulgord makes other Dwarves reluctant to openly criticize or make themselves enemy of those of the Blood of Dvakk.

Part of Dvulgord

1. Mound
2. Housing
3. Lake
4. Mine



Komsk

The city lying near Tvologoya’s eastern gate used to be called “Vasnakomsk”, but since the Trolls took control of the city during the Age of the Iron Dragon, it has been since then known as “Komsk” – “the place where you do not go”. Komsk has, since the war between Dwarves and Trolls during the Age of the Iron Dragon, been crowded with Trolls, Goblins and other shady creatures. So many years passed, that it is nowadays eventually almost impossible to notice



that the Dwarves once lived here. Later on, Vasiojork was cleared of frightening creatures, but the city and the gate were so damaged that the Dwarves refused to settle down here again. Recently, a new group of large Trolls have wandered down from the gate and settled in Komsk. Rumour has it that the Trolls fled from the Darkwoods after they found someone, or something, in a forest pond, and that they were followed by a group of black-haired Elves with pale skin.

Komsk actually consists of four smaller towns, which have more or less grown together. Every city was built on a huge cliff, and they were connected with large suspension bridges. The largest suspension bridge connects the city and the trail leading up to the gate. Once upon a time, there was also a large cable car, and it is still possible to find traces of its cableway in the city's eastern part. When the Dwarves lost the city for the first time, they destroyed the cable car because it was the only way to continue further into the kingdom. The Trolls tried several times to rebuild it, but they did not have the required skills for doing it properly and the Dwarves always destroy it whenever the Trolls are getting closer to finish rebuilding it.

Loginjyn – The Main Gate

Most people who imagine Tvologoya's main gate, probably think about a grand wonder made of monolithic blocks of stone and towering gates. The truth is, Tvologoya's main gate is the exact opposite. It is a well-kept secret, and very few know where the gate is hidden. The gate is no more than an empty gaping hole, which extends deep into the mountain where it runs into a steep staircase with thousands of steps leading down into the darkness.

Although there are many blind alleys and passages in which visitors can easily get lost, this is the only path that leads directly from the surface down to Novskorsk. During the first two days descent, visitors will see nothing else other than cold dark stone and empty tunnels. Possibly, one may encounter smaller groups of tunnelhogs or a couple

of Trolls who got lost in the darkness, but one will not meet any Dwarf. Or, at least one will not see them. It is said that the opening itself is the very first hole that the Dwarves dug when they met Ginnungagap for the first time.

Moginla

In one of many stories of old times, the Great Thune Tankockz, promised Viljov Blackeye that he would be granted all the land that he could mine the stones from in three days. Obviously, Tankockz never thought Viljov would manage to mine so much stone that he could build an entire city. But with help of the three giants called Ile, Jie and Kloe, and also additional help from dark magic, Viljov managed to obtain a large area where he built a city for himself. The city was named "Moginla", and it competed with Novskorsk in both size and beauty for thousands of years. Here you can find a treasury, forges, celebration halls, and a fortification, which was both ingenious and impregnable.

Moginla's greatness, however, led to its fall. During Potlin Stalka's leadership, the city was buried under water and stone after a great earthquake, which made the soil above the kingdom collapse. Perhaps, in their eagerness to achieve great things, they did not think about the surface, and perhaps the city might have been safe if they did not dig so close to it. Thousands and thousands of Dwarves died overnight, crushed under boulders or washed away by the floods. On the surface, above the city, a giant lake was once located, whose name has long since been forgotten. When the earthquake started, the roof cracked, and the water buried the city.

Today, there are traces of Moginla in the form of ruins, statues, and polished rock walls, which rise up out of the water. Most of it, however, is covered with a thick, lush moss, and because of the light that now reaches down from above, the Dwarves have abandoned the place a long time ago.

Eventually, Goblins and other kinds of Trolls found their way down to the underground swamps created by the disaster. Rumours also say that a

logiwurm settled down in the area, and that she also laid her eggs there.

It has been many years since a Dwarf visited Moginla. They speak about the city of ruins as a useless, deserted, and cursed place. Perhaps this is because of the rumours that Trolls now live there, or even worse, that the Dwarves who died during the earthquake walk the city as undead. No dragon eggs have been found, but the myth of the meter-high eggshells, hard as a rock, still circulates around the Great Kingdom of Tvologoya. The people in the capital sigh with nervous frustration when one says that they should find out whether the rumour is true or not.

Yungar

Not far from the Copper mines in Wildland, Yungar is located, known as the Gate of East due to its location. Like the main gate, this is not a grand or distinctive gate.

The gate has, however, been provided with a heavy door with thick locks. The cliffs surrounding the gate are polished and worked, but otherwise it is nothing more than an empty gaping hole, leading into darkness.

The Dwarves who live near Yungar have recently suffered from a lot of pain. Evil Humans found the gate a few seasons ago. They decided to explore the site. When they realized that Dwarves lived there, at first they tried to deal with them, but when they were denied, the Humans instead decided to take what they wanted by force. The Dwarves decided to retreat quickly, but many died when the Wildlanders attacked in full force. The Humans have established a more or less permanent camp near the gate and mount occasional expeditions to explore the inside. Most attempts, however, have ended with the curious interlopers being killed by the Dwarves underground.

These Wildlanders are outlaws and are led by Fjordi Bloodeye, a notorious former hirdman of Fylkjarl Raak Wulfr. He has been sought for a long time because of the crimes he committed, which is also one of the reasons why he is where he is today.

LOCATIONS IN TVOLGORAD

In the middle, with its 85 levels is located “Tvolgorad”, the core of the empire which also includes the kingdom’s largest city, the legendary Novskorsk, with a history that goes back to the Age of Dreams, when the mythic Tvolog defeated his Buratja enemies and ordered the Chambers of Norg to be built around his mighty throne room. Tvolgorad offers everything, from huge mines to underground lakes, from wide tunnels to monumental cities, and impressive mushroom caves, all stretching for immense distances through the underground.

Bifhrust

Bifhrust – or Bifrost, which is what the Humans call the area – is a place that is cherished and spoken of in many tales

and songs, including those written by Humans and Elves.

Bifhrust is located northwest of the capital Novskork and consists of a huge hub of walkways and stairs leading down into the depths, cutting through all Tvolgorad, somehow reaching the lower levels of Nifulfong. To walk down these paths, over bridges and narrow passages, and think you will find the right way without a good guide or map is the height of foolishness. The system is so complex that no one has attempted to draw a map of the entirety of Bifhrust. To simplify the area, one can say that the stairs dominate the top levels, bridges the middle areas, and the tunnels the lower levels.

Bifhrust is obviously more than just a large pit, with a bunch of passages and stairs leading down into the depths. There are a

large number of side tunnels, parallel shafts, suspension bridges, and chains which bind and hold together this system, which is a maze of passages and blind passages leading down to the underground Dwarven halls.

The system is so extensive that there are Dwarves who make their living by guiding visitors to various parts of the underground kingdom, and it is said that it takes almost two thousand different guides to get all the way from the upper to the lower levels.

Demlink

Near Seldovrakk, Demlink is located, a city which is most famous for their impressive vaults containing Mitraka. In deep vaults protected by countless locks and iron gates, a great Mitraka-treasure can be found, which is destined to become Black Mitraka. The bullion is sorted in



different rooms, where the metal's destiny is to be formed into the same or similar items. In the first rooms you will find the ore whose fate is to be formed in the near future, and further into the chambers, one finds ore which will meet its destiny in the distant future. Some rooms contain only of single piece of metal. These bullions are considered to have a very special destiny and require solitude to mature until the day when it is time for them to be shaped according to their fate.

Dimit

In Dimit they prepare themselves for war. A war with Syloga Sosyra, of the Blood of Adakk, and all those who support him. Those of the Blood of Illwir have seen their power disappear more and more, and cannot tolerate this situation any longer, that a Dwarf who does not belong to any of the original bloodlines dares to call himself Storthune and controls the vaults. The leader of the Bloodline of Illwir, Jagukla Omon, has openly declared war on Adakk's bloodline, and feel they are not violating any law because Syloga is not a lawful ruler.

Jagukla has also managed to form an alliance with a number Buratja families, something that has not occurred for several thousand years. The time is not yet right for an attack on the capital, but Jagukla strongly believes that once he strikes, the victory will be crushing. He expects that almost one hundred Zvorda warriors will fight for him in the battle. As if this was not enough, the Buratjas have brought up numerous weapons and suits of armor of Mitraka as gifts. Why the Buratjas are helping Jagukla is unknown, but there are those who believe that he has promised Nifulong to the Buratjas, to be held as their own great empire, if they can help him get what he wants.

Halls of Sankla

North of Novskorsk, not far from the shaft that leads up to Gydanski, lie the Halls of Sankla, known as the "Armor Halls". Here, great warriors' armors and weapons are kept. This is where one goes to collect weapons, when the Great Kingdom of Tvologoya is threatened by

war. Each bloodline has its own armor hall, where their warriors prepare to defend the kingdom. Connected to each armor hall, both forges and smelters are located, in order to, as quickly and efficiently as possible, repair, reshape or fix armors and weapons so they suit the needed conditions. One should not mistake these armor halls with those that are adjacent to each dwarven town or fortification. In the Halls of Sankla, only the best and the finest armors are kept. They are made by the "Empire's Blacksmiths", and officially these armors are all owned by the "kingdom" and not by any one single dwarf, although most armors are earmarked for certain people. In a special part of the Halls of Sankla, more than two hundred "Zvordorka-Maki"—the Black Mitraka armors—are located: this is the largest collection of such armors above Nifulong. In the same area, four complete "Rokjörn-maki" with their correspondent Murgles masks are kept, and at least two—perhaps as many as five—"Dragon Armors", made out of the red scales from a logiwurm.

Some armors take a long time to get ready, and require the aid of numerous blacksmiths, squires, and other servants before their wearers are ready for battle. Heavy rings are threaded onto strong arms, helmets and face masks of iron are placed on the head, neck protectors and shoulder plates are lashed on with iron wire, and back armor is attached with heated mandrels. In this way, all of the armor is kept in place. When the heaviest armor is in place, it takes just as long a time to take them off, and that is the reason why they only do this when they are sure that the warriors will be facing a long-lasting battle.

Connected to the Halls of Sankla, you will find the best armorers and blacksmiths in Tvolgorad. Here you find armorers that have achieved legendary knowledge of how to produce the coveted dwarven armors. There are blacksmiths who make whole suits of armor, or murgles, but also those who specialize in only manufacturing the mandrels used in the Mitraka armors. There are all sorts of craftsmen, all of whom are there to ensure that the warriors are ready when the Great Kingdom is attacked or faces other external threats.

Mushkon

When a new Dwarf joins his brothers in Tvologoya, he does it through Mushkon, "the ledge of fellowship". The Dwarf enters from underground, by walking up the endless stairs, which finally open up into a round room with thousands and thousands of windows. Dwarves sit here, representatives of each Glorka in the whole country, and witness the celebration.

Njost

The underground lake of Njost has no bottom, its depth can only be compared with Ginnungagap, and in the black water lives a "Dragonjord", an ancient monster which is the only one of its kind. Maybe it is the snake which Borjorn fought when he created the earth's skeleton, or perhaps it is only surviving dark ancestor of all the logiwurms. Some say it is Yukk itself, who is lying and waiting in the cold, dark water. Most of the Dwarves are convinced that this is the case. Most people stay away from the lake, and few dare to cross it.

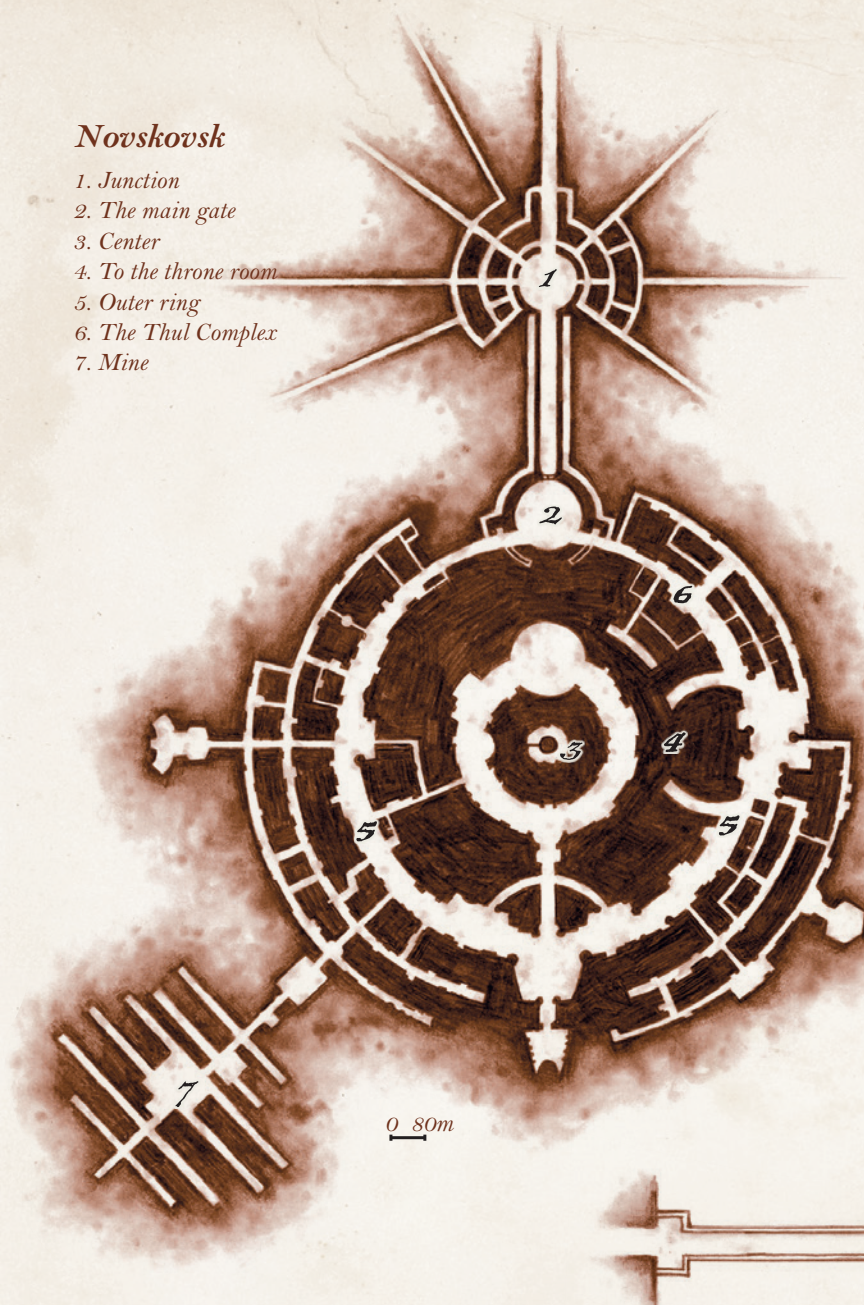
On the rocky beaches on the northern shore of the lake, one can find beautiful light crystals, and this is basically the only reason why a small, but very brave few, regularly travel across the black water.

Novskorsk

Novskorsk is the heart and the main city of Tvologoya, and it has been the Storthune's high seat since the beginning of time. The place is more like a gigantic defensive complex than a typical dwarven city. In the centre of the city, the famous treasure vaults are located, holding the kingdom's greatest treasures and artefacts. The only way you can reach the vaults is by crossing a narrow bridge, guarded by Zvordokûm warriors from the Buratja clans, who still respect the vows given to King Tvolog after their defeat, so many millennia ago. Around the vaults, the throne room and master forge are located, as well as a number of important ore and stone mining areas. The whole complex is known as the "Chambers of Norg", named after the legendary Borjornikka architect, responsible for designing the area during

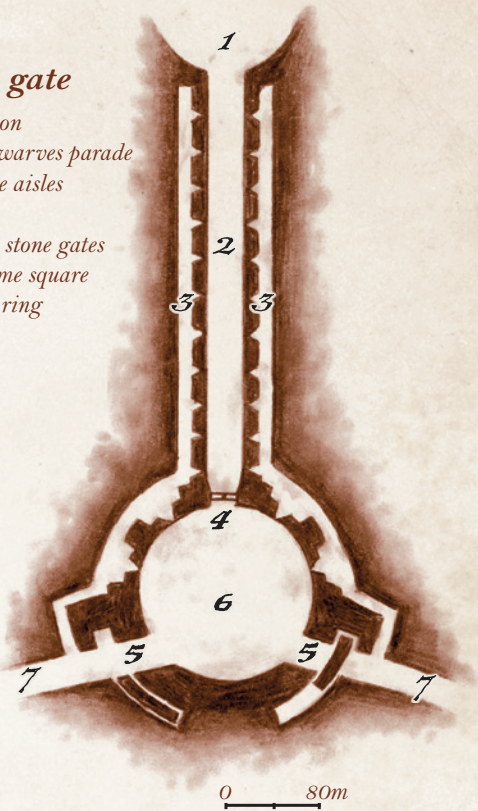
Novskovsk

1. Junction
2. The main gate
3. Center
4. To the throne room
5. Outer ring
6. The Thul Complex
7. Mine



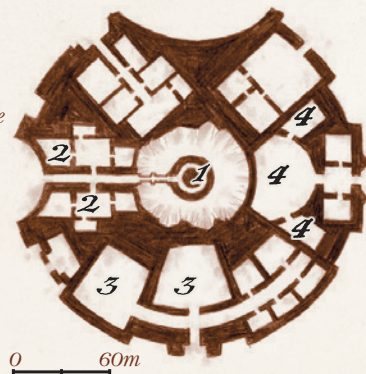
Main gate

1. Junction
2. The dwarves parade
3. Defense aisles
4. Port
5. Large stone gates
6. Welcome square
7. Outer ring

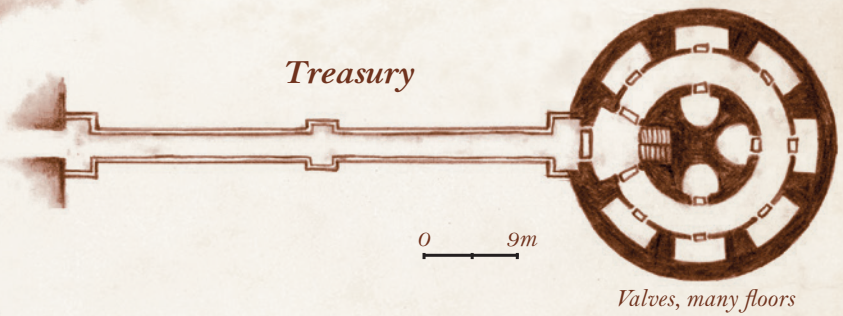


Center

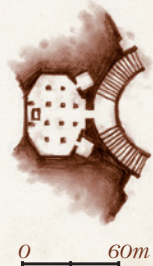
1. Treasury
2. Guardroom
3. Ore depot / warehouse
4. Main forge



Treasury



Throne room





the Age of Dreams. The Great Thune traditionally holds the keys of the main gates separating all these important areas from the outer world. The one who holds the keys of the Chambers of Norg is also the one who rules in Novskorsk and, by tradition, the Storhthune of Tvologoya.

The next ring around the city mainly consists of various craft workshops, fortifications, and most importantly, the Thuunmaze, which is where the Storhthune lives with his brothers.

From the centre of the city, larger and smaller paths and tunnels lead to virtually all levels of the kingdom.

The new self-proclaimed Great Thune, Syloga Sosyra Blood of Adakk, strictly controls the city, and much of his clan has moved here and driven away many Dwarves of the older ruling bloodlines, especially those of the Blood of Illwir, nowadays exiled in Dimit. One can say that the city has received new life, and now a lot of good things are happening around here. The Great Thune has strengthened the defences, filled the treasury, and increased mining activity in the main mine, but often at the cost of those who are not close to the Thune, who have greatly suffered.

To demonstrate his power, he gathered the four more prestigious members of the oldest surviving bloodlines in Tvologoya and forced them to kiss his sword, which is an ancient gesture of servility in dwarven culture. None of these Dwarves belonged to the three extinguished lines of the old Great Kings, but, unlike the Blood of Adakk, they all belonged to the original 24 bloodlines of Borjorn, whose origins lie in the Age of Dreams: a factor which would give them much more legitimacy as Storhthunes, than what Syloga has. Not respecting their heritage, Storhthune Syloga Sosyra gave them the option of being lowered into "Buroлга" - "the well of the souls", which is a deep shaft which is impossible to get out from or submitting to his rule.

Syloga Sosyra has also secretly ordered to murder several prominent blacksmiths and Thuuls, in and around the capital, as they had too much power over the kingdom. No concrete evidence exists that

Great Thune Syloga is really responsible for the murders, but everyone agrees that this is the case.

It is said that the Storhthune spends a lot of his time in the great treasury in the Chambers of Norg, surrounded by the many legendary treasures which have been accumulated by the past Great Thunes in more than five millennia of history. The scene is often evoked when Dwarves speak of the Great Thune, either as a way of giving legitimacy through the appropriation of the old relics or, more often, as a way to depicting him as an unworthy usurper stealing the ancient treasures of the dwarven race.

Petzin

There's an old saying among the Dwarves, that you use when someone gets lost, but still finds their way back. It goes like this:

"Thank Borjorn, Yukk, and all jewels that can be found in our kingdom that you did not end up in Petzin".

Petzin is a sinister place, where they worship the dark forces. Since the Age of Dreams, some Dwarves have wandered to Petzin, and never returned. Few know where the place is located, but everyone agrees that one reaches Petzin by walking south from Novskorsk. Some say that it is located somewhere between levels 66 and 68.

Petzin is governed by a cult that worships the darker side of dwarven nature. No light is allowed here, and anyone who brings or somehow expose the place to light is punished with death. These cultists have rejected all the gods, and worship only the entity known as "Pezka" - "the Darkness".

No one knows why the cult attracts young Dwarves, but some youth suffer from despondency and emptiness when they are that age. For them, there is no hope, and the ones who are not captured or imprisoned walk to Petzin join the cult and worship the darkness. Those who live here do not belong to the same brotherhood or bloodline. The only thing holding them together is their worship of the dark forces. Borjornikkas are the only ones who are affected. Buratja Dwarves seem to be completely spared from this dark desire.

Relgarv

There is a place where the tunnelhogs are larger than anywhere else and the Krustalls grow larger and higher than anywhere in the kingdom. This place is called "Relgarv", and was once a beautiful place, but during the Age of the Queen it was struck by the deadly, poisonous, and contagious "Olgor Fungus", which is related to the more common and edible Krustall mushroom. Within a few years, the entire urban population and many other Dwarves who lived around the city died. The devastation was total, and the city was abandoned. Today, Relgarv is buried under oceans of fungi of many different kinds (not just the deadly Olgor Fungus) and different sizes, reaching even huge dimensions. Most people who visit the place come here to hunt tunnelhogs. A few adventurers come to Relgarv trying to dig down beneath the fungus and into the remains of the city, which is said to be full of treasures and ornate palaces, left untouched since the inhabitants who died or fled from the city in panic. Most of these foolhardy adventurers die in their eagerness to gain access to the treasures, either because they are killed by furious tunnelhogs or because they encounter Olgor Fungus, which still carries toxic spores.

Not far from Relgarv, the remains of what was once a major - if not one of the original - bloodlines are found. Those from the Blood of Olgor had, during the Age of the Prophets, gathered huge wealth and their treasury was filled with mainly jewels and gold bullion. Today, scattered brotherhoods live in the tunnels around Relgarv, and they have built a small town called "Fir", where their Thune, Smoj, lives. There are few who have seen Smoj over the last ten years, but rumour has it that he has turned into a mushroom-eating madman, with the same symptoms as the tunnelhogs suffer, who have eaten too much Krustall. One also hears stories that other brothers, led by Jurgi, plan to seize power over the bloodline.

Svast

No one really knows who discovered this place first, but many believe that it was the famous Lode Hrukk himself, who is also believed to have discovered



“Glittertongue”, the mighty stream of Mitraka, from which was created the Axe of Vurfim, which was once wielded by all the Storthunes of the ancient Vurfim bloodline. According to the Dwarves’ faith, every Mountain has an old vein, a kind of unique core, consisting of metal, only found in that particular Mountain. When one finds this vein, which is rare, it is a great event, just like when they found Svast, the vein in the Great Iron Mountains. It is believed that the old vein is by far the cleanest part of the Mountain, a kind of a pure spirit that should not be destroyed or broken, because the Mountain may lose its soul and collapse. The Great Iron Tooth’s mighty old vein of unique metal is a red, shining, and glass-like substance, said to reveal one’s destiny if you look deep and long enough at the metal. Nowhere in Trudvang have the Dwarves encountered a similar metal, and therefore, it is also suggested that this vein is the soul of all the Great Iron Mountains. The place where a large part of the old vein has been exposed, but not mined, is barely a six days’ easy

walk north of the capital of Novskorsk. It is a popular place, which is guarded by heavily armed stonemasons, who have sworn to protect the place so that no metal will be mined.

Timil

It is unusual to find books among the Dwarves, for the simple reason that there is not a lot of paper in the underworld. Instead, knowledge is usually passed on through storytelling. However, there is a mythical place that houses vast stores of knowledge regarding both the Dwarves and other things. The place is called “Timil” and is located on one of the lowest levels in Tvolgorad, almost directly below Novskorsk, but slightly to the west. It is as close to a library as one can get among the Dwarven holdings, but instead of endless rows of books and scrolls wrapped in leather, the knowledge is here instead inscribed on stone slabs.

In Timil one is met by endless passages where the walls are lined with

stone slabs, all of which reveal different kinds of knowledge. The deeper and further into the tunnels you get, the more important the knowledge is. It is said that this place holds almost as much knowledge as the legendary elven Halls of Malakaina, but that the knowledge is so hard to find, that one needs the help of hundreds of Dwarves to find what one is looking for.

Timil is also exceptional for its population: it is the only settlement which is inhabited, almost exclusively, by Rung Thuuls. These sacred historians are usually rare in other settlements, as each Glorka rarely have more than one, and in some holdings a single Rung Thuuls work for all the Glorkas. This is not the case in Timil, where apprentice Rung Thuuls come from all over Tvologoya to learn this art and help the numerous local masters to keep the ancient knowledge. There are also some guards and servants helping the Rung Thuuls, but they are only a minimal part of the local population.



Yetzin

Yetzin, or the “Temple City” as it is also known, is a sacred place for all the Dwarves of Tvologoya. The city was carved from one single enormous stone, which, like a huge black monolith, rises from the floor of a large cave. Although the Dwarves who found the rock were no Egle Thuuls, they understood immediately that they had found something unusual and possibly somehow linked to the sacredness of the “Mountain”. When the Stoneseekers eventually arrived at the place which the discoverers had described, they could, with great reverence, confirm the explorer’s story. The cliff they faced was black, and when they sat down to question the Mountain’s spirit as to what shape it wanted to be formed into, all of them received the same vision. A great temple, which would become the centre for all Thuuls in the kingdom, should be carved from the rock.

Just a few days later, the first stonemasons started to shape the top of the cliff. The idea was to start from the top and work their way down. No material was to be wasted, since no other building material from outside could be used. Everything the masons removed when they created the city’s buildings would be used to shape the building’s interiors and was therefore collected in great piles below the cliff. The carved stone did not lay empty for long next to the cliff, as it was used immediately. When the future city’s top floors were roughly completed, the stonemasons continued further down along the cliff’s edge, and further into the actual cliff. As the construction continued, other Dwarves worked to complete the city’s streets and buildings, with the same diligence. It took more than 900 years before the city was completed, but the Great Kingdom’s Thuuls had already begun to move in, as soon as the first few floors were finished.

Many powerful objects have been created in the Temple City. “Frondcleave”, which is said to be able to cut through stone, or “Klodrevi’s Firemurgi”, which encloses the wielder in flames, and the “Hammer of Potnikk”, which can be used to shape incredibly hard metal objects, are just a few examples of legendary artefacts that have been created in the city.



LOCATIONS IN NIFULONG

The bottom part is called “Niflheim” by the Humans and Elves, which means “the World of Mist”, after the fog-like atmosphere surrounding the mighty forges. The Dwarves call this part “Nifulong”, which actually means the same thing.

There are many narrow roads which lead down to Nifulong, but most people take the route through Bifhrust, a huge excavation of stairs and bridges that eventually leads from Tvolgorad down to Tvologoya’s deepest parts. The Buratjas live down here, in a warren of tunnels and forges. Many have tried to measure how many levels there are in Nifulong, but nobody has come up with an answer. Nifulong is very different from the two parts above and does not have the same planned structure. Narrow passages can suddenly and unexpectedly open up into huge forges with furnaces, or end in a steep cliff overlooking the burning lava rivers. Small, simple bridges reach over endless gaps, which not even the Dwarves dare to guess how deep they are.

The lowest levels of Tvologoya are also the darkest and most mysterious. This mist and fog-dominated realm hosts secrets way more exotic than the Buratja. Never-ending tunnels and natural cavities pierce the underground and nobody knows how far they go deep into the dark heart of Trudvang.

Alekaj

It has been a long time since anyone has seen a dragon in the Great Kingdom of Tvologoya. Not even Ivon Bunkor, who is said to be the oldest living Dwarf in the entire land, can remember having seen an actual live dragon. But despite this, people know that they exist, that jarnwurms rest by the rivers of lava, and that they, sooner or later, will make their way to the dwellings of the Dwarves again as they did in the ancient days.

Kareli Eyimla, second in command in the Eyimla Glorka after his brother Dugor, is said to have found a dead jarnwurm a few years ago not nearby a lava river but, oddly enough, nearby

the waters of the Glogrond Lake. What was done with the skin and bones no one knows, but many believe that Kareli and his brothers worked the skin to make suits of armor which are said to withstand both fire and blade.

You can see Glogrond Lake if you cross the mighty bridge known as “Alekaj”, and it is said that whoever follows the lake’s northern shore will find natural caves, which in turn lead down into the depths. Because there are no roads down leading down to the lake, few visit it, but the Dwarves wholeheartedly believe that the caves lead to a place where the mountain is entirely liquid, and where the jarnwurms live.

It is more than four-hundred meters down to the lake from the bridge, and many Dwarves have lost their lives in their efforts to climb down to the water.

Logakilj

Tukorov was the name of one of the Buratja Dwarves’ most talented smiths. He lived in the Age of Dreams, and was brother to Semjalinka, the legendary Champion Smith of the Buratjas. From him, he learned the art of luring a logi into a forge. However, Tukorov did not settle for a normal logi, nor a normal forge. For so many years he was busy building a furnace that would produce the most beautiful things that could be created. Tukorov had gained the title of “Borjornolinka” (a Dwarvish term meaning “the one who could equal Borjorn”), and this was bestowed on him both for the art of forging Mitraka and that of building forges. He was the only Dwarf to have achieved this. When the famous furnace was finished, it was one-hundred meters tall and had a circumference of twenty-two meters. It had eighteen chambers and twenty-four air intakes. Around the waist of the furnace there were mighty runes inscribed in such a combination that no logi that was trapped in the forge would be able to escape.

It is said that Tukorov didn’t sleep for five years after having finished his forge. According to the myths, he sat all the time silent, gazing upon his wonder.

Eventually, he gathered his courage, for he knew that if he let the wrong logi to settle down in this mighty forge, it would result in serious consequences for his smithing. For another ten Human years he sought the perfect logi, until he found Logorij. This creature was a gigantic logi that had lived since the first logis were awoken in the magma heart of Trudvang’s underground. According to some myths his fire was so devastating that it was said that iron melted if it came closer than one-hundred meters from him.

Through guile and trickery, Tukorov succeeded in leading Logorij to the great forge, but the logi was too clever to be lured into its interior. Tukorov promised that he only wanted the logi to take a look at his furnace and tell him if it was well-made, and after that he could go. At that, Logorij demanded that Tukorov should accompany him into the forge, so that Tukorov would not be able to deceive him. Tukorov hesitated for a moment, but then accompanied the logi into the great forge. When the two of them were inside, Tukorov felt the power of the forge secretly speaking to his heart, how it craved and begged Tukorov to be allowed to capture Logorij, and how it promised that the things that would be forged here would be the finest that could ever be forged by dwarven arts. Then, Tukorov knew that he would not be able to deceive the logi into staying. Quickly he gave orders to his apprentices, who were outside the forge, to close the openings, despite that fact that he was still inside. The apprentices hesitated – they did not want their master to die – but so strong was his wish that eventually they did as he commanded. It is said that Tukorov and Logorij were fused together in there, and that the two became one. Since that day, Logorij has been the most important logi forge in all of Trudvang, and so many beautiful things have been forged by its fire that they could fill an entire treasure chamber.

The forge lies on the outskirts of the smithing city of Logakilj, which is situated in the northwestern parts of Nifulong.

Logalinka - the Burning Fall

Deep down in the eastern parts of Nifulong, some distance away from both smithies and workshops, there is a lavafall with a drop of two-hundred fathoms. It resembles an enormous burning torch and, because it rests in a gigantic cavern, you can see the fall from a long way off. Not many Dwarves dare to come here, despite the beautiful sight that greets you. In the cave and around the lavafall live several gigantic logis, and it is said that it is here that the biggest logi ever has been spotted. The tales of the lavafall are many, but perhaps the most widely known is the myth that about the existence of a gate crafted in gold and jewels behind the

fall which should lead to the remains of the lost land of Muspeljotuns. Through the years several Muspeljotuns have come to the fall to investigate whether there is any truth to the myth. But they have always returned silent and frightened, not wanting to speak of what they saw.

Tebokks

Tebokks is the name of what is perhaps Nifulong's biggest smithy and city. Here live approximately ten thousand Buratja dwarves - and as many slaves - in a conglomeration of forges, narrow tunnels, fire pits, and stone structures. In Tebokks there are no fewer than forty logi forges, and over three-hundred great smithies.

In Tjebokks the Master Smith Borjokk rules. They call him the "Smithy King", or the "Mitraka Thune". Borjokk belongs to the Njolglost bloodline, whose first members, so long ago, were said to be Borjornikka dwarves that wandered back into the depths of the Underworld after having lived too close to the surface of Trudvang for many thousands of years. However, this is something that Borjokk denies. He himself proudly claims that he is more a Buratja Dwarf than anyone else in Nifulong, and that he is proud over never having seen what is known to Humans as the "sun". He also says that he has never seen either Elves or Humans, another claim that he is overly proud of.

Part of Tebokks

- 1. Forges/Housings
- 2. Bridge
- 3. Mine



Urjal

Legends among the Buratja dwarves speak about a being called “Molgin”. It is said that he was resting in the earth, and that his resting place was a black rock that was so hard that nothing could break it. The Dwarves found the stone when they were digging for ore, over a thousand years ago. They brought the rock to their mighty logi forges and, from the heat, a shape soon formed around the stone. The shape was black but looked like a Human. Eventually this humanoid started to talk, and he enthralled the Dwarves to a point where they opened their treasure chamber for him: an event so contrary to Dwarven natural dispositions, that it is to evaluate the sorcerous power of this creature. Molgin helped himself to the treasure before heading off toward the surface. Only the Humans know what happened next, but what has been a secret for all these years is that in the same place where the first rock was found, two more existed of the same sort. The place where the rocks are located is called “Urjal”, and lies in westernmost part of Tvologoya, where an impetuous, underground river strike the rocks of an unknown gorge, making the underworld boom.

TALES IN TVOLOGOYA

Andvare

According to the Dwarves, Andvare was a greedy and unreliable Dwarven Thuul who murdered all his brothers before he broke into the Glorka’s treasure vault and stole their most revered treasures. Among the things he stole was the mighty ring “Andvaranaut”, which many regarded as cursed.

Just as Andvare was taking his pick of the treasures, he was discovered by other Dwarves passing by, who tried to capture him. After having been on the run for several weeks, Andvare came to a strong underground water stream where he hid. To make sure that the pursuing Dwarves would not see him in the stream, he magically turned himself into a black pike. The treasure he hid under a large rock underwater, where the stream was

strongest. It is said that Andovare still lives in the stream to this day, and that you can see him swimming in the underground streams. Dwarves who spot a black pike in a stream become both frightened and excited. Frightened because they have all heard of Andavare and the evil he carries. Excited because they know that there might be a treasure nearby.

The Trident

Eitrov, Brokk, and Sindrov. Just the names of these three Zvorda descending from a Borjornikka bloodline awaken fear in many Buratja dwarves. Already when the three were young the myth about them has spread as quickly as fire devouring a forest. It is said all started in a time when no Dwarf emerged from the depths for a long time. That the dark pit gaped empty, and that no footsteps were heard from the stairway of endless steps. The Dwarves started to doubt, and Eigle Thuuls were called in to interpret the silence. Had the dwarves done anything wrong? Perhaps they had awoken the wrath of Yukk. But suddenly one day, heavy footsteps could be heard against the hard granite. Long before you saw who was coming, everyone understood that it was a Zvorda. Every step he took caused the shaft to rumble. Everyone of course wondered who it would be, and not the least which bloodline he belonged to.

Eventually, an enormous Dwarf appeared, bigger than anyone who had previously wandered up from the depths. His body was as big as a Troll’s. A whisper went through the shaft when he stretched to his full height. “It is I, Eitrov of the Blood of Grim”, he said in a deep voice. “I am the first of the three.” To everyone’s surprise, two more dwarves of the same size wandered up from the depths, all of the Blood of Grim.

For the first time in a long while, the bloodline of Grim had not only one, but three warriors who everyone would fear. The older brothers in the Glorka immediately made it known that they would use the three brothers to take back the piece of jewellery that they claimed the Buratja dwarves had stolen in the Battle of the Large Tribute. Dressed in heavy Mitraka armor, they were

thus sent down into the depths to search for the necklace. Counted in Human years, it has now been almost fifty years since they went down to take the piece of jewellery back, but it seems that they have yet to find it. In their search, they constantly met Buratja dwarves which they fought, and therefore the reputation of their relentless sweep has spread. There are Buratja dwarves who argue that they perhaps should surrender the piece of jewellery to spare lives, but the most hardened only respond with silence, or reach for their swords.

The Buratja dwarves call the three brothers the “Trident”, because there are three of them and, like the points of the weapon, they strike and kill together at the same time.

The last time anyone saw the three brothers was when they fought against a group of Buratja dwarves close to Kirgalinka, a large cave system near the lava rivers of Nifulong’s lower parts, which is a famous den for those who hunt logis.

Whispers in the Depths

There is a place which is hidden from most, but the myth about it frightens many Dwarves. It is said that there is a dark shaft, whose edges are surrounded by mysterious runes. Anyone who goes near the shaft can hear whispers in an ancient language that resembles Dwarvish, but at the same time does not. Thuuls who have tried to interpret the place often just shake their heads and say that the shaft lacks a bottom, and that there isn’t a firm point down there. Of the runes that surround the opening, they have only managed to interpret one word: “Yukk”. Of course, this has made the Dwarves very watchful and superstitious about what might be found down there.

Bold Dwarves who have dared to climb down into the depths have always returned with the same message - there is no bottom. No matter how far down they have dared to climb, they have never reached firm ground. The deeper they climb, the stronger the whispers get, and no one can say how far down you have to go to reach the source.





BROKMUSKRYM

“Ymerdwarves” is the name of those who inhabit Brokmuskrym, the underground kingdom below the Ymergate mountain range, and their history is a long and bloody one. Where the history of Tvologoya is colored by the ancient war between the Buratja and Borjornikka, Brokmuskrym’s history is coloured by the direst conflicts and never-ending civil wars, dividing not just a bloodline from another, but sometimes even brother from brother in the same clan.

No one, not even the Dwarves of Ymergate themselves, can say when the halls of the Brokmuskrym kingdom were firstly inhabited by the Dwarves. But it is known that the name of the land comes from the first Storthune, Grigorg Brokmusk who, with the power of the Ymerstone, managed to unite all the Dwarven lines who delved in the depths of the Ymergate Mountains. Before that, both Buratja and Borjornikka dwarves had lived united under several different minor Thunes and ruling bloodlines, with no single Storthune over the whole kingdom. They all quarrelled over resources and deep shafts like Humans quarrel over rich and fertile lands. There was continuous war and trouble, both within and between the two races of Dwarves. In one place, two Buratja clans could fight bloody battles year after year, while in other places two Borjornikka glorkas could be fighting each other with the same fanaticism, while a Buratja brotherhood could fight with a Borjornikka brotherhood in another part of the land. In some places it went so far that brother fought against brother, which is very rare in the Dwarven culture.

Both Humans and Elves who are well-read in the history of Ymergate are convinced that the reason behind

these Dwarven conflicts were the large resources that existed in the depths, something that, however, is only partially true. Sure, they fought over resources, but not for the reasons that other races often fight for. For all the Egle Thuuls below the mighty tops of Ymergate could not settle on the Will of the Mountain. They all had their own view of what the Mountain’s different resources were meant to become. The leading Stoneseeker of every city had his vision of how the Mountain should be shaped, and what the ore from a certain place should be forged into. Because no Stoneseeker could settle on the will of the Mountain, the division led to the many quarrels between all the bloodlines and brotherhoods of the Ymerdwarves, and these conflicts have coloured and are still colouring the land today. Dwarves from other lands around Trudvang speak of Ymergate as a dark and evil mountain range. Thuuls from these lands whisper of an evil mountain soul that has corrupted the Dwarves that live there. They argue that the Mountain is restless, and wants to be shaped quickly, but the Mountain does not know what it wants to be shaped into, and this indecisiveness has led to many and long wars.

THE MAHUN FEUD

A notable example of what the Mountain’s indecisiveness can lead to is the so-called “Mahun Feud”, a conflict which has afflicted Brokmuskrym over the long history of the land. It all started with a new Mitraka deposit being found in the depths of the northeastern parts of the Ymergate. When the area’s Egle Thuuls came to interpret the will of the Mountain, they could not agree on what the Spirit of the mountain wanted the ore in the deposit to be used for. Because the vein was so large and valuable, seven expert and old Stoneseekers sat down to interpret the will of the Mountain. Nearly half a year they spent in front of the Mitraka vein, to try to connect with the Spirit of the Mountain. When they were done, the seven Egle Thuuls each had a specific vision of their own about what the vein should be shaped into. Each of the seven interpreters were convinced that all the other Egle Thuuls had interpreted the will of the Mountain wrongly, and that their vision was the only correct one. In reality, none of the interpreters had it wrong, but rather the exact opposite. All of them were in fact right in their interpretations, since the Mountain’s indecisive spirit at



different times had wished the vein to be turned into each of the seven visions. The Stoneseekers stayed by the vein for another half a year, during which their visions were discussed both hotly and fiercely. But they could not agree, and therefore left the Mitraka deposit to go home to their own Thunes and hand the decision to them. It did not take long before the Egle Thuuls' differences had also spread to their seven clans. The disagreement lasted for almost 75 years before it finally broke out into war, whose ignominy is spoken of to this day. The war lasted for 45 years, involving almost all the Ymerdwarves, and when it was finally over, the seven brotherhoods had almost been destroyed. But soon three new expert Egle Thuuls were sent to the vein to interpret the will of the Mountain once more. But when the same thing happened with the three new Stoneseekers and their clans as had happened with their predecessors and their Glorkas, it became clear that the Mitraka vein was cursed. Prohibitions against visiting the deposit were established, and four imposing stonefylgis were set to guard the gate that would never be allowed to open again. The place is to this day still called "Mahun", which means "Dark Spirit". Despite the riches that according to the legends are supposed to exist behind the gate, no one has tried to claim them.

THE FIRST GREAT THUNE AND THE YMERSTONE

Similar feuds came to rage between the Dwarven families for several hundred seasons. Several attempts have been made to unite under one single Storthune, but the Mountain's indecisive spirit has always managed to create discord between the different bloodlines and brotherhoods. This had to wait until the day when Grigorg Brokmusk, in his hunt for deposits, brought down a wall which opened up into a large cave. Almost at the center of the cave, next to a small subterranean lake, an enormous block of stone rose toward the ceiling. Grigorg, who right away felt a strong

attraction to the block, immediately started to pick at it, as if something in its centre was calling to him. For an entire year he was away from his family and his home. When he later came back, everyone understood that he had found the Heart of the Mountain. For with him he had a large diamond, which, uncut, was as large as a dragon's egg. Without speaking, he stepped into his home and let the Glorka's two companion stonefylgis watch over his gate. For almost a year Grigorg sat and watched over his stone. For he possessed the power of an Egle Thuul, and therefore decided to himself seek answers from the Spirit of the Mountain. During his time alone with the stone, he managed to understand the Mountain's indecisive spirit. He understood how the Mountain thought, and why it could give its inhabitants so many different visions of what it wanted to be shaped into. By seeing the Heart of the Mountain, he understood what every newly found deposit should be made into. The soul of the Mountain now became a part of Grigorg's soul. When he later stepped out of his home with the most beautiful and biggest diamond that had ever been seen in Ymergate, it was clear to all of the Dwarven families that the diamond was the Heart of the Mountain, and that the soul of the Mountain now lived in their first Storthune. The heads and self-proclaimed lords of the brotherhoods gathered from all the corners of the mountain range to swear unity under Grigorg Brokmusk. But when they all stood before their new lord, they could not help but feel envy, since they all wanted to own the "Ymerstone", the Heart of the Mountain.

SURIN AND THE DECLINE OF THE YMERSTONE.

For a long period the Ymerdwarves lived in harmony, with only smaller quarrels breaking out and disturbing the peace of the land. It was not until Surin Brokmusk tried to take over the throne from his older brother, the eleventh Storthune of the land, that the Ymerstone started to lose its power. Surin was the youngest

of seven brothers sharing the royal Brokmusk' bloodline and had never been able to accept his low position in the clan. With contempt, he looked upon his older brother and Storthune, and soon realized that he above everything else wished for himself to become the land's Great Thune and sole owner of the Ymerstone. With guile and bad intentions, he began to slay his older brothers. One after another, they had accidents. One brother was impaled by a stalagmite, which for unknown reasons fell from its place in the ceiling of the cave. Two brothers were seen falling down an unending shaft after the path they were walking on suddenly collapsed. Another brother fell mysteriously ill after a night of too many mushroom brews and died shortly after in agonizing stomach pain.

No one could suspect that all these accidents were in fact murders. Deadly falls were instead blamed on bad luck, and a curse was said to be afflicting the brotherhood. Dwarven Thuuls across the land spoke of the happenings as if the Mountain' soul no longer wanted to share its wisdom with their Great Thunes. It was said that the spirit was leaving them, and that a new dark age full of family feuds and war was now beginning. But it did not turn out as bad as that, for when Storthune Wodgislog found his younger brother Surin sitting on his throne with the Ymerstone clutched to his bosom, the happenings came to sudden end. In anger, Wodgislog immediately blamed all the family's misfortunes on the younger brother's insult to the Mountain's spirit. However, Wodgislog did not understand until Surin was trying to plunge his dagger into his right eye that it was Surin who was behind the mysterious deaths in the family. Before Wodgislog fell to the ground dead, Surin was overpowered by the Storthune's bodyguards.

Borakk, who was the second eldest brother, found it hard to understand his younger brother's betrayal. When he later that night was named the land's next Great Thune, his emotions were in turmoil. The next day it was time for the newly crowned Storthune to proclaim

his first order. Surin was to be buried in a “soulless mountain”, artificially crafted with soil instead of rock. Thousands of Dwarves helped in bringing down the top of the mountain which is today called the “Surinmountain”. Piece by piece, it was carried far away from the soul of the Mountain and its origin. For almost five seasons the Dwarves laboured over the moving of the mountain’s top, out to the Bydlandian plains. With the Dwarves’ fear of the great infinity outside the Mountain’s protective roof in mind, it is easy to understand the magnitude of the crime that had been committed. Never before, and never again, had so many Thuuls united in carrying out their mission, as there was the winter’s night when the artificial soil mountain was to be put together. In the middle of the towering mountain top, a chamber was made that was to be both the prison and the tomb of the murderer. In the finished chamber, a special sort of mushroom was then planted, whose foremost quality is the ability to sate both hunger and thirst for the murderer. Before the artificial mountain was finally sealed, the Thune-murderer Surin was placed in the small and austere chamber. Through a small air shaft, passers-by could hear the mad Dwarf scream out his regrets. How long Surin lived in his prison, no one knows. But considering the nourishing mushrooms that grew in the chamber, combined with a Dwarf’s fear of dying without a Mountain’s spirit watching over him, he lived for at least half a Human’s life before he finally gave up.

At the same time as the power of the Ymerstone was slowly ebbing out, and the ruling Great Thunes wielded less and less influence over the land, the Dwarves under Ymergate returned to their former society, and the Mountain’s indecisiveness and impatience again caused the Dwarves to fight over the existence of deposits. Seven Storthunes of the Brokmuskrym’s line followed Borakk, before the reign of the brotherhood came to an end. The power of the Ymerstone diminished with every Storthune that came after. Until, toward the end, the stone became merely a symbol of

power and provided no real benefit to the Great Thune of the land. Today, no one knows what happened to the stone. Some claim it was stolen by Trolls and can now be found above ground. Others say that it was split into smaller pieces and spread out among the many minor Thunes of the land. A few people claim that the Spirit of the Mountain made the Dwarves hide the Ymerstone so that it may rest and gather new power. It is said that the Ymerstone will one day allow itself to be found again, and that it will then once again gather the Dwarves of the land under a single Great Thune.

BROKMUSKRYM TODAY

The kingdom is divided again, without a single Great Thune ruling all the Ymerdwarves. Just like the era before Grigorg Brokmuskrym, with the power of the Ymerstone, managed to unite the Dwarves in the depths of the mighty mountain range, the land once again fell into a darkness filled with conflicts and violence. But very few moments of peace, when no wars disturbed the mountain range, have broken up the violence. However, such times are rare exceptions, because there are many bloodlines and brotherhoods in Brokmuskrym, all with a will of their own. The constant tensions which exist between Glorkas and brothers have caused the Dwarves of the land to anticipate the trigger of a new feud during times of peace. And with new feuds, largescale wars often follow...

Dwarves from other lands than Brokmuskrym shake their heads in sadness when they hear about this un-Dwarvish way of living. They equate the Ymerdwarves with Humans and speak of them with great pain in their chests. At any given time, there have been as many as fifty Thunes who have united the clans and families of varying sizes beneath them. Every Thune considers himself the owner of a specific part of the Mountain, just like the Humans consider themselves owners of their lands. Formerly, before the era of Grigorg Brokmuskrym, several families could share the same deposit or region

without being feuding or fighting. But today, every Thune makes sure that their own territory’s borders are patrolled by by chosen border guards, including Trap Masters.. None is allowed to pass a border without both official approval and good reason. Ingenious traps are built in these border areas to stop Dwarves from neighbouring families and brotherhoods from coming in without an invitation. If visitors for some reason want to go into the territory, they have to choose one of the agreed-upon passages or tunnels that exist just for this reason. These tunnels are neutral, and anyone can travel in them when they are traveling from one part of the land to another.

Today, the land is filled with around thirty more or less self-proclaimed Thunes, who all claim to be the rightful Thune of the land, all with varying power and position. Even though the bloodlines and brotherhoods of the Thunes are of varying sizes, they are all sure that it is their Thune who is the real and rightful leader of all Brokmuskrym. The subjects of every Thune are just as sure that it is their bloodline which has the mightiest Egle Thuuls, which of course are right in everything that they interpret about the Will of the Mountain. The rest of the Stoneseekers are, they argue, simply wrong in their interpretations.

ONE LAND, MANY THUNES

The small wars which are constantly defiling the mountain range have made it close to impossible to keep an exact history of the land’s families and Thunes. Only the largest families who have ruled over the greatest territories have established themselves in the history of Brokmuskrym. Today, there are seven bloodlines and eight Thunes whose power and territorial size stand out from a number of smaller Thunes and heads of bloodlines. It has now been over three-hundred years since a great war disturbed the mountain range, but much indicates that another great war may soon break out. Small skirmishes already occur now and then between lesser bloodlines and brotherhoods.

BROSKMUSKRYM

Seen from above and in cross section

THUNES OF BROSKMUSKRYM

- 1: Thune Jorgim Brogjurn
- 2: Thune Frevor Olvim
- 3: Thune Kornik Misvetski
- 4: Thunes Zlorki and Kvitzholt Dinzelt
- 5: Thune Federav Voljenka
- 6: Thune Bozvij Plodnikk
- 7: Thune Vyderov Drognislai



However, these are often broken up within a few months. It is easy to understand the chaos which rules in the land, because often the family who ends up victorious is neither of the families who were initially involved. There are many times when a neighbouring family sees their chance of interfering when the warring families are at their weakest, and easily come out victorious in the battle without having to do a great deal.

Today there are eight dominating Thunes in Brokmuskrym. Five of them belong to Borjonikka bloodlines and they rule over different regions of the upper part of Brokmuskrym: Jorgim Brogjurn, Frevor Olvim, Kornik Misvetski while the Dinzelt holdings are divided between the twins Zlorki and Kvitzholt. The remaining three major thunes are all Buratja and their domains are all deeper down inside the lowermost levels of the mountain range.

They are Bozvij Plodnikk, Federav Voljenka and the old, wise Vyderov Drognislai.

Beside these eight thunes, there also another 20-25 minor Thunes, but since their bloodlines, brotherhoods, and territories are so small, they are usually not mentioned by name. Especially since the lesser Thunes have a tendency to quickly disappear and be changed after short periods, sometimes after only half a man's age.

Thune Jorgim Brogjurn and those outside the Mountain

In the middle of the mountain range's northeastern parts lies the land of Thune Brogjurn. Jorgim Brogjurn is a Borjornikka Dwarf whose bloodline stretches back a long way in the history of Brokmuskrym. Some even claim that the Brogjurn family already existed when the Storthune of the Brokmuskrym line was alive. Brogjurn's area is dominated by nine clans which have been allied for centuries. The unity of these bloodlines is strong, and everyone looks up to their Thune and his younger brother, the Thuul Brodvurg.

The territory which Jorgim rules over is situated in the northeastern bowels of the mountains, including everything, from ground-level up to the tall peaks. Also, outside the Mountain's protective ceiling, you can find Dwarves whose blood belong to the allies of Thune Brogjurn. The fact of the matter is that a significantly large number of Dwarves have chosen to live under the sun, in the valleys and mountain slopes on the outside of the Mountain. It is said that these Dwarves have grown tired of the indecisive soul of the Mountain and went out of the cursed mountain to start a new life. During the last decade, however, the Dwarves who chose a new life outside the Mountain have had less and less influence on the affairs of the territory. They themselves argue that their villages are too important a part of the Thune's land to be forgotten. Especially since they can provide their cousins in the Mountain with supplies which can only be found above ground. Despite the ostracising of the Dwarves outside the Mountain, there are rumours in some areas of the territory of a mass escape from the Mountain. Many seem to be tired of the disorder, which is constantly present in the mountain range, and would even defy the infinity outside the protection of the Mountain to escape all the misery. In some places, these rumours have even been realized, and some believe that significantly more will soon follow the example of these emigrants. Especially



now, when one of the biggest reasons for the isolation is the disorder that the Thune in the northwest has caused. The fear for war has spread in recent years among the families in Brogjurn's territory, after reports of Olvim's activity in the northwest and his arming campaign leaked out to the people. The neighbour in the northwest has, according to rumours, added significantly to his territory by simply beating the weaker Thunes and their brotherhoods who live in small clusters around the bigger Thunes. The neighbour's warring has

also forced Brogjurn to arm his warrior guard, which has further aggravated the escalating rumours.

But the looming war has not been solely negative for Brogjurn. Without having to raise the threat of war against the smaller Thunes in the area outside his borders, his territory has slowly but surely grown in size. Because of the looming war, the lesser Thunes in the vicinity of Brogjurn have chosen to bow under the rule of Thune Jorgim, instead of being forced into war when Olvim's armies reach their areas.

Thune Frevor Olvim, the conquering warlord

In the northwestern mountains, from their peaks to their ground-level, the old Borjornikka Dwarf Frevor Olvim rules with an iron fist. Frevor is an aggressive leader, who in the eyes of others has seemingly lost the will to create and shape the Mountain. Instead, it seems that he wants to conquer a territory as big as possible for himself. Frevor himself thinks that the Dwarves of Brokmuskrym have to unite under a single Great Thune, and who this Thune should be is not a hard question to answer. He argues that the Ymerdwarves can properly shape the Mountain in the way it is supposed to be shaped only under the guidance of a single strong-willed leader. Therefore, he has, during his incredibly long, almost fifty-year long leadership, armed his subjects to lead them into war against his neighbours in the mountain range. The old warlord has already managed to double his territory, through violence, but also through peaceful means. The lesser Thunes in his vicinity have simply been given a choice - give up or fight for their territory. There are not many who have stood up against the aggressive Thune. The few who have resisted have either been destroyed or driven to flee.

Frevor has, in his pursuit for power and territory, gone as far as hiring Trolls from above ground. With promises of Dwarven-made objects, both plundered and as payment, the Trolls have not been able to resist the temptation. The hired Trolls act as a vanguard, which is supposed to take the brunt of the force, and many are those who succumb to the ingenious traps and defense mechanisms that Dwarves like to have in the outskirts of their territories. The fact that many of the Trolls die has no negative effect on the hired Trolls, but rather the opposite. If their brethren in combat die, there will be more to plunder for them, is how they think, which makes

the Troll troops even more effective. For every Troll they see die around them, the number of objects they can get for themselves is increased, something that makes them even more determined to reach the goal.

Frevor's plans is to first conquer the smaller, bordering Thunes' territories. When these have accepted his leadership, he will go after Brogjurn, and thereafter Misvetski. When he succeeds with this, he will be in control of the northern mountains from their tops to their fee. Thereafter, his territory will have grown so big and strong that the rest will have to submit, and he hopes that at least one or two of the remaining Thunes will submit without bloodshed.

Thune Kornik Misvetski, the traditionalist

Kornik Misvetski is a Borjornikka Dwarf and follower of the old customs. He does not care about the political games that play out around him. Instead of focusing on the politics, Kornik makes sure that his subjects shape the Mountain. Constantly, new bridges are built over bottomless shafts, tunnels dug through the hardest granite of the mountain, pillars raised which support unused cave halls, stairways cut along the sides of deep chasms in the mountain are built, and tools and objects of all kinds are manufactured. At all times his focus is to shape the Mountain and its deposits. No thought can be wasted on other earthly things, such as politics. All he wants is to obey his Mountain and create beautiful objects to put in the brotherhoods' treasure chambers. The councillors pressure him pretty much daily about the political games that happen in the levels above his territory, however Thune Kornik Misvetski does not think it is important. He says that Dwarves think only of war in Brokmuskrym, and that he simply will not be part of that conflict. He will, of course, defend himself should it be needed, but he does not think it will

come to that. Kornik believes that, as has happened many times before in the history of the land, the aggressive and power-hungry Thunes will fall, and that the power balance will return to normal.

Visitors who have been allowed to enter the territory of Misvetski all attest that more beautiful or well-crafted architecture cannot be found in all of Ymergate mountains. Some even go as far as to say that Misvetski's territory has some of the most beautiful and advanced Dwarven architecture in all of Trudvang. But these stories are something that Kornik simply brushes off, for he is not yet done. So far, he has only done the rough work on the bridges, stairways, pillars, and halls that exist in his territory. When he is finally finished with the rough work, he will go over everything again, to really make into what the Spirit of the Mountain wants. Kornik believes that the lack of will among the Ymerdwarves to refine what they make is one of the greatest factors contributing to the Mountain's indecisiveness. If all had been as careful in their work as he himself is, the Mountain would not have confused them, as its Spirit is doing now. Kornik believes that one always has to create the object or structure which the Eagle Thuul first thinks he is seeing when he interprets the will of the Mountain. Everything else is just a delusion. He cannot understand why the other Dwarves of Brokmuskrym have not yet realized this simple, obvious fact.

It is whispered among the inhabitants of the territory that Kornik has a piece of the Ymerstone in his possession, and that it is because of this that he knows what the Mountain wants to be shaped into. Others claim that it is not just a piece of the stone, but the entire Ymerstone that he has in his possession. Some of the more extreme rumours even go so far as to say that the Mountain Spirit and Kornik are one. They say that Kornik once, in his youth, fell down a bottomless shaft. All believed that he had died in

the fall. When he one day came back, seemingly unharmed, they understood that the Spirit of the Mountain had watched over him. Soon, his closest relatives realized that something had happened to Kornik. He had achieved an understanding of the Mountain that no one else in the bloodline had ever had. The years passed, and when Brodjor Misvetski, the then Thune, died, there was no doubt about who would be his replacement. Kornik was crowned as Thune the next day, even though there were brothers who were older than him. The older brothers had all sworn off their claims to the throne in favour of their younger brother, and since then the inhabitants of the territory have lived in harmony with the Mountain.

Thunes Zlorki and Kvitzholt Dinzelt, the quarreling twins

Rumours about a looming war have also spread to the eastern parts of the mountain, where the Borjornikka Dinzelt bloodline rules over a territory which is today divided in two. Just as during many other times throughout the history of Brokmuskrym, two brothers have turned against each other. Ever since childhood, the two twins have competed against each other. First, in the way many siblings do, but soon, it was turned into a childish competition over the reign which their older brother would soon hand over to one of them. But this never happened. The territory of the Dinzelt bloodline was instead divided into two equally large territories and split between the two brothers, who since that day have never spoken a word to each other. A neutral zone was created between the two brothers' territories, where tunnels, caves, and chambers were evacuated. Imaginative traps and warning devices were created by engineers sent out by both brothers, and guards were stationed to closely watch the border. No one but the two twins' younger brothers were allowed to pass through the neutral zone. The younger brothers have acted as mediators during the feud, but without much success.

For a time, both of the competing Thunes lived in peace and ruled over their territories like any other regent. But soon, their minds were filled with hate and jealousy. At first, it was purely material jealousy, in which one brother thought the other had gotten the better of the two territories. Later, it was the people who inhabited the other's region which were the source of the jealousy, because both felt that the other had gotten a more populated part, and a more hard-working and skilled labor force. The twins soon started to suspect each other, and thereafter started to arm their subjects. For 35 years, this stalemate has persisted in the Dinzelt regions. The rumors of a looming war in the northwest have been entirely ignored by the two brothers. Instead, the twin Thunes have focused ever more on arming for a war between themselves and have therefore stopped caring about the affairs of other regions.

Even if both brothers intensely hate each other, this hatred has not spread to their subjects. Many are those whose Glorkas were forced apart because of them living on different sides of the neutral zone. Many attempts have been made by brothers who tried to get through the neutral zone to reunite with their relatives on the other side. But few manage to get through both the stationed guards and the traps in-between. The escalating hate between the brothers has now reached such proportions that Vizhol, the twins' younger brother, has also started to scheme against them. He has managed to convince the rest of the brothers that both of the Twin Thunes can no longer be left in charge, and that their hate has gone too far. A third party has therefore entered the scene, completely without the knowledge of the twin brothers. So far, the third faction is only in its planning stage, but contact has been made with both brothers' more sceptical followers, and connections have been made. Soon, they are expected to make their move to remove both twins.

Thune Federav Voljenka and the stone of power

Deep, deep down below the centre of the mountain range, roughly below the Misvetski's holdings, the Buratja smiths of Federav Voljenka work ceaselessly. The logi forges burn hotter than ever, and never before has so much been produced during such a short time as during Federav's time as Thune. Federav took over after his elder brother's death and has since pushed his subjects to hard work. The new Thune has a similar view on the reason for the Mountain's restless spirit as his neighbour above, Kornik Misvetski. But where Misvetski strives for quality, Federav strives for quantity. He thinks that only rapid production can still the Mountain Spirit's hunger to be shaped. It has even gone so far that his people have started to convert an area or deposit even before consulting the Spirit of the Mountain. For Federav thinks that it is better this way, both for the Mountain and for the continuously occupied Dwarves.

The real reason for Federav's quantitative way of thinking is very different from the arguments which he tells his advisors outside his closest circle. The real reason, which only a few outside the clan know, is that Federav, as both a Thune and an Egle Thuul, has felt a powerful object somewhere far below the feet of the Mountain. Unfortunately, he does not have as strong an ability as his predecessor possessed and can therefore not see precisely where the object is situated. All he knows is that the rock is supposed to be in a large cavern. Federav believes that it might be a rock as powerful as the diamond that Grigorg Brokmusk found and cut for so very long ago for getting the Ymerstone. If he can only manage to find it and show it to the other Thunes of the mountain range, he will be able to convince them to yield to him. Because of this, he has made all of the Dwarves in his territory work ceaselessly. Every day, new walls are torn down to open



up new mountain halls and tunnels. Deposits which are found have to be worked of course, in order to placate the Mountain Spirit, but it has to be done fast. Who knows, the mighty stone and the object of Federav's search could be behind the next wall or at the end of the next tunnel.

Spies from the holdings of Plodnikk (another Buratja Thune) to the east say that a strange search has there begun. The rival bloodline has, according to the spies, started to dig deeper down into the depths. The reason for the excavations is said to be that the Stoneseeker of the Plodnikk has felt the presence of a powerful object. These rumors and information have caused Thune Federav Voljienka to focus his attention towards the east, because he now believes that the Plodnikk Egle Thuul also sense the same object. At all costs, he has to reach it before his rival, so that he can become the owner of the new Ymerstone, with which he will then proclaim himself the true leader and the only Storthune of Brokmuskrym. The thought of Plodnikk reaching it first has even caused the otherwise friendly Federav to allow his closest followers to start planning to assassinate by poison either Thune Bozvij Plodnikk himself, or his Stoneseeker.

Recently the other neighboring Buratja Thune, the old Vyderov Drognislai, has also started to intervene in Federav's actions. But Federav does not think he has anything to fear from the old Thune. Despite this, Federav has let his closest advisors plan to murder the old Thune as well, so that he will not ruin his plans.

Thune Bozvij Plodnikk and the demon rock

For the Buratja Plodnikk bloodline, the last forty years have revolved around one thing: delving deeper into the Mountain and Trudvang. Everything started when the young Egle Thuul Vridfjord had received a vision. Virdfjod had then immediately

stormed into his older brother and Thune Bozvij's room, just as the Thune was polishing his oldest handicrafts. This was an incredible act since Thune Bozvij has always threatened banishment to the surface and other ingenious punishments if anyone disturbed him during the time, he spent in his chamber filled with the bloodline's most valuable and oldest heirlooms. As was to be expected, Thune Bozvij became enraged when he was disturbed, but when he saw the seriousness in his younger brother's eyes, he understood that something important had happened.

At first, Thune Bozvij could not believe what the Stoneseeker told him. But he soon found himself convinced, and the greatest project in the history of the brotherhood was launched. Virdfjod had that morning, after becoming intoxicated from too many mushrooms, come into contact with the Spirit of the Mountain, which told him what the Mountain expected from his clan. The Spirit had told of a cave, deep down below the mountain and the surface of Trudvang. A cave that was supposed to be directly below them. The Spirit of the Mountain had said that there was a "black rock", and that it was this rock that was behind the indecisiveness of the Mountain and the many wars which had afflicted it through the ages. The Spirit had told him that the rock was filled with demons from worlds far beyond this, and that if they could destroy it, the Spirit of the Mountain would be at peace. Shortly thereafter, the project to save the Mountain Spirit began. The brotherhood started to dig ever deeper into the Mountain, and a large hole with a diameter of nearly thirty paces, its interior ringed by a stairway, soon plunged its way down into the depths.

Today, almost half a century later, the Buratja Dwarves are still digging without pause. They have now passed the deepest halls and quarries of Volijakka, and as far as they themselves know, there is no one else who has dug deeper below the Mountain. They

have yet to reach the cave with the black demon rock, but they are just as determined to finish their mission today as they were the day when their great work began.

Because recent years have revolved around the brotherhood's holy mission, Thune Plodnikk has completely missed the looming Great War which threatens the kingdom of Brokmuskrym. The few times when they have spoken to outsiders and received news reports from the other side of the mountain range, they have not taken the news about war seriously. For they are sure that when they find the stone and destroy it, all disorder in the mountain range will cease, and they themselves will stand as the leading bloodline, with a Plodnikk Storthune who rules over the entire mountain range, just like Grigorg Brokmusk did the day he found the Ymerstone.

Thune Vyderov Drognislai, the old wise Buratja lord

The, in Dwarven terms, very old Buratja Dwarf Vyderov Drognislai suffers when he sees his fellow Thunes' pursuit of either power or powerful objects. With age, both wisdom and insight into the good of the Mountain have come to the old Thune, who many brothers believe to have miraculously and mysteriously acquired the Stoneseekers' gifts due to the benevolence of the Mountain. After eight years of meditation, the insight came to him. He had promised himself and his friends before he started the meditation that he would rather die in his attempt to find out the reason for the indecisive Spirit of the Mountain than give up. Vyderov had crossed over a wide stream of lava to a small island which would become his home for the next eight years. When Vyderov sat down out on the island, his younger brothers razed the bridge that led to the island so that no one could get out to the meditating Thune. Two large stonefylgis were set to guard the great cave, through which the hot lava streamed forth, and as a

final precaution they also had the cave entrance sealed. No one was to disturb the old one.

Years came and went without them hearing from Thune Vyderov. But no one was especially worried about the health of the Thune, because a Dwarf that had put itself into a meditative state like the Thune had, could live close to fifteen years in this manner, without either food or water. The meditating Dwarf simply became one with the Mountain, and after just a month or so the Dwarf's skin turned grey, as if it were made out of rock. If it was not for the Dwarf being made of flesh and blood and therefore soft to the touch, someone passing by would not be able to tell a meditating Dwarf from a stone statue.

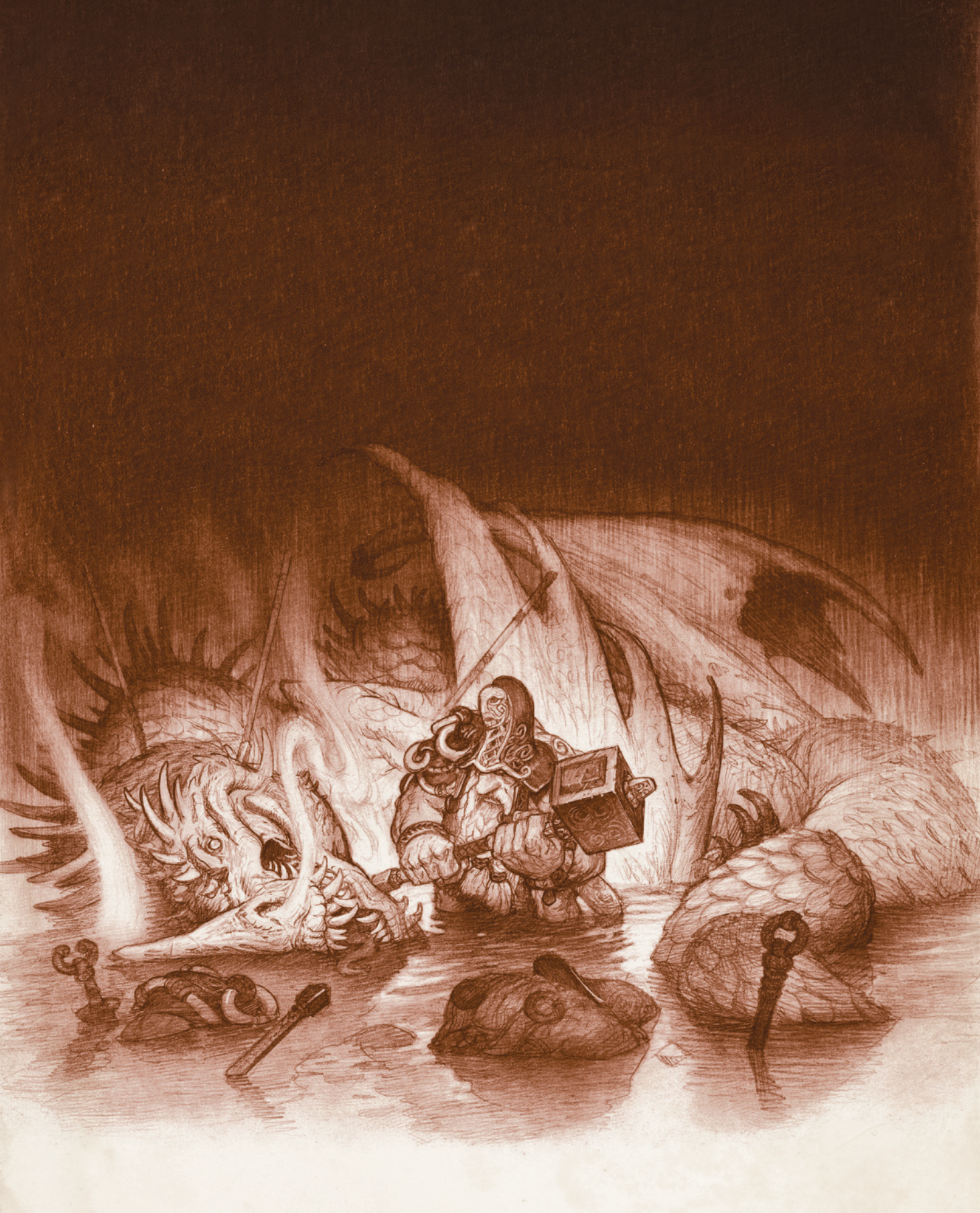
Eight long years passed before a crash could be heard from the sealed gate. The two stonefylgis were the first things you could see when the dust from the demolished gate had settled. Vyderov then came forth on wavering legs, but with a sharp expression. All then realized, when they saw the old one's face, that he had succeeded in his mission.

The old Thune Vyderiv Drognislai was struck by the revelation of the truth, as well as by terrible insights

regarding the searching activities by his fellow Buratja Thunes of the Plodnikk and Voljienka bloodlines. In his deep meditation the old and wise Thune Drognislai had realized that the mountain range was in fact cursed by demons, just like Plodnikk's Egle Thuul had seen in his vision. He had also found out that his productive neighbour was in fact searching for a stone which he thought would give him power over everyone in the mountain range. In his dealings with the Spirit of the Mountain, Vyderov found out that there was in fact a powerful stone deep in the underworld. But it did not contain demons, as Thune Bozvij Plodnikk believed. The demons were in the cave where the stone was located, and if someone opens up a path out of this chamber, the demons will be freed from their prison. The stone also does not contain any special power that can make a Dwarf into a Great Thune ruling over the entire land, such as Thune Federav Voljienka believes. But Federav is right concerning one thing. The stone is incredibly powerful, for it contains the Soul of the Mountain. The mountain spirit also warned Vyderov that if someone was to enter the cavern where the stone resides,

the Mountain will immediately defend itself and Trudvang with a devastating earthquake. A quake that almost certainly would bring down all of Brokmuskrym, but which hopefully would imprison the demons before they escape the Mountain. Vyderov has recently sent several delegations of messengers to all the other Thunes of the various Brockmuskrym's holdings to find out what is really happening, but the stone-enclosed message blocks have all returned unopened every time, from both recipients.

The several years long meditation damaged the health of the old Thune greatly. Vyderov never found out what had to be done to break the curse that afflicts the mountain range. Neither did he find out how he should stop both the Buratja Dwarf families in their hunt for the cave and the stone. The old Thune no longer has the strength to care about the will of the Mountain anymore. A sickness seems to have settled in the old buratja dwarf's body, and he has therefore started to plan for his passing. It falls upon the next Thune of the Drognislai family's territory to deal with the problems that were discovered during the long and strenuous meditation.



DALMTATZBA

The Grand Kingdom of Dalmtatzba is located in the mountain range on the great, eastern island that houses the Stormlander realm of Daalheim. These days, this Dwarven kingdom is far from its former glory. Just like in Erzmir, Dalmtatzba was once famous for the many gemstones to be found in the depths of the Mountain and that became something of a specialty for the Dwarves here.

For as long as anyone could remember, they had felt especially driven to cut and polish the precious stones found in the Mountain. Of course, they lived to shape the Mountain, and to mine and refine metal, but it has always been the crafting of gemstones that has been the foremost of professions, and anyone who visits the kingdom can see that this is the case, for everything they create is decorated in jewels.

SURVIVING THE DROWNED KINGDOM

Nowadays the “Gemstone Kingdom” of old is not what it once was, however. Only half of the kingdom still endures, and not even in its brightest moments does it shine like it did in its glory days. Perhaps what happened was inevitable, since the whole realm is surrounded by water. The Dwarves had dug their way too far south, and suddenly the tunnels collapsed, and seawater came rushing in, which soon flooded all of the old halls, tunnels, and cities that were located beneath sea level. The disaster was over in mere moments, but during these moments thousands of Dwarves lost their lives by drowning, an otherwise unusual death for their kind.

Not even a fourth of the of the kingdom’s old population remains these days, but those who do live in a similar manner to their old traditions, in that gemstone-cutting is considered the foremost of all crafts, even if it is only a very small portion of the Dwarves that holds the honour of practicing this trade. Only a few mines are still active these days, since most metal- and gemstone deposits were located far beneath sea level. The deposits that have been found have quickly been depleted, which means that all kinds of metals and jewels are sought-after commodities in the kingdom. Since both metal and gemstones have been depleted, or at least have become very rare, the Dwarves have been forced to find new trades. Thus, in addition to gemstone-cutting and forging, the Dwarves here also practice stonemasonry and sculpting. After all, they must do something to please the Spirit of the Mountain. The kingdom has therefore become filled with statues and examples of fine stone craft. Halls, tunnels, and walls have all been decorated with beautiful sculptures. Without a doubt, all merchants in

Trudvang would agree that the stone craft from Dalmtatzba is among the finest and most valuable that one could find. Prominent and wealthy people from all over Trudvang pay large sums of money, or just as often trade ore, to decorate their homes with one or more statues made by one of the master sculptors from Dalmtatzba. The most precious and beautiful items are those that are also skilfully decorated with gems, such that it looks like the gem has grown from the item, and not been placed there. In some rare cases, the Dwarves of Dalmtatzba sell stonefylgis to those who are able to pay, most often kings or other powerful individuals. The stonefylgis, which are made to order, are often shaped in the image of a Human hero and are placed to guard riches, but sometimes also to guard important individuals such as heirs or prisoners.

THE RULE OF THE THREE

The island and its Dwarven population are ruled over jointly by the heads of three brotherhoods. These three are best friends, even though they belong to three different bloodlines.

Frugday is the youngest of the three, but is also the wisest one, and has the best nose for trade. It is he who takes care of all contact with people from other parts of Trudvang, and it is he who bargains with interested parties over the price of wares that are ordered.

Klovdrovir is the eldest of the three and is an old stone mason. He decides what should be produced in the kingdom, where it should be placed, and of which material it should be made. He is, of course, assisted by Egle Thuuls who tell him what the Mountain wants to be shaped into.

Logritav is the one who decides what the metal that is received through trade should be forged into. It is also he who decides if and when the Dwarves are allowed to seek new deposits in the depths of the Mountain. This is something that he only agrees to when in his best spirits, however, since he doesn't want to be the cause of another similar disaster as the one that devastated the realm once before. Thus, the three each have a task to tend to in the kingdom, and none of them ever interferes with the others' spheres of influence. Although they all have more or less diplomatic or administrative jobs, they are still more than skilled in forging, gemstone-cutting, and stone masonry, and they take any opportunity they can to work with something besides their day-to-day tasks.

CITIES IN THE WATER

Since the largest cities in the realm were beneath sea level, large parts of them are below water these days. The Dwarves have therefore built new buildings atop the old ones, which serve as the foundations. Because of this, the larger cities in the kingdom may look a bit strange to visitors, at least if you are a Dwarf from another kingdom. All but a few buildings are surrounded by water. Stone bridges span across the mirror-like water and connect small constructed islands and pathways that lie just above the surface of the water. Occasionally, one can see long boats with crews of Dwarves rowing, moving freight between the buildings. Only the city of Frondidfior, where the three leaders live, isn't surrounded by water, although its centre, a seven-story building, is located on a large paved island in the middle of the city. Five mighty stonefylgis guard the island. The island lies three meters above the water's surface, which makes it difficult to ascend from the water, and the stonefylgis are even designed to wake up if someone was to climb ashore on the island this way.

AN UNCERTAIN FUTURE

Some in the kingdom, primarily the lower ranking Egle Thuuls, argue that the three shouldn't rule anymore, since they've started to import metal.

They claim that this is an insult to the Mountain, since they bring in metal that has belonged to another Mountain's spirit. Any labour performed on this imported metal is deemed wasteful in their eyes. Dwarven work is to appease the Spirit of the Mountain in which one lives, not to appease some other Mountain's spirit. Logritav has given his permission to search for metal beneath the sea level in three different places in order to silence these voices. He is very careful, however, and has therefore appointed his three younger brothers to oversee the project. Logritav harbours a deep anxiety that another collapse will cause more flooding of their kingdom, especially since no less than five mines have collapsed over the last hundred years, of which one caused water to engulf the floor of a smaller village. It is this last incident that caused Logritav to be as careful as he is today. Next time, it might be an entire city that is flooded.

The three have lately considered whether they should evacuate all settlements below sea level. The Mountain seems to be too unstable, and the danger of collapse during excavations is great. Many are also advocating a rescue of all the items that are hidden in vaults that are now below the water. None has any suggestions of how such an endeavour could be carried out, but they won't give it a rest until they've tried at least thrice.

DORG GROMITZA

“Dorg Gromitza”, or “The Realm of the Five Halls” as it is called in Vrok, lies in the Gunnra Mountains in Mittland. Once, this ancient Borjonikka realm was known as “Furd Gromitza”, “the Realm of the Eight Halls”, but two halls have fallen into the hands of Trolls since then. For the Gunnras house both Dwarves and Trolls, and for every two Dwarves nowadays there are three Trolls. Initially, a millennium ago, the Dwarves thrived in the mountain range. They mined for resources and built halls and cities whose glory was comparable to what once was in Dalmtatzba, with its beautiful statues and exquisite decorations on the Mountain’s walls. There were Trolls back then as well, but not in the abundance that can be seen today. In those days the scales were shifted, and for every Troll there were three Dwarves.

A CENTURIES-LONG INVASION

No one knows exactly what happened, but everything changed seven centuries ago. Suddenly, the number of Troll tribes grew, and soon they started to attack Dwarves working in the mines, tunnels, or halls. The war was inevitable, and once it started, it would last for 75 years before it settled into the current pattern. The Dwarves, who were in no way prepared for an organised attack from the Trolls (especially given the unprecedented number of enemies), found themselves defeated and driven back from several places in the realm. Cities and villages fell and were invaded by Trolls who, without any significant loss, quickly gained ground. The Dwarves responded by fleeing to the Eight Cities, which in those days were at the very heart of the kingdom, in order to find safety. When the Trolls reached the tunnels which led to the cities, they found that the now-united Dwarven hordes were unwavering, and the war came to its first standstill. The Eight Cities were still in Dwarven hands and the Kingdom could still bear the name of “Fur Gromitza”, although many minor settlements were lost to the Troll hordes, especially in the upper levels of the kingdom.

For almost 400 years the Dwarves and Trolls coexisted in the kingdom, in something not unlike a truce. The Trolls didn’t attack the Dwarves in their cities, and the Dwarves didn’t attack the Trolls in the lost settlements, although this long stalemate was bound to change. Many still accuse Thune Trodverz Runtgarv, who ruled the kingdom in those days, three centuries ago, of not making any attempt to overthrow the Trolls that now lived in their old minor settlements, just a few days of march away from them. During his reign, the Troll attack began with reinvigorated fury, which would cost the Dwarves three grand cities, or “Halls”, as the cities had been built in great, enormous caverns. This tragedy happened nearly four centuries after the Troll horde had been stopped for the first time at the gates of the Eight Cities. However, now the Thune was unprepared for the scale of this new invasion. The war that now raged in the mountains was far bloodier than its predecessor and lasted for nearly fifty years. Thousands of Dwarves and Trolls died in battle. Having captured three large cities full of plunder, the Trolls were placated, and put a halt to their conquest. Since then, they haven’t

made any more attempt to attack any of the remaining Five Cities still in the hands of the Dwarves. And this is how Furd Gromitza changed its name into Dorg Dromitza.

THE FIVE CITIES

Now, more than 300 years have passed in the history of the kingdom without any larger attempt at conquest from the Trolls. The Five Cities that are still controlled by the Dwarves have been tied together with large “stormtunnels”, originally conceived to allow the quick passage of great armies, each one connecting only two cities. In this way, people can travel safely without being in danger of Troll attacks, something one cannot be certain of if one travels in tunnels other than these. The huge number of old, small minor tunnels has been mostly sealed or destroyed by the Dwarves, in order to oblige both travellers and possible invaders to pass only through certain safe and controlled routes.

From the city of Drovdor, which lies near Trudvang’s surface, slightly east of the center of the mountain range, one can go through the stormtunnel



reaching Proldrig in the southwest, located slightly below ground level, in a day's march. Grindbarv in the northeast, slightly above ground level, is two days' march away, and Droltverv in the east, a good bit below ground level, is also two days' march away. Finally, Ibrahovi, in the south east, also located a good bit below surface, is also two days' march away.

Each city is majestic and consists of many beautiful buildings which stands in gigantic, enormous and splendid natural caverns, which the local Dwarves stubbornly keep on defining with the somewhat diminutive name of "Halls". Each city also has its share of beauty and art, as it once was, but fortifications, traps, combat training grounds and barracks have multiplied during the centuries after the invasion started. Many Glorkas of artists which once were devoted to carving the best sculpture and the most refined architectural decorations, have turned their interests to military engineering. New levels of military defences have been reached in Dorg Dromitza, as the Dwarves have kept on developing new traps and ambushing points during the last three centuries. Each city is overcrowded but also thriving and everybody knows that sooner or later the lost lands should be reclaimed.

LIVING IN AN INVADED KINGDOM

Despite the danger of Troll attacks, thousands of Dwarves risk their lives every day when they go beyond the Five Cities' defences to mine a deposit or work on the walls of a quarry or a cave. Although there are thousands of Dwarves that leave the cities every day, only a third of these toil on what the Mountain has to offer. Instead, the vast majority of these Dwarves are warriors who are tasked with protecting the workers, so that none of them falls under

the Troll's attacks while working outside of the city. Several groups of workers are attacked by Trolls every day while on their way to the mines. While many lives are lost daily, the Dwarves won't give up on working on the Mountain. The Dwarves claim that not labouring to placate the Spirit of the Mountain would surely mean a slow and painful death, and thus they persist without hesitation, and go to their mines when duty calls. Often these Dwarves toil for days in the same place, until a new group arrives to take their place. Thus, the mines and workplaces are never empty. The groups are often made up of two clans, but in especially large workplaces, they can consist of as many as ten brotherhoods. Every group is guarded carefully by mighty warriors who, almost exclusively, are of the same Glorka as the group of workers.

No single Storhune rules Dorg Gromitza, but the realm is harmoniously ruled by the Council of the Thunes of the Five Halls who have, with tight-knit cooperation, carefully observed the Trolls for the last 300 years. No civil wars or turmoil are possible here, since every Dwarf is focused only on defending the Kingdom from the Trolls, and higher-status warlords are occasionally chosen only with the unanimous vote of the Five Thunes, only to be dismissed when the need ends. However, no major Troll invasion happened in the last three centuries. The Five Thunes are only now starting to get a grip on how many Trolls there are, and where the greatest masses are located. The Dwarves have, despite the daily toll of lives, grown in numbers, and now realize that the Five Cities won't be able to house all of them soon. They must reclaim one or more of their three lost cities. The Five Thunes, Jiggmork, Firdvirg, Logr, Pottvin, and Sergorg know that an attack against a Troll city could indeed start another great war between the Trolls and the Dwarven kingdom, and thus they must proceed with cunning and guile.

Every Dwarven city in Dorg Gromitza has its own small force of "Troddamgorer", or "treasure collectors" as it would roughly be translated to in Vrok. Without asking for compensation, which they often receive anyway, they seek out ancient, lost treasure vaults and secret hideouts in Troll territory. This special group of warriors, who have learned to sneak up closely to the Trolls without being detected, have proven immensely valuable for the imminent war. Since the warriors have learned the locations of the hideouts and vaults, they can, just like when they haul items to the cities, hide weapons and provisions at these locations. When the Dwarven army then reaches the vault, they will find both new weapons and provisions to replenish their supplies. Some of the vaults that have been emptied are large enough to hold a whole army of Dwarves. Thus, the Dwarves are planning to fill the four largest vaults outside of the Troll-infested lost city of Rolgfro, northeast of Proldrig and slightly above ground level, with arms, armors, and provisions. When this has been done, they will try to smuggle Dwarven warriors there, so that they can launch an attack on the city with full force, once the vaults are filled to the brim with warriors. If all goes according to plan, the city will be secured, and a stormtunnel, large enough for a marching army, shall be dug between Rolgfro and Proldrig while they will fill the other tunnels with traps and put them under surveillance so that the inevitable retaliation won't come without warning.

The two other lost cities west of Proldrig, Sovribia which lies above Trudvang's surface level, and Kloddvj which lies beneath the surface level, will be left in the hands of the trolls for the moment. The five Thunes all agree, however, that if they are able to recapture Rolgfro, it won't be long before they will be able to reclaim the other two cities as well.

ERZMIR

In the plains of Sylvan, in the south-eastern part of Trudvang, the landscape is suddenly split by a giant fissure so deep that no man has yet been bold enough to fully explore it. It is here that the grand kingdom of Erzmir lies, wedged between the two cliffs that form the Erzmir fissure. Deep below in the crevice, where the rays of the sun can't reach, Borjornikka Dwarves toil frantically.

Colossal stone blocks and grindstones have been raised from the bottom, and on ledges, seemingly never left to rest.

One legend among the Humans of the area claims that once there stood a mountain where there is now a fissure splitting the plains in two. The legend says that the Dwarves who live in the darkness of the fissure have slowly but steadily dismantled the Mountain in their search for the noble metals and precious gems that were hidden within.

PEBBLES, GRINDSTONES AND THE GREAT FISSURE

On each side of the fissure lie two great fields of pebbles and dust. On the outskirts of these fields, the layers of pebbles are thin, and those who've been brave enough to approach the edge of the fissure to search for gems - and been lucky enough not to be found by the Dwarves - claim that they haven't reached soil or solid ground, no matter how deep they've dug. These fields of crumbled rock seem to grow larger with every passing year, and people who live near the fissure are more than happy to talk about how far away the dust and pebbles were when their parents were

young, and how the area has expanded with every passing generation. No one knows how or why the field constantly increases in size, but all are certain that the dust and gravel are what's left of the stones that are mined in the depths by the Dwarves. Although many have stood guard over the area, none has managed to see a Dwarf ascend to the surface to discard the crushed and useless rocks.

Rhythmic noise constantly echoes from the depths of the fissure and out over the plains. It comes from the enormous stone crushers that slam together with tremendous force and weight to break the rocks that have been placed between them. The hammering thunder of the crushers is joined by a perpetual screech from the Dwarves grinding the rocks to dust as they search for the unbreakable gemstones. This deafening noise, awful and unbearable for anyone else, is like sweet music in the ears of the Dwarves. The rocks hidden beneath Trudvang's topsoil are constantly mined, to be smashed and broken in the mighty crushers. For those who've never seen anything similar, the crushers are indeed an impressive sight. Seeing the colossal crushing

blocks of the hardest black granite, and as tall as a four-story building in the Human cities and requiring more than a hundred of the strongest Dwarves to move, slowly rise, only to smash and sunder anything beneath it, is a sight that would amaze most. The largest of the stone crushers breaks blocks as large as houses, which are then passed to the next crusher that in turn break the blocks into smaller pieces. Finally, the rocks reach the grindstones, where the rocks are, in just as many steps, ground into fine dust. Gemstones that are hidden in the stones are too hard to be broken or ground, and thus survive through the entire process, or removed from the debris by Dwarves that constantly watch the process.

GEMS, COAL AND TRADE

If other Dwarven realms are famed for their forges and stone masons, Erzmir is primarily known for the polished gemstones. The gems that are mined in the realm are both larger and purer than those from anywhere else in Trudvang. The gems are honed and shaped for years by the most diligent gem cutters in all of Trudvang. The diamond that is said

to decorate the throne of the kingdom's Thune, is rumoured to have taken close to 200 Human years and over 40 Dwarves to cut and polish. Of all the gemstones that are found in the kingdom, only a fraction reaches the outside world. Those that are sold are not considered especially valuable by the Dwarves but are still counted as the most beautiful by Humans. It is said that the largest and most stunning jewels are kept in a chamber behind the throne room of the Thune, and all of these stones have supposedly been cut and polished for 150-250 years.

The kingdom is not just known for its precious gems, however. It is also famed for its coal, which is sold in distant lands since its quality seems unparalleled elsewhere. This fuel is the finest of its kind in all of Trudvang and is said to burn twice as long as the coal which is mined in other places. Since the Dwarves of this kingdom spurn the sun above all else, they have built great trade routes that lead from the depths to the surface. About one third of the way from the surface lie small trading stations, where Humans can come to trade for coal, and, in rare cases, gemstones. The roads, large enough to drive two carts next to each other, run through great tunnels to the trading stations. The entries to every station are guarded by thick gates however, which can quickly be closed shut if greedy Humans take what they desire without proper payment. Nothing like this has happened in a hundred years, however.

THE VERTICAL KINGDOM

Erzmir looks very different from the typical Dwarven kingdom. For the whole kingdom is made up of one single city carved on both walls of the great fissure. On great ledges and plateaus, both natural and Dwarf-made, the Dwarven houses are located next to giant grindstones and stone crushers. Between the two walls of the fissure, there are a myriad of bridges leading

back and forth between the two sides of the city, the many working places, and the settlements. The kingdom or city stretches a few hundred meters into the bedrock on each side of the fissure, but go too far, and soon one will only find long tunnels that lead deep into the bedrock and to the underground quarries.

The Thune of the kingdom is Zobadi of Drimzolt's blood and is more than 100 years old but doesn't look a day over 60. It is rumoured that the diamond that decorates the Thune's throne holds a power which, through the mightiest Thuulcraft runes, has been linked to Zobadi. While most of his brothers are of the upper echelon of the gemstone cutters, two of them are Stoneseekers, who determine what the stones that are sent to the brotherhood should be shaped into. These two are the most powerful Thuuls that the kingdom has ever seen during its entire history, and it is these two who have managed to link the power of the diamond to their elder brother. Now, they seek gemstones with similar powers so that they can link them to themselves, and thus achieve the same mighty age as their Thune.

SUNNYDAYS

The thundering noise echoing from the fissure only stops once every year. It is when the sun reaches its highest point in the sky and an angle so that its rays actually shine all the way down to the bottom of the deep fissure. For five days and five nights, the whole kingdom is completely silent. The local Dwarves, who are all convinced that they would turn to stone if they are exposed to sunlight, stop working and hide deep in their darkest caverns, where they sit without moving or even talking to each other. Empty eyed, they sit and stare into the wall before them as if it could crumble at any moment and allow the annihilating light to shine through. When the danger has finally passed, and the rays of the sun no longer reach to the

most elevated settlements of the fissure, a great feast erupts that lasts for just as many days and nights. The Dwarves eat and drink as much as they otherwise would over a period of half a year during these days. The Dwarves wear masks that depict the frustrated face of the sun when it has realized that it hasn't been able to destroy the Dwarves this year either. These masks are only removed to enable the wearer to drink or eat, for the Dwarves don't even sleep during these days.

When the feast is over, the Dwarves fall asleep wherever they are currently located, only to wake up three nights later after having been awake for ten whole days. Once they've slept off the intoxication, and regained the strength to work, the noise of crushers and grindstones resounds from the depths again.

During these days of serenity, Humans rush to the edge of the cliffs, hoping to get a glimpse of what hides in the depths. There are a few every year who can't control their own greed, and thus they climb into the fissure, fearing for their lives, as they search between the mighty crushers and grindstones. Most of those that journey into the fissure return empty handed, but a few of them actually manage to steal small gemstones that the Dwarves haven't been able to hide before the rays of the sun have closed in on them. Far from everyone that climbs into the kingdom returns, however. Many of these adventurers fall to a certain death during the long climb in and out of the fissure. Some never return, but disappear completely, without a trace. People who have lost friends in this manner say that their friend had stood next to them and talked, only to be gone in the next moment without a sound or trace. They say that they couldn't find where their friend could have gone, no matter how much they searched around them. Whether these fortune seekers were claimed by clever traps, or if it was something else, no one knows.



GLITZMAKULJI

In the middle of the massive Fjaldgand Ridge in the north-west of Trudvang, just below ground level, a subterranean lake fills a large cave in the bowels of the Mountain. The lake is so big that it takes a Dwarf two days to walk around it. How deep the lake could be, no one really knows. In some places it is only a few meters, while at others it seemingly lacks a bottom. On the walls that frame the mirror calm lake, as well as on the cave floor leading up to the edge of the shore, lies the enormous city of Glitzmakulji

Glitzmakulji, or “Glitthamn” as the city is called by the Humans, makes up the centre of the land, and it was here that the cursed people once fled, a long time ago. Legend says that those of the Blood of Trodnikk had cursed all of Tvologoya the day when they, by mistake, brought down the wall that protected the land from the cursed “Endless Dark Chasms”: a mysterious maze of tunnels and abysses, inhabited by a powerful, dark “Entity”. A heavy aura of evil could be felt by all those who approached the Chasms: the miners have reached a part of the underworld which was originally meant by the Mountain’s Spirit to remain unknown to the Dwarves. Doom and desperation were now bound to fall on the Sons of Borjorn. The punishment for this unthinkable act was death, and all of the Blood of Trodnikk were to receive the same fate. The Borjornikka Dwarves of the Blood of Trodnikk were, however, given a short time to prepare for their coming end. During this time, they had the opportunity to placate the Spirit of the Mountain by finishing the buildings and objects that they had been occupied with. When all projects were finished, they were to meet their death in the depths of the Mountain. A whole Glorka of nearly two-thousand dwarves would voluntarily

throw themselves down into the hot lava which flowed like warm blood, deep below the surface of Trudvang. Here, they would once again become one with the Mountain. By sacrificing themselves in this manner, they could help the Mountain in creating new stone ad ore, and the hope was that this significant sacrifice would break the curse. But none of the Blood of Trodnikk took the path of suicide. Instead of completing what they were doing and then sacrificing themselves, all the members of the cursed bloodline fled west into the Endless Dark Chasms. Those of the Blood of Bodnjev took upon themselves the task of hunting down the fleeing Trodnikks, to complete the punishment that had been imposed on the refugees. Around one-thousand battle-trained Dwarves went into the Endless Dark Chasms, on the hunt for the cursed people. For years, both those of the Blood of Bodnjev and those of the Blood of Trodnikk wandered deeper and deeper into the dark chasms. After many years of wandering and misery, those of the Blood of Trodnikk finally reached the other side of the dark chasms, where they found a great subterranean lake which glittered like silver in the light of shining crystals called “Glitzaljas”. The concern that their pursuers might find them was great, and

because of this they tore down the wall through which they had come. Here, by the lake, those of the Blood of Trodnikk then laid down the foundations for the city which would soon become the centre for an entire kingdom and its people. Years came and years went without the pursuers showing up, and during the time when the Dwarves lived beneath the razed wall, the city grew in size. What happened to the pursuers, no one knows. But the Bodnjev family quickly died out in Tvologoya, as if the curse had afflicted the lost pursuers instead of the whole land or the “guilty” dwarves of Trodnikk’s Blood.

THE CITY OF GLITZMAKULJI AND THE LAKE

Glitzmakulji is really several small cities, which through the centuries have grown into each other around the lake’s western shore, so that today the city almost entirely encompasses the western part of the lake. Aside from the mighty buildings that have been built on the beach and into the cave walls, there is also a number of inhabited islands which rise here and there in the subterranean lake. In the little harbours on these islands, flat-bottomed boats rest, whose wood has been collected above

ground. The islands have become home to those that have the rare among the Dwarves occupation of fishing, and who make a living by catching the so-called “vritt fish”, which has become something of a delicacy next to the tunnelhog. The “vritt” is a milky white fish that can grow to be over four meters long, and which requires two Dwarves to put their arms around its middle. But all the islanders do not make a living from fishing the vritt. There is a small, hardened group that has specialized in catching giant water snakes. Despite the snake being a symbol of the evil god Yukk, the giant snake has become a valuable delicacy that only the richest can afford to buy. By eating the flesh of the giant snake, one can show one’s contempt for Yukk, with the hope that the evil god will pick an easier prey than a Dwarf who has the courage to defy the god. The high price that you have to pay for a meal of giant water snake is not because these snakes are rare, but rather because it is a very dangerous endeavor to catch them. Many are those who have paid with their lives while struggling to capture a giant water snake.

THE GLITZALJAS CRYSTALS

The name “Glitzmakulji” comes from the dull and sometimes silvery light that a certain type of crystals emits from their positions in the Mountain. The crystals, which are found in great numbers in the area, grow everywhere in the Mountain, on walls, floors, and on mighty stalactites and stalagmites. Here and there, great pillars also rise up through the enormous lake, supporting the roof of the cavern. Each pillar testifies of the great span of time that must have passed before the stalactite and stalagmite are finally united with each other to form the pillar that exists today. The Glitzaljas crystals growing on these pillars emit a stronger light. It seems like they have more power to shine than the crystals that grow in other places in the Mountain. The constantly shining crystals create an endless “day” to reign in Glitzmakulji. Visitors from other parts of Trudvang have a hard time adjusting to the constant light. The very few Humans and Elves who have visited Glitthamn

cannot endure the lack of darkness during night time while, on the other hand, Dwarves from other kingdoms complain that the local light is unnatural and forces them away from the constant darkness or low light in which most Dwarves are used to live. The Glitzaljas do not seem to grow anywhere else than in this mountain range. When the crystal is taken down from its place, it dies, and its light slowly but surely ebbs away, although the Glitzaljas’ light last longer than in other crystals. Some crystals gathered from the grown-together pillars can shine for as long as a hundred years, while crystals gathered from other places only shine for a third of that time. The crystals have become popular among the wealthier Dwarven families around Trudvang, where they are used to light tunnels and vaults. Some Dwarf from other kingdoms say that it is a great shame to barter with the cursed people of Glitthamn, and that it can lead to great misfortune for those that do it. For even today, there are Dwarven bloodlines which remember the sacrifice which those of the Blood of Trodnikk refused to make. Even so, the crystals of Glitzmakulji are appreciated throughout Muspelheim and their trade have continued to flourish during the centuries.

FISH, GOLD AND COAL

Aside from the lake of Glitzmakulji, there are several other subterranean lakes under the mountains of Fjaldgand, but none of these are as big as the lake by the capital. Because the lakes have proven to be an excellent source of food, settlements of different sizes have sprouted up around the bodies of water, everything from cities to smaller villages. Many believe that the lakes in Fjaldgand Ridge are connected by underground canals. This belief is supported by the fact that the vritt fishes who have gotten away from fishermen with the hooks still in their mouths have been caught by other fishermen in lakes far away. A fish who got away in Glitzmakulji might then be caught in a subterranean lake situated in a mountain far away from the place where it was originally caught. The Dwarves can tell that the hook

belongs to a fisherman from another lake because of the runes that show who made it. Just like the other Dwarven professions, fishermen also want to name and put their mark on the tools they make to be able to carry out their work.

Aside from the shining crystals, Fjaldgand Ridge is rich in gold, something that shows in the manufactured objects that the Dwarves of this kingdom produce. Pretty much everything that is created is gilded with intricate golden patterns and the Goldsmiths here have mastered incredibly high levels of craftsmanship, renowned throughout Trudvang. The kingdom of Glitzmakulji which has received the same name as the city and the lake in its centre, spreads out from the capital like a three-dimensional spider web of tunnels and passages, and this web is tied together by small villages or settlements. Unlike most other Dwarven lands, Glitzmakulji is not very deep. There are tunnels which off course go down deeper into the underworld than normal mine shafts, connecting to special logi forges and other important places, but the deepest inhabited places lie only just below the feet of the mountains.

The Mountains of the Fjaldgand Ridge also have some coal deposits. These are not of the same quality of what one can find in Erzmir and are all superficial, for Dwarven standards. Rather than losing time and resources, the Dwarves prefer to get it from the Amurs, the human Wildfolk who live in the surface of these Mountains. The Amurs have developed a relatively sophisticated technology to refine coal and they barter it with gold. Thus far the Dwarves have been happy of the deal, although a few of them have grown curious about the Amurs’ techniques of coal-refining.

THE COMING OF THE DRAGON

The southernmost parts of Fjaldgand Ridge is today uninhabited because the caves there have been claimed by a large jarnwurm. As long as can be remembered, these parts have been in the dragon’s grip, and it is now over 450 years since

the area was completely lost after nearly eighty years of bloody skirmishes with the dragon. This jarnwurm, whose name is “Borsjev” or “Bloodmaw” for the Humans, is a mighty beast, and one of the reasons why the Dwarves prefer not to settle down deeper under the mountains than they do. For it is rumored that Borsjev has not only taken the southern parts but has also found great caverns and passages in the depths under the mountain, where the lava flows. That the dragon is mighty, nobody doubts. Stories tell of how over a hundred Dwarves at a time could be killed when Borsjev spat its hot magma breath over the troops who came to destroy him. Few were those that managed to endure the unimaginable heat which the dragon radiated, and this despite Dwarves being a race resistant to heat. Despite the large numbers of the Dwarves, they could not match Borsjev’s raw strength and power. Not even the razor-sharp Mitraka spear heads could pierce the hard scales of the dragon. After several years of defeat, they could only admit that the southern parts were lost. Several more or less half-hearted attempts have since then been carried out to drive the dragon away from the halls and tunnels of the Mountain. None of these attempts have, however, come even close to succeeding. It is not a desire to retake the lost regions that is the biggest reason why the Dwarves of Glitzmakulji want to drive the jarnwurm away; the biggest reason is the precious objects that the fleeing Dwarves had to leave behind. Because all objects that are created are regarded as more or less holy by the Dwarves, they see the mission to reclaim them as an act of faith. Because these objects contain the spirit of the Mountain, it is their loss that is the biggest reason for wanting to drive the dragon away. Brave Dwarves that have gone into the region say that the jarnwurm has now plundered almost all the stockpiles and treasure chambers that had been filled with objects and heirlooms during the long time when the Dwarves lived there. Where the dragon has taken the treasure, no one knows, but considering that jarnwurms like to gather their treasure in a single large hoard, it is likely to be somewhere near the nest of Borsjev. In recent times,

the dragon has become considerably more active than it has been for several hundred years. Why this is so, no one really knows, but it is thought that it has to do with the steadily declining stock of tunnelhogs. Borsjev has simply eaten his larder bare and has now begun to search for another source of sustenance.

GLITZMAKULJI TODAY

For 450 years all the Great Thunes of Glitzmakulji have faced defeat against the dragon, while the current Storthune Woodbarov, unlike all his predecessors, has yet to send any troop to try to drive the beast away, despite the fact that traditionally all the previous Storthunes have issued this order as soon as they have assumed the power. He says that he is waiting for the right moment, and that he and his closest advisors have far-reaching plans for how an attack should be carried out. Many are those that want to see the dragon die the worst of deaths for what it has done to the spirit of the Mountain in Glitzmakulji. They think that Woodbarov’s biggest concern in the land should be to retake the stolen artefacts which are lost in the southern caves controlled by the jarnwurm. The objects should then be distributed to the Glorka of the Dwarves which once managed to escape the dragon, so that the objects can once more rest under the stewardship of the rightful dwarven bloodlines. Many also feel threatened, because the dragon has become more active during the last few years.

At approximately the same time as the first reports about the new activities of the dragon started to circulate, a political faction with members from all social classes began to gain strength in the land. The faction has, during the last few years, worked hard in the shadows to remove Woodbarov from the throne, because he has not done anything yet to drive the dragon away. The faction, which has won new support during the years, wants to replace Woodbarov with a well-spoken warrior by the name of Frondor. Some say that it would be against the gods to carry out such a coup,

because Storthune Woodbarov has been sent by the gods. The faction, however, thinks that their desire is legitimate, and counter these arguments by saying that it is Woodbarov who is not following the wishes of the gods. What he has done not only goes against the gods, but also against the spirit of the Mountain, since he has let the objects remain in the clutches of the dragon without trying to reclaim them. Frondor is the only one who has openly criticized his Great Thune about Borsjev. But he has distanced himself from the faction, which is currently doing everything they can to undermine the Storthune’s power. Rumors of course suggest that Frondor is the real leader of the faction, even if he has not said in plain words that he wants to seize the throne. On the other hand, he is waging a hard campaign to get Woodbarov to equip his subjects. Frondor is willing to lead the troops himself, which might strengthen his loyalty to Storthune Woodbarov in the eyes of those who doubt him. The power struggle has been going on for almost seven years, and the land is more or less divided in two camps: those who support Woodbarov and those who want to see Frondor as the land’s new Great Thune.

Woodbarov has recently started to investigate who the driving forces behind the hostile faction are. To his great dread, he has discovered that some trails actually lead directly to his closest advisors. He has yet to air his suspicions, but while searching for more solid evidence, he instead tries to trick these unreliable advisors with less honourable motives, in order to manoeuvre them into making a mistake and revealing their true loyalties. To appease those that would strongly support him staying on the throne if he only did something about the iron dragon, Woodbarov has gathered and armed a small guard. He knows that these warriors are by far not enough to drive the dragon away, much less slay it, but the mission he plans for them is none of these. Instead, their mission will be to spy on the dragon. Woodbarov wants to know as much as possible before he takes any action, which he knows that

he eventually must. Especially now that the dragon has become more active, the political tension in the land has reached a level where something must be done if he wants to remain the Great Thune.

But Woodbarov has not waited to proclaim safety measures around his city. Here and there he has started construction of ingenious dragon traps that will catch or kill the dragon, should it get close to the city. They are predominantly the same basic type of trap, but because making dragon traps has become a profession for a whole clan, there is a number of variants. The most used dragon trap revolves around the walls of a tunnel being loose, and therefore movable. Two large rooms are dug out on either side of the walls where the dwarves can spring the trap. In the walls, there are a number of holes that are hidden with the help of the work of the best stonecutters, so that the dragon cannot spot them easily. When the dragon has walked into the trap, the Dwarves drive great barbed spears through the holes in the walls into the dragon's body, and at the same time other Dwarves set in motion machinery which slowly moves the front part of the walls toward each other until they form a cone. The spears are so big that they take fifteen Dwarves to manoeuvre them and are equipped with stops that prevent the dragon from backing up, and pulling the spears out of the wall, at least not without tearing out large parts of its body where the barbs of the spears are sunk. If everything goes as planned, the trap will have enclosed the dragon. The beast will not be able to move forward since the walls do not permit this, and it cannot move backward without gravely injuring itself. After that, they only have to wait until the dragon dies from the wounds that the spears have given it.

Besides the small dragon guard that Woodbarov recently put together to investigate the lost regions, there is an order consisting of a group of warriors whose lineages can be traced back to the dwarves who fought the first battle with the dragon 450 years ago. The "Drogbasjev" or "dragon slayers", as

they call themselves, have built their stronghold in a cave that is situated approximately half-way between the lost regions and the city of Glitzmakulji. The order today consists of around four-hundred robust warriors, who all have elder brothers who fought the dragon in the past centuries.

The Drogbasjev do not take orders from anyone other than their master, which has made both the Storthune and his rivals upset. Woodbarov has tried to convince the order to submit to his command, and thereby carry out his will and his mission. By doing this, he would not have to put together and train his own guard in the art of dragon slaying. But the order answered that they could not do what their Thune wished, even if they themselves wanted it. They said that they had sworn an oath to follow an old agenda which was established by the elder brothers of their Glorkas shortly after the original escape from the dragon. To violate this oath would be equal to committing suicide in a soulless Mountain. When Woodbarov asked what their agenda consisted of, they could not answer him. They said that it could only be revealed to the initiated, and not even to all of those.

The rivals of Woodbarov have also contacted the Drogbasjev, seeking their support in removing the Storthune. The order then answered that they did not care about any political games of power, or even who was the Great Thune of Glitzmakulji. They revealed that they recently had to reject the Thune's request for help, which immediately caused the rebel faction anguish. That the Great Thune had been in contact with the Drogbasjev could only mean one thing, that he had seemingly started to find ways to counteract their big leverage on him. The members of the faction therefore had to resort to emergency measures, and by doing so, moved several steps ahead with their plan of removing Woodbarov. What their new, slightly panicky, plan is based on, only the future can tell.

As a dressing on the wound for the hostile faction, Trolls have started to make

their way out of the Endless Dark Chasms during the last few months. Why they have done so, no one really understands, because it was over seven-hundred years ago when they last tried to attack the Dwarves in Glitzmakulji. After a great defeat, they were pushed back to the dark chasms by the defending Dwarves, who then brought down the passage that the Trolls had come from. Four towering stonefylgis were stationed to guard the chasm from which the Trolls had arrived. When these stonefylgis were then investigated, it turned out that someone had changed the instructions that would awake them. This fact immediately made Woodbarov accuse the hostile faction, because only a Dwarf with the power of a Thuul could change the instructions that had been given to a stonefylgis. The Great Thune at the same time became worried, since only a very powerful Thuul could undertake the change. The faction, who, via a neutral party, denied the allegations, instead tried to turn them around, so that it was Storthune Woodbarov that was accused. They said that only a Thune's closest Thuul had enough power to change the instructions that were set to awaken a stonefylgi, and that Woodbarov had done this to slander the faction. What both the faction and Woodbarov know and are concerned about is that none of their Thuuls have enough power to change the instructions of those mighty stonefylgis. At the same time, rumours have sprung up about not only Trolls being spotted in the vicinity of the Endless Dark Chasms, but also masked and oddly clothed Dwarves from outside Glitzmakulji. These rumours have sparked other rumours. With a panicky voice, they are spread from Dwarf to Dwarf, among all citizens of Glitzmakulji, who all hail from the Blood of Trodnikk or other, closely related bloodlines. The rumors say that those of the Blood of Bodnjev have now finally reached them, and that they, during thousands of years of exposure to the hate and affliction from the Entity of the Endless Dark Chasms, have become a sort of monstrosity, and that have come to take their revenge for the sacrifice that was denied, which in turn led to their whole family being cursed.

THE CURSED PEOPLE

Since their escape from Tvologoya, the Dwarves of Glitzmakulji have been called the “Cursed People” by other Dwarves. Woe, misery, and failures are often blamed on those of the Blood of Trodnikk, who today live in the massive mountains of the Fjaldgand Ridge. Dwarves from other lands speak of them as a despicable bloodline who no one should have dealings with. Few are those that know what really happened, and what led to the family’s escape out of Tvologoya. Despite these, they believe that those of the Blood of Trodnikk are the cause of misfortune, curses, and other bad things that happen to them. Trade and other contact should be kept as minimal as possible, optimally having none at all, so that one does not become afflicted by the curse oneself. What the curse entails, or how it manifests itself, no one really knows. But the Dwarves of Glitzmakulji are spoken of as the black sheep of the Dwarves, a family that defies the gods and who should not exist. It has even gone so far that when Dwarves from Glitzmakulji are traveling and want to visit another dwarven kingdom, they are simply denied entrance at the gates of the land.

Some more extreme groups even want to go so far as to suggest a purge of those of the Blood of Trodnikk. They want Dwarves from all the lands in Trudvang to unite in a mighty army, which once and for all would exterminate the family, as it was once supposed to. The wrath of the gods grows every day because those of the Blood of Trodnikk still breathe, they say. The extremists argue that as long as Trodnikk’s Blood exists, the gods will not be able to help the Dwarves of Trudvang achieve the perfection that they constantly strive toward in their work with the materials of the mountains. Some even go so far in their accusations against the family, as they blame on the Blood of Trodnikk even the restless spirit which curses the far-away kingdom of Brokmuskrym. There is an extremely small number of Dwarves who stand by these more extreme views but in the southwestern parts of

Tvologoya there are clearly more than in other places.

Others, more neutral toward those of the Blood of Trodnikk, say that it is jealousy that plays a large role in the allegations toward the Dwarves of the Fjaldgand Ridge. They argue that Glitzmakulji’s great stores of gold create jealousy, and when you see the forged golden objects, it is easy to say that no other family can make as beautiful golden objects as those of the Blood of Trodnikk. In addition, it seems that in other dwarven Kingdoms the Glorkas whose prominent handicraft is to forge gold are the ones who are behind the most severe allegations against Trodnikk’s Blood.

THE ENDLESS DARK CHASMS

The Endless Dark Chasms consist of a series of deep chasms in the primary rock, that are in some places several kilometres deep, while in other places they are only around ten meters deep. Some chasms are up to a hundred paces wide, from wall to wall, while others are so narrow that only a hand can fit in the chasm. Their length varies as much as they do in depth and width. The Dark Chasms often lie in different levels, which means that one chasm’s bottom could very well be at the same height as another chasm’s roof, and some chasms lie directly above one another. Almost all adjacent Dark Chasms are somehow linked together, either through a short path, or through an opening in the wall. This makes it possible to go from one Dark Chasm to another, but you have to be prepared for some climbing, because a path from one chasm to another can vary greatly in terms of height.

It is said that the Dark Chasms exist all throughout the primary rock of Trudvang, and if you only knew the way, you could travel between all of the Dwarven lands in the whole world through these. Together, the Dark Chasms form an incredibly complex labyrinth, which all Dwarves hesitate to enter. But it is not only the danger that

the treacherous labyrinth represents that make the Dwarves hesitate to enter. Ever since the Dwarven race awoke when Trudvang was young, they have been warned of what is said to dwell within. An evil Entity who has neither name nor appearance is said to live among the Endless Dark Chasms and capture all who wander therein. What the Entity is, or what its purpose is, nobody knows. As soon as Dwarves learn to speak, they are warned of the “Endless Dark Chasms”, which has become the name of both the chasms and the Entity that is said to live within them. Ever since the early days of Dwarven civilization, the Dark Chasms have been known as a dangerous and desolate area. Those who have dared to enter the Dark Chasms to investigate the Entity and who have also made it back out, describe how they felt an ancient evil enveloping their bodies. They say that they felt a coldness encompassing them, how they felt as if they were being scrutinized by a being as ancient as the Mountain itself. Rumours tell of how Dwarves who have come out of the Dark Chasms look different than when they went in. Some have lost both their hair and their beard, some have ash grey skin, and others have come out with white hair. Vitner Weavers that have been allowed access to the area say that they have never before seen a place filled with such a concentration of darkvitner than here. After only a few moments in the outskirts of the Dark Chasms, the enormous energy has made the Vitner Weavers light-headed and nauseous, which has made them either flee or run straight into the chasms, never to be seen again. The Vitner Weavers who are well-read about the phenomenon speak of a “Magical Entity”. They say that it may be an unknown and incredibly powerful form of Logi which lives among the Dark Chasms. One that does not look like fire, but which is instead invisible and with mighty, evil powers. It constantly seeks new Vitner or the hidden energy which is inside the life of every creature, and it is this hunger that the Dwarves feel when the cold Entity encompasses them. Some Vitner Weavers also suggest

that maybe the Endless Dark Chasms also host in their depths some kind of perverted “Hlogres” or Vitner Node, from which “Njord Fires” or Vitner streams flow, sometimes bringing the Dark Vitner energy, other times stealing it, from everything which is around. The reality is that nobody knows what really dwells in the deepest parts of the Endless Dark Chasms.

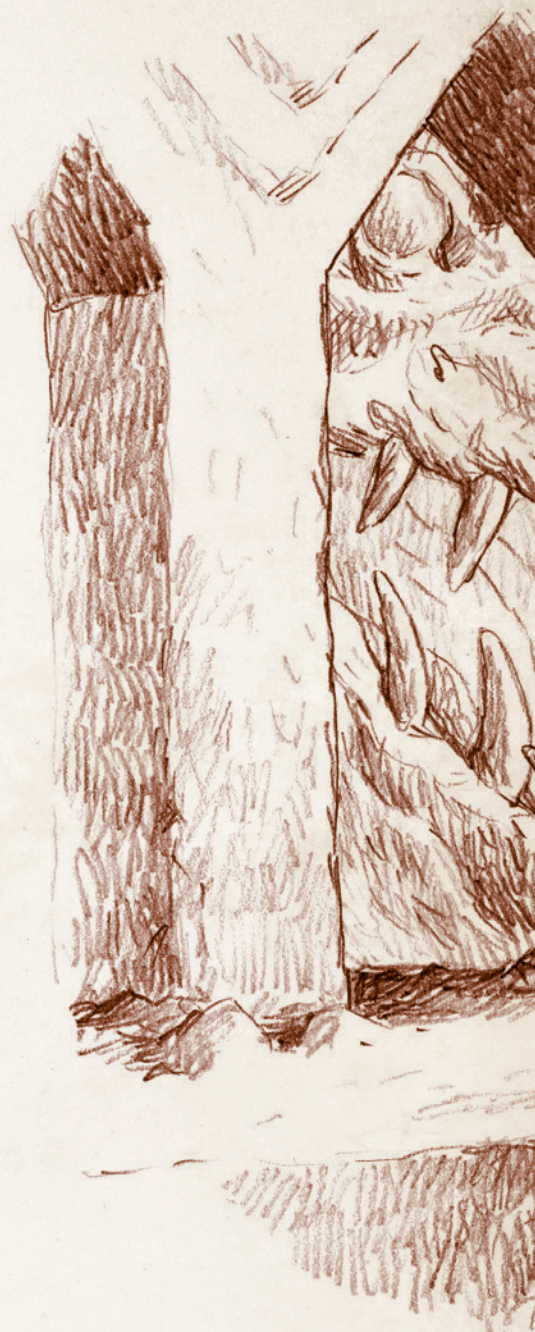
Aside from the evil Entity that is said to be one with the Dark Chasms, there are many Trolls and other dangerous creatures living among the chasms. The Dwarves of the Fjaldgand Ridge argue that evil attracts evil, which has caused evil beings to come down from Trudvang’s surface to the Dark Chasms where they, for ages, have been corrupted and changed by the presence of the Entity. It is said that today, the chasms hold hideous creatures that do not exist anywhere else than here. They claim that the evil living among the dark chasms is so great that, like a magnetic rock attracting metal, the Entity attracts evil beings from all corners of the world. The eviler the being is, the greater the chance that the Entity can reach it to lure it down into the depths. The Dwarves also believe that it is the Entity in the Endless Dark Chasms that is the reason why the Jarnwurm has settled down in the southern parts of the land.

Because many have recently seen mysterious Dwarves with masks and clothes that no one recognizes in the area around the Dark Chasms, rumours are now spreading in Glitzmakulji that there are also evil Dwarves, corrupted by the unknown Entity, among the creatures who dwell among the Dark Chasms. As of yet, as far as they know, no one has fallen upon misfortune because they met these mysterious Dwarves, but according to the rumors it is only a matter of time before this happens. For the rumours state that it is those of the Blood of Bodnjev who have found a way through the Dark Chasms and have now come to seek their revenge. During recent times, the rumours of the Bodnjev family have split into two different stories. One says that when those of the

Blood of Bodnjev gave up their pursuit, they managed to settle down among the Dark Chasms, where they have created a kingdom of their own, just like those of the Blood of Trodnikk have done in Glitzmakulji. If this is true, no one knows how many there might be, because they themselves have grown much in number. The other rumour says that those of the Blood of Bodnjev were lost in the Dark Chasms. When this happened, the Entity inhabiting the Chasms refused to allow the souls to leave their bodies to become one with the Mountain. The rumour therefore says that those of the Blood of Bodnjev became a force of undead who, for thousands of years, have wandered around among the Dark Chasms with only one thing driving them: to get revenge. No matter which of the rumours is closest to the truth, both have helped to create fear in the kingdom of Glitzmakulji, and the fear of an attack grows ever stronger with every passing day, especially now, when the Trolls have come out of the Dark Chasms and started to cause trouble.

THE LOST REGIONS AND BORSJEV THE JARNWURM

The southern parts of the land, or the parts which today are called the “Lost Regions”, make up almost a third of the entire ancient kingdom. Here the Dwarves came not long after Glitzmakulji, the city by the lake, was founded. Even if the southern parts cannot house a metropolis as big as that, there were still three impressive cities in the area. The first was the city called “Olskow” which was built in an enormous cave, high above the ground level of Trudvang, in one of the Fjaldgand Ridge’s highest mountains. It was also this city that was first afflicted by the fury of Borsjev the dragon, because the city had a connection with the world outside and the open skies. For the Dwarves who lived here were not afraid of what existed outside of the Mountain, and some of them settled down along the mountainside where their dwellings today only exist in the





form of weathered ruins. When the jarnwurm came, the Dwarves out here tried to hold him off, while some tried to raze the gate which led into the city of Olskow, but the dragon overwhelmed them and, before they could demolish the gate, the beast had already gotten in. After having destroyed numerous buildings and killed large parts of the city's inhabitants, he continued into the Mountain's interior. For eighty years the Dwarves held the southern parts before they finally capitulated to the dragon and went north. The dragon had then killed more than half of all the Dwarves in the area and ruined two more cities and a few smaller settlements. Many argue that it was the most beautiful parts of the Glitzmakulji kingdom that had to be evacuated. The crystals which grow in these southern regions were both bigger and spread a stronger and different light than those that exist in the northern parts of the land.

That a dragon is still in the southern regions, no one in Glitzmakulji doubts. But they don't agree on how many dragons exist in the bowels of the southern mountains. Most say that there is only one dragon living there, while others say that there are two. A few even go so far as to say that there is an entire family of dragons, of five or six individuals. The division regarding the number of dragons is caused by the great variation in stories that exist around the dragon and the escape from it. Because many dwarves managed to escape from it, there is also a variety of different portrayals, which have been passed down through the years. It is the differences in these stories that laid the foundation for the speculations on the number of dragons. The big differences in the stories are primarily about the dragon's colour. Some described Borsjev as being of a blood-red colour, while others say that he was almost completely black. Even the dragon's size changes dramatically from story to story. Some Dwarves claim that their older brothers have said that Borsjev was gigantic and looked very old, while others supposedly said that the dragon

was neither big nor old-looking. Of course, the stories have changed during the years since the escape took place, but that the descriptions of the dragon would turn out so different is hard to explain if there is not really more than one dragon.

The Dwarves of the Fjaldgand Ridge believe that Borsjev (and its family, if there are more than one dragon) live deep below the feet of the mountain, where the lava flows. They believe that a jarnwurm who bathes in lava is rejuvenated, and that this is the reason they can live for so long. No one knows the gender of Borsjev, and there is therefore an argument about whether the dragon is a female who has invaded the Mountain's Interior to give birth to her offspring, or if it is a male who prepared a nest for his female. Should it turn out that there are several dragons living deep in this mountain range, all are fairly certain that Borsjev is a male, because he is sometimes described as gigantic, old, and almost black in colour, while the smaller and more delicate dragon which is more blood-red in colour is considered to be the mate of Borsjev.

The Dragon today

In recent years the dragon has become increasingly more active. This is indicated by the population of tunnelhogs, which once was large in the mountain range, and has recently noticeably dwindled in numbers. As the tunnelhogs have become fewer in the southern regions, the dragon has started to show itself closer and closer to Glitzmakulji. Some settlements in the vicinity of the abandoned regions have been raided by the dragon and completely destroyed. When visitors to these destroyed farms have reached them, they have seen traces of the dragon in the form of solidified magma and giant footprints. They could also see signs of battle, but despite how much or where they have searched, they have not found any trace of those that once lived in the settlement. It seems like the hunting grounds of the dragon

have been extended during the last ten years and are now seriously threatening the kingdom, just like 450 years ago, when the dragon firstly moved into the mountain range.

Despair has filled the heart of many Dwarves of Glitzmakulji, and many theories have developed regarding the reason for this new renewal of the wurm's threat. According to the dominant theory the Dwarves, mining nearby the lost regions, have possibly invaded an unknown sacred place. Maybe they have awakened the wrath of the gods and offended the Soul of the Mountain, by tearing down and destroying parts of the Mountain which were not meant to be discovered by the Dwarves, since in the Mountain's Will they were already perfect, without any need for Dwarven work. They say that it is better to move those who live in the vicinity of the lost regions, than to keep on offending the Mountain.

The reasons for the extension of the dragon's territory have been widely discussed in Glitzmakulji. Most believe that the foremost reason is lack of food, that there are simply not enough tunnelhogs anymore to feed a dragon. But there are also those who believe that it is really about the strange rock that Jobrashovj found when he and his six brothers were out searching for logis in the depths of the Mountain five years ago, just north of the lost regions. The rock was so big that it took four Dwarves to embrace it. It was round in shape and had a rough surface. The stone, which now stands outside the golden house of Woodbarov for everyone to see, is not particularly beautiful to look at, but that it was brought up from the hot lava makes it almost holy. That it had resisted the melting power of the lava can only mean one thing: that the black rock must contain a large part of the soul of the Mountain. Egle Thuuls have investigated, and are still investigating, the rock, but no one has yet been able to establish what the Spirit of the Mountain wants done with this mighty rock.

Those who believe that the stone is the reason for the dragon's activities

claim that this is no ordinary rock, but a dragon's egg. The scholarly Drimotjev (who is also the main supporter of the idea that the stone is the reason for the dragon's attacks) claims that the jarnwurms lay their eggs in the lava, and that they remain there for almost five-hundred years before they are brought up by the dragon to hatch. Drimotjev has therefore come to the conclusion that the jarnwurm is not after food, but its lost egg. He argues that it will not be long before Borsjev catches the scent of his egg, and when he discovers that it resides in the middle of a Dwarven city, the fury of the dragon will soon destroy the rest of the land.

REDMITJEV THE YOUNGER AND THE FLEEING BROTHERS

There is a small branch of brothers that have had enough of living under constant threat, as their family has done for its entire time in the Fjaldgand Ridge. If it has not been the threat of the Bodnjev family rushing out from the Endless Dark Chasms, it has been the threat of getting eaten by the jarnwurm or attacked by the Trolls and the evil Entity in the Endless Dark Chasms. Redmitjev the Younger has, just like his now-dead elder brother of the same name, taken it upon himself to continue what his namesake started 450 years ago.

Redmitjev the Older had had enough of all the threats when the dragon appeared in the southern regions. By persuading a handful of his closest brothers as well as a Thuul, he started the, according to many, crazy task of digging a tunnel to Silferspiir mountains in Silvtronder. Because he had had a vision about this being the place where the family should go, and not until everyone had made it there would the family be safe from both accusations and threats. He thought that the arrival of the jarnwurm had been a portent from the gods, indicating that their rest was now over. Now, they had to move on to the place that would become their permanent home, and which was meant for them.

From his home at the edge of the lost regions, not far from the stronghold of the Drogbasjev, the "Fleeing Brothers" have now been digging without rest for almost 500 years. Even if there are many who know about the brother's attempt, they do not find much support among their relatives, who think that they are more or less crazy. The brothers who are sent out to Glitzmakulji to tell of the prophecy and mission of the brotherhood, have not been able to convince very many about what should be done. From their space in the square they cry out about what needs to be done, and that only the Silferspiir mountains can help the cursed people. They say that they now have received help from the gods, when they one day took down a wall that opened up into a system of natural caves and tunnels, which has taken them further on their way toward the promised mountains. They calculate that they have saved over two-hundred years of digging at the pace they are currently digging. But if more were to join in their efforts, it would not take long before they reached the silver mountains. People generally ignore the Fleeing Brothers as a laughable and crazy sect, but with the increased activity of the dragon, they have managed to round up a few new recruits for their quest.

THE BROTHERHOOD OF SAD HOMECOMERS

Beside the Fleeing Brothers there is another group which is called "The Brotherhood of Sad Homecomers". Despite the name implying a brotherhood, its members are gathered from all the Glorkas that exist in Glitzmakulji. The Brotherhood of Sad Dwarves consists of apparently randomly chosen individuals who suddenly come to the realization that everything is wrong with their bloodline's existence. The realization can come at any time during their adulthood, from the early years to the last years of life.

The realization that suddenly manifests itself says that everything that has been done in Glitzmakulji is wrong. The Blood of Trodnikk was not meant to survive the Endless Dark Chasms, it was not even meant to go into the chasms. The meaning of their lives is to die, to be sacrificed for what they did wrong when they took down the protective wall which held the Endless Dark Chasms away from Tvologoya. When the realization has happened to a Dwarf, there is nothing that can change his fate, which is to voluntarily lower itself into the merciful lava.

Before the Dwarves go the way of suicide, they first go to the "Sorrowful Cavern" to make statues of themselves. The cave, which today contains thousands of statues in different postures and sizes, lies north of Glitzmakulji, right above a great lava lake. Every Dwarf who comes to the cave inspects the cave's walls upon arrival, until he finds the place which has called to him. When he has found the place in the wall, he immediately begins to carve a statue of himself from the Mountain. In this way, the cave will constantly grow, because every Dwarf cuts his statue right out of the wall. When the statue is finished, the Dwarf brings his tools and goes to the cave where the lava lake is. The path, or the stairway which it really is, lies in the middle of the Sorrowful Cavern. The Dwarf then has to walk past a number of statues which all portray the Dwarves who through the centuries have felt the urge to embrace the same fate. The stairway then snakes down into the depths to the lava lake, where they sit down to meditate for a short time. When the Dwarf finally has found the power to do what has to be done, he walks without hesitation to the edge of the lava lake, and throws himself in, often with his tools still in his hands. But a few choose to leave their tools behind. These tools are gathered in a great pile, which through the centuries has grown increasingly larger.



PLUNDERING HUMANS AND DWARVEN DEFENDERS

The situation with the abandoned cities in the southern parts of the land has in the recent years become known among the Humans who live outside the mountain range of Fjaldgand. With hopes of finding some of the Dwarven-made objects that were left in the abandoned regions, they go into the Mountain to find treasures. Many brush off the rumours of the dragon as a story to keep the unwanted away. But those who find one of the well-camouflaged entrances to the land, soon find themselves in the clutches of the red-black beast. However, most of the treasure seekers wander around fruitlessly in the mountains. They grow soon tired of their endeavour and go home with stories as made-up as the stories of the dragon are believed to be. Everyone does not go to the abandoned land with hopes of finding Dwarven treasures. Some come from as far as Mittland with a single goal in mind: to gain honour by slaying an ancient dragon. The fact that they find priceless treasure along the way is not something that stops them from entering the mountains.

Because of greedy Humans beginning to enter the land, a small group of Dwarves have decided to move out of the mountain, where they can defend the treasures of their family from ending up in the hands of Humans. Along the cave walls they have therefore built hidden watchtowers, which are constantly manned. The watchtowers are made with the greatest care, and only the most trained eye can see them at a distance. The towers are so well-hidden in the landscape that you can pass just a meter from them without discovering them. The Dwarves who guard the entrances to the land live high up on the southern slope of the mountain, where the desolate city of Olskow once stood. When Humans get near one of the entrances, the Dwarves attack them immediately and without any warning whatsoever. If the Humans find no entrance,

however, the Dwarves let them go without intervening. The Dwarves have discovered that the Humans easily grow tired and give up.

All these entrances are on the southern parts of Glitzmakulji, not far from the Dragon-infested areas. The Dwarves have destroyed the oldest and larger tunnels leading to the lost city of Olskow, while all the new tunnels take very long routes to reach the heart of Glitzmakulji. This means that, even if human invaders manage to overcome the external gates, they can be stopped in multiple sites throughout the very long routes.

GRIMJARP

The most important of these surface fortifications is a fort called "Grimjarp", located high above the main gate, protecting the natural cave system that leads down to the realm of Glitzmakulji. During the centuries the fort has always stood its ground against both Wildfolk's and Trolls' attacks. Grimjarp rises like a black block at the top of "Kuegge", an over 3,000-meters high peak. The fort is crafted in large black, compact boulders, which seem to lack joints. The surface is as smooth as

marble and is adorned with thousands of mighty dwarven runes. The only friendly contact that these Dwarves have with the surface inhabitants is with the Amurs, with whom they trade gold for refined coal. The dwarves are incredibly fascinated by the Amurs' sophisticated technology to produce coal and try to get their secret. Over 2,000 dwarves constantly watch and guard this place and its vicinity. People other than the Amurs are regarded as enemies. The worst of them are the "Drimloekt", which in the Troll language means "Butchers of Dwarves". These savage Wildfolk have occupied large parts of the Fjaldand Mountains and spend time attacking trading caravans. The Drimloekt have thus far attempted many times to siege Grimjarp, although always without any success.

EARLIER CONTACTS WITH THE WESTMARKIANS

Even if today the Dwarves of "Glitthamn" (Glitzmakulji) limit their dealings with humans to the friendly Amurs and hated Drimloekt, there was once a time, so many millennia ago, when the Kingdom had other

ambitions regarding the surface world. Long before Borsjev the Dragon invaded Glitzmakulji, the Dwarves have tried to extend their rule southwards, reaching the rich silver deposits of the Silferspiir Mountain Range. Nevertheless, their attempts failed, since they were defeated by the ancestors of the Westmarkians who now rule in Silvtronder. The most famous battle happened in Betmold, just south of the Fjaldgand Ridge, where the Dwarves underestimated the strength of human fortifications so much, that they did not even bother to use the Zvordokûm.

However, there have been also friendly contacts, like when Sangd Ribland, the founder of the knightly tradition in Westmark, gave back to the Dwarves all the sacred objects stolen by Gummersheld Black Fire, another famous dragon of the past. Later, such links lead also to advantageous trade and exchange of ideas, through links with the Westmarkians which are nowadays very feeble. If not existent at all. The prestigious tradition of the ironsmiths of Teuton in Silvtronder, for example, clearly speak of a time when humans learned some art from the Dwarven masters of Glitthamn.



GRUNKOVORDA

There is a legendary dwarven kingdom which flourished amidst the Stormlands, in the most Troll-infested area of Eastern Trudvang, long before the Stormlanders ever existed. Dwarvish is difficult to understand and to translate, and “Grunkovorda”, which is the dwarven name for this kingdom below the enormous Trollridge Mountains, is most easily translated with the Vrok name of “Graydeep”.

Directly translated, the word “Grunkovorda” means “Halls of Graydeep in the Grey Gloom”, but the Stormlanders prefer the simpler name of “Graydeep”.

This mythical fortified realm of the dwarves, once known as Tvologoya’s biggest rival, is now largely abandoned, and left to the mercy of the Trollkin. Today, the kingdom is divided into several forts, forges, and mines – all fending for themselves. Aside from these small domains, there is a plethora of abandoned tunnels, halls, mines, forges, and other deserted dwarven habitats. All the surviving Dwarves are Borjornikka, which historically is the dominant dwarven breed in Grunkovorda, although, since old Buratja clans are extinguished.

Since the founding of Grunkovorda/Graydeep, the dwarves residing there have made a living by blacksmithing and metallurgy. Among all of Trudvang’s blacksmiths, many of the greatest are said to live in the gloomy forges of Graydeep. Despite these blacksmiths’ vast knowledge and skills, very few Stormlanders get to use the objects that the dwarves here create. Graydeep’s dwarves only sell to a select few buyers, and, more importantly, for a very high price. Dwarven objects from Graydeep are expensive, but their

workmanship is excellent and durable. Mostly iron and steel objects are forged in the kingdom, since the Mitraka ran dry in Graydeep long ago.

THE MITRAKA WARS: THE END OF A KINGDOM

What caused the feud that divided the land is long forgotten, but most of those knowledgeable in the history of Grunkovorda agree that it had to do with the depleting Mitraka. When the Dwarves of the land realized that their supply of the precious metal was almost gone, strongholds were built around the few existing deposits, and only the Glorkas that lived in the stronghold were allowed to mine the Mitraka. Before this happened, all the deposits of Grunkovorda had been amicably shared between all craftsmen of all the clans of the kingdom. But when this sharing suddenly ceased, many Glorkas were left out, and could no longer work with the precious metal. To not be able to satisfy the Spirit of the Mountain by shaping and creating its metal caused many Dwarves to not accept the situation. Therefore, they tried to break into the strongholds that had been built, and when they were stopped at the gate, it did not take long before they

out of desperation resorted to violence to get a hold of the metal they thought they had a right to. During the course of a few decades, the land was transformed into a warzone. The land which once was ruled by a single, great kingdom, became now divided among the many different factions. Each with its own stronghold ruled by its own independent Thune, Master Smith or by special councils. Those that had access to Mitraka did everything in their power to defend against those that had to go without. Strongholds were taken and lost so often that soon no one knew who ruled the different cave systems. As the years passed, the Mitraka depleted just like the Dwarves in the land. Dwarves killed Dwarves. The wars took many victims, especially because many became so desperate without their metal that planning and strategy were soon forgotten. The metal pulled at them like a drug, and to live without it simply became too much for them. As the metal depleted and the Dwarves in the land became fewer, the weakened strongholds in the land were soon take over by Trolls and other evil creatures which live in Trudvang. When this happened, the surviving strongholds became even more isolated: the distance between the feuding Dwarves became ever bigger, which led to the war losing

intensity, and eventually ceasing after a few years. Only five strongholds were left of the former great land, around which new small lands grew up. The five lands today bear the names Yugglovorka, Ivonda, Olgisiljev, Rorstrai, and Novgalod which in Vrok are known as Graystone, Dustwall, Grimgnistur, Wondraskjalf, and Morkdali.

OLGISILJEV

The vrok name “Grimgnistur” refers to the dwarven settlement of “Olgisiljev”, which lies in the east, and is ruled not by a Thune but by a council of Master Blacksmiths. The council is known as the Iron Circle, and those who are elected to it remain members until their death. Today, the Iron Circle consists of a motley group of Borjornikka dwarves, where the oldest member, Fovor Hammershaft, is said to be as old as 130 years. The youngest, Gargin Redtongue, is considerably younger – at only 90 years. Despite the great difference in age, these two council members are very good friends and comrades in arms. Gargin is said to be one of the “Stone Borns”, a reincarnation of the original dwarves, made by Borjorn to become master smiths. Gargin’s forging skills are very much appreciated among dwarves all over Trudvang, and he is a living legend who gets great respect even among the Buratja smiths from other kingdoms.

Olgisiljev’s economy is traditionally based on the forging of high-quality iron and steel, and on rare occasions, Mitraka. It consists of 15 smithies, one of which is a legend in itself. In fact this smithy is the only one in the Trollridge Mountains which has a logi furnace with a real Logi inhabiting it.

The production of iron recently almost completely stopped, as a new opportunity appeared. The Dwarves of Olgisiljev found a small vein of Mitraka a few years ago, just outside the land’s border, which they are now mining as fast as they can. So far, the secret has not been discovered in the other lands of Grunkovorda, but the Dwarves of Olgisiljev fear that this will happen at any moment, and when it happens, they will have to be prepared for chaos. A guard of almost 500 strong warriors has

therefore been sent out to keep curious eyes away from the mine. There are also plans for expanding the small territory claimed by Olgisiljev, so that the newly found mine is situated inside of it rather than outside. It would not be any problem to physically expand the border in the form of traps, defence mechanisms, and strongholds. But the bigger problem lies in that there are not enough warriors to protect the land. Because the mine lies a day’s march away from the current border, an expansion might mean that the land’s borders became even less guarded. Even if it has been a long time since war raged in Grunkovorda, the excitement surrounding a newly found Mitraka vein might be the one thing needed to spark another conflict.

IVONDA

In the middle of the Trollridge Mountains, as a sort of axle of Grunkovorda, lies the now-desolated mine of Ivonda, called “Dustwall” by the Stormlanders. An excellent kind of iron is still mined here, but out of the 200 mineshafts once teeming with workers, only 15 remain active today. Adjacent to Dustwall is a small Borjornikka dwarven colony that maintains the mines and makes sure that anyone wishing to mine them pays their fee. The community is led by Thorgagin Dragonslayer, a mythical hero from Tvologoya, who, because of a blood feud, was forced to leave his home over 50 years ago but was accepted as a Thune in Ivonda due to his fame and valor.

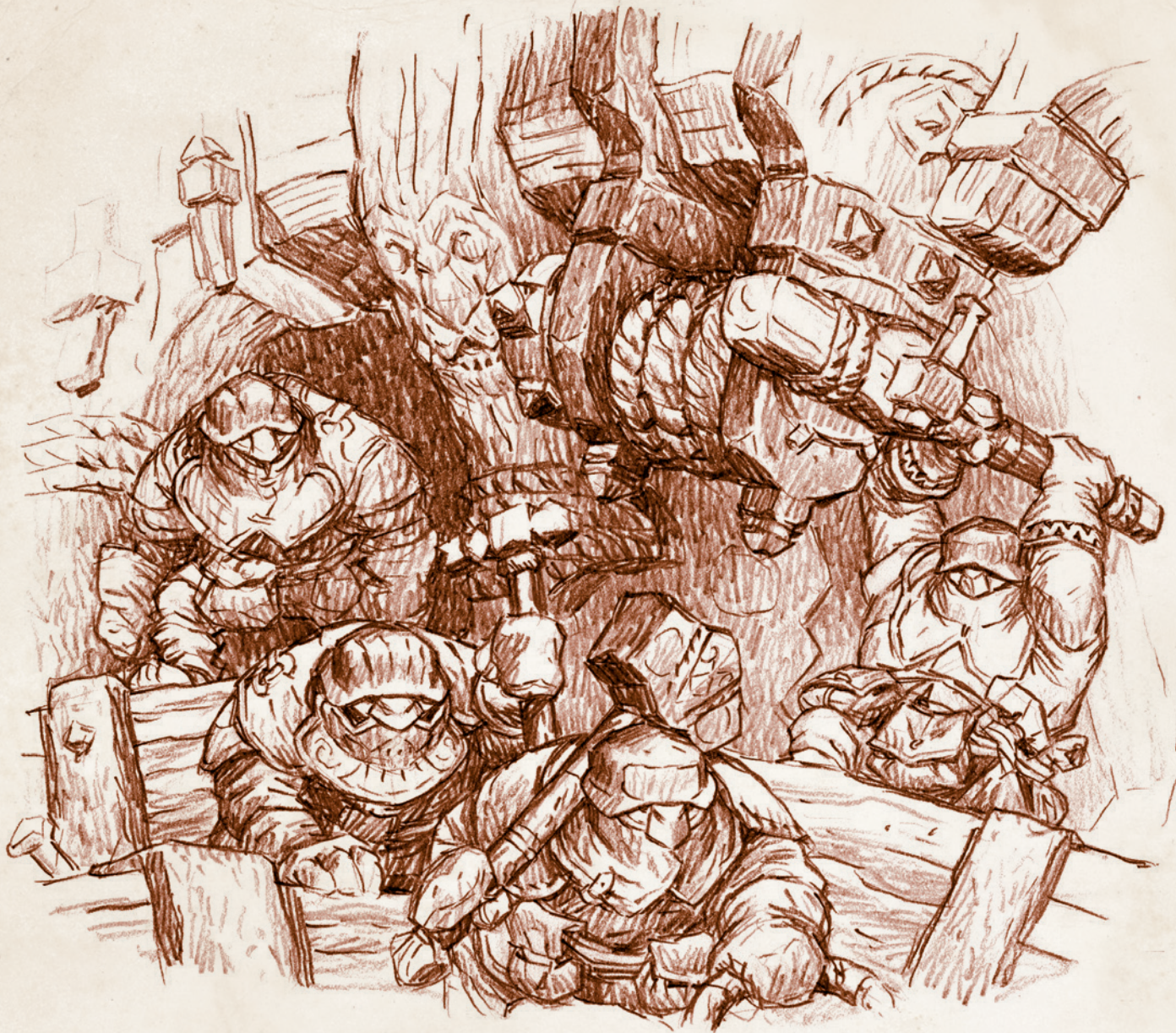
When he came to Graydeep he breathed new life into the mighty mines, but at the same time claimed the right to collect payment from all who wanted to mine there. Thorgarin is a good friend of Gargin Redtongue of Grimgnistur, but is feuding with Ivornin Ringalin, the Zvorda leader of Graystone, and has therefore banned him from the mines. Furthermore, even if far from Tvologoya due to an old feud, Thorgarin is an honorable dwarf who strictly obeys an old edict from his homeland: he blocks the access to the cursed Rorstrai and his warriors are commanded to kill on sight anyone who try to pass.

Thorgagin’s spies have just found out that the Dwarves in Grimgnistur are mining something just outside their land’s border. What they are mining, they have yet to find out. But when a large force of warriors was reported to have arrived at the mine, Thorgagin realized that it could only mean that the Grimgnistur Dwarves were mining the desirable Mitraka. Because the mine today lies outside of Grimgnistur’s border, the mine is considered to belong to the former great kingdom of Grunkovorda, and therefore, all Dwarves who live in the land. Unfortunately, Thorgagin cannot gather a force as powerful as the one Grimgnistur has posted around the mine. Furthermore, he does not want to openly oppose his friend Gargin Redtongue, even if Ivonda needs that Mitraka. Therefore, he must use other methods, but what these methods are, he does not know yet. Of course, he wants a part of the Mitraka, but the question is how to get it, and he knows he must hurry because it cannot be a large vein since it has been a long time since anyone found Mitraka in Grunkovorda.

NOVGALOD

Novgalod, known as “Morkdali” in Vrok, is the name of the stronghold and city that also lies in connection with the “Stormgates”, the only truly massive gates that lead into the underworld realm of Grunkovorda. The fort houses more than 10,000 Borjornikka dwarves with some Zvorda, spread over 14 levels, making it the largest dwarven colony in the whole Trollridge Mountains by far.

In the vicinity of Novgalod are caves, mushroom farms, and natural caverns where one can hunt Tunnelhogs, and an underground lake. The gates, which are always closed, are very well protected, and are guarded day and night by powerful warriors and Thuuls that have sworn never to allow uninvited visitors to entry. These guardians are called “Thjulks” and are a type of knight’s order which enjoy a special status in the Trollridge Mountains. Their role in the local dwarven society can be roughly equated to what the Knights of the Iron Hand do for the Gerbanian faith of the Stormlanders.



Novgalod is ruled and led by High Thjulk Orthvinn Irongate, who during his time as the land's Thune has also set warriors to watch over the tunnels which lead deeper under the mountains. In secret, he has started planning to seize the entire land. He dreams of a unified land, where all five strongholds are united in a single kingdom. He has sent out delegations to speak with the other Thunes of Grunkovorda, but none has shared his wish for a unified land. They believe that the land has thrived during the years it has been divided, such as it is today. Orthvinn's foremost reason for

wanting to unify the strongholds is to cleanse Grunkovorda of the Trolls who have now taken over parts of the land. However, Orthvinn does not want to be the Storthune of Grunkovorda: he is not after the personal power which he would gain with a unified kingdom, something he has also explained to the rest of the land's Thunes and Master Smiths. He argues that united they can perform a thorough cleansing campaign, and thereafter the leaders of the five Strongholds can together rule the land in a High Council, with no member with more power than the other. The answers

he has received have been the same from all the other leaders. They have thought that there are too many Trolls and other nuisances in the abandoned halls and tunnels of old Grunkovorda, and even if the plan should succeed, it is not worth the trouble, because there are not enough Dwarves to man all the abandoned parts of the land. Some believe that if they were to succeed at such a cleansing campaign, the power should not be split evenly and amicably between the Thunes of the different strongholds. They think that the power should be divided according to how big their lands are today, and how many

Dwarves live in them. Of course, the weaker Thunes do not agree with this and, as long as this cannot be solved, Ortvin will never see a unified Grunkovorda.

RORSTRAI

Rorstrai, or “Wondraskjalf” in Vrok, is more a fortified prison than a city. It is located in the southernmost part of the Trollridge Mountains and can only be reached through a long corridor from Ivonda. Rorstrai does not have its own gate, so those dwarves living here must travel all the way to the mines of Dustwall to see daylight. However, the miners of Ivonda do not like the dwarves of Rorstrai, who are usually attacked and killed on sight.

The problem is the nature of Rorstrai’s population: the “Slayers”, a group of dwarves cursed and banished from other dwarven communities, especially from the mighty kingdom of Tvologoya which, even if far, can manage to banish these criminals here. Rorstrai is, in fact, one of the many famous prisons where the rune-cursed Slayers are confined, far from their homes and far from any relationship with their original Glorkas. In fact, the bloodlines of most of the dwarves here do not belong to Grunkovorda, but rather to Tvologoya, where they committed their crimes.

As one of the smallest prison-cities in Muspelheim, Rorstrai houses almost 1000 sentenced dwarves and, as in other prison settlements, its main guard and chief is a Thuul: in this case Pomvin Illwill of Svorki’s blood.

Among all the leaders of Grunkovorda’s settlements, Pomvin is the one who has the best and more friendly relationship with High Thjulk Orthvinn Irongate of Novgalod. However, like the others, he has done nothing to contribute to Orthvinn’s dream of unification. The problem is that Pomvin Illwill is completely focused on respecting his duty towards Tvologoya, administering the prison of Rorstrai. He does not think that the “slayers” really belong to Grunkovorda and accepting his friend’s dream may mean to betray Rorstrai’s reason of existence. However, some of the slayers have overheard rumors

about Orthvinn’s dream and intrigues and plots are secretly developing to make Rorstrai part of Grunkovorda. How the conspirators will face the rune curse or Ivonda’s weapons is, however, still unknown.

In Rorstrai, the prisoners make a living from mushroom farming, mead production (the product of which they sell to other dwarves in Graydeep through authorized intermediaries along the tunnel to Ivonda) and various handicrafts.

YUGGLOVORKA

The small Borjornikka settlement of Yugglovorka is the northernmost of five dwarven communities which once were part of the old kingdom of Grunkovorda. It is a small land inhabited by around 4,000 Dwarves. The center of the land consists of a city where almost half of Yugglovorka’s Dwarves live. It is also this center or city, if you want to call it a city, which has given the land its Vrok name of “Graystone”.

The city is located along the outskirts of a huge cliff, and the Dwarves that reside here live under the vault of infinity. The cliff facing north is adorned by a large number of balconies which are linked by stairs. Some balconies are public spaces, while others serve as someone’s private patio. This is, in the eyes of the Dwarves, seen as a very strange city, as there are not many Dwarves who choose to live so close to the infinity above their heads, even though their home is still inside the Mountain.

On the outskirts of Yugglovorka large stones are quarried from the hard-black granite, a practically indestructible rock, an excellent component for any fortification. The dwarves of Graymine have learned how to break the black granite with the help of their Thuuls, who have been bestowed their tools with a variation of a rare rune (whose name is “Stone to Clay”) that makes it possible for them to quarry even the hardest stones. The Thuul arts seem to transform parts of the granite into clay, which the quarrymen easily separate from their bedrocks. When the granite

piece turns back into his original shape, it remains separated, ready to be worked into the desired shape by other, more normal tools. The black granite is exported to other dwarven communities throughout the Trollridge Mountains, as well as to other dwarven lands, but also on a smaller scale to Vortland, where the Stormlander leaders must pay huge sums of money for the rare, hard stone.

Graystone is led by Thune Ivornin Ringalin of Oktir’s blood, who is also one of the few Zvorda to have raised to such a position of leadership. Ivonin controls the Graymines with an iron fist, and his band of heavily armored Zvordorkûm make even the mightiest of the dwarves to shudder.

THE EXILES OF HILLINGE WOODS

The thirst for Mitraka in Grunkovorda has led many dwarves to pure disaster, as demonstrated by the tragedy of Sergin Greathold. This Borjornikka dwarf and his followers have tried for many years to find a fabled vein of Mitraka. After having led his men and his clan into a large cave-in during his search for the coveted metal, the other dwarves in Trollridge Mountains thought that Sergin had become mad, and that he and his kin were cursed, following the mirage of Mitraka.

Sergin’s dwarves were not accepted back into any of Grunkovorda’s kingdoms, and they were therefore exiled above ground. Sergin, who had always hated the sunshine, decided to head for the dark shadows of the Hillinge Woods, in Dain, one of the Stormlands which is on the eastern side of the Trollridge Mountains. Here, Sergin had his own little kingdom built above ground, nearby the iron mines located in the midst of the forest, where metal ore is extracted. Now, there is a small colony of dwarves living in the forest. Dain is mostly inhabited by the Joarings, a superstitious, non-Stormlander native population of humans who does not know the technology of ironsmithing. For the moment the Joarings avoid the dwarves, but it is unknown what will happen if the dwarves decide to sell their metal to them.



MUSPELGNIST

The Buratja dwarves are usually a minority in many dwarven realms, living sometimes as allies of the more numerous Borjornikka dwarves, other times as enemies or even as subjugated as slaves. This is not the case in Muspelgnist, the only underground kingdom in Trudvang which is completely ruled and inhabited only by Buratja dwarves.

This kingdom is legendary, but also well-hidden and defended by its remote location in a savage, uncivilized swampy part of the Darkwoods, just west of Wildland, in the south-eastern part of the Great Iron Mountains.

Here, many miles below the feet of the the Einvigh peak, the Buratja smiths have built a series of mighty furnaces where enslaved logi are employed night and day to purify and work the precious Mitraka. The number of Buratja craftsmen and active logi furnaces in Muspelgnist is impressive and the Mountain is here glorified with artefacts whose quality is unheard elsewhere.

Muspelgnist is called “Sootbrand” by the humans, although in the past the realm was known as “Eidgnist” or “Firesparks” for the humans.

THE AMBITIONS OF THE BLOOD OF ANGOR

The realm’s leader is not called “Thune”, “Storthune” or “Great Thune” but “Master Smelter”, reflecting his duty as leading the refining of the best Mitraka in Trudvang. The leadership is usually held by those of the ancient

bloodline of Angor, a legendary Buratja smith who lived in the Great Iron Tooth at the end of the Age of the Iron Dragon, long before the foundation of Muspelgnist/Sootbrand.

It was Angor who crafted the “Ruling Blade” for his human ally, Arkan Koraljion, king of the Hurs, a nomad people who helped the dwarves in their eternal war with the Trolls. The Hurs are today forgotten, remembered only by the dwarves, but the mighty sword “Koraljion” is still remembered in sagas flourishing throughout the Stormlands, bringing also turmoil and changes every time the sword re-appears.

But having crafted such a marvel was not enough for the Blood of Angor. The Great Iron Tooth could not contain the ambitions of those Buratja master smiths, too tired to share resources and compete with the Borjornikka in Tvologoya. When new Mitraka veins being were discovered in the east, in an area where no other dwarf had settled at the time, the dream of a purely-Buratja kingdom spread like fire. This was how Lovlinjikka, the mighty predecessor of Muspelgnist, was founded, so many millennia ago.

THE GLORY OF LOVLINJIKKA

All the dwarves in Muspelgnist know that their kingdom did not start where they are now, but the first colonists of the Blood of Angor founded their first settlement many miles below them, in levels which are nowadays closed and sealed, but which once hosted the mighty of Lovlinjikka: the first Buratja kingdom in Trudvang.

In its glorious days, the ancient Lovlinjikka, known as “Sparklur” to the humans and elves, was one of the few kingdoms that could gather large numbers of Buratja’s sons. Considered to be the mightiest stronghold in the East, and the only great kingdom built by the Buratja race. Far from the winding tunnels, rough-hewn surfaces, and low ceilings that usually signifies the Buratja kingdoms, Spaarklur was famous for its majestic underground rock-cut architecture.

Many refined halls have been created in Lovlinjikka but none was as magnificent as the Sun Hall, the enormous throne room. Few outsiders ever got to step foot inside the great hall, the arched vault of which reached higher than anything the dwarves ever built. The ceiling was held

aloft by a forest of pillars, each forged from Mitraka by the Buratja master smiths. There were exactly 585 pillars supporting the ceiling, all covered in runes and inscriptions describing the heroes and heroic deeds of the dwarven traditions. Each pillar was raised in honor of one of 585 clans; a pillar for each tribe, to cover with their own heroes and stories.

Set into the floor of the great hall, there was a diamond, larger than any witnessed before. The dwarves call it “Borjorn’s sun”, after the dwarves’ creator and god. When the sun’s rays reach the diamond through a long shaft in the rock ceiling, it reflects a light so beautiful that even the hardened dwarves’ eyes water.

A staircase made of gold leads up to a throne, the creation of which truly was an amazing feat of craftsmanship. Four statues support a large shield upon which the tall silver throne stands. The backrest of the throne was so tall that it reaches halfway to the ceiling. The construction of the great hall was so sophisticated that if someone sat upon the throne and spoke in a powerful voice, they would be heard by even those at the very back of the hall.

And that is the history of the hall that Unghorvin the Jarnwurm took for his own.

THE FALL OF LOVLINJIKKA, THE RISE OF MUSPELGNIST

A long, long time ago the old Iron Dragon Unghorvin woke up in the depths of Tvologoya, where he it spread death and despair, but also heard legends about Lovlinjikka’ wealth from the mouths of half-dead dwarven victims. The beast’s greed was enflamed, and so the Jarnwurm left the Realm of Mitraka to invade the lowermost, more magnificent parts of the eastern Buratja kingdom. The dwarves of Lovlinjikka were easily defeated and the humiliated fugitives locked the precious halls with the dragon still inside. Lovlinjikka or Sparklur was declared to be a cursed place, its gates therefore closed and guarded.

The Buratja expanded in the upper levels, founding Sootbrand, but in two thousand years no one ever dared to go back down to the ancient Lovlinjikka. Rumours spread about the great Sun Hall was covered in a sea of golden treasures, magical objects and amazing items, with the ancient dragon still sleeping atop this legendary hoard.

Once, more than 1,200 years ago, a party of dwarven warriors, led by the legendary Bhewolk of Tvologoya, arrived to drive the mighty beast from the ancient halls. However, after the gates slammed shut behind Bhewolk, none of those courageous dwarves was ever seen again. The Buratja assumed that Bhewolk and his following had been killed by the terrifying dragon and that it would be pointless to make any further attempt to drive Unghorvin out.

Those halls and tunnels cannot be accessed nowadays since, for centuries, every time intruders tried to enter the halls, the Master Smelter of Muspelgnist has called upon the Zvordorkûm to clear the area and lock the gates once more. The old city is lost and the Buratjas want it to remain locked. According to their ancient beliefs, the beautiful kingdom under Muspelgnist is not to be recovered until a new Great King of the Buratja arises. A wait that appears to be long.

SAUKKA THE CONQUEROR

A few centuries ago such a wait seemed to be ended. The new realm of Muspelgnist /Sootbrand was so successful that that its leaders became to be tempted by imperial dreams, leading their desires even to the above-ground lands, something which seems so unlikely for the Buratja dwarves elsewhere, too focused on their work in their underground logi furnaces and too afraid to see the sun with their own eyes. However, ambition is a powerful force, and it can make things happen which are elsewhere impossible.

After Saukka the Conqueror, of the Blood of Angor, had overpowered the previous Master Smelter and seized the kingship, he waged a war against both the elves and people of the Stormlands.

He punished his enemies with sharpened axes and tempered iron shields at every turn. He made an abundance of mighty things; subdued many a rich homestead in Wildland; captured and conquered the Hrim Trolls with whips and black tongs. All saukka’s younger brothers (Jorvin, Jutka, and Molov) were also mighty warlords. Many strong warriors gathered under their crimson banners during the war, which lasted as long as Saukka lived.

And so it happened that Saukka gathered all his warriors out on the plains, as these ironclad Buratja Dwarves did not fear to fight under the sun in the domains of man. Those of Saukka’s glorka all gathered by the hills north of Wolfswood and set up camp. Saukka mustered all his soldiers, two thousand Zvordorkûm, plus ten thousand other allied Buratja dwarves he had summoned from Tvologoya’s dark hollows.

The dwarves stood on one side of the dark forest, and the humans’ armies waited on the other. Late one night, as night once more conquered day, Saukka attacked in full force and captured Fylkjarl Olvin Segerhuva. He ordered all other Wildlanders to be killed. The armies gathered under Olvin’s banners were beaten to the ground, and Saukka was hailed as the king and Great Thune that he was.

At the same time as Saukka was using his axe in the dance of death on the battlefield by the Wolfswoods, a tall man, carrying a heavy sword wrapped in a wolf skin, disembarked on the rickety piers in Storhavn. Little did the dwarves know that their victory parade would turn into a stinging defeat, and that the satisfaction in the winds of victory would slowly pull Saukka and his dark warriors to the depths of defeat. For Saukka finally recognized the weapon which the human warlord was wielding. It was Koraljon, the mighty blade crafted by Angor, of his own blood, so many centuries before. Despair and anguish were now diffused among Saukka’s armies.

The story of how Fylkjarl Njal Hagtorn achieved peace and unity by defeating Saukka is often told in the

Skalds' songs and stories throughout the Stormlands. It is far less common to hear tell of Saukka's fate, and the Buratja dwarves who then were forced back to Sootbrand, filled with hate and bitterness against the human race. Ever since that day, Muspelgnist's Buratjas have been gone from the wilderness of the Stormlands. They closed themselves off in the dark hollows of their realm. In a dreamless slumber, they hunted more logis than ever, and their mystical furnaces burnt with a vengeance and vindictiveness. Saukka's descendants knew that in the burning wombs of the forges lay the final reckoning of Wildland.

THE REALM OF THE BURATJAS

Muspelgnist is completely separate from other dwarven kingdoms, if not for some completely forgotten or abandoned tunnels. The realm today contains five so-called "smith cities", of which Logr is the largest, with its three master smiths and seven hundred blacksmiths.

The Buratja dwarves are tough and resilient. They persevere in front of the hot furnaces for long stretches of time, hammering relentlessly at their anvils, in order to shape the mystical Mitraka. Their kingdom does not consist of great halls and armories, and they do not have bejeweled thrones, echoing ballrooms, arrow-straight tunnels, or endless cliff grottos with polished walls. Instead, Muspelgnist is centered around the smithies, which stretch deep into the earth where the lava rivers flow and the Mitraka hides. At the mention of the word "smithy", most people will think of a small forge and an anvil or two. The Buratja smithies can fit hundreds of furnaces and thousands of anvils and are the places in which the dwarves have devoted themselves to the great art of metalworking. Many of the furnaces contain a captured logi who, with its heat and flames, serves the blacksmiths.

The kingdom is divided into smithies, and each smithy is headed by a master. It is these masters who carry on the ancient

traditions, and only those considered worthy are rewarded with the secrets of how to forge the Mitraka. The final product, the Mitraka, has great strength and beauty, but it is hard to forge, and the process to do so is long and difficult. The secret techniques are only taught by the masters, and when a master dies, a new master is chosen from the elite that rules over each city.

There is a vault at every logi furnace, protected by a thick, round door, completely made-out of Mitraka, which is locked using a rune known only by the owner of the forge. No one is admitted to the vault, other than the master and the owner of the logi furnace. They keep all their most precious objects in these subterranean vaults which contain both chainmail armors and swords, drinking vessels and shields. Most of them are beautified with Mitraka, detailed with silver and gold threads, and bejeweled with gemstones which gleam green and red. Some of the vaults contain black armors that has been handed down for thousands upon thousands of years. Very few of the Buratja dwarves are Zvordorkûm owning a Zvordorkûm-maki, an ancient suit of black armor, but those who do value it more highly than all other objects and treasures they have.

THE POWER IN MUSPELGNIST TODAY.

Today Muspelgnist is ruled by Master Smelter Beldor, of the powerful bloodline of Angor the master smith. He is in charge of the daily Mitraka production in the main city of Logr but will travel to the four other smith cities in Sootbrand from time to time. He is a strong, resourceful Buratja dwarf who always wears an apron made of silver plates with a matching mask and gloves to protect himself from the smelted Mitraka's spatter. One of his main concerns is to always get the best Mitraka production in Muspelgnist, trying to surpass even the best smithies of Tvologoya.

Beldor is also the spiritual heir of Saukka the Conqueror, and therefore he is also nourishing imperial dreams. He

has sent his brother Dunkilja in secret missions the outside world, trying to find opportunities and alliances to help him expanding his kingdom, hopefully also to bring doom to the Wildlanders who humiliated Saukka, so long ago. He has even contacted the wild Arks, trying to exploit the recent news about mitraka finds in the Great Iron Tooth, before the nearer dwarves of Tvologoya do it.

Beldor is always surrounded by a number of Zvordokûm in Black Mitraka armors, of both Zvorda and Buratja breeds, protecting him against possible attacks. The Angor Master Smith, in fact, knows that the Master Smiths of the Dogordin and Agordo glorkas have been growing enough in power that they could overthrow the millennia-long dominion of the Angor clan, if it was not for the ancient hate that divides the two brotherhoods. These two glorkas have a dispute about the relics lost, millennia ago, during Unghorvin's invasion of Lovlinjikka and the Master Smelter has kept on feeding the fire of competition between the two through the use of secret plots and spies.

LOGR

Around three thousand dwarves live in Logr, the main center of Muspelgnist. The city is located in a gigantic cavern carved from the rock. The city is, just like the logi furnaces, built in stacks, with several levels. The architecture is unlike anything else known by the inhabitants of the surface. The houses are built on top of each other, and the city grows as one single, immense multi-layered building, as the society gets richer. To the uninitiated, it is essentially impossible to navigate the city, which consists of countless corridors, tunnels, stairs, and rooms which lead deeper and deeper into the city center. In order to prevent Logr from collapsing, the dwarves have stretched enormous chains from the rock walls into the city. At the heart of the city are the 16 logi furnaces, located in Logr. A river of boiling lava, which the dwarves simply call "Zvordo", runs through the city.

Logr is clearly separated from the above-ground world, but there is a series of secret and well-guarded accesses used by Beldor' spies and his agents. The long, underground way connecting Logr to the surface is blocked by a dark, subterranean lake inhabited by giant snakes, which the dwarves cross using armored boats. There is also another route: one can travel by railway, using a vehicle similar to a trolley. Finally, there is steep staircase leading to the main gate in a two-days journey. A dozen freight cars can be connected to the trolley vehicle. The slaves running the trollies are usually goblins supervised by hardened dwarves. Aside from these three ways out of the city there are an endless number of hidden passages and crevices in the rock, and where they lead to is known only to a select number of dwarves.

SOOTHOME AND THE GATE TO MUSPELGNIST

An old, vegetation-covered dwarven road, dating to the imperial times of Saukka, cuts through the swamps of the Darwoods, not far from the hidden gates

of Muspelgnist. Not far from this site lies the small settlement of Soothome, a dwarven outpost out of Muspelgnist/Sootbrand.

Soothome is the home and smithy of the Burjokko clan. Since time immemorial, a curse has lain over the Burjokko, and then, fifty-five years ago, the dwarves in Muspelgnist had had enough. They blamed the Burjokko for the fact that a small, inconsiderable vein of Mitraka had run dry, causing the gold to stop flowing, and insisted that the family's curse was one of the reasons that the logi furnaces of Sootbrand did not burn as eagerly as they should. The Burjokko brotherhood was cast out of Muspelgnist and have lived near its gates ever since. The clan is very small, being composed of only seven dwarves, and they are led by Sergovei who is also a Thuul. They work and live in a smithy surrounded by a spear-covered moat. Sergovei tries to neutralize or confuse any visitor who tries to look for Muspelgnist. He is scared that the dwarves down in Sootbrand would

blame the Burjokkos if strangers were to enter the kingdom.

The area around Soothome is swampy and infested by forest trolls who ignore how to enter the dwarven realm. In the very heart of the swamp, a monumental gate was cut by the dwarves in the vertical cliff face of the Einvigh mountain. The stone gate is covered in an entwined pattern, with cryptic runes adorning the top. It is said that these runes carry some secret magic who allow the few who know the secret password to enter the Buratja's kingdom. The double gate, standing more than 20 meters tall, is flanked by two gigantic statues of dwarves with two-handed battleaxes. These statues are actually stonefylgis, who currently are deep in slumber, placed there by the Buratja dwarves to guard the entrance.

There are also other entrances hidden in the swamps, especially in the forms of exhausts and vents, conveying the smoke from the smithies below. However, all of these sites are heavily guarded by stonefylgis in the shape of ancient dwarven warriors.

THOORDUNN

In the southwest of Trudvang, among solidified lava, sulphur-fuming lakes, and volcanic mountain tops lies the Dwarven realm of Thoordunn, inhabited by both the Borjornikka and Buratja breeds. It is the only great kingdom of the Dwarves where the entire population lives out from under the protective roof of the Mountain. It was not by their own volition, however, that they choose to live beneath the malicious and infinite open sky.

Several centuries have passed since the disaster that not only exterminated an entire tribe of Borjornikka Dwarves but even forced the more hardened Buratja Dwarves to flee from the Mountain. It happened during the last eruption of the mighty volcano Grorgdun, nearly eight hundred years ago. When the embankment that had held the lava enclosed deep beneath layers of stone broke, the Mountain quaked from the released pressure when the lava found a free passage up and out of the Mountain. The roof of a great cavern collapsed during the great convulsion that followed when the embankment was levelled, and it was this collapse that prompted the horrible disaster. For the cavern in which the roof collapsed was filled with gas that had been formed over millennia, since the creation of Trudvang, gas that was in a very concentrated form. When the gas found its way out of the cave in which it had been trapped, it didn't take long for it to fill the entire Dwarven kingdom. The gas spread through caves and tunnels with the strength and speed of an autumn wind, poisoning everything in its path. Borjornikka Dwarves who were exposed to the gas hardly had time to react before they fell down, suffering immense chest pains, and dying in mere moments. The tougher and harder Buratja Dwarves, however, were

more resistant to the advancing gas. Since they had lived in the depths of the Mountain to a greater extent than their cousins, the Buratja Dwarves had developed a resistance to the gases that could be found within the Mountain. The gas that poisoned the Mountain, however, was a new type which the Dwarves had never encountered before but, unlike the Borjornikka Dwarves who died from exposure, the Buratja Dwarves merely had breathing problems, followed by terrible headaches. Some also grew ill and hurled up anything in their stomachs.

A FORCED EXILE

In just a few days, the gas had filled the entire kingdom and killed every single one of the Borjornikka Dwarves and also many of the Buratja Dwarves. Soon the Buratja Dwarves learned that the gas was not as dangerous to them as for the Borjornikkas, as long as they were only exposed to it for short periods. None could live among its poison fumes for long, however. It seemed that only the Borjornikka Dwarves were completely sensitive to the gas, since Men and Elves who much later, for varying reasons, entered the Mountain, had returned in similar conditions as those that the Buratja Dwarves had experienced. That

the intruders later died at the hands of the Dwarves had nothing to do with the gas. The survivors of the disaster decided to make what they could of the situation, and thus took their tools and other necessities that they needed and started to settle the outside of the mountain and forge a kingdom above the ground. The Mountain was so rich in resources that they simply couldn't bring themselves to move to another Mountain. For the Mountain held not only noble metals but also hid gems in its depths, and although the Buratja Dwarves of the Mountain are considerably more interested in metal for their forges, the gems have proved to be an excellent complement to the completion of their items.

Dwarven Thuuls, along with all kinds of workers, immediately started to shape the solidified lava and, in record time, the first above-ground city had been built, just outside the gate of the old kingdom. The city of "Thoorga", as it was later named, has grown very large over time, and is the greatest city of the new kingdom above ground. Other lesser cities have since risen from the landscape of solidified lava and sulphur lakes, and each city has at least one tunnel that leads deep down into the Mountain and its riches. The cities are built around great logi furnaces, that are

larger than most buildings. Although it has been very difficult to bring the logis above ground, the Dwarves have succeeded in some cases. The creatures do not seem to thrive above ground as they do below the surface, however. The few logis that are brought to the surface are placed in the largest furnaces, where metal that has been prophesized for a certain destiny is forged. The Dwarves work in teams around the logi furnaces and, although it is unusual in other dwarven realms, one can sometimes see as many as five different brotherhoods sharing the space around the furnace at the same time. Most of the furnaces are only large enough to provide room for a single clan at any one time, however.

A LIFE DIVIDED

Every day the Dwarves enter the depths of the Mountain to mine ore or search for gems that they then bring back with them to their above-ground city. All processing of ore and cutting of gemstones is done above ground, since the Dwarves neither can nor want to spend too much time in the Mountain. The search for new deposits is constant, and some taskforces have made it their sole priority and specialisation to look for these. Dwarves with this profession are among the hardest in all of the realm. They sometimes spend a whole month in the caverns before they return with an immense headache due to their long sojourn among the poisonous fumes. They dig and mine their way through the never-ending mass of the Mountain, and although it can take years before they find a worthwhile new deposit, they always return to the tunnels with the same stubborn frenzy as soon as the headaches have eased. They truly live to explore the inside of the Mountain, and every time they find something, they are filled with new vigour in a way that could best be likened to ecstasy. Therefore many Dwarves get stuck in this profession, and can't imagine doing anything else, even if they have grown too old to search. The rapture becomes like a drug for them. Once a deposit has been found and the intoxication of the moment has subsided, they immediately feel the urge of finding more excitement, something that can only

be accomplished by finding another deposit.

In other dwarven kingdoms the Buratja never leave their dark halls and underground furnaces, therefore their flesh is pale, even under the dark soot in which they are usually covered. However, this is not the case in Thoordunn, where Buratja Dwarves have developed a much darker skin tone than that which is usual for their kind. They have learned to live beneath the threatening vault of infinity, and some have even started to worship, or at least pay respect to both the sun and the moon. This can, of course, not be uttered openly, but the phenomenon is reflected in the craftwork of the Dwarves, that often depicts both the sun and moon.

Although these Dwarves aren't afraid of the sun, most of them still choose to work during the night, for the rays of the sun are too bright for the eyes of the Dwarves. But with every passing generation that comes from the depths, the Dwarves become more and more fit for a life above ground. This has been somewhat of a curse, however, since their improved sight in daylight is balanced by the detriment of their sight in the eternal darkness of the depths.

HIDDEN VAULTS

Just as before the disaster, the Dwarves still lock their crafted items into vaults and hidden stashes in the Mountain, where they are meant to rest, which has the consequence that there are no completed items in the above-ground cities for long. The items are meant to rest in the Mountain from whence they came, and nowhere else. The Dwarves are, however, forced to use many of their items in their daily life above ground, and these artefacts are thus not hidden away in some vault or hideout. Such items are nowhere near as well-made or beautiful as those that can be found in the hidden vaults. Despite this, they still fulfil their function, and it is common knowledge that even an item of lesser craftsmanship is of utmost quality if it is made by a Dwarf. Other than the tools that are used for the production of items or in the shaping of the Mountain, it is primarily weapons that are used by the Dwarves of the kingdom. Just as in many other places in Trudvang, Trolls and beasts thrive in the inhospitable places where

mankind hasn't settled. In these mountains, in addition to the usual Trolls that always seem to tarnish Trudvang, there live several tribes of "Chiiras" or "Wurmfolk" as they are called in the tongues of man. These scaly creatures live in complex tunnels among the highest peaks of the mountains. In contrast to Dwarves and other creatures, the Wurmfolk seems unaffected by the gas that poisons the inside of the Mountain, or it could be that the gas hasn't spread so high up in the Mountain. Whatever the case, the Wurmfolk have proved themselves to be a hostile addition to the Dwarves' lives outside of the protective walls of the Mountain. The Wurmfolk often attack smaller towns and villages, since they've developed a taste for the tough Dwarven meat. Since the Wurmfolk live in such inhospitable environs, the Dwarves have not been able to eliminate them, and therefore must live under constant threat of being attacked.

It is not just the above-ground villages and towns that live under the threat of the Wurmfolk. The Chiiras have found a way into the lost underground kingdom that the Dwarves still haven't been able to find and demolish, and many Dwarves have disappeared without a trace in the Mountain lately. Some signs of battle have been found, but most Dwarves disappear without any trace at all. That the enemy has managed to enter the old kingdom is something that troubles the Dwarves immensely. Not just because many of their kin have disappeared during their expeditions into the Mountain, but perhaps more so because the Wurmfolk have managed to find and break into some of the Dwarves' precious vaults. The hatred that the Dwarves harbour towards the Wurmfolk is profound, and many Dwarves choose to devote their lives to slaying as many of the Wurmfolk as possible, instead of honing their crafts. This is, however, a very difficult task, since the Wurmfolk are not only tall and strong, but also often armed with Dwarven-made arms and armors that they've appropriated and altered so that they fit their size instead of a Dwarves'. The fact that you could meet your end at the point of Dwarf-forged weapons, is, of course, something that only furthers the warrior's hatred toward these enemies.



DWARVES ELSEWHERE

The previous chapters described the main nine Dwarven kingdoms, however Dwarves have roamed Trudvang for millennia, therefore many other minor settlements exist. Most of them are relatively small, with less than fifty inhabitants, while others are just empty ruins, relics of earlier time periods.

The surface world has been re-discovered multiple times by Dwarves throughout the centuries, but each time they have left their mark, only to disappear later on, since the Dwarven race knows that its only real homeland is Muspelheim.

A few rare, small enclaves of Dwarves can be found also in some of the largest human cities, usually composed by exiles or by trading merchants and artisans from Muspelheim. Moreover, Dwarven craftsmanship has always been praised and admired by human lords, therefore Dwarves have left their unmistakable marks on some of the ancient monuments which embellish the human kingdoms of Trudvang. Legends and sagas always speak of the ancient Dwarven arts with awe and admiration.

MITTLAND

Mittland is an ancient land and throughout history there have been many contacts with Dwarves, even in places where such links are today forgotten. These contacts have been mostly with the Great Kingdom of Tvologoya, the Ymerdwarves of Brokmuskrym and the inhabitants of Dorg Gromitza.

Some old fortifications and castles in Mittland show weathered Dwarven runes or display clearly Dwarven building styles, suggesting that Dwarven architects and workmen may have been hired to build them in ancient times. This is true, for example, in Majnjord for the forts in Gunnershaal, Trigosloéin and in the great city of Majnjord itself, where is also kept a legendary Black Mitraka armor, gifted by the Dwarves to the Great King at the beginning of the Age of the Stars. Furthermore, the Isenbrant fot in Arji was certainly built by exiled Ymerdwarves and its gates still displays the inscription "No dwarf will be refused entry even if only for a short visit."

Angorboda

The famous Mittlander city of Angorboda, or "Iron City", in Majnjord, is famous for the iron trade. Many cultures and religions co-exist here, and Dwarves are present too. This is a place where good Borjornikka irosmiths can make good business, displaying their superior arts.

More than a hundred Dwarves are squeezed in tight iron workshops in

the northern parts of the city which has almost four thousand inhabitants. For obvious reasons Dwarves keep to themselves but brisk trade of everything that concerns iron objects occurs between Humans and Dwarves. To be honest, from a Dwarven point of view, it is perhaps not the best of Dwarven blacksmiths who live here, but in many respects a poor Dwarven blacksmith's work is much better than what many Humans can accomplish.

Lucky people who can communicate with Dwarves in their own language can be offered to taste the famous "Krustmead", which is brewed from Krustall mushrooms that the Dwarves grow in small caves below their workshops. The mushroom has an intoxicating and a clearly confusing effect, the person who drinks it becomes aggressive and combative. From time to time this leads to heated discussions among city residents about whether the Dwarves should have the right to cultivate the mushrooms. Some would go so far as to throw out the Dwarves from Angorboda, which has led to some disruption in the city between Dwarves and Humans.

Rocklev

In the south-eastern part of the Great Iron Tooth there is a land which is called "Rocklev" or just "Rock". This huge area hosts hundreds of iron mines that supply all Mittland with iron ore and which is the key of Majnjord's greatness. Once the mines belonged to the Dwarves of Tvologoya but, after a short war an agreement was made, trading these mines for a smaller Mitraka deposit which the Mittlanders would not have been able to properly work. Now both Humans and hired Dwarves work night and day to mine the desirable iron in Rocklev. The ore is of very high quality and is the best that has ever been mined by people in Mittland.

The Plains of Bohain

The history of relationships between Mittlanders and Dwarves is not only very long, but also complicated. The Dwarves have waged many wars against the Mittlanders but have also been their faithful allies against many common enemies. The Plains of Bohain, in Runewiik, for example, was the site of the "Battle of Five Spears" when a desperate alliance of Dwarves, Humans and Elves defeated the evil "Cloakmaster" and his horde of Trolls, Giants and evil Wildfolk. As a memory of the heroic sacrifices, a large golden willow was planted here by the Elves, and quite often peoples still find half-buried remains of the battle. Most of these weapons and armours are too rusted and badly weathered to be used. However, a couple of years ago there were rumours about a precious Dwarven sword, crafted in the purest Mitraka, to have been found by chance in the plains by a ranger. But coming here may have its price since the Plains of Bohain are a haunted place, even if there are significantly less ghosts here now than a hundred years ago. The spirits are about to fade away and they almost only appear when the moon is at its highest and the night is deepest. In those nights

that travelling Dwarves sometimes visit the Plains to pay homage to their ancient brothers who died here, so far from the Mountain. There are also stories of Dwarven ghosts who offer prophecies and counsel to younger members of their own Glorkas. However, some frightened visitor also whispers about damned and maddened Dwarven spirits who bear tragedy and misfortune to visiting Brothers. What a visitor is really bound to find, it is difficult to say.

Skaftfjell

"Skaftafjell" is a cold, ruthless, wild part of Runewiik, surrounded by the dreaded Darkwoods, where trolls are numerous. According to old stories this is the area from where the ancestors of the Bults, Arks, Wildbrons and other Wildfolk came from. It is a grim and mist-covered highland whose residents are either living as herders, hunters or warriors, and it has always been so for centuries. The human clans in the area live more wildly than what is typical of most Mittlanders. Most of them follow the Eald Tradition, but Haminges is practiced in the woods, where clans even stronger blood ties with the Arks, which they help ravaging other lands.

Way up in the northeastern parts of Skaftafjell, where the highlands meets the Great Iron Tooth, it is said to be a small colony of Borjornikka Dwarves, possibly from Tvologoya. There are few who have seen their dwellings, but it is said that these are above-ground houses which, if true, must be certainly be considered highly unusual. If and why, they live here under the sun, no one can say with certainty, but the people living in the highlands who claims to have seen the Dwarven dwellings can be counted on ten fingers. What the Dwarves have found here nobody knows, but their tendency of avoiding the wild Humans, may suggest that they are protecting something.

Soj

Beyond the half-drowned kingdom of Dalmtatzba in Daalheim, the southern islands host some Dwarves only in the western island of Edras, while most of Soj itself is forbidden to them, as it is to Humans.

Stallik

Edras is the only island of Soj where Humans and Elves live in harmony and here three Buratja clans came too, during the Age of Prophets, founding an underground colony in the Tring Mountains. The Elves and Dwarves never got on well, but they have never been at war with each other. The Dwarves keep to their side and nurture their Mountain, the Elves to theirs. As a matter of fact, the Buratja have never been interested in the surface here and their presence is almost unknown and invisible. Only an empty and deserted hole open off the Mountain, attesting that there are living Dwarves here. The Buratja have never bothered to build a proper gate to the surface or to dig an easy-to-walk tunnel. For those who try to reach them, it takes several days to penetrate down to anything that even resembles a Dwarven town. However, a small Buratja settlement really exists, many miles under the Tring Mountains, where the Dwarves live nearby a lava river which they have baptized "Rorinka".

STORMLANDS

The Dwarves which the Stormlanders mostly deal with are those from Grunkovorda, in the Trollridge Mountains, and even these contacts are not frequent. Dwarves and Stormlanders tend to ignore each other, and even their very rare relationships are characterized by prejudice and suspicion. However, some rare commercial route exists, as demonstrated by the black granite which is quarried in Yugglovorka to be sold in Vortland. This precious stone is coveted by Vortlanders which pay

a high price for it, since they need it for building or repairing the most magnificent of their fortifications and the most holy of their Gerbanian monuments. On the other hand, the Buratja kingdom of Muspelgnist does not have any relationship with their neighbouring Wildlanders. Centuries ago the Buratja went to war against them, driven by arrogant imperial dreams. They still remember their bitter defeat, even if it is nowadays forgotten by most Wildlanders, if not in some old song or saga, therefore the Buratja remain hidden, keeping their kingdom a secret.

Some possible, rare Dwarven remains exist in the Stormlands, standing as mysterious ruins of a time nobody remembers. The Stormlanders, unlike the Mittlanders, do not keep exact records of history, especially of the most ancient times. Sometimes the Stormlanders live among the forgotten signs of Dwarven craftsmanship, without properly understanding them. For example, the mighty Trollmark Castle in Western Ejdland, nowadays seat of an important Shieldjarl, was certainly built by Dwarves when the world of Trudvang was young. Unfortunately, nobody today remembers why and for whom the legendary Dwarves built it or which price, in resources or blood, the local Humans paid to Dwarves to have such a monument.

Icepeak Mountains

The Icepeak Mountains rise like snowy spears at the Bjarnwoods' northern frontier, separating Wildland from Fynnheim. Every Dwarf seeing these peaks immediately falls in love with their beauty. However, very few living beings can survive here. Not even the hardened Trolls can thrive in the harsh cold and treacherous landscape. No Dwarven mine is present in the Icepeak Mountains range. Many times, during Trudvang's long history, minor Dwarven clans have tried to dig their way down under the hard roots of these mountains, but they

have all failed. Black, empty shafts are reminders of such attempts of digging through the Icepeak Mountains, made of implacably hard granite and gneiss. These majestic mountains have remained untouched, ever since they burst forth from the rock-filled soil of the Stormlands. Even so, every so often new Dwarves are enthralled by the possibility to get in touch with the prohibited soul of these beautiful mountains and a new colonizing attempt is made. None of these have been successful thus far, but Dwarves will possibly continue trying forever.

The Tinderswamp

This part of Ejdland is a large swamp, enclosed in hot, steaming fog since antiquity. Not even during the coldest winters does the swamp freeze to ice, but instead, simmers like a bubbling cauldron. Many of those that have ventured here have been sucked down under the wet ground, forever devoured by the hungry swamp. In the northern parts you can still find remains from an ancient culture that was here long before men came to the Stormlands. The architecture strongly resembles that of the Dwarves, and many insist that it is a Dwarven kingdom which has been pushed up to the surface, built thousands and thousands of seasons ago. Most Dwarves today have no memory of this place, but it is not to exclude that a lost colony of Yugglovorka, or even of the far Great Kingdom of Tvologoya, was established here many millennia ago.

WESTMARK

The signs of ancient Dwarven craftsmanship can be seen also in some of the oldest castles of Westmark like, for example, for the core of the Silverport castle, in Silvtronder, although later modifications and expansions hide the original Dwarven foundations. The castle of Laughest in Whistergalp was also originally built by Dwarves from Thoordunn, and some legends speak

about a secret passage leading to an underground fortress designed by the Dwarves. Ancient trade links between Glitzamakulji and Silvtronder were once very active, but not so today. On the other hand, there is at least one major Human merchant in Nore, a city in Bysent, trading with Tvologoya objects which the Westmarkians covet as precious artefacts, but which are almost insignificant for the Dwarves who craft them.

Many times, the Westmarkians have fought with Dwarves in the past, and they know very well how terrible the armoured warriors of Muspelheim can be. Long ago Glitzamakulji once had imperial dreams on Silvtronder and, more recently, there have been rumours about the Dwarves of Thoordunn preparing an invasion of Whistergalp, although this is yet to be proved true (in reality the attack is about to come from the Dwarves of Brovpath, a small Dwarven holding adjacent to Thoordunn, as described below).

The Herrenstaals in Whistergalp

There is at least one noble Westmarkian family with friendly relationship with Thoordunn, since their holdings lie on the northern slopes of the Thoordunn mountains. More than 800 years ago the lords of the Herrenstaal family, in the province of Nerton in Whistergalp, found a Mitraka vein which was traded with the Dwarves, in exchange of a treasure which made the Herrenstaals' fortune for centuries. The family has been a strong ally of the Thoordunn Dwarves, which also built their castle in Alton, according to the stories. They have also benefited from the Dwarves' wars against the Trolls, so that the Herrenstaals could colonize the northern slopes of the Thoordunn mountains. The head of the family, Karlomann, has been recently killed, and according to many people his heir, Meldrik, has taken refuge among the Dwarves.

THE LANDS OF THE WILDFOLK

Throughout the long history of Trudvang the relationships between Dwarves and Wildfolk have been so varied, as varied and numerous are the different Wildfolk tribes and peoples. Quite often these savage warriors have tried to pillage the Dwarves' treasures, causing war and conflict with the sons of Borjorn. On the other hand, there are also those who engage in trade and friendlier relationships, usually involving the exchange of rare and desired resources, like high-quality coal traded by the Amurs to the Dwarves of Glitzmakulji. Exemplary of this second type of attitude are the recent agreements between the Arks of Nhoordland and a clan of Buratja Dwarves. The Arks needed good Dwarven Iron weapons and, in return for these, they have shown the Mitraka veins to the Buratja (see "the Mitraka Caves" in *Snowsaga* p.34). The underground of the area is, in theory, part of Tvologoya, but the Buratja miners are not linked to the Great Realm at all. They are, in fact, kin and subjects of the Buratja realm of Musplegnist (or "Sootbrand"), in the east which is benefitting from this resource through secret and well-guarded trading routes. Since the Dwarves of Tvologoya are too busy with their own inner conflicts and civil wars, they have not discovered this secret yet. However, they have never been too friendly with the troublesome Arks, and the ambitious Buratja Dwarves of Musplegnist have always been mistrusted competitors. If stories about the new Mitraka veins will reach the Glorkas of Tvologoya, war is bound to explode in the underworld below Arkland.

The Kingdom of Brovim in Thoorkaal

In the wild lands of Thoorkaal there's the Dwarven Kingdom of Brovim, ruling over the slopes of Brovpath and its surroundings. These Dwarves

are not too far from the kingdom of Thoordunn, but they are also clearly separated, since here those of Brovmir's blood have built a kingdom which in no way typical of Dwarven society. They have in fact noticed the dangerousness of this volcanic landscape, adapting to it long before the Dwarves of Thoordunn did. In fact, because the Mountain's bowels are so very hot, the Realm of Brovim is built in underground cities which are not deeper than a few meters into the Mountain, and they prefer to dig only the upper parts of mountains and hills. It is only the kingdom's working mines which are built deeper into the hot interior of this volcano country. The presence of the Dwarves can be noticed even outside Muspelheim, since their houses were cut off the Mountain's vertical cliff walls which, from a distance, look like a mighty fortress filled with balconies of all sizes and shapes.

The Dwarves of this realm follow Jormel Brovmir, whom they call the "Storthune" of Brovim, trusting his ability to compete even with the greater kingdoms. Great Thune Brovmir has in recent years prepared for war and the reason behind this is due to what has recently happened in the neighbouring Westmarkian land of Whistergalp, where a series of dark chasms have been opened by an earthquake about one century ago. Here some of Brovim's prospectors have recently inspected the chasms in secret, identifying typical, shining mineral-rich veins, usually only found in places where the coveted Mitraka lies hidden.

Great Thune Jormel Brovmir has already sent out several mining squads who, under the cover of night, travelled to the dark chasms and climbed down into them. At the bottom of the dark chasms, they disguise their makeshift abodes and immediately started searching for the Mitraka. New mining squads arrive all the time to the various mining facilities to increase the scope of

the search and to speed it up. The Great Thune waits for messages to come from the mines, confirming the suspicion that Mitraka has been found and the breaking of the metal has started. As soon as this has occurred, Jormel shall travel with his army to salvage the Mitraka to their smiths. However, all of this is happening without taking into account the much more powerful kingdom of Thoordunn (which has been too busy with its own problems with the volcanic lands to notice Brovim's activities) or the Humans of Whistergalp (which are yet to properly identify the Brovim's Dwarves) or other Westmarkians like the Ovus' spies (which often cannot distinguish Brovim's Dwarves from those of Thoordunn).

Visenthia and the lost Vrakkelmard

What everybody knows about Visenthia are the swamps, ever-present water and eternal fog covering the lands. This is a demon-cursed country, home of plagues, undead and other monsters, mostly shrouded in mystery and avoided by those who have some common sense. Many odd Vitner-fuelled phenomena happen in Visenthia. This country is, in fact, extremely dangerous and whole armies have disappeared into the nothingness of Visenthia's swamps. As a further confirmation, the Ovus of Westmark has explicitly forbidden dealings with Visenthia.

Even so, some rare explorers have managed to enter the area and, oddly enough, some signs of ancient Dwarven activity have been found. There are rumours about a scholar of vitner, Iwelynn Merwinn from Kerr, having risked her life and soul to explore "Stongherd", a place she thinks to be the gateway to Dimhall. She claims that in the Liferrot Forest a huge flow of Dark Vitner is constantly pumped out of the ground from a huge hole, at least 300 steps wide. To her surprise, she saw that the large hole's edges

and walls were all made of beautifully polished stones, clearly proofs of refined Dwarven craftsmanship. However, in this place the barrier that normally separates the worlds had been torn apart: Iwelynn looked straight into one of Dimhall's many colonies where souls were being tormented by horrific creatures. Nobody knows how Iwelynn survived, but her mind and psyche were definitively devastated by the experience. Later, she visited Muspelheim, looking for answers from the wisest and oldest Dwarves. Unfortunately, there was simply no record about any Dwarven clan who had lived in Visenthia. However hard the Dwarven scholars tried, they could

not find an answer to the question or, according to others, they did not want to reveal a dangerous secret which has destroyed a whole kingdom in antiquity.

In any case, Humans are what they are, and they always dream about what Dwarves may possibly hide, creating fantasies and stories about the lost treasures, large enough to make to make kings' treasures fade in comparison. The fabled lost Dwarven kingdom has even been given a name which in both Rona and Vrok means roughly the same thing: "Vrakkelmard", the "Kingdom of the Forgotten". Some claim that the kingdom is not abandoned at all,

as attested by stories about the many unnatural phenomena in Visenthia: boiling lakes and ponds, mysterious lights appearing over bogs and lakes and even vast areas whose surfaces are covered by a hard, glass-like substance. Many Humans believe that all these signs are just side-effects of mysterious Dwarven underground operations, possibly linked with the smelting of rare and otherwise unknown metals. Whatever the truth, no one who has ever dared looking for the lost treasures of Vrakkelmard has ever returned. Dark Vitner flows strongly in Visenthia and something more terrible than hidden Dwarves definitively lurks in the swamps.



THE DWARF

This chapter describes mechanics which are not just specific of Dwarves, but which also make the incredible underworld of Muspelheim more alive. Game Masters are encouraged to take them as an inspiration for their own creations.

DWARVEN EYES

Muspelheim expands the concept of Dwarven sense of sight, as explained in the “Eyes, Darkness and Light” section in the first part of this book. There are two types of Dwarven Sight: Dark Sight and Night’ Sight. Dwarves can slowly adapt their eyes from one to the other, as explained in the mechanics below.

Dark Sight

All Dwarves are naturally born with this sight.

Like Goblins, they can see in pure darkness, as if it were day, although their perception of colors is low, and most Dwarves see the reality in the darkness as just variations of black and white.

Dwarves with Dark Sight can see very well under artificial light conditions (lanterns, torches, light crystals, etc.), perfectly distinguishing all the colors.

Dark Sight and the Sun

The eyes of a Dwarf with Dark Sight will be immediately blinded by sunlight, forcing a penalty of -15 SV on all sight-related actions (a per Gamemaster’s Guide p.49). However, after sometimes spend on Trudvang’ surface, all Dwarves become used to the

sun. It does not matter if the Dwarf spends time hidden from the sun, under a forest’ canopy or moving only during the night: it is only important that the Dwarf does not come back to Muspelheim.

- ♦ After one week on the surface the Dwarves’ eyes will get used to sunlight, and the penalty will be reduced to -5 SV.
- ♦ After six months the Dwarf’s eyes will become adapted to the new lighting conditions, making the Dwarf turning from Dark Sight to Night’ Sight.

Night’ Sight

This is sight of the Dwarves whose eyes have adapted to the sunlight. The color of the eyes becomes darker, although this feature is usually only noticed by other Dwarves. From now onwards consider the Dwarves described on the Player’s Handbook p.23 as Dwarves with “Night’ Sight” since they are adapted to live under the sunlight.

These Dwarves can see perfectly under sunlight, without any penalty.

A Dwarf with Night’ Sight can also see up to 10 meters with a weak light source as it were a day.

Night’ Sight and Darkness

The eyes of a Dwarf with Night’ Sight are not used anymore to see through Muspelheim’s total darkness, therefore they will be considered blind in darkness, forcing a penalty of -15 SV on all sight-related actions (a per Gamemaster’s Guide p.49).

In any case, Dwarves’ eyes can remember what they were made for, therefore a slow re-adaptation to Muspelheim’s darkness happens. It does not matter if the Dwarf spends time in total darkness or with artificial lights: it is only important that the Dwarf remains in Muspelheim, far from the sunlight.

- ♦ After one week in Muspelheim the Dwarves’ eyes become used to the darkness, reducing the penalty to -5 SV in total darkness.
- ♦ After six months the Dwarf’s eyes will turn to their natural conditions, usually assuming a lighter color. The Dwarf turns from Night’ Sight to Dark Sight.

SPECIAL DWARVEN TRAITS AND ABILITIES

Players choosing to play as a Dwarf character can choose to purchase a roll on the tables for “Special Dwarven Traits and Abilities”. The roll can result in both positive and negative traits and abilities, however the results do not matter, since your character will certainly feel more like a Dwarf of Trudvang if this table is used.

You can only buy one roll on these tables per player character, although

some negative traits and abilities can result in a new roll on the tables. If a roll would give a power archetype, this will not cost anything beyond the creation points already spent to receive the roll in the first place.

If these tables are used, the roll must be made before any creation point is spent on traits or skills. Consequently, every bonus or penalty, or skill level given for free, must be taken into consideration during the following steps of character creation. Remember that the results of

the tables take for granted that the basic free disciplines and specialties have been applied (Player’s Handbook p.17).

- ♦ A roll on these tables costs 10 creation points.

TABLE 1: SPECIAL DWARVEN TRAITS AND ABILITIES

1d20	Result
1-10	Roll on Table 1a
11-20	Toll on Table 1b

TABLE 1A

1d20	Special Ability
1	Power archetype. The character is born with a special talent or destiny. This Dwarf can be a Yukkatta, a Yurmatraka or Zvordorkûm (choose one) without spending any further point.
2	Heliophobic. Dwarves like this are afraid of the sun, thinking that their blood will be dried by long exposition to the dreaded light. This character will never completely get used to live with sunlight and, if forced to live out of Muspelheim, he will prefer to be active only during the nights. A Situation Roll with SV 10 modified by Psyche must be succeeded, if this character wants to walk outdoor in daylight. If the character is under the sun, this Dwarf will be considered to have 10 Fear Points which cannot be recovered in any other way but getting indoor or underground. Make another roll on Table 1.
3	Interpreter. Whether because of peaceful trade or violent warfare, this Dwarf had managed to learn a non-Dwarven Language (Rona, Vrok, Wild Vrok, Eika or Bastjuma). The character starts the game with Knowledge 5 and a specific Foreign Tongue specialty 1. Note that the required Language 1 discipline is already given for free during character creation. If “Bastjuma” is chosen, the usual Language Discipline 2 requirement is ignored.
4	Luminescent Yellow Eyes. The character has deep yellow eyes which are luminous in the dark. Nobody knows why this happens, maybe the Norgavaina gave birth in a Vitner-rich area or maybe a Dark Entity casted a curse on this Dwarf while he was travelling from the depths where he was born. This character will never be able to hide in the dark, if he keeps his eyes open. The GM may decide that the Dwarf is automatically discovered, or he can suffer a penalty of -10 SV to his Shadow Arts skill rolls to hide. Make another roll on table 1.
5	Well-travelled. The player character has widely travelled through the uncivilized parts of Muspelheim in exploratory expeditions, trading caravans or wars. The character starts the game with Wilderness 6.
6	Elf Hater. This Dwarf knows everything about how the Elves once abandoned their alliance with the Storhune (see “Forges, Wars and Great Thunes” paragraph of the Tvolgoya chapter) and openly disdain them. It is not that the character will kills elves, but this Dwarf does not trust them and would never, ever help them doing anything, unless a Situation Roll of 10 modified by Psyche is succeeded. The GM may add/subtract other modifiers according to how much the choice may be helpful/damaging for other Dwarves. Make another roll on table 1.
7	Sun Allergy. This Dwarf’ skin cannot endure direct sunlight, his eyes and skin start to itch and, even if he wears clothing and armor. Every time this Dwarf is under the sun a penalty of -1 SV will be applied to all skill and situation rolls, to be augmented by -1 for each further day (to a maximum -5 SV penalty). When the allergy is triggered, it is difficult to remove it. In fact, this penalty diminishes by 1 point for every day that the Dwarf passes underground or indoor. Dwarves with this allergy tend to live nightly lives when in the surface of Trudvang. Make another roll on table 1.
8	Superstitious. Superstition and fear of the unknown Gods’ wraths are typical of all Dwarves, but this is particularly true for this character, which sees omens and signs everywhere. Most of the times this should be just a roleplaying added detail. When an important decision must be made or something important is about to happen, the character may want to examine the surroundings to check if there are revealing signs which may encourage or provoke a feeling to be doomed. The player rolls 1d10, and check the results as follows: Roll 1d10: 1 +2 SV 2-4 +1 SV 5-6 no SV modifier 7-9 -1 SV 10 -2 SV The result will be applied to all situation and skill rolls which the character will make in the next 24 hours (or longer, even up to months or years, in the case that an event or quest requires more time to be completed).

Cont.	Special Ability															
9	Stone Skin. This Dwarf” skin is hard greyish in colour or spotted like granite. Other Dwarves do not care about this feature, although Humans and Elves may find it odd. If this Dwarf stands still in front of a large stone or rocky wall while being naked or dressed in clothes which may blend with rocks, the skin will tend to blend with rocks. Those who are not actively looking for the Dwarf must succeed a Situation Roll with SV 8 modified by Perception. Those who are actively looking for the Dwarf will suffer -5 SV to the Shadow Arts skill rolls. Both rolls are further modified (from -3 to -15) if the area has low light or no light at all (unless the prospective spotter has Dark Sight or Night’ Sight).															
10	Successful Bloodline. This Dwarf belongs to a bloodline which, during the millennia-long history of the Dwarves, has been very successful in spreading its members throughout different Dwarven kingdoms and settlements. Wherever he goes, this Dwarf is bound to find a distant brother, bound to help due to the shared bloodline. Conversely the Dwarf may also feel bound to help local Dwarves due to their blood links. Unless the GM has specifically decided whether somebody of the same bloodline is present or absent in a certain Dwarven holding, the player rolls 1d20: a 1-10 result will always mean that a relative is present.															
11	Fireborn. Borjorn has blessed this Dwarf with extreme resistance to fire and heat. All damage by Fire and Heat (whether natural or magical) is halved (rounded down). Furthermore, any modifier from “Complications in the Wild” which is based on warm temperatures can be ignored.															
12	Historian. This Dwarf has carefully listened to sagas told by old Rung Thuuls about ancient Dwarven myths and stories. The character starts the game with Knowledge 5 and Lore & Legends: Dwarves specialty 1. Note that the required Culture Knowledge 1 discipline is already given for free during character creation.															
13	Runeson. This Dwarf was born with runic marks on the skin or maybe received them from Yukk or a Dark Entity during the trip from the depths of the underworld. The player can choose up to three total levels of Runes (e.g. one Level 3 rune; or three level 1 runes; or one level 2 rune + one level 1 rune). These runes must be “Permanent” or, if belonging to the “Lasting” type, they may be activated according to the “Activation per day” entry. Furthermore, these runes must be related to capacities linked directly with the Dwarf, not with objects (e.g. Cave Spider’s Grip, Hammer Fists, Mark of Brokk, etc.). No skill roll is required to activate these runes, neither DP points are required.															
14	Metal Smeller. This Dwarf has a natural aptitude for finding metal deposits (of any kind), a talent which is useful when a Dwarven colony needs more ore. This character can even smell certain quantities of metal, if they are not far but hidden. For example, a person in iron armor or with many metal weapons who is hidden behind a corner can therefore be perceived by this Dwarf by succeeding a Situation Roll with an SV of 10, modified by Perception. On the other hand, if the Dwarf is actively looking for it, he can make a Shadow Arts skill roll with +5 SV.															
15	Thalassophobic. This Dwarf does not like large or very deep bodies of water: Yukk is in fact known to live in all watercourses where the bottom cannot be seen. This character will get into a boat or near large bodies of waters (seas, rivers, lakes, etc.) only by succeeding a Situation Roll with an SV of 10, modified by Psyche. If the character is forced to immerge in these bodies of water (e.g. by falling inside), this Dwarf will be considered to have 10 Fear Points which cannot be recovered in any other way but getting out of the water. Make another roll on Table 1.															
16	Natural Born Trader. This Dwarf belongs to a bloodline of merchants, famous for striking good deals, therefore he gets +3 SV to all situation and social skill rolls related to trading and/or striking deals (e.g. the Trader specialty of care or the Silvertongue specialty of Knowledge, but only if a getting a good deal is the aim). Furthermore, the character starts with more silver coins than other player characters, in either jewels, precious objects or simple money (GM’s decision or roll 1d6 x 100 sc).															
17	Tunnelhog Expert. This Dwarf has a huge experience regarding Tunnelhogs, coming from a bloodline of hunters, or having hunted and seen some of the largest examples which ever roamed through Muspelheim. Beyond this fame, this Dwarf get a +2 SV on all Wilderness and Fighting skill rolls made when hunting Tunnelhogs.															
18	Muspelheim Explorer. This Dwarf comes from a bloodline of rangers, hunters, volgorongs, ore seekers and explorers. Or maybe the character just has a natural talent in exploring unknown parts of the underground world. The Dwarf gets a +2 SV to all Wilderness skill rolls and “Complications in the Wild” situation rolls made in Muspelheim.															
19	Stone Artist. This Dwarf has a natural talent or comes from a bloodline of famous builders, stonecutters or sculptors. He gets + 3 SV to all Care skill rolls related to stones and rocks.															
20	Heirloom. The Glorka has trusted this Dwarf to keep a precious item which has been handled through many generations. It can be a weapon, an armor, a ring or any other item that has meant a lot to the bloodline. The story behind this object may be more interesting than the bonuses it gives. The GM and player should create it with common sense. For a random determination roll three d20s and check the results as follows. <table><tr><th>1st roll, Material:</th><th>2nd roll, Quality:</th><th>3rd roll, Nature:</th></tr><tr><td>1-10 Dwarven Iron or other basic material;</td><td>1-8 Normal Quality (Capital in the case of Dwarven Iron)</td><td>1-10 a Common Object</td></tr><tr><td>11-14 Rokjörn (or Gold, Silver if appropriate)</td><td>9-15 Capital</td><td>11-19 an Awakened Object with 1d6 levels of runes</td></tr><tr><td>15-19 Mitraka, 20 Zvordoka (or Gatesilver or Hrimsilver).</td><td>16-19 Masterful</td><td>20 a Vitner-Awakened object with 1d6 levels of spells, excluding a basic Seal if needed for the spell (this object will be something to keep secret from other Dwarves).</td></tr><tr><td></td><td>20 Legendary</td><td></td></tr></table>	1st roll, Material:	2nd roll, Quality:	3rd roll, Nature:	1-10 Dwarven Iron or other basic material;	1-8 Normal Quality (Capital in the case of Dwarven Iron)	1-10 a Common Object	11-14 Rokjörn (or Gold, Silver if appropriate)	9-15 Capital	11-19 an Awakened Object with 1d6 levels of runes	15-19 Mitraka, 20 Zvordoka (or Gatesilver or Hrimsilver).	16-19 Masterful	20 a Vitner-Awakened object with 1d6 levels of spells, excluding a basic Seal if needed for the spell (this object will be something to keep secret from other Dwarves).		20 Legendary	
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	20 Legendary															

TABLE 1B

1d20	Special Ability
1	Tunnel Cleanser. This Dwarf belongs to a brotherhood devoted to freeing tunnels and caves from Goblins, Gray Trolls and other possible threat. This character starts with Fighting 4, the Armed Fighting Discipline 1 and one weapon specialty at level 1.
2	Smursk. After raising from the depths of the underworld, this Dwarf was proclaimed to be a “First Born”: the first of a new bloodline. Everybody knows that the character is a natural born leader. The character starts the game with Care 4, the Handler discipline 2. New members of this new Bloodline may or may have not still appeared but, when they will do, they will all see this character with respect. Furthermore, this Dwarf may also have allies in another Glorka or bloodline which has hosted him after the Thune’s order, while the character was waiting for his brothers to appear.
3	Ginnungagapsbo. This Dwarf has spent long time outside the Mountain’s protective roof, getting used to one specific surface region and the main people which inhabits it (Westmark, Mittland, Stormlands, Nhoordland or Soj). This character starts with Wilderness 4 and the Geography (chosen region) discipline 1. Furthermore, even if he does not have the skill prerequisite, he starts with the Culture Knowledge discipline 1, related to the chosen culture.
4	Gem Expert. This Dwarf belongs to a Glorka or Bloodline devoted to gem cutting or mining gems. The person will get +3 SV on Care skill roll related to crafting, cutting or mining gems. Furthermore, the character will automatically recognize specific gems and their possible value. This character starts the game with 1d6 gems whose value must be established by the GM (see the “Step 5. Decorations” part on the new “Crafting Objects” rules in this book for some suggestions).
5	Smith. The Glorka of this Dwarf is famous for its metalsmithing arts. It does not matter whether it’s mitraka, gold or iron, this Dwarf has experience with all of them. This Character starts the game with Care 4, Handicraft discipline 1 and the Hard Materials specialty 1.
6	Artifact Sensitive. The Mountain has given this Dwarf an unnatural talent. If the character touches an object and focuses on it for about 15 minutes, the Mountain will speak to the Dwarf’s heart, sending visions revealing some information like: the crafter’s name or image, who held this object in a specific time period, one singular supernatural power (if the object has any) or a single image about what happened to this item in one specific place. The player must succeed a Situation Roll with an SV 8 modified by Perception to get one single information. Any further attempt (failure or success) will require another 15 minutes and the SV will be diminished by 2 points. This can be attempted many times, until the SV become “0”. Sometimes the Mountain will just refuse to speak.
7	Troll Fists. This Dwarf has enormously large fists and forearms, which look very funny in relation to the rest of the body. Humans and Elves cannot help but look at this character as a freak. On the other hand, other Dwarves do not care about it. These large fists will deal 1d10 (OR 10) damage instead than the usual 1d5.
8	Adaptable Eyes. Nobody knows why but Borjorn has gifted this Dwarf with eyes which are more resistant to abrupt changes. This character does not suffer the long acclimation periods between the “Dark Sight” and the “Night” Sight”. The Dwarf suffers only a basic -1 SV the first week of changed environment, but the eyes will be immediately adapted and changed after.
9	Thuul education. Whether it’s because of the Glorka’s tradition or maybe because this Dwarf feels the Mountain’s presence everywhere, this character has received the rudiments of a Thuul’s education. This character starts with Faith 5, the Invoke Discipline level 1 and the Thuul Forging specialty level 1. Without Divinity Points or Holy Tablets (Runes) those levels are almost useless, therefore whether this Dwarf will really be a Thuul or will enter some other career, it is totally up to the player.
10	Troll Smeller. This character has developed a specialized sense of smell focused on detecting the presence of Trolls. This Dwarf will detect any troll which is within a radius of 30 m by succeeding a Situation Roll with an SV of 10 modified by Perception. If the Trolls are numerous or particularly smelly the GM may raise the SV (to 12 or 14) or allow to detect them at up to 50 m. Wind conditions may also lower or raise the SV. This dice must be off course rolled by the GM, secretly from the player.
11	Zorjorn Education. This Dwarf has been trained as a Zorjorn, one of the famous Dwarven drummers. The character starts the game with Entertainment 4, Music & Dancing discipline 1, Singing & Playing Instruments 1. Furthermore, this Dwarf starts the game with a Folk Musician Kit which always automatically includes a portable Dwarven drum.
12	Climber. Muspelheim is not a flat world, and rarely one cavern is exactly on the same level of another one. This Dwarf seems to know it very well, as he quite talented in climbing. This character starts with Agility 4, Body Control discipline 1 and Jumping, Climbing & Balancing specialty 1.
13	Short Legs. This Dwarf’s legs are short even for Dwarven standards. His maximum movement is diminished by 1 metre (Buraťja 7, Borjornikka 7, Zvorda 5) but this very odd physique also has some benefits, giving +5 SV to situation and skill Rolls made to avoid losing balance.
14	Banished. This Dwarf committed a crime and was banished from his homeland for 1d6 x 10 years. If he comes back, this character may be even killed on sight. The GM may consider the possibility of giving a “Mark of the Slayer” (see it among Temporary Runes) but only if the character is meant to played in a single, specific prison-settlement. Make another roll on Table 1.
15	Direction Sense. It does not matter wherever he is (in Muspelheim or the surface), but this Dwarf will always know where the North is and how deep he is underground, compared to the surface of Trudvang, since the Mountain speaks to this Dwarf’s heart. Most of the times this Dwarf cannot lose himself but in difficult situations (e.g. complicated, labyrinthine tunnel systems) a +5 SV will be applied to situation and skill rolls made for the sakes of orientation. .

Cont.	Special Ability
16	Krustall Addicted. Dwarves are usually immune to the direst effects of Krustall, but this Dwarf has developed an insane addiction to it. He has maybe drunk too much Krustmead or he has eaten too much eat from certain kinds of Tunnelhogs. Every day this character must drink a dose of Krustmead (or eat Krustall Mushrooms or meat from Krustall-crazy Tunnelhogs) to avoid suffering -1 SV to all skill roll and situation rolls. This penalty increases by -1 each day which passes without a dose. If, during this period of withdrawal, the Dwarf faces any conflict (e.g. discussions, threats, difficulties, etc..) a Situation Roll with SV of 8 modified by Psyche must be succeeded. Otherwise the character will be forced to attack or, at least, become aggressive, spitting and swearing uncontrollably. Make another roll on Table 1.
17	Mark of the Snake. This Dwarf was born with a snake-like symbol on the forehead, possibly connected with Yukk. This character is seriously disconnected from the Vitner Energies running through Trudvang, possibly due to some deep spiritual connection with the Moutain or with some dark entity. Every time this Dwarf is subject to a spell caused by Vitner Craft (with either positive or negative effects) or uses a vitner-awakened object 1d20 must be rolled: on a result of 1-10, the spell will not work. The GM may decide that this rule does not apply to particularly strong natural vitner effects. The Dimwalkers' divine powers are not influenced by this ability. This Dwarf cannot have the Vitner Craft skill higher than 1.
18	Stone Born. Stoneseekers had visions about this Dwarf as a "Stone Born", the reincarnation of one of the original Dwarves, created by Borjorn to become master smiths. The character gets +3 SV to Care skill rolls related to crafting metal objects.
19	Resurrected Bloodline. When this Dwarf raised from the depths of Muspelheim and spelled the Norgavaina's name the Rung Thuul was surprised. This Dwarf belongs to an important bloodline of the past which was thought to have been extinguished. Maybe they were once heroic warriors, mighty Thunes, legendary Thuuls or artisans which built marvels. Some Dwarves will treat this character with high respect (possible positive SV modifiers to social skill rolls), while others will look at him with disdain and suspicion. This Dwarf's ancient heritage (holdings, titles, awakened objects, etc.) may be nowadays in the hands of other bloodlines, and the coming of such a Dwarf is bound to bring chaos to a settlement, if not to a whole Dwarven kingdom. The character starts the game with +1 Raud
20	Power archetype. The character is born with a special talent or destiny. This Dwarf can be a Drogbasjev, an Egle Thuul or a Thjulk of Novgalod (choose one) without spending any further point. Dwarven Regional Traits

Dwarven Regional Traits are special mechanics linked to specific places or cultures among Dwarves. These are not requirements for belonging to such places or cultures, and in fact not all natives to those places have these traits. Nevertheless, buying such a trait during character creation means that characters have a special link to their homeland's culture.

One cannot have more than one Regional Trait. The player can roll on the following tables or freely choose one single entry from them. The lists are not comprehensive, and the GM is encouraged to create more of them, if need arises.

One Dwarven Regional Trait costs 20 creation points. A Regional Trait must be bought before any creation point is spent on traits or skills. Consequently, every bonus or skill level given for free, must be taken into consideration during the following steps of character creation. Remember that the results of the tables take for granted that the basic free disciplines and specialties have been applied (Player's Handbook p.17).

One can have both have a Regional Trait and roll on the "Special Dwarven Traits and Abilities" table. One thing does not exclude the other, as far as one

pays the costs of both. It may happen that some regional traits give free levels to the same skills which are given free levels also by the Special Dwarven Traits tables. In these cases, reroll or choose another trait.

Bonus skills are indicated as follows: skill name (discipline name - specialty name).

- ♦ A Regional Trait costs roll on the table costs 20 creation points.

Tables by dwarven race

These regional traits are designed to include as many places as possible throughout the vast world of Muspelheim. Start rolling on these first tables "by race" which will suggest where to roll on the following "regional tables".

Zvorda

A result linking to the Borjornikka and Buratja tables means that the Zvorda lives in community dominated by the other breed.

DWARVEN REGIONAL TRAITS

Borjornikka		Buratja		Zvorda	
1d20	Regional Table	1d20	Regional Table	1d20	Regional Table
1-5	Tvologoya (Borjornikka)	1-7	Muspelgnist	1-12	Roll again on the Borjonikka table
6-9	Brokmuskrym	8-12	Tvologoya (Buratja)	13-17	Roll again on the Buratja table
10-12	Glitzmakulji	13-17	Brokmuskrym	18-20	Zvorda Loner
13-16	Grunkovorda	18	Other Kingdoms		
17-18	Other Kingdoms	19-20	Enclaves & Colonies		
19-20	Enclaves & Colonies				

Regional tables

Some of the following tables are specific for the different Dwarven breeds. Before rolling, please read the specific indications (if present) at the beginning of each table.

TVOLOGOYA (BORJORNikka) REGIONAL TRAITS

1d20	Trait
1	Gydanski native. You live in the upper levels, under the constant threat of invaders. You must always be cautious. You start the game with Shadow Arts 6 (Shadowing 1 – Finding & Spotting 1).
2	Dvulgorod Exile. As a member or follower of the Blood of Dvakk, you have lived below the status that you should be worthy of. You start the game with Knowledge 6 (Lore & Legends: Dwarves 2). NOTE: the required “Culture Knowledge: Dwarves 1 Discipline” is already given for free to all Dwarven characters.
3	Yungar Survivor. Your brothers were all peaceful copper miners, before the Wildlanders came. You start the game with Care 3. Furthermore, you get +2 SV bonus to all combat-related skill rolls (melee attacks, parries, evade attempts, ranged attacks) when fighting against humans.
5	Tvolgorad Artisan. Sculptors, architects, stonemasons, gem-cutters and artists: most of Tvologoya’s marvels were crafted by Glorkas like yours. You start the game with 34 creation points which can be spent only on the Care skill and related disciplines and specialties.
6	Bifhrust Guide. Living among these stairs, shafts and tunnels connecting the whole kingdom, your brothers have always been guides. You start the game with Wilderness 6 (Land Knowledge: Tvologoya 2). Note: the required “Geography: Muspelheim 1 Discipline” is already given for free to all Dwarven characters.
7	Demlink Guard. Your Glorka has the task of guarding the immense Mitraka treasures of Demlink. You start the game with Fighting 6. You also own one Mitraka weapon of Normal quality.
8	Dimit Rebel. All your life you have trained yourself to fight for the Blood of Illwir. You start the game with Fighting 6 (Armed Fighting 1 – one weapon specialty 1).
9	Smith of the Halls of Sankla. Your Glorka belongs to an ancient artisan tradition whose purpose is to repair and craft only the best armors and weapons for the Great Thune of Tvologoya. Every time you make a Care skill roll to repair or craft a weapon or an armor, you get +4 SV.
10	Novskork Privileged. You are a member or a strong vassal of the Blood of Adakk. Since you are living in the centre of the Great Kingdom, you had training privileged which were unknown to other Dwarves. You get 34 creation points to be used with any skill, discipline or specialty that you like.
11	Relgarv Survivor. Living in Fir, your body has somehow got used to toxins. You get +5 SV on situation rolls to resist toxins and -5 (to a minimum result of “1”) when rolling for the effects of toxic extracts.
12	Svast Guard. Your bloodline has sworn to protect “Glittertongue” and, as per the ancient traditions, you were trained as both a warrior and a stonemason. You start the game with Care 5, Fighting 6.
13	Timil Savant. Whether you are a Rung Thuul or one of their servants, you belong to the place of Tvologoya where knowledge is the highest virtue. You get 34 creation points which can be spent only in the Knowledge skill and related disciplines and specialties.
14	Yetzin Faithful. Your Glorka thrives in one of the most sacred places for Thuuldom. You get 34 creation points which can only be spent on the Faith skill and related disciplines and specialties, or in the Religion: Dwarves specialty and Culture Knowledge: Dwarves discipline of Knowledge.
15	Nifulong Native. Very few Borjornikka live here, but your small colony somehow survives. You have learned to always keep your eyes open. You start the game with Shadow Arts 6 and Wilderness 5.
16	Miner. Even after all these millennia, your Glorka is still discovering new mineral deposits under the Great Iron Tooth. You start with Care 6 (Tradesman 1 – Miner 1).
17	Peasant. You are a farmer in Tvolgorad or Gydanski, herding drollswain, cultivating Night Rye and the Darktongue mushroom, or cooking for others. You start the game with Care 6 (Tradesman 1 and a related specialty at level 1).
18	Criminal. Yours is a criminal Glorka, thriving among the darkest corners of in Tvolgorad, or bartering illicit goods in Gydanski. You start the game with Shadow Arts 7.
19	Hard Worker. Yours is a Glorka of handymen and stone bearers. You gain 45 extra Creation Points to spend on the Constitution and Strength traits (which cannot go above the +4 limit).
20	Warrior Glorka. Yours is a Glorka of Logovorda, living in Tvolgorad or Gydanski. You start the game with Care 5, Fighting 5 (Armed Fighting 1).

TVOLOGOYA (BURATJA) REGIONAL TRAITS

1d20	Trait
1-3	Buratja Survivor. Very few Buratja colonies thrive in the mysterious caverns beyond the main Buratja settlements in Nifulong. You start the game with Wilderness 6 (Survival 1 – Terrain Experience: Underworld 1).
4-7	Dimit Smith. You have been sent in Tvolgorad, helping the Dimit rebels, by building good weapons. You start the game with Care 6 (Handicraft 1 – Hard Materials 1).
8-11	Novskorsk Guard. Since ancient times the Buratja have sent warriors to guard the Storthune's High Seat. You start the game with Shadow Arts 5, Fighting 5 (Armed Fight 1).
12-15	Logakilj Artisan. You have learned precious secrets in the Buratja settlement which hosts the most important Logi Furnace in Trudvang. You get +5 SV when you use the Care skill to repair or craft Mitraka or Zvordoka objects. Furthermore, you start the game with a Craft Kit of Masterful Quality.
16-19	Tebokks Native. You belong to the largest Buratja settlement in Tvologoya, either as a member or as a faithful servant of the Blood of Njoglost. You start the game with Care skill 7 (Handicraft 1).
20	Prohibited Knowledge. You abandoned your Glorka due to your talents or you are maybe part of a Yurmatraka secret colony in Nifulong, as either a Weaver, an Artisan or a Servant which heard too many dark secrets. You can spend 34 extra Creation Points in Vitner Weaver and Knowledge skills.

BROKMUSKRYM REGIONAL TRAITS

*Buratja add +12 to the roll. The entries with a * may belong to either a main faction or to one of the dozens of minor factions. In this case make a second roll (but do not apply the mechanics of the new entry): if another * entry is rolled, you belong to a minor faction, otherwise you belong to the rolled main faction.*

1d20	Trait
1-3	Brogjurn Surface Dweller. Your bloodline has decided to seek fortune on the slopes outside of the Mountain. You start the game with Wilderness 6 (Survival 1 – Terrain Experience: Mountain 1).
4-6	Olvim Follower. You were not just trained as a warrior, but you became expert about the new Troll allies. You start the game with Fighting 5, Knowledge 5 (Race Knowledge 1).
7-9	Misvetski Traditionalist. You are focused on traditional Dwarven arts. You start the game with 34 creation points to be spent only on the Care and Faith skills and related disciplines and specialties.
10-12	Dinzelt Subject. Your land is plagued by constant strife; therefore, you have learned to live a cautious life. You start the game with Shadow Arts 6 (Shadowing 1 – Finding & Spotting 1).
13-14	*Rune Trap Expert. Crossing borders is a dangerous business in Brokmuskrym, given how many rune traps (see “Temporary Runes” in this book) are present. You have been taught basic Thuul techniques for deactivating them. You start the game with Faith 6 (Invoke 1 – Thuul Forging 1).
15-16	*Locks & Trap Expert. When your brothers speak about locks and traps, you are the one who builds them or disable them. You start the game with Shadow Arts 6 (Thievery 1 – Locks 1).
17-18	*Brokmuskrym Warrior. Living in a divided land, your talents are fundamental. You start the game with 34 creation points to be spent only for the Fighting skill and related disciplines and specialties.
19-20	*Brokmuskrym Miner. All miners in Brokmuskrym wage an expansion's war, always digging new tunnels and getting more ore. You start the game with Care 6 (Tradesman 1 – Miner 1).
21-24	Voljienka Worker. Artisan or miner, your hard work is fundamental for your thune. You start the game with 34 creation points to spend only for the Care skill and related disciplines and specialties.
25-28	Plodnikk Faithful. You have been taught to trust your Thune and dig deeper. However, this is a project which requires focus and determination, as you know that you and your brothers will have to face demons at the end. You start the game with Psyche +1, Care 4 (Tradesman 1 – Miner 1).
29-32	Drognislai Vassal. You evaluate traditional religion, diplomacy and common sense much more than what others do. You start the game with 34 creation points to spend only for the Knowledge and Faith skills and related disciplines and specialties.

GLITZMAKULJI REGIONAL TRAITS

All the Dwarves in Glitzmakulji/Glitthamn are Borjonikka of the Blood of Trodnikk, or strongly related to that bloodline. Other Dwarves blame them for many things. It is up to the GM whether this is just a background, roleplaying trait, or if some social penalty must be applied.

1d20	Trait
1-2	Lake Hunter. You are an expert catcher of delicious vritt fishes or dreaded water snakes. You start the game with Wilderness 6 (Hunting Experience 1 -Hunting & Fishing 1).
3-4	Glitzaljas' Expert. Miner, artisan or trader: the Glitzaljas are important for you. You start the game with 34 creation points to spend only for the Care skill and related disciplines and specialties.
5-6	Amurs' Friend. Your bloodline has always been quite active in trading coal with the Amurs. You start the game with Knowledge 6 and Foreign Tongue (Wild Vrok) 2. Note that the required Language 1 discipline is already given for free during character creation.
7-8	Dragon Hater. Whether you are an artisan or a dedicated Drogbasjev, your Glorka has lost too much to the Borsjev. When you fight dragons, you get a +4 SV on melee attacks, ranged attacks, parries and evade attempts.
9-10	Glitzmakulji Spy. Whether you work for Storthune Woodbarov or for anyone plotting against him, your Glorka plays a dangerous game. You start with Shadows Arts 7 (Shadowing 1).
11-12	Dragon Trap Architect. Your Glorka is busy in preparing against possible Dragon attacks, either involving mechanical traps or temporary runes. You start the game with 34 creation points to spend only for the Care and Faith skills and related disciplines and specialties
13-14	Fleeing Brother. You know the truth: these new tunnels will help your brothers finding a new home. You start the game with Care 6 (Tradesman 1 – Miner 1)
15-16	Glitzmakulji Scholar. You have studied so much to understand why the Blood of Trodnikk survived, while its enemies failed. You start the game with Knowledge 6 and Lore & Legends: Dwarves 2. Note: the required Culture Knowledge 1 discipline is already given free during character creation.
17-18	Grimjarp Defender. Whether you are in Grimjarp or in another fortification, you are ready to fight the human raiders. You start the game with Fighting 6 (Armed Fighting 1 – a weapon specialty 1).
19-20	Glitzmakulji Guard. Your homeland needs your eyes. Whether you hide as a hidden look-out on Trudvang's surface or you wander as a scout the dragon-infested areas, you must keep the watch. You start the game with Perception +1, Shadow Arts 4 (Shadowing 1 – Finding & Spotting 1).

GRUNKOVORDA REGIONAL TRAITS

1d20	Homeland
1-4	Yugglovorka Inhabitant. As a dwarf of Graystone, you start with Care 4 (Handicraft 1) and you get +5 SV to all skill rolls related to the knowledge of stone (e.g. to spot stone which is about to fall or to find a way through underground tunnels dug in the rock).
5-8	Novgalod Inhabitant. The dwarves of Morkdali benefit from the presence of the mighty Thjulks since, even if you are not a warrior, you are constantly exposed to knowledge of warfare. You start with Fighting 6 (Armed Fighting 1 – a weapon specialty 1).
9-12	Olgisiljev Inhabitant. The Ironsmiths of Grimgnistur produce metal whose quality is praised all around Trudvang. You start with Care 6 (Handicraft 1 – Hard Materials 1).
13-16	Ivonda Inhabitant. The legendary Thorgagin Dragonslayer rules over the dwarves of Dustwall, forcing them to be always watchful for possible fugitives from Wondraskjalf and for those who try to sneak into the famous mines without permission. You start the game with Shadow Arts 6 (Shadowing 1 – Finding & Spotting 1).
17-18	Rorstrai Inhabitant. It does not matter whether you were innocent or not, but you have been accused of murder and banished to Wondraskjalf. You are now a “slayer”, bearing a mystic mark on your forehead, giving permission to any dwarf to kill you on sight. On the other hand, the hard life in this settlement of outcasts taught you some proficiencies necessary to survive in Rorstrai. You start the game with Fighting 4, Shadow Arts 4 (Shadowing 1, Thieving 1).
19-20	Hillinge Woods Exile. You are among the outcast dwarves who live under Sergin Greathold in Dain. Your life in the woods made you developing skills that not many other dwarves have. You start the game with Wilderness 6 (Survival 1 – Terrain Experience: forest 1).

MUSPELGNIST REGIONAL TRAITS

Only Buratja live in this kingdom.

1d20	Trait
1-3	Buratja Warrior. You know that the glory of Saukka wil return, if brave warriors like you are ready. You start the game with Fighting 6 (Armed Fighting 1 – a weapon specialty 1).
4-6	Slayer of Stormlanders. The Wildlanders are your enemies and the reason why Muspelgnist does not rule the north-east. Every time you fight a Stormlander you will get a +4 SV on melee attacks, ranged attacks, parries and evade attempts.
7-13	Muspelgnist Smith. You firmly and proudly know that the metalsmiths here are the best of Trudvang. You start with Care 6 (Handicraft 1 – Hard Materials 1).
14-16	Angor's Vassal. You are related to the Blood of Angor or you are a close ally. As somebody serving the Master Smelter, you have learned secrets unknown to others. You start the game with 34 extra creation points to be spent in the Care skill and related disciplines and specialties.
17-19	Master Smelter's Agent. Beldor is a mastermind and your Glorka has faithfully served him, collecting information both in Muspelgnist and abroad. You start the game with Shadow Arts 7 (Shadowing 1).
20	Soothome Exile. You are part of the Burjokko's bloodline or from another, exiled group. You know you cannot come back, therefore you have adapted to life in the wildlands outside the mountain. You start the game with Wilderness 7 (Survival 1).

OTHER KINGDOMS REGIONAL TRAITS

Roll 1d20, but Buratja roll 1d10 and add +20 to the roll.

1d20	Trait
1-2	Dalmtatzba Survivor. Whatever is the main work of your Glorka, you have adapted to the new environment. You start the game with Agility 6 (Body Control 1 – Swimming 1).
3-4	Dalmtatzba Artisan. Whether you are a smith, a traditional gem-cutter or one of the new stonecutters and sculptors, you start the game with Care 6 (Handicraft 1 – Hard Materials 1).
5-6	Dalmtatzba Artist. Maybe it's the old talent running strong in your bloodline, but you get +5 SV on all Care skill rolls made regarding gem and stone objects.
7-8	Dorg Gromitza Avenger. Whatever you are, warrior, miner or smith, you hate the invaders. Every time you fight a troll you will get a +3 SV on melee attacks, ranged attacks, parries, evade attempts.
9-10	Dorg Gromitza Warrior. Your Glorka have trained you to fight the invaders. You start the game with Fighting 6 (Armed Fighting 1 – a weapon specialty 1).
11-12	Dorg Gromitza Trap Expert. Your Glorka uses everything, from Temporary Runes to mechanical traps, to block the trolls. You start the game with 34 extra creation points to spend only in the Faith and Shadow Arts skills and related disciplines and specialties.
13-14	Erzmir Inhabitant. You live in a vertical kingdom, where holdings are spread through various levels. You start the game with Agility 6 (Body Control 1 – Jumping, Climbing and Balancing 1).
15-16	Erzmir Miner. Gems, coal and diamonds are collected in this kingdom by the expert miners of your Glorka. You start the game with Care 6 (Tradesman 1 – Miner 1).
17-18	Erzmir's Jeweller. Gems and jewels are specialties of you Glorka. You get +5 SV on all Care skill rolls made regarding gems and jewels.
19-20	Brovim's Inhabitant. The small kingdom where you live is often confused with Thoordunn, Dwarves here excel in two fields: building their houses in vertical system and being sneaky. You start the game with Shadow Arts 5, Agility 5 (Body Control 1).
21-22	Thoordunn' Explorer. You live to find new resources for your brothers among the toxic gases to which you somehow get used to. You get +5 SV on Situation rolls to resist their effects or subtracting 5 points (to a minimum result of "1") when rolling for the effects of toxic extracts.
23-24	Thoordunn's Guard. You are a warrior and a scout ready to fight the many enemies wanting to steal Thoordunn's treasures. You start the game with Shadow Arts 5, Fighting 5 (Armed Fighting 1).
25-26	Thoordunn' Surface Artisan. A new fashion is spreading among the artisans of this kingdom. If you include a "sun & moon" decoration on an object, you'll get +3 SV on the Care skill roll.
27-28	Stallik Buratja. You are among the few Buratja Dwarves living in the Edras island, so close to the Elves, but completely avoiding them. Living beside the "Rorinka" magma river, you became used to heat: you can ignore 5 points of damage from fire or heat. Furthermore, you start with Care 5.
29-30	Dunkilja Subject. You live so close to Tvologoya, on the Great Iron Tooth, but you are faithful to Muspelgnist, helping to trade with the Arks. You start the game with Knowledge 6 and Foreign Tongue (Wild Vrok) 2. Note that the required Language 1 discipline is already given for free during character creation.

ENCLAVES AND COLONIES REGIONAL TRAITS

The following table includes minor Dwarven colonies and enclaves, in Muspelheim or above ground.

First d20:		Second d20 (generic location):	
1-14	the colony is underground	1-7	Nhoordland (including all Darkwoods)
16-20	the colony is on the surface.	8-11	Mittland
		12-15	Stormlands
		16-19	Westmark, 20 a minor island around Soj (but unknown to the elves).

1d20	Trait
1-4	Foreigner. You belong to one of the rare Dwarven enclaves in a human city, like Angorboda in Mittland, or you live in a Troll-infested area underground. You start the game with Knowledge 6, Languages 2, Foreign Tongue (Rona, Wild Vrok, Vrok or Bastjiumal) 1. Note that the required Language 1 discipline is already given for free during character creation.
5-8	Dweller in the wilderness. The small colony is hidden in the depths of a forest, on the Mountain's slope in the surface, or in the wild unknown parts of Muspelheim. You start the game with 34 creation points to be spend only on the Wilderness skill and related disciplines and specialties.
9-12	Professional. Crafters, peasants, miners and traders, but also drummers and storytellers: the colony is focused on working for a better life. You start the game with 34 creation points which can be spent only on the Care and Entertainments skills and related disciplines and specialties.
13-16	Scholar. Wisdom, knowledge and religion are important for you. You start the game with 34 creation points to spend on the Knowledge and Faith skills and related disciplines and specialties.
17-20	Warrior. The colony is surrounded by enemies. You start the game with 34 creation points to spend on the Fighting and Shadow Arts skills and related disciplines and specialties. After having rolled for the trait, roll another two d20

Zvorda Loner Regional Traits

This table is used for small Zvorda clans or singular, lone Zvorda.

1d20	Trait
1-4	Hard Life. The hardships you have suffered have made you stronger. You get 45 extra creation point to spend only on the Strength and Constitution traits (they cannot go higher than +4).
5-8	Wanderer. You cannot stay in one single place, as your blood call you to wander ceaselessly through both the underworld and the surface. You start the game with Wilderness 6 (Geography: Muspelheim 1 – Orienteering & Cartography 1).
9-12	Musician. Odd as it may seem, you live alone to better enjoy making your drum or horn to resonate through the tunnels. You start the game with Entertainment 6 (Music & Dancing 1 – Singing & Playing Instruments).
13-16	Mercenary. You belong to nobody, but people pay for the skill of your arms. You start the game with Fighting 6 (Armed Fighting 1 – a weapon specialty 1).
17-20	Faithful. The Mountain speaks to you, or maybe it's the treacherous Yukk. You start the game with 34 creation points which can be spent only on the Faith skill and related disciplines or specialties.

DWARVEN ARCHETYPES

With the Gamemaster's approval a player that is creating a Dwarf can choose from one of the following archetypes, in addition to those in the Player's Handbook.

Unlike a normal archetype, the 50 bonus creation points for a Dwarven archetype must be divided as follows.

- ♦ **Core skills:** 30 bonus creation points.
- ♦ **Dwarven Skills:** 20 bonus creation points.

Some Dwarven core skills also specify which disciplines and specialties that these bonus points can be spent on. When there is no such a specification the points can be spent freely on all disciplines and specialties within the skill.

Sometimes the "Dwarven Skill" is a skill which is already indicated among the "Core Skills", this simply indicates a greater focus on that specific skill where one can spend the 20 points plus a part of the 30 points.

Dwarven Artisan

- ♦ **Core Skills:** Knowledge, Care
- ♦ **Dwarven Skill:** Care (Handicraft discipline and related specialties).

All kinds of artisans are important in Dwarven society, since all of them somehow give a contribute for fulfilling the Will of the Mountain and make every material reaching its "Kutjatti": the destiny which its soul was made for. It does not matter whether a Dwarf is a smith, a builder, a brotbeast bone-carver or a tunnelhog leather tanner: they are all important since they manage materials which the Mountain somehow created, whether they are minerals or parts of animals wandering the depths of Muspelheim.

However, it is worthless to remind how smiths can reach high levels in the hierarchy of Dwarven society, especially among the Buratja. The title of "Fire Master" or "Logi Master" is, in fact, a deeply respected one, as it identifies somebody which commands a precious

logi furnace. Most of these masters do not know the Thuulcraft runes but they have perfected their crafting arts so much that Thuuls may frequently look for their precious products to be turned into Sacred Objects.

Logi Hunter

- ♦ **Core Skills:** Knowledge, Wilderness
- ♦ **Dwarven Skill:** Faith (Invoke discipline, Thuul Forging and Temporary Runes specialties).

The mysterious Logi are needed to fuel the magical Logi Furnaces, therefore some Dwarves dedicate their own lives specifically to hunt these creatures. Logi Hunters are particularly diffused among the Buratja Dwarves (given how important are the Logi Furnaces are for Buratja culture) although there are also many Borjornikka and even some rare Zvorda devoted to this art.

Logi Hunters are a bunch or over-focused and silent fellows. They are the opposite of Tunnelhog hunters in terms of both philosophy and hunting techniques, and they are required to be so, given how particular their preys are. You never decide to be a Logi Hunter: you are either born in the specific Glorka or you are not a Logi Hunter. There is a reason for this: hunting a Logi is not an easy task. All Logi Hunters need specific training and special equipment, like fireproof armors or even the occasional minor awakened tools, albeit these are only given to the expedition leaders and the more expert hunters, which are those who will not probably lose or waste such precious and unique artifacts. Usually a young and inexperienced Logi Hunter may not even touch such an object.

Logi Hunters' Glorkas also teach basic Thuulcraft rudiments, not for crafting Sacred Objects (which the Logi Hunter never do, out of respect for real Thuuls) but rather for using Temporary Runes for hunting Logis.

A Logi Hunter typically tries to learn the "Fire Creature" variety of both Creature Luring and Creature Ward temporary runes, as these may be

particularly useful for their profession. The targeted Logi is lured into the warded area, and then the hunters try to make the creature wearing some fire-resistant collars inscribed with the awakened version of the Slavery rune. Many Logi Hunters die in this dangerous quest and the Glorka leaders always expect that the awakened runic collars are not lost, since they are precious and bound to be re-used for future Logi hunting expeditions.

It is recommended to make these characters to buy the Monster Lore specialty of Knowledge, to represent their knowledge of the Logi. Furthermore, they should also buy the Species Hunter: Logi specialty of Wilderness, as they can add +2 SV per specialty level to Wilderness skill rolls related to hunting and tracking these creatures (as per Player's Handbook p.72).

Logovorda

- ♦ **Core Skills:** Knowledge, Care
- ♦ **Dwarven Skill:** Fighting

Even considering the Zvordorkûm and all the other well-respected Dwarven warriors, the Thunes' kingdoms are always in a dire need for more fighters. This is the reason why the Logovorda exist. These Dwarves pass large parts of their lives working a smiths or miners but, when the need arises, they take their long spears and answer the call of the war drum. The Logovordas are dedicated to both arts, crafting and fighting and, even if they seem to spend long time working with furnaces and mines, they never forget to train and keep fit for warfare.

The Logovorda's traditional weapons of choice are the spear and the long spear, but they are also known to wield broadswords, hammers and picks and, more occasionally, ranged weapons like bows and crossbows. Quite often all these weapons are carefully crafted by the Lovogorda themselves, together with their refined Murgles, possibly of the Bogemurgla type, if they can afford to buy or craft them. Unlike the

Zvordorkûm, the Logovorda do not disdain carrying shields and some of them prefer Murglamorga-type armors. If all Logovorda in a unit manage to get armed with medium shields, they often try to make a Shield Wall (see the Stormlands book, p.139-140). Zvordorkûm never practice this tactic, but they may benefit from Logovorda shield walls covering their sides, especially when fighting in larger caves. Other times the Logovorda prefer to use their traditional long spears which require two hands to be used, forfeiting in this case the use of shields and shield walls, especially when they need to keep some distance from the enemy or they want to hit a larger creature, such as a Troll or a Jotun, with their longer spears.

Each Logovorda takes care of his own war equipment by holding it in a special place, not far from where they work as artisans and miners, in order to be easy to be reached at any time. Logovorda continuously polish and repair these items, crafting new things or fixing problems in old weapons, in order to be ready anytime when the need arises.

Mulovos

- ♦ **Core Skills:** Knowledge, Shadow Arts
- ♦ **Dwarven Skill:** Fighting

Even if deeply set into static, millennia-old tradition, Dwarven society is not perfect, and there are always those Dwarves which are not satisfied with what life has given to them. Outlaws, burglars and rogues exist even in Dwarven cities. “Mulovos” or “Black-hearted” is their name, as Dwarves know these individuals to be dishonorable, tradition-breakers, or even “Orgej” or “Blood-Handed”, if they commit the most heinous crime a Dwarf can do: the murder of a brother belonging to the same Glorka or Bloodline.

Sometimes they are loners, other times they are organized in gangs and, more rarely, there are even whole Glorkas or Bloodlines which became roguish, devoting their lives to illicit activities.

Dwarven rogues are usually more expert in Fighting than what is common among human rogues. This is due to necessity, as they do not just survive in a society which despises them, but they are often obliged to live on the fringes of Dwarven settlements, where the threat of monsters coming from the wildest parts of Muspelheim is more frequent.

Rung Thuul

- ♦ **Core Skills:** Knowledge, Faith
- ♦ **Dwarven Skill:** Knowledge (Culture Knowledge: Dwarves discipline, Lore & Legends: Dwarves specialty, Language Discipline, Reading & Writing: Futhark specialty)

Rung Thuuls are the living memories of Dwarves. It is their role to identify the mother names and possible Glorka membership of all young Dwarves when they come up from the depths of Muspelheim. In fact, only the Rung Thuuls have the exact knowledge of all known Norgavaina’s names, dwarven surnames and bloodlines present in a certain kingdom, and they are the only one allowed to consult the ancient archives. Furthermore, only a Rung Thuul may declare somebody a “Smursk”, the first Dwarf of a new bloodline.

It is also the Rung Thuuls’ duty to keep all the records of a Dwarven kingdom, registering who is dead and who is exiled, as well as the recently arrived Dwarves and all the heroes’ deed and villains’ actions. The Rung Thuuls have an important role during the Dwarven funerals, registering everything which is said in the “Njorda” councils.

Dwarven History exists only because Rung Thuuls register it, even if their perspective on history is completely different from what Westmarkian scholars may have. And this happens not just because Rung Thuuls use their own dwarven runes. Rung Thuuls in fact register events of Dwarven society in relation to the life of local mines and whatever happens to the underground environment of their area. Humans

would never really understand their chronology, as it is based not on what an historian sees, but everything is registered from the Mountain’s point of view. The “Measuring Time” section in the first part of this book has more information on the matter.

Rung Thuuls are extremely literate Dwarves, continuously recording events on stone tablets to be archived in specific storerooms which each Glorka consider to be sacred. It is also their duty to carve beautiful runic inscriptions on monuments and tombs, as perpetual memories for the future generations. The Thunes are in continuous need of the Rung Thuuls’ advice, especially if they want to access the wisdom of past ancestors and to know how the Dwarves of ancient times dealt with problems.

Rung Thuuls are perfectly able to craft Sacred Objects or even Awaken them (if they have the right specialty), however they rarely do it, since they are usually too busy in their roles as historians, counsellors and archivists. Consequently, they are neither more nor less important than normal Thuuls: they just have a different role.

Trap Master

- ♦ **Core Skills:** Knowledge, Care.
- ♦ **Dwarven Skills:** Shadows Arts (Thievery discipline, Locks&Traps specialty), Faith (Invoke discipline, Thuul Forging and Temporary Runes specialties).

Dwarven strongholds are in a continuous need of protection and, quite often, there are never enough warriors for covering every tunnel and hall. This is the reason why whole Glorkas are dedicated to the ancient art of the Trap Masters. These artisans are expert architects and builders, but they are also initiated to the basics of Thuulcraft. However, they are not real Thuuls and they almost never craft sacred objects, and not just because they cannot learn the needed arts, but out of respect for the real Thuuls. In fact, a Trap Master’s interest always focuses only on

the Temporary Runes which can be used as traps. The oldest and more expert Trap Masters even manage to learn awakening techniques from the Thuuls, in order to set traps which may last forever.

Trap Masters are not useful only for making stronghold safe, but they may have a role also in advance warfare. When a Thune leads a scouting squad in exploration a Trap Master can make the difference. Not only they have an eye for identifying and disabling traps, but their mastery of Temporary Rune (to activate or disabling them) can make a difference between a successful mission and a total failure.

Troddamgorer

- ♦ **Core Skills:** Knowledge, Fighting
- ♦ **Dwarven Skill:** Shadow Arts

So many Dwarven holdings have been lost during the millennia of wars and countless invasions. The Troll-infested areas of Dorg Gromitza or the lost halls of Thoordunn still have hidden vaults filled by precious treasures of the past generations, but there are also so many other half-forgotten ruins of minor abandoned Dwarven settlements, remains of aborted colonizing missions, all spread through Muspelheim and all risking to be looted by wurms and goblins.

The idea that so many precious objects are lost in the hands of unworthy creatures is revolting for the Sons of Borjorn, and this is the reason why more than one Dwarf has chosen to become a "Troddamgorer" or "Treasure Collector" in order to recover these artefacts. These brave warriors have learned how to sneak up closely through Troll-controlled areas only for recovering what they can of the ancient Dwarven Heritage. Most of them work on official missions, under the legal authority of their Thunes, to bring back all the artefacts and show them to the Thuuls, which later identify to which Glorka or Bloodline the objects belong to, and the artifacts can be returned to the rightful owners or heirs. However,

not every Troddamgorer is a hero, and a few of them are just rascals which just want to become rich. Conflicting Dwarven kingdoms are known to have used opposing squads of Trodamgorers for recovering the same artefact and, in these cases, blood and violence is the most common result. Even so, most Troddamgorers are seen with respect by other Dwarves, since they are the only ones with the courage to do what must be done in order to preserve the lost Dwarven treasures.

Tunnelhog Hunter

- ♦ **Core Skills:** Knowledge, Wilderness
- ♦ **Dwarven Skill:** Fighting

Few Dwarves are as crazy as those who dedicate their lives to Tunnelhog Hunting. These beasts are clearly not as dreaded as dragons and trolls, but they are clearly unpredictable and tend to inhabit wild caverns filled with toxic and hallucinogenic mushrooms. However, Dwarven settlements are in a continuous need for more meat and leather, and what the wild Tunnelhogs offer is of a definitively better quality than what is available by herding the Drollswain, the domesticated smaller relatives of Tunnelhogs. In any case, wild animals are also incredibly dangerous. The male Tunnelhogs, in particular, can become quite crazy after having eaten too many mushrooms: only a brave hunter can face a Krustall-intoxicated furious Tunnelhog.

The Tunnelhog Hunters are also known to be heavy Krustmead drinkers, possibly also because they spend so much time among the Krustalls which seem to be over-present in the natural underground habitats of Tunnelhogs. They are also among the very few Dwarves which are happy when a Dust Storm arrives, since these natural phenomena tend to make Tunnelhogs crowding and their tracks are easier to find after the dust is settled.

Dwarven communities need Tunnelhog Hunters, and there are

even whole Glorkas dedicated to this art. However, these Dwarves are also seen with suspicion by the more settled smiths and artisans, especially since the hunters quite often are not less crazy than the animals which they hunt.

Tunnelhog hunters tend to prefer spears as weapons, although axes may be useful to bring down an animal which entered close quarters. Many Tunnelhog Hunters prefer to hunt naked or with less clothes as possible, but there are also those who prefer light armors like the Skjalfmurgla. Some of these armors have long-nosed masks filled with filters, protecting the Tunnelhog hunters in caverns filled with poisonous spore-emitting mushrooms (see the "Spore-immune Skjalfmurgla" among the samples of common objects in the "Crafting Objects" section of this book).

It is recommended to make these characters to buy the "Species Hunter: Tunnelhog" specialty of Wilderness, as they can add +2 SV per specialty level to Wilderness skill rolls related to hunting and tracking these creatures (as per Player's Handbook p.72).

Volgorong

- ♦ **Core Skills:** Knowledge, Wilderness
- ♦ **Dwarven Skill:** Shadow Arts

Muspelheim is a vast world, spanning all around Trudvang, with kilometers of tunnels and unknown caverns running through the depths, like never-ending roots aiming for the hot core of the world. Even after all the aeons which passed since Borjorn created them, Dwarves have explored just a part of it, but they all feel the desire to know as much as possible of Muspelheim, as it is their duty to conquer and colonize it, in order to fulfill the Will of the Mountain. Moreover, Dwarves are in a continuous need for new resources: new mineral veins, new hardstone deposits or new areas for hunting the tunnelhogs. Every Dwarven settlement, whether small or large, is bound to expand or even to generate colonies and sub-colonies.

However, planning these activities is incredibly difficult. Muspelheim is vast and mostly unexplored, threats and perils are countless and of many types: not only dragons and trolls, but also landslides, dust storms and dark entities which wander through the deepest and darkest tunnels. This is the reason why most Dwarves remain well-hidden and protected inside their cities.

A selected few Dwarves have the courage of exploring the unknown: they are the Volgorong. In some larger kingdoms, like Tvologoya, there are even whole Glorkas and Bloodlines of Volgorongs working in teams, however so many other Volgorongs prefer to work alone, wandering and exploring by themselves. They are chosen by Thunes to look for new resources, new areas to conquer and colonize, new threats to avoid. Their life duty is to explore the “Great Deep”, which is a way through which they define this underground world which, mission after mission seems, seems always to go deeper than previously thought, even after all the past centuries of exploration. However, Volgorong’s courage does not have limits and, in fact, when Dwarves explore the surface world, it is always the Volgorong’s task to go first, looking for both dangers and possibilities.

All Dwarves consider Volgorongs as mythic explorers and it is a great honor to have one of them as a guest. They are always welcomed as heroes whenever they reach a Dwarven settlement. Food and housing are always free for them. It is the Volgorong’s job to keep Dwarven civilization united, even when it is spread through the countless tunnels and caverns of the underground world, since Volgorongs can often bring news and messages even to the farthest outposts. Even when Dwarven kingdoms wage wars against each other, Volgorong are rarely attacked, even if belonging to enemy Glorkas, as all Dwarves know that killing a Volgorong can only bring bad luck or even the wrath of the mysterious Dwarven gods. Dwarven civilization is often based on what the Volgorong do, and every Dwarf recognizes this fact.

POWER ARCHETYPES

Power Archetypes are archetypes which are directly tied to the Dwarven culture but choosing them costs an additional amount of creation points to be paid.

If the player rolling on the “Special Dwarven Traits and Abilities” table (see below) receives a power archetype as a result, then the power archetype costs no additional creation points other than the 10 points spent to roll on the table.

Just like the Dwarven Archetypes above, Power Archetypes have general Core skills and Dwarven skills.

POWER ARCHETYPES

Power Archetype	CP
Drogbasjev	20
Eigle Thuul	20
Thjulks of Novgalod	20
Yukkatta	50
Yurmatraka	50
Zvordorkûm	50

Drogbasjev (Sworn Avenger)

- ♦ **Cost:** 20 creation points.
- ♦ **Core Skills:** Knowledge, Shadow Arts
- ♦ **Dwarven Skill:** Fighting

Dwarven history is marked by a never-ending series of tragic invasions from dreadful enemies like Dragons, Trolls and raiding Human plunderers. Whole Glorkas have been exterminated and whole kingdoms have been lost during these terrible events.

Sworn Avengers are present everywhere Dwarves have suffered such an invasion, although their specific stories and characteristic may vary. This power archetype, in fact, represents all the many types of Dwarves which have sworn

eternal revenge against a specific enemy, whoever this enemy is.

The “Drogbasjev” or “Dragon Slayers” described in the Glitzmakulji chapter are Sworn Avengers, but there are many Sworn Avengers even among those who fight the Troll invaders in Dorg Gromitza. Sworn avengers may belong to dedicated bands or brotherhoods, possibly being parts of ancient traditions, whose origin lies in ancient avenging vows which were sworn centuries ago. Alternatively, they may even be single, isolated but very dedicated Dwarves who, after a very personal tragedy, have sworn eternal revenge against those who brought disaster and destruction to them or their clans.

A Sworn Avenger’s focus is not just on the Fighting skill, but also on Shadow Arts, as usually they are bound to visit infested lands where their enemies are more numerous or just most powerful, therefore secrecy, ambushes and surprise attacks (Gamemaster’s Guide p.49) may be keys for success, as well as the Sneak Attack specialty of Shadow Arts skill (Player’s Handbook p.65). However, there are also those cannot refrain from a direct confrontation with their nemesis, even if these fights may end in heroic but ultimately tragic deaths.

Abilities

Each Drogbasjev or Sworn Avenger must choose one single specific type of enemies like: Dragons, Trolls, Giants, Beings of the Mist, Elves or a whole Human culture (Virann, Mittlanders, Wildfolk or Stormlanders).

When the character is created, the Sworn Avenger must always have at least Level 1 in a specific Specialty and level 1 in the related Discipline of the Knowledge skill. Guidelines for these “Key Disciplines/ Specialties” to be chosen according to the enemy type are in the table.

SWORN AVENGER

Enemy Type	Sworn Avenger key discipline/specialty
Dragons, Trolls or Giants (choose one)	Race Knowledge Discipline, Monster Lore Specialty
Beings of the Mist	Race Knowledge Discipline, Spirit Lore Specialty
Elves or specific human culture (choose one)	Culture Knowledge (specific enemy) Discipline, Legends & Lore (specific enemy) Specialty

- ♦ Each time that a Sworn Avenger deals damage to a target belonging to the chosen category, a bonus damage will be applied (its value is explained below). This bonus damage can be applied to all physical attacks, whether they are ranged or melee, provided that they successfully hit the chosen target. The sworn avenger, in fact, will always know how to hurt the specific enemy with greater effect.
- ♦ The Bonus Damage will be equal to the total of all usual modifiers from the Key Discipline and Key Specialty (usually +1 per discipline and +2 per specialty) but this total must be divided by two (rounded up).

EXAMPLE SWORN REVENGE

Example. Nifulka has sworn revenge against the Wildfolk which have destroyed his Glorka. He has the Culture Knowledge: Wildfolk discipline at Level 3 (giving +3 modifier) and the Legends & Lore: Wildfolk 3 specialty at Level 3 (giving +6 modifier). The total of these modifiers is "9" (3+6) which, divided by two, is 4.5, rounded up to 5. Nifulka will always add a +5 bonus to damage against Wildfolk.

Eigle Thuul (Stoneseeker)

- ♦ **Cost:** 20 creation points.
- ♦ **Core Skills:** Knowledge, Faith
- ♦ **Dwarven Skill:** Faith

The "Stoneseekers" or "Eigle Thuuls" are special Dwarves which are born with a gift: they know how to interpret the Mountain's will by having visions and formulating prophecies. The word "Eigle" means "Grand" in the Dwarven language, therefore an "Eigle Thuul" is, in effects, a "Grand Thuul". In some smaller communities the Eigle Thuul commands over all the other Thuuls, however this is not always the case, especially in larger Dwarven strongholds, where older Thuuls or the Rung Thuuls may have leadership roles. As a matter of fact, sometimes the Eigle Thuuls are so

busy analyzing prophecies and determining the Mountain's Will through visions, that they rarely have time for normal Thuul Forging, which is more properly left to normal Thuuls.

The Eigle Thuul is the one who spends long days meditating in front of a strange rock, a beautiful cavern or other stone marvel of Muspelheim, with the hope of discerning the Mountain's will. They are the one which always inspect a certain mineral vein or stone deposit when firstly discovered, before the miners come to extract it. It is an Eigle Thuul's duty to mark the place with a special rune, so that everybody will know what that part of the Mountain is meant to become in order to fulfill the "Kutjatti" or destiny.

Abilities

Each Eigle Thuul can interrogate the Mountain through meditation. The Stoneseeker may receive answers as pure visions or simply as ideas which are formed in its mind with the consciousness that they come from the Mountain.

Nobody knows how long it may take but, after 1d10 (OR 10) days of uninterrupted meditation (except for eating, drinking and sleeping) a situation roll can be made. No other action can be performed, unless one wants to nullify the whole process, which cannot be attempted again before other 1d10 (OR 10) days are passed.

The situation roll has an SV of 10 modified by Psyche. In case of success the Thuul receives the vision or answer. In case of failure, the Thuul can try to meditate again for another 1d10 (OR 10) days but the SV is diminished by 2 points from 10 to 8. The Thuuls can do the same many times, until the Situation Roll is reduced to "0" and, therefore, the Mountain's Will cannot be understood.

The GM may lower or augment the basic SV (by up to +/- 10) to represent situations where the Mountain is particularly willing or unwilling to speak.

Possible effects for a success are the following.

- ♦ The Eigle Thuul identifies the "Kutjatti" of a natural resource, like a mineral or stone. If this is done for a special, unique

object, anyone attempting the Crafting Skill roll (see the new Crafting rules in this book) will get a +5 modifier.

- ♦ The Eigle Thuul receives a vision regarding a situation or problem. This answer may assume many forms, and it is totally up to the GM to establish how it appears and whether its meaning is clear or just formulated as a riddle or an image, difficult to interpret. The GM is encouraged to use common sense and creativity, exploiting this special ability of Eigle Thuul as a chance to start great stories.
- ♦ The Eigle Thuul realizes the meaning of a vision which happened to somebody else and was told to him.

Thjulk of Novgalod

- ♦ **Cost:** 20 creation points
- ♦ **Core skills:** Fighting, Knowledge.
- ♦ **Dwarven Skill:** Faith.

This power archetype was already published in the Stormlands book (p.130) but it is here reprinted, since it makes sense to have it available in a Dwarves-focused book.

The dwarven settlement of Morkdali in the Trollridge mountains is the centre of a tradition which started in the golden days of the now lost dwarven kingdom of Grunkovorda. The Thjulks are revered dwarven warriors who have dedicated their life to both the veneration of Borjorn and the defense of their dwarven brothers from external attacks. Their enemies are not just the humans and trolls who try to plunder the ancient dwarven treasures, but also the unknown, mysterious monsters hiding in the depths of the earth. The Thjulks are famous for their faith in Borjorn who chose them for such a sacred duty, and directly obey the Thuuls who lead them in battle.

Abilities

The Thjulks can add half their level (rounded up) in the Faith skill (not the discipline or specialties) to all damage rolls made by melee attacks.

Yukkatta (Holy Smiths)

- ♦ **Cost:** 50 creation points.
- ♦ **Core Skills:** Knowledge, Care
- ♦ **Dwarven Skill:** Faith

Everything connected with the Norgavaina and the Dwarves' birth is mysterious and bound to remain so. When a Dwarf firstly rises from the depths of Muspelheim the only thing that he remembers is his mother's name, but nothing else can be remembered of their childhood. Nobody knows why this happens, neither how long a new Dwarf has wandered through those underground tunnels and what happened to his memories. Sometimes the situation is even worse, since the young Dwarf's mind has been changed by some unknown experience, which even deleted the mother's name. Old Dwarven legends explain it with the "Whispers of Yukk", the Snake God, which entered the young Dwarf's ears in his long trip through the dark depths of Muspelheim.

Without a mother's name, the young Dwarf has no heritage to claim, nor family to belong to. They are alone. No Glorka can accept such a Dwarf, neither the Rung Thuul can declare than a new bloodline is risen, since the Norgavaina's name is unknown.

By tradition the Rung Thuuls call the young Dwarf a "Yukkatta" or "Spawn of Yukk", give him some basic crafting tools, like a hammer or a chisel, and send him away, to live as a hermit, out of Dwarven society. This is not done out of cruelty, but since the Rung Thuuls know that, if the young Dwarf survives, this is the only way for such Dwarves to fulfill their destiny.

The young Yukkatta finds its own way to some dark, isolated place, far from Dwarven civilization. Nobody teach these young hermits how to craft objects, even if the Yukkatta are naturally skillful artisans. After all, Yukk does not whispers only evil secrets (as he does with the Yurmatrakas), but also arts unknown to normal craftsmen. The Yukkatta slowly builds his own

crafting facility, stealing and trading with passerby Dwarves, or occasionally receiving gifts from Dwarven settlements. In fact, even if a Yukkatta lives alone, all Dwarves in the region respect him, as they know that such a hermit is a "Holy Smith" whose art has been taught by Yukk itself. Sometimes prospective apprentices and assistants come to help a Yukkatta, but a Holy Smith never accepts any real pupil: there is only way to make a true Yukkatta and Yukk is their only real teacher.

Glorkas often compete to establish friendly relationships with a Yukkatta, but the Holy Smith always keeps on living alone, not only because he has no real Brothers, but also because his arts seem to be powered only by isolation. It's the "Whispers of Yukk" which the Yukkatta want to feel, and Yukk does not speak in overcrowded Dwarven holdings.

Thuuls occasionally visit the Yukkatta, hoping to befriend him, trading secrets or, if they are lucky, to get some of the Yukkatta's creations, which are always objects of the highest quality, with an aim to make them Sacred Objects or even Awakened Objects.

Thunes sometimes send warriors to protect and guard the access to a Yukkatta' isolated home, even if they are far from any Dwarven settlement, but most Yukkatta send these protectors away. As a matter of fact, even if they live a life which is independent from Dwarven society, Yukkatta are "holy" for any Dwarf of the region.

The Yukkatta does not need Thuuls to teach him runes, they somehow can learn it by themselves (spending adventure points, as usual) since Yukk whisper secrets to their ears. However, Yukkatta rarely spend time mastering all Thuul Forging arts or inscribing as many runes as the Thuuls do. They rather tend to focus on a single rune which becomes their signature.

In any case, most Yukkatta tend to ignore Thuul Forging arts, preferring to craft the best examples of the "Common Objects" described in the "Crafting Objects" section of this book.

Abilities

Each Yukkatta has the following special abilities, but all of them work only if the Yukkatta works and lives alone (with no more than one or two assistants) in Muspelheim. Furthermore, a Yukkatta which lives in a Dwarven city or which is in the above-ground world of Trudvang will never hear the constant whispers of Yukk, and therefore all the following abilities cannot be used. Adventuring Yukkatta cannot listen to Yukk's whispers, unless they stop wandering for at least one month. If this isolation is respected, the Yukkatta benefits from the following abilities.

- ♦ +5 SV to all Yukkatta's Crafting rolls (see the new "Crafting Objects" rules in this book).
- ♦ If a Thuul tries to make an object crafted by a Yukkatta into a Sacred Object, the Rune-Inscribing Faith skill roll will not suffer the -5 penalty for trying to imbue DP into an object made by somebody else (see the "Thuuldom: new Rules" section in this book).
- ♦ A +5 SV bonus to the Rune-inscribing Faith skill roll will be applied if a Thuul or a Yukkatta tries to inscribe a rune on an object crafted by the Yukkatta.
- ♦ Signature Rune. When creating a Yukkatta the player must buy at least one Rune (Holy Tablet specialty of the Faith Skill) at least at Level 1 and, of course, what is usually required for learning that rune (Faith skill 4 and Invoke Discipline 1). This chosen rune will be his "signature rune". Even if he does not know the new Awakening specialty of the Faith skill (see the "Awakening" section of this book), a Yukkatta can always awake this rune by spending 25 adventure points per DP to be awakened and without making any skill roll: the object will always be automatically awakened. Such an object will always bear the clear signature of the Yukkatta and every expert in dwarven craft will know that a certain Yukkatta has crafted a specific object.

Yurmatraka

- ♦ **Cost:** 50 creation points.
- ♦ **Core Skills:** Knowledge, Vitner Craft.
- ♦ **Dwarven Skill:** Care (Handicraft discipline and related specialties).

Yukk is known to whisper secrets to those who are wandering alone through the depths of Muspelheim. However, not all those secrets are precious as those taught to the Yukkatta Holy Smiths. Other secrets are in fact abominable and impious, as the dark runes which Yukk teaches to the dreaded Yurmatrakas.

Yukk the Snake is a treacherous god, and you never know the consequences of what you learn from him...or at least that's what most Dwarves know and tell about the Yurmatrakas. The reality is that Vitner Craft is an extremely rare art among Dwarves, not because they lack talents but mostly because those which are born with the right talents never have the opportunity to refine them in a society which consider Vitner as a dangerous thing to deal with.

The Yurmatrakas do exactly what others prohibit to do: they cultivate their Vitner Craft arts in their secret, isolated dens. Furthermore, they have been the first in Trudvang to discover the art of "Vitner-Awakening" (see the "Vitner-Awakening Arts" section in this book), a way to imbue objects with vitner-powered runes, somehow mimicking with Vitner what the Thuuls do with divine runes.

Other Dwarves kill a Yurmatraka on sight: they all know, in fact how the Dwarven Vitner Weaver stain objects with their arts, forever forbidding the possibility to make objects to fulfill the "Kutjatti" which the Mountain has established for the objects' souls. On the other hand, more than one human Vitner Weaver has started a quest to find the legendary Yurmatrakas in order to be taught about the Vitner-Awakening arts (i.e. learning the new "Vitner-Awakening specialty", nor the Yurmatrakas' special abilities which are typical only of the power archetype). Most of these prospective pupils never

find the Yurmatrakas or are killed by other Dwarves which do not want the prohibited arts to be spread. Of the very few who manage to reach the Dwarven Vitner Weavers, almost none is accepted by the Yurmatrakas as an apprentice.

Yurmatrakas, in fact, prefer to live their lives alone, in small communities of like-minded Dwarves with a few assistants and craftsmen who have chosen to support them, betraying the traditional Dwarven society. Some Yurmatrakas manage to learn the crafting arts, while other just exploit the works of other artisans. The Yurmatraka communities are usually all composed by Buratja Dwarves, since the Buratja are usually way more willing than Borjornikka to break the limits imposed by tradition regarding the crafting arts.

Most Dwarves think that all Yurmatrakas' arts are evil. However, every Yurmatraka can freely choose which kind of Vitner they can be sided with, and Darkhwitalja is a very rare choice, since this dark vitner makes more difficult to manage the "Vitnakraftla" (Vitner Craft vitner tablet, as per Player's Handbook p.129). In effects many Yurmatrakas join the White Vitner' side, but this does mean that their acts are good from the point of view of other Dwarves. Even if their vitner may not be evil, their ways remain impious for Dwarven society, given how Vitner-Awakening permanently block the possibility to inscribe Thuul runes on an object.

Abilities

Each Yurmatraka has the following special abilities.

- ♦ A Yurmatraka can add the SV bonus of the Vitner Runes specialty (+2 SV bonus per specialty level) to all Vitner Craft skill rolls involving the following two specialties: the Vitner Craft tablet and the Vitner of Objects tablet.
- ♦ Sooner or later, as soon as they meet the prerequisites, all Yurmatrakas must learn the Vitner-Awakening new specialty of the Vitner Weaving skill (described later in this book).

When they do so, they will acquire a new advantage. When calculating the AVP cost, a Yurmatraka gets a discount (from -1 to -5) in AVP equal to his level in the Vitner Runes specialty. The required AVP cannot be diminished below the basic cost of 1 AVP. If the "multiple activations" or the "permanent effect" vitner-awakening options are chosen, subtract the discount from the AVP before multiplying (which means that the minimum cost for permanent effects will always be 3 AVP).

Zvordorkûm

- ♦ **Cost:** 50 creation points.
- ♦ **Core Skills:** Knowledge, Fighting
- ♦ **Dwarven Skill:** Shadow Arts (Finding & Spotting specialty)

The Zvordorkûm are the mightiest of Dwarven fighters, the "Warriors of the Gates" whose main task is to never allow enemies to invade their kingdom. Quite often a single might Zvordorkûm can block a tunnel, keeping a whole army busy. Zvordorkûm are not numerous, but they are always in the front of battles, fighting where the clash is more violent, taking most of the damage while the Thunes send units of Logovorda and other Dwarven warriors to maneuver around the enemy.

The Black Mitraka armors are the most defining feature of Zvordorkûm. Each Dwarven Kingdom has its own set of Zvordorkûm-maki armors, masterworks created in the mythic Age of the Iron Dragons, to serve against Jarnwurms so large and cruel, that can only exist in the worst nightmares. Not all Zvordorkûm-maki are so ancient, and many were crafted later, although no Zvordorkûm-maki is usually crafted today, if not by isolated and talented genius smiths. In general, Dwarves consider each Zvordorkûm-maki to be more a precious cultural heritage, than just an armor to be used in battle. In fact, most of them are the products of crafting arts which are mostly nowadays lost.

Each of these armors is assigned to a specific Glorka, and in the largest kingdoms there are even small Glorkas, not including more than a score of chosen warriors, composed only of Zvordorkûm.

Zvordorkûm-maki armors are not given to any casual Dwarven warrior. Even the thought of wearing these armors without permission is impious to any Dwarf. In fact, Zvordorkûm-maki are always passed through the same bloodlines and, even inside that bloodlines, only among warriors chosen by the Glorka leader or a Thune. Each Zvordorkûm is tied by a sacred oath to protect his brothers and his kingdom. This oath was usually sworn thousands of years before the Zvordorkûm's life, by the first dwarves of his own bloodline who used the armor. When a Zvordorkûm wears a Zvordorkûm-maki, his mind is trained to enter another dimension: he is not the same Dwarf that he is without the armor. When wearing his specific Zvordorkûm-maki, a Zvordorkûm is impersonating the "Warrior of the Gate" which has defended the same Glorka and the same Kingdom for centuries or even millennia since the times when Trudvang was a young world.

However, quite often warriors die, and bloodlines are extinguished, but a Dwarven kingdom still needs the Zvordorkûm-maki to be worn. Rung Thuuls are consulted to look for bloodlines whose history is honorable enough to receive the armor, while Eigne Thuuls meditate, looking for visions casting light on the Mountain's will. Sometimes a Zvordorkûm-maki is given to a worthy hero, as a reward for a quest, other times they are given to otherwise unknown warriors: only the Mountain knows why this happens.

Zvordorkûm are not allowed to wander in search of adventure, unless they have something specific to do for serving his kingdom and Glorka. Sometimes a rascal Zvordorkûm runs away from the Kingdom bearing the Zvordorkûm-maki. These warriors are traitors and, if possible, Dwarves from the same Glorka, but rarely other Zvordorkûm, will be sent to kill the criminal and recover the precious armor, in order to clean the shame which their brother brought on the bloodline.

Zvordorkûm never use shields and tend to prefer two-handed weapons, in order to maximize the possible damage that they can deal. A Zvordorkûm's creation points and adventure points should be mainly spent on the Fighting skill, although some level in the Shadow Arts skill are required to raise the Finding & Spotting specialty, which is very useful for Zvordorkûm to help them guarding their kingdom against all threats.

Abilities

Each Zvordorkûm has the following special abilities.

- ♦ A Zvordorkûm starts the game with a Zvordorkûm-maki armor which is perfectly fit for his own size and breed. The player is allowed to roll on the Zvordorkûm-maki types and special traits tables (see the "Dwarven Armors" section in this book).
- ♦ The Zvordorkûm do not know fear, they can subtract 10 Fear Points, anytime they are exposed to Fear-Point- generating events or creatures.
- ♦ Fighting beside a Zvordorkûm is an encouraging experience: all the allies can ignore 3 Fear Points. This protection is raised by +1 per additional Zvordorkûm ally up to a maximum of 7 Fear Points (for five Zvordorkûm allies).

UPDATE ON OLD SKILLS

What follows are various new specialties (with indication of related disciplines and skills) which can be useful when playing Dwarves. All these new specialties (except the Awakening specialty) are not limited only to the Sons of Borjorn, but they are nonetheless pretty useful to enrich the experience of playing Dwarves.

New Care (Handicraft) Specialties

The following new Care specialties related to the Handicraft discipline are given as options for players and GM

which want to expand the possibilities for developing artisan characters, especially in order to better exploit the new crafting mechanics.

These new specialties are even more focused than the basic Hard Materials and Soft Materials specialties (Player's Handbook p.50) and there is, off course, some degree of overlapping between these two kinds of specialties. This is done on purpose: when a Care skill roll is made regarding the fields included in the new specialties, each of them will give the usual +2 SV per level, but to be added also to the related Hard Material, Soft Material (or even to the Counterfeiting) specialties. In effects, when dealing with the specific matter, the same Care skill roll will benefit from two specialties rather than one.

All these optional specialties have prerequisites to be met before they can be bought with creation points or adventure points. The GM is encouraged to create more of these specialties to reflect different arts.

Architecture & Engineering

- ♦ **Requirements:** Hard Materials specialty Level 3.

This specialty is used for anything which relates to construction, from single elements (like traps, arches, etc..) to whole buildings, bridges, dams, etc. It includes both the theoretical designing activity and the physical activity of building.

Armorsmith

- ♦ **Requirements:** Hard Materials specialty Level 3.

This specialty is used for crafting all different kinds of armors.

Bonecarver

- ♦ **Requirements:** Hard Materials specialty Level 3.

This specialty includes the specialized knowledge required to work bone in artistic ways.

Metal Smith

- ♦ **Requirements:** Hard Materials specialty Level 3.

This specialty is used for crafting many kinds of metal objects, especially including tools and most things which are not weapons.

Sculptor

- ♦ **Requirements:** Hard Materials specialty Level 3.

This specialty is used for any artistic endeavor related to stone: from architectural moldings to statues.

Tailor

- ♦ **Requirements:** Soft Materials specialty Level 3.

This specialty is used for crafting clothes and armors in cloth.

Tanner

- ♦ **Requirements:** Soft Materials specialty Level 3.

This specialty is used for crafting fur and leather clothes and armors.

Weaponsmith

- ♦ **Requirements:** Hard Materials specialty Level 3.

This specialty includes the specialized knowledge required to craft weapons and shields.

Weaver

- ♦ **Requirements:** Soft Materials specialty Level 3.

This specialty is used for crafting weaving and for crafting large artistic clothes, like tapestries.

Woodcarver

- ♦ **Requirements:** Hard Materials specialty Level 3.

This specialty includes the specialized knowledge required to work wood in artistic ways.

Woodworker

- ♦ **Requirements:** Hard Materials specialty Level 3.

This specialty includes the specialized knowledge required to create wooden objects.

New Care (Tradesman) Specialty

What follows is a new Care specialty of the Tradesman discipline, which is quite diffused among Dwarves, although it can be taken also by members of other races.

Miner

- ♦ **Level 1-5:** SV +2/level.

This specialty gives wide knowledge on anything related to mining, digging and quarrying. This is the specialty taken by both Miners and Quarrymen. Among Dwarves this specialty is not only taken by professional miners, but often also by other individuals, since it includes knowledge of safe excavation techniques and basic knowledge of rocks and minerals. Expert miners can evaluate whether a tunnel or a shaft is dangerous, whether the air is toxic or poor in oxygen or if a certain rock is friable or hard.

Note: This specialty differs from the "Terrain Experience: Underworld" specialty of Wilderness which should be used regarding natural caves and for survival rolls. Furthermore, it also differs from the "Hard Materials" specialty of care, which regards the creation of objects in stone and metal.

New Faith Specialty

The following new Faith specialty is related to the Invoke discipline and can only be taken by Dwarves. There are also some requirements to be met before buying the first level.

Awakening

- ♦ **Level 1-5:** SV +2/level.
- ♦ **Requirements:** To buy the first level of this specialty a Thuul needs to have the Invoke Discipline at Level 3 and the Thuul Forging specialty at Level 3.

This specialty is used only for the Awakening roll (see the new "Awakening rules" below). The first level of this specialty allows a Thuul to buy Awakening Divinity Points with Adventure Points (50 AP = 1 ADP).

New Vitner Craft Specialty

The following new Vitner Craft specialty is related to the Vitner Shaping discipline. Usually only Yurmatrakas have this specialty but in theory even other Vitner Weavers can learn it, provided that they find a teacher. There are also some requirements to be met before buying the first level.

Vitner Awakening

- ♦ **Level 1-5:** SV +2/level.
- ♦ **Requirements:** To buy the first level of this specialty a Vitner Weaver needs to have the Vitner Shaping Discipline at Level 3 and the Vitner Runes specialty at Level 3.

This specialty is used only for the Awakening roll (see the new "Vitner Awakening rules" below). The first level of this specialty allows a Vitner Weaver to buy Awakening Vitner Points (AVP) with Adventure Points (50 AP = 1 AVP).

NEW RULES ON OBJECTS

Well-made artefacts are an important part of Dwarves' culture, consequently this book expands rules regarding objects. First, it is important to have a broad typology of the object kinds, in order to coordinate the new rules with what has already been published in the Players' Handbook and Gamemaster's Guide. Six types of objects are here presented.

Type 1: Common Objects

A Common Object is completely mundane in nature, not having any magical power or capability. All the items presented in the GM guide Chapter 6 are to be considered "Common Objects". These items may be of a higher than Normal quality (i.e. "Capital, Master or Legendary" as per page. 64), but their exceptional stats are always the product of only good craftsmanship and good materials: not supernatural power is involved in their creation. All the objects produced with the new "Crafting Objects" rules (see below) are to be considered "Common", even if exceptional high-quality objects (and especially Dwarven-crafted objects) may be sometimes considered "magic" by those who do not know the reality of things.

Not all Common Objects have names, but Dwarves tend to give names to especially well-crafted Common Objects. An example is "Koraljon", the mythic sword which deeply influenced Muspelgnist's and Wildland' history (see Snowsaga p.58) and which is mentioned here in the Muspelgnist chapter, even if it is "only" a Mitraka Masterful-crafted broadsword with no runic power. Even so, that sword was certainly a marvel since the Wildlanders (as well as most Stormlanders) do not know how to craft such a beauty (especially since Mitraka is such an exotic material).

Type 2: Active Sacred Objects

These are the personal, special objects created by the Thuuls through the "Thuul Forging" arts and imbued with

Divinity Points and Runes. These objects are described on Player's Handbook p. 225-233. The artefacts are integral parts of the Thuuldom practices, and they are to be considered holy for all faithful Dwarves.

Each "Sacred Object" is specifically linked to a specific, individual Thuul. The Divinity Points imbued in the objects are those of the Thuul. The powers work only if activated by the Thuul which imbued the divinity points and inscribed the runes. Nobody else, not even another Thuul, can activate the powers.

More information on Sacred Objects (and some new rules) appear below (see "Thuul Forging" and the New Crafting rules"). The Thuul occasionally give names to Sacred Objects.

Type 3: Sleeping Sacred Objects

As per normal rules (Player's Handbook p.227), a Thuul can deposit a Sacred Object in a Glorka's or Dwarven City's sacred treasure, recovering the locked Divinity Points. The Sacred Object will become "Sleeping", which means that the Thuul who created the object has recovered the specific Divinity Points and the object cannot be used to activate the old powers.

However, the powers are not completely gone: a faint echo remains, although it is incredibly difficult to awake it (as described below). In any case, a "Sleeping Sacred Object" must be considered as a "Common Object" for the sake of mechanics, unless it is awakened.

Another reason why a "sacred object" may become sleeping is the death of the Thuul whose DP were imbued into the object. When a Thuul dies all the related Sacred Objects lose the link which gave them power, through the Thuul's Divinity Points. Other Dwarves (especially those of the same Glorka or Bloodline) usually recover the object to be brought in a sacred chamber and nobody can use the object's powers (unless it is later awakened, as described below).

Type 4: Awakened Objects

An "Awakened Object" is a special kind of Sacred Object whose rune-imbued power is independent from any Thuul: the object has Runes and Divinity Points inside (like normal Sacred Objects) but these powers can be used also by people who are not the Thuul which created the object or which imbued the power inside it. Furthermore, an Awakened Object does not know a "sleeping status" which means that, if the Thuul who originally inscribed runes and imbued the DP die, the object will keep on working.

This does not mean that everybody can use all the powers of an Awakened object: it depends on the kind of rune. A "Permanent-type" Rune within an Awakened Sacred Object can be activated by anybody just by using the object, while Runes with a modifier (and which therefore need to be activated) should be used only with a Faith skill roll, albeit only after being attuned to the user. More information and mechanics on awakened objects will be given below (see below, "Awakening objects").

Both Active Sacred Objects and Sleeping Sacred Objects can become "Awakened Objects".

Remember that Awakened Objects are very rare and usually impossible to find, especially among non-Dwarves. There are many kinds of awakened objects, some are weaker while others are more powerful, but they are all important for the Sons of Borjorn. Whole Dwarven realms may wage wars only for recovering one particularly famous and historical Awakened object, and they are given as gifts only to the most important and trusted non-Dwarven allies.

All Awakened Sacred Objects have names: they are usually the result of meaningful sacrifices; therefore, the Dwarves always consider them to be special.

Type 5: Vitner-Awakened Objects

These are the Vitner versions of the Thuuls' Awakened Objects. The dreaded Yurmatrakas, the renegade Dwarven Vitner Weavers, are masters in the

Vitner-Awakening arts. Even if ancient, these arts did not spread widely out of the depths of Muspelheim, especially since the Yurmatrakas keep on living their isolated lives, as they have done for millennia.

Most Vitner-Awkened Objects have names, but these are usually secret, as the Yurmatrakas do not like revealing too many details on what they do. The Vitner-Awakened Objects are even rarer than Awakened Objects, as the Dwarven kingdoms look at these things as abominations which must be destroyed. Once a Common Object is Vitner-Awakened, it is permanently tainted with Vitner, and therefore it cannot receive the sacred Thuuls' runes: it will never become a Sacred or Awakened object.

Type 6: Legendary and Other Important Objects

The rules in this book do not aim to include every possible exceptional or legendary artefact in Trudvang. There are ancient and rare Awakened objects whose existence is told in half-forgotten sagas and whose powers were far beyond the mechanics described in this book. In fact, all Dwarves know how their ancestors were incredible artisans, able to craft miraculous and legendary objects. The Dwarves of antiquity knew secrets revealed by the mighty Borjorn or by the insidious Yukk, in a time when the Gods had a more direct relationship with Dwarves, but unfortunately all that legendary knowledge is nowadays lost.

Even if an object is created and awakened with the rules presented in this book, its statistics may change, according to story needs. Awakened objects are like living beings which can acquire or lose powers and traits through the millennia. Their magic can be influenced by good events or even cursed by tragedies.

Moreover, Trudvang is an ancient world, marked by countless mysteries, powerful Vitner traditions and different kinds of religions. So many powerful and mythic artefacts have appeared

through the millennia-long history of this savage world, and their number and stats cannot be described in just one single book. The Game Master's Guide (on p.80) speaks about the existence of Magic Items and Divine Relics, but

their limits, in terms of mechanics, should be only the GM's imagination and, more than anything else, common sense. These special objects, in fact, may not be limited by the rules found in this book or in the core rules.



OBJECT TYPES: A SUMMARY

Type 1: Common Objects	All non-magical objects
Type 2: Active Sacred Objects	Objects imbued with DP and runes by a Thuul's. Linked to a specific Thuul which is the only one who can activate it.
Type 3: Sleeping Sacred Objects	Sacred Objects ritually deposited by a Thuul in a sacred treasure to recover the DP. The Sacred Objects of a dead Thuul. Their runes and DP are "sleeping", they cannot be used
Type 4: Awakened Objects	Objects with Runes and DP but independent from a Thuul
Type 5: Vitner-Awakened Objects	Objects with Vitner Spells, independent from a Vitner Weaver. They are all aligned to one of the three vitner types and can never be made sacred objects.
Type 6: Legendary and Other Objects	Other objects, either magical or divine, object which do not follow the rules of this book.



CRAFTING OBJECTS

Shining broadswords of precious Mitraka, silver rings inscribed with fire-looking runes, fierce-looking helmets with heroes and monsters depicted on the cheek-pieces, dragon-mouthed bronze horns whose mighty sounds echo through the halls of Muspelheim. Dwarven treasure chambers are reputed to be filled with thousands of artefacts like these, coveted by both dragons and human plunderers. Most of these objects are not meant to be ensorcelled with the sacred runes of the Thuuls, nevertheless, they can be pure works of art.

Crafting beautiful objects is such an integral part of Dwarven culture, therefore exact rules for creating objects

are definitively needed. This set of mechanics is meant to expand the role of artisans and craftsmen for all the cultures of Trudvang, including also Elves and Humans, even if Dwarves are clearly favored by the rules below presented.

Firstly, a note is due: these mechanics must be approached with common sense. The rules here presented are abstract and simple: they are basically a series of options to be chosen. These rules are thought to be used for most kinds of objects, although they clearly cannot cover everything that an artisan wants to craft. The GM is therefore encouraged to modify and adapt them, in order to make them work in every situation.

All the objects created with these rules are to be considered “Common”

(see above, the “Object Types” section). It is worth noting that these rules are not meant to create magical objects, although the quality of some of these artefacts may be so high that common people may believe these things to be magical. In any case, a Common Object may be enhanced later with holy runes, becoming a “Sacred Object” of the Thuuls, or being ensorcelled by the vitner arts of the Yurmatrakas.

Prerequisites

The GM should always try to establish if crafting a specific object may need some requirement. Usually a few things must be considered. Some of these prerequisites are essential, although

they may sometimes be ignored if one accepts a negative modifier on “Step 1” (see below). The GM should always use common sense.

Prerequisite 1: Tools

Tools from a specific Craft Kit (GM guide p.82-83) are always needed to craft an object. As an option, the GM should judge whether one needs a Craft kit of a specific size (Small, Ordinary or Large) and, if the available Kit is different, a modifier should be applied (see table in “Step 1”). Usually, if a facility is involved, the crafter is considered to have a Large Craft kit.

Prerequisite 2: Facility

The GM should decide whether the specific type of crafting requires also the use of a specific facility: for example, to craft a sword one needs a smithy. If the facility is not available, the object cannot be crafted. However, for some small or simple objects the GM may decide that a facility is not needed and the tools from a specific Craft Kit are enough (even if this may cause negative modifiers, as seen below in the table of “Step 1”).

Prerequisite 3: Assistants

It is the GM’s job to evaluate whether the present assistants are enough or not, according to the kind of needed work. A single goldsmith may craft a golden amulet by himself with no need for assistants. On the other hand, to craft a 5-m-tall bronze statue a sculptor certainly needs more than one assistant. Sometimes even the kind of facility in use determines what is normal and what is not: a normal smithy can be exploited at its full potential by a smith assisted by just another person, while a legendary Logi Furnace may need numerous Buratja Dwarves only to work at its standard, lowermost level.

Prerequisite 4: Artisan’ Capability.

An important issue to be considered is the maximum possible Quality level that one can craft. This is determined by levels in the specific specialty of the Care skill (GM Book, p.63-64, repeated below in the description of Step 3 for the sake of clarity).

CRAFTING MECHANICS

The basic mechanic here is the usual Skill Roll which is at the base of all Trudvang Chronicles’ mechanics. The crafter must just roll against a Skill Value equal to the total of the Care skill, Handicraft discipline and all the applicable Specialties.

This SV is also modified by other factors, as below mentioned. It is important to know that, when choosing these options, the final stats of the object may change also for things beyond the Crafting SV modifier.

To keep things easy, it is recommended to choose modifiers, going through the following sequence, adding up any SV modifier, multiplier or any change to the basic object stats, going in order on the step-by-step method shown below.

- ♦ **Step 0:** Basic stats
- ♦ **Step 1:** Generic Modifiers
- ♦ **Step 2 (optional):** Alternative Materials
- ♦ **Step 3:** Quality
- ♦ **Step 4 (optional):** Other Options
- ♦ **Step 5 (optional):** decorations
- ♦ **Step 6:** Sum up all Crafting SV modifiers and object traits
- ♦ **Step 7:** Check the costs of the materials
- ♦ **Step 8:** Make the Crafting roll
- ♦ **Step 9 (optional):** Name
- ♦ **Step 10:** Calculate the required time.

Modifiers from Step 1 and 3 are those which are more frequently used, while modifiers from Steps 2, 4 and 5 are totally optional, and not required at all if one crafts a basic version of the object.

Step 0: Basic stats

Before starting to design objects, it is important to know its basic stats. Most of the objects coveted by the adventurers, and especially weapons and armors, can be found in the GM Guide p.63-93. The GM is encouraged to create the basic stats of other objects whose basic versions are not present there.

Jewels

Something which is often difficult to establish is the value of jewels. Given the high variability that these objects may have, no fixed rule will be presented here, but only a few examples to be used as generic guidelines by the GM. Common sense should be applied, since it is impossible to firmly establish the stats for every jewel.

When designing a jewel consider its possible weight and compare to the price of the related metal per kg. The following table is inspired from GM Guide p.63, 84.

JEWELS VALUE

1 kg of...	Value
Copper	1 sc
Bronze	1.6 – 2.5 sc
Iron	2.5 sc
Silver	100 sc
Gold	1,000 sc
Mitrakait	2,000 sc
Mitraka	3,000 sc
Black Mitraka	5,000 sc

Here are few examples of jewels and their possible weights. These are also just suggestions, not exact rules.

JEWELS WEIGHT

Jewel	Weight Range
Amulet, Medallion	0.05 - 1 kg
Arm band, Bracelets	0.01 - 1 kg
Belt	0.02 - 1 kg
Brooch, Pin	0.02 - 0.5 kg
Buckle, Clasp	0.05 - 0.5 kg
Crown, Tiara	0.5 - 2 kg
Earring	0.005 - 0.050 kg
Headband, Diadem	0.5 - 1 kg
Necklace, Chain	0.05 - 1 kg
Torc, collar	0.05 - 1 Kg
Ring	0.005 - 0.1 Kg

EXAMPLE:

A golden ring which weights 0.010 kg has a basic value of 10 sc (1,000 x 0.010 = 10).

Step 1: Generic Modifiers

These are the modifiers which are more often used since they are caused by basic facts, like the Artisan's race or the facility where he works. The GM must apply "common sense" when judging these options and adapting them to the specific situation. This is the reason why, for example, an exact number of "assistants" is not indicated. See also the "prerequisites" section above for some further guidelines.

Step 2 (Optional): Alternative Materials

This step must be considered only if the main material from which the object is crafted is different from what is usual. The following options are conceived mainly for weapons and armors, whose basic versions are usually in iron (a material which,

therefore, do not add modifiers) or, at most, with wooden hafts and handles. The GM is encouraged to take inspiration from these rules for other objects. The following considerations should be taken into account.

- ♦ Not every material can be used for every object: the descriptions below suggest plausible limitations and the GM should always apply common sense.
- ♦ Not all the materials can be crafted by every craftsman. Some are exotic, while others need a specific technological knowledge or traditions which go beyond what is represented by a Care specialty. Specific requirements to use these materials are indicated below in each material's description. Furthermore, not all materials can be used for everything. Even in this case, some suggestion is below given.

- ♦ Some of these materials are "special" and more difficult to craft (even for those who meet the above-mentioned requirements), therefore a Crafting SV modifier is sometimes given.
- ♦ Check the basic description of common versions of the material. If an object's basic version is in a certain material, do not apply the specific material's stats modifiers. Some Dwarven armors, for example, are by default in Dwarven Iron, therefore you do not need to add the Dwarven Iron' PV modifier (but you must use the Crafting SV, in case you want to craft it).
- ♦ The effects of each material on the objects is indicated below. Ignore entries which are not relevant (e.g. "heft" is relevant only for armors, but not for weapons). Ignore also effects which are said to be specific to a certain kind of objects (like armors or weapons).
- ♦ If a material gives a specific IM modifier, this should be applied. If a material's description indicates both IM and Heft modifiers, apply only the "Heft modifier" for armors and ignore the IM.
- ♦ Remember that, as per normal rules, changes in PV corresponds also to changes in BV (at the rate of 1 = 10).
- ♦ In some objects two materials may be important at the same time (e.g. an Axe has a metal head and a wooden haft). In these cases, if the GM allows it, one can change both materials and add modifiers from both, although common sense should be used, especially for adding values (a x2 modifier is added to a x2 modifier, getting a x 3, not a x4).

GENERIC MODIFIERS

Factor	Modifier
Artisan's Race	
Buratja	+2
Borjornikka, Zvorda	+1
Elves (only with organic materials)	+1
Other races	0
Prerequisite 1: Tools (from the Craft Kit)	
From worthless to legendary. Usually 0, but occasionally from -2 to +3, according to the tools' own quality level (GM Guide p.62-3).	0 -2 to +3
Optional: Having a smaller Craft Kit than needed (per difference in size)	-2
Optional: Having a larger Craft Kit than needed (per difference in size)	+2
Prerequisite 2: Facility	
Worthless Facility (e.g. badly damaged smithy)	-2
Low-level Facility (e.g. old, poor human smithies)	-1
Normal Facility (e.g. standard smithies in human cities)	0
High-Level Facility (the best smithy in a human city, standard Dwarven smithies, etc.)	+1

Cont. Factor	Modifier
Superior Facility (e.g. the best smithy in a whole human region, one of the ten best smithies in a single Dwarven city, etc.)	+2
Legendary Facility (e.g. unique holdings like a Logi Furnace)	+3
Prerequisite 2 (possible alternative): No facility but only Tools	
Large Craft Box	-3
Medium Craft Box	-5
Small Craft Box	-7
Prerequisite 3: Number of Assistants	
Less than standard	-2 or -1
Standard number	0
Surplus number	+1
Time required to craft the object	
¾ of the required number of days	-3
½ of the required number of days	-5
¼ of the required number of days	-7
Other	
Sacred Object (only for Dwarven Thuuls)	-2

Bone and horn

Only Elves, Wildfolk and Trolls use bones and horns to craft weapons like bone-bladed knives and arrows, or even whole armors made of bone pieces. It is difficult, if not impossible to use bones to make long blades, unless one uses bones of special monsters. In any case the GM should carefully consider the feasibility of the matter.

- ♦ **Effects:** -3 PV, Value x 0.001, Weight x 0,50, +1 IM

Bone: Brotbeast

Brotbeasts are enormous monsters who have roamed the underground world of Muspelheim since time immemorial. Details on Brotbeasts can be found in *Snowsaga Campaign Materials* p.8-9. These creatures are incredibly rare, but all Dwarves know that their bones and teeth are incredibly light, although as strong as steel.

- ♦ **Effects:** Weight x 0.5, +1 IM. Value x 50
Armors have -3 Heft (instead of the +1 IM).
- ♦ **Crafting SV:** -2

Dragon bones, skins and fangs

Killing a worm is a heroic deed, given how legendary and powerful such creatures are. The sagas speak of the incredible properties that their body parts have, in case one use them to craft objects. Dragon's fangs and claws can be used to craft many objects usually made in iron, while their scaled skins can be used to craft armors, otherwise made in leather or fur or metal scales.

- ♦ **Effects:** Value x 100.
Bones/claws for weapons and other objects give +2 PV. Their open roll ranges of damage augment by 1 (e.g. OR 9-10 becomes OR 8-10).
Dragon scales used for armors give a PV bonus equal to the Natural Armor value of the dragon -1 (e.g. a Lindwurm has Natural Armor 3, therefore +2 PV). Furthermore, they also give 10 points of protection against damage from the Dragon Breath of the specific dragon type and from other abilities like Hrim Body (Hrmiwurm skins) or Overheat (Logiwurm skins), if the specific dragon has them.

Fabric: Linen

Multiple layers of this pale-yellow textile material can be used to craft armors usually made in fur or leather, although with a much lighter result. Linen is more common in the western part of Trudvang.

- ♦ **Effects:** weight x 0.5, Heft -1.

Fabric: Mastomant Furs

Mastomant roam the northern wilderness of Trudvang, especially the inner parts of Wildland, usually far from human settlements. Their furs are incredibly thick, which means that clothes made of this material are incredibly uncomfortable to wear, since the furs are encumbering. However, they also offer protection, not just from blows but also to the direst cold. Usually only "fur armors" can be crafted in Mastomant Furs.

- ♦ **Effects:** +2 PV, +4 Heft, Value x 40.
These furs give immunity to both normal frostbite and Hrim Body effects.

Fabric: Net Spider Silk

Spider webs, even those of most Giant Spiders, are usually not strong enough for crafting fabrics. However, there is a specific king of Giant Spider called "Net Spider", whose web can be harvested and used to make strong but extremely light textiles and very efficient bow strings. These objects are always black in colour.

- ♦ **Effects:** weight x 0.25, Heft -2, +1 PV, Value x700.
A bow or crossbow whose string is made of Net Spider Silk has its open roll range for damage raised by one step (e.g. OR 9-10 becomes OR 8-10).
- ♦ **Requirements:** This material needs a lot of work in order to craft usable textiles or strings. Making a rope needs at least one month while crafting a bow string needs two or three months. To craft a whole Thick Fabric Armor with this silk will require at least one whole year. When calculating the required time for crafting an object in Net Spider Silk, if the result is less than a month, it should always be at least one month. Elves are said to know the secret for crafting this material more quickly, although they never share it with strangers.

Fabric: Precious Furs

Clothes and Fur armors can be crafted with the furs of rare animals. Exemplary in the Stormlands are the furs of the bariatric Iron Marten, the Crystal Wolverine, and the all-white Drauglynx.

In some places the Garms' fur is also precious, given how difficult is to kill these beasts.

- ♦ **Effects:** Value modifiers from x 10 to x 50. In certain communities wearing these furs may give +1 SV on social skill rolls.

Fabric: Silk

Nobody in Trudvang knows where this marvelous fabric comes from. Some people guess that it is made from the web of magical spiders, while other believe that the Elves of Soj know the secret. As a matter of fact, few people own silk clothes in Trudvang. In theory silk may be used for replicating fabric and fur armors, although it is very difficult to find them.

- ♦ **Effects:** weight x 0.5, Heft -1, +1 PV, Value x500. Silk is so "alien" to most inhabitants of Trudvang that a +1 or even a +2 SV to social rolls may be considered in certain situations.

Metal: Bronze

Bronze is an alloy of copper and tin, and its basic value is in the relative rarity of these two metals. It shines like dark gold and it's malleable to craft. It tends to be more expensive, heavier and harder than basic iron, although not at the levels of steel. Furthermore, many bronze blades tend to lose their edges if not properly treated. There are also many varieties of bronze, according to the percentages of copper and tin used. For the sake of simplicity here only two varieties are treated (Superior and Normal).

- ♦ **Effects:**
Items in Superior Bronze are identical to iron ones, although their value is x2. Items in Normal Bronze have the same value of iron, but a -1 IM modifier.
- ♦ **Crafting SV:** -2

Metal: Copper

Copper is a red, malleable and soft metal which is one of the main components of Bronze. Nowadays only the most primitive Wildfolk with no access to Iron technology, use copper for weapons, although one cannot craft any blade

longer than a knife, since it is not a hard metal. Copper is more used for crafting jewelry and beautiful objects.

- ♦ **Effects:** -2 PV, Value x 0.5.

Metal: Dwarven Iron (Steel)

The iron crafted by Dwarves is of a quality unknown to all other peoples. All “Dwarven Iron” is nothing less than “tempered steel” or even “wootz steel” (the differences between these two steel types can be mimicked through Quality in Step 3). This is one of the reasons why even the most basic “Dwarven iron” swords and axes are coveted by humans as mystically durable weapons.

- ♦ **Effects:** +1 PV, Value x 2.
- ♦ **Requirements:** Only Dwarves know how to craft proper steel and they rarely teach this technique to strangers. In the very unlikely situation in which such a thing happens, the non-Dwarf is supposed to have, at least, the Level 3 of the Hard Materials specialty of the Care skill.
- ♦ **Crafting SV:** -1

Metal: Firdtursir Gold and Hrim Gold

Legends speak about the gold which lies inside each Giant’s belly and, according to some stories, even inside the ogres’ bellies. Not all Tursirs and Jotuns have it or, at least, not all Tursirs and Jotuns have real gold inside their bodies. So many different materials have been reported to have been found inside the belly of giants, including metals infused by an incredible amount of Vitner, to be used only by the most powerful sorcerers.

There is more certainly about the metal inside two specific kinds of giants: Firdtursirs and Hrimtursirs.

What is certain, is that a specific kind of gold is found inside the bodies of Firtursirs. It seems like gold but, once it has been worked and refined, it become significantly harder and lighter than normal gold (and of normal iron). There are many sagas about heroes of the past having their blades crafted in Firtursir Gold.

On the other hand “Hrim Gold” is a whitish kind of silver found in the bellies of Hrimtursirs. This material is highly praised among the Wildfolk and Stormlanders, although very few people have ever seen it (given how difficult is to find and kill Hrimtursirs). The same mechanics of Firdtursir gold can be used for Hrim Gold.

- ♦ **Effects:** +1 PV, +1 IM, Value x 2000. The GM may give positive SV bonuses on social rolls for displaying this material: only the brave and wealthiest usually have artefacts like these.

Metal: Gatesilver

Nobody knows where the Gatesilver comes from, but this is clearly an incredible material. Different peoples use different names for it (like “Dimsilver” and “Grindsilver”) but the result is the same. This metal looks like silver, but objects crafted in Gatesilver are way harder and sharper than those crafted in normal Silver. This means that Gatesilver can be used even for making long blades and armours. On the other hand, Gatesilver keep all the esoteric properties of silver. Many Westmarkian heroes are known in legends to wield Gatesilver weapons which make them especially effective against demons, Rugtanne (cursed victims of the Night Ulm) and other creatures from Dimhall.

- ♦ **Effects:** +1 IM, Value x 200, weight x 0.75. Like silver, Gatesilver can also resist melting Mitraka. Armors in Gatesilver get a -1 Heft (to be used instead of the +1 IM). The PV (but not the BV) of Gatesilver armors is 10 points higher against attacks from undead and demons. The GM may make some armors somehow resistant to the powers of demons and other creatures from Dimhall, but it really depends on the kind of creature and the specific power. Weapons made in Gatesilver can harm demons and other creatures from Dimhall, just like weapon from silver do (the main difference is that Gatesilver can be used to craft weapons larger than a small dagger). The

exact effects depend on the involved monsters but common effects are: to ignore natural protection/armor, to double the inflicted damage, to raise the open roll range damage by 2, etc.

- ♦ **Requirements:** The Level 3 of the Hard Materials specialty of the Care skill is required for working Gatesilver. Even if this requirement is met, one must know the secret techniques transmitted only among a few, initiated artisans in Westmark, often connected with the cult of Gave and the Church of the Tenets of Nid. Finally, only a few, exceptional and chosen silver deposits can be used to smelt Gatesilver.

- ♦ **Crafting SV:** -2

Metal: Goblin Iron

Goblins are the most undervalued among the many varieties of Trollkin, especially regarding their value as ironsmiths. Their culture is so focused on mining minerals underground, that they naturally developed some of the same advancements of Dwarves, although never at the same level. Goblins, in fact, lack the technology and resources of Dwarven kingdoms, nevertheless some of them managed to obtain their own kind of “Dwarven Iron”, although it is a much heavier material than what Dwarves usually smelt. Objects crafted in this material are also slightly darker in color than normal iron.

- ♦ **Effects:** +1 PV, -1 IM (or +1 Heft, in case of armors), Weight x 1.5.
- ♦ **Requirements:** human ironsmiths usually do not know how to craft Goblin Iron, they need a Goblin to teach them, which is frankly a difficult thing to arrange. On the other hand, Dwarves openly disdain Goblin Iron, as they consider it only a way to waste good iron deposits.

Metal: Gold

This incredibly precious and rare metal is the symbol itself of the wealth. Weapons and armors cannot be crafted in gold, unless it is magically strengthened. At most one can craft an arrowhead or a small knife in gold, although this is certainly not the best thing to do.

Proposing exact prices for a gold object is difficult, the GM is encouraged to make case-by-case evaluations. There are also many kinds of gold (red, yellow, white, etc.). There is also gold which is inside the bodies of mythic creatures (like the Stonefyldgi's hearts), whose value is definitively greater than that of normal gold. The following effects are just a proposal.

- ♦ **Effects:** -3 PV, +1 IM, Value x 1000 (to be judged case-by-case. 1 kg of gold is 1,000 sc), weight x 2.

Metal: Gryphon Bronze

For centuries the noblest warriors of Throneland have used weapons made in a strange and mysterious alloy: Gryphon Bronze. This material is usually unknown in other parts of Trudvang, not only because of the needed resources' rarity, but also because smiths from other countries ignore the secret techniques, which are unknown even to the Dwarves.

Gryphon Bronze and is a mixture of bronze and silver, hardened in Gryphon's blood. The surface of objects made in this legendary alloy seem coated in a whitish gloss paint, they are also quite durable and hard. Gryphon bronze blades tend to be extremely sharp. For centuries the Thronelanders have used Gryphon Bronze for elite weapons, special shields and rich women's jewels.

- ♦ **Effects:** +1 PV, value x 75.
Weapons' open roll ranges of damage augmented by 1 (e.g. OR 9-10 becomes OR 8-10).
- ♦ **Requirements:** Gryphon bronze can be crafted only with the best tin, copper and silver. Gryphon's blood worked inside a Gryphon's stomach is also needed. The artisan must have not less than level 4 in the Hard Material specialty of Care. Furthermore, he must know the secret of forging Gryphon Metal, and this is jealously kept only among Thronelanders artisans.
- ♦ **Crafting SV:** -4

Metal: Hrimsilver

Very few people know that many Hrim Trolls are expert smiths. They usually

have crafting skills which are unknown to most Trolls, especially regarding metal weapons. Legends attributing the Hrim Trolls the ability to craft Mitraka are, of course, false, although it is well known that they can craft and use good iron weapons and armors. The false stories about Mitraka possibly spread from the "silvery weapons" which some Hrim Trolls are said to wield. These objects are not crafted in common silver, neither they are crafted in iron or mitraka. Hrim Troll Smiths with access to enough quantities of silver, can forge it and hardening it by using their own "Hrim Body" special ability during the crafting process. The result is a kind of light, shiny and very hard silver which is always somehow cold when touched. It is so much better than normal silver since the huge trolls can craft weapons and chain-armors fit for their sizes.

- ♦ **Effects:** +1 PV, value x 300.
Hrimsilver have the same properties of Silver when dealing with demonic creatures (see "Gatesilver" entry, above). Armors in Hrimsilver give total immunity to the damaging effects of Hrim Body powers (e.g. those of Hrim Trolls or Hrimwurms).
Weapons in Hrimsilvers are always cold. This means that, when attacking fire-connected creatures (e.g. Logi, Jarnwurms, Logiwurms, Muspeljotuns, etc.) their open roll ranges for damage are raised by 2 (e.g. "OR 9-10" becomes "OR 7-10").
- ♦ **Requirements:** No other creature but a Hrim Troll can craft a Hrimsilver object, although the GM may permit smiths from other races (especially ambitious Dwarven artisans) to attempt crafting objects in Hrimsilver with a collaborative Hrim Troll, if such a creature is even found (something which may even require a whole story in itself).
- ♦ **Crafting SV:** -3 (although the Craft skill should not be attempted by most artisans, since only Hrim Trolls can do Hrim Silver).

Metal: Iron

Iron is the basic material off which most weapons are crafted in Trudvang. The

word "Iron" is here to be considered in a very broad sense, since it may include anything from the most basic "wrought iron" to some basic level of "steel", or even the sophisticated "Pattern Welding" techniques used by master swordsmiths in Mittland to obtain good blades with wavy designs, out of many different pieces of iron (see also "Patterns" in Step 5, "Decorations"). In terms of mechanics the differences can be mimicked with the "Quality" (see Step 3) but the peoples of Trudvang tend to call "Iron" all of these metal types, although knowledgeable smiths know the differences. The players should understand that the peoples of Trudvang live in a pre-industrial society and exact classification of different iron types and steel alloys does not yet exist.

- ♦ **Effects:** nothing. Most weapons or weapon parts are usually already in iron. In the unlikely event that a weapon normally made in wood is made in iron: +3 PV.

Metal: Mitraka

This is a light, shiny and durable metal, occasionally characterized by bluish or silver hues (both varieties are common). Most of the inhabitants of Trudvang have heard about this metal only in legends, and they are bound to never see anything crafted in Mitraka. Only the Dwarves really know how to properly work it and they keep their secrets with religious fanaticism. Everybody in Trudvang covets artefacts crafted in Mitraka but Dwarves rarely sell them, as they know how the Mitraka is linked with the Soul of the Mountain. Mitraka is incredibly rare and whole Dwarven Kingdoms have disappeared while fighting for it. It cannot be wasted for unworthy objects, neither it can be worked by unskilled human smiths, which would just waste it, turning it into the dreaded Mitrakait. There are (quite incredible!) stories about Hrim Trolls having managed to work Mitraka but there are no proofs about it.

- ♦ **Effects:** +2 PV, +1 IM, value x 3000 (at least), Weight x 0.5.

Weapons get +1 SV, open roll ranges of damage augment by 1 (e.g. OR 9-10 becomes OR 8-10).

Armors: -2 Heft (to be applied instead of the above-mentioned IM modifier).

- ♦ **Requirements:** Only Dwarves know how to craft objects in the precious Mitraka. Furthermore, Logi Furnaces are needed to melt it. Furthermore, to work mitraka an artisan must have not less than level 4 in the Hard Material specialty of Care. However, this specialty requirement is not enough: they must have learned the technique from somebody else (usually a master Dwarven smith). In any case, the working of this metal is so difficult that even master dwarves may smelt it wrongly (failing the Care skill roll) and obtain the dreaded Mitrakait.

- ♦ **Crafting SV:** -5

Metal: Mitrakait

Externally looking like Mitraka, if not for a slightly opaquer hue, the Mitrakait is the most fragile and brittle version of Mitraka. This is what one obtains when Mitraka is badly smelted. "Mitrakait" is the result which all Dwarven Master Smelters fear. Dwarves tend to disdain it and use it, at most, only for inlays and decorations, mourning for the missed possibility of having pure Mitraka. On the other hand, this is also the only kind of Mitraka that human artisans know how to produce, although the natural resources are difficult to find. Once Mitrakait is produced, it can never be turned to real Mitraka. This is also another reason why all Dwarves are extremely jealous of possible Mitraka veins: they do not want them to be wasted by humans, which would just offend the Mountain and its will by producing Mitrakait instead of real Mitraka.

- ♦ **Effects:** -2 PV, +1 IM, value x 2000.
Crafting SV: -3

Metal: Rokjörn (Ironblood iron)

This incredible alloy is what humans usually call "Ironblood Iron". The legendary magma blood of a Jarnwurm can be mixed with iron, forming this exotic alloy of incredible strength but also high weight. The Ironblood would look like

iron if not for its dark scarlet hue. Crafting this metal is never easy and the results may vary, sometimes it can get an alloy harder than Mitraka, while this is not always the case. However, all weapons made in Rokjörn are bound to be exceptional.

- ♦ **Effects:** Value x 50. Roll 1d3.
The weight is augmented by +30% multiplied per result of the dice.
The PV is augmented by +1 multiplied per the result of the dice (and therefore, as usual, the BV is augmented by 10 times that value).
Armors get their Heft augmented by the result of the above-mentioned 1d3. Furthermore, all Rokjörn-made armors will have their PV (but not the BV) augmented by +8 against any kind of fire or heat (including both normal and magical fire).
Weapons and shields get -1 IM multiplied per result of the above-mentioned 1d3 and the chances for open roll in damage increase by 2 (e.g. OR 9-10 becomes 7-10).

- ♦ **Crafting SV:** -3

Metal: Zvordoka (Black Mitraka)

Even if dark-bluish in color, object crafted in this incredible metal cast magnificent reflections. Black Mitraka or "Zvordoka" is a higher version of Mitraka. Black blades made with this metal cut so efficiently that they seem magic. Armors in Black Mitraka are also incredibly resistant to heat and even dragon fire. Exemplary, in this sense, are the Zvordorkûm-Maki, the sacred Armors of Black Mitraka worn by the Zvordorkûm.

Black Mitraka can be crafted only from materials coming from very selected Mitraka veins. Furthermore, even the smelting process is incredibly complicated. One needs not just a Logi Furnace (which is already a very rare facility, even among Dwarves) but one of a very high quality. Furthermore, the master smith must know secret techniques that only a handful of Dwarven artisans know. Most of the Black Mitraka objects were crafted by legendary Dwarven smiths, millennia ago, and kept as sacred treasures. Very few Black Mitraka objects are crafted nowadays.

Moreover, it must be considered the "moral value" that Black Mitraka has for Dwarves. The Sons of Borjorn consider even the basic "Mitraka" to be sacred due to the spiritual links with the Mountain' Soul. Consequently, the idea that a Black Mitraka object falls into non-Dwarven hands is one of the most heinous acts for Dwarven culture. Whole Dwarven Glorkas may wage wars against human kingdoms if they know that a Black Mitraka object has been stolen.

- ♦ **Effects:** +2 PV, +1 IM, value x 5000 (at least), Weight x 0.5.
Weapons get +1 SV, open roll ranges of damage augment by 2 (e.g. OR 9-10 becomes OR 7-10).
Armors: -2 Heft (do not apply the above-mentioned IM modifier). The PV is raised by +11 when resisting normal fire, heat and magma, and by +7 against magic fire or magma, like dragon breath and spells.
- ♦ **Requirements:** Only very few Dwarves know how to craft objects in the precious Black Mitraka, and they all have not less than level 5 in the Hard Material specialty of Care. However, this specialty requirement is not enough: they must have learned the technique from somebody else (usually a master Dwarven smith). Furthermore, a perfect Logi Furnace is needed to work with this material. Finally, failure in producing Black Mitraka does not produce Mitrakait: all the materials are wasted and nothing re-usable remains.
- ♦ **Crafting SV:** -8

Metal: Silver

Like gold, this shiny, precious metal is mostly used to craft precious objects or, at most, inlays in larger objects. Dagger blades and arrowheads can be crafted in silver, if needed, although this is a very rare practice. Silver is the precious metal which the peoples of Trudvang see most often, especially in the form of coins.

There are many varieties of silver or silver alloys, although most of them can be represented with these basic stats. For example, the "bluesilver" from the Silferspiir mountains in Westmark

and whose bluish hues recall somehow Mitraka (although it is otherwise identical to normal silver). The GM, as usual, is encouraged to use common sense when evaluating possible varieties of silver. See also “Gryphon Bronze” and “Dimsilver” entries for other silver varieties which have their own stats.

Silver in Trudvang has also an odd property: it can resist melting Mitraka. This is the reason why Dwarven master smiths which know how to craft Mitraka quite often use protections in silver or plated by silver.

Silver daggers and arrowheads may be effective against demons and other supernatural creatures (see also the “Gatesilver” entry).

- ♦ **Effects:** -2 PV, +1 IM, Value x 50 (to be judged case-by-case. 1 kg of silver is 100 sc).

Stone, Basic

Civilized nations use stone for architecture or sculpture, while stone tools and weapons are typical only of primitive people, like the more savage of the Wildfolk and the trolls. The values below are for a generic stone weapons crafted in a specific, useful stone type (e.g. knife blades or spear heads should be in flint). The GM should judge about other object types or about specific stone varieties. Stone is a hard material, but it makes fragile weapons like small axe heads, arrow heads or knife blades.

- ♦ **Effects:** -2 PV, Value x 0.1.

Stone, Obsidian

Obsidian is a black volcanic material, which cannot be found anywhere but only in rare places like, for example the Thoordun mountains and Thoorkaal. Obsidian is brittle but also make extremely sharp blades, which can be used for very small blades, spearheads or arrowheads.

- ♦ **Effects:** -4 PV, open roll ranges of damage augment by 1 (e.g. OR 9-10 becomes OR 8-10), cost x 2.
Crafting SV: -2

Wood: Alfark Wood

This golden-brown wood is the most beautiful and precious wood available in Trudvang. It is incredibly light and hard, as well as beautiful to see. Alfark trees are rare and grow mainly in Soj and possibly Daalheim, although some people say to have found some examples in hidden spots of Wildheart. When properly worked Alfark wood can be used to make blades as hard as metal ones, although only Elves know how to properly do it.

- ♦ **Effects:** +1 PV, +2 IM, weight x 0.6, Value: x30
- ♦ **Requirements:** Only Elves know how to properly work Alfark wood, creating objects with the same hardness of metal even if lighter, while for the others this is just normal hardwood, not unlike Copper Oak. Elves rarely teach this technique to strangers. In the very unlikely situation in which such a thing happens, the non-Elf is supposed to have, at least, the Level 3 of the Hard Materials specialty of the Care skill.

- ♦ **Crafting SV:** -2

Wood, Basic & Rootwood

This entry describes most basic types of wood, usually used for handles and hafts, but also sculptures and architecture.

A special and rare kind of wood, typical of Muspelheim, is the “Rootwood”, which is whitish in color. It hangs from the roofs of large caverns filled with light crystals are. Dwarves like using it for the handles of weapons and tools.

- ♦ **Effects:** nothing. This is the most basic type of wood (encompassing many wood types like Oak, Beech, Chestnut, etc.).
In the unlikely event that a weapon normally made in iron is made in wood: -3 PV. For cutting weapons the open roll range of damage is diminished by 2 (e.g. OR 9-10 becomes no OR). It is said that some rare Elven artisans know how to use even the basic wood for blades without incurring in the above-mentioned penalties to PV and damage, but this may be just a legend.

Wood: Copper Oak & Iron Oak

These are two precious types of hardwood which are sought by craftsmen. Copper Oak grows in the southern parts of Trudvang and the beauty of its orange colors is sung by bards. Iron Oak is even rarer, famous for its black bark and thick branches. Both wood types are appreciated for their beautiful colors and their resistance to moisture, which makes these woods valuable for both architecture and boats. Their wood is usually not hard enough to craft blades, but it works well for the hafts of precious axes and battle hammers.

- ♦ **Effects:** +1 PV, Value x 2.
In the unlikely event that a weapon normally made in iron is made in copper oak or iron oak: -1 PV. For cutting weapons the open roll range of damage is diminished by 1 (e.g. OR 9-10 becomes no OR 10).
- ♦ **Requirements:** This material cannot be commonly used for blades. However, legends say that only elven artisans can make blades of this materials, since they know the secret techniques for making this wood as hard as metal, but this is unconfirmed.

- ♦ **Crafting SV:** -1

Wood: Light Wood & Jukkla Wood

Not all trees make a strong wood: some are weaker, but also lighter. This is especially the case with some (but not all) varieties of the pine tree and the fir. Dwarves in Muspelheim also know something similar: the “Jukkla Wood”. This material does not come from a tree but from the harder core of the giant Jukkla Fungus, an edible giant mushroom which grows taller than a human being. Its whitish wood is incredibly light but also feeble.

- ♦ **Effects:** -1 PV, +1 IM, Weight x 0.7 m, Value x 0.7.

Wood: Hardwood & Stone Oak

The wild forests of Trudvang host a never-ending number of tree species. Of these many give good hardwood, used by many craftsmen. This entry represents all kinds of hardwood which are not precious as those above described. Anything usually made in wood (e.g. hafts and handles), can be also made in hardwood.

A special kind of hardwood (but similar to all others in terms of mechanics) is the “Stone Oak” which grows in the large caves of Muspelheim where there is an abundance of Light Crystals, especially in Glitzmakulji. Its wood is gray in colour, somehow resembling stone, and it is heavy and hard.

♦ **Effects:** +1 PV, -1 IM, Weight x 1.5m, Value x 1.1.

For cutting weapons whose blade is in this wood the open roll range of damage is diminished by 1 (e.g. OR 9-10 becomes no OR 10).

♦ **Requirements:** This material cannot be commonly used for blades. However, legends say that only elven artisans can make blades of this materials, since they know the secret techniques for making this wood as hard as metal, but this is unconfirmed.

Step 3: Quality

During this step one must decide the basic quality of objects, whose main rules and modifiers are in the GM Book p.63-64. For the sake of simplicity, it is worth here reminding that to craft an object of specific quality, the artisan must have enough levels in either the Hard or Soft Materials specialties of the Care skill (as per the first column in both the table here presented and in the table in GM Guide p.64).

Furthermore, in this set of rules, each level of Quality adds a Crafting SV modifier, as shown in the table below.

The table also shows the maximum amount of other possible options to be added in the (optional) Step 4.

As per normal rules (Gamemaster’s Guide p.63), the “Modifier” is an SV

QUALITY EFFECTS ON CRAFTING (STEP 3)

Hard or Soft Material specialty	Maximum Quality per specialty	Max Positive Options	Max Negative Options	Crafting SV Modifier
None	Worthless	-	3	+3
1	Poor	-	2	+1
2	Normal	1	1	0
3	Capital	1	1	-1
4	Masterful	2	1	-3
5	Legendary	3	1	-5

OTHER QUALITY EFFECTS (FROM GM’S GUIDE, REPEATED HERE)

Maximum Quality per specialty	Modifier	Heft (armors)	PV	Value	Weight (armors)
Worthless	-2	+2	-2	X 0.2	X 1.50
Poor	-1	+1	-1	X 0.5	X 1.25
Normal	0	0	0	X 1	X 1.00
Capital	+1	-1	0	X 2	X 0.90
Masterful	+2	-2	+1	X 3	X 0.80
Legendary	+3	-3	+2	X 5	X 0.70

modifier for using most items, while for Weapons it must be applied to bonus CP to be locked to the specific weapon. Armors do not use this modifier (but they have a Heft modifier).

A special note is due regarding the quality of jewels since the “modifier” per quality level (GM Guide p.64) has usually no practical application in this case. To solve this problem the GM may allow it to be used as a SV bonus to social skill rolls in specific situations where wearing beautiful jewels may be appreciated (although no more than a total +5 should be allowed, if wearing multiple jewels, and even counting eventual bonuses from decorations, as described below, in Step 5).

Step 4 (optional): Other Options

Not all objects are equal, and craftsmen know how to customize them. Sometimes they even prefer to add defects, if these help them adding other traits. The options are of three types: positive, neutral and negative. The maximum numbers of positive and negative options

are determined by the object quality (as seen in Step 3). Neutral options may occupy either positive or negative slots. Each option adds Craft SV modifiers and value modifiers. When adding these value modifiers use common sense when adding the multipliers (e.g. if an object has both a single +20% option and two -20 % options, the result will be - 20 %).

OTHER OPTIONS (STEP 4)

Option	Craft SV	Value
Major Positive	-4	+ 100 %
Positive	-2	+ 20%
Neutral	0	0
Negative	+2	-20%
Major Negative	+4	-50%

Major Positive Options

Each Major Positive option gives -4 to the Craft SV and the Value is augmented by + 100%. Each option can be taken once. These major options are rare, and they are mostly used only by Dwarven artisans, since they require high mastery.

Positive Options

Each Positive option gives -2 to the Craft SV and the Value is augmented by 20%. Here are few examples of Positive Options. Each option can be taken once.

Neutral Options

Each neutral option does not add any Crafting SV modifier or Value modifier.

Negative Options

Each Negative option gives +2 to the Craft SV and the Value is diminished by -20%. Here are few examples of Negative Options. Each can be taken once.

Major Negative Options

Each one gives +4 to the Craft SV and the Value is diminished by -50%. Normally, no more than one can be given.

MAJOR POSITIVE OPTIONS

Name	Effects
Element- proof choose one element (masks, clothes, etc.)	Choose one element: light, poisonous gases, poisonous dusts/spores, etc. The object automatically protects against normal (non-magical) effects. In case a situation roll is needed, the object gives a +10 SV bonus against non-magical effects. If the situation roll is not allowed, this option may allow to make it at SV 10 (the GM should judge on magical effects).
Fireproof (armors, clothes)*	10 points of protection against normal fire (5 against magical).
Perfect (not for weapons)	+2 SV
Perfect (weapons and shields)	+2 locked CP
Powerful (weapons)	Damage OR range increased by 1
Warm (armors, clothes)*	10 points of protection against normal cold or frost (5 against magical). *

** such a Major Option can also be applied to objects other than armor or clothes, to give special resistance to high fire or extreme cold to the item itself.*

POSITIVE OPTIONS

Name	Effects
Beautiful	+1 SV in social rolls
Comfortable (armors)	-1 Heft
Dangerous (weapons)	+1 damage
Durable	+1 PV
Light weapons	+1 IM, Weight x 0.8
Long Range (ranged weapons)	Short Distance x 1.2
Piercing (weapons)	Ignores 1 point of PV or of Natural Armor
Quick	+1 WA*
Well-Crafted (not for weapons)	+1 SV
Well-crafted (weapons and shields)	+1 locked CP

* for Crossbows: 1/4 becomes 1/2; 1/6 becomes1/4; and 1/8 become 1/8.

NEUTRAL OPTIONS

Name	Effects
Weighty (weapons)	-1 IM, weight x 1.2, +1 Damage
Thick	+1 Heft (armor) or -1 IM (other objects) and +1 PV
Thin	+1 IM, -1 PV

NEGATIVE OPTIONS

Name	Effects
Badly Crafted	-1 SV
Blunt (weapons)	Target's PV is considered +1
Feeble	-1 PV
Heavy	-1 IM, weight x 1.2
Ineffective (weapons)	-1 damage (minimum 1)
Shorter Range (ranged weapons)	Short Distance x 0.8
Slow	-1 WA
Ugly	-1 SV in social rolls
Uncomfortable (armors)	+1 Heft

MAJOR NEGATIVE OPTIONS

Name	Effects
Weak (weapons)	Damage OR range decreased by 1
Terribly Crafted	-2 SV

Step 5 (optional): Decorations

The above-mentioned rules describe the general quality of the object, or its beauty in generic terms. This step gives the possibility to add decorations. Decorations have two effects:

- ♦ raise the object's value
- ♦ give SV bonuses to skill rolls involving social activities or situation rolls where appearance is important (e.g. those involving Charisma), in case decorations are felt to be important in certain specific social situations (determined by the GM's judgement). Having a nice, decorated and even famous weapon may be an important thing to display among warrior cultures like the Mittlanders or the Stormlanders. The SV bonus cannot be higher than +5, even counting multiple decorated objects.

Decoration types

The value of the object may be raised by adding certain decorations. The kinds of possible decorations to be added to objects is too large to be properly classified with simple rules. A few examples are:

- ♦ golden or silver granulated elements;
- ♦ fragments of precious glasses inserted with cloisonné technique;
- ♦ damascening, inlays and engravings (e.g. bronze inlays on an iron sword);
- ♦ decorative runes;
- ♦ precious rings, bars and other encapsulated elements
- ♦ Etc.

A special kind of decorations are the "Patterns" which can be seen on some swords and seaxes, especially among those crafted in Mittland or by Dwarves. Blades may display beautiful waves or patterns in the metal, especially if the iron/steel was crafted through pattern welding or wootz/crucible steel techniques. Mitraka too can have such patterns, even if the manufacturing techniques are completely different. Kings, Heroes and rich Warriors are especially proud about wielding a blade with this feature, since each sword becomes visually unique (even if, in terms

DECORATION EFFECTS

Percentage	Value	Crafting SV	Social SV
1 % - 20 %	X 1.2	0	0
21 % - 40 %	X 1.4	-1	+1
41 % - 60 %	X 1.6	-2	+1
61 % - 80 %	X 1.8	-3	+2
81 % - 100 %	X 2	-4	+2

GEMS

Gems	Small	Medium	Large
Agate, Quartz, Turquoise, Lapislazuli	2.5 sc	10 sc	20 sc
Crystal, Onyx, Amber, Coral	12.5 sc	50 sc	100 sc
Amethyst, Jade, Opal, Pearl	25 sc	100 sc	200 sc
Topaz, Citrine, Zircon	125 sc	500 sc	1000 sc
Sapphire	250 sc	1,000 sc	2000 sc
Emerald, Ruby	500 sc	2,000 sc	4000 sc
Diamond	750 sc	3,000 sc	6000 sc

of mechanics, this is treated just like all other decorations). Patterns may appear only on blades crafted with the following materials: Iron (only if crafted in Capital quality or better), Dwarven Iron, Goblin Iron, Mitraka, Rokjörn and Zvordoka.

The social SV bonus

A simple way to count these decorations is to establish which percentage of the object's surface is decorated. Small decorations do not add SV modifiers, but large ones do. The table also shows possible effects on social SV.

Note: these social SV bonuses should be used only for meaningful situations: e.g. having these decorated objects while speaking with furious Gray Trolls, may not be as meaningful, as when speaking with refined human nobles. Furthermore, the total social SV bonus, including quality, decorations and gems, cannot be greater than +5 SV. Using more objects cannot raise the social bonus higher than a total +5 SV.

Gems

Finally, one can add one or more gems to augment the object's value. Just decide number and size of the gem and add the value, according to the table here presented. If one is also using the generic decorations above described, the value of gems should be added only after the decoration's multiplier has been counted.

The table shows just very generic examples of gems and sizes are deliberately vague. The GM should take these only as generic guidelines. "Small" should be small enough to be put on a ring; "Medium" is enough to include the best piece in front of a crown, while "Large" are very rare gems, usually to be held in the hand or attached at the end of a scepter. The value of gems should not be counted when establishing the needed time (see below), unless one considers the cutting of the gem itself.

An object including gems gives +1 SV on social rolls per 1,000 sc of gems included. Note the above-mentioned limitations on social SV totals (whose total maximum should be +5 SV).

A peculiarity of Muspelheim is the presence of crystals which naturally emanate light. The best ones are the "Glitzaljas", the famous Light Crystals from Glitzmakulji. The table shows both value and the range of light in meters. The range represents the range where things can be clearly seen. Things which are up to double that range can still be vaguely seen, although only as silhouettes in very dim light.

The light of all these crystals are bound to get darker and darker, after they have been mined from their natural setting. Dwarven artisans have found some techniques or substances to be applied in order to delay this natural decay, but sooner

or later all light crystals become getting darker. The light ranges and the values in the table below are therefore bound to diminish with time. Establishing an exact decay rate is impossible. The GM decides how long the crystal is being around and how much light it still casts. The best Glitzaljas can even last a few years before getting completely dark, while normal light crystals can last a few months, or in some cases, even weeks or days. When the light is gone, these crystals should be considered to be normal crystals.

LIGHT CRYSTAL

Type	Small	Medium	Large
Normal	25 sc (5 m)	100 sc (10 m)	200 sc (15 m)
Glitzaljas	150 sc (10 m)	600 sc (20 m)	1,200 sc (30 m)

Step 6: Sum up

Make all the sums, going step by step.

- ♦ Going step-by-step is particularly recommended when calculating the value of the object. The final total will be also useful to calculate the cost of materials and needed times (see below). If you have different multipliers from different steps, remember to multiply it step-by step.
- ♦ Sum up all the various modifiers to the object stats (from all steps).
- ♦ Finally Sum up any Crafting SV modifier.

Step 7: Check the cost of the materials

The GM must evaluate on a case-by-case basis how much do the rough materials needed to craft the object. If in doubt, a good rule of thumb is to take the final value of the object and divide it by 10 (rounded down to a minimum of 0.5 sc). Note that in many cases this cost may be ignored (for example in dwarven holdings it is the Glorka who pays or in some human kingdoms it may be the lord master who pays it).

If at this point the Crafter cannot afford paying for the materials, the object cannot be crafted.

Step 8: Crafting Roll

Roll against the total Crafting SV, modified by all the previously chosen SV modifiers.

- ♦ If successful, you have created the object. If unsuccessful two things may happen:
- ♦ If failed by less than 10 points, try to subtract any SV modifier from Quality (Step 3), Other Options (Step 4, if used) or Decorations (Step 5, if used) from the Crafting SV. If the new, modified SV value would have given a success to the previous dice result, the resulting object will be created with the new, weakened stats. If it is still a failure, the artisan notices it at a middle point of the needed time. Only half the cost of the materials must be paid.
- ♦ If failed by more than 10 points all materials and all the time are wasted.

Step 9 (optional): Name

Not all objects have a name, but famous or uniquely beautiful ones are certainly have it. There are many swords and rings whose names are praised in songs and sagas, even if they are not magical. The craftsman is encouraged to name particularly precious objects.

CRAFTING OBJECTS: A SUMMARY

Prerequisites	Tools, Facility, Assistants, Artisan' Capability
Step 0	Check basic object' stats and value
Step 1	Apply Generic Modifiers
Step 2 (optional)	Choose the material (if different from basic). Apply modifiers.
Step 3	Choose Quality level. Apply modifiers.
Step 4 (optional)	Choose Other Options. Apply modifiers.
Step 5 (optional)	Choose decorations. Apply modifiers.
Step 6	Sum up all the Crafting SV modifiers and object traits
Step 7	Check the cost of the materials
Step 8	Make the Crafting Roll: Care skill+Handicraft + Hard/Soft Material Specilty + (if relevant) the new Care specialties +/- the sum of all previous modifiers. Success = object created Failure by less than 10 points =subtract options in order to make the result work Failure by more than 10 points = failure and everything is wasted.
Step 9 (optional)	Give the object a name
Step 10	Calculate the required time.

Step 10: Needed Time

To establish the needed time a good rule of thumb is to take the basic price (e.g. those in the GM guide, Chapter 6 or the final price, as modified after all the above-described steps), convert it in Silver Coins (if not already expressed in Silver Coins) and divide by an amount shown in the table below to get the amount of days needed (rounding down to a minimum of 1 day).

NEEDED TIME

Value	Divide by...
Less than 100 sc	4
100 sc - 1,000 sc	10
1,000 sc - 10,000 sc	20
More than 10,000 sc	100

The GM is encouraged to use a grain of salt for determining the needed time, adapting the result number to the specific situation. In any case, all these numbers represent continuous, focused work. If the artisan take part into adventures or does other activities, the GM is encouraged to lengthen the needed time.

CRAFTING EXAMPLE.

Rukrovv, a Borjornikka artisan, wants to craft a special Battle Hammer. Rukrovv has Care SV 10, Handicraft 2 (Hard Materials 3) for a basic Crafting SV of 18. The player starts designing the hammer, checking the modifiers to see what his final Crafting SV will be.

STEP 0.

The basic stats of a Battle Hammer (from GM Guide p. 70) are as follows: WA 3, IM -4, PV/BV 7/70, Value 11 sc, Weight 2 kg.

STEP 1.

In terms of generic modifiers to its Crafting Roll Rukrovv will get +2 SV: +1 (Borjornikka Dwarf) and +1 (standard dwarven facility, since he works in his Glorka's smithy).

At this step Rukrovv's Crafting SV is $18+2 = 20$

STEP 2.

Rukrovv will suffer -1 SV to his Crafting SV since the head of the Battle Hammer will be in Dwarven Iron (-1 Crafting SV) while the haft will be in Copper Oak (-1 Crafting SV modifier).

At this step Rukrovv's Crafting SV is $20-2 = 18$

In terms of stats both materials add +1 PV, for a total of +2 PV (+20 BV).

In terms of Value Dwarven Iron is x 2 while Copper Oak is x 2, for a total result of x3.

At this point the Battle Hammer stats are as follows: WA 3, IM -4, PV/BV 9/90, Value 33 sc, Weight 2 kg.

STEP 3

Since Rukrovv has Hard Materials 3, he can craft objects at Masterful level, suffering -3 SV to his Crafting

Roll. He decides to do so and, at this step Rukrovv's Crafting SV is $18-3 = 15$

Applying the modifiers from GM Guide p. 64 for Masterful objects (+2 locked CP, +1 PV, Value x3), the Battle Hammer now has the following stats: +2 Locked CP, WA 3, IM -4, PV/BV 10/100, Value 99 sc, Weight 2 kg

STEP 4

At capital Level one can add up to two positive options, so Rukrovv adds both the "Balanced" and "Light" positive options getting -4 to the Craft SV (a -2 SV per positive option).

At this step Rukrovv's Crafting SV is $15-4 = 11$.

In terms of stats the "Light" option adds +1 IM, Weight x 0.8 and the "Balanced" option will add +1 locked CP.

Since these are two options the value augmented by +40 % (+20% per positive option).

The Battle Hammer now has the following stats: +3 Locked CP, WA 3, IM -3, PV/BV 10/100, Value 138.6 sc, Weight 1.6 kg

STEP 5

Rukrovv decides that the head of the hammer will be decorated with silver engraving, while the upper part of the wooden handle will have decorative runes. He wants about 40 % of the weapon to be decorated, which means that -1 to the Crafting SV, Value x 1.4 and +1 SV on social rolls.

At this step Rukrovv's Crafting SV is $11-1 = 10$.

The Battle Hammer now has the following stats: +3 Locked CP, WA 3, IM -3, PV/BV 10/100, Value 194 sc, Weight 1.6 kg, +1 SV on social skill rolls.

STEP 6

After all previous calculations, Rukrovv's Craft SV is 10

STEP 7

The player calculates the cost of the materials: $194/10 = 19.4$ sc. He can afford paying for it.

STEP 8

Rukrovv rolls 1d20 against is SV of 10. He gets a 13, which is not enough to craft his desired Battle Hammer.

He decides to remove the "Balanced" option (which was added in Step 3), so that his Crafting SV will now be $10+2 = 12$. This is not enough to succeed. Consequently, he decides to limit the decoration he added in Step 5 only to part of the hammer head (about 20% of the weapon). This means that his crafting SV will be now $12+1 = 13$. Enough to succeed!

With only one positive option in Step 4 the price is now only +20% in Step 4 and there is no +1 locked CP (which was linked with the "Balanced" option).

Furthermore, with the decoration limited to only 20% of the object the value in Step 5 is multiplied x 1.2 not x 1.4, and there is no social SV bonus.

The Battle Hammer now has the following stats: +2 Locked CP, WA 3, IM -3, PV/BV 10/100, Value 166.32 sc, Weight 1.6 kg

This will also mean that the cost of the materials is changed: $166.32/10 = 16.6$, rounded down to 16 sc which Rukrovv can afford.

STEP 9

Rukrovv labels this hammer "Quicksmasher" and he is happy of the work done!

STEP 10

To craft this object Rukrovv needs to spend 16 days of work which are more than worth for crafting such a beautiful weapon.

Sample Common Objects

What follows are just a few examples of objects created with the above-described crafting system. Even if these objects may be good bases on which to apply Thuul runes, none of these objects is magical or imbued with divine powers, although humans would believe so regarding the best crafted Dwarven items, treating them as legendary treasures.

Beautiful Ring

This heavy, broad-banded golden ring displays a beautiful topaz, surrounded by microscopic granulated golden elements and thin engravings covering the whole ring.

- ♦ **Stats:** value 165 sc, weight 0.02 kg, +2 SV in Social skill rolls
- ♦ **Crafting:** -4 SV, gold (Step 2), 100% decorated + Small Topaz 125 sc (Step 5). Materials cost 16 sc and 16 days are needed.

Champion's Battle Mace

This battle mace is incredibly heavy for a one-handed weapon, since its head was crafted in Rokjörn. This is not a weapon for common warriors, given how difficult is to gain this exotic material. Alternatively, it may have crafted for a Jarnwurm-slayer who wanted to display something related to its valorous actions.

- ♦ **Stats:** WA 3, IM -7, PV/BV 12/120, value 1680 sc, 5.6 kg, Dmg 1d10 (OR 7-10), +1 CP locked to this weapon, it ignores 1 points of PV or of natural armor.
- ♦ **Crafting:** -6 SV, Wood (Rootwood) & Rokjörn (Step 2), Capital quality (Step 3), Piercing (Step 4). Materials cost 168 sc and 84 days are needed.

Dwarven Broadsword

This is the typical weapon of a Dwarven warrior. This broadsword is slightly shorter than human ones, but its blade is broader.

- ♦ **Stats:** WA 3, IM -4, PV/BV 9/90, value 30 sc, 1.8 kg, Dmg 1d10 (OR 9-10).

- ♦ **Crafting:** -1 SV, Dwarven Iron (Step 2), Normal quality (Step 3). Materials cost 3 sc and 7 days are needed.

Famous Tunnelhog Hunter's Crossbow

This amazingly built, masterful light Crossbow is especially designed for being quickly reloaded. Consequently, this is the perfect weapon for hunting parties, where some team members can engage the prey, while others quickly reload their crossbows. This is not a weapon commonly available to all normal hunters: it is rather the weapon of choice of a famous tunnelhog hunter.

- ♦ **Stats:** WA 1/2, IM -4, PV/BV 6/60, Distance 1-50/51-100, value 134.40 sc, 2.4 kg, +2 CP locked to this Crossbow, Dmg 1d10 (OR 9-10).
- ♦ **Crafting:** -7 SV, Masterful (Step 3), Perfect & Light (Step 4). Materials cost 13.44 sc and 14 days are needed.

Good Shield

This medium, metal-reinforced shield is crafted for a Dwarven warrior who acts as an officer of his unit of defenders.

- ♦ **Stats:** WA 2, IM -2, PV/BV 9/90, value 8.6 sc, 4.0 kg, +1 CP locked to this shield.
- ♦ **Crafting:** -4 SV, Dwarven Iron (Step 2), Capital (Step 3), Durable (Step 4). Materials cost 0.5 sc and 2 days are needed.

Guardsmen's Crossbow

This incredibly good crossbow has been crafted for chosen guardsmen, watching over an important gate, leading to a Dwarven kingdom's entrance. These crossbows are quicker to load than normal ones. A guardsman usually has two or three of these crossbows ready to be shot, while one or two assistants reload those weapons which have been fired.

- ♦ **Stats:** WA 1/4, IM -7, PV/BV 5/50, Distance 1-80/81-160, value 108 sc, 4.0 kg, +1 CP locked to this Crossbow, Dmg 1d10 (OR 8-10).

- ♦ **Crafting:** -3 SV, Capital (Step 3), Quick (Step 4). Materials cost 10.8 sc and 11 days are needed.

Heroic Dwarven Sword

This beautiful broadsword is certainly a weapon of choice for a Dwarven hero. The blade is totally engraved with golden-inlaid runes and the metal itself show wave-like patterns, while the hilt ends in a piece of amber.

- ♦ **Stats:** WA 3, IM -3, PV/BV 10/100, value 222.8 sc, 1.8 kg, +2 CP locked to this sword, Dmg 1d10 (OR 9-10), +1 SV in social skill rolls.
- ♦ **Crafting:** -8 SV, Dwarven Iron (Step 2), Masterful (Step 3), Light (Step 4), 80% decorated + medium Amber 50 sc (Step 5). Materials cost 22 sc and 17 days are needed.

Jarnwurm skin scale armor

This scale armor was made with the skin of a Jarnwurm who attempted to destroy a Dwarven settlement. Many brave warriors died to defeat the beast and their Thune now wears the worm's skin in battle to remember his brothers' sacrifice.

- ♦ **Stats:** PV/BV 11/1100, Heft 5, MM -2 m, IM -2, value 11,500 sc, 18.4 kg, 10 pts of protection against magma blood and magma breath of Jarnwurms.
- ♦ **Crafting:** -5 SV, Dragon skin (Step 2), masterful quality (Step 3). Materials cost 115 sc (including Jarnwurm's skin!) and 115 days are needed.

Mitraka Chainmail Armor

Tailor-suited to either a Dwarven leader who likes surface-style armors or as precious gift to some very special human king ally, this object is one of the most coveted armor types in Trudvang.

- ♦ **Stats:** PV/BV 7/70, Heft 3, MM -1 m, IM 0, value 210,000 sc, 10.5 kg
- ♦ **Crafting:** -5 SV. A Logi furnace is needed for crating a Mitraka object (Step 2). The above stats reflect a Normal-quality example (Step 3). Materials cost 21,000 sc, 2,100 days

(almost 6 years!) should be needed to craft this, therefore for reducing the time to ¼ one adds +7 and get 525 days (1 year and half) but a total -12 to the Crafting SV.

Rough Maul

Dwarves like perfection but very rough, large two-handed hammers like these are crafted, when needing effective weapons to be quickly crafted.

- ♦ **Stats:** WA 2, IM -8, PV/BV 10/100, value 11 sc, 6.0 kg, Dmg 1d10 (OR 8-10) +1, -2 SV to be used.
- ♦ **Crafting:** +3 SV, Dwarven Iron (Step 2), Normal quality (Step 3), Weighty and Terribly Crafted. Materials cost 1 sc and 2 days are needed for crafting it but, for -7, one can craft it in half a day, for a total -4 to the Crafting SV.

Long Spear of the City Defender

Good long spears with like these are owned by wealthy logovorda, who are ready to brace such weapons to fight against invaders. The spearhead is incredibly sharp, and the decorated shaft is crafted in imported dark wood.

- ♦ **Stats:** WA 2, IM -5, PV/BV 7/70, value 28.8 sc, 2.0 kg, +1 CP locked to this spear, Dmg 1d10 (OR 8-10), ignores 1 PV of targets.
- ♦ **Crafting:** -4 SV, Dwarven Iron and Iron Oak (Step 2), Capital (Step 3), Piercing (Step 4). Materials cost 2 sc and 7 days are needed.

Spore-immune Skjalfmurgla

This special kind of "Skjalfmurgla" is a full armor (see below, the "Dwarven Armors" section) whose mask is shaped like a long, pointed nose, since it contains special filters blocking poisonous spores. Tunnelhog Hunters sometimes wear armors like these when adventuring in areas filled with dangerous toxic mushrooms, usually favored by the tunnelhogs

- ♦ **Stats:** PV/BV 5/50; Heft 5, MM -2 m, IM -1, Value 120 sc, Weight 16 kg. It automatically protects against non-

magical spores. Magic spores: +10 SV if a Situation roll is required.

- ♦ **Crafting:** -2 SV, Bronze & Leather (Step 2), Normal Quality (Step 3), Element (spores) Protector (Step 4). Materials cost 12 sc and 30 days are needed.

Thune's Headband

This superbly crafted, heavy headband is worthy to rest on the brows of a Lesser Thune. It is made of solid silver, decorated with golden engravings and four sapphires.

- ♦ **Stats:** value 1,300 sc, 0.8 Kg, +25 SV in Social skill rolls.
- ♦ **Crafting:** -3 SV, Masterful quality (Step 3) 100% decorated + 4 Small Sapphires each 250 sc (Step 5). Materials cost 130 sc and 30 days are needed.

Treasure-Cracker Kit

This Ordinary Thief Craft kit of lock-picking tools was specifically crafted for a famous Dwarven explorer. These tools were crafted for helping this Dwarven scout in an adventure through ancient ruins, where old locks and doors are supposed to hide ancient treasures which need to be recovered.

- ♦ **Stats:** +3 SV, 8 kg, cost 32 sc.
- ♦ **Crafting:** -5 SV, Capital (Step 3), Perfect (Step 4). Materials cost 3.2 sc and 8 days are needed

Worthy short blade

Crafted from the tooth of a Brotbeast, this short sword is an incredible trophy of an incredibly heroic fight. The hilt is decorated with black and red glass elements, set with Cloisonné technique.

- ♦ **Stats:** WA 4, IM -2, PV/BV 7/70, value 648 sc, 0.5 kg, Dmg 1d10 (OR 10) +1.
- ♦ **Crafting:** -2 SV, Brotbeast Bone (Step 2), Normal quality (Step 3), Dangerous (Step 4), 20 % decorated (Step 5). Materials cost 64 sc and 64 days are needed.

A note on the new Crafting Rules

The GM is encouraged to not make players over-exploit crafting rules. These mechanics are not meant to allow the players to craft any fantastic object they want, every time they desire so. The aim here is to give dwellers and other artisans the opportunity of crafting beautiful objects worthy of sagas and stories. Remember that an artisan's work usually needs time (which cannot be spent adventuring), and furthermore without the right tools and specific facilities it is impossible to craft everything.

Do not undervalue the cost of resources. Even if the artisan has the money to buy the required materials, it does not mean that these are always available. Trudvang is a pre-modern world, you cannot just order the required amount of iron and forge your sword. Or maybe the resources are available, but they cost twice or thrice the above-described cost due to a war threatening a specific trading route. Off course Dwarven artisans working with their Glorka in a Dwarven stronghold may have an easier access to resources, however this is not true if the same artisan is stuck in a remote village of inner Wildland or in a forest in Nojd. And even Dwarven kingdoms may have difficulties in getting specific materials in specific times and places. During the millennia countless wars have been waged by the Sons of Borjorn for things like iron, silver, coal, copper and, more than anything else, the precious and rare Mitraka minerals.

As a GM always use common sense and be ready to say "no", if this improves the quality of the narration. Telling a good story about a specific, glorious object to be crafted by an ambitious artisan is way better than allowing the party's crafter to make masterful weapons for the whole party every time they lose their equipment.



DWARVEN ARMORS

Dwarves who are exiled to the surface of Trudvang or who had frequent contacts with humans may have started crafting surface-types kinds of armors (as those described in the Gamemaster's Guide), since those armors are more useful in the surface of Trudvang, where a warrior can be attacked from all sides.

However, most Dwarves living in Muspelheim still wear their traditional

armors. As explained in the first part of this book, these Dwarven armors are completely different from those used in the surface, especially in terms of design, as great part of the protection comes from the real "Murgla" (plural: Murgles) itself, the long mask which covers also the Dwarf's chest.

The following stats describe some varieties of these typically Dwarven armors. All these objects are to be

considered "Common Objects" and not Awakened or Sacred Objects. Furthermore, all these armors are all to be considered to have been crafted in the Normal Quality ("Step 3" in the new Crafting rules, described above), therefore the GM and the Players can create even examples of higher quality.

The "Values" entries in the descriptions are to be considered with care: Dwarven armors are usually unavailable to sell or

buy in human cities. Furthermore, the Glorkas tend to craft these armors and give them to their warrior brothers for free, since these are artefacts meant to defend their strongholds. The value entry is useful only for the very rare cases where such items are traded between different Glorkas inside larger Dwarven cities and also as a basic stat, in case it is needed for calculating other mechanics (like the time needed to craft these objects, according to the new Crafting rules).

The armor description will also say what materials are used although, as usual in these cases, the GM should use common sense if one wants to change materials with the new Crafting rules.

Finally, all these Armors are crafted to be fit only to Dwarves. Each armor suit is also specifically crafted to be sized for only one of the three Dwarven breeds: Borjornikka, Buratja or Zvorda. No Human, Half-Troll, Elf or Half-Elf can wear such armors.

Frontal Armors

The traditional Dwarven armors are all “Frontal Armors” which means that they protect only against attacks coming from the front. The backs of the Dwarven warriors are usually left unarmored, as the traditional Dwarven philosophy is to block a small tunnel with a Dwarven fighter and not let anybody pass. This is the reason why Dwarven Armors are incredibly lighter (usually 3 points better in Heft) than their equivalents in surface-style armors.

The Trudvang Chronicles rules do not have (thus far) any published hit location rules and when (and if) they will be published, the rules here presented are bound to change. For the moment, the GM should just consider that these armors work perfectly against any attack coming from the front but, if the Dwarf is attacked from the back, no armor should be considered to diminish the damage suffered. Attacks from the sides are usually covered by Dwarven armors, although sometimes this is not the case if the Dwarf is surrounded by enemies. The GM should consider each situation with great care.



Borjornikka

Full Armors

In any case, sometimes Dwarven warriors like covering their backs with leather and chain mail, creating therefore “Full Armors”. These armors’ PV/BV values remain the same of full armors but work against attacks coming from all sides, like all the armors in the Gamemaster’s Guide. Each of the armor entries below will also have a “Full Armor” option, which indicates what stats are changed in case the back is also covered. To obtain these armors’ stats from the frontal armors use the following modifiers: Heft +3, Value +20 sc.

Murglamorg

Some traditional Dwarven armors allow the wearers to detach the lower part of the Murgles to get a shield, while leaving their torso and lower faces unarmored. Each armor entry below will also have a “Murglamorg” option displaying what changes in terms of stats this armor type causes.

When the Murgla/Shield is removed to act as a shield the armor stats (PV/BV and Heft) are diminished, often to the point

of being not relevant (PV/BV 0/0). The value of an armor with the Murglamorg option is augmented by +10 sc.

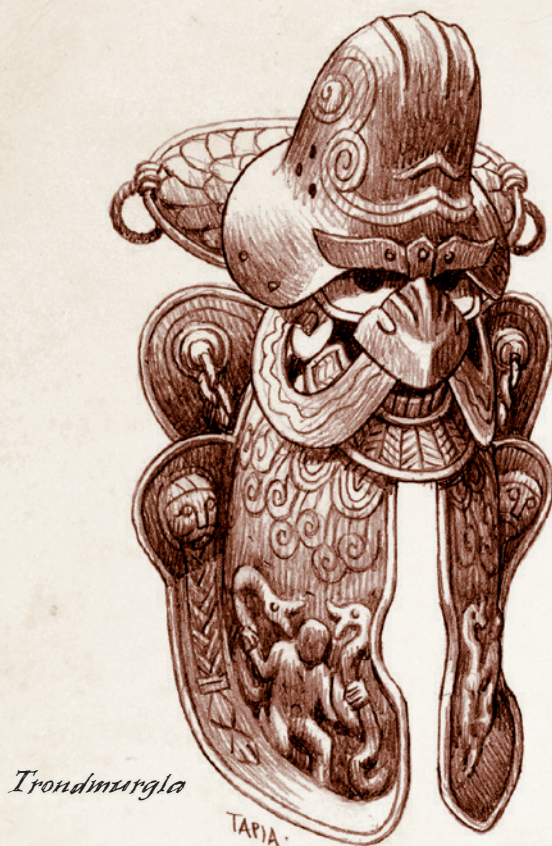
Dwarven Armor Types

What follows is the list of the most common varieties of Murgles. The GM is strongly advised to personalize them for specific and important Dwarven NPCs, using all the possible new rules from this book (the new Crafting rules, the Awakening rules, the Vitner-Awakening rules). Dwarves are the best armorsmiths in Trudvang and their works are incredibly superior to anything which humans can hope to craft.

Skjalfmurgla

The Murgla of this armor is crafted in high-quality bronze with copper inlays. However, the mask is not long enough to cover the whole chest, this means that hardened leather pieces are used to protect the other frontal parts, including the belly and the shoulders.

♦ **Frontal:** PV/BV 5/50; Heft 2, MM -1 m, IM -1, Value 80 sc, Weight 7 kg.



- ♦ **Full Armor:** PV/BV 5/50; Heft 5, MM -2 m, IM -1, Value 100 sc, Weight 16 kg.
- ♦ **Murglamorg:** Value 100 sc (120 sc for Full armors). To get a Small Light Bronze Shield (WA 3, IM -1, PV/BV 5/50) the armor value is basically reduced to 0 (no Heft, therefore no IM and MM modifiers).

Borgumurgla

Part of this Murgla is made of good Dwarven Iron, although the lower parts are in high-quality bronze with copper inlays. Furthermore, many other protective pieces, are all crafted in high-quality Bronze, copper and good hardened leather.

- ♦ **Frontal:** PV/BV 6/60; Heft 3, MM -1 m, IM -1, Value 90 sc, Weight 10 kg.
- ♦ **Full Armor:** PV/BV 6/60; Heft 6, MM -2 m, IM -2, Value 110 sc, Weight 23 kg.
- ♦ **Murglamorg:** Value 110 sc (130 sc for Full armors). To get a Small Bronze Shield (WA 3, IM -1, PV/BV 6/60) the armor value is basically reduced to 0 (no Heft, therefore no IM and MM modifiers).

Trondmurgla

Almost all the pieces of this incredibly effective armor are crafted in good Dwarven Iron, while only a few details are in high-quality copper or leather.

- ♦ **Frontal:** PV/BV 7/70; Heft 4, MM -1 m, IM -1, Value 110 sc, Weight 12 kg.
- ♦ **Full Armor:** PV/BV 7/70; Heft 7, MM -2 m, IM -3, Value 130 sc, Weight 25 kg.
- ♦ **Murglamorg:** Value 130 sc (150 sc for full armors). To get a Small Dwarven Iron Shield (WA 3, IM -1, PV/BV 7/70) the armor value is basically reduced to 0 (no Heft, therefore no IM and MM modifiers).
- ♦ **Crafting:** mostly made in Dwarven Iron (Step 2) which means -1 SV Crafting roll.

Bogemurgla

This is standard, traditional model which most people think about when speaking about Dwarven armors. The Murgla and the other smaller armor pieces resemble those of the Trondmurgla, but they all crafted in good Dwarven Iron.

Furthermore, the metal of the Bogemurgla in the Murglamorg configuration is heavy enough (and the Murgla large enough) to allow the possibility to have a medium shield.

- ♦ **Frontal:** PV/BV 8/80; Heft 5, MM -2 m, IM -2, Value 130 sc, Weight 16 kg.
- ♦ **Full Armor:** PV/BV 8/80; Heft 8, MM -3 m, IM -3, Value 150 sc, Weight 27 kg.
- ♦ **Murglamorg:** Value 150 sc (170 sc for full armors). This exists in two versions:
Medium Dwarven Iron Shield: (WA 2, IM -2, PV/BV 8/80) that, when removed, reduces the armor value to 0 (no Heft, therefore no IM and MM modifiers).
Small Dwarven Iron Shield: (WA 3, IM -1, PV/BV 7/70) that, when removed, reduced the armor value to PV/BV 1/10 (Frontal armor: no Heft; Full Armor: Heft 1, MM 0, IM 0).
- ♦ **Crafting:** mostly made in Dwarven Iron (Step 2) which means -1 SV Crafting roll.

Tungmurgla

This is a heavier version of the Bogemurgla. The mask, bands and all the plates are crafted in thicker Dwarven Iron.

- ♦ **Frontal:** PV/BV 9/90; Heft 6, MM -2 m, IM -2, Value 150 sc, Weight 23 kg
- ♦ **Full Armor:** PV/BV 9/90; Heft 9, MM -3 m, IM -4, Value 170 sc, Weight 27 kg.
- ♦ **Murglamorg:** Value 170 sc (190 sc for full armors). This exists in two versions:
Medium Dwarven Iron Shield: (WA 2, IM -2, PV/BV 8/80) that, when removed, reduces the armor value to PV/BV 1/10 (Frontal armor: no Heft; Full Armor: Heft 1, MM 0, IM 0).
Small Dwarven Iron Shield: (WA 3, IM -1, PV/BV 7/70) that, when removed, reduces the armor value to 2/20 (Frontal armor: no Heft; Full Armor: Heft 2, MM -1 m, IM -1).
- ♦ **Crafting:** mostly made in Dwarven Iron (Step 2) which means -1 SV Crafting roll.

Kungsmurgla

This is the heaviest traditional Dwarven Armor to be crafted in Dwarven Iron, without considering the use of special materials (like Mitraka) or runes. All the protections and refinements that one can see in a Tungmurgla are increased and improved for a Kungsmurgla. This is the minimum armor which a Thune is supposed to wear when leading the troops in battle, although most Thunes have enhanced and refined versions of this armor.

- ♦ **Frontal:** PV/BV 10/100; Heft 7, MM -2 m, IM -3, Value 170 sc, Weight 25 kg
- ♦ **Full Armor:** PV/BV 10/100; Heft 10, MM -4 m, IM -5, Value 190 sc, Weight 30 kg.
- ♦ **Murglamorg:** Value 190 sc (210 sc for full armors). This exists in two versions:
Medium Dwarven Iron Shield: (WA 2, IM -2, PV/BV 8/80) that, when

removed, reduces the armor value to PV/BV 2/20 (Frontal armor: no Heft; Full Armor: Heft 2, MM -1 m, IM -1).

Small Dwarven Iron Shield: (WA 3, IM -1, PV/BV 7/70) that, when removed, reduces the armor value to 3/30 (Frontal armor: no Heft; Full Armor: Heft 3, MM -1 m, IM -1).

- ♦ **Crafting:** mostly made in Dwarven Iron (Step 2) which means -1 SV Crafting roll.

Fireproof Armors

The following two entries describe armors which are fireproof, even if they are not magical or rune powered. This feature is possible only due to high technical skills of the Dwarves. These armors are often worn as full armor options (especially by artisans nearby logi furnaces), although some Dwarven warrior prefers the possibility of having frontal and murglamorg options. In these cases, the GM should be careful

Tungmurgla



Kungsmurgla



about deciding on the protection against fire. Frontal armors protect only against fire coming from the front, while if the shield is detached from a Murglamorg armor, the armor does not protect at all against fire, since too much of the body remains uncovered.

- ♦ **Crafting note:** regarding the new “Crafting Objects” system (see the specific section in this book) a careful reader will notice that these are basically two of the above-described armors (Skjalfinmurgla and Bogemurgla), crafted at Normal Quality (Step 3) with the added “Fireproof” major positive option (Step 4, which will also inflict a -4 SV to Crafting skill rolls).

Logumurgla

All the leather of this Dwarven armor is special (obtained from a patchwork of tunnelhog leather and various reptile skins) and imbued with secret oils which Dwarves extract from selected minerals in the depths

of Muspelheim. The bronze murgla is also covered by this leather. The result is a medium kind of armor which offers some good protection from fire. This armor is especially used by artisans working too near to a Logi furnace or by scouts which are exploring a dragon-infested area, and who want to remain relatively light.

- ♦ **Frontal:** PV/BV 5/50; Heft 2, MM -1 m, IM -1, Value 160 sc, Weight 7 kg.
- ♦ **Full Armor:** PV/BV 5/50; Heft 5, MM -2 m, IM -1, Value 180 sc, Weight 16 kg.
- ♦ **Murglamorg:** Value 180 sc (200 sc for full armors). To get a Small Light Bronze Shield (WA 3, IM -1, PV/BV 5/50) the armor value is basically reduced to 0 (no Heft, therefore no IM and MM modifiers).
- ♦ **Special:** the PV (but not the BV) of all armor options is 15 against fire and 10 against magical fire or dragon breath.
- ♦ **Crafting:** Normal Quality (Step 3) with the added “Fireproof” major

positive option (Step 4, which will also inflict a -4 SV to Crafting skill rolls).

Silver Logumurgla

Some Logumurgla are silver-plated, since they are supposed to resist melting Mitraka (which would otherwise pass even basic logumurgla). Use the stats of Logumurgla but the value is doubled.

Logubogemurgla

This heavier version of the Logumurgla is crafted in good Dwarven Iron covered by the special, heat-and fire- reflecting leather. This is the armor favored by Wurm Hunters and all those who plan about fighting dragons.

- ♦ **Frontal:** PV/BV 8/80; Heft 5, MM -2 m, IM -2, Value 260 sc, Weight 16 kg
- ♦ **Full Armor:** PV/BV 8/80; Heft 8, MM -3 m, IM -3, Value 280 sc, Weight 27 kg.
- ♦ **Murglamorg:** Value 280 sc (300 sc for full armors). This exists in two versions:

Medium Dwarven Iron Shield: (WA 2, IM -2, PV/BV 8/80) that, when removed, reduces the armor value to 0 (no Heft, therefore no IM and MM modifiers).

Small Dwarven Iron Shield: (WA 3, IM -1, PV/BV 7/70) that, when removed, reduced the armor value to PV/BV 1/10 (Frontal armor: no Heft;

- ♦ **Full Armor:** Heft 1, MM 0, IM 0).
- ♦ **Special:** the PV (but not the BV) of all armor options is 18 against fire and 13 against magical fire or dragon breath).
- ♦ **Crafting:** Mostly made in Dwarven Iron (Step 2) which means -1 SV Crafting roll; Normal Quality (Step 3) with the added “Fireproof” major positive option (Step 4, which will also inflict a -4 SV to Crafting skill rolls).

Logubogemurgla



Rokj rn-maki

Armors made in Ironblood Iron, or “Rokj rn”, as the Dwarves call it, have always been held in high esteem by the Dwarves. This value is not simply related to the hardness of the chosen material, but also to the simple prestige which naturally emanates from wearing something made from dragon blood. Furthermore, this is a difficult alloy to master, therefore even managing to craft such a thing is an achievement.

Crafting: all these armors are made in Rokj rn (Step 2), getting therefore -3 SV Crafting roll.

Rokj rn-maki types

Rokj rn-maki is the most common armor crafted in this material, usually based on the Borgumurgla design, rather than the more popular Bogemurgla, in order to somehow counter-balance the weight of this potentially very heavy material. As explained in the “Crafting Objects” section (and as well as in Jorgi’s Bestiary p.117), objects in Rokj rn are not always identical in the result. A 1d6 should be rolled on the table below to get the real stats.

Zvordork m-maki

The Zvordork m-maki are the peak of Dwarven armor-smithing arts.

These are all invariably crafted in Black Mitraka of the higher quality and they are very complicated to assemble. Some of them require a whole day to be don, with multiple assistants helping the Zvordork m who is supposed to wear them. The Zvordork m-maki’s design typically respects the traditional Dwarven models but transformed and perfected in order to get incredibly light but also incredibly protective armors. Furthermore, since they are made of “Zvordo” or Black Mitraka, these armors are incredibly effective against fire, including Dragon Breath.

Very few new Zvordork m-maki are crafted in these days, given how precious they are and how difficult is to craft them. A huge number of them was crafted during the Second Age to serve in the numerous wars waged against the Jarnwurms. These armors are to be considered as sacred relics by Glorkas and Bloodlines and they are transmitted from a generation of Dwarves to the other with an almost religious attitude. Only the chosen warriors, the Zvordork m, can wear them, since they were chosen and trained for this sacred duty since the first time when they emerged from the depths of Muspelheim.

No Zvordork m-maki was usually crafted with the Murglamorg configuration.

♦ **Special:** the Zvordork m-maki are all frontal armors but, due to the careful positioning of all the numerous armor pieces around the Zvordork m’s body, they do not work as frontal armors. In effects their PV/BV is working against attacks coming from all sides, but only if the armor is assembled by professional Dwarven assistants, wasting many hours (often even a whole day) to properly prepare the Zvordork m.

If a Zvordork m-maki is worn without the help of these assistants, it will work as a Frontal Armor, protecting only against attacks from the front.

Crafting note: regarding the new “Crafting Objects” system (see the specific section in this book) all Zvordork m-maki are crafted in the Black Mitraka (Step 2, which gives -8 SV to the Crafting roll and requires special knowledge) and are always of Legendary quality (Step 3, which gives a further -5 SV to the Crafting roll).

♦ **Sizes:** like all Dwarven armors, each Zvordork m-maki is crafted to be worn by a specific Dwarven race. Even if there is a connection between the words “Zvorda” and “Zvordork m” (since Zvorda are usually the best Zvordork m) the majority of Zvordork m-maki are not crafted for Zvorda, since the “Dwarf-Trolls” are incredibly rare. When a Zvordork m-maki is found the GM may decide the specific size or roll on the table.

ROKJ RN-MAKI TYPES

1d6	Armor
1-2	Frontal: PV/BV 7/70; Heft 4, MM -1 m, IM -1, Value 4500 sc, Weight 13 kg. Full Armor: PV/BV 7/70; Heft 7, MM -2 m, IM -3, Value 5500 sc, Weight 30 kg. Murglamorg: Value 5500 sc (6500 sc for Full armors). To get a Small Rokj�rn Shield (WA 3, IM -2, PV/BV 7/70) the armor value is basically reduced to 0 (no Heft, no IM and MM modifiers). Special: PV (but not the BV) 15 against both normal and magic fire.
3-4	Frontal: PV/BV 8/80; Heft 5, MM -2 m, IM -2, Value 4500 sc, Weight 16 kg. Full Armor: PV/BV 8/80; Heft 8, MM -3 m, IM -3, Value 5500 sc, Weight 36.8 kg. Murglamorg: Value 5500 sc (6500 sc for Full armors). To get a Small Rokj�rn Shield (WA 3, IM -3, PV/BV 8/80) the armor value is basically reduced to 0 (no Heft, no IM and MM modifiers). Special: PV (but not the BV) 16 against both normal and magic fire.
5-6	Frontal: PV/BV 9/90; Heft 6, MM -2 m, IM -2, Value 4500 sc, Weight 19 kg. Full Armor: PV/BV 9/90; Heft 9, MM -3 m, IM -4, Value 5500 sc, Weight 43.7 kg. Murglamorg: Value 5500 sc (6500 sc for Full armors). To get a Small Rokj�rn Shield (WA 3, IM -4, PV/BV 9/90) the armor value is basically reduced to 0 (no Heft, no IM and MM modifiers). Special: PV (but not the BV) 17 against both normal and magic fire.

SIZES OF ZVORDORK M-MAKI

D20	Dwarven Breed
1-11	Borjornikka
12-16	Zvorda
17-20	Buratja

♦ **Value:** the monetary values shown for Zvordork m-maki are purely theoretical, as they are the result of Crafting Objects mechanics. As a matter of fact, no Dwarf will ever buy or sell a Zvordork m-maki: they are an invaluable heritage for the Glorkas which hold them, and all sons of Borjorn respect this fact.

Zvordorkûm-maki types and stats

The vast majority of Zvordorkûm-maki were crafted long ago, in the mythic ages when Trudvang was a young world. Many of these artisans personalized those armors, therefore the GM may create variations of these armors using the rules in the “Crafting Objects” and “Awakening” sections.

If a GM wants to randomly determine the characteristics of a Zvordorkûm-maki, the tables below can be used, rolling or choosing a specific entry.

The first table determines the Zvordorkûm-maki’s type, while the second table can be used to check if the armor has some other special trait. Roll on the tables below or randomly choose one entry.

THUULDOM: NEW RULES.

This part of the book expands the Thuul Forging arts with the following topics.

- ♦ Thuul Forging and the new crafting rules
- ♦ Crafting Runes on objects crafted by somebody else

- ♦ Limitations
- ♦ New Runes
- ♦ Awakening Objects
- ♦ Temporary Runes

Thuul Forging and the new crafting rules

As per common rules (Player’s Handbook p.227) sacred objects require two rolls to be made.

- ♦ To Create a Sacred Object. Care skill roll (with Handicraft discipline + specific Care specialty + Thuul Forging modifier).
- ♦ To inscribe a Rune. Faith skill roll (with Invoke discipline + Thuul Forging modifier – the level of the rune).

The new crafting rules can be used to expand the first of the two rolls (the Care skill roll). A careful reader will have noticed that in the Step 1 (“Generic Modifier”) there is a -2 modifier for making sacred objects. This is done

on purpose: consider that the penalty is usually offset by the dwarven race (+1 or +2) and by the facility (standard crafting facility in dwarven holdings gives +1).

A Thuul never crafts a Sacred Object with no concern for its aim. Sacred Objects are not common objects and Thuuls are always obliged to try the second roll (the “Inscribing Rune” roll) with these objects. Failing to inscribe a rune is a serious failure for a Thuul and the GM should narrate the situation and encourage the player to play the stressful situation for the Thuul.

Inscribing a Rune on an object crafted by somebody else

In theory it is possible to inscribe a Rune, locking Divinity Points, on an object which was not specifically crafted by the Thuul to become a Sacred Object. This may be done for many reasons: for example, an ancient, recently recovered, non-magical object which has an historical meaning for the Thuul’s Glorka. Or maybe a beautiful sword crafted by a master Artisan for a Storthune which an expert Thuul wants to enchant and (later) to awake (as per the new “awakening” rules below).

In these cases, regarding the Thuul Forging mechanics, the first roll (the Care roll) is not required since the object already exists.

Only the second roll (the Faith roll) will be done to Inscribe the Rune, although with the (cumulative) modifiers from the table in the next page. It is obvious that inscribing a rune on an object not originally designed as a Sacred Object will be more difficult, although some conditions may improve the odds.

Three cases need further recommendation: normal Active Sacred Objects, Sleeping Sacred Objects and Awakened Objects. Remember that all these objects count as “Sacred Objects”, therefore there is no -5 penalty for inscribing the rune on a non-originally crafted sacred object. Moreover, for all three cases remember the limitations about how many DP can be inserted

ZVORDORKÛM-MAKI TYPES

1d20	Armor
1-15	Standard Zvordorkûm-maki. This armor is based on the Bogemurgla model. Stats: PV/BV 13/130; Heft 1, MM 0 m, IM 0, Value 3.250.000 sc, Weight 5,6 kg. Special: The PV (but not the BV) is 24 against normal fire (including heat and magma) and 20 against unnatural or magical fire (including Dragon Breath).
16-19	Heavy Zvordorkûm-maki. This armor is based on the Tungmurgla model. Stats: PV/BV 14/140; Heft 1, MM 0, IM 0, Value 3.750.000 sc, Weight 8 kg Special: PV raised to 25 against normal fire, 21 against magical fire.
20	Very Heavy Zvordorkûm-maki. This armor is based on the Kungmurgla model. Stats: PV/BV 15/150; Heft 2, MM -1 m, IM -1, Value 4.250.000 sc, Weight 8,75 kg Special: PV raised to PV 26 against normal fire, 22 against magical fire.

SPECIAL ZVORDORKÛM-MAKI SPECIAL TRAITS

D20	Special Trait
1-15	Nothing beyond the basic stats
16-17	Add the “ Durable ” Positive Trait, +1 PV.
18-19	Add the “ Warm ” Major Positive Trait. +10 PV against normal cold/ frost (+5 against magical).
20	Awakened with one of the following runes. Roll 1d10: 1: Hammer Fists Rune (Player’s Handbook p.231); 2: Eyes’ Shield; 3: Heart of Tvolog; 4: Attenuating; 5: Borjorn’s Craftmanship; 6: Cave Lizard’s Speed; 7: Eyes of Yukk; 8: Jotun’s Rune; 9: Mastomant’s Rune; 10: Salamander’ Rune. Level: Roll 1d10: 1-4 Level 1; 5-6 Level 2, 7-8 Level 3; 9 Level 4; 10 Level 5.

in total in an object (table in Player's Handbook p.227): a Thuul cannot put a new rune with new DP in an object if the total of the imbued DP (including both old and new DPs) is greater than the maximum amount of DP that he is allowed to imbue. Furthermore, the following considerations are due.

- ♦ It is impossible to add a new rune to an active, non-sleeping Sacred Object belonging to another, still-living Thuul: the personal bond is too great.
- ♦ For Sleeping Sacred Object use the same mechanics described in the Player's Handbook p.227 ("Expanding Sacred Objects") with -5 to the skill roll, as shown in the table. When a new rune is successfully inscribed on a Sleeping Sacred Object, there will be two sets of Divinity Points locked inside: one active,

connected to the new Thuul (which can use them), and one sleeping, connected to the old Thuul (which cannot be used, unless awakened). If the Sacred Object will be turned into a "sleeping" status (for example if also the second Thuul dies), both DP sets will be merged in the same set.

- ♦ It is in theory possible to add a new rune to an "awakened" object (with -10 penalty as shown in the table), however only the old powers will be considered "awakened", while the new Rune will be not be considered awakened (unless it is later awakened). In effects the awakened object is therefore becoming a Sacred Object of the new Thuul which can use both the old awakened powers (without spending the DP) and the new rune (spending the locked DP, as per normal Sacred Objects' rules).

MODIFIERS FOR INSCRIBING RUNE ON ANOTHER OBJECT

Item/object	Modifier
Item crafted by a non-Dwarf	-10
Item crafted by another Dwarf	-5
Item not originally crafted as a Sacred Object (Objects crafted by a Yukkatta do not suffer this penalty, even if they are not sacred objects)	-5
Item crafted by a Dwarf of the same Glorka/Bloodline	+5
Item crafted by a Yukkatta (Holy Smith)	+5
Sleeping Sacred Object	-5
Awakened Object	-10

EXAMPLES.

The Thuul Niffuldrang recovers "Dragon-Biter", an ancient awakened spear crafted by a smith of his glorka centuries ago. He wants to make it its own sacred object by inscribing a rune and locking DP in it. The modifiers will be: -5 (crafted by another dwarf), +5 (crafted by somebody of his Glorka), -10 (awakened object) = a total of -10.

The Thuul Broklogi recovers an ancient, beautiful but totally non-magical shield crafted by the Thronelander of antiquity. It is not of dwarven craftsmanship but the Thuuls feels that the Mountain may have some hidden plan for this artefact. If he wants to make it a Sacred Object by inscribing a rune on it, Broklogi will suffer the following modifiers: -10 (crafted by non-Dwarves), -5 (not originally a Sacred Object) = a total of -15.

The Thuul Glorovv wants to inscribe a rune on an important sword crafted by a Yukkatta which is friendly with his Glorka (although not part of the same Glorka). If he wants to make it a Sacred Object by inscribing a rune on it, Glorovv will suffer the following modifiers: -5 (crafted by another dwarf), +5 (Crafted by a Yukkatta) = a total of 0. Glorovv wil not suffer the -5 (for objects not originally crafted as sacred objects) since this artefact was crafted by a Yukkatta.

Limitations

A Thuul creating a Sacred Object can put one single limitation to lower the DP cost of the Rune by one. The powers inside the object will be activated only if the specific limitation is respected, otherwise these objects will work only as Common Objects, without any power. No object can have more than one single limitation and it will only give 1 DP discount. Any limitation given to a Level 1 rune will not give discounts, as there is a minimum 1 DP to be paid. The GM should only approve real limitations, not false ones. Possible options are the following.

- ♦ Can be used only in pair with another, specific sacred or awakened object (e.g. like the Njordung's Twin Battle Axes in Snowsaga p.117).
- ♦ Can be used only by a specific group or person (Glorka member, Dwarf, specific kingdom inhabitant, etc.)
- ♦ Can be used only inside specific place.
- ♦ Can be used only for a specific purpose, like defending a specific city or fighting a specific enemy.

NEW RUNES

What follows are just a few new Runes available to the Thuuls of Muspelheim and which can be added to those published in the Player's Handbook. It is worth noting that many more Runes exist, especially since thousands of generations of Dwarves have certainly created and forgotten more runes than are today available to Thuuls. The GM is encouraged to use imagination and common sense when creating new runes.

Accuracy

- ♦ **Type:** Permanent

This rune grants accuracy and precision for the task connected with the specific object: a sword will strike with greater precision and a tool will work with greater efficiency. Each level of this rune grants +1 SV for using the specific item.

Attenuating Rune

♦ **Type:** Permanent

This rune is typically inscribed on shields, armors, ornaments or jewels like rings and armbands. Its purpose is to turn a potentially deadly wound into a less deadly one. When the wearer of the object suffers damage and the damage includes the result of an open roll, the result of every new dice which originated from the open roll will be diminished by 2 points per level in this rune. Only the new dice will be diminished, not the original roll.

For example, a Level 3 rune protects 6 points. The wearer of this rune is hit by a Two-Handed Axe which deals 1d10 (OR 8-10) damage. The damage rolls results as follows: “8” which allows a reroll getting “9”, which allows another reroll getting a “4”. The first dice result (8) remains as it is while the second (9) is reduced to a 3 (9-6=3) while the third dice is reduced to 0 (4-6 = -2, but these two further points cannot be subtracted from anything). In total the axe will deal 11 points (8+3+0) instead of the 21 points (8+9+4) originally rolled.

Alarm Tune Rune

- ♦ **Modifier:** -2
- ♦ **Type:** Preserving
- ♦ **Range:** 5 km per level.
- ♦ **Activation:** 1 Action Round
- ♦ **Activations per day:** 1/level

This symbol was created by Thuuls of the past, possibly in Dorg Gromitza, during times of serious warfare against the Trolls. This rune must be crafted on drums or horns. The power is activated by playing the instrument (a successful Entertainment skill roll) coupled with usual Faith skill roll.

The one playing the instrument must focus on a specific person which is in the range. If all rolls are successful this person will miraculously listen to the music, even if several kilometers of tunnels separate them. The music will also convey a single

message, which contains the amount of words which can be spelled in a single action round (5 seconds).

If this time is not long enough to convey the message, this power can be prolonged for other rounds, as long as the instrument is played, although the one playing the instrument cannot do anything else in the same round. Every round a relevant Entertainment skill roll must also be succeeded: in case of failure the power stops working. As for all Preserving powers (Player’s Handbook p.153) the power stops working if the instrument player is distracted

Bane

♦ **Type:** Permanent

This rune is typically applied to weapons and, when the rune is inscribed, a specific kind of enemies must be chosen. Examples are: trolls, giants, dragons, human beings, elves, creatures of Dimhall, etc. Each time the weapon successfully strikes the chosen enemy the following effect will be applied, according to the level of the rune.

LEVELS OF POWER: BANE

Level	Duration
1	open roll range increases by 1
2	+1 damage and open roll range increases by 1
3	+1 damage and open roll range increases by 2
4	+2 damage and open roll range increases by 2
5	+2 damage and open roll range increases by 3

Bomin’ Symbol

♦ **Type:** Permanent

This is rune is named after the firstborn of the third line of the Tvologoya’s Storsthunes. He was a

famous general, well known for his courage and charisma while leading troops on the battlefield against fearful enemies like wurms and jotuns. This rune is usually carved on war standards, Glorka symbols but even on crowns or armors.

All those which are allied to the object-carrier, whenever they can see the object-carrier and are also experiencing a Fear Points inflicting event, they can ignore 1 Fear Point per rune level.

Borjorn’s Craftmanship

♦ **Type:** Permanent

The mighty god Borjorn is the best artisan which ever existed and using its rune on an item will strengthen it. Any object inscribed with this rune will become stronger and more robust. Add +1 PV (and therefore +10 BV) per level of the rune.

Brokk’s Blessing

♦ **Type:** Permanent

This is the second rune to be linked with the mysterious Dwarven God called “Brokk” (the other one is described in Player’s Handbook p.231). This rune is usually inscribed on amulets, necklaces and belts. The wearer’s Constitution trait will be increased by +1 per level of this rune to a maximum total of +5 (which basically means that a character with natural Constitution+4 can benefit only from a level 1 rune).

This new Constitution will work for Constitution-related situation rolls, but the augmented part will not be considered for the sake of the Healing Rate (which is something done by the other rune, the Mark of Brokk).

Finally, the new, raised Constitution trait will also increase BP, as per usual rule on the Constitution Trait, although these BP are to be considered as an

“artificial bonus”: they are just added to the BP value and they are the first to be lost when wounded (although they can be normally healed, later on). Furthermore, they do not make you re-calculate the damage levels.

Brothers’ Song Rune

- ♦ **Modifier:** -2
- ♦ **Type:** Preserving
- ♦ **Range:** as far as the music is well heard (usually up to 20 m).
- ♦ **Activation:** 1 Action Round
- ♦ **Activations per day:** 1/level

This rune must be crafted on one of Dwarves’ traditional music instruments, usually drums or horns. The power is activated by playing the instrument (a successful Entertainment skill roll) coupled with usual Faith skill roll. The power will last as long as the instrument is played, although the one playing the instrument cannot do anything else in the same round. Every round a relevant Entertainment skill roll must also be succeeded: in case of failure the power stops working.

All the allies (but not the enemies) who hear the music will heal 2 Fear Points per level of the Rune every round in which the instrument is played.

As for all Preserving powers (Player’s Handbook p.153) the power stops working if the instrument player is distracted.

Cave Lizard’ Speed

- ♦ **Type:** Permanent

This rune is usually put on boots, sandals or shoes (and these objects work only in pairs, been treated as a single object), although it is not unheard to have been inscribed on belts and even on rings. Each level will give 2 free meters of movement per action round and beyond the maximum allowed movement.

Dimhall Fang Rune

- ♦ **Type:** Permanent

This terrifying rune resembles one of the unknown monsters which are told to roam the unknown depths of Muspelheim. This rune is inscribed only on weapons and, when they hit and score an open roll in damage, a temporary link with Dimhall is created, discharging a wave of negative energy. This means that, in addition to the normal damage, the target will suffer 2 points of damage per level of this rune. These points are special, since they ignore all natural and artificial armors, and even magical protections (unless specifically designed to protect against these dark energies). Only Gatesilver armor will work against this damage.

On the other hand, these weapons do not work well with demons, undead and any other Being of the Mist or Dimhall-related creature. In this case, when an open roll in damage is triggered, the basic damage of the weapon will be diminished by 2 points per rune level, and no additional dice will be rolled for damage.

Dragon Breath Rune

- ♦ **Modifier:** -6
- ♦ **Type:** Instant
- ♦ **Range:** 5 m
- ♦ **Activation:** 1 Action Round
- ♦ **Activations per day:** 1/level

This rune is usually inscribed on a Murgla or other kind of mask. When activated it allows to emit a fire to damage all those who are in a cone-shaped area (c. 5 m long and 3 m wide at the end) in front of the Thuul, unless they succeed a situation roll with a SV of 8 (modified by Dexterity). Those who fail will suffer an amount of fire damage depending on the level of the rune.

LEVELS OF POWER: DRAGON BREATH RUNE

Level	Damage
1	1d6
2	1d10
3	1d10 (OR 10)
4	1d10 (OR 9-10)
5	2d10 (OR 9-10)

Dvorgel’s Music Rune

- ♦ **Modifier:** -2
- ♦ **Type:** Preserving
- ♦ **Range:** as far as the music is well heard (usually up to 20 m).
- ♦ **Activation:** 1 Action Round
- ♦ **Activations per day:** 1/level

Dvorgel was one of Tvolog’s companions in the legendary wars against the Buratja which finally led to the creation of Tvologoya. Dvorgel was a famous “Zorjorn” or drummer, and with this instrument Dvorgel always inspired all Tvolog’s warriors in the battlefield.

This rune must be crafted on one of Dwarves’ traditional music instruments, usually drums or horns. The power is activated by playing the instrument (a successful Entertainment skill roll) coupled with usual Faith skill roll. The power will last as long as the instrument is played, although the one playing the instrument cannot do anything else in the same round. Every round a relevant Entertainment skill roll must also be succeeded: in case of failure the power stops working.

All the allies (but not the enemies) who hear the music will get a SV bonus equal to the rune’s level (e.g. a rune of Level 3 gives +3 SV) to be applied to one single situation or skill roll per round.

Off course, as for all Preserving powers (Player’s Handbook p.153) the power stops working if the instrument player is distracted.

Eyes’ Shield

♦ Type: Permanent

This rune is usually put on masks like murgles or headbands with eyes-covering appendages. This Rune protects the wearer from blinding effects.

Level 1 automatically protects against the blinding effect which the sun has on the eyes of Dwarves used to live underground (see the new “Dwarves’ Eyes” rules, above). This means that the Dwarf will not suffer the -15 SV and -5 SV during the long time while the eyes slowly adapt to the sunlight. Level 1 also gives a +10 SV bonus against other normal, non-magical blinding effects from light.

Furthermore, this rune gives a +2 SV bonus per level to any situation or skill roll needed to avoid magical or otherwise particularly stronger than normal blinding effects.

Eyes of Yukk

♦ Type: Permanent

The Great Snake can see and ear everything, therefore a variation of its symbol can be used to enhance senses. This rune is usually inscribed on objects to be worn on the head (Murgles, helm, diadem, crown) or on amulets and other jewels. The Wearer will receive a bonus equal to +2 per rune level to be used for any roll which involves perceptions and senses. Possible examples are: situation rolls involving the Perception trait, Shadow Arts skill roll with the Finding & Spotting specialty and Wilderness skill rolls with the Hunting & Fishing specialty.

Faith Blocking Rune

♦ Type: Permanent

This rune is carved on the collars worn by prisoners and slaves which may call on Divine related arts (those of the Dimwalkers). If a prisoner wears this collar (usually blocked with complicated locks),

no Dimwalker art can be used, unless the prisoner succeeds a Situation Roll with a SV determined by the rune’s level.

In Snowsaga p.158 collars with awakened version of this rune at Level 5 were used on Dimwalker prisoners.

LEVELS OF POWER: FAITH
BLOCKING RUNE

Level	SV
1	8
2	6
3	4
4	2
5	No roll allowed

Ginnungagap’s Bright Star

- ♦ Modifier: -4
- ♦ Type: Instant
- ♦ Duration: depending on the level
- ♦ Range: 10 m
- ♦ Activation: 1 Action Round
- ♦ Activations per day: 1/level

The object inscribed with this rune can cast a bright, intense and flashing light, involving everyone in the range. All those who are aware that the power was about to be activated, if they are not protected by any mean (like the Eyes’ Shield rune) need to succeed a Situation Roll with a SV of 15 (modified by Psyche) to avoid being blinded. All the others need to succeed a Situation Roll with an SV of 5 (modified by Psyche). Those who are blinded will suffer a -15 SV to attack rolls (as per GM Guide p.49) and other skill rolls requiring sight.

The level of the rune will determine also the duration of the caused blindness.

LEVELS OF POWER: GINNUNGAGAP’
BRIGHT ROAR

Level	Blindness Duration
1	1d10 action rounds
2	1d10 (OR 10) action rounds
3	1d10 (OR 9-10) action rounds
4	1d10 minutes
5	1d10 (OR 10) minutes

Gutka’s Light

♦ Type: Permanent

The name of this rune is linked with the legend of Gutka, a dwarven fire goddess, daughter of Borjorn, keeping her father’s legendary furnace alive by commanding logis and other fire creatures. Her eyes were famous for casting an ever-present light. Any object inscribed with this rune will continuously cast a light, equivalent in strength to a lantern or torch. The object will clearly illuminate a circular area around it with a radius of 5 m per level. Everything which is slightly beyond this area will only partly be illuminated and everything far from it will remain in the darkness.

Thuuls typically inscribe a specific limitation to put the light on and off, like for example a magical password or a gesture to be performed.

Heart of Tvolog

♦ Type: Permanent

This rune is named after the first Storthune or Great Thune: the mythic founder of the Kingdom of Tvologoya who never lost hope during the incredibly long siege which he suffered in order to establish the Great Kingdom. Tvolog did not know fear, and this powerful rune was created to mimic Tvolog’s courage. This rune can be put on a variety of different objects, from amulets, rings and headbands to shields, weapons, armors and helmets.

- ♦ Every time that Fear Points are inflicted, the one who wears or carries the object will always ignore 2 Fear Points per level of the rune.

Hrim Bite

♦ Type: Permanent

This rune is put on weapons whose wounding parts (e.g. the blade of a sword, the spikes of a morning star,

etc.) will always feel cold when touched. Every time a weapon with this rune successfully hits and triggers an open roll when dealing damage, the victim will feel an intense cold running through the body, colder than anything that mortals usually feel. In this case the target must succeed a Situation Roll with an SV established by the Rune Level (see the table) modified by Psyche in order to find the will of fighting against such an unnatural cold. Those who fail will be paralyzed for 1d6 rounds: they cannot perform any action: nor mental, neither physical ones.

Cold-related creatures (e.g. Hrim Trolls, Hrimtursirs, Hrimwurms, etc.) are off course immune to this effect and they automatically succeed the situation roll.

Heat- and Fire- related creatures (e.g. logiwurms, jarnwurms, logi, muspeljotuns, etc.) suffer a penalty of -4 to their Situation Rolls.

LEVELS OF POWER: HRIM BITE

Level	Situation Roll SV
1	12
2	10
3	8
4	6
5	4

Invisibility

- ♦ **Modifier:** -4
- ♦ **Type:** Preserving
- ♦ **Duration:** 2 rounds / level
- ♦ **Range:** Personal
- ♦ **Activation:** 2 Action Rounds
- ♦ **Activations per day:** 1/level

This rune, typically inscribed on helms and rings, can make the wearer invisible for the duration. Any casual observer must succeed a Shadow Arts skill roll with a -10 (if the object wearer stands still) or -3 (if the character moves slowly) in order to detect the object wearer. Any acceleration in movements (like running, fighting) will give a +5 to the skill roll.

Any person attacking an invisible character or parrying its attacks will suffer the usual penalties for blind fighting, which is -15.

- ♦ **Special:** If an object with this rune at Level 5 is awakened (See "Awakening" section) by paying three times the necessary ADP (which means at least 15 ADP) and by suffering three times the normal penalty for the Awakening Roll (which means -15) the wearer of the object will remain invisible, as long as the rune-powered object (usually a helm or ring) is worn. No Attuning cost will be paid, and the power will not require to be activated with a Faith skill roll.

Iron Mountain's Heart

- ♦ **Type:** Permanent

This rune recalls in shape a mountain and it can be inscribed on any kind of object, although rings, crowns and amulets are quite common. The Psyche trait of the one who wears the object will be increased by +1 per level of this rune to a maximum total of +5 (which basically means that a character with natural Psyche +4 can benefit only from a level 1 rune).

This new augmented Psyche will give all the usual benefits (Situation Rolls modifies, Persistence in the Wild, Terror Modifier) but it will not give augmented discounts on specialties (only the old Psyche will count for that).

Jotun's Rune

- ♦ **Type:** Permanent

This rune is usually inscribed on belts, armors, armbands or gloves, usually crafted to have a fearsome appearance. The wearer's Strength trait will be increased by +1 per level of this rune to a maximum total of +5 (which basically means that a character with natural Strength +4 can benefit only from a level 1 rune).

This new Strength will work for damage bonuses and situation rolls, as usual. Furthermore, the new, raised strength trait will also increase BP, as per usual rule on the Strength Trait, although these BP are to be considered as an "artificial bonus": they are just added to the BP value and they are the first to be lost when wounded (although they can be normally healed, later on). Furthermore, they do not make you re-calculate the damage levels.

Mark of the Swift Hand

- ♦ **Type:** Permanent

This rune can be inscribed on weapons and armors. For every level of this rune a weapon benefits from +2 IM and an armor benefits for -1 Heft (which automatically modifies IM and MM, as per normal rules).

Mastomant Rune

- ♦ **Type:** Permanent

Most Dwarves have never met a Mastomant but legends about its legendary resistance to cold are spread among the Sons of Borjorn. This Mastomant-shaped rune is usually carved on brooches tying a mantle or on armors. The who wear or carries the object can ignore a specific number of damage points from cold and frost, as per the table below. In case of armors, the PV is augmented against cold and frost by the specified value (the BV remains the same).

The protections in the table are shown as two entries separated by a "/". The first is the protection against normal heat and fire, the second is the protection against magic heat and fire like the Hrim Body ability of Hrim Trolls and Hrimtursirs or the Hrimwurms' Breath and Hrim Body feats, etc.

Some of these creatures' abilities (especially Hrim Body) require a situation roll to avoid fleeing. In these cases, those who have an object with this rune will automatically succeed.

LEVELS OF POWER: FROST WARD

Level	Protection
1	7/3
2	9/5
3	11/7
4	13/9
5	15/11

Mole Rune

- ♦ **Modifier:** -2
- ♦ **Type:** Instant
- ♦ **Range:** 1 cubic meter of soil / level or half a cubic meter of rock/level
- ♦ **Activation:** 1 Action Round
- ♦ **Activations per day:** 3

When an object with this rune is activated and put in contact with soil or rock, a big trench will be dug in it (whose shape must be decided by the Thuul). The removed soil will be piled on the border of the trench.

This rune can help miners and diggers, but tunnels cannot be dug only with this rune, since they still require workmen to put tunnels in safety with the right accoutrements.

An object like this can be used to open a hole beneath the feet of a 1t-sized enemy (provided that the enemy allows the Thuul to touch the soil with the object). The victim may fall inside, suffering the damage below shown, unless it succeed in a Situation Roll with a SV of 10 modified by Dexterity.

MOLE RUNE DAMAGE

Depth in metres	Damage
1	1d6
2	1d10
3	1d10 (OR 10)
4-5	1d10 (OR 9-10)

Paralyzing Shock

- ♦ **Type:** Permanent

This rune is somehow like the “Anvil Shock” rune (Player’s Handbook p.229) but it can also be applied to edged weapons (while blunt weapons sometimes have both this rune and the Anvil Shock rune). The weapon inflicts not just wounds, but it has the possibility of discharging a paralyzing energy which momentarily slows the victim. Every time a weapon with this rune successfully hits and triggers an open roll when dealing damage, the victim loses the possibility of spending a specific number of CP in the next turn (if the victim has already spent all its CP in the present turn, the effect will happen in the next round).

LEVELS OF POWER: PARALYZING SHOCK

Level	Lost CP
1	5
2	7
3	10
4	12
5	15

Pezka’s Mighty Roar

- ♦ **Modifier:** -4
- ♦ **Type:** Instant
- ♦ **Range:** 10 m
- ♦ **Activation:** 1 Action Round
- ♦ **Activations per day:** 1/level

This rune is usually inscribed on musical objects, bells, Murgles or any other kind of mask or helmet. Its meaning is strongly related to the obscure mythology of Pezka: a mysterious and obscure goddess of madness and desperation. When activated this rune allows to emit a mighty roar which inflicts Fear Points to all the enemies which are in the range (a cone-shaped area, c. 10 m long and 6 m wide at the end). The amount of suffered Fear Points depends on the level of the rune.

LEVELS OF POWER: PARALYZING SHOCK

Level	Fear Points
1	1d6
2	1d10
3	1d10 (OR 10)
4	1d10 (OR 9-10)
5	2d10 (OR 9-10)

Rukrust’ Pick

- ♦ **Type:** Permanent

This rune is usually inscribed on weapons and its meaning is related to an ancient legend about Rukrust, a mythic Borjornikka miner of the early times, whose miraculous pick could pierce and smash everything, from a hard rock to a tough dragon’ skull.

The Natural Armors of creatures and the PV of objects (e.g. armors, weapons, etc.) hit by a weapon with this rune will be considered 2 points lower per rune level (only for the purpose of bypassing the PV, in fact the value is not permanently diminished). The BV is, of course, not diminished.

For example, if a hammer with a level 2 of this rune (which allows to ignore 2 points per level = 4 points) hits a Banded Armor with PV/BV 9/90, the armor will be considered as if it was PV/BV 5/90.

Rune of Majesty

- ♦ **Type:** Permanent

This rune is usually applied on rings and similar jewels. The wearer of the object will always appear more charismatic and influential. The wearer’s Charisma trait will be increased by +1 per level of this rune to a maximum total of +5 (which basically means that a character with natural Charisma +4 can benefit only from a level 1 rune).

The new, modified Charisma will work for the sake of Situation Rolls but it will not provoke changes in the Raud score and it will not give discounts on

disciplines and specialties (only the old Charisma will count for those).

Finally, as a secondary effect, the Charisma trait can be added as a SV bonus to all social-related skill rolls (to be judged by the GM, although possibilities are the specialties linked with the Storytelling and Music & Dancing disciplines of the Entertainment skill, and the specialties linked with the Language discipline of the Knowledge skill).

Salamander’ Rune

♦ Type: Permanent

Legends say that salamanders are immune to fire. Whether this is true or not, Dwarves have developed this salamander-shaped rune exactly to defend item against fire and heat.

This rune is usually carved on armors or, more rarely, on amulets and jewels. Those who wear or carry the object can ignore a specific number of damage points from heat and fire, as per the table below. In case of armors, the PV is augmented against heat and fire by the specified value (the BV remains the same).

The protections in the table are shown as two entries separated by a “/”. The first is the protection against normal heat and fire, the second is the protection against magic heat and fire, including the Logiwurm’s Fire Breath, the Jarnwurm’s Magma Breath and Magma Blood, the Logi’s Fire Body and Fire’s Hand abilities, the Muspeljotun’s Lava Blood damage, etc.

Some of these creatures’ abilities require a situation roll to avoid fleeing (e.g. the Muspeljotun’s Lava Blood). In these cases, those who have an object with this rune will automatically succeed.

LEVELS OF POWER: FIRE WARD

Level	Protection
1	7/3
2	9/5
3	11/7
4	13/9
5	15/11

Slavery Rune

♦ Type: Permanent

This rune is typically inscribed on chains and collars. Dwarves tend to craft objects like these (and often awake them) in order to enslave useful creatures like giants or troll bulls. When the rune is inscribed the Thuul choose a specific limitation regarding who is the master which the prisoner must obey (e.g. all Dwarves, all members of a certain Glorka, etc.).

The one who is locked to the specific object (chains or collar) must obey the chosen master and cannot revolt against it, unless the prisoner succeeds a Situation Roll with an SV determined by the rune’s level, modified by Psyche. In case of failure the victim cannot find the will of revolting against the masters. In case of success the prisoner can try revolt.

Whatever the result, to perform another Situation Roll before a number of days equal to 5, reversely modified by the Psyche trait (e.g. a prisoner with Psyche -2 cannot make another revolt attempt before other 7 days, while a prisoner with Psyche +4 can basically try to revolt after 1 day is passed).

Most prisoners which keep on revolting against the Dwarven masters usually get used to the slavery and at some point, even stop revolting. The mighty Blodughadda was once kept prisoner by the Dwarves of Glitzmakulji/Glitthamn by awakened chains enchanted with this rune (Snowsaga p.12).

LEVELS OF POWER: SLAVERY RUNE

Level	Freedom SV
1	10
2	8
3	6
4	4
5	2

Snake’s Rune

♦ Type: Permanent

Snakes are quick and Dwarves know it very well, given how these animals are important in their culture. The Snake Rune is usually inscribed on rings, belts, armors, armbands, and occasionally also on weapons. The wearer’s Dexterity trait will be increased by +1 per level of this rune to a maximum total of +5 (which basically means that a character with natural Dexterity +4 can benefit only from a level 1 rune).

This new augmented Dexterity will give all the usual benefits (Situation Rolls modifies, MM bonus, Initiative bonus) but it will not give augmented discounts on disciplines and specialties (only the old Dexterity will count for that).

Spider Bite

♦ Type: Permanent

This spider-shaped rune must be carved on edged or piercing weapons. This rune mimics the poisonous effects of spider- and snake- bites, discharging toxic energies when a deep wound is inflicted. Every time a weapon with this rune successfully hits and triggers an open roll when dealing damage, the victim will feel to be dazed and somehow confused. The victim will suffer a penalty of -1 SV per rune level to all actions until the end of the combat. The GM may decide that specific creatures are immune to poisons are not subject to this effect.

Stonefylgis Rune

- ♦ Modifier: -6
- ♦ Type: Lasting
- ♦ Duration: 1 Hour / level
- ♦ Range: 5 meters / level
- ♦ Activation: 5 Action Rounds
- ♦ Activations per day: 2

This rune is used to activate a special kind of Sacred Object: a Stonefylgis.

See “Stonefylgis” entry under the “New Creatures” section for more information on the topic.

To create a Stonefylgis is a more difficult task than to create a normal Sacred Object. In fact, the first roll (the Care skill roll) to create this Sacred Object / Stonefylgis must suffer a penalty of -10. Furthermore, not even this first roll can be attempted if the right materials are no available (usually after the indication of an expert Thuul or, more commonly, after an indication given by an Eagle Thuul after a vision).

Once the body is created, the Stonefylgis rune must be carved with the “Inscribe a Rune” roll (the usual Faith skill roll to inscribe runes).

The rune will allow to command a specific size of Stonefylgis equal to the rune’s level. A level 1 rune will work on a 1t-sized Stonefylgis, a level 2 rune will work on a 2t sized Stonefylgis, etc. up to a 5t-sized Stonefylgis to be activated by a level 5 rune.

Once the Rune is inscribed and the DP imbued, the Thuul can activate the Stonefylgis and the creature will obey the command for the duration of the activated power.

Special Rules for Awakening a Stonefylgis rune.

A Stonefylgis is not a normal Sacred Object, not even in terms of Awakening (see the specific section for more information on what is the “Awakening”). To awake a Stonefylgis costs 1 Raud or 3 times the amount of normally required ADP. During the awakening process the Thuul must make a drop of blood fall on top of the Stonefylgis, therefore the creature will always recognize its master.

Once the Stonefylgis is awakened, it will keep its own DP, and it will therefore be able to keep on obeying the orders, even if far from the thuul which originally created it or even if the Thuul died. All the Stonefylgis which are found guarding ancient Dwarven settlements are to be considered awakened, since they keep on obeying the ancient orders that they received, even centuries after the death of their masters.

Commanding an Awakened Stonefylgis

For those who are not the original master, to give orders to a Stonefylgis (or to change the old orders), one must be attuned to it, as per usual rules for using non-permanent awakened runes. However, the one who awoke the Stonefylgis may establish some specific conditions which do not require attunement or do not require continuing issuing of orders (e.g. “obey all Dwarves”, “obey all those of Bordolga’s Glorka”, “guard this object”, “keep on opening this door for all those who pass and close it afterwards”, etc..).

The original master may even set the condition “to be not attuned to any other Dwarf” which does not allow later attempts at attunement.

In any case, if a specific condition does not allow automatic orders to be given, the attunement is needed (see the specific mechanics in the “Using Awakened Objects” section). However, to be attuned to a Stonefylgis is more difficult than to be attuned to other Awakened Objects. The one attempting the Attunement must be a very powerful Thuuls (Faith SV 10, Invoke discipline level 4) and have the Stonefylgis Rune specialty at least at the level required by the Stonefylgis’ size. Otherwise, no attunement can be attempted.

Vitner Blocking Rune

♦ **Type:** Permanent

This rune is carved on the collars worn by prisoners and slaves which may be able to use Vitner powers. If a prisoner wears this collar (usually blocked with complicated locks), no vitner art can be used, unless the prisoner succeeds a Situation Roll with a SV determined by the rune’s level.

In Snowsaga p.158 collars with awakened version of this rune at Level 5 were used on vitner-using prisoners.

LEVELS OF POWER: VITNER BLOCKING RUNE

Level	SV
1	8
2	6
3	4
4	2
5	No roll allowed

Volgorong Rune

♦ **Type:** Permanent

This rune is usually engraved on amulets, rings and jewels. It takes its name from the “Volgorong”, the legendary Dwarven explorers. The awakened versions of these objects are given as gifts to friends and brothers who are about to start long and difficult travels. The rune constantly emanates an invisible, positive energy, giving confidence to those who have the item. Those who carry an object with this rune will get a +2 per rune level every time a Situation Roll for “Complications in the Wild” (Gamemaster’s Handbook p.29) is required.

Yukk’s Tongue

♦ **Type:** Permanent

It is incredible to notice how many runes are named after the dreaded Snake God Yukk. Dwarves fear the treacherous Yukk, but they also know that the Great Snake also knows many secrets and understand everything that reaches its ears and, when the Snake God wants, he knows how to be understood by any living being, whatever language they speak. This Rune is usually inscribed on a Murgles, mask, helm, crown or diadem, although amulets and rings are not unheard of. Whenever the wearer of the objects meets somebody speaking in an unknown language, the rune will help in comprehension and will also transform the wearer’s words in the required language.

The one who wears the object is considered to have the required language specialty at a level equivalent to the level of the rune. As usual this specialty will add +2 SV per level, to be added to the wearer's personal values in the Language discipline and Knowledge skill. The normal SV requirements for specialties 'levels (the table in Player's Handbook p.44) are ignored for the sake of these "artificial" language specialties.

AWAKENING OBJECTS

An Awakened object is a runic-imbued Thuul' Sacred Object which can be used also by people other than the Thuul which imbued the DP and the Rune into the object.

Both active Sacred Objects and Sleeping Sacred Objects can be awakened, with the following results.

- ♦ An Active Sacred Object will become independent from the Thuul, which will recover the imbued DP, even if the new Awakened object will retain an independent amount of DP, whose amount will be exactly equal to those which the Thuul recovered.
- ♦ A Sleeping Sacred Object will also recover the DP which it once had, as well as the connected powers.

In theory, in the case of multi-runes objects, it is even possible to "partly awaken" an object (which means not awakening all the present runes and all the connected DP, but only some of them).

Spontaneous Awakening

Dwarven troves are filled with treasures of all kinds. Some the objects are mundane Common Objects (even if they may be of very high quality), other, rare items are Awakened Objects while many, many others are Sleeping Sacred Objects left by countless generations of Thuuls in order to recover their spent DP. Occasionally some of these objects awake without any external intervention, spontaneously assuming the Awakened status.

SPONTANEOUS AWAKENING OF OBJECTS

Artefacts	Modification
Artefact discovered by Dwarves of the same Glorka or Bloodline of the crafter	+5
Artefact discovered by other, unrelated Dwarves	+2
Artefact discovered by enemies of the Dwarves	-5
Artefact which is important for Dwarven history	From +1 to +15
Artefact needed by the same Glorka/Bloodline of the crafter for an important task	Automatic success

The incredibly long Dwarven history is strongly intertwined into the fabric of each artefact which is stored inside a treasure vault. Each object is crafted with the sole purpose of fulfilling the Mountain's Will, the "Kutjatti", the destiny to be fulfilled by the soul which is inside every object, according to the Dwarven religion. Therefore, each Dwarven artefact may become a pure representation of Dwarven heritage. During the millennia a single treasure chamber can host countless of these objects, and therefore the cultural meaning of the whole treasure continuously increases. The Mountain' Spirit runs strong inside a Dwarven treasure vault, and this may have unpredictable effects, like the Spontaneous Awakening of objects. This may happen because of the object has been laying for many centuries in the same place among other important objects, or because it is a famous artefact, possibly somehow resonating the sagas and songs which Dwarves have transmitted about it during the millennia. Alternatively, it may happen only because the item is found by a new Dwarf, somehow related to the old bloodline who created or used the object for an important deed in the past.

The GM should decide when and if this happens, considering the story needs. On the other hand, some GMs may prefer a more random approach to the issue. This may happen, for example, if the player characters discover an ancient forgotten Dwarven treasure chamber and the GM wants to randomly determine whether a specific object is Awaken or not. In this case

this simple rule can be used: a Situation Roll with a basic SV of 2. The modifiers from the table above may be applied.

Active Awakening

A Thuul may decide to actively awake an Active or Sleeping Sacred Object but there are a few requirements (which are all better explained below).

- ♦ At least Level 1 of the new "Awakening" specialty (see the specialty description above).
- ♦ A personal "spirit sacrifice" in terms of points.
- ♦ A successful Awakening roll.

Spirit Sacrifice

To Awake an object a Thuul needs also to sacrifice a part of its own spirit. This sacrifice is needed, and it is one of the main reasons why Thuuls never awake objects without any concern for the consequences. Awakened objects are not just holy for the Thuuls, but they are also precious, since they are the product of meaningful sacrifices. To represent this "spirit sacrifice" a Thuul has two options: both heavy in terms of personal expense and they are spent after long and exhausting rituals.

- ♦ **Raud:** A Thuul may spend 1 Raud point to Awake all the runes and all the DP of one single Active or Sleeping Sacred Object. This is quite an expensive sacrifice (since Raud is never recovered) and Thuuls use this option only once or at most twice during their lifetimes and only if they are in dire need.

- ♦ **Awakening Divinity Points (ADP):** These ADP points can be bought only by a Thuul with at least level 1 in the Awakening specialty. Each single ADP costs 50 Adventure Points (or Creation Points, if the GM allows it). A Thuul must spend 1 ADP for each DP that must be awakened. A rune is considered “Awakened” only when all the linked DP are awakened.

Awakening Roll

An Awakening ritual requires 1d6 days per 5 DP (or fractions of 5 DP) to be awakened (with a minimum of 1d6 days to be rolled for objects with less than 5 DP).

At the end of the required period the Thuul makes a Skill Roll with a SV built with bonuses from the following roll.

- ♦ Faith skill + Invoke Discipline + Awakening Specialty – the number of ADP to spend.
- ♦ The roll suffers a negative modifier equal to the amount of ADP to spend (for example, to Awake 7 DP, one will suffer a -7 penalty).
- ♦ Only a success will Awake an Object.

Whatever the result, success or failure, the Personal Sacrifice will be consumed: the single Raud point or the various ADP will be, in any case, lost. The risk of losing a Raud points or the required ADP (which were acquired with Adventure Points) without the possibility of really having an Awakened object is high and it explains why Thuuls never try to Awake every Sacred Object that they create. And this also explains why Thuuls consider Awakened objects to be incredibly precious. Furthermore, it also explains why the vast majority of the Awakened Objects which can be found in Trudvang are relatively weak, hosting no more than one or two DP linked with a low-level rune.

EXAMPLE.

The Thuul Tjebka decides to awake a Sacred Object which he created years ago: “Rune-Shaker”. This dwarven Broadsword was imbued

with the following Runes: Fang of Yukk Level 3 (with 3 linked DP) and Earthquake Level Level 3 (with 6 linked DP). Tjebka needs to spend 9 ADP to Awake both runes of the object. The ritual will require 2d6 days (1d6 days for 5 DP, and other 1d6 days for 4 DP, which is a fraction of 5 DP, for a total of 9 DP). The Awakening Roll will suffer a penalty of -9 since a total of 9 ADP must be spent.

Option: Awakening Divinity Points as rewards/story hooks

The GM may use the new ADP as way for rewarding Thuuls in stories which are deeply involved into the more esoteric sides of Dwarven Society, or even as hooks for starting new quests and adventures. The Thuul may receive several ADP for free (usually 1-2 ADP, very rarely up to 5 ADP) for a specific quest, like fulfilling a prophecy and satisfy the Mountain’s Will. Or maybe the Thuul may complete a mission issued by dead elders of his own Glorka which appeared in a dream-like vision. These ADP rewards should not be the norm, but rather a rare kind of reward to underline the service which the Dwarf has performed for the Mountain or for the whole Dwarven race.

Furthermore, there are certain special places, like beautiful caves or shining veins of the purest Mitraka, especially under the Great Iron Tooth but also elsewhere, where the Mountain speaks more directly to Dwarves’ heart. Thuuls sometimes pass months meditating in these naturally amazing places. Usually this practice does not have consequences in terms of mechanics. However, occasionally (but not always) the GM may reward the Thuuls with 1, 2, 3 or even more ADP, to testify their communion with the Mountain. However, this experience is never something which leaves the Dwarf unchanged, as visions of the past or premonitions about disasters which are bound to happen are often given to the Thuuls. Sometimes these Dwarves

regret knowing these secrets, as their lives may become forever changed by the revelations.

Using Awakened Objects

Not all the Awakened Runes in an Awakened object can be used by everybody and, furthermore, not all available awakened rune-powers are noticeable at a first view.

- ♦ Runes of the Permanent type are automatically activated by whoever is using the object. The DP are already inside the item, therefore there is no need to consider them. The power is obvious the first time that it is activated.
- ♦ Runes of other types (as it happens for normal Sacred Objects) require a Faith skill roll (with Invoke discipline and Thuul Forging specialty) for the activation and the DP locked inside the object will be spent. However, not everybody can activate this kind of runes which need to be “attuned” to the new user.

Identify the awakened runes

If a permanent-type rune is activated by the simple use, other types of rune need to be properly identified, before they can be used. In fact, these powers are never obvious. Sometimes the object transmits an unnatural feeling to the user, urging the attunement to happen. Other times some Thuuls (and especially Rung Thuuls and Egle Thuuls) must identify old Awakened objects with their powers. The GM may allow Thuul Forging skill rolls or (if the object is famous or if a Rung Thuul is identifying it) Knowledge skill rolls with the Lore & Legends (Dwarves) specialty.

Attunement of non-permanent runes

An Awakened object with Runes which needs to be activated with a Faith skill roll must first be “attuned” to a specific user. This attunement is always costly, as the existence of these powerful items is the product of a sacrifice. In

ATTUNEMENT OF NON-PERMANENT RUNES

Subject to Attune	Cost in permanent BP
Dwarf of the same Glorka/Bloodline of the one who Awakened or Crafted the object	No need for spending BP: automatic attunement.
Other Dwarves	1 BP
Humans and Elves	2 BP
Trolls and other creatures	3 BP
Artefact needed by the same Glorka/Bloodline of the crafter for an important task	Automatic success

this case the needed sacrifice is, almost always, in terms of life force. The one who desires to be attuned to this item must sacrifice several permanent BP (which will be forever lost, effectively diminishing the maximum BP) according to the table above. A Thuul may attempt a Faith Skill roll (with Invoke Discipline and Thuul Forging specialty) with a -2 modifier to avoid spending these BP. Those who do not have the Thuul Forging specialty (provided that they understand what they must do to be attuned) must always pay the permanent BP price.

Sample Awakened Objects

What follows are a few Awakened objects. Most of them are special and unique and even the more relatively minor ones are somehow “special” for Dwarves. The “Value” parts of objects must be taken with care (and in fact they are indicated below with a “*”). Those are the values which result from the Crafting mechanics, but they do not take into consideration the awakened runes which, by their own nature, can make an object invaluable.

Some of the object below show an (F) in the title, which means that they are famous and ancient. This means that such objects are not just unique but also well known among the Dwarves of Muspelheim. Their powers may even be completely different from the stats below mentioned, given how the centuries may have changed them. For these objects, for obvious reasons, there are only minimal indications regarding crafting and awakening.

Eyes-Shielding Mask

This simple awakened object is a very light mask (not counting as armor) whose eyes are covered with a special glass. This is item is designed to help Dwarven spies or scouts from Muspelheim travelling to Trudvang’ surface.

- ♦ **Stats:** value 50* sc.
- ♦ **Crafting:** Normal Quality (Step 3). Materials cost 5 sc and 12 days are needed.
- ♦ **Rune:** Eyes’ Shield Rune Level 1. The sunlight SV penalties for Dwarves with Dark Sight are nullified. +10 SV against other natural blinding effects and +2 SV to situation and skill rolls to avoid magical blinding effects.
- ♦ **Awakening:** One Level 1 rune awakened with 1 ADP and therefore the Awakening roll suffers -1 SV.

Logi Collars

These black collars in Rokjörn are used by expert Logi Hunters to force those creatures to obey.

- ♦ **Stats:** value 50* sc. Since this object was crafted in Ironblood Iron, it cannot be melted by the heat of a Logi’s body.
- ♦ **Crafting:** -3 SV, Rokjörn (Step2); Normal Quality (Step 3). Materials cost 12 sc and 12 days are needed.
- ♦ **Rune:** Slavery rune Level 3. The prisoner can make one Situation Roll with SV of 6 modified by Psyche in order to rebel every 5 days (to be diminished/augmented by 1 day per positive/negative Psyche modifier).
- ♦ **Awakening:** One Level 3 rune awakened with 3 ADP and therefore the Awakening roll suffers -3 SV.

Sharpfeather

A remote Dwarven colony of Mitraka miners and smiths was once visited by a renowned Volgorong. The wanderer did not only alert the colonists about a coming surprise invasion by Trolls, but he also led the defenders in the dire battle. The settlement was saved, and the thankful artisans gifted this incredibly light Mitraka broadsword to the Volgorong. Anyone who carries this weapon while travelling will feel positive energies and his heart will be comforted when facing the hardships of a long trip.

- ♦ **Stats:** Broadsword, WA 3, IM -2, PV/ BV 10/100, value 54000* sc, 0.45 kg, Dmg 1d10 (OR 8-10), +2 SV to use this sword.
- ♦ **Crafting:** -7 SV, Mitraka (Step 2) Normal quality (Step 3), Light positive option (Step 4). Materials cost 5400 sc and 54 days are needed.
- ♦ **Rune:** Accuracy Rune Level 1 (+1 SV, already counted in the stats above), Volgorong Rune Level 3 (+6 SV to situation rolls for Complications in the Wild).
- ♦ **Awakening:** One Level 1 rune + one Level 3 rune: 4 DP to be awakened with 4 ADP and therefore the Awakening roll suffers -4 SV.

Axe of Vurfim (F)

Even if traditional Dwarves usually prefer spears and swords, there are a few very famous axes in Dwarven History, like the Axe of Vurfim. More than one dragon and troll king has been slain by this legendary weapon. The Axe of Vurfim appeared on the most important battlefields of the Age of the Iron Dragon, especially in the hands by all the Tvologoya Storhunes of the Vurfim Bloodline, the second great bloodline after the Blood of Tvolog. This great axe’s blade was crafted in a pure and rare Mitraka with reddish hues, directly mined from “Glittertongue”, the mighty Mitraka stream which stems from the heart of the Great Iron Tooth. When the Blood of Vurfim was extinguished this axe disappeared too, and it has been searched by treasure hunters for millennia.

This is an Awakened Two-Handed Mitraka Axe of Legendary Quality.

- ♦ **Stats:** WA 2, IM -5, PV/BV 13/130, value 72000* sc, 2.0 kg, Dmg 1d10 (OR 7-10), +1 SV to be used, +3 CP locked to this axe. The beauty of this object will give +2 SV in social skill rolls.
- ♦ **Crafting:** -10 SV, Mitraka (Step 2), Legendary quality (Step 3), 100% decorated with engravings (Step 5). Materials cost 7200 sc and 720 days are needed.
- ♦ **Awakened Runes:** Bane (Dragons) Rune Level 5 (the weapons deals 1d10 OR 4-10 +2 damage against Dragons); Heart of Tvolog Rune Level 5 (the wielder can ignore 10 Fear Points every time they are inflicted).

Rinngusk, the Troll Crusher (F)

This mighty weapon was forged in the early times of Tvologoya, for Tvolog's third successor of his bloodline but, unlike the Axe of Vurfm, this mighty hammer was not lost. According to many tales it may still rest in the treasure chamber of the Great Thune of Tvologoya.

This is an Awakened two-handed Black Mitraka maul of Legendary Quality.

- ♦ **Stats:** WA 3, IM +4, PV/BV 14/140, value 1100000* sc, 2.5 kg, Dmg 1d10 (OR 6-10), +6 SV to be used, +3 CP locked to this maul. The beauty of this object will give +2 SV in social skill rolls. Materials cost 110000 sc and 11000 days are needed.
- ♦ **Crafting:** Black Mitraka (Step 2), Legendary quality (Step 3), Quick major positive option (Step 4), 100% decorated with engravings (Step 5).
- ♦ **Awakened Runes:** -17 SV, Accuracy Rune Level 5 (counted in the stats), Mark of the Swift Hand Level 5 (counted in the stats).

AWAKENING RUNES: A SUMMARY

REQUIREMENTS

- ♦ An Active or Sleeping Sacred Object
- ♦ At Least level 1 of the Awakening Specialty
- ♦ Spirit Sacrifice
- ♦ A succesful Awakening Roll

SPIRIT SACRIFICE, TWO OPTIONS.

- ♦ Spend 1 Raud points to awake all the runes
- ♦ Spent 1 ADP to awake 1 DP

TO GET AWAKENING DIVINITY POINTS (ADP)

- ♦ 50 Adventure Points = 1 ADP
- ♦ Story Awards

AWAKENING ROLL

- ♦ Faith skill SV + Invoke Discipline + Awakening Specialty – the number of ADP to spend.
- ♦ Success: Awakened Object
- ♦ Failure: Object cannot be awakened.
- ♦ In both cases the Sacrifice is lost

TO USE AN AWAKENED OBJECT

- ♦ Permanent Runes: automatic use, no attunement required.
- ♦ Other Runes: Faith skill roll to activate, attunement required

TO IDENTIFY THE POWERS IN AN AWAKENED OBJECT

- ♦ Faith skill roll with the Thuul Forging specialty.
- ♦ Only for famous items: Knoledge skill roll with the Lore & Legends: Dwarves specialty.

ATTUNEMENT, TWO OPTIONS

- ♦ Spend permanent BP
- ♦ Make a Faith skill roll with -2.

TEMPORARY RUNES

The Temporary Runes are a new rune type here introduced. They work somehow like normal runes, but they are also simpler. A Thuul learns Temporary Runes as if they were normal runes, buying levels as if they were specialties, as it happens for all Holy Tablets. Temporary Runes are also sometimes learned by non-Thuuls (which by the way, always need the Faith skill and Invoke discipline) since these lesser runes may be useful also for other professions, as suggested in the New Archetypes section (i.e. the Trap Master archetype).

In order to keep things clearer the player should put a "(T)" before the name of the Rune in the character sheet. The following rules apply to Temporary Runes.

Inscribing Temporary Runes

Temporary Runes can be applied on objects and specific parts of a room or place (like a door, a floor, a window, etc.). They cannot be traced "on air": they need to be carved on a material object.

An object does not need to have been crafted as a Sacred Object and, if it is already a Sacred Object, the mechanics described above in the "Inscribing a Rune on an object crafted by somebody else" paragraph do not apply.

Requirements.

The following elements are necessary for making a Temporary Rune.

- ♦ Knowledge of the specific Temporary Rune specialty
- ♦ Something like a knife or an awl to scratch or carve the rune on a surface.
- ♦ Knowledge of the specific Temporary Rune specialty
- ♦ Object/surface (floor, wall, etc.)
- ♦ Temporary Runes need two rolls to be created.

First Roll (Rune Carving/Scratching).

- ♦ **Required time:** One Action Round per Level of the temporary rune to be inscribed, the roll is made in the last round



- ♦ Make a Care skill roll + Handicraft discipline + Hard/Soft Material specialty (according to the object where the rune is inscribed) for the rune to be inscribed with the rightful aesthetic and art. A failure does not allow to scratch another rune.

Second Roll (Imbuing the Rune with Power).

- ♦ **Required time:** One Action Round per Level of the temporary rune to be inscribed, the roll is made in the last round
- ♦ Roll Faith skill + Invoke discipline + Thuul Forging modifier – the level of the rune. A failure does not allow to create imbue the rune which will be wasted.

In case of success the Thuul will store the selected amount of DP inside the rune (1 DP per level of the Rune) which will count as DP locked inside the rune and which, off course, the Thuul cannot use for other means. These DPs will remain locked inside the temporary rune even if the Thuul moves away, and even if the Thuul travels to a completely different region of Trudvang.

Duration

If not activated or deactivated (see below) a Temporary Rune lasts as long as the Thuul which inscribed it lives. When the Thuul dies, the Temporary Rune disappears. There is no “sleeping status” for Temporary Runes. On the other hand, Temporary Runes can be awakened (see below).

Regarding their effects, most temporary runes are “Instant” type powers since they release the effect and stop working. Occasionally the Temporary Runes are of the “Lasting” type and therefore a duration is also shown in the Temporary Rune entry.

Activating Temporary Runes

When a Temporary Rune is activated, it will discharge its power and the locked DP will be restored to the Thuul.

The “Temporary Rune” is activated through a “trigger” which may be of one of the following types:

- ♦ **Ward:** These Temporary Runes are triggered the first time that the specific threat tries to enter the warded area.
- ♦ **Trap:** These Temporary Runes are triggered by stepping on a rune or passing in front of it (the Thuul decides the specific triggers, using common sense and the GM’s careful judgement). Temporary Runes acting as traps should be usually well-hidden, in order not to be noticed by potential victims (the GM may allow Situation rolls with the Perception trait or, if the rune is actively searched, Shadow Arts skill rolls with the “Finding & Spotting” specialty).
- ♦ **Special:** These Temporary Runes are triggered according to specific conditions, indicated in the rune description.

Exceptions and Conditions

A Thuul inscribing a Temporary Rune can freely set any kind of exception or special condition related to the triggering of the rune. For example, a Trap may be set in order not to be triggered by Dwarves of the same Glorka or by all Dwarves in general. Or maybe a blocking door rune can be set to release the door only when a certain password is spelled loudly. The GM is off course encouraged to use common sense when judging these conditions.

Levels of Power

The “Levels of Power” in the descriptions below shows (as per normal Runes) what happens at levels 1-5. However, unlike what happens in normal runes (and more similarly to normal Divine powers or Vitner spells) the same tables will show entries like “+1, +2, etc.” linked to augmented effects. These number must be added to the total DP to be locked with the rune, in case the Thuul wants an enhanced version of the Temporary Rune.

Deactivating Temporary Runes

The Thuul who scratched the rune can always deactivate it with no roll to be done, recovering all the locked DP, although to do so the Thuul needs to be able to touch the temporary rune: it cannot be done if the Thuul is somewhere else. It requires only one action round.

On the other hand, a Temporary Rune can be deactivated by somebody else who has noticed the rune. A successful Faith skill roll is needed with the Invoke discipline and Thuul Forging specialty. If this specialty is not owned, the temporary rune cannot be deactivated. This process will require one Action Round per level of the rune. When the Temporary Rune is deactivated the original Thuul will recover the locked DP and off course he will immediately notice that something happened to the rune. However, in case of failure, the rune will immediately be activated, and the effect may even be deadly in case of runes with a Trap trigger.

Awakening Temporary Runes

There are two important limits with temporary runes. Firstly, they are not eternal since they disappear if the Thuul dies. Secondly a Temporary Rune temporarily “locks” the DPs which the Thuul cannot use for anything else. The solution to both problems is to Awake a temporary rune.

To Awake a Temporary Rune one needs to know the new “Awakening” specialty, as it happens for common, normal runes.

The Awakening rules are better explained in their own section, although there are a few different details to be considered, when awakening Temporary rune. Since Temporary Runes are more limited than normal Runes, it is easier to awake them.

- ♦ The penalty to the Awakening Roll is only equal to half (rounded down) of the DP to be awakened (with a minimum modifier of 0). For example: to awake a 3 DP Temporary Rune, the Awakening roll will suffer only -1.

- ◆ Furthermore, it is quicker to awake them: it requires only 1d6 rounds, whatever is the amount of DP which must be Awakened.
- ◆ After awakening a Temporary Rune, the Thuul can recover the DP spent for the Temporary Rune which will therefore become independent, with its own reserve of DP.
- ◆ Furthermore, the Awakened Temporary Rune will remain active even after the Thuul dies. This process is typically done in order to put rune traps guarding a Dwarven Stronghold.

Once an Awakened Temporary Rune is triggered, it will release its power and disappear, as if it was a normal Temporary Rune. Off course, nobody will recover the lost DP since, after the awakening, they became independent.

Awakening Option: Returning Temporary Runes

This option can be activated only with Temporary Runes with the Trap and (more rarely) Ward triggers, although the GM may allow it also for runes with the Use and Special triggers and only for runes of both the "Instant" and "Lasting" types.

If during the Awakening process the Thuul spends 1 Raud or double the amount of required ADP, it can get a "Returning Rune" which have different effects according to the Temporary Rune Type.

- ◆ Instant-type Temporary Runes will release their power after a triggering and will disappear only for 1d6 rounds. After this time period the rune will reform itself, ready to be triggered again.
- ◆ Lasting-type Temporary Runes, once they are triggered, will release their powers for the established duration and, when this duration ends, they will disappear only for 2d6 hours. After this time period the rune will reform itself, ready to be triggered again.

A Returning Temporary Rune can be (permanently or temporarily) deactivated by its own creator without any need for Faith Skill rolls (but without recovering any spent ADP). On the other hand, other Thuuls must not only succeed a skill roll identical to what is described in the "De-Activating Temporary Runes" part above, but they must also spend ADP equal to the level of the rune.

Awakening Option: Persistent Runes

This option can be activated only with Temporary Runes with the Ward and Trap Triggers of both "Instant" and "Lasting" types.

If during the Awakening process the Thuul spends 1 Raud point or three times the amount of required ADP, it can get a "Persistent Rune". This is a rune which basically completely breaks the limits of Temporary Runes, as it will remain constantly active.

- ◆ Instant-type runes, even if triggered and activated, will be ready to be active again the round after the first triggered effect ended.
- ◆ Lasting-type runes, once they are triggered, will release their powers for the established duration and, when this duration ends, they will immediately release it again. If the power allows some skill or situation roll to avoid it, the GM may allow the subject creature to roll again.

This extremely expensive option is used in Dwarven Strongholds to place Trap and Wards in particularly important key locations which need to be protected.

A Persistent Temporary Rune can be (permanently or temporarily) deactivated by its own creator without any need for Faith Skill rolls (but without recovering any spent ADP). On the other hand, other Thuuls must not only succeed a skill roll identical to what is described in the "De-Activating Temporary Runes" part above, but they must also spend ADP equal to twice the level of the rune.

List of Temporary Runes

(T) Alarming Rune

- ◆ **Trigger:** Trap
- ◆ **Type:** Instant
- ◆ **Range:** circle (1m- radius area around the rune) or cone (2 m-long in front of the rune and 1 m wide at the end) to be chosen when the rune is inscribed.

Those who pass in the range of the rune will trigger it, telepathically alarming the Thuul, if he is in the range determined by the rune's level (see table) when the alarm is activated. The Thuul will just receive a telepathic notice that the rune has been triggered, he will get no other information. Those who trigger the alarm will not notice it.

- ◆ **Special:** if this rune is awakened, severing the tie with the Thuul, a second rune will be created on an object or in a room's wall. Those who carry the object will receive the telepathic warning. Or, in the case of the room, those who are inside will hear a faint, horn-like sound, giving them the warning.

LEVELS OF POWER: (T) ALARMING RUNE

Level	Distance of the person to be alarmed
1	100 m
2	500 m
3	1 Km
4	5 Km
5	10 km

OTHER EFFECTS

Cost	Effect
+1	Range (circular) +1 m of radius (Max 5 m)
+1	Range (cone) +1 m of length (Max 5 m). Each increment adds + 0.5 m of width at the end of the cone.
+3	The Thuul will receive a brief telepathic image of what has triggered the alarm.

TEMPORARY RUNES: A SUMMARY

REQUIREMENTS

- ✦ Knowledge of the specific Temporary Rune specialty
- ✦ A knife or an awl to scratch or carve the rune
- ✦ Object/surface (floor, wall, etc.)

FIRST ROLL (RUNE-CARVING/SCRATCHING)

- ✦ **Required time:** One Action Round per rune level
- ✦ Care skill roll + Handicraft discipline + Hard/Soft Material specialty
- ✦ **Failure:** the rune cannot be scratched/carved.
- ✦ **Success:** Go to Second Roll.

SECOND ROLL (IMBUING THE RUNE WITH POWER)

- ✦ **Required time:** One Action Round per rune level
- ✦ Care skill roll + Handicraft discipline + Hard/Soft Material specialty
- ✦ **Failure:** the rune cannot be powered, and it is wasted
- ✦ **Success:** the Thuul will store the required number of DP inside the rune (to be subtracted from the Thuul's available DP).

DURATION

Until the Thuul's death (unless awakened).

ACTIVATION

- ✦ **Ward:** the first time the specific threat enters the area.
- ✦ **Trap:** by stepping on a rune or passing in front of it
- ✦ **Special:** depending on the rune
- ✦ **Exceptions and conditions:** the Thuul which inscribed the Temporary Rune can set any kind of special exception or condition.

DEACTIVATION

- ✦ **Rune author:** Automatic, if he touches the rune
- ✦ **Others:** Faith skill roll + Invoke Discipline and Thuul Forging Specialty. It requires 1 action round per rune level. With a failure the rune is activated.

AWAKENING TEMPORARY RUNES

- ✦ **Requirement:** Awakening specialty
- ✦ **Sacrifice:** 1 Raud or ADP equal to the DP to be awakened.
- ✦ Awakening Roll penalty= half (rounded down) the amount of DP (min. 0).
- ✦ It requires 1d6 rounds
- ✦ After awakening the Thuul recovers the DP.
- ✦ The rune will remain active even if the Thuul dies.

AWAKENING OPTIONS

- ✦ **Returning Runes:** double the amount of ADP
- ✦ **Persistent:** three times the amount of ADP

(T) Blocking Rune

- ♦ **Trigger:** Special
- ♦ **Type:** Instant
- ♦ **Range:** a door or similar opening/closing device (chests, drawer, etc.).

This rune temporarily blocks a door as if it was blocked by a lock. Off course lock-picking cannot be attempted to open the door since no real mechanic lock is working.

The GM should determine the basic “SV to Force” value of the door (a few suggestions are below, in the “Elements of Muspelheim” section where the “Doors” paragraph gives some suggestions for door mechanics).

The basic “To Force” SV is diminished by 1 point per level of the rune. If the modifiers lead the basic SV lower than “0” before adding the forcer’ strength, no forcing attempt can be made, whatever is the Strength value of the forcer. When the door is forced the Temporary Rune disappears.

Typical “exceptions and conditions” set by the Thuul may be the spelling of a specific word or the possession of specific objects. If a door is opened due to an exception, this does not count as a “trigger”, therefore the rune will be set again once the door is closed again.

(T) Brotbeast Rune

- ♦ **Trigger:** Trap/ Special
- ♦ **Type:** Instant
- ♦ **Range:** circle (4 m- radius area around the rune) or cone (8 m-long in front of the rune and 3 m wide at the end) to be chosen when the rune is inscribed.

Every Dwarf knows about the dreaded Brotbeasts, the ravaging behemoths which wander the depths of Muspelheim destroying everything they meet. The enormous destructions dealt by this mythic creature are the inspiration for this rune which only very few Thuuls know.

This rune, typically crafted on a rocky surface, is created by compressing a large amount of Divine Power into a single spot. When this Temporary Rune

is triggered a huge kinetic energy is released, destroying everything which is in the range. However, this is also an incredibly dangerous rune, which can potentially kill and maim even the Thuul which is trying to inscribe it. Furthermore, it is also incredibly costly, in terms of DP to be used (see the “special” entry below).

Only the fools use the Brotbeast Rune as a trap for guarding Dwarven strongholds, given how damaging it may be for the stronghold itself. On the other hand, it may have some limited use for digging mines. Usually the Dwarven miners prefer to use picks and hammers, even where the rock is harder. However, sometimes a Thuul with the right knowledge is available and the Dwarves decide to take a risk, but only if the general situation seems relatively safe, given how uncontrollable the explosive power of this rune can be.

This rune has typically two kinds of triggers. The first is the typical Trap trigger. The second possible trigger is a “Time Trigger” which allows the Thuul to make the rune exploding after a set amount of action rounds. This second trigger can be activated only by buying levels of powers (see the table) at the expense of 2 DP per Action Round to wait after the rune-imbuing roll before the Rune explodes.

When the rune is triggered the explosion will deal an amount of damage established by the rune level (see the table) on everyone which happens to be in the area. This damage ignores any armor, whether natural or artificial (although the GM may allow some magical protections to work).

Any static object (like door, statues, rocks, walls, etc.) which is in the area will have their PV diminished by 3 points per Rune level (and the BV is consequently also diminished by 30 points, as per usual rules) and will also suffer the indicated damage.

The GM should rule about what happens to objects like weapons and armors. Furthermore, the GM is encouraged to use common sense, in order to demonstrate the players how dangerous this rune may be in

most situations. For example, making this rune to explode in an underground tunnel dug through friable rock without having set enough time in the “Time Trigger” for leaving the area will certainly mean an automatic death, avoidable only with a Raud point.

- ♦ **Special:** This powerful temporary rune requires a higher amount of DP that it is usually normal for runes. This has two important consequences.

Each Level (but not level of power) will cost twice in terms of DP (as shown in the table).

The level negative modifier for Imbuing the Rune with DP is also double (e.g. A level 2 Brotbeast rune will inflict a penalty of -4).

If, when imbuing a rune with DP, the Faith skill roll is failed the Thuul should make a Situation Roll with a basic SV of 10 augmented by +1 per each level of the Thuul Forging specialty. In case of failure, the rune will explode damaging also the Thuul.

LEVELS OF POWER: (T) BROTBEST RUNE

Level	DP Cost	Damage
1	2	1d10 (OR 10)
2	4	2d10 (OR 9-10)
3	6	3d10 (OR 9-10)
4	8	4d10 (OR 9-10)
5	10	5d10 (OR 9-10)

OTHER EFFECTS

Cost	Effect
+2	Time Trigger: +1 Action Round (max 20 rounds).
+1	Range (circular) +2 m of radius (Max 20 m)
+1	Range (cone) +2 m of length (Max 40 m). Each increment adds + 1 m of width at the end of the cone.

(T) Creature (choose one) Luring

- ♦ **Trigger:** Trap
- ♦ **Type:** Lasting
- ♦ **Duration:** 1 hour per Rune level
- ♦ **Range:** 100 m per rune level

Runes like these can emit an invisible energy, attracting a specific creature type towards a certain, established point. There are many varieties of this Temporary Rune, each one for a different creature type, and each of them must be learned as a separate rune and at the desired level. The rules here are just a template for all the specific and different Luring Runes. Possible runes are: Dragon Ward, Giant Ward, Troll Ward, Beings of the Mist Ward (including both demons and undead), Fire Creatures (including Logi, Jarnwurms, Logiwurms and Muspeljotuns) and Creatures of Nature (Nymphs, Stonefylgis, Logi, etc.). Some creatures may belong to more than one group (an Ogre is both a Troll and a Giant, a Logiwurm is both a Dragon and a Fire Creature).

The rune is triggered when the creature comes inside the range of the rune and it is therefore immediately forced to make a Situation Roll with a SV established by the Rune's level (see table) modified by both Psyche and Intelligence (which clearly means that Dragons tend to be subject to these runes less than Trolls!). Those who fail are immediately forced to reach the place where the rune was carved: they feel the need to touch the rune which they cannot destroy or delete (their minds force them not to do so) for the whole duration of the rune.

Runes like these are usually combined with real traps or with other Temporary Runes. For example Logi Hunters tend to use the Fire Creatures version of this rune to attract Logi towards prison-trap versions of the Fire Creatures Ward (see the Creature Ward temporary rune).

LEVELS OF POWER: (T) CREATURE (CHOOSE ONE) LURING

Level	SV
1	12
2	10
3	8
4	6
5	4

OTHER EFFECTS

Cost	Effect
+1	Range + 100 m (Max 1000 m)
+1	+ 1 Hour (Max 5 added hours)

(T) Creature (choose one) Ward

- ♦ **Trigger:** Ward
- ♦ **Type:** Lasting
- ♦ **Duration:** 1d10 (OR 10) rounds
- ♦ **Range:** circle (2m- radius area around the rune) or a single gate or door.

Runes like these do not allow creatures of a specific type to pass. This Temporary Rune can be cast on floor or wall, and therefore influencing the above-described range, or it can be cast on a threshold, gate or door, blocking the passage through it.

There are many varieties of this Temporary Rune, each one for a different creature type, and each of them must be learned as a separate rune and at the desired level. The rules here are just a template for all the specific and different Ward Runes. Possible runes are: Dragon Ward, Giant Ward, Troll Ward, Beings of the Mist Ward (including both demons and undead), Fire Creatures (including Logi, Jarnwurms, Logiwurms and Muspeljotuns) and Creatures of Nature (Nymphs, Stonehinjes, Logi, etc.). Some creatures may belong to more than one group (an Ogre is both a Troll and a Giant, a Logiwurm is both a Dragon and a Fire Creature).

When the specific creature triggers the Ward, it must make a Situation Roll with an SV established by the Rune's Level (see the table). The SV may be modified by the Psyche modifier (if the creature has it). In case of failure the creature feels an invisible force blocking its movements inside the affected area.

In some very specific situations, the GM may decide that some special individuals (possibly because imbued with godly or demonic powers) may benefit from specific bonuses to this roll. However, this option should be as rare as possible.

A careful reader will notice that a Level 5 Enemy Ward which is Awakened with the "Persistent Rune" option, is basically a permanent block. An Example is the level 5 Dragon Ward which was certainly inscribed on the gates of Sparklur by the Buratja of old times in order to block the legendary Jarnwum called Unghorvin (Snowsaga p.154).

- ♦ **Special:** The "Prison Trap" level of power (see below) works the opposite way than a normal Creature Ward and it turns the Trigger into "Trap". The creature must enter the affected area (provided that the area or affected circle is large enough to contain it) and it is activated immediately afterwards, in order to block the creature's exit. This can be a very useful rune: an Awakened, Prison-Trap version of a Level 5 Fire Creatures Ward is typically put on a Logi Furnace, in order for the Logi not to run away.

LEVELS OF POWER: (T) CREATURE WARD

Level	SV
1	8
2	6
3	4
4	2
5	Automatic Block. No roll required.

OTHER EFFECTS

Cost	Effect
+1	Prison Trap.
+1	Range (circular) +2 m of radius (Max 30 m)
+1	Duration changed to 2d10 (OR 10) Rounds
+2	Duration changed to 1d10 (OR 10) hours
+3	Duration changed to 2d10 (OR 10) hours
+4	Duration changed to 1d6 days.
+5	Duration changed to 1d10 days.

(T) Dark Window

- ♦ **Trigger:** Trap
- ♦ **Type:** Instant
- ♦ **Range:** circle (1m- radius area around the rune) or cone (2 m-long in front of the rune and 1 m wide at the end) to be chosen when the rune is inscribed.

This dangerous rune opens a temporary connection with Dimhall. It is not an opening strong enough to act as a real gate for demons and other dark creatures to pass, however, it is powerful enough to allow dark, negative energies to cross the worlds.

When this rune is triggered the area will be affected by a dark energy surrounding the victim. All those who are in the area will suffer damage according to the table below, based on the rune level. Armors never protect against the damage dealt by this rune, unless they were crafted in Gatesilver.

The victims may try a Situation Roll with an SV of 6 modified by Constitution to completely avoid the damage.

This rune may be incredibly dangerous when facing the wrong enemies. Demons, Undead and any other Being of the Mist or Dimhall-related creature or spirit will not suffer any damage. On the other hand, if they were wounded before, they can heal the same amount shown in the table below which harms normal living beings.

LEVELS OF POWER: (T) DARK WINDOW

Level	Damage
1	1d10
2	1d10 (OR 10)
3	1d10 (OR 9-10)
4	2d10 (OR 9-10)
5	3d10 (OR 9-10)

OTHER EFFECTS

Cost	Effect
+1	Range (circular) +1 m of radius (Max 5 m)
+1	Range (cone) +1 m of length (Max 5 m). Each increment adds + 0.5 m of width at the end of the cone.

(T) Enemy (choose one) Ravager Rune

- ♦ **Trigger:** Special (damage open roll)
- ♦ **Type:** Instant
- ♦ **Range:** The weapon on which the rune is inscribed.

This Temporary Rune is applied on weapons destined to harm a specific kind of creatures.

There are many varieties of this Temporary Rune, each one for a different creature type, and each of them must be learned as a separate rune and at the desired level. The rules here are just a template for all the specific and different Ravager Runes. Possible runes are: Dragon Ward, Giant Ward, Troll Ward, Beings of the Mist Ward (including both demons and undead), Fire Creatures (including Logi, Jarnwurms, Logiwurms and Muspeljotuns) and Creatures of Nature (Nymphs, Stonehinjaes, Logi, etc.). Some creatures may belong to more than one group (an Ogre is both a Troll and a Giant, a Logiwurm is both a Dragon and a Fire Creature).

The Temporary Rune is triggered the first time that the weapon scores an open roll for damage against the specific enemy. In this case, the damage of each dice to be rolled (including both the original dice and the new dice triggered by the open roll) will be augmented by +2 per level of the Temporary Rune.

(T) Energy (choose one) Ward

- ♦ **Trigger:** Ward
- ♦ **Type:** Lasting
- ♦ **Duration:** 1d10 (OR 10) rounds
- ♦ **Range:** circle (2m- radius area around the rune).

Runes like these are carved on floors and they protect all those who are in the range from a specific kind of energy. There are many varieties of this Temporary Rune and the Thuul must learn each of them as a separate

rune and at the desired level. The rules here just a template to be replicated for each of these specific and different Temporary Runes. Possible runes are: Fire Ward, Frost Ward, Electricity/Lighting Ward, Acid Ward and Poisonous Gases Ward.

When the specific energy or element enters the protected area all those inside can make a Situation Roll with an SV established by the Rune's level (see table). In case of success the possible damage or effect is ignored in the case of natural energies/elements, or it is halved (rounded down) in the case of supernatural or magical versions of the energy (like dragon's breath or the various Hrim abilities).

The above-mentioned situation roll should be done before and in addition to any other roll which the specific element/energy/effect or spell allows to resist the effect.

LEVELS OF POWER: (T) ENERGY WARD

Level	SV
1	8
2	10
3	12
4	14
5	16

OTHER EFFECTS

Cost	Effect
+1	Range (circular) +2 m of radius (Max 30 m)
+1	Duration changed to 2d10 (OR 10) Rounds
+2	Duration changed to 1d10 (OR 10) hours
+3	Duration changed to 2d10 (OR 10) hours
+4	Duration changed to 1d6 days.
+5	Duration changed to 1d10 days.
+5	Duration changed to 1d10 days.

(T) Hrim Trap (Rune of Frost)

- ♦ **Trigger:** Trap
- ♦ **Type:** Lasting
- ♦ **Duration:** 1d10 (OR 10) rounds
- ♦ **Range:** circle (2 m- radius area around the rune) or cone (4 m-long in front of the rune and 2 m wide at

When this rune is triggered the area will be affected by intense and unnatural cold and frost. All those who are in the area will suffer damage according to the table below, based on the rune level, during each round in which they remain in the range.

Furthermore, the targets must also succeed a Situation Roll with an SV established by the rune's level and modified by Psyche. Those who fail cannot endure the cold, and they must flee the area. They cannot pass over the affected while the Temporary Rune's effect lasts, although the GM may allow to make another Situation Roll, in case enough time seems to have passed.

LEVELS OF POWER: (T) HRIM TRAP

Level	Damage	SV
1	1	12
2	1d6	10
3	1d10	8
4	1d10 (OR 10)	6
5	1d10 (OR 9-10)	4

OTHER EFFECTS

Cost	Effect
+1	Range (circular) +2 m of radius (Max 10 m)
+1	Range (cone) +2 m of length (Max 10 m). Each increment adds + 1 m of width at the end of the cone.
+1	+ 1d10 (OR 10) rounds of duration (maximum total 4d10 OR 10).

(T) Mark of the Slayer

- ♦ **Trigger:** Special
- ♦ **Type:** Lasting
- ♦ **Duration:** Special
- ♦ **Range:** Only the subject

This is the famous "Slayer's Rune" imprinted on a convicted Dwarf's forehead. See the "Justice and Punishment" section, earlier in this book, for more information on the practice. This rune is visible to anyone who meet the convicted Dwarf (and all Dwarves know its meaning).

When the rune is inscribed the Thuul must decide the following.

- ♦ Exact Time for the Rune to become active, usually giving the convicted enough time to reach the destined prison site.
- ♦ Specific prison-site
- ♦ Duration for the rune (50 years is the default).

When the rune becomes active the convicted must remain inside the border of the chosen prison site or suffer the effects shown in the table, without possibility to resist the effect. The effects are represented in the table in terms of damage suffered, although the way through this really happens are multiple (abrupt suffocation, a fire starting from the run, a dark energy enveloping the convicted, etc.). The Level 1 version of this rune is totally innocuous but usually the convicted Dwarf does not know it: all the levels of this rune look the same. In fact, once the rune is inscribed there is no way to determine whether the rune is innocuous or deadly, only the Dwarf who casted it knows the truth.

After the set time is passed (usually 50 years, but it may be less) the rune magically disappears from the convict's forehead.

In theory this rune may be deactivated before its expiry date using the "De-Activating Temporary Runes" mechanics (see above), however the one trying to do it will always suffer a penalty of -15 (making any attempt of

de-activation almost certainly fatal, since failure means activation of the power).

Special: This rune must always be considered "Awakened" when cast at levels 1-3 and can be awakened by spending only 1 ADP, when cast at levels 4-5. This is one of the oldest Temporary Runes created by the ancient Master Thuuls of Tvologoya and, since no Thuul wants its DP to remain locked on a convicted' forehead for 50 years, they have developed specific improved awakening techniques for this rune.

Prerequisite: This Temporary Rune cannot be learned by common Thuuls. Its power derives from the mystic power of a Storthune (preferably the Great Thune of Tvologoya) who must have allowed the Thuul to use it. Even if a Thuul miraculously manages to learn this rune, it cannot be used without the Storthune's blessing: this reflects how much Thuuldom may be intertwined with Dwarven social structure. Finally, a Storthune cannot give this blessing to more than two or three thuuls at the same time.

LEVELS OF POWER: (T) MARK OF THE SLAYER

Level	Effect
1	Nothing, just the aesthetic rune.
2	2d10 (OR 7-10)
3	3d10 (OR 7-10)
4	4d10 (OR 7-10)
5	5d10 (OR 7-10)

(T) Semjalinka's Fire Breath (Rune of Fire)

- ♦ **Trigger:** Trap
- ♦ **Type:** Instant
- ♦ **Range:** circle (1m- radius area around the rune) or cone (2 m-long in front of the rune and 1 m wide at the end) to be chosen when the rune is inscribed.

The rune takes its name from the legend of Semjalinka, the famous Buratja rival of Tvolog who, according the the legends, used a logiwurm to lighten its

own furnace. “Rune of Fire” should be a more prosaic name.

When this rune is triggered the area will be affected by an explosion of fire and heat. All those who are in the area will suffer damage according to the table below, based on the rune level. Armors naturally protect, although some non-metallic armor types may catch fire.

The victims can try an Evade attempt in order to suffer only half damage (rounded down). However, Dwarves tend to put these runes in small areas, where dodging is difficult and flames can be reflected by the walls, therefore the GM may rule that the Evade will suffer a penalty (-2 to -10) or it may not be allowed at all.

After the effect is ended, if the victim had anything flammable on them (like fur armors or oil-filled lanterns) the GM should roll 1d10. Clothes and fur armors catch fire on a result of 1-3 and will burn for 1d6 rounds inflicting 1 point of damage per round until the fire is extinguished or the clothes are removed. On the other hand, oil-filled Lanterns will catch fire on a result of 1-6 and will therefore explode dealing 1d6 fire per round for 1d5 rounds.

**LEVELS OF POWER: (T)
SEMJALINKA'S FIRE BREATH**

Level	Damage
1	1d6
2	1d10
3	1d10 (OR 10)
4	1d10 (OR 9-10)
5	2d10 (OR 9-10)

OTHER EFFECTS

Cost	Effect
+1	Range (circular) +1 m of radius (Max 5 m)
+1	Range (cone) +1 m of length (Max 5 m). Each increment adds + 0.5 m of width at the end of the cone.
+1	Lasting power. The rune will last, emitting flames, for another round (max 3 rounds).
+3	Normal armors do not protect, only magic armors protect

(T) Unblocking Rune

- ♦ **Trigger:** Special
- ♦ **Type:** Instant
- ♦ **Range:** a door or similar opening/closing device (chests, drawer, etc.).

This temporary rune has two uses.

The first use is to unblock blocked or locked gates and doors with sheer magical force. The GM should establish the “to Force” SV (see the “Elements of Muspelheim” section) and raise it by +1 per level of this rune. The Rune is triggered at the same moment in which it is traced. The To Force SV will be rolled against in order to open the door or gate.

The second use is to open a door or gate which is not locked but which the Thuul wants to abruptly open (possibly as part of a well-hidden trap). The “to Force” SV will count as SV for those who want to resist the opening of the door and the SV is diminished by 1 level of the rune. This version of the Temporary Rune is usually set on manholes and trapdoors hidden on a floor and opening to chasms or pits. This will make them perfect traps, if the trapdoors are carefully hidden. Furthermore, usually a level 1 Unblocking Rune will suffice for this use.

(T) Vurfim's Blessing

- ♦ **Trigger:** Special (damage open roll)
- ♦ **Type:** Instant
- ♦ **Range:** The weapon on which the rune is inscribed.

Vurfim was a mighty hero of antiquity, a slayer of trolls and dragons, and the first of a famous bloodline of Tvologoya's Storthunes. This Temporary Rune is named after Vurfim and it is typically inscribed on weapons, both melee and ranged ones.

The Temporary Rune is triggered the first time that the weapon scores an open roll for damage. In this case, the damage of each dice to be rolled (including both the original dice and the new dice triggered by the open roll) will be augmented by +1 per level of the Temporary Rune.

(T) Yukk's Gaze (Rune of Paralysis)

- ♦ **Trigger:** Trap
- ♦ **Type:** Instant
- ♦ **Range:** circle (1m- radius area around the rune) or cone (2 m-long in front of the rune and 1 m wide at the end) to be chosen when the rune is inscribed.

This rune takes its name from the legend of Yukk the Great Snake, whose eyes are filled with hypnotic powers.

When this rune is triggered all the targets in the affected area must succeed a Situation Roll with an SV of 10 modified by Psyche to avoid being completely paralyzed for a number of rounds determined by the Rune's level.

Those who are paralyzed cannot perform any mental or physical action, neither they can speak or murmur spell formulas or prayers, but they must remain immobile where they are.

Mighty sorcerous creatures like dragons may have some bonus (+2 to +10) to resist this power or they can be completely immune (e.g. demons, undead and other beings of the mist and creatures of Dimhall).

**LEVELS OF POWER: (T) YUKK'S
GAZE**

Level	Duration
1	1d10 rounds
2	1d10 (OR 10) rounds
3	1d6 hours
4	1d10 hours
5	1d10 (OR 10)

OTHER EFFECTS

Cost	Effect
+1	Range (circular) +1 m of radius (Max 5 m)
+1	Range (cone) +1 m of length (Max 5 m). Each increment adds + 0.5 m of width at the end of the cone.
+1	Lasting Power. The Paralyzing Energy is active for another round (max 3 rounds).
+1	-2 to the Situation Roll's SV (minimum SV 4)

VITNER WEAVING: NEW RULES.

Vitner runs strong through the depths of Muspelheim, whose deeper caverns may host huge quantities of wild Vitner, captured there aeons ago, when the world of Trudvang was young. Most Dwarves avoid those places, although there are few who dare exploring even those areas. And among these rare, reckless adventurers there are those who have listened too much from the secrets which Yukk whispers in the ears of those who want to listen. The Yurmatrakas have abandoned every Dwarven convention only to grasp the forbidden powers which lie beyond the preconception about Vitner which the Sons of Borjorn usually have.

Vitner-Awakening Arts

These rules represent the arts developed by the Dwarven renegade Vitner Weavers known as “Yurmatrakas”. These ambitious Dwarves have found a way to replicate Dwarven runes through the Vitner, creating the vitner equivalents of Awakened objects. In effects, the Yurmatrakas apply special Vitner Runes on objects, somehow echoing what Thuuls do with their sacred runes. The resulting, Vitner-Awakened Objects are “magical” since the awakened vitner runes resonate with mystical power. However, this is not the only way to make magic items in Trudvang. This in ancient world with multiple sorcerous traditions: the Vitner-Awakening arts just reflect what the Yurmatrakas developed through their typically Dwarven mentality.

In theory the GM may allow also other, non-dwarven Vitner Weavers to learn these arts from a Dwarven Yurmatraka (and allow them to buy the new specialty described below and start buying AVP), if the Yurmatraka wants to teach them (something which may even be worth a story...). In fact, there is no mechanical limit which denies this possibility. However, this is also incredibly rare, since these vitner-awakening arts are not spread among those living in the surface. In fact, Trudvang’s vitner may manifest

in countless ways but the Yurmatrakas have discovered this technique which is more respondent to their Dwarven nature.

Furthermore, these Vitner-Awakening Arts use Vitner Runes to awake objects, and this is an important element, also reflecting how Yurmatrakas have mixed both Dwarven culture and vitner weaving arts.

The word “Vitner Weaver” will be used in the following rules in order to keep some level of usability, although it is implied that the almost total majority of the vitner weavers using these arts in Trudvang are Yurmatrakas.

Premises on Vitner-Awakened Objects

A Vitner-Awakened Object is a magical object imbued with Vitner energy whose power lasts beyond the limits of normal vitner spells.

- ♦ All Vitner-Awakened Objects are clearly aligned to one of the three vitner types (Hwutalja, Vaagritalja and Darkhwitalja) according to the vitner type used by the one who awakened the object.
- ♦ Only Common Objects can become Vitner-Awakened Objects. No Sacred Object (whether Active or Sleeping) neither any Awakened Object can be subject to the process of Vitner-Awakening. On the other hand, any Common Object can be made a vitner-awakened Object: it does not need to have been specifically crafted for this aim.
- ♦ Furthermore, any object which has been vitner-awakened received an invisible, permanent spiritual mark which denies the possibility of using Thuul Forging arts. This permanent block includes the rules on Sacred Objects and the normal Awakening, but also the new rules on Temporary Runes. The object is permanently “stained” with Vitner, therefore no Thuul Forging arts can be applied. This is also a reason why most Dwarves see Yurmatrakas as traitors and degenerates: their arts, in fact,

permanently deny the possibility of properly fulfilling the Mountain’s Will on a specific object whose “Kutjatti” (destiny) will never be reached.

Requirements

The following requirements must be met.

- ♦ A Common Object on which a spell can be cast.
- ♦ At Least level 1 of the Vitner-Awakening Specialty (see specialty description above)
- ♦ Personal Sacrifice

Successful Vitner Awakening roll Vitner-Awakening sequence

The process requires three stages.

- ♦ **Step 1:** Vitner Casting.
- ♦ **Step 2:** Vitner Rune Carving
- ♦ **Step 3:** Vitner-Awakening.

Step 1a, Vitner Casting: Normal Spells

The object should have received one of the following Vitner Spells.

- ♦ Enchant Object (level 2 spell, Vitner Craft Tablet, Player’s Handbook p.130).
- ♦ Curse Object (level 2 spell, Witchcraft Tablet, Player’s Handbook p.144).
- ♦ The following spells from the Vitner of Objects tablet (Player’s Handbook p.132-135): Waterproof, Bind, Alarm Object, Enlarge/Reduce Object, Alter Object, Create Object (which, of course, does not need to be cast on an existing object).

Later on, the process of Vitner-Awakening (if successful at the end) will make the above-mentioned effects permanent, effectively changing the spell type from “Lasting” to “Permanent”. In this sense, in this phase it is not worth spending VP for levels of powers which augment the duration.

Step 1b, Vitner Casting: Sealed Spells

A special mention is deserved by the spell called "Seal" (level 4 spell, Vitner Craft Tablet, Player's Handbook p.131) which allows to wave other Instant- and Lasting- type spells into an object. As an exception to normal Seal rules, the GM may allow the use of a Preserving-type spell.

The Vitner Weaver needs to cast both Seal and the chosen spell (as per normal, Seal rules). Furthermore, the Vitner Weaver may decide as a "triggering condition" something like a magic password, or a specific action or object usage.

Differently from "Normal Spells", once awakened the Seal-linked spells do not assume the "Permanent" type, but their effects can be usually triggered once per day.

Step 2, Vitner Rune Carving Roll

A Vitner Weaver needs to carve special Vitner Runes on an object in order to awake it, succeeding in the following roll.

- ♦ Care Skill + Handicraft discipline + Vitner Runes specialty of Vitner Craft.

The runes must be carved by the Vitner Weaver and they cannot be carved by anybody else.

A Failure means that the object cannot be awakened. If the Vitner Weaver really wants it to be awaked, the process must be started again from the beginning (with a new Vitner Casting phase).

Step 3, Calculate the Personal Sacrifice

To Awake an object a Vitner Weaver needs also to sacrifice a part of its own life or destiny. This sacrifice is needed, and it is one of the main reasons why Vitner Weavers never awake objects without any concern for the consequences. To represent this "vitner sacrifice" a Vitner Weaver has two options: both heavy in terms of personal expense and they are spent after long and exhausting rituals.

- ♦ **Raud:** A Vitner Weaver may spend 1 Raud point to Awake all the VP cast inside an object. This is quite an expensive sacrifice (since Raud is never recovered).
- ♦ **Awakening Vitner Points (AVP):** These AVP points can be bought by any Vitner Weaver with at least level 1 in the Awakening specialty. Each single AVP costs 50 Adventure Points (or Creation Points, if the GM allows it).

A Vitner Weaver must spend 1 AVP for 2 VP that must be awakened (in the case of an odd number of VP, the last VP costs 1 AVP). Note: this cost is purposively different from the cost for awakening divinity points. An important rule regarding spells cast with Seal: ignore the VP costs of the Seal, when calculating how many AVP are needed (unless a second triggering condition is added as a level of power, as per Player's Handbook p.131, in this case consider only the 2 VP of the second trigger).

An object is "Vitner-Awakened" only when all the VP of the selected spell (including those spent on levels of power) are Awakened. In the case of the Seal spell, these VP must not include the VP spent for the Seal, but only those of the spell, including those spent for any level of power.

Step 4, the Vitner-Awakening Roll

Before the duration of one of the above-mentioned spells of Step 1 expires, a Vitner Weaver may attempt a Vitner-Awakening process.

A Vitner-Awakening ritual requires 1d6 days per 5 VP (or fractions of 5 VP) to be awakened (with a minimum of 1d6 days to be rolled for objects with less than 5 VP).

At the end of the required period the Vitner Weaver makes a Skill Roll with SV built with bonuses from the following.

- ♦ Vitner Craft skill + Vitner Shaping Discipline + Vitner-Awakening Specialty – a penalty equal to the amount of AVP which should be spent.

- ♦ The roll suffers a negative modifier equal to the total amount of AVP to be spent. For example, 10 AVP will awake 20 VP and give a -10 penalty to the awakening roll.
- ♦ Only a success will Vitner-Awake an Object.

Whatever the result, success or failure, the Personal Sacrifice will be consumed: the single Raud point or the various AVP will be, in any case, lost. The risk of losing a Raud points or the required AVP (which were acquired with Adventure Points) without the possibility of really having a Vitner-Awakened object is high, and this also explains why these Vitner-Awakened objects are incredibly rare.

EXAMPLE.

Borvan the Yurmatraka decides to Vitner-Awake a ring, giving it the power of activating the Protection from Fire spell (level 3, Flame Craft tablet, Player's Handbook p.111).

For the "Vitner Casting" step, Borvan casts the Seal spell by spending for 14 VP (8 VP for the Seal + 6 VP for levels of power necessary for sealing a Level 3 spell) and the Protection from Fire spell for 6 VP. The total is 20 VP spent during the Step 1 "Vitner Casting".

In Step 2 Borvan succeeds the "Vitner Carving" roll.

In Step 3 the personal sacrifice must be calculated. The total VP spent for the Seal are not counted (therefore the 14 VP will be ignored) while the 6 VP spent for the Protection from Fire spell are counted. The Vitner Awakening will require $6 VP / 2 = 3 AVP$ (which Borvan has acquired in the previous months by spending the required adventure points).

In Step 4 Borvan makes the "Vitner-Awakening Roll" which will suffer a penalty of -3 which is equal to the total of AVP spent.

Option: Awakening Vitner Points as rewards and story hooks

The GM may use the new AVP as way for rewarding Vitner Weavers in stories which are deeply involved into the research of some mysterious natural vitner source or ancient esoteric mystery. The Vitner Weaver may receive a few AVP for free, usually 1-2 AVP, very rarely up to 5 AVP. In any case, these AVP rewards should not be the norm, but rather a rare kind of reward.

Furthermore, finding enough AVP to spend may be a perfect hook for starting a new adventure. For example, a Vitner Weaver may explore the lower depths of Muspelheim where gates to other dimensions are found or pockets of ancient vitner have been locked since the time of the creation of Trudvang. In alternative the Vitner Weaver can start a quest for collecting sorcerous materials which are filled with AVP, like rare magic mushrooms growing only where the barrier between Trudvang and Dimhall is thinner, or the bones of an ancient king of the Muspeljotuns which are hidden in the bowels of the earth. Each of these materials should give no more than 1-5 AVP at the same time to the same Vitner Weaver.

Quite rarely (no more than once or twice in a lifetime) a GM may allow close contact with some very ancient vitner source, like Njord fire or a Hlogres source (Player's Handbook p.77) which may even give very high, up to 15 or even 20 AVP all together at the same time, albeit at cost of suffering incredible dangers (to be established by the GM, according to the story needs) or to sacrifice part of one's life (like permanent BP). These Awakening Vitner Points may even be linked with the legendary "Mistvitner". In any case, they may be even recorded separately, and the GM may force a Fatal Magic roll (player's Handbook p.14) when using them for vitner-awakening an object.

Using Vitner-Awakened Objects

Not all the powers in Vitner-Awakened objects can be activated by everybody and, furthermore, not all available powers are noticeable at a first view. The GM is encouraged to use common sense when judging these situations.

Using objects with Normal spells

Most Vitner-Awakened spells whose duration was turned to "Permanent" are easy and automatic to use, for example an object with the awakened version of the "Enchant Object" or "Curse Object" spell will automatically work, since it is just a SV modifier.

Using Objects with Seal-linked spells

The Seal-linked spells, once they are vitner-awakened, can be activated once per day with the established triggering conditions. No roll is usually required, as far as the triggering conditions are easy to meet. Vitner Weavers may decide to have complicated magic words or specific gestures as triggering conditions for these spells, and they may require them to be performed exactly as they want. In these cases, they may require a successful Knowledge or Vitner Craft skill rolls, to spell the words in the right way or make right gestures).

These triggering conditions, if not revealed by the original spell caster, may be revealed by a Read Vitner spell (Player's Handbook p.123) or, if the GM allows it by a close examination of the Vitner-Awakening runes. This can be mimicked with a Vitner Craft skill roll with the Vitner Runes specialty negatively modified by all the VP spent on the object for both the spell and the Seal (e.g. an object with a 6 VP Seal including levels of power and another spell which used 4 VP, will give a total modifier of -10).

The triggering conditions of famous and legendary Vitner-Awakened objects can even be identified with the Lore & Legends specialty of the Knowledge skill, if the GM allows it, and if sagas and legends tell the truth.

- ♦ Instant and Lasting types of spells can be easily used once per day, as they do not require attention after they are triggered.
- ♦ Preserving spells are more complicated to use, since they require full attention from the user. First of all, they cannot be used by those who lack the specific knowledge. The user must have a value in the Vitner Craft skill equal to what should be required for having the specific spell level (Vitner Craft 4 for level 1 spells, Vitner Craft 7 for level 2-3 spells and Vitner Craft 10 for level 4-5 spells). Secondly, they require the user to be focused during the whole duration of the spell. Rules about "being disturbed" and about the use of Preserving spells should be used (Player's Handbook p.82, 89).

Identifying spells in vitner-awakened objects

Spell effects which can be activated by the simple use are easy to identify. Other spells types, especially those linked with a Seal, may require a trigger (event, special word, action, etc.) to be activated. To reveal what is the real trigger, the GM may allow Knowledge skill rolls with the Legends & Lore: Dwarves specialty, but only for famous objects.

On the other hand, the "Read Vitner" spell (Player's Handbook p.123) can reveal what kind of spell are vitner-awakened inside the object and which are the triggers. The GM may allow also the use of the Scanning spell (Player's Handbook p.121), with the hope that the event to be recalled will include the desired spell trigger.

Vitner-Awakening Options for Seal-linked spells

A Vitner Weaver awakening a seal-linked spell may spend more AVP to have multiple or permanent effects.

- ♦ **Multiple activations:** Normally seal-linked spells can be activated only once per day. If one wants to activate

them more than once per day, the cost of the spell must be paid once again in AVP, for each further activation needed per day.

- ♦ **Permanent Effects:** Some, but not all, the Lasting-type spells may be converted into a Permanent effect. The GM is encouraged to use common sense when allowing this option which should always be carefully considered, and allowed only for spells giving protections, wards or enhancing specific senses, traits or other capabilities. To make these effects permanent, the Vitner Weaver which is awakening the spell, must pay three times the total amount of required AVP.

(Note: off course, if one thinks about paying thrice the amount AVP for making a permanent effect, levels of powers which specifically extend the spell duration should be ignored and not bought with VP).

EXAMPLE

Borvan has spent 3 AVP for vitner-awakening his ring which will allow to activate the Protection from Fire once per day. If Borvan wants the spell to be activated twice per day, he must pay twice the amount of AVP of the spell, which means spending 3 x 2 = 6 AVP.

On the other hand, if Borvan wants the Protection from Fire to be a permanent effect, always working on the one wearing the ring, a total of 9 AVP should be spent (which means 3 AVP x 3).

Sample Vitner-Awakened Objects

The following examples are all considered to be evil or cursed objects by common Dwarves, even if they are not linked with Dark Vitner. The * in the value entry indicates the basic value of the object, not considering the vitner-awakening which therefore makes the item invaluable.

Firebreath

This beautiful one-handed spear has a masterfully crafted blade in Dwarven Iron mounted atop a thick and strong haft in gray-colored Stone Oak. Fire-linked runes and refined engravings embellish both the spearhead and part of shaft. It is said that those who wield the spear can make it projecting bursts of fire, burning everything in front of the spear wielder. This incredible, vitner-awakened weapon was crafted ages ago by a Yurmatraka for a Mittlander hero which ventured into the depths of Muspelheim, looking for help against an invasion of Hrim Trolls. After the hero's death, the weapon was passed as a sacred heritage in his bloodline for many centuries. The spear was sung in multiple songs and sagas and somehow, at some point, it disappeared, although there are stories about Firebreath having mysteriously returned to Muspelheim.

- ♦ **Stats:** Hunting Spear, WA 3, IM -4, PV/BV 8/80, value 53.6* sc, 1.5 kg, Dmg 1d10 (OR 9-10), 2 CP locked to the use of this spear. The beauty of this object will give +1 SV in social skill rolls.
- ♦ **Crafting:** -8 SV, Dwarven Iron & Stone Oak (Step 2) Masterful quality (Step 3), Durable positive option (Step 4), 50 % decorated (Step 5).
- ♦ **Vitner:** Vaagrivitner
- ♦ **Spells:** Seal (Vitner Craft level 4, costing 8 VP + 6 VP to attach a 3rd-level spell) and Flame Burst (Power of Thought Level 4, costing 6 VP + 10 VP for two levels of power for fire damage 1d10 OR 9-10 with - 2 VP discount for Vaagrivitner). The power will be activated twice per day (see Vitner Awakening below) by saying the word "Logi".
- ♦ **Vitner-Awakening:** Seal VP are not Counted. Flame Burst requires 14 VP to be awakened which means 7 AVP are needed. The Vitner Weaver wants this power to be activated twice per day, therefore it will cost 14 AVP (7 AVP + 7 AVP). The Vitner-Awakening roll will suffer a -7.

Fleshbiter

Even if heavy and crude-looking, this dark Battle Sword was taken as a trophy by the Dwarves of Thoordunn in one of their never-ending wars against the Trolls. It possibly belonged to a Troll Chieftain or champion, and it attests the level of craftsmanship that occasionally can be seen among Goblins. This would have remained only as an unused war trophy, since Dwarves disdain the workmanship of Goblin smiths, however an unknown Yurmatraka managed to steal it, since he recognized the potential of this weapon. This sword has been marked with Yurmatrakas' runes now, and it is vitner-awakened. There is more than one reason for respectable Dwarves to disdain this sword, but it will certainly be an incredible blade to wield, for the hero to whom the Yurmatraka will decide to give it.

- ♦ **Stats:** Battle Sword, WA 3, IM -6, PV/BV 11/110, value 54* sc, 3.75 kg, Dmg 1d10 (OR 8-10)+1, +2 SV to use this sword, +2 CP locked to the use of this sword.
- ♦ **Crafting:** -7 SV, Goblin Iron (Step 2) Masterful quality (Step 3), Powerful major positive option (Step 4).
- ♦ **Vitner:** Vaagrivitner
- ♦ **Spells:** Enchant Object (Vitner Craft Level 2, costing 4 VP for getting +2 SV and damage +1, as already calculated in the stats above). The power is permanently active, since the spell duration is turned from Lasting to Permanent (See Vitner Awakening, Step 1 "Normal Spells").
- ♦ **Vitner-Awakening:** Enchant Object requires 4 VP to be awakened which means 2 AVP are needed. The Vitner-Awakening roll will suffer a -2.

The Ruler's Torc

This golden Torc, decorated with silver inlays and granulated elements, was crafted by a Yurmatraka as a personal revenge, since it was vitner-awakened with seal and a powerful command spell. A Thune was persecuting the Yurmatraka which, at the end, gave this torc to a Thune's younger brother, triggering in this way a civil war.

- ♦ **Stats:** value 168* sc, weight 0.1 kg, +2 SV to social skill rolls in specific situations.
- ♦ **Crafting:** -3 SV, Gold (Step 2), Normal Quality (Step 3), Beautiful positive option (Step 4), 40% decorated (Step 5).
- ♦ **Vitner:** Vaagrivitner
- ♦ **Spells:** Seal (Vitner Craft level 4, costing 8 VP + 9 VP to attach a 4th-

level spell) and Aura of Power (Power of Thought Level 4, costing 8 VP + 6 VP to augment the duration to 1 hour) which can be activated once per day for 1 hour by saying the word "Snake-Head".

- ♦ **Vitner-Awakening:** Seal VP are not Counted. Aura of power requires 14 VP to be awakened which means 7 AVP are needed. The Vitner-Awakening roll will suffer a -7.

VITNER AWAKENING RUNES: A SUMMARY

REQUIREMENTS

- ♦ A Common Object
- ♦ At Least level 1 of the Vitner-Awakening Specialty
- ♦ Personal Sacrifice
- ♦ Successful Vitner Casting roll
- ♦ Successful Vitner Rune-Carving roll
- ♦ Successful Vitner Awakening roll

STEP 1. VITNER CASTING

- ♦ Cast a Normal object-related spell or the Seal spell with another linked spell.
- ♦ New: Seal can be used also with Preserving spells.

STEP 2. VITNER RUNE-CARVING

Care Skill + Handicraft discipline + Vitner Runes specialty of Vitner Craft.

- ♦ **Success:** go to Step 3
- ♦ **Failure:** this spell cannot be awakened

STEP 3. CALCULATE THE PERSONAL SACRIFICE

Two options.

- ♦ Spend 1 Raud point to awake all the VP used by the spell cast in Step 1
- ♦ Spend 1 AVP to awake 2 VP (in case of odd number of VP, the last VP costs 1 AVP). For Seal-linked spells ignore the VP cost of the Seal (unless a second trigger is added, in this case consider only 2 VP)).

STEP 4. VITNER-AWAKENING ROLL

Vitner Craft skill + Vitner Shaping Discipline + Vitner-Awakening Specialty – a penalty equal to the amount of AVP to spend

- ♦ **Success:** Awakened Object
- ♦ **Failure:** Object cannot be awakened.
- ♦ **In both cases the Sacrifice is lost.**

TO GET AWAKENING VITNER POINTS (ADP)

- ♦ 50 Adventure Points = 1 AVP
- ♦ Story Awards etc..

TO USE A VITNER- AWAKENED OBJECT

- ♦ **Normal Spells:** usually automatic use and the effect is permanent. The GM must judge.
- ♦ **Seal-Linked spells (Istant & Lasting):** automatic use, once per day, no requirement except knowing the trigger (magic word, gesture, etc.)
- ♦ **Seal-Linked spells (Preserving):** automatic use, once per day but only if the trigger is known and they work only for those with enough Vitner Craft levels. Concentration is required.

TO IDENTIFY THE POWERS IN A VITNER-AWAKENED OBJECT

- ♦ Read Vitner and Scanning spells.
- ♦ Only for famous items: Knowledge skill roll with the Lore&Legends: Dwarves specialty.

AWAKENING OPTIONS FOR SEAL-LINKED SPELLS

Two options

- ♦ **Multiple activations:** Pay the total AVP cost once per every daily activation.
- ♦ **Permanent Effect:** (only for selected spells, established by the GM). Pay three times the AVP cost.

IN THE DEPTHS

Vast underground tunnels systems, caverns filled with shining stalactites and light-emitting gems, enormous rock-cut chambers with incredibly high ceilings sustained by giant pillars, fortresses built with perfectly stone-chiseled marble blocks and adamantine dams built in exotic, magical materials blocking otherwise impossible to cross lava rivers.

The underground world of Muspelheim is so rich in wonders of both Dwarven engineering and nature which humans can only dream of.

Exact rules for detailing all these features or for creating specific buildings and architecture are beyond the scope (and the limits) of this book. The GM is encouraged to use creativity and the common sense for designing them. A few basic suggestions are here presented for possible elements to be present in their creations, and they may even be useful when designing non-dwarven buildings. Treat the following sections as “themes” and “inspirational guidelines”, not as exact rules. They are only basic hooks, but it’s the GM’s duty to create the details of this underground world. The GM is encouraged to create more or to variate these examples.

Some of these entries show modifiers for matters which already appear in the “New Complications in the Wild” section: the modifiers are different since they are meant for different purposes. While the “Complications in the Wild” modifiers are meant for behind-the-scenes action, encompassing many hours- or days- long travels, the following phenomena and related modifiers are meant to be applied to single action scenes to be played.

What follows includes both natural features and dwarven-built features, especially since many of these elements are closely intertwined in the underground world of Muspelheim. Dwarves love caverns and their settlements naturally integrate with them, consequently it is sometimes difficult to understand when one passes from a natural area, to another crafted or modelled by Dwarves.

AMAZING SIGHTS AND MARVELS

Muspelheim is rich in incredible places where travelers are surprised by amazing sights, impossible to see on the surface of Trudvang. Nature can create impressive things here: from enormous caverns with spectacular stalagmites and rare minerals to endless abysses whose bottom is unknown even to the gods. Moreover, even the monuments which are the product of artificial architecture, of both built and rock-cut nature, may offer impressive sights. Nobody knows how many marvelous monuments have been built by Dwarves or by other, nowadays forgotten, races during the many millennia which passed since the times when Trudvang was a young world.

The GM should treat most of these sights as simple descriptive moments. Occasionally, for the most spectacular sites, the GM may decide that some psychological mechanic should be applied, although they may vary according to the spectators’ specific culture and the nature of the sight. Some sights are terrifying for some people, inflicting 1d5 to 1d10 (OR 10) Fear Points. Other sights are so marvelous that the spectators’ spirit becomes enamored and the mind cannot think to anything else. In these cases, the character may even heal 1 to 1d10 (OR 10) Fear Points.

AIR AND GASES

Air is not fresh everywhere in Muspelheim and Dwarves, like other beings, need good oxygen. Sometimes the air of caverns is filled with other, toxic gases. What follows are just a few examples of possible atmospheres.

Fog and Mist

There are places in Muspelheim where the barrier with Dimhall is thinner and they are filled with mist, which may even cause dangerous encounters. See Game Master’s Guide p. 36 for specific rules on fog.

Low Oxygen

A penalty from -1 SV to -5 SV (to be judged according to how much breathable oxygen is present) should be applied to all skill rolls and situation rolls performed in areas where the oxygen is low.

Moist air.

Any atmosphere which is more than 60% moist will cause difficulty to breath: a penalty of -1 SV per further 10% should be counted.

Toxic Gases

Caverns and tunnels may be filled by many varieties of gases, especially in volcanic areas, and the GM should always judge the following topics.

- ♦ **Identification:** it may be automatic (especially in the case of stinky gases) or it may require a situation roll with an SV of 10, modified by Perception.
- ♦ **Automatic effects:** some gases cause effect which do not allow situation rolls to be avoided.
- ♦ **Resistance:** usually considered as a Situation Roll with an SV of 10, modified by Constitution. A success may allow to completely ignore the effects or maybe suffer half the effects. A new resistance roll should be succeeded every round of exposition to the gas.
- ♦ **Effects:** these may be various. Possible effects may be paralysis, hallucinations or damage (minimum 1d6, but it may be 1d10 or even deadlier).

Thoordunn' Doom

This is the highly toxic gas which invaded the kingdom of Thoordunn, causing a vast number of deaths. It is a very concentrated kind of toxic gas, very difficult to resist.

- ♦ **Identification:** automatic (it is very stinky).
- ♦ **Resistance:** Situation Roll with SV 3 (modified by Constitution). A success makes one suffer the minor effects,

while a failure provokes the major effects. For some unknown reasons, the Buratja always automatically suffer only the "minor effects", so they do not need to make the roll.

- ♦ **Minor Effects:** Vomiting and headaches. -3 SV to all situation rolls and skill rolls for the next 24 hours.
- ♦ **Major Effects:** Lung collapse. The victim suffers 3d10 (OR 9-10) damage per every hour of exposition to the gas.

Wurm's Breath

This is basically methane or some other flammable gas. The following stats represent a minor density of these gases, while the presence of these gases at higher density may be more dangerous.

- ♦ **Identification:** automatic (it is very stinky).
- ♦ **Automatic Effect:** This is a highly flammable gas. The presence of torches or lamps will put the whole are on fire. Anyone caught in this phenomenon should suffer at least 1d10 damage per action round of permanence in the affected area.
- ♦ **Resistance:** Situation Roll with SV 10 (modified by Constitution) should be allowed when this gas is breathed. A success makes one suffer only the minor effects, while a failure provokes the major effects.
- ♦ **Minor Effects:** Headaches and confusion. -1 SV to all situation rolls and skill rolls.
- ♦ **Major Effects:** -3 SV to all situation rolls and skill rolls. Damage 1d6 per round.

CHASMS AND ABYSSES

Vast areas of Muspelheim are separated by chasms, crevices and abysses. When designing these features, the GM should always consider the following issues.

- ♦ **Dimensions:** Some chasms are so large that they cannot be crossed, if a bridge or ledge is not present. Depth is a very important

dimensions, since a character will suffer 1d10 (OR 10) per 3 m of falling (GM's Guide p.57).

- ♦ **Jumping and Climbing:** Check Player's Handbook p. 47 ("Jumping, Climbing and Balancing" specialty) to see if the feat can be performed by the character. A Character usually can leap up to 2 m +1 meter per level in the specialty.
- ♦ **Bridges and ledges:** Dwarves are master engineers but not all bridges are well kept, and many old ones have been ruined by time and the passage of large creatures like huge trolls, dragons and Brotbeasts. The GM may allow situation rolls modified by Dexterity or, in alternative, Agility skill rolls to avoid falling while going through these bridges.
- ♦ **Inhabitants:** Abysses may host whole, large ecosystems of flying creatures which may hinder the PCs. Jorgi's Bestiary can offer some inspiration like Night Ulms, Large Spiders or Goblins. These small trolls have a "spider legs" ability which make them extremely good climbers. Whole goblin colonies may even have started mining a chasm' walls in order to reach some rare mineral.

DARK ENTITIES

Incredibly ancient secrets are held in the depths of Muspelheim, including portals to Dimhall, demons and spirits trapped in the bowels of the earth since the beginning of times. The so-called "Endless Dark Chasms" (described in the Glitzmakulji chapter) are infested by dark entities like these. The Dwarves know that some of the darkest gods inhabit the lower depths of their underground world, and the existence of both Yurmatrakas and Yukkattas attest how Yukk likes to whisper into Dwarves' ears. However, there are also entities which are darker than Yukk and their whispers may be even more dangerous. The effects of these whispers are totally up to the GM. What follows are just a couple of examples mentioned in the first part of this book.

The Cult of Pezka

As described in the paragraph on Petzin (see the chapter on Tvologoya), this dark mysterious goddess attracts young Borjornikka dwarves. She manifests as a persistent whisper in the darkness of certain specific areas, although sometimes her call may occasionally reach Dwarves sleeping in some cursed, minor settlements. The victims must make a Situation Roll modified by Psyche (typical SV 10) in order to avoid a sense of emptiness and the inexplicable desire to reach certain dark places, holy to Pezka, where resisting the final corruption is MORE DIFFICULT (SITUATION ROLLS WITH A SV of no more than 5, to be repeated every day). In these sites the young Dwarves are slowly corrupted by the Darkness, and they refuse any kind of light, as they only thrive to pass their lives in total darkness. These cultists reject anything which is related to Dwarven common culture, including the Thuul Forging arts and the reverence for Borjorn. Nobody knows what these cultists do, although possibilities are: assassination attempts against famous Thuuls, attacks against Dwarven caravans or mingling with dark entities like demons from Dimhall.

The Entity of the Endless Dark Chasms

As explained in the Glitzmakulji chapter, an unknown "Magical Entity" inhabits the Endless Dark Chasms. Vitner Weavers can perceive that it is something strongly aligned with Dakhwitalja. The Entity resembles a Logi but surrounded by dark energy instead of fire. This incredibly strong and mysterious creature should not have real stats, since its power level should be higher than what the PCs should hope to face (is it maybe another of the old, Dwarven forgotten gods? Or maybe a demonic lord trapped in Muspelheim?). Possible effects linked with the entity are the following.

- ♦ All those who wander the Endless Dark Chasms lose their path and sense of orientation.

- ♦ Vitner Weavers which are in an area infested by the entity must succeed a Situation Roll with a VS of 8, modified by Psyche or suffer an inexplicable spiritual drainage which temporarily deprive them of 1d10 (OR 7-10) Vitner Points. Sometimes this vampiric drainage is so strong that even those who lack Vitner Points (i.e. they lack the first level of the Call of Vitner discipline) will suffer a damage of 1d10 (OR 10) BP. A roll like this should be done once every 5 days spent in the chasms.

- ♦ Vitner may work in unpredictable ways: all Vitner Craft skill rolls suffer a penalty of -2 and all normal failures should be treated as "fatal failures", provoking a roll on the Fatal Magic table (Player's Handbook p.84).

- ♦ Levels of power for Dark Vitner spells cost -1 (minimum 1) per level, for Vaagrivtner +1 and for White vitner +2.

- ♦ Everyone (except those who practice Dark Vitner) who passes his first day in the area should make a situation roll with an SV of 10 modified by Psyche everyday they are in the Endless Dark Chasms. In case of failure they will suffer 1d6 Fear Points which cannot be healed, unless they exit the Dark Chasms. Those who practice Vaagrivtner will suffer 1d10 Fear Points and those who practice White Vitner will suffer 1d10 (OR 10) Fear Points. A new situation roll must be done every 5 days in the Endless Dark Chasms. After 30 of these Fear Points have been accumulated a physical change happens (hair and beard fall or become totally white, skin may become ash-coloured, etc.). After 50 points have been accumulated the character is totally lost.

- ♦ Lost Dwarves can become crazy cultists of the entity, starting to wear masks and odd clothing (the above described Cult of Pezka may give some inspiration for the matter).

- ♦ Those of the Blood of Bodnjev may still linger somewhere in the Endless Dark Chasms, although their natures may have been completely changed. They may be just a race of immortal Dwarves whose psyche has been

forever changed: they may be able to ignore Fear Points and any Fear-related effect or they even may endure so much pain that they can ignore the negative modifiers from damage levels. They only live to seek revenge by slaying all those of the Blood of Trodnikk.

- ♦ In alternative those of the Blood of Bodsnjev may have become undead and the GM may decide to use undead entries from the Jorgi's Bestiary to represent these cursed Dwarves.

DEFENSIVE ARCHITECTURAL DESIGN

Dwarven strongholds are designed with an aim of blocking invaders with the simple architecture's shape and organization, even if no traps are present. Here are a few suggestions, although the GM may certainly create more defensive features like these.

- ♦ Tunnels with reduced width, allowing only one fighter to pass through it at the same time, fighting only against one, well-positioned defender. In this way a small number of Dwarves can fight against many enemies.

- ♦ Winding staircases or turning corridors may be designed so that the attacker advances in a clockwise direction, suffering a -5 SV for parrying with the left hand the defenders' attacks.

- ♦ Attackers may be forced to ascend, so that the defenders are always in a higher position, getting a bonus (up to +5 SV) to their attacks.

- ♦ Hidden doors on the walls may allow defenders to ambush attackers on their back.

- ♦ Chasms may be overcome through drawbridges which can be raised (see the Chasms & Abysses section below) to avoid invaders to pass.

- ♦ Labyrinthine planning or moving walls which change the tunnels' configurations. Attackers risk to get lost and drawn towards specific threats (traps, monsters, chasms, etc.) if they do not succeed situation rolls with the Perception modifier (SV to be

established according to the situation) or Wilderness skill rolls with a penalty of at least -3 SV.

- ✦ Sometimes a small amount of water is kept running on a chamber's floor, therefore subterranean mosses and musk grow. The surface is therefore slippery, forcing the attackers to make Agility skill rolls with SV -3 in order not to fall.
- ✦ Portcullises or moving walls can appear, blocking the way to attackers, while arrows are shot on them.
- ✦ Well-hidden arrow slits communicating with hidden chambers, where archers and crossbowmen can hide.
- ✦ Murder-holes and machicolations from which substances like boiled water or oil can be dropped on the attackers, causing anything from 1d10 (OR 10) to 3d10 (OR 10) damage (GM's judgement). The victims may try to Evade these falling substances, if there is enough space to maneuver, or they can rise shields, which will suffer the damage first (although splatters can still hit the victim, causing 1/3 of the damage).
- ✦ Rocks and stones can be thrown on the attackers causing anything from 1d10 (OR 10) to 3d10 (OR 10), according to the stone size. Larger stones cannot be parried, and evading may be problematic in tight spaces.
- ✦ Secret walls and dikes may be raised, and water may be poured from secret holes, in order to inundate some specific caverns.

DOORS

In both the countless Dwarven strongholds and abandoned ruins of Muspelheim there are so many types of doors and gates, and it is impossible to classify all of them in a single table. What follows are just a few examples and basic guidelines.

Doors can be crafted in so many materials (sturdy oak, iron, copper or even stone). The GM should decide the PV/BV stats taking into considerations both material and size. This PV/BV entry is useful for determine attempts to destroy the door.

EXAMPLE DOORS

Door	PB/BV	To force when locked
Fragile Door	4/40	10
Wood	5/50	8
Copper/Sturdy Oak	6/60	6
Iron/Bronze Door	7/70	4
Dwarven Steel Door	8/80	2
Stone Door	9/90	1
Gigantic Rokjörn double doors	13/130	Impossible to force
Marble Doors	20/200	Impossible to force

Correlated to the above value should be a "To Force" entry, indicating the basic SV for Situation Rolls to be rolled to force a locked door. These SV can be augmented by the Strength trait of the one trying to force a door. Usually, in the case of a normal 1t-sized door in front of a normal corridor for 1t-sized creatures, cannot be forced by more than one 1t-sized person.

Sometimes spaces can be larger allowing for more persons to work together (e.g. a 1t-sized door in the middle of a vast room can allow up to two persons to work together, etc.). All those who try to force the same door can combine their Strength traits to be added to the basic SV and adding a further +1 SV per person beyond the first.

The GM should consider specific situations like smaller spaces which may give SV penalties to even a single person or larger gates where multiple person can help.

The table above just suggests a few possible examples, but they are far from being the only possible combinations. Maybe a Sturdy Oak door (PV/BS 6/60), which is the most diffused kind of door in Trudvang's surface, may be built with a stronger lock, therefore the To Force SV is 2 and not 6, or maybe it is built with a weaker lock, therefore the basic SV is 7. In other words: the GM is encouraged to use creativity and common sense.

DUST STORMS

Dust storms are cause by phenomena like the collapse of large caves, as explained in the "Underground Climate

and Dust Storms" section, in the first part of this book. Those who are caught under these terrible events may suffer effects like a blizzard (GM's Guide p.35-36) or, if they are too near to the source of the energy, to something like an avalanche (GM's Guide p.36).

The more dangerous side-effect is the "dust core", which happens when you inhale too much stone dust which fills the lungs. Unless special breath-filtering equipment is worn, the victim must succeed a Situation Roll with an SV of 10 (modified by Constitution). Those who fail will suffer 1d10 (OR 5-10) damage, while those who succeed suffer only 1d6 points of damage.

EARTHQUAKES

This phenomenon may be particularly dangerous in Muspelheim, since character may be blocked under tons of falling debris. The GM should decide according to the specific situation. Inspiration can be taken from earthquake-causing spells and powers (See Player's Handbook p.125, 229-230, 242-243) although natural quakes can be way stronger.

FIRE & MAGMA

Specific armors and specific protections are needed to stand in very hot environments. Those who work nearby logi furnaces, for example, cannot stand the warmth unless they wear special equipment like the logumurgla and silver logumurgla (see the "Dwarven Armors" chapter).

The GM should establish how strong a fire effect can be (using Flame Craft spells as guidelines, see Player's Handbook p.109-112). In any case, being drown into magma should always cause certain death, while magma spatters should inflict at least 1d10 (OR 9-10) damage.

Even to remain nearby a magma source more than a single action round without protection is a damaging experience. From the second action round a victim should suffer 1 point of damage, which become 1d3 in the third round and 1d6 for each following round.

Humans, Elves and even non-Buratja Dwarves (if they lack the right protections) are naturally reluctant to stand nearby hot magma, therefore a situation roll with SV 6 modified by Psyche is needed to avoid running away.

FROST AND COLD

Some caverns and halls may be extremely cold and travelling through them should be dealt with the usual rules (GM's Guide p.30).

Some places may be influenced by severe frost, possibly of magic origin. In these cases, treat it like the "Hrim Body" power of certain creatures. Those who lack the right protections (like Mastomant furs) should succeed a Situation Roll with a SV of 10, modified by Psyche, or immediately leave the area. Those who stay longer than one round, start suffering 1d6 damage points in the second round, 2d6 in the third round, and a further +1d6 each successive round.

HIGH CEILINGS

Some natural caverns or Dwarven-crafted halls may have incredibly tall ceilings. Torches and lamps carried by those who walk in the halls can rarely reach those high areas which are usually shrouded in darkness, unless some special light systems, like the Glitzaljas and other light crystals, illuminate them. These ceilings may be the perfect hiding for flying or climbing creatures. Night Ulms, Large Spiders, Large Snakes and Goblins may lurk there.

The high walls of these large halls may even host tunnel entrances and other important features like encrusted gems or niches with statues. Agility skill rolls (Player's Handbook p.47) can be used to climb walls and reach these features, although the possible falling damage should always be considered (GM's Guide p.57).

LIGHT

Dwarves can see in the darkness, but their cities always have some lighting, at least in some areas, since they cannot properly feel colors without it. Darkness is much more serious threat in other parts of Muspelheim.

This is an extremely important factor to consider. Unless one has magic means (specific powers or spells or the new "Gutka's Light" rune described in this book) travelers should rely on natural light sources (light crystals like the Glitzaljas, phosphorescent fungi and moulds, luminescent white algae, etc.) must use torches and lamps which are, off course, bound to be extinguished (the GM should decide exactly when). Camp Kits (GM's Guide p.82-83) should contain torches, if the required Situation Roll is succeeded.

Total darkness is like blindness, inflicting a penalty of -15 SV on all sight-related skill rolls. The GM may reduce this penalty by some degree (from -14 SV to -3 SV) if some weak light source is present.

LOCKS

Doors and chests can be locked. A "lock" usually has the same PV/BV value of the door to which is attached (unless the GM rules otherwise). A Lock can be represented as a modifier to the "Locks & Traps" specialty of the Shadow Arts skill, as suggested on Player's Handbook p. 65-66.

LOW CEILINGS AND CRAMPED SPACES

So many natural tunnels are too low for a normal man to walk standing, and normal activities may be forbidden.

To describe these rooms, each space where the ceiling is low should be considered to be of a specific size, roughly equivalent to the size system presented in the GM' Guide p.95. However, some further degree of granularity is needed, since sometimes Dwarves craft chambers to be inaccessible for those taller than themselves.

All Dwarves can be classified inside the "1t size" category, like humans and elves, but, for the sake of these rules, sometimes it is worth making some further difference (as shown in the list below). The GM should use common sense when judging every situation, but the following list of possible sizes may be of help.

- ♦ 1/3 size (small animals)
- ♦ 1/2t size (Goblins)
- ♦ 1t size (Buratja)
- ♦ 1t size (Borjornikka Dwarves)
- ♦ 1t size (Zvorda, humans, elves and Half-Trolls).
- ♦ 2t size
- ♦ 3t size
- ♦ Etc.

The effects of these size are as follows.

- ♦ Those who belong to the exact size category suffer no effect at all. The GM may enforce specific limitations (like using only piercing attacks and not weapons which need a large space to maneuver) in some cases.
- ♦ Those who are one size category larger cannot use two-handed weapons. All skill rolls suffer -3 SV. Evade attempts suffer -5 SV.
- ♦ Those who are two size categories larger can use only light one-handed weapons. All skill rolls suffer -5 SV. Furthermore, they can only crawl or proceed in hunched positions: movement costs double in terms of CP to spend and only half the maximum possible movement can be reached. Evade cannot be attempted.
- ♦ Larger creatures cannot pass through the area.

SWARMS

Most of Muspelheim is barren and lifeless, although occasionally one can find areas colonized by small animals. A “swarm” may be composed by an incredible number of tiny or small creatures like bats, flies, beetles, spiders, scorpions or rats. It is recommended to treat swarms not as “creatures” but rather as environmental effects.

It is pointless to record the BP of a swarm: one cannot kill all the tiny members of the swarm with a melee weapon, although some elements (smoke, water, fire and alchemical compounds) may deter the swarm to get nearer. The GM should decide what repels each swarm type.

It is also pointless to record a swarm’s attack SV: a swarm will usually automatically hit (bite, sting, etc.) anybody who happen to be in contact. The GM may allow Situation Rolls (e.g. 10 modified by Dexterity), Evade attempts or Situation Rolls modified by Dexterity to avoid physical damage, but it really depends on the situation and the number of small creatures involved. Sometimes the tiny creatures are too numerous to be avoided. On the other hand, mental effects (like Fear) should be avoided by succeeding a Situation Roll with an SV of 10 modified by Psyche.

Swarms may inflict one or more of the following conditions (or other conditions created by the GM).

- ♦ Fearsome (the sight of the swarm inflicts 1d5 to 1d10 Fear Points).
- ♦ Huge bother (all the SV suffer a penalty from -1 to -5).
- ♦ Physical damage (from 1 single BP to 1d10 OR 10).
- ♦ Poison (whose effects are to be established by the GM, using extracts as guidelines for the most powerful venom types).

TRAPS

Describing every possible trap is beyond the scope and limits of this book. The GM is encouraged to create them taking into account the following themes. The

“Temporary Runes” part, elsewhere in the previous chapter, described a new type of runic threat, but more common and mundane traps exist to defend many Dwarven settlements.

Triggering Traps.

Traps may be triggered in multiple ways, by pressing a certain object, by walking on a floor or by pulling a cord. Shadow Arts skill rolls may be used to identify these dangers but only if traps are actively sought. An SV penalty (-1 SV to -10 SV) should always be factored, as triggering mechanics tend to be well hidden. If traps are not actively sought, a Situation Roll modified by Perception should be allowed for casual noticing of odd features, although the basic SV should always be low (SV 5 or less).

Disabling Traps.

The “Traps & Locks” Specialty of Shadow Arts is required to disable a trap, but also the right tools are needed (a Thief Kit or a Craft Kit in some cases). A negative modifier (for the tools or for the trap difficulty) should always be factored. The GM may even rule that a trap is impossible to disable.

Effects

The list of possible effects is never-ending. What follows are just a few examples. The GM should always establish how many targets are involved by the traps and what can be done to avoid the damage.

- ♦ **Pit Trap:** This can open a void beneath the feet of a victim (see Falling Damage in GM’s Guide p.57). Spikes on the bottom may add a further 1d10 (OR 9-10) damage. To avoid such a peril, one should make a Situation Roll modified by Dexterity (example basic SV 5).
- ♦ **Weapon/Object Trap:** Anything can fall or be thrown on the victims: arrows (1d10 OR 9-10 damage), blades (1d10 OR 8-10), poisoned needles (use a specific extract mechanics), large or

enormous stones (from 1d10 to 3d10 OR 10) or whole avalanches (GM Guide p.36). To use Evade is a possibility. Sometimes huge rolling boulders may be thrown in small corridors, therefore Agiliry skill roll to run away are needed in order to not be crushed.

- ♦ **Element Trap:** Gases, acid, paralyzing energies, frost and fire can all be thrown on the subject. Use spells and powers (Player’s Handbook p.91-243) for inspiration. Sometimes Evade can be attempted. Smoke is an interesting trap since it may be linked with a working furnace. Smoke will always inflict high SV penalties and even some damage per round (maybe 1d6) due to difficulty of breathing through it.
- ♦ **Blocking Traps:** Walls, doors and portcullises may fall or appear to block the way (see the “doors” part in this chapter). Sometimes water can fill the area (see “Water & Floods”) in this chapter. The “Crushing Walls” variant is the deadliest variant of this trap, which can usually be avoided only by Shadows Arts skill rolls made for finding certain specific unlocking mechanisms or hidden ways out, since normally characters like the strength to block the walls which are bound to automatically kill them.
- ♦ **Creature Traps:** Stoneflyglis or undead can appear to attack the victims.
- ♦ Etc.

VITNER PHENOMENA

Any kind of vitner anomaly can be present in the lowermost levels of Muspelheim. The GM is encouraged to check Player’s handbook p.77 for some inspiration on Vitner sources. What follows are just a few, possible effects, but remember that everything is possible when speaking about vitner.

- ♦ Areas where all Vitner Weavers feel incredible pain: they must succeed a Situation Roll with SV 10 modified by Psyche or be drained of 1d10 OR 10 vitner points.

- ♦ All vitner weaving spells automatically trigger a roll on the Fatal Magic table (Player's Handbook p.84-85).
- ♦ The area is aligned only to one of the three vitner types which benefit by +1d10 Vitner Points to be spend on levels of power, while other vitner types suffer a penalty of -5 SV on the Vitner Craft skill roll.
- ♦ Demons or undead are summoned everytime a vitner spell is attempted.
- ♦ Special items or relics can be collected, as they host VP or AVP inside them. If they are used in a spell, the related points are burned, and the object is destroyed.

VEGETATION

As it is obvious, due to the lack of light, vegetation does not exist in most of Muspelheim. However, a few exceptions exist, like the many varieties of mushrooms which grow in the larger caverns (see the "Living, Diet and Housing" section in the first part of this book) and which are very precious for the Dwarves. Vegetation elements can be used by the GM to enrich the description of a cave, showing something different from the otherwise empty tunnels and caves. Vegetation can host a variety of cave creatures (like bats or vermin) and furthermore a daring adventurer can climb a hanging cavern trees to reach places on the ceiling which were otherwise inaccessible.

Plants may be dangerous or have specific properties. Dwarves may automatically recognize the most common types, while the GM may force other characters to make Wilderness skill rolls with the Nature Knowledge Discipline and Botany specialty. However, since Muspelheim is an alien world compared to Trudvang, the skill roll will suffer a penalty of -5 SV, unless the Terrain Experience: Muspelheim specialty is owned.

Cavern Trees

Rarer than the mushrooms, but even more precious for Dwarves, are the "cavern trees" which are typical of only a score of places

around the underground world. Dwarves never use these trees as combustibles, in fact wood is an incredibly rare commodity in Muspelheim, and it is needed for making weapons' and tools' handles.

- ♦ "Rootwood" grows only in caves rich in light crystals, hanging from the caverns' roofs, without any real leave or branches. This plant seems to be completely made of roots and sometimes it grows to fill a whole space. This plant is usually inoffensive most of the time, but once every few years it emits pollens which are potentially poisonous. Dwarves recognize the smell even if they are far, and therefore they know how to avoid the specific places. The pollen deals 1d10 (OR 10) damage to anyone who breathes it, unless special filtering devices are worn.
- ♦ Even rarer is the "Stone Oak" which grows only where the light crystals are stronger, especially among the Glitzaljas of Glitzmakulji. Its wood is hard, heavy and grayish in color, somehow resembling a stone. Differently from the Rootwood, the Stone Oak is a real tree with leaves and branches but, oddly enough, like the Rootwood, it can grow from the caverns' ceilings, growing and intertwining with stalactites.

Mushrooms

Many varieties of mushrooms grow in Muspelheim. Many types are inoffensive or even edible (like the Darktongue), but only Dwarves can distinguish those who cause certain death from the good ones.

- ♦ The Jukkla Fungus is a giant mushroom which can grow up to even two or three meters. Dwarves sometimes use its harder core as a kind of wood, although this whitish material is often too friable.
- ♦ Krustall mushrooms are usually inoffensive, since only eating huge quantities may cause hallucinations comparable to those caused by Krustmead (which is crafted with a concentration of many mushrooms).

However, sometimes there are too many Krustall in a single cave and the air is filled with too many spores. In cases like these the GM may force those breathing without wearing any filter to make a roll for effects, as if they have drunk Krustmead (see the specific section, in the "New Extracts" part). The basic strength may be raised to 2-4 or even up to 5-10 according to how many mushrooms are in the same place.

- ♦ Olgor Fungus is a dreaded relative of the Krustall (see its deadly effects in the "Relgarv" section in the Tvologoya chapter). The effect of its spores is described among in the "New Extracts" section. Breathing its spores directly on the wild can be a deadly experience, since the strength can vary from 1 to 10, according to the season and the density of the deadly mushrooms.

WATER AND FLOODS

Muspelheim is rich in lakes, rivers and pools, all usually thriving with more life than what one can find in the drier caverns. These ecosystems usually include crabs and white, blind fishes. Occasionally the subterranean lakes may be inhabited by Giant Snakes which lurk beneath the murky waters (Jorgi's Bestiary p.16-17), therefore the Dwarves cross the waters only on armored boats.

The GM should check the rules on swimming and holding the breath (Player's Handbook p.47-48, under the Swimming specialty of Agility). Those who fail holding the breath are bound to die by drowning.

The waters in Muspelheim can be either quite murky (inflicting a penalty on swimming rolls), especially in the case of small ponds. More often Muspelheim' waters are pure and limpid, although they may be pretty cold. Those who, after having fallen in them, do not change their clothes are bound to suffer penalties like those who are in cold or worse conditions (see "Complications in the Wild" table on GM's Guide p.30).

A quite dangerous phenomenon is the flood, when huge quantities of water invade underground areas. Sometimes

certain death is unavoidable if one is blocked in the wrong cavern. Other times the GM may allow Agility rolls with Swimming specialty to avoid drowning (albeit with negative modifiers from -1 to -5 SV due to the water's strength) or situation roll modified by the Strength trait to remain attached to some fixed object like a stalagmite or other rocky feature (basic SV to be established by the GM on the basis of the water's strength). Those who are taken by the floods may not just suffer drowning, but also physical damage due to being thrown against rocks and walls (e.g. 1d10 OR 10). In alternative one can use avalanches' damage as a comparison (GM's guide p.36).

NEW MONSTERS

What follows is a selection of a few creatures living in Muspelheim or otherwise connected with Dwarves in legends and myths.

Stonefylgis

These ancient servants of the Dwarves have been described in the first part of the book. They can assume many forms, from simple columns to rocky humanoids. In many ways they resemble or are even identical to the Stonehinje (Jorgi's Bestiary p.98-100), with the man difference that Stonefylgis are not really sentient or even completely independent. In fact, while Stonehinjes are mystic creature naturally born only due to the Mountain's will, the Stonefylgis are mighty, artificial servants crafted by Dwarven arts (see the "Stonefylgis Rune" among the new runes in the previous chapter, for more information). Some awakened Stonfylgis may become more like a Stonehinje, although only the Mountain can give full sentency and free will.

Stonefylgis' stats are here given in five levels, according to the five levels of the new Stonefylgis rune. However, the GM is encouraged to personalize Stonefylgis, especially those created by ancient masters which may have features unknown for today's Thuuls.

Stonefylgis Feats

Dark Sight

A Stonefylgis can see without a light source as if it were day.

Heart of Gold

Stonefylgis usually do not have a heart of gold, which seems to be typical of the sentient Stonehinjes. However, occasionally some awakened Stonefylgis start developing small golden hearts.

Immune to Fire and Cold

A Stonefylgis is completely immune to fire and cold of any kind, including magic varieties.

Metamorph

Depending on its assigned task, the Stonefylgis can transform into a simple object such as a chest, door, wall, floor, and the like. Its bodily mass will make up the material of the object, and it is up to the game master to decide what conditions will cause the metamorphed Stonefylgis to attack. Often it attacks when someone uses violence against it or when a predetermined enemy comes nearby.

Normally one cannot detect that the object is in fact a living creature. To detect this, an observer needs to use vitner spells or divine powers.

Stats: Small Stonefylgis (Level 1)

Type: humanoid **BP:** 40-60; **Movement:** Land 2 CP per 1 m (Max 10 m); **Size:** 1t.

Fear Factor: 1d10; **Natural Armor:** 5.

Damage levels (for 50 BP): 1-13 (0) / 14-25 (-1) / 26-37 (-3) / 38-50 (-7) / > 50 (Dying).

Character Traits: Strength +4

Feats: Dark Sight, Immune to Fire & Cold, Metamorph.

Natural Weapons: Unarmed (usually fists) (damage 1d5 +4 Strength)

Weapons Damage rates: 1H Light Weapons (damage 1d10 OR 10 +4 Strength), 1H Heavy Weapons (damage 1d10 OR 9-10 +4 Strength), 2H Weapons (damage 1d10 OR 8-10 +4 Strength).

Example weapon: Two-handed Maul (WA 2, IM -7, PV/BV 10/100, Damage 1d10 OR 8-10 +4 Strength).

Initiative: -4

Number of Rounds to spend CP: 1

Combat points: Free 10 / Attacks & Parries 14.

Samples of Attacks:

(IM -4) Fist SV 12, SV 12

(IM -11) Maul SV 14, SV 10

Medium Stonefylgis (Lv 2 Rune)

Type: humanoid **BP:** 60-80; **Movement:** Land 2 CP per 1 m (Max 14 m); **Size:** 2t,

Fear Factor: 1d10; **Natural Armor:** 5.

Damage levels (for 70 BP): 1-18 (0) / 19-35 (-1) / 36-52 (-3) / 53-70 (-7) / > 70 (Dying).

Character Traits: Strength +5

Feats: Dark Sight, Immune to Fire & Cold, Metamorph.

Natural Weapons: Unarmed (usually fists) (damage 1d10 OR 10 +5 Strength)

Weapons Damage rates: 1H Light Weapons (damage 2d10 OR 9-10 +5 Strength), 1H Heavy Weapons (damage 2d10 OR 8-10 +5 Strength), 2H Weapons (damage 2d10 OR 7-10 +5 Strength).

Example weapon: two-handed Maul (WA 2, IM -7, PV/BV 10/100, Damage 2d10 OR 7-10 +5 Strength).

Initiative: -5

Number of Rounds to spend CP: 2

Combat points: Free 10 / Attacks & Parries 14.

Samples of Attacks (each to be spread in 2 rounds):

(IM -5) Fist SV 12, SV 12

(IM -10) Maul SV 14, SV 10

Large Stonefylgis (Lv 3 Rune)

Type: humanoid **BP:** 80-100; **Movement:** Land 2 CP per 3 m (Max 18 m); **Size:** 3t.

Fear Factor: 1d10; **Natural Armor:** 5.

Damage levels (for 90 BP): 1-23 (0) / 24-46 (-1) / 47-68 (-3) / 69-90 (-7) / > 90 (Dying).

Character Traits: Strength +6

Feats: Dark Sight, Immune to Fire & Cold, Metamorph.

Natural Weapons: Unarmed (usually fists) (damage 1d10 OR 10 +6 Strength)

Weapons Damage rates: 1H Light Weapons (damage 2d10 OR 9-10 +6 Strength), 1H Heavy Weapons (damage 2d10 OR 8-10 +6 Strength), 2H Weapons (damage 2d10 OR 7-10 +6 Strength).

Example weapon: Two-handed Maul (WA 2, IM -7, PV/BV 10/100, Damage 2d10 OR 7-10 +6 Strength).

Initiative: -6

Number of Rounds to spend CP: 2

Combat points: Free 10 / Attacks & Parries 14.

Samples of Attacks (each to be spread in 2 rounds):

(IM -6) Fist SV 12, SV 12

(IM -13) Maul SV 14, SV 10

Very Large Stonefylgis (Lv 4 Rune)

Type: humanoid **BP:** 100-120; **Movement:** Land 2 CP per 4 m (Max 22 m); **Size:** 4t.

Fear Factor: 1d10 (OR 10); **Natural Armor:** 5.

Damage levels (for 110 BP): 1-28 (0) / 29-55 (-1) / 56-82 (-3) / 83-110 (-7) / > 110 (Dying).

Character Traits: Strength +7

Feats: Dark Sight, Immune to Fire & Cold, Metamorph.

Natural Weapons: Unarmed (usually fists) (damage 2d10 OR 9-10 +7 Strength)

Weapons Damage rates: 1H Light Weapons (damage 3d10 OR 8-10 +7 Strength), 1H Heavy Weapons (damage 3d10 OR 8-10 +7 Strength), 2H Weapons (damage 3d10 OR 7-10 +7 Strength).

Example weapon: 4t-sized Battle Hammer (WA 3, IM -4, PV/BV 14/140, Damage 3d10 OR 8-10 +7 Strength).

Initiative: -7

Number of Rounds to spend CP: 2

Combat points: Free 10 / Attacks & Parries 14.

Samples of Attacks (each to be spread in 2 rounds):

(IM -7) Fist SV 12, SV 12

(IM -11) Battle Hammer SV 14, SV 10

Huge Stonefylgis (Lv 5 Rune)

Type: humanoid **BP:** 120-140; **Movement:** Land 2 CP per 5 m (Max 26 m); **Size:** 5t.

Fear Factor: 1d10 (OR 9-10); **Natural Armor:** 5.

Damage levels (for 130 BP): 1-33 (0) / 34-65 (-1) / 66-97 (-3) / 98-130 (-7) / > 130 (Dying).

Character Traits: Strength +8

Feats: Dark Sight, Immune to Fire & Cold, Metamorph.

Natural Weapons: Unarmed (usually fists) (damage 2d10 OR 9-10 +8 Strength)

Weapons Damage rates: 1H Light Weapons (damage 3d10 OR 8-10 +8 Strength), 1H Heavy Weapons (damage 3d10 OR 8-10 +8 Strength), 2H Weapons (damage 3d10 OR 7-10 +8 Strength).

Example weapon: 5t-sized Battle Hammer (WA 3, IM -4, PV/BV 14/140, Damage 3d10 OR 8-10 +8 Strength).

Initiative: -8

Number of Rounds to spend CP: 2

Combat points: Free 10 / Attacks & Parries 14.

Samples of Attacks (each to be spread in 2 rounds):

(IM -8) Fist SV 12, SV 12

(IM -12) Battle Hammer SV 14, SV 10

Tursir Ox

These monsters are the giant equivalents of the Troll Bulls, since these horned humanoids may be three or four times larger than their lesser cousins. Furthermore, beyond the change in size, a Tursir Ox differs also for a few other details, like its bulkier physique and its horned head which resembles more a muskox head than a real bull head.

Unlike Troll Bulls, Tursir Oxes tend to be solitary, although they occasionally form small herds, possibly for mating purposes, once every few years. Nobody knows if they have a civilization of their own, since nobody can understand the grunts and snorts which Tursir Oxes emit. However, they are certainly able to craft objects, even metal ones like rough blades and crude armors, although what their forges look like (if they use forges at all) is unknown. Tursir Oxes, in general, prefer to use enormous wooden blades, with attached metal edge.

Some scholars hypothesize that Tursir Oxes are just the product of some vitner experiment on Troll Bulls which went wrong. This thesis cannot be confirmed, although there are stories about the vitner energies which seem to be contained into hearts of these giant beasts.

Tursir Oxes are natural born warriors, they can be extremely dangerous, in fact most creatures, including giants and trolls, tend to avoid the areas infested by Tursir Oxes. The few Tursir Oxes that roam Trudvang, can be mainly seen on the most isolated areas of the Great Iron Tooth, although there are occasional unconfirmed reports about sightings of these beasts elsewhere in Trudvang. Dwarves like to capture Tursir Oxes and make them slaves, using enslaving special awakened runes on iron collars and chains. However,

subduing such a fearsome creature is a heroic feat in itself, worthy of only the best Dwarven warriors and hunters. When these majestic beasts are brought into Muspelheim, they are rarely used for regular work: Tursir Oxes are in fact naturally born beasts of war, very useful for fighting wurms, giants and even destroying rival Dwarven settlements.

Tursir Ox Feats

Charge

Tursir Oxes tend to begin their attacks with a charge. They lower their heads and charge straight into victims to deal damage and knock them off balance.

Due to the creature's weight, high speed, and sharp horns, the charge will deal 3d10 (OR 9-10) +8 (Strength) points of damage. A charge is resolved spending CP for movement plus CP for an attack with natural weapons (Horns).

The Tursir Ox is so large that its charge can hit up to four 1t-sized targets, if they are all very close, one to the other. Only Evade can be used to avoid such an attack which, off course, cannot be parried.

Anyone hit by the attack must succeed suffer the Horn damage and succeed on a skill roll for the Agility skill modified by -5 to avoid falling over. A victim who falls over from the charge must make a situation roll with a situation value of 10 (Dexterity modifiers apply) to avoid dropping whatever items they are holding.

Tursir Ox Heart

The hearts of Tursir Oxes share many of the same properties of the Troll Bull's hearts, albeit they clearly host a certain amount of vitner energy.

If someone eats from the heart of a Tursir Ox, they are filled with courage and inner strength. They instantly lose 1d10 (OR 8-10) of gained Fear Points. They also become very susceptible to provocations and threats for the next 24 hours. In fact, whenever somebody or something seem to be a threat, for them or their allies, they feel the need to attack the threat, unless they succeed with a situation value of 10 (Psyche modifiers apply).

Finally, if those who eat from the Tursir Ox' heart have Vitner Points (i.e. if they have at least the first level of the Call of Vitner discipline), they will receive 1d10 (OR 5-10) free and temporary Vitner Points to be expended before any of their own Vitner Points. After 24 hours, whatever remains of these temporary VP, just disappears.

Tursir Ox

Type: humanoid **BP:** 200-250; **Movement:** Land 2 CP per 8 m (Max 64 m).

Fear Factor: 1d10 (OR 8-10); **Size:** 8t, **Natural Armor:** 2 (to be added to fur armor, if worn).

Damage levels (for 220 BP): 1-55 (0) / 56-110 (-1) / 111-165 (-3) / 166-220 (-7) / > 220 (Dying).

Character Traits: Constitution +4, Strength +8

Feats: Charge, Tursir Ox Heart

Natural Weapons: Horns (damage 3d10 OR 9-10 +8 Strength), Fists (damage 2d10 OR 8-10 +8 Strength).

Weapons Damage rates: 1H Light Weapons (damage 3d10 OR 7-10 +8 Strength), 1H Heavy Weapons (damage 3d10 OR 7-10 +8 Strength), 2H Weapons (damage 4d10 OR 7-10 +8 Strength).

Example Equipment: 8t-sized Fur Armor (PV/BV 4/40); 8t-sized Oak-wood sword with spiked metal edge (WA 3, IM -5, PV/BV 18/1800, Damage 3d10 OR 7-10 +8 Strength).

Initiative: -2

Number of Rounds to spend CP: 3

Combat points: Free 16 / Unarmed 10 / Natural Weapons 10 / Weapons 14.

Samples of Attacks:

(IM -2) Fist SV 15, SV 11

(IM -2) Horn SV 13, SV 13

(IM -7) Oak-wood sword SV 15, SV 15

Tursir Ox variant: Hrim Bulls

There are legends and stories about brave Dwarves having managed to enslave whole herds of "Hrim Bulls", a rarer variant of the Tursir Ox whose whitish body seems to emit freezing energies. According to the sagas Dwarves use also fire to scare these creatures, since Hrim Bulls fear fire and heat. These creatures, if they really exist, inhabit only the

higher parts of the Great Iron Tooth or wander only among the colder peaks of the Great Iron Mountains, although there are Virann Knights pretending to have seen them in the Silferspiir Mountains. In reality there is not even a consensus about how large this creature is, and maybe more than one type of hrim horned humanoid may be involved in this myth.

To represent these creatures, use either the Troll Bull or Tursir Ox stats, but add the following feats.

Fear of Fire

Creatures usually do not receive Fear Points, however Hrim Bulls have such an irrational fear of fire, that the simple sight of this element cause them to have 1d10 (OR 7-10) Fear Points. Hrim Bulls will tend to flee in front of fire and, if no way out is possible, they may even submit to those which have fire with them. This is an exception to the normal aggressive behavior of these creatures.

Hrim Body

An ever-present frost pulsates in a sphere around the Hrim Bull. The sphere is 10 meters in diameter. All who stand within it must make a situation roll with a situation value of 6 (Psyche modifiers apply) in order to not flee from the sphere. The cold within the sphere deals the following damage per action round to any who stand within it.

Winter clothes halve the damage during the first three rounds, but for this to have any effect, the clothes must be counted as winter clothing. The following count: thick pants, fur coat, fur hat, fur shoes, and thick gloves.

A character with a full set of winter clothing that is made from the fur of a mastomant takes no damage.

HRIM BODY DAMAGE

Action Round	Damage
1	-
2	1d6
3	2d6
+1	+1d6

Wurmfolk

Neither men, nor dragons, the Wurmfolk are an odd race of reptilian humanoids. Nobody knows about their origin, since there are many conflicting myths. An old Dwarven saga speaks about human slaves escaping in the depths of lower Muspelheim, where mysterious Dark Entities whispered into their ears, transforming their minds, as well as their bodies. Others speak about the Wurmfolk as Yukk's creation, with an aim of mocking what Borjorn did with Dwarves. There are even those who speak about some unknown Vitner catastrophe which happened during the ancient, dark days when Trudvang was a young world, and the Elves waged tragic wars against Dragons. Whatever the truth, the Wurmfolk's is clearly linked with powerful vitner energies, which still today trigger odd properties into each generation.

As a matter of fact, no two Wurmfolk are identical. All of them have humanoid bodies with reptilian traits, but the details may vary. Horns and protruding muzzles are as common as humanoid flat faces and round eyes. Some Wurmfolk may pass for normal humans, if they wear thick clothes hiding their scaly skins, while others are completely alien creatures with clearly draconic features.

All Wurmfolk are physically well-built, with no significant change in mass between males and females. However, some are larger than others, and those are the Wurmfolk who more commonly have wings, either functional or semi-functional wings. They are the "Chiiras", a ruling elite in a tribal society which considers draconic physical traits as signs of superiority.

All other Wurmfolk are called "Chirkas", a class of human-sized dragon-men in which only the upper levels display semi-developed wings or, more commonly, small wing hints protruding from the backs, while the vast majority have no wings at all.

Wurmfolk live mainly in the southern parts of Trudvang where they

settle high on mountains, preferably in volcanic areas like the Thoordunn and Thoorpaars ranges. They dig their several-kilometers long tunnels deep into the Mountain's heart, sometimes reaching their complicated, sprawling underground cities. These tunnels are unlike those carved by Dwarves, not just because of the poor quality of rock-cutting techniques, but mainly due to the chaotic planning which is understandable only to Wurmfolk. More than one victim has been lost in Wurmfolk tunnels, only to be found by the rapacious dragon-men.

Wurmfolk are dangerous creatures, immune to pain and toxins, furthermore they usually never surrender until death comes. They also have some level of technology, as demonstrated by their ability of crafting weapons like large swords and axes, but their craftsmanship is pretty crude. There are unconfirmed stories about the presence of Vitner Weavers and Dimwalkers among the Wurmfolk, although nobody knows which gods the dragon-men worship. Their language, which usually sounds like a series of screeches and whispers, is uncompressible to men, while a few Wurmfolk manage to learn Dwarven or Human languages, but this is not frequent. Dwarves hate Wurmfolk and they kill them on sight: Dragon-men are in fact a danger, especially since they tend to get used to eat Dwarven flesh.

Wurmfolk Feats

Durable

Damage levels are not recorded for Wurmfolk, since they completely ignore penalties from wounds.

Flight

Chiiras can fly, glide or just jump and fall with grace, according to much functional are their wings. This is the reason why there are multiple Movement entries.

Special Sight

Wurmfolk see in both light and dark conditions, switching from Dark Sight to Night Sight.

Toxins Immunity

Wurmfolk are immune to all kinds of toxins (noxious gases, toxic drinks, poisoned blades, etc.) and they will always ignore the effects.

Wurmfolk Bite

Most Wurmfolk have human-sized heads, therefore they cannot attempt direct bite attacks. On the other hand, if they manage to succeed in a Grapple, the Wurmfolk will automatically inflict the Bite.

Properties

Most Wurmfolk properties are aesthetic, with not consequence in terms of mechanics. However, the GM may occasionally create special properties for rare individuals or roll 1d6 on the following table.

WURMFOLK PROPERTIES

1d6	Property
1	Long Muzzle. This Wurmfolk can make a direct Bite attacks.
2	Large Claws. No weapons but claws' damage as if one size larger.
3	Fire Breath. 3 times per day. SV 15, Damage 2d10, range 5 m.
4	Heavy Scales. Natural Armor 7.
5	Hypnotic Eyes. The Wurmfolk does nothing but staring into the eyes of a victim which must succeed a Situation roll with SV 10, modified by Psyche, or be paralyzed for 1d10 (OR 10) rounds.
6	Tail. Independent tail slash attack: SV 10, Damage like claws.

Wurmfolk (Chiiras)

Type: humanoid BP: 40-50;

Movement: Land 2 CP per 1,5 m (Max 15 m), Flying or Gliding (functional wings) 2 CP per 1,5 m (Max 15 m), Jumping or Falling (semi-functional wings) 2 CP per 1 m (Max 5 m for lifting, falling no limit).

Fear Factor: 1d10; Size: 1,5 t; Natural Armor: 2.

Character Traits: Constitution +2, Strength +4

Feats: Durable, Flight, Special Sight, Toxins Immunity, Wurmfolk Bite.

Skills: Care SV 5, Entertainment SV 2, Faith SV 1, Knowledge SV 7, Shadow Arts SV 8, Vitner Craft SV 1.

Agility SV 8 Body Control 3 (Jumping, Climbing & Balancing 3), Battle Maneuver 3 (Evade 3).
Fighting SV 10 Armed Fighting 2 (Right 1 H Heavy Weapons 2, 2H Weapons 2, Shield Bearer 2), Battle Experience 2 (Fighter 3), Unarmed Fighting 2 (Brawling 2, Wrestling 2).
Wilderness SV 8 Hunting Experience 3 (Tracker 3).

Natural Weapons: Bite (damage 1d10 OR 9-10 +4 Strength), Claws (damage 1d10 OR 10 +4 Strength).

Weapons Damage rates: 1H Light Weapons (damage 1d10 OR 9-10 +4 Strength), 1H Heavy Weapons (damage 2d10 OR 9-10 +4 Strength), 2H Weapons (damage 2d10 OR 8-10 +4 Strength).

Example Equipment: Two-Handed Sword (WA 2, IM -6, PV/BV 10/100), Hunting Spear (WA 3, IM -3, PV/BV 4/40), Medium Shield (WA 2, IM -2, PV/BV 5/50).

Initiative: +2 (Battle Experience)

Other Combat Details: +4 Melee damage (Strength), no penalty for shields (Shield Bearer).

Combat points: Free 12 / Attacks & Parries 6 / Armed 2 (Right 1H weapons 4, 2H Weapons 4, Shields 4)/ Unarmed 2 (Brawling/Natural Weapons 4, Wrestling 4).

Samples of Attacks:

(IM +2) Claws or Grappling SV 14, SV 10 (IM -4) Two-Handed Sword SV 16, SV 8 (IM -3) Spear SV 14, SV 10, Shield SV 16 Evade SV 17

Wurmfolk (Chirkas)

Type: humanoid BP: 30-40;

Movement: Land 2 CP per 1 m (Max 10 m)

Fear Factor: 1d10; Size: 1t; Natural Armor: 2.

Character Traits: Constitution +2, Strength +1

Feats: Durable, Flight, Special Sight, Toxins Immunity, Wurmfolk Bite.

Skills: Agility SV 10, Care SV 5, Entertainment SV 2, Faith SV 1, Knowledge SV 7, Shadow Arts SV 9, Vitner Craft SV 1, Wilderness SV 8. Fighting SV 8

Armed Fighting 2 (Bows & Sling 2, Right 1H Heavy Weapons 2, Shield Bearer 2), Battle Experience 1, Unarmed Fighting 2 (Brawling 2, Wrestling 2).

Natural Weapons: Bite (damage 1d10 OR 10 +1 Strength), Claws (damage 1d10+1 Strength).

Example Equipment: Hunting Bow (WA 3, IM -2, PV/BV 2/20, Range 2-30/31-80 m), Hunting Spear (WA 3, IM -3, PV/BV 4/40), Medium Shield (WA 2, IM -2, PV/BV 5/50).

Initiative: +1 (Battle Experience)

Other Combat Details: +1 Melee damage (Strength), no penalty for shields (Shield Bearer).

Combat points: Free 9 / Armed 2 (Bows & Slings 4, Right 1H weapons 4, Shields 4) / Unarmed 2 (*Brawling/Natural Weapons 4, Wrestling 4*).

Samples of Attacks:

(IM +1) Claws or Grappling SV 15

(IM -1) Hunting Bow SV 14

(IM -4) Spear SV 15, Shield SV 13

Evade SV 10.

NEW ANIMALS

Tunnelhogs, sometimes called “Cave Boars” are incredibly large boars living only in the largest tunnels and caves of Muspelheim. Tunnelhogs always display fierce hair crests, their manes are light brown, black or whitish and their mouths are filled with incredibly long teeth, sometimes used by both Dwarves and Goblins to carve decorative objects. Dwarves hunt tunnelhogs, since they need both the animal’ tough leather and its delicious meat. However, Tunnelhogs are incredibly dangerous animals to hunt, especially the males which can be furious fighters.

There are odd stories about Dwarven heroes riding Tunnelhogs by holding chain-shaped reins attached to the Tunnelhog’ nose. However, this practice is far from being normal, and it possibly also stems from some odd stories told by drunken Tunnelhog Hunters. In reality, it is impossible to domesticate a Tunnelhog, as their nature is too wild.

These creatures’ preferred habitat are the caverns filled with mushrooms of many species. They are immune to almost all the most toxic mushroom spores in Muspelheim, including the Olgor Fungus, but they can become quite excited if they eat too much Krustall. When Tunnelhogs are in

Name	Tunnelhog	Drollswain
BP / damage levels	80 BP: 1-20 (0) / 21-40 (-1) / 41-60 (-3) / 61-80 (-7) / > 80 (Dying).	40 BP: 1-10 (0) / 11-20 (-1) / 21-30 (-3) / 31-40 (-7) / > 40 (Dying).
Size	4t	1t
Fear Factor	1d10	-
Armor	3	2
M per 2 CP (Max Movement)	Land 8 m (32 m)	Land 3 m (12 m)
CP Free/attacks	8/Tusk 16	8/Tusk 2
Attacks	Tusk SV 14, SV 10	Tusk SV 10
Damage	2d10 (OR 9- 10)	1d10

this mushroom-induced frenetic status they will attack any creature that they meet. Furthermore, they will ignore the damage level effects, since they basically feel no pain.

Drollswain are the domesticated, lower and way smaller relatives of Tunnelhogs. Their ancestors were tamed by the early Dwarves and since then they have been part of Dwarves’ lives. Drollswain are kneehigh, white pigs, with naked skin, with no bristles. Their meat does not taste as good as the Tunnelhog, but it is still nutritious. These pigs have a calm nature, basically the opposite of what Tunnelhogs are. Drollswain occasionally escape from Dwarven settlements but their lives tend to be quite short, given how sedentary they are.

NEW EXTRACTS

Muspelheim is a vast, alien world for those living in the surface of Trudvang and many different substances can be found, which are otherwise unknown to humans and elves. Check Gamemaster’s Guide p.88-89 for the rules on extracts.

Krustmead

Dwarves brew this strong spirit from Krustall mushrooms. It is their favored alcoholic beverage, considered to be superior to anything brewed by humans.

- ♦ **Type:** Altering
- ♦ **Strength:** 1 for the first pint of Krustmead. Each successive pint of Krustmead which is drunk in the same hour requires another roll on the “Effects of Extracts” table, albeit the Strength is raised by +1. If a new roll adds an effect which is lower than one already in action, the lower effect will not be considered.
- ♦ **Strength (Dwarves):** Krustmead is considered to have a Strength of “-15” for Dwarves which are basically immune to its worse effects. A second pint drunk in the same hour will change the strength to -10, and a third to -5. From the fourth pint onwards, the Strength starts to be “1” and works as it does for non-Dwarves.
- ♦ **Appearance:** This delicious spirit looks like normal mead, although darker in color and more intense in flavor. In effects, when one starts drinking Krustmead, all normal mead seems to be like water.
- ♦ **Preparation:** Krustall Mushrooms must be collected and left to rot in a special tank. The liquid is the boiled and secret mineral spices are added after a month, so that the beverage is ready.

- ♦ **Application:** to be drunk.
- ♦ **Duration:** 1 hour + 30 minutes per further pint
- ♦ **Effect:** This spirit can be deeply intoxicating, and those who drink it in huge quantities may experience hallucinations and become aggressive. This seldom happen to Dwarves seem to be naturally protected against this effect. On the other hand, this is not the same for humans and elves, which may suffer the worse effects of Krustmead.
- ♦ **Value:** 0.2 sc (liter) among Dwarves, 0.5 sc (liter) elsewhere.

EFFECTS OF KRUSTMEAD

- ♦ **Mild Effect:** A generic sense of pleasure which does not inflict any modifier.
- ♦ **Moderate Effect:** The perception of reality becomes slightly blurred; all skill and situation values suffer a penalty of -1 SV.
- ♦ **Substantial Effect:** Minor hallucinations start to be felt on the field of vision's borders. All skill and situation values suffer a penalty of -2 SV. Furthermore, any situation of possible opposition/contract (e.g. heated discussion, slightly aggressive behavior, etc.) risks to be felt as a possible attack. A Situation roll with an SV of 10 modified by Psyche must be succeeded (Dwarves get a +5 on this roll). In case of failure, the one suffering the effect will feel the compulsion to attack.
- ♦ **Complete Effect:** Major hallucinations. All skill and situation values suffer a penalty of -3 SV. All those nearby seem to be threatful enemies. A Situation roll is needed simply because people are nearby the one who has drunk Krustmead (even if they are not behaving aggressively). The Situation Roll has now a SV of 5 modified by Psyche (Dwarves get +5) and a failure forces to attack anyone who is nearby.

Krustall Mushrooms

Eating Krustall mushrooms may cause the same effects as drinking Krustmead but only if eaten in huge quantities. However, the effect is pretty bland, and the strength is considered to be of -5.

Olgor Fungus Spores

This deadly relative of the Krustall emits spores which are deadly to breath.

- ♦ **Type:** Poisonous
- ♦ **Strength:** 3 (1 if diluted in a liquid).
- ♦ **Appearance:** This mushroom resembles the Krustall, although with reddish spots and darker hues.
- ♦ **Preparation:** People avoid the Olgor Fungus but reckless assassins are known to collect the spores to be released as a poison.
- ♦ **Application:** the spores must be breathed. Assassins can put spores in a blowgun or small straw, to blow the spores directly on the face of the victim (which cannot be farther than 2 m). The attacker must do a Care skill roll with the Extracts & Poisons specialty. In case of failure 1d10 must be rolled: on 1-5 the attacker has incautiously breathed the spores. On the other hand, the target may try to Evade the spores only if he is aware of the attack.
- In alternative, the spores may be diluted into a drinking liquid (which reduces the Strength).
- ♦ **Duration:** 24 hours + 1d10 (OR 10) hours
- ♦ **Effect:** The Olgor Fungus spores make you feeble and sleepy, draining all strength from the body. The activity of heart and lungs are slowed, up to the point in which death is caused.
- ♦ **Value:** 100 sc per dose (which is enough for one victim). Collecting the spores is an incredibly difficult and risky activity.

EFFECTS OF OLGOR FUNGUS SPORES

- ♦ **Mild Effect:** All skill and situation rolls suffer a penalty of -1 SV. The victim suffers 1 BP of damage every 8 hours.
- ♦ **Moderate Effect:** All skill and situation rolls suffer a penalty of -3 SV. The victim suffers 1 BP of damage every 4 hours.
- ♦ **Substantial Effect:** All skill and situation rolls suffer a penalty of -5 SV. When the effect is firstly triggered roll 1d20: on a result of 1-4 the victim dies among atrocious pains. In case of survival the victim suffers 1 BP of damage every hour.
- ♦ **Complete Effect:** All skill and situation rolls suffer a penalty of -7 SV. When the effect is firstly triggered roll 1d20: on a result of 1-8 the victim dies among atrocious pains. In case of survival the victim suffers 2 BP of damage every hour.

NEW COMPLICATIONS IN THE WILD

The reader is referred to GM's Guide p.29-30 for the full rules, but trying to survive into the Muspelheim' uncivilized parts (which make up most of this underground world) may be a daring experience for most characters, since they are not born to endure long periods without looking at the sun. On the other hand, some races, especially Dwarves and Trolls, seem to have been created without this limitation. For the sake of understanding when the "Persistence in the Wild" limits are overcome when travelling through the wild, uncivilized parts of Muspelheim, use the following rules.

- ♦ Humans, Elves and Half-Elves treat each day as two days.
- ♦ Dwarves and Half-Trolls treat each day as a single day.

Furthermore, most of the entries in the "Complications in the Wild" table (GM's guide p.30) can be used, although

COMPLICATIONS IN THE WILD

Warm Temperature (Celsius)*	Modifier	Requirements
Warm (25°-30°)	-1	Light Clothes, armor up to Heft 3
Hot (30° - 40°)	-2	Very Light Clothes, no armor
Very Hot (40°-50°)	-3	No armor
Extreme (more than 50°)	Survival impossible, unless magic helps	Magic protection.
Moisture*	Modifier	Requirements
Humidity: 60%-80%	-1	-
Humidity: more than 80%	-2	-
Air*	Modifier	Requirements
Low oxygen	-2	-
Very low oxygen	-4	-
Lightly Toxic Air (automatic damage)	-6	-
Toxic Air	Survival impossible, unless magic helps	Magic protection.
Light**	Modifier	Requirements
Less than torchlight	-1	-
Total Darkness	-2	-
Special: * the modifiers of these complications are diminished by 2 points for Buratja Dwarves. ** All Dwarves can ignore these complications.		

the GM' should off course well-consider that "Precipitation" and "Wind" entries almost never apply in Muspelheim, except for some very rare and odd places.

Weather tends to be stabler in Muspelheim than in the surface, often not being affected by the colder climate of Trudvang. However, sometimes cold can also be felt, as well as warmer temperatures than what is typical of Trudvang. The following new complications can be also considered.

The "requirements" column in the "Warm Temperature" part suggests the maximum allowed clothes or armor to be worn in those conditions. For those wearing anything heavier he negative modifier doubles (x2) and they take the same number as damage to Body Points from Heat Stroke during the day.

In the case of lightly toxic air, the characters should suffer 1 BP of damage per day, unless they have protective

equipment (like masks with the major positive option described in the new crafting rules, "step 4").

HUNTING IN MUSPELHEIM

Most of Muspelheim should be considered to be "Extremely barren" and, only occasionally "Very Barren" for the sakes of the Hunting Ground Modifiers (GM's Handbook p.31), although some very rare and very specific places (e.g. the few caverns where vegetation grows, or lakes filled with underground white fish) may be considered to be "Neither Good nor Barren".

Option: Muspelheim knowledge

Muspelheim is an alien and barren world for most characters in Trudvang, especially since most persons have no idea of what can or cannot be hunted. The GM may apply a SV penalty of up

to -5 (in addition to any other penalty caused by Hunting Grounds modifiers) if among the Hunters there is not at least one Dwarf or a person with the Terrain Experience (Muspelheim) specialty of the Wilderness skill.

Food Rations Gained

Muspelheim is a harsh world and animals are often difficult to find. All the results in the "Food Ration Gained from Hunting" table (GM's Guide p.32) should be diminished by -2. If the result is below "0", no prey is caught.

Preys

The following are a few examples of possible preys. The GM is encouraged to enlarge the list, using creativity, although Muspelheim's ecosystems may be so unforgiving that large animals tend to be rare (in fact the Tunnelhogs are almost the only available large prey). On the other hand, many of the possible preys are, in effects, water creatures, since underground lakes and rivers is where most life can be found.

- ♦ Small game: rodents, fish (Vritt fish), bats, snakes, insects, spiders, crabs, shrimps.
- ♦ Standard game: large fish (e.g. albino pike, blind catfish, etc.), large bats, escaped Drollswain
- ♦ Large game: Tunnelhogs, juvenile Giant Snakes.

TRAVELLING IN MUSPELHEIM

How fast you can travel through this vast, underground world is completely unpredictable. Dwarves are masters in cutting tunnels and stairs connecting settlements and strongholds. The best examples are the Stormtunnels, designed for allowing whole Dwarven armies to move quickly. However, such tunnels tend to be rare, when the travelers go farther from the Dwarven settlements. Muspelheim is characterized by many rough caverns, with uneven floors, connecting empty spaces which are maybe set at different elevations. The explorers of Muspelheim do not simply

walk, but often climb steep walls or they may even crawl in spaces with low ceilings. Sometimes passages are blocked, and the travelers need to even dig or move stones. Other times whole tunnels may be filled with water, infested by spore-emitting mushrooms or cut by lava rivers. Furthermore, travelling through Muspelheim is not a simple matter of going north, east, west or south. Destinations may be in lower or upper levels.

Proposing exact movement rates is unwise and unrealistic, since making plans and sections for the whole Muspelheim is a task greater than what every GM is called to. In a few words: the GM decides how long it takes travelling from one place to another in Muspelheim. In any case, travelling should always be slower than what is possible above ground, unless Dwarves built large tunnels with comfortable roads.

Getting lost

Travelling through natural caverns and tunnels may be an extremely confusing experience, since one cannot hope to orientate as well as in the open-air surface of Trudvang. Unless one owns the specific Geography Discipline (Muspelheim) (which is usually only own by Dwarves) any Wilderness skill roll related to orienteering in Muspelheim should suffer a penalty of at least -5 SV.

