

TRUVANG

CHRONICLES



RIOTMINDS



GAME MASTER'S GUIDE

◆ FOREWORD ◆

It all started long before us, before we even knew that there was a world called Trudvang. In ancient times, at the other side of history, at the very beginning, people gathered around the fire and told stories, tales about the gods, nature, wild rapids, and evil creatures lurking in the darkness and shadows. The stories all started the same way: "Once upon a time, in a land unknown, there were great warriors, heroes, and impossible quests." The tales were about struggle and glorious battles and adventures. The way we see it, Trudvang is just a small piece of that great puzzle. It's our own, for certain, but it's so much bigger than just a game. It's part of the great tradition of telling tales and inspiring others to dream and discover worlds of imagination.

The story we will tell starts the same way.

"Once upon a time, there was a world called Trudvang . . ."

RiotMinds

*"The foolish man
thinks he will live
forever if he keeps
away from fighting, but
old age won't grant
him a truce, even if the
spears do."*

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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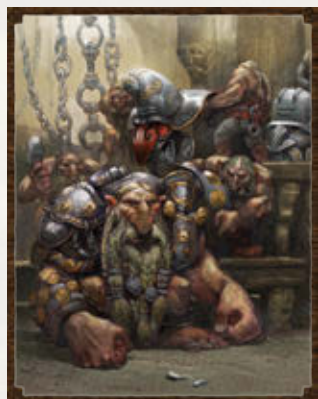
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♦ INTRODUCTION ♦

Welcome to *Trudvang Chronicles*, a roleplaying game set in a world of fairy tales, heroic deeds, trolls, and dragons, where much of the land is covered in primordial forests full of darkness and mystery.

ABOUT ROLEPLAYING

The first thing to know about the game is that there are two types of participants: players and the game master (GM).

If you were to compare roleplaying games to a movie, you might say that the GM is the director and the players are the main actors.

Characters are the fictional roles that players adopt in the game. It could, for example, be a fat, greedy merchant, a strong and righteous warrior, or perhaps even a helpless and clumsy stripling. Each player has their own character that they control in the game. Sometimes we refer to these player characters as “adventurers” as well.

Unlike the players, the game master doesn’t have a character of their own. Instead, the GM’s responsibility is to lead the game itself. You should not have more than one game master at a time. The GM’s task is to lead the story, the adventure, forward by providing the players with the fantastic flavor and detail they need to understand the environment, make dramatic decisions, and perform heroic actions according to the qualities and personalities of their characters.

The game master decides how rules are to be interpreted when there is a disagreement, and has the power to modify them when necessary to fit the situation or world. The GM needs to have the best understanding of the rules. But being the GM is not only about knowing and arbitrating rules; it’s also about creating and running a world that is wonderfully compelling and interactive. The game master may start off by using published adventure modules before moving on to create adventures of their own in which to throw the characters.

WHAT YOU NEED TO PLAY

To play this game, you need the *Trudvang Chronicles* core rules, character sheets, and a set of dice. In addition, it would be helpful to be familiar with some terms presented below.

The Dice

Trudvang Chronicles uses six-sided dice (1d6), ten-sided dice (1d10), and twenty-sided dice (1d20). See “Dice and Dice Rolling” below, for details on how to use the dice.

Adventures and Campaigns

An adventure is the story and setup that the game master chooses. It’s the setting and template the GM uses to tell the players what is happening with their characters and where they’re going. Some prefer to make adventures of their own, while others prefer to buy supplementary material that provide complete adventures.

A campaign is usually a much larger story arc, or a series of adventures that play out over several sessions. The characters embark on a series of smaller adventures that are connected in some way.

THE RULES IN SHORT

Trudvang Chronicles contains a great deal of text and descriptions. It can seem overwhelming until you start to get the hang of it. Below is a general summary of the game’s rule system to help you understand the basics of how *Trudvang Chronicles* works.

Dice and Dice Rolling

The abbreviation for die or dice is “d,” and the number following it specifies how many faces the die has. In

most cases, there is also a number in front of the “d” that designates how many of those dice you should roll (or how many times you should roll a single die). For example, “3d10” means that you should roll three ten-sided dice, or a single ten-sided die three times, and add the results.

In some cases, a three-sided die (1d3) and a five-sided die (1d5) may also be required in the game. In these cases, use a 1d6 or a 1d10, respectively, and halve the results (round up).

Unless the rules specify otherwise, normal rules for rounding are used. This means that decimals below one-half are rounded down, and those equal to or greater than one-half are rounded up. So in most cases, when whole numbers are cut in half, you will always round up.

Sometimes you will see the abbreviation “OR” after 1d10, which stands for “open roll.” This means that if you roll a number equal to or larger than the one shown after the “OR” label, you can roll the die again. If your second roll is also high enough, you can roll again, and again, until you roll less than the OR value. Your final result is the total of all the dice you rolled. Because of this, rolls with open roll opportunities may grow much larger than the usual range of their dice.

Character Traits

Perhaps the most important aspects of a character are traits. For example, a character might have a trait indicating the strength of a troll or godlike charisma. Different character traits will result in different modifiers to skills and other important aspects of the game. There are positive as well as negative character traits.

All of the other denizens in the world, the ones who are controlled by the game master, also have character traits and skills. Some creatures also have unique abilities that they can use (for example, dragons can breathe fire, ghosts can become invisible, and so on).

Modifiers from Character Traits are added only to Situation rolls, not Skill rolls.

Character Skills

Characters measure how capable they are in various proficiencies and talents by acquiring skills. “Skills” are so generic that they can apply to most situations. How good you are at a skill is measured on a scale from 1 to 10, which is referred to as “Skill Value.”

As a complement to the general skills, there are disciplines and specialties. Disciplines are ways for you to improve your character in specific areas of general skills, while specialties focus even deeper

in those areas, as ways for you to specialize in particular aspects of the skill and discipline. By obtaining disciplines and specialties, a character can go beyond a Skill Value of 10 (the limit of the general skill alone).

A character learns a general skill first, then they can learn the first

level of a discipline within the skill, and thereafter they can learn specialties within that discipline.

Every discipline and specialty has five levels. Each level of discipline and specialty can raise the Skill Value in certain situations. Disciplines usually raise the Skill Value by +1 per level, and specialties usually raise the Skill Value by +2 per level. Specialties also sometimes give specific abilities, detailed in their descriptions.

To learn levels of a discipline or specialty, however, the character must reach a certain Skill Value in the general skill first, according to the table below. Once a character has at least one level in a discipline, they can begin learning an associated specialty.

Skill Rolls

When asked to make a Skill roll, roll 1d20. If the result is equal to or lower than the Skill Value (SV) (after applying

any modifiers), you succeed on the skill check, if the roll is higher, you fail. Because you want to roll low on Skill rolls, any modifiers that make a situation more or less likely are applied to the Skill Value (not to the roll). Negative modifiers make it harder to roll below the number, while positive modifiers make the task easier.

Rolling a “1” is always success and rolling a “20”, even if your Skill Value is 20 or more, is always failure, sometimes with direst consequences than a normal failure, but it’s totally up to the GM.

Situation Rolls

Sometimes a player wants to do something they do not have a skill for or that cannot be roleplayed. In this case, the game master should let the player roll what is called a Situation roll with 1d20.

Success is determined in the same manner as a Skill roll, the results must be equal to or below the Situation value determined by the game master. When deciding such value, the GM starts from 10 and adds or subtracts from that base value depending on how easy or difficult the situation is. The character’s traits are often important for Situation rolls because traits can grant either positive or negative modifiers as well.

Rolling a “1” is always success and rolling a “20” is always failure.

SKILL AND SITUATION ROLLS

1d20	Result
1	Always success
≤ SV or Situation value	Success
> SV or Situation value	Failure
20	Always failure

Modifiers

Characters can earn positive or negative modifiers for a variety of reasons. A character may receive negative modifiers for attempting something in difficult or less-than-ideal circumstances; alternatively, a character may receive positive modifiers by catching a foe by surprise or having some other advantage. In addition, character traits can add positive or

“In old times, the king, the gray battle-leader, always dealt out riches to the heroes. Swords and rune staves were the most precious rewards a hero could get.”



TAPIA
& WIEVELL

negative modifiers. The game master may also assign modifiers to any task the characters attempt. If the GM has reason to believe the task is more difficult than usual (for example, climbing a wall that is especially difficult to climb), they can add a negative modifier to the Skill Value of the roll to represent that. The GM can also add positive modifiers to tasks that are easier than usual. In fact, we encourage GMs to do so with easier tasks early in the game, when characters' Skill Values are still quite low.

When modifiers are applied to a Situation roll, they are added to or subtracted from the situations Situation value. Because characters succeed when they roll the Situation value or below, positive modifiers make success easier and negative modifiers make success more difficult.

Modifiers to character values like Body Points, Raud, and Vitner Points are added straight to the total value.

Modifiers to damage or initiative rolls are added to the results of the roll, after open rolls have been added in.

Body Points

Body Points represent the amount of damage a character can take. The more Body Points a character has, the more damage they can endure before dying.

When characters are hit by a weapon or anything else that causes damage, they receive a number of damage points that are subtracted from their current Body Points.

Action Round Initiative

In battles, everyone rolls for initiative to determine who will start. The one who wins the initiative decides what they want to do first, and when. Some specialties can be used to achieve a better initiative.

To determine initiative, roll 1d10 (OR 10) ± modifiers. The higher the roll, the sooner one acts in the round.

Weapons

The game has a variety of different weapons, such as knives, swords, clubs, and bows. All

weapons, even natural ones like claws and teeth, have a base damage of 1d10. If you roll a 10 when using One-handed light weapons, 9–10 when using One-handed heavy weapons, or 8–10 when using Two-handed weapons, you have made an open roll, which means you can roll the die again and add that number to the result. In this way, you can do more damage than a single die would normally allow. There is no upper limit on how many times you can roll an open roll (as long as you keep rolling within the OR parameters).

Combat Capacity and Combat Points

All characters and creatures have a certain degree of efficiency in combat that is referred to as combat capacity, which is measured in Combat Points. A character uses Combat Points to perform different actions in a combat round, such as attacking, parrying, or various other things that might affect the current battle. The number of Combat Points a

character has (Combat Capacity) is equal to their Skill Value in the Fighting skill, which can be increased with the help of disciplines and specialties. Combat capacity is dynamic, which means that a player can decide from one instance to another how many Combat Points to use when attacking or parrying. The same rules apply to the people and creatures controlled by the game master.

Vitner Capacity and Vitner Points

Magic and enchantments are a very present reality in Trudvang. To use magic, a character must have the Vitner Craft skill, and the character's efficiency with magic is largely based on this skill level. Characters with the Vitner Craft skill as well as the Call of Vitner discipline have the ability to attract vitner (energy that helps make up the worldwide force). This is what grants a character what is referred to as vitner capacity, which is

measured in Vitner Points. The character uses Vitner Points to conjure incantations. The number of Vitner Points a character has (Vitner Capacity) is equal to their Skill Value in the Vitner Craft skill, which can be increased with the help of disciplines and specialties.

Divinity Capacity and Divinity Points

In this game world not only is magic a reality, but so are divine feats. To use divine abilities, a character needs the Faith skill, as well as the right discipline and specialty that grants access to specific divine abilities. Characters with the Faith skill and the Divine Power discipline have the ability to call on the powers of the gods. This is what grants a character what is referred to as divinity capacity and

is measured in Divinity Points. The character uses Divinity Points to activate divine abilities. The number of Divinity Points a character has (Divinity Capacity) is equal to their Skill Value

in the Faith skill, which can be increased with the help of disciplines and specialties.

Dwarven Thuuls who possess the Divine Power discipline receive just as many Divinity Points as others get, but their points are linked to one or more specific objects instead, and are used by transferring the points from the Thuul into that object.

Raud, Change of Fate

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

By spending Raud, the character can undo an action. By spending Raud, the character can undo an action. Such fate changes have to be made directly after the action, never at a later time.

♦ 1d6 Raud from the beginning (± modifiers from the Charisma trait)

“She spoke with an iron tongue. She spoke about war and the call for battle.”



Upon creation, all characters get 1d6 Raud that they can use in certain situations. Those who have chosen Charisma as a positive or negative character trait receive more or less Raud to use. Each time a player wants to change their character's action, 1 Raud is used up permanently.

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

- ♦ The character is hit in battle, and the damage is so great that they will die. By spending Raud, they turn the hit into a miss.
- ♦ The character fails a Skill roll that has critical implications for the future. By spending Raud, they succeed at the Skill roll.
- ♦ The character says something in a weak moment that has critical consequences. By spending Raud, the fateful words were never spoken.

- ♦ The character jumps from one rooftop to another but fails the Skill roll. By spending Raud, they barely manage to reach the other side.

Raud can never be used to influence an action that directly affects another player's character.

A character who spends Raud so as not to get hit by a dragon's fiery breath

does not save others who get hit by the same breath. For the other characters to escape the attack, they also need to spend Raud.

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



♦ TRUDVANG ♦

Trudvang, a world of sagas, legends and myths. A place where nature rules over all with greater power than men, elves, dwarves, and wildfolk combined. A world of magnificent mountains, roaring rapids, and deep, enchanted forests.

WILDERNESS AND ANCIENT TRADITION

Trudvang is a land of extreme wilderness and ancient tradition. Trolls lurk behind moss-covered rocks and pierce the cover of night with their yellow eyes in search of unwary travelers on the muddy Darkwood roads. Great horsemasters with swords and shields thunder across the plains of Mittland upon their mighty steeds, in search of conquest that will allow them to take their place among the heroic kings of old. To the east, in the Stormlands, a hard and grizzled folk sheds blood in the name of the gods of storm and chaos. Bound by ancient customs, they seek to honor their forebears and clan in defying the untamed wilderness that they call home. To the west the Viranns sit in lofty towers of stone, seeking ancient knowledge that mankind thought lost forever, while in the south the elves seek to understand why their gods once left them in their time of greatest need. Under mountain, rock, and stone, the sons of soot hammer away at their anvils by the roaring logi furnaces in the underbelly of the world. And to the farthest north there is only the Great Ice Plains, a place so cold and dark that it is said that none can remain alive there longer than they can remain awake.

As a campaign setting, the world of Trudvang is imbued with great mystery and adventure but also sadness and weariness to a certain extent. In contrast to many other fantasy worlds, Trudvang is highly influenced and colored by Norse and Celtic mythology and history in all forms. In creating the world, great inspiration has been drawn from many places, but none is more apparent than the art of John Bauer, the Finnish national epic Kalevala, or the story of Beowulf.

THE LANDS AND PEOPLES OF TRUDVANG

Trudvang is made up of the Stormlands to the east, Westmark to the west, and Mittland between the two. There is also the archipelago of Soj in the south where the elves make their home, and the wild Nhoordland to the north where trolls, Wildfolk, and all sorts of unsavory characters dwell in the shadow of the great mountain range called Jarngand and the deepest forest of them all: Darkwood. To the farthest north, where only hrimtursirs roam, there is the Great White, where few dare to venture. To travel across such a vast continent is

no light matter. Merely traveling from city to city or from forest to forest can be the focus of an entire campaign. The wanderers and heroes who undertake such a magnificent trek will soon find that nature itself can prove to be the mightiest adversary of all.

MITTLAND

Mittland is, above all else, a land of great heroes and mighty deeds, a place sprung from legend and myth where plains of high grass spread out as far as the eye can see, upon which wild horses roam, majestic and free. Gryphons soar above mighty mountain peaks that cut open the red sun in the sky as if it were an open wound. Rapids thunder forth and grow ever wider as they slither across and around the hills and cairns that stand testimony to the lost warriors and kings of old that all Mittlanders seek to join in glory. Mittland is a place almost frozen in time, greater and wider than any other realm in Trudvang. A place where danger is as connected with death as it is with the chance for glory and great deeds. A place where skalds record and immortalize the people who lead their lives by the sword in search of the moment



The great ice plains

ARKLAND

The great iron mountains

NORDLAND

Western Darkwoods

Sooty mountains

Darkwoods

FJAAL

FJALDGAND

Elbir

BYSENT

Fjalda river

Darken river

Silferspiir

SILVTRONDER

Silverport

Glimmersmond

Leafen

Darkwoods

WESTMARK

Kings river

RUNEWIJK

VILORE SEA

Erviador

CARLONN

Erkhast

Hrisej

Ravelsford

MAJNJORD

Majnjord

VIRANNO

TRONELAND

Erwhain

BYDLAND

Valkarool

WHISTERGALP

Kantergriff

Havma forest

Havansridge

Blodt

Thoordunn

Goldum

Iggland

Peaceville

Vittna river

VISENTHIA

Visentine

Dalefish

Ygghals Tounge

THORKAAL

Orkhelm

SAMIA

Poyatta mountains

Valtoris

Valkalainen

SOJ

EDRAS

Pohanta

Tring mountains

ALTHIS



The great ice plains

Darkwoods

Stangport

THE WILD LANDS

Eastern Darkwoods

Darkwoods

Ysholt

Icepeak mountains

Ildebaad

VORTLAND

Bjarnwoods

FYNNHEIM

DRANVELT

Meawar

Magnerym

Hornwife forest

NOJD

STORMLANDS

MITTLAND

Hverd

Gunnra mountains

ARJI

Wildhar

ORD

Hwut

FYLGES

Dragon forest

DAIN

EJDLAND

DJUNGHART

Redborg

Seaga

SYLVAN

GRIM SEA

Black river

Vood

OSTER OCEAN

Himmgrim

Hvergil

OSKLA

DAALHEIM


Wislatt river

Hellaek

Datt



OCEAN



where all will be counted and they will go down in history for what they have done. It is an awe-inspiring place unlike any other, savage and civil all at once, caught between the Stormlands and the Westmark not only geographically but also in spirit. To the east the faith in the Eald Tradition is strong, but from the west the influence of the Westmark and the One god Gave grows ever stronger. Just as religion unites the Stormlands, it divides Mittland.

Mittland is also very fertile, considered to be the greatest farmland in all of Trudvang. Wheat and rye and a man's harvest will determine his riches, and the greatest families and clans are often made by the land that they own and farm. So even though Mittland is iconic in its tradition of heroes and legends, its true power lies within the earth and sets it apart from other lands as a place of prosperity and great fertility.

But even so, the Mittlander is defined by battle. Here all men and women are created equal under the sun as long as they can wield a weapon and use it to strike down their enemies. Courage and bravery are considered to be traits that all great Mittlanders must possess, and death by old age or sickness is considered a great dishonor. This is perhaps why most Mittlanders welcome death in battle gladly, as it might be their chance to claim a glorious end. This has led to many Mittlanders to use their shields to deal blows instead of parrying them.

However, no death is worth much unless a skald sings of it. The skalds are as revered as dimwalkers (the most common name for holy men among all the peoples of Trudvang) might be in other cultures, as they hold power over people's destinies. Legends told by skalds have come to define Mittland and its people, as many religions, gods, and systems of belief have sprung from them. In this fashion, most things are legendary and mythological in Mittland. Beasts, people, objects, and poems all hold power and legacy.

The Eald Tradition

The Eald Tradition is a complex belief system that still rules over the eastern parts of Mittland, while the western parts are slowly but surely being converted to the Tenet of Nid. What started as a simple worship of Whote has developed into a pattern of myths and customs that are deeply connected with nature and the four seasons. The Eald Tradition has evolved into the worship of great deeds and battle due to the hostile climate of Mittland. Gryphons soar high in the sky, lindwurms lurk in the marshes, and thornbeasts come down from the mountains to swallow people whole.

The Eald Tradition is centered around reverence of heroes and their accomplishments. Bravery in one's heart is the greatest trait that one can possess, and lone warriors and heroes often have more power and respect than kings and lords that hold great riches. The old hero kings who lived their lives by the sword before

*"The battle metal
and clattering rings
of armor foretold the
war. It was the best
of times."*

they rose to power are truly respected. One will often hear in the songs of the skalds that a battle was won by a single hero or a beast was slain by a lone warrior. The greatest wish of a warrior from Mittland is to have a song or tale written about their deeds. To reach such status is the ultimate proof that you will live on forever.

Not only are heroes revered within the Eald Tradition, but so too are the weapons and objects they wield. They are inscribed, decorated, and given names and legends of their own. Items are often passed down from generation to generation and continue the legacy of a family or clan. It is not uncommon that such a weapon or object will become more famous than the hero who wields it. People who set out to make names for themselves as heroes of Mittland often seek such items.

Some of the most prominent gods, heroes, and nature spirits renowned within the Eald Tradition are Whote the



restless wanderer, Othwolk the guardian of Othwa, and Shurd the lord of darkness and dragons.

Whote

The great wanderer, maker of the ancient tree Yggdhraasil, and the father of all mankind, Whote was the one who would not sit and hearken but instead abandoned the other gods and spirits, and with his ravens and great spear wandered out into the world to experience it for himself. He is often depicted as a huge man even though Mittlanders seldom pray to or worship him. He loves humans most, as they are his creation, and he often concerns himself with their business, which he learns a great deal about through his raven messengers.

Othwolk

Othwa is the realm of heroes and the kingdom of the fallen, and Othwolk is its undefeated guardian. He takes the shape of a great wight with a cuirass of skulls and a huge axe, or as a black lindwurm that lurks in the shadows. In the mists between Othwa and Trudvang, he stands watch. He enters Trudvang only to retrieve the ones who have left Othwa, for no one has that right. He is the great warrior who will meet the fallen and judge them at the gates of Othwa. He is both feared and respected.

Shurd

If Whote is the protector and guardian of humans, his son Shurd is their greatest enemy. Shurd is a dark lord and master of great beasts such as dragons. He battled the gods in the Age of Dreams and forged bindings of shadow to shackle humankind. He loathes all that is synonymous with light and life and always seeks to thwart the prosperity of the world. Only dark and obscure cults dare worship Shurd today, as he is shunned by most people.

Muspelheim

In the wild Nhoordland there is only one people who embrace a certain level of civilization: the dwarves of Tvologoya in the realm of Muspelheim. They are steadfast and durable like the mountains they live under. They do not allow themselves to be bothered or moved by arbitrary things and events, standing where they always have unlike the humans that wage war or emigrate for even the smallest change. The sons of soot and stone value that which is lasting, that which remains and is as it always has been, like the mountains. This is perhaps because the dwarves have been here for so very long, some people even say longer than the elves. It is said and sung that the dwarves came from the sparks that were emitted when the shaper Borjorn struck his mighty anvil with his hammer and created the world. When these sparks hit the ground, they took the shapes of worms that slithered about and hid beneath rock and stone. Borjorn noticed the sparks and was fascinated by their transformation. He started to shape the worms and bestow them with a consciousness, the power to craft, and strong and sturdy souls. Ever since that moment when the worms became what we today call dwarves, there have been three types in Trudvang: the Buratja, the Borjornikka (gray dwarves), and the Zvorda (troll dwarves).

Today the dwarves live in the underbelly of the world known as Muspelheim. They keep to themselves and hammer away by the burning logi furnaces, forging things of such might and beauty that ordinary folk cannot fathom the craftsmanship. But the dwarves, however stubborn, have no choice but to commune with the outside world, and it is most often the Borjornikka that deal with traders of the northern Stormlands or the parts of Mittland that exist in the shadow of Jarngand.

The Buratja keep to themselves and labor by the lava rivers of the deep chasms. They do not seek to commune with or understand others and are perfectly happy to simply do that which they do best: craft. They spend so much time by the anvil and the logi furnaces that

their very skin has evolved to withstand their heat. The Buratja are the greatest crafters of all the dwarves.

The Zvorda dwarves are sometimes called troll dwarves by common folk. This is because of their immense size and strength and their more brutish appearance. These dwarves often labor as warriors, masons, or tunnel diggers and lead lives of great unrest and weariness. This may have to do with the fact that, until the Age of the Iron Dragon, the Zvorda were few in number and were very lonely folk.

Thuuldom

The dwarves of Muspelheim worship the mountain itself. They believe in the stone, in its inner workings and the precious metals within. Holy dwarves are known as rune smiths, or Thuuls. They are the ones who hold sway over the mountain and the art of shaping it into things so precious and near-divine that not a living soul in Trudvang could hope to mimic them. Thuuls have learned the secret ways to study and refine the mountain and its raw materials. This art is worshipped by all

dwarves. The rune smiths can spend days, weeks, and even years to find the perfect materials and components for their divine craft. It is as if they seek precious stones and metals that were made by Borjorn himself for the sole purpose of being used by the Thuul.

This is by far the most important mission that the Thuuls have in the everyday lives of dwarves. Certain minerals, gems, and ores have a single purpose. Some are meant for weapons, and others for armor, houses, or tools. Not until a Thuul receives a vision of what a certain piece of rock should be used for can it be drained by other dwarves. When a Thuul receives such a vision, they place a rune upon that rock and its purpose is then known to all. Some parts of the mountain remain unmarked for long periods of time, sometimes entire ages. These mineral deposits and their purposes are unclear to the Thuuls and thus remain untouched. The dwarves have deep respect for such deposits, fearing what slumbering power resides within, and avoid them until they are marked by a Thuul.



Borjorn

The great maker and shaper, Borjorn is believed to have created the dwarves and perhaps even the very mountains themselves. When he struck his great anvil with his mighty hammer, sparks erupted. From those sparks, worms appeared and crawled around at his feet. The worms slithered away to dig nests and homes under the rock. Borjorn quickly grew fond of the worms, as he did with all his creations. He saw that they loved the rock, the soot, and the mountain, and that they seemed to be in connection with these things. He gave them souls and hearts of their own and the power to shape the rock that they loved so much. He also gave to them the kingdom of Muspelheim, where the dwarves now dwell, deep in the underbelly of the world.

The Mountain

If there is one thing that is holy to the dwarves, it is the mountain itself. It is their home and the place from which they draw their power. Their entire culture is centered around the mountain and the stone that makes up its shape. Therefore, the mountain is revered more than anything in the dwarven culture. A mineral or rock can be mined and shaped only after its purpose has been revealed and understood, for even the smallest pebble and grain of dirt has a destiny. Such destinies can be as mighty as being the jewel in a king's crown or as humble as being a step in a stairwell. The ones who can decipher the destiny of the mountain are called Thuuls, and once they have decided what role a stone or mineral has to play, they will place the mark upon it in the form of a great rune. There are some rocks that never have their purpose revealed, and such rocks are feared and respected. The dwarves do not know what events might be set in motion or what forces might be called upon if they were to dare tinker with such a rock. Therefore, entire cities can be constructed around a single block of stone or a deposit of minerals that have no known destiny.

Nhoordland

Nhoordland is untamed wilderness. It is the greatest landscape to the far north and stretches from the shorelines of the west to the cold forests of the east. In its midst sits the great mountain range of Jarngand that splits the land in half like a great tooth, its peaks so high and inaccessible that not even the greatest giants

or well-traveled dwarves have managed to tame or master them. Like a great wall, the range stretches across all of Trudvang and protects the world from the dark forces of the unexplored north.

Nhoordland is home to the legendary and mythological forest of Darkwood, which is known far and wide as a dangerous and treacherous place. Under the cover of



its gnarly and twisted branches, tribes of trolls and worm-like dragons keep secrets untold, unfathomable by humans, dwarves, and elves.

The Great White is also considered part of Nhoordland, a region of icy plains where no human, dwarf, or elf dwells. Here the land is so cold, dark, and ancient that it is nearly uninhabitable. The snow lies so deep and cold that most people cannot summon the strength to wander through it. The mountains reach so high and are so ice clad that no explorer could hope to climb them. Many a brave adventurer lies buried beneath the ice and snow, slain not by foe but by weather. Here the great frost giants, the hrimtursirs, roam the landscape and build great castles of ice. Here the wind bites the skin like a thousand icy daggers and moves great mounds of snow with such fury that some say Stormi himself seeks to subdue the landscape. The Great White is the true domain of the wild.

Nhoordland is so vast that many people and creatures call it home, including dragons, Wildfolk, trolls, and many others. But when people talk about Nhoordland, most speak of two kingdoms: one above ground and one below. Arkland is the name of the kingdom in western Jarngand, where the wild Arks roam with their horrid thorn beasts. Tvologoya is the kingdom beneath the mountains in Muspelheim, where the dwarves of soot and stone dwell.

The Wildfolk are a barbaric and untamed people that live all across Nhoordland, from the deep forests and inaccessible mountains of the Stormlands to the coasts of Sylvan and the war-ravaged land of Thoorkal in the west. They are often viewed as unsavory characters with a nature more like that of beasts than of humans. They view themselves differently and call themselves “Hwelpor,” or the Wildborn. Comprised of smaller groups and peoples connected by their savage way of life and culture, they include Amurs, Bults, Kandovs, and Arks.

Wildfolk live in hidden places that others find hard to access. They

dwell in deep forests, high up in the mountains, and in abandoned castles and cairns far from the watching eyes of others. Their way of life is barbaric and primitive, and they value strength and conflict as the only true meaning in life. Most Wildfolk live like nomads, moving from place to place without settling for too long in one spot. They are also held together by Haminges, the dark faith.

Haminges

Haminges is the dark and barbaric faith practiced by the Wildfolk and the trolls of Nhoordland. The backbone of the religion is simple: strength. Followers believe that the soul has power and that within every living creature resides its strength and might. They believe that this soul can be controlled and whipped into submission and, in the end, consumed. When you kill a body in which a soul resides, that soul and all its power will be transferred to the one that struck the killing blow.

Those who practice Haminges worship violence, battle, bloodlust, death, and chaos. To be strong and hold command over others are awe-inspiring traits in the religion. The wild and troll folk that follow Haminges have started many a war and slain many foes in the belief that by doing so they grow stronger. This is also why many Wildfolk, trolls, barbarians, and other evil creatures don the skulls and remains of their slain foes, not only to display their power but also to enhance it. Because of this, Haminges is often connected with cannibalism.

The most prominent gods in Haminges are Gellti the dark mother, Vigan the giant, and Mastru the deceiver.

Gellti

One can say that the goddess Gellti is the aspect of life for those who follow the dark traditions of Haminges. She is the great devourer and the dark mother. Gellti both gives life and takes it away as she eats from the corpses of the dead and then gives birth to new life from her womb. She

is heavily connected with the earth and all that grows, but also that which withers away and fades.

Vigan

The leader and destroyer. Vigan is often depicted as a great giant wearing a bone mask, and those who wish for power in battle or victory often make sacrifices to him. His great strength comes from his size and brawn, but primarily from the wailing souls he gathers and consumes as he treks across Trudvang.

Mastru

The master of lies and deception. The great deceiver. Mastru is an untrustworthy god, poorly thought of and often depicted as a slender and crooked man with a ram's head. He holds the power of falsehood and truth and since no one can truly know the ways of Mastru or how he wills things, no one trusts him. However, it is impossible to ignore him since he holds sway over luck, and those who cast him aside often find their luck failing them.

Soj

It is known by all people on Trudvang that the elves live on Soj, a mythic archipelago far in the south in the stormy Althissea. They came from beyond the rim of Trudvang, where everything is dark and cold and silent. Like spears of burning starlight, they blasted down upon the surface of our world with their gods and makers, the Vanir. When the elves and the Vanir came to Trudvang, many things had already been shaped and crafted. But this new people of starlight came to grow and make many things of their own. They laid seeds in the earth that soon blossomed into forests deep and enchanted, and thus together with their gods they created much of the world that we know today, including their home of Soj. They made it into a place of untamed nature unlike many other places in Trudvang. The stormy Althis Sea smashes against great jagged sea rocks that rise so high that those who

have never seen them could not fathom their enormity. The forests are so deep and the gnarly dwarf pines grow so tightly next to each other upon dark lyktgubbe moss that not even the most skilled adventurer can hope to traverse them without risking becoming lost forever within.

The land has been allowed to become like this since so few humans have settled upon Soj. Apart from the island of Dalheim (ruled by Stormlanders) and parts of Edras (once settled by Thronelanders), elves rule supreme on Soj. They do not interfere with nature. They do not farm the land or cut down trees to fuel furnaces. No, they live in harmony with the land, and they do not stay in one place very long to avoid harming the flora around them. Like nomads, they move from place to place, always seeking to uphold the balance of nature.

To understand who the elves are today, one must understand their history and their relationship with their gods, the Vanir. For the times of prosperity and beauty would not last for long on Soj. The wurms, dragons, came from their blackened pits and spread their dark wings to take Trudvang as their own realm of chaos. The elves and the Vanir rushed to defend their creation and defy the dragons. The two battled side by side, the Vanir seemingly unscathed by dragonfire, and together they turned the tide and held back the oncoming darkness. But so it was that one day the elves went to do battle, and the Vanir did not join them. The elves were abandoned by their makers and had to face their foes alone. The Vanir watched from afar as many elves fell to the fire of the dragons hiding in the shadows. And so, in the end, the elves paid a mighty price for their hard-won victory against the dragons. When the elves sought the Vanir to ask why they had turned their backs in their people's hour of need, the gods were not there anymore. The Vanir had left Trudvang and returned to the cold darkness whence they came. Unable to follow their gods, the elves could do nothing but watch the stars grow ever smaller

in the night sky as the Vanir drifted farther and farther away.

And so the elves were left to themselves. They wandered, unsure what to do with themselves now that the Vanir were gone. Soon they found that they were beginning

to grow old. Time had caught up to them, for when the Vanir left, they took with them the elves' immortality. The elves began to die, as they had never done before. Generation by generation, their bloodline grew thinner and thinner and the lives of



elves grew shorter and shorter. From this almost cataclysmic change, two groups began to take shape: the bright Illmalaini and the dark Korpikalli. The star elves and the dark elves. The two peoples were divided in their view of the gods. The dark elves cursed the Vanir and raised their fists in anger toward the makers that had left them, vowing never again to acknowledge the gods or call upon them. The star elves, however, sought to understand the gods and why they left Trudvang. They view this time as a trial that they are meant to overcome, so they must persevere and not lose faith.

Very few elves remain on Trudvang from the time of the Vanir, but they can be found, if only in dreams and visions.

Toikalokke

Toikalokke is the name for the divine practice learned by elven stargazers and priests (though the elves call them the “high gifts”, after the “high gods”). Those who master these gifts are called Ihana. The Ihana decipher the stars with the help of their star harps to contact the departed gods, the Vanir. By doing so, they learn the ways of the gods, what trials they have placed upon the elves, and how the elves might again walk in their bright starlight. Some elves decipher the stars to understand current events, to draw power, to gain advice on what to do next, or simply to meditate and calm their senses.

The Vanir and the Stars

When the elves arrived in Trudvang, they shot down upon its surface like great spears of starlight with their gods and shepherds, the Vanir. Together the elves and the Vanir made many a thing of great beauty and magnificence, and they brought into existence deep forests, roaring rapids, and chirping birdsong. But when the elves’ hour of need came, when dragons of soot and fire marched out from their deep pits to do battle, the Vanir were not there. The elves had to

endure this great war alone, and even though they stood as victors when the end came, they paid a mighty price. Alone and confused, the elves wandered the surface of Trudvang. Some shunned the Vanir and turned to the deep forests, but others wanted to understand the gods.

The elves believe that the stars that shine upon the night sky are in fact signs of the Vanir, drifting in the void. The ones who seek to decipher the patterns of the stars to understand the Vanir are called Ihana. By using their star harps, they can know if the gods are coming closer or drifting farther away, and perhaps what their intent is.

STORMLANDS

From the Wildfolk of the north there came a people that today are known as Stormlanders. This grizzled and hardy folk, bound by their traditions, customs, and faith in the Great Storm, live and do battle against the forces of nature that seek to overthrow their settlements in the eastern parts of the world known as the Stormlands. The Stormlands is the most iconic and wild land that often comes to mind when thinking about Trudvang. With roaring rapids, deep and untamed forests, snowy mountain peaks, and treacherous alpine, it is a hard land where nature still rules with a greater power than in other parts of the world. Here one lives in close contact with nature, both in spirit and in labor, as there is no other choice for the people who have decided to live in such extreme environments. The summers are short but fruitful, and the winters are long, barren, and dark. It is religion, above all else, that binds the Stormlands together as one. Before Gerbanis came to be adopted by the Stormlanders, most folk simply worshipped loosely connected nature deities and their forefathers. No raid, ruler, or common cause was so great that it would unite the peoples of this harsh land. In the end it was the god Stormi, blood gifting, and belief in the Great Storm that united the Stormlanders as one people.





The warriors of the Stormlands are defined by their shaved heads, broad axes, and frenzied rage that is so great that some liken them to the vicious Wildfolk of Nhoordland. The Stormlanders are, of course, more civilized, even though they are descended from such folk.

The borders of the different countries that make up the Stormlands are loosely defined. They change, expand, and decline as new jarls and chieftains rise to power. As skirmishes break out here and there, land is taken, lost, and then taken again. It is often said that a jarl's land is no greater than that which his sons can successfully claim. Even so, the Stormlands is made up of these countries: Wildland, Vortland, Fynheim, Noj, Dain, Junghart, and Dalheim (an island closer to the elven archipelago of Soj but ruled by man nonetheless). The Stormlands is home to the legendary forest of Wildheart.

Many years ago, three peoples arrived in what is today known as the Stormlands. These are today known as Kremors, Brots, and Wildbrons. They settled here and lived off the land. Eventually they started to mix together and transform into what is today known as the Stormlanders, a people that have traits from all three groups. Many of these tribes still exist in smaller forms throughout the Stormlands. There are for example large settlements of Wildbrons that remain, though they are often frowned upon or even resented by common folk. It is not uncommon that jarls and chieftains will hire Wildbrons to boost their fighting forces, as these tribes are known for their rage and bloodlust. It is also not unusual for these tribes to break loose, and they are often the instigators of many conflicts throughout the Stormlands.

The religion of Gerbanis primarily binds the Stormlands together as one land where Stormi, the allfather, rules over the people in their everyday lives. Lives that are imbued with myths and tales of heritage, a culture of fertility and sacrifice, and a deep reverence for nature. The Stormlanders are heavily shaped by

the somber environment that they live in. They are hard, resilient, steadfast, and deeply traditional. It is perhaps because of this that the Stormlanders are deeply wary of magic and that which they cannot understand. Combat, axe, shield, and sword are things that are easy to wrap one's head around. Some Stormlanders might be able to fathom being given powers by nature and Stormi after a blood gifting, but magic woven and used as a weapon is deeply troubling and mysterious to this people. This has led to the Stormlanders being a superstitious folk who prefer that which is tangible and quantifiable.

Gerbanis

Most Stormlanders worship the great god Stormi and the deities that live by his side. Stormi is the allfather of the religion that has been given the name of Gerbanis. Many Stormlanders expand their belief beyond their devotion to Stormi and worship their forefathers, the moon, and other nature deities. The religion of Gerbanis is one that is imbued with the rite of sacrifice. Stormlanders make blood gifts to the gods and to Stormi himself to wish for a good harvest, a merciful winter, or even saving

“Never spit on a blade in the Stormlands. Not even to sharpen it. You will have to pay with your life.”

a dying person from their fate. The greater a favor you ask from the gods, the greater you must sacrifice. A firstborn son is considered to be one of the greatest things to sacrifice. A blood offering is usually held at a ritual spot where a blot pole has been risen up, and the offering is drained of its blood by a sacrificial blade. This blood is then drunk by a priest and showered over others who take part in the blood gift using a blot broom.

Those who follow Gerbanis view the universe as a great chaos storm filled with evil and eldritch forces that seek to penetrate the world, with Trudvang the eye of the storm. When a person dies, they are cast into this great storm and must take heart and be strong to

navigate the maelstrom without being consumed by evil powers. If they succeed, they will find their way to a great green country where allfather Stormi rules. But the storm must be braved over and over again, for often Stormi will venture into the darkness of chaos and battle the forces that reside there. Those who have managed to reach him will accompany him into the storm and do battle at this side. Therefore, it is not necessarily a bad thing to die young and strong in the Stormlands.

Gerbanis has a great number of gods, which are split into three categories: Sturmasirs (storm gods), Hvergelift (chaos gods), and Vanerlift (death gods).

Stormi

The allfather, god of wisdom, might, and wind. His chainmail is blackened by the fire of a thousand dragons and his strength is supreme. Stormi is the main god in the Gerbanis pantheon and the god that is most tightly connected with this barbaric and ancient religion. On his arm, he wields a mighty ring of iron named Gutra that empowers him with the strength of a thousand dragons and a thousand giants so that when he thrusts his mighty spear into his foes, the very fabric of reality trembles. None can defy his physical might, and with it he defends the weak and the ones that pay tribute to him. He dwells in the midst of the great chaos storm and gathers his warriors to join him in the final clash when the powers of chaos must be subdued.

Jorn

The aspect of night, the son of Stormi, and the god of those who dwell in the shadow. Jorn is night incarnate. He slithers and weaves around the world, stepping from creature to creature without ever being noticed. You can never be sure where his motivations lie or what his true intent really is. He is cold and cunning and can never be captured or caught, even when he battles the other gods. For when he wraps the cloak of Fjorsvartnir around himself, he is as abstract and unfathomable as darkness itself.

Enken

The eyes and ears of Stormi, he who sees all, he who on the final day will call upon the warriors of the storm. Enken, the god of nature and the protector of animals, is sometimes seen as a great bear. He observes the small things and the great things in the world and is constantly watchful. At any time, Enken can shapeshift into any beast or animal that he wishes and thus can be anywhere and see anything. He is the aspect of freedom and vigilance.

WESTMARK

The lands of the west, known as Westmark, are ruled by the great Viranns. Westmark is a realm of wisdom and knowledge. Its people are not short of great heroes or strong armies, but the Viranns do not value such things as highly as the Mittlanders and Stormlanders do. In the beginning they were just a quiet fishing people who wished for nothing else than to be left to themselves in peace, far away from any unrest or conflict. But this was long ago, before Gave came to the people of Westmark.

That was a time of darkness and despair. A time when the people of Westmark were thrown into shackles and marched into the north, never to be seen again. This was an age when trolls, barbarians, and Wildfolk ruled over the lands of the west, and the peaceful Viranns were enslaved by their evil. When Viranns tell of this time, they call it “the Darkness before the One.” And such it was that the One indeed came one day.

Siro Werte was a crownless king, a man from a knightly family. He looked out at the lands around him and didn’t see the Westmark that he knew and loved. He wished for nothing more than to free his people from these evil masters, so he swore on that day never to rest his head or lay down his blade until the trolls were undone and the Wildfolk had been driven back to the mountains. And so Siro went forth and fought his war all across the land. What began as small skirmishes here and there soon

developed into great clashes between armies of thousands in open fields and by the moats of castles. More and more came from all over Westmark to join Siro Werte in his conquest, and time and time again he was victorious: it seemed as if no foe could slay him. It was whispered that Siro was sent by a divine being, for he had spoken of visions that showed him how the One would arrive and finally

defeat the darkness. All this turned out to be true, as one day this deity came down from the blackness above and, with Siro Werte, undid the darkness and drove evil back to the pits whence they came. This god’s name was Gave, and he blessed the Viranns as his children. Since that day, the people of Westmark have been strong and united under the Tenet of Nid and the One true god Gave.





Westmark is the home of knights, great rulers, philosophers, and holy men. It is a place driven by knowledge and war. The influence of Westmark is widespread and its religion, the Tenet of Nid, is perhaps one of the strongest in Trudvang, as it daily converts new followers to its teachings. The countries that make up the core of Westmark

are: Silvtrunder, Bysente, Carlonne, Viranne, Throneland, and Vistergalp. Fjal that lies to the north of Silvtrunder and Thoorkal that lies to the south have more in common with the Wildfolk and are therefore counted among their lands, even though the Viranns themselves consider Fjal and Thoorkal to be parts of Westmark.

The Tenet of Nid

The Tenet of Nid revolves around the One god Gave. He is the allfather, the creator of the world and of all living things. He came from the nothingness before even he was shaped, and from that nothingness he separated light from darkness, and that which was from that which was not. He is the One, almighty

and all-seeing. Those who follow the Tenet of Nid believe that Gave is the only true god, and some of the faithful might not even recognize other deities as anything but simple nature spirits or, in some cases, dark gods that can be likened to demons. Those who to some extent recognize the existence of gods from other religions see them as smaller deities on a much lower level of divinity than the One Gave.

The Viranns believe that they are the chosen people. That they were once angels beside Gave and thus to some extent divine. They believe that their angel blades (shoulder bones) bear witness to the wings they once wore before they fell from grace. In the end, they will be lifted up by Gave as long as they remain true and walk by his side. They believe that the reason other creatures have similar bones is that they too can adopt the One Gave and become his servants. If you live your life free from blasphemy and heresy, you will be lifted up by the One. If you do not, you will be cast down into darkness.

The Viranns of Westmark formed their society around their religion to a great extent. Many wars and battles have been fought in the name of the One, trying to convert other peoples to the Tenet of Nid. The great blood crusades are spoken of with fear across all of Trudvang. For instance, many parts of western Mittland have been converted to follow Gave and his teachings. Many holy men in Westmark hold great power. Greatest of them is the Ovus, the spiritual leader of Westmark. People gather in churches and temples to pay tribute and listen to holy men who, like the Ovus, read from the Scriptures. These men are thought to be the spokesmen for Gave, shepherding people into the light and away from darkness. This power is not only used to lead people into the light, but also used to imprison those who live in darkness, to torture blasphemers and to punish heretics.

Gave

He is the One. Gave is the creator of the world and all that dwell upon it. He is light and his judgment is swift, just, and absolute. In the time where everything

was nothing and there were neither beginnings nor endings, Gave was first. Deep within the void he sprang from the expanding nothingness. He separated light from darkness, that which was from that which was not, and he found that he wielded power over creation itself. He crafted everything from nothing and he brought into existence the first beginning. Gave, the One, is the central figure in The Tenet of Nid. As his title implies, he is the only god and therefore the entire religion is centered around him. In fact, the entire world is centered around him. For those who follow the One believe that other religions are not in fact religions but, rather, obscure traditions or perhaps even outright heresy. Life and death circles around Gave, for he made it so.

Simag

The false prophet and archenemy of Gave, Simag is the most powerful demon that has ever existed. Cast aside by Gave in the time when humans still bore wings, she despises the One and all that he loves. She wishes to corrupt his creation, which is why she spreads her dark seeds all across the world. Always she carries a bag filled with seeds of evil that she plants within all that draws breath and can carry out her will. Even the most powerful beings and deities of evil bow before Simag in her kingdom of Blotheim. Legions upon legions march shoulder to shoulder from her fortress of darkness, ready to do her bidding and plunge the universe into chaos. It is not surprising that the crown that sits upon her dark brow is the most prominent symbol of darkness and evil in The Tenet of Nid.





◆ CAMPAIGN PLAY ◆

While one or two sessions of play are often a single adventure, several adventures strung together is called a campaign. During a campaign, adventurers will encounter many different environments and experience many things.

ENVIRONS OF TRUDVANG

This chapter describes the various environments of Trudvang Chronicles, as well as the effects they may have on the characters and their situation. Here we also explain how the characters acquire experience and how, through adventure points, it can be spent to acquire new skills or increase old ones.

Trudvang is a world sprung out of sagas and legends. It's a place of mystique where nature has greater power than elves, humans, or dwarves.

The deep woods, with their endless shade and moss-covered rocks, hold unimaginable secrets and treasures. Wild rapids roar as if they were thunder itself. Maleficent trolls lurk in the shadows, but sneak out to kidnap human children once darkness falls.

Under the firs' needle-clad branches, a distant hooting breaks the silence. From behind the boulders comes the noise of snapping branches. And in the dark of night you see piercing yellow eyes from afar that follow your every movement.

All this and beyond is the vast continent of Trudvang. The elves say that it takes a raven with quick wings at least one moon cycle to fly from north to south, and twice that to fly from west to east. But it would take a hiker several years, perhaps

decades, to fully wander this extensive realm. And in this unforgiving land, strong wind, heavy snow, and driving rain meet wanderers wherever they turn.

TRAPPER LIFE

Living out in the wilds of Trudvang for prolonged periods of time is not something anyone does with ease. Torrential rains, driving wind, bitter cold, blanketing snow, and hard surfaces to sleep on are just some of the natural factors that affect a person's time in the wilderness. The list of conditions that complicate the stay are made even longer by factors such as lack of food, poor and sodden clothing, poor comfort, poor hygiene, and unbalanced diets. With the Wilderness skill, however, a person can learn to live in these wild lands.

Complications in the Wild

Under favorable conditions and with the proper equipment, a person can typically manage to stay out in the wild for ten days. This number can be increased if the person has earned any level in the Wilderness skill. For each level the character has in this skill, the number of days they can survive out in the wild increases by +1. A character with

a skill level of 5 can therefore survive for fifteen days in the wild (provided favorable conditions prevail throughout those days) before being required to make a Situation roll.

After the number of survivable days has passed, the person must succeed on a Situation roll with Situation value 10. Modifiers from the Psyche trait are applied to this roll and, depending on the prevailing weather on the day of the Situation roll, the modifier for that weather is also factored in (see the table *Complications in the Wild*).

If the Situation roll fails, the person suffers a -1 modifier (under favorable conditions) on all actions (including the next day's Situation roll to survive in the wilderness) until they receive such rest and comfort that all negative modifiers from living in the wilderness are removed.

Further failures in the following days raise this penalty, until rest and comfort are received.

For each new day that passes without the person getting the rest and comfort needed to recover, they risk suffering additional negative modifiers. Every morning a new Situation roll is made with Situation value 10 (a modifier from the Psyche trait still applies), but all previously

acquired negative modifiers also apply to the roll. If the roll succeeds, no additional negative modifiers are suffered that day, but all previous modifiers remain. If the roll fails, the character takes an additional -1 modifier (under favorable conditions) in

addition to any existing modifiers. This modifier is added to whatever modifiers come from the weather conditions.

If the weather conditions change, the modifier for the new condition replaces the old one.

If a person is not dressed appropriately for the weather factor requirement (see the “Complications in the wild” table), the negative modifier doubles (x2), and they take that same number as damage to Body Points from frostbite during the day.

COMPLICATIONS IN THE WILD

Travel	Modifier	Requirements
On foot	-1	—
By horse	-2	—
Temperature (Celsius)	Modifier	Requirements
Chill (10° to 0°)	-1	Warm clothes
Cold (-1° to -10°)	-1	Winter clothes
Frost (-11° to -20°)	-2	Thick winter clothes
Iron frost (-21° to -40°)	-3	Thick winter clothes
Hrim frost (below -41°)	-3	Winter clothes of mastomant
Precipitation	Modifier	Requirements
Rain	-1	Cloak
Pouring rain	-2	Rain cover
Cloudburst	-3	Rain cover
Hail	-2	Rain cover
Light snowfall	-1	—
Snowfall	-2	—
Heavy snowfall	-3	—
Wind	Modifier	Requirements
Breeze	-1	—
Gale	-1	—
Storm	-2	—
Hurricane	-3	—
Sleep	Modifier	Requirements
Bad sleep	-1	—
No sleep	-2	—

MITIGATING CIRCUMSTANCES

Factor	Modifier	Requirements
Incredibly beautiful weather	+1	—
Prepared meals (full daily ration)	+1	Fresh food and cooking equipment
New set of clothes	+1	Clean and dry clothes
Goal within sight	+1	The characters know that they have only one day left until they reach their destination
Good comfort	+1	Rest in good comfort for more than 4 hours straight
Good sleep	+2	Sleep well with no interruptions for more than 4 hours straight

Mitigating Circumstances

Certain circumstances can make life in the wilderness more tolerable. These effects reduce some of the negative modifiers gained through prolonged living in the wild and failed Wilderness skill checks. However, these mitigating circumstances never raise total modifiers above 0 (into positive modifiers); they only reduce negative ones.

Without Food or Water

No one can make it for long without food or water. A person who has not eaten any food for an entire day will receive a negative modifier of -2 on all Skill rolls and Situation rolls the following day. However, if that character eats their fill the next morning, the modifier is avoided. For every day that passes without food, the character receives another -2 modifier on top of any previous ones.

A person who has had nothing to drink for an entire day will receive a negative modifier of -2 on all Skill rolls and Situation rolls the following day. However, if that character satisfies their thirst the next morning, the modifier is avoided. For every day that passes without drinking, they receive another -2 modifier on top of any previous ones.

- ♦ After fourteen days without food (even if the person has drunk), the person dies of starvation.
- ♦ After seven days without fluid, the person dies of dehydration.

The following modifiers affect a person who consumes less food or fluid than normal:

- ♦ If consuming only 3/4 the normal daily rations of food or drink, the person receives -1 every three days.
- ♦ If consuming only 1/2 the normal daily rations of food or drink, the person receives -1 every two days.

WITHOUT FOOD AND WATER

Amount Consumed	Day 2	Day 3	Day 4	Day 5
3/4 daily ration of food	±0	±0	-1	-1
1/2 daily ration of food	±0	-1	-1	-2
1/4 daily ration of food	-1	-2	-3	-4
No food	-2	-4	-6	-8
3/4 daily ration of fluid	±0	±0	-1	-1
1/2 daily ration of fluid	±0	-1	-1	-2
1/4 daily ration of fluid	-1	-2	-3	-4
No fluid	-2	-4	-6	-8

- ♦ If consuming only 1/4 the normal daily rations of food or drink, the person receives -1 every day.
- ♦ With no daily ration of food or drink, the person receives -2 every day.

For a person who has been without both food and drink, the modifiers above are added together.

HUNTING

There are three important factors to consider when hunting: the hunting ground, the time spent hunting, and

the hunter himself. A hunter can spend an unlimited amount of time hunting and be incredibly skilled, but these two factors are useless if the hunting ground is desolate. Similarly, a good hunter can choose a rich hunting area but still fail to bring down any prey because he didn't spend enough time at it. Hunting ground and hunting time are explained more closely below, along with modifiers that help determine how many rations of food a hunter may acquire. Hunting skill is covered under the Wilderness skill in the Player's Handbook.



Hunting Ground

Depending on the richness of the hunting area and the game sought, a hunter gets a positive or negative modifier to the Wilderness Skill Value through the Hunting and Fishing specialty. The table below shows samples of hunting grounds and their respective modifiers. Keep in mind that many of these areas are often the haunt of predators, trolls, and goblins.

HUNTING GROUND MODIFIERS

Terrain	Modifier
Incredibly favorable	+5
Favorable	+2
Good	+1
Neither good nor barren (forest)	±0
Barren (prairie/savannah/steppe)	-2
Very barren (arctic/tundra)	-5
Extremely barren (great ice plains)	-10

Time

Time is an important factor in a hunter's success. The more time spent hunting, the greater the number of prey that can be killed. Depending on the type of game, there is a minimum amount of time generally required.

TIME SPENT HUNTING

Type of Game	Time Required
Small game	4 hours
Standard game	6 hours
Big game	8 hours

For every two hours a hunter spends hunting in addition to the minimum required above, they earn +1 in the value for the Wilderness skill for Hunting and Fishing. Someone who hunts for four extra hours adds +2 to their value for the Wilderness skill on a roll for trapping.

A hunter is unable to hunt for more than twelve hours in a single day. However, they can choose to hunt for twelve hours, intentionally skip making a roll for Wilderness, and then continue to hunt the next day. The hunter must

then again spend at least four, six, or eight hours hunting (whatever the minimum requirement is for the game), and gain further bonuses for every two hours spent beyond the minimum on that second day. So a person who hunts for small game for twelve hours the first day would receive +4 to the SV on the roll, and if that character skips the roll that day and instead continues for twelve more hours the next day, they get a total of +8 on that day's roll (4 + 4).

A hunter who spends extra time to garner bonuses cannot receive a bonus that is larger than their skill level in Wilderness. So a person with a skill level of 8 can never get more than +8 on the roll by spending extra time hunting.

Keep in mind that a hunter is out in the wild. If the hunt lasts more than one day, they acquire modifiers from spending time in the wilderness (due to rationing, sleep, weather, and wind).

Several Hunters

If a group of people go out hunting together, only the one with the highest skill level rolls to see if the group is successful. The advantage of hunting in a group is that bonuses accrue more quickly after the minimum time required for the hunt is reached.

- ♦ A group of two or more hunters seeking small game gets +1 on Wilderness for every extra hour (instead of two) they hunt beyond the first four hours.
- ♦ A group of four or more hunters seeking standard game gets +1 on Wilderness for every extra hour (instead of two) they hunt beyond the first six hours.
- ♦ A group of six or more hunters seeking big game gets +1 on Wilderness for every extra hour (instead of two) they hunt beyond the first eight hours.

Only one hunter can use the skill bonus at a time. If several people hunt separately on the same hunting ground, instead of hunting as a group, each one cuts their Skill Value in half.

Game

Once the game master has determined what terrain is most applicable and the hunter has decided how long the hunt will last, the character must decide what type of game to focus on. The table below gives the hunter additional modifiers to their Skill Value depending on the type of game.

Small game means smaller animals, mainly various types of rodents, rabbits, or pheasants. Standard game means somewhat larger animals such as martins or foxes. Big game means large animals such as wild boar, deer, and moose.

GAME HUNTING MODIFIERS

Size of Game	Modifier
Small game	+2
Standard game	±0
Big game	-5

Food Rations Gained

When the hunter's Skill Value for the Hunting and Fishing specialty is calculated (with modifiers for hunting ground, time, and choice of game), a Skill roll is rolled as usual, and the roll must be below the total Skill Value.

FOOD RATIONS GAINED FROM HUNTING

Difference	Small Game	Standard Game	Big Game
<1	No catch	No catch	No catch
1-4	1d3 + 1	1d6 + 2	No catch
5-8	1d6 + 2	1d10 + 6	3d10 + 2
9-12	1d10 + 2	2d10 + 4	4d10 + 8
13-16	1d10 + 6	3d10 + 2	6d10 + 4
17-20	2d10	4d10	8d10
21-24	2d10 + 4	4d10 + 8	8d10 + 16
25-28	2d10 + 8	5d10 + 6	8d10 + 32
29-32	3d10 + 2	6d10 + 4	8d10 + 48
33-36	3d10 + 6	7d10 + 2	8d10 + 64
37-40	4d10	8d10	8d10 + 80
+4*	+4	+8	+16

*For each additional +4 difference, add the numbers at right to the die rolls in the previous row

RESULTING NUMBER OF DAILY RATIONS

Number of Daily Rations	Examples of Bagged Prey
1-2	Rabbit, pheasant, fowl, hare
3-4	Fox, eel, trout
5-8	Carp, porcupine
9-12	Pike, otter
13-20	Old pike, badger
21-40	Sheep
41-80	Deer, reindeer
81-160	Wild boar
161-320	Cow
321-640	Moose, bear, wulter fish
641+	Mastomant

To determine the degree of success, calculate the difference (total Skill Value for Hunting and Fishing minus the result on the dice). The larger the difference, the more successful the hunt.

A person normally requires one day's ration of food per day.

The number recorded is the number of daily rations successfully gained through the hunt. The table on the previous page can help determine what animal might yield that amount of rations.

TERRAIN AND ENVIRONMENT

There is, of course, a huge variety of different terrain and environments in the sprawling lands of Trudvang. Below are brief descriptions of some of them, along with a small selection of the dangers that one may have to overcome when dwelling there.

Forest

Forests dominate a lot of the landscape of Trudvang. They are guaranteed to be dark, mysterious, and full of secrets. The forests hide not only trolls and dangerous monsters, but many other wonderful and horrific things.

The forest is a special environment because it usually remains unaffected by the spread of civilization. Certainly one can find a few areas of deforesting and clear-cutting that testify to the destructiveness of people, but usually forests are a pristine wilderness that boasts towering trees and ancient moss, a testament to the region's supernatural resilience.

One of the biggest problems with venturing into a forest is that travelers very quickly lose track of where they are. Many become hopelessly lost, and in their eagerness to find their way back, they make foolish mistakes and succumb to the hardships of the wild.

To represent these difficulties, a character who doesn't have the Wilderness skill suffers a -4 modifier on navigating through a forest.

Fighting in a forest is also quite difficult. Both the trees above and the undergrowth at your feet hide the enemy



and restrict movement, something that the game master should consider whenever fighting breaks out here.

Vegetation

The forest has all sorts of surprises, some dangerous and some surprisingly welcome. Dense vegetation could hide trolls and goblins, but may also serve as protection against rain and wind. Vegetation may, in itself, become an important component of an adventure. Moss-covered trees, ferns, mushroom fields, and valleys of blueberry shrubs can be fantastic details to include when describing a forest. The more developed the forest and its vegetation, the more mysterious, exciting, and fun it will be for the players. Just the massive trees themselves may constitute a complete adventure.

There are many varieties of trees in the forests of Trudvang. The more common include standard pines, spruces, birches, and oaks, but there are also more unusual species. In the eastern forests you may encounter troll pines that are gnarled and whose needles shift from gray to green, copper oaks renowned for their incredibly sturdy wood, or black bear oaks and willow spruces. In the west, one may encounter iron oaks, whose wood is black as coal and whose hardness is known throughout Trudvang. And though they are incredibly rare, you may encounter elfarka trees in the southern parts of the continent. Of all types of wood, elfarka is perhaps the most legendary alongside copper oak. Whereas copper oak exhibits almost magical traits and is full of vitner, elfarka is so strong that it is often considered a metal rather than wood. There is also the most mythical wood of all, that which has its own consciousness and is said to be filled with such magic that it can shake the very foundation of Trudvang: the yggdra trees, the wood in which the mighty yggdras live.

Mountains

The mountains of Trudvang can be wonderful and beautiful, but also inaccessible and desolate. The sharp edges of the ranges are difficult to pass, so typically people find ways around the mountains rather than go over them. The mountains form barriers between countries. Many times they have prevented war, but just as often their glittering interiors have caused it.

*“Stormi’s wrath
they bore, the storm
maidens from the
misty cliffs of Ejdland.
Vile ravagers and
walkers over bones
and skulls.”*

Some mountains consist of seemingly infinite, craggy surfaces of gray stone, while others are lined with lovely forests. Rock faces with splendid cliff sides are present in virtually all the countries of Trudvang and powerfully evoke emotions such as grief, sadness, or humility. The most impressive range of all is The Great Iron Mountains, which stretches all the way from Stormlands in the east to Westmark in the west. This incredibly dense range is one long magnificent fortress of stone, snow, and ice. The utter desolation one experiences in the mountains is often absolute, so few come here for any reason.

Landslides

Wandering in the mountains is usually a harrowing ordeal. The ground is hard, the visibility is poor, and the road is incredibly difficult to focus on with all the snow, ice, and cold winds. As if this weren’t enough, you will also need to watch out for landslides. It can be a minor collapse that only drops you a few meters and skins a knee, or the ground may simply disappear beneath your feet and plunge you tumbling toward certain death thousands of meters below.

Landslides in various forms can be used instead of random encounters that lead to fighting with other creatures.

Ravines

Most people can wander the mountains even without a clear path. If you have all the time in the world and are careful,

you can ascend into Trudvang’s peaks. But when you come to a ravine, there’s no option but to stop. Only experienced mountaineers can cross these treacherous rifts in the earth. It takes careful planning and equipment to cross these chasms, and to try on your own, without a guide or experienced climbers, usually ends with a predictable death.

Ocean and Sea

The oceans of Trudvang are endless, dark, horrifying, and tumultuous. They are as dangerous as the deepest forests, and as treacherous as the snow-clad mountains of the Great Ice Plains. Foaming waves crash over the small boats that try to weather the seas and flush wailing sailors overboard to the depths.

But the oceans of Trudvang are not just endless landscapes of waves. They are also filled with deadly reefs, secluded islands, and vertical cliffs that shoot up from the sea like those on the coasts of the Stormlands.

Stormwaves

Stormwaves are what sailors call the enormous waves that rip cliffs apart and break boats in two. They are feared in all Trudvang coastlands, and all those who travel by sea have heard stories of these waves. They break like huge, collapsing castle walls and surge over boats and crews in a way that spurs even the most hardened warriors to call for their mothers and homes. Most often they appear when a storm is at its most furious point and the seas are most disturbed. Often they devour everything in their way.

The stormwaves are most common in the cold Grim Sea, but during winter it is not uncommon to encounter them in the eastern parts of the Althis Ocean as well, outside the coast of Dalheim.

Experienced sailors are rumored to be able to navigate stormwaves with meticulous timing and proficiency, so that the boat meets the waves with ideal positioning. But sometimes even that is not enough.



Rocks and Reefs

Rocks and reefs deter most sailors from the jagged shoals of Trudvang's coasts. Being forced into them by hard winds or strong currents usually means one thing: a ship dashed and splintered against them. Experienced sailors avoid these as much as possible by navigating detours and plotting a wider course.

Dangerous Currents

Strong undercurrents can drag boats toward dangerous rocks or pull even the best swimmers down into the depths. The Vilore Sea in particular is known for the undercurrents that line its coasts.

Snow and Cold

Snow and cold are common dangers in many countries across Trudvang, especially in the Stormlands, Mittland's northern reaches, the mighty forest of Darkwood, and the dreaded range known as The Great Iron Mountains.

Trying to endure freezing temperatures and furious winds quickly saps one's power, and few can focus on more than simple survival. As if this weren't bad enough, you will also suffer blizzards, crevasses, avalanches, snow blindness, frostbite, and a host of other surprises that can make your life unbearable.

Blizzards

Blizzards usually strike quickly and mercilessly. The surroundings may have been quiet all day, but suddenly change completely. The wind whips up the snow from the ground in a blinding flurry, and hail as big as nails plummets from black clouds above. Anyone who is not prepared for a blizzard usually succumbs. It is possible to avoid being surprised by a sudden blizzard by succeeding on a Wilderness Skill roll, as well as rolls for the specialties of Terrain Experience (Snow and Cold) or Weatherman.

Because blizzards come in varying degrees, the game master determines

what happens when someone gets trapped in one. Two simple rules of thumb apply to every blizzard: visibility is rarely more than 1d3 meters, and the risk of losing an object to the storm or snow is about 10-15% (1-3 on 1d20). Any objects that are not firmly attached, like a blanket that is strapped to a backpack or a cloak that is fastened with a buckle, will almost certainly blow away.

When introducing a blizzard, the GM should first choose its strength. To make it simple, you could say that the scale runs from 1 to 5, where 1 is a flurry that quickly disappears, mostly just whipping up snow from the ground, and 5 is a storm where the wind pummels at speeds of 30-40 meters per second, precipitation consists of hail and sleet, and the air is full of choking ice that freezes flesh and buries remains. Only blizzards of levels 4 or 5 should cause injuries. A fourth-degree blizzard deals 1d3 points of damage per minute to those caught in it. A fifth-degree blizzard causes 1d6 points of damage per minute.

Snow Crevasses

Many snow crevasses are easy to spot because they are so vast and deep. However, many are covered by snow and are rather difficult to discover when even light winds mask the ground and play tricks on your eyes. And in almost every case, if you fall into one, you are lost. Snow crevasses are rarely straight, often changing shape and direction every few tens of meters down, which make it almost impossible to rescue someone from one or climb out yourself. On top of this, there are plenty of jagged, icy surfaces to cause injury within their depths. Razor-sharp blocks of ice often jut out from the frozen walls or floors of these crevasses, further pinning or impaling those unlucky enough to fall in.

A person with the Wilderness skill can discover hidden snow crevasses with a successful Skill roll. A person who fails to discover a crevasse should still be given a chance to evade it at the last second by succeeding on a Situation roll with a situation value decided by the game master (modifiers for Dexterity apply).

Avalanches

Like a blizzard, an avalanche often arrives as an uninvited and unexpected guest. It is a rumbling snow slide of ice, rocks, and anything else (like brush or debris) that it uproots along its path. Avalanches are treacherous and deadly, with very few people able to escape one alive.

Just as you can rate blizzards in five levels, the same can be done with avalanches, though the latter are far more dangerous.

AVALANCHES

Degree of Avalanche	Damage
First-degree	1d10 (OR 10)
Second-degree	1d10 (OR 8-10)
Third-degree	1d10 (OR 6-10)
Fourth-degree	1d10 (OR 4-10)
Fifth-degree	1d10 (OR 2-10)

Regardless of the avalanche degree, anyone caught in one should still be allowed to make a roll for the Agility skill. If the roll is successful, the damage is decreased by one degree (for example, a fifth-degree avalanche deals damage as a fourth-degree avalanche).

A person with the Wilderness skill can detect whether there is a significant risk of avalanches in their area with a successful Skill roll.

Snow Blindness

Spending too much time in a snowy landscape may cause snow blindness. Because the sunlight reflects so powerfully off the snow, hitting you from above and below, it's common for a character to suffer from watery eyes and a blinding sensation from the damage being caused.

Anyone affected by snow blindness should be given a negative modifier on any Skill Values involving sight. A person affected by snow blindness must stay in a dark place for at least a full day to recover from these symptoms and prevent them from getting worse.

Frostbite

It is said that there are some places in Trudvang where a person will instantly succumb to frostbite if they remove

their gloves or headgear. The Great Ice Plains are such a place, where any exposed skin is a liability. However, most frostbite comes from a lengthy stay in cold environments that are far less severe, due to a lack of sufficiently warm clothes and winter gear. The danger increases with the strength of the wind, which makes an already bitter environment even less hospitable.

Often the toes, fingers, cheeks, nose, and ears are affected by frostbite first. A victim can recover from superficial frostbite that is taken care of quickly, but it gets far worse if left untreated. The standard rule is that characters who spend time outdoors in extreme cold without proper clothing or who push themselves beyond ordinary activity suffer 1 point of frostbite damage every hour.

Fog

Fog often occurs in Trudvang whenever it is not the middle of biting winter, when the land has received a more or less supernatural touch. In the Stormlands it is believed that the areas usually affected by fog are still in the realm of the dead, Dimhall, as all of the Stormlands once was. In fact, a common perception in most of Trudvang is that the fog creates a space where the veil between Trudvang and Dimhall becomes visible. It is said that anyone who wanders into the fog may get lost and end up caught either in the borderland between the two or in Dimhall itself, forever. The lucky one who doesn't get lost may still encounter undead creatures forever cursed to wander the borderland. In Mittland, there is a common belief that one can find the way through the fog to Othwa, the kingdom of heroes.

For each day that you spend in the fog, there is a 5% chance (1 in 1d20) of being attacked by undead creatures such as skeletons, draugr (risen warriors), diser (ghosts), or the like. For each night that you spend in the fog, there is a 20% chance (1-4 in 1d20) of being attacked by undead creatures.

Dimgates

In the fog, there is a chance you may encounter dimgates, portals to other places. These are difficult to spot, as they usually appear as a thicker density of fog. Sometimes, however, dimgates can be something more apparent, such as a pair of dead and twisted trees or a cave that detaches itself from the fog. Stepping through a dimgate can take you to a different location in Trudvang, to another realm (such as one of the vassal kingdoms under Dimhall), or perhaps even to Othwa, the kingdom of heroes, where for every day spent, a full year passes in Trudvang.

ADVENTURE POINTS

In a roleplaying game, the characters should have goals that motivate them to embark on breathtaking adventures in which their lives are at stake.

The simplest and most prevalent motive is usually to get rich. The game master can leverage this by having a GM character pay the adventurers to perform tasks. However, in the long run it becomes boring for them to endanger themselves only for money. So it often is fun to roleplay with slightly more complicated objectives, which should be described in more detail in the backgrounds of the characters.

If motivation runs dry then so does the adventuring, since there's no longer any reason for the characters to endanger themselves, but the GM must also be wary of making the rewards too generous. Adventures should never overflow with more gold coins and magic items than the characters know what to do with, but neither should they possess too little, always scrounging for the slightest bit of coin or hint of magic. There must be a careful balance.

A good reward doesn't have to be riches and magic items. It could just as easily be that the characters emerge from a horrific forest with breath still in their lungs and the wisdom to avoid such harrowing situations in the future. Or maybe they

have come to know someone important who gives them additional status by association or can help with future favors.

Another important reward is that the characters get better at their skills. Every adventure they undertake, even without monetary gain, helps them grow in power and proficiency. This is achieved by converting adventure points (AP) to levels in skills, disciplines, or specialties. Adventure points are given to characters after each adventure or quest, and earned by succeeding in a mission, gaining fame or prestige, and following their respective personalities. The GM determines how many adventure points each character receives.

Distributing Adventure Points

In *Trudvang Chronicles*, every adventure has a number of designated adventure points that successful characters will receive. The minute details of victory are less important than how they solve the task or the adventure as a whole. When a game master creates an adventure, they should set up certain objectives for the players to acquire or overcome. These objectives will then be part of the GM's assessment to determine how many AP that adventure is worth. If the players complete the adventure and achieve these objectives, they may receive the appropriate AP. In addition, the GM can adjust the AP amount (positively or negatively) depending on how well the players performed through the adventure.

How well the players roleplay their characters and use their skills could also have a big impact on how many AP they get. But if you prefer a simpler system for awarding points and don't want to focus on roleplaying, it isn't necessary.

The GM should award AP as the characters achieve certain side objectives in the adventure or the players roleplay their characters especially well in a

particular situation. With GM approval, these sporadic awards can be used immediately to acquire new skill levels. Usually, the number of AP awarded at the end of an adventure is far greater than the number awarded in the middle. The GM determines what is reasonable. Also keep in mind that the number of players taking part in the adventure can raise or lower the difficulty level.

Guideline values for distributing adventure points are 5–10 AP per character for the simplest adventures, and up to 100 AP per character for the most difficult. If the GM awards AP at each game session, even if the adventure isn't completed yet, around 5 AP per character per session is enough.

Finally, remember that roleplaying is not a competition, so there is no reason to award different players with different amounts of AP if their characters have experienced and overcome the same things. Some characters may have played a larger role in a particular adventure, but the victory should be shared by all. Therefore, the general rule should be that everyone is awarded the same amount of AP at the conclusion of the adventure. The only exception would be if one character does something separate from the group or out of the ordinary.

Adventure Points and Skill Points

When characters are rewarded with adventure points, they are turned into skill points that the players use to buy new skill levels for their characters. Players can save their adventure points for a later date if their current amount isn't enough to raise the level of the desired skill. They can also spend their points on one or more levels for existing skills, disciplines, or specialties, or acquire new ones. (See the Player's Handbook for costs and values of skill levels.)

“Never drink from a full cup, the Viranns say. It may be filled with poison and not wine.”



◆ COMBAT ◆

Trudvang is a dangerous place. The characters will face situations where fighting is an inevitable part of progressing deeper into the adventure, or simply surviving to see its end. This chapter describes the essential rules needed to play out a battle.

TAKING TURNS

Trudvang is, in many respects, a wildly primitive world with plenty of dangers. Sometimes it is necessary for people to fight for their lives. Fighting is a chaos of actions, which can be difficult to control. Roleplaying is obviously much more than just fighting and weapons, but because the outcome of a battle can decide whether a villain is overcome or a character is doomed to defeat, the rules for fighting are more detailed than most other rules.

Fighting is divided into several small increments, called action rounds (AR). An action round is roughly five seconds long. Each action round starts with the order or initiative decided before the combat actions start.

Initiative

During an action round, all characters involved can perform their actions but must do so in a certain order.

At the beginning of each action round, each player makes an initiative roll, which is 1d10 (OR 10), modified by any initiative modifiers. The result determines when a character can act. The character with the highest result acts first, with

the other characters acting in descending initiative order. Any character can choose to delay their turn.

If two or more players roll the same initiative, the one with the highest Skill Value in Fighting acts first, followed by the one with the second highest Skill Value in Fighting, and so on. If two or more creatures have the same Skill Value, they roll another 1d10 without modifiers to make the final decision. The one with the highest roll acts first.

Initiative Modifiers (“IM”)

An initiative modifier can result from a number of different factors. The most common factors are the character’s armor and weapons (modifiers for weapons, armor, and shields are covered in the Equipment chapter) but there are also IM from Vitner spells and divine feats. Unarmed attacks usually have IM 0.

Remember that the only IM which influence your Initiative are those of the objects or spells or divine feats that you use: if you bear a weapon but do not want to attack with it, its IM will not be counted in your Initiative. If you bear a shield but do not want to parry, its IM will not be counted. Only armors work

differently: since you wear them, their IM are always counted.

Initiative modifiers can also result from fatigue, fear, stress, damage, drug influence, or other debilitating factors. The modifiers from fear, damage, and drug influences are described in more detail in their respective chapters. It is up to the game master to determine any modifiers from fatigue, stress, or other factors.

Characters with the Battle Experience discipline and Combat Reaction specialty from the Fighting skill can use them to improve their initiative roll.

Any character with a positive or negative trait in Dexterity will also receive a modifier to their initiative roll.

Action round schedule: GM countdown and player turns

Each round the following procedure happens:

- ◆ Every player chooses what to do, keeping the decision for himself, counting the IM which will influence his initiative, according to his own actions.
- ◆ Each player then openly rolls the Initiative dice

- ♦ The GM then starts a countdown: 20, 15, 10, 9, 8, 7 etc...calling each number aloud. Each called number corresponds to a Turn and player declare their action when their turn comes.

Remember that a player can change their action if their turn has not come up yet (see below for more on Changing Actions).

Delaying Action

The character with the highest initiative has the opportunity to act first during the action round. However, they can delay their action if they wish. (They cannot act earlier than their initiative, except when reacting to an attack with defensive actions. During their initiative, they can use all of their Combat Points.)

If a character chooses to delay their action in a round, they receive a -5 modifier to that action when they finally take it. This is a strategic move, as there are times when it may be advantageous to hold your action until after someone else acts, or to save Combat Points for defensive actions before spending them on your own attacks. But that hesitation will make your actions slightly more difficult. It doesn't matter how far you delay into the action round; whether you wait for one character to act first or several, you still receive a -5 modifier on your action.

If a character delays their action, the turn is passed to the next initiative in line. If several characters delay their actions and want to act on the same initiative, priority goes to the one with the highest Skill Value in Fighting. If more than one character vying for that spot has the same Skill Value in Fighting, they roll 1d10, with the highest roll going first.

Nonplayer Characters

The game master rolls the initiative for all of the nonplayer characters (also called GM characters or NPCs). Sometimes, the GM needs to run a large number of NPCs. To simplify this process and prevent

everyone from having to sit through many initiative rolls, there is an alternative: the GM may make a single initiative roll for groups of NPCs. Everyone in that group acts at the same time during the initiative order. This can be done all as one large group, or in several smaller groups at the GM's discretion. (Example: The player characters come into conflict with ten bandits. The GM could roll one initiative for all the bandits, or split them into appropriate groups like skirmishers and archers, then roll one initiative per group.)

Postponing Initiative

Instead of taking action, a character can postpone their initiative to the next full action round and skip their turn this round. Those who skip their turn can still take defensive actions against incoming attacks, but otherwise cannot act at all during the round. In the next action round, they have the opportunity to act faster. They receive a modifier of +5 on their initiative roll.

Changing Actions

Sometimes you want to change your actions after the GM countdown has

started, even if you have already counted the IM according to a different action. When this happens, just apply the new IM to your previous Initiative dice roll and see in which combat turn your new, changed action will happen. Now compare it with the present turn in the GM count.

- ♦ If the combat turn of the changed action has already happened, your action will happen in the present combat turn.
- ♦ If the combat turn of the changed action is yet to come, your action will happen then.

You need to pay attention when the GM is counting down the combat turn. If your turn has passed, you cannot change your action

Regarding changing actions, parrying and actions of opportunity (see below, among combat actions) are special cases since they happen outside your turn, and only if you have enough Combat Points left.

If parrying or actions of opportunity are happening later than your turn, this means that you have enough Combat Points left, and you have already counted the IM of the Shield or Weapon used for parrying or for the action of opportunity.

EXAMPLES: CHANGING ACTIONS

Snorri wears a Chain Mail Armor (IM -2) and wants to attack a forest troll with his Bearded Axe (IM-5). His Initiative roll gets a "6", therefore his total initiative is "-1" (6 -2 for the armor and -5 for the axe). The GM starts his countdown 10, 9, 8, 7 etc... but when Turn 6 comes two other trolls arrive, making the combat more deadly for the warrior. Now Snorri can leave or he can remain to attack. Three things can happen:

Snorri is a proud Stormlander! He will wait until Turn -1 to attack his enemies.

Snorri wants to run away, therefore his new Initiative will be "4" (6 -2 for the armor but not counting the axe), so when the GM will call "turn 4" in the countdown, Snorri can run away.

Snorri decides to wait after the GM calls Turn 4, for example to see if his companions manage to slay the two new trolls. However, this means that "Turn 4" is gone and if, for example, Snorri decides to run away when the GM calls "Turn 2", that is when his escape happens, not before.

Hrothgar wears Chain Mail (IM -2) and he wields a Medium Shield (IM -2) and a Short Sword (IM-3) but, since he just wants to run, the Shield's and Sword's IMs will be not counted: the total IM is just -2 for the armor.

However, before his turn comes, Hrothgar is attacked by a huge troll. So Hrothgar now wants to parry before continuing to run away. This means that (if he survives), his total IM is changed from -2 to -4 (-2 for the Armor and -2 for the shield).

However sometimes you may want to parry or to do an action of opportunity with a weapon or a shield whose IM was not counted in the Initiative roll, especially if this happens before your turn comes. In this case, just modify your turn with the IM of the weapon or shield you are using now to parry or to make an action of opportunity. On the other hand, remember that you cannot save Combat Points for parrying and to make actions of opportunity after your own turn, if you have not counted the IM of the relevant weapon or shield in your turn.

COMBAT CAPACITY

Combat capacity is a representation of how competent a character is in combat. It is measured in Combat Points. A character's minimum combat capacity is equal to their Skill Value in the Fighting skill. If the character has a Skill Value of 10 in Fighting, they have at least 10 Combat Points.

They can increase their combat capacity through disciplines and specialties. However, Combat Points gained in this way are usually locked to a particular situation or weapon, and can be used only during circumstances that involve a specific situation or a certain weapon type.

Combat Points are spent in a round on various combat actions, whose Skill values differ according to how many Combat Points are put in each action. It is clear that one can divide his Combat Points among different actions. However, during a round, a character can never take more weapon actions with a specific weapon or a shield than the number of weapon actions that a specific weapon or a shield has (see Weapons and Armor in the Equipment chapter), even if the character has more Combat Points to spend. Remember that weapon actions are mainly attacks and parries. Other combat actions, not performed with the specific weapon or shield, are not limited by the weapons and shields used.

- ♦ Combat capacity is renewed after each action round.



Locked Combat Points

Depending on a character's disciplines and specialties, some Combat Points are locked to actions that use specific weapons or perform specific maneuvers and tactics. Combat Points locked to a specific weapon cannot be used for combat actions with any other weapon. Combat Points locked to a certain weapon group cannot be used with weapons from any other group.

Weapon Actions

Weapon actions are the actions linked with a specific weapon or a shield. They have a limited number of uses per action round, according to which weapon and which shield are used. For example, a character who uses a dagger in combat can use up to four weapon actions, while a character using a two-handed sword can only use up to two weapon actions (for more information see weapon statistics in the equipment chapter).

EXAMPLE: LOCKED COMBAT POINTS

Fridgar has a Skill Value of 6 in the Fighting skill, so when he is involved in combat, he has 6 Combat Points.

Later in his career, his Skill Value in the Fighting skill has increased to 9, and he has gained the first level of the Armed Fighting discipline and the second level of the One-Handed Light Weapons specialty. The Fighting Skill Value grants him 9 Combat Points, the Armed Fighting discipline grants him 1 Combat Point for use when fighting with any manner of weapon (as opposed to fighting unarmed), and the One-Handed Light Weapons specialty grants him 4 Combat Points for combat actions with one-handed light weapons. Thus, when Fridgar fights with a one-handed light weapon, he can use 14 total Combat Points (9 + 1 + 4).

If Fridgar uses a weapon that is not in the one-handed light weapon category, he has only 10 Combat Points at his disposal (9 + 1).

If he uses no weapons at all, he has only 9 Combat Points, his minimum from the Fighting skill.

Later still, Fridgar gains the first level of the Unarmed Fighting discipline and the Brawling specialty, which combined grant him 3 Combat Points whenever he fights with no weapons at all. Thus, if Fridgar fights without weapons, he has a total of 12 Combat Points to use (9 + 3).



ATTACKING

An attack is a weapon action where the character acts offensively against someone else to cause damage, such as trying to chop a beast with an axe. Attacks can be performed with a weapon or unarmed.

- ♦ An attack is a combat action, which is calculated as a weapon action.

To determine whether a character's attack is successful, make a Skill roll, as usual. The Skill Value is equal to the number of Combat Points spent on the attack (plus or minus modifiers).

The attack Skill roll is 1d20 for each attack. If the roll is below or equal to the SV for the attack, the character succeeds, and if the roll exceeds the SV, the attack fails.

Rolling a "1" is always success and rolling a "20" is always failure.

ATTACK RESULT

Dice Outcome	Attack Result
1	Always successful attack
≤ SV	Successful attack
> SV	Failed attack
20	Always failed attack

Successful Attack

If the character's attack succeeds, the target can still try to parry the attack (if he has enough Combat Points to spend) or evade the attack, but not both. If the target fails with the parry or evasion rolls, the attack hits.

Failed Attack

If the character's attack fails, it simply means they missed the target.

PARRYING

A parry is a weapon action where the character acts defensively against someone else to defend against an oncoming attack. It happens out of the character's turn and only if the character has enough CP to spend in a parry. Parries can be done with a weapon, a shield, or unarmed.



A character can parry only melee attacks (armed or unarmed). Such maneuvers are useless against ranged attacks.

- ♦ A parry is a combat action, which is calculated as a weapon action.

To determine whether a character's parry is successful, make a Skill roll. The Skill Value is equal to the number of Combat Points spent on the parry (plus or minus any modifiers).

The parry Skill roll is 1d20. If the roll is equal to or below the SV, the parry is successful. Rolling a "1" is always success and rolling a "20" is always failure.

A parry never needs to be performed until one knows if the attacker has rolled a hit or not. To parry without taking damage in the arm, the defender must have something to parry with, such as a shield, a staff, or a weapon. An unarmed character who successfully parries an unarmed attack (in other words, parrying with their hands and arms) avoids the full damage just as if parrying with a weapon. However, an unarmed character who successfully parries an armed attack still takes half damage (rounded up). For unarmed parries, see Unarmed Combat, below.

The victim of a surprise attack is considered surprised and gets a -5

modifier on all combat actions for the duration of that action round.

One cannot use more than one parry attempt per attack.

A Draw Weapons action cannot be combined with a simultaneous Parrying; your weapon is either already drawn (in a previous turn or action round) or it cannot be used.

It is possible to use ranged weapons to parry an attack from melee weapons, but it is not recommended, as they break easily (check their PV/BV in the Equipment chapter). Characters cannot use Combat Points locked to ranged weapons to parry melee attacks; they must use general Combat Points only.

A defender who fails to parry an attack cannot try to parry the same attack again, even if they have more Combat Points to use.

PARRY RESULT

Dice Outcome	Parry Result
1	Always successful parry
≤ SV	Successful parry
> SV	Failed parry
20	Always failed parry

Successful Parry

A successful parry means that the character avoids the attack entirely, the attack

therefore does no damage to the character. If the character parries an attack without using a shield or weapon, see Unarmed Combat, below, for special circumstances.

If one successfully parries with a weapon or a shield, roll the damage but apply it to the parrying object. If the damage is greater than its PV, the BV of the weapon or shield is lowered by -1 (see the Equipment chapter).

Failed Parry

The character fails to stop the attack and it penetrates their defense, causing damage.

UNARMED COMBAT

Fighting without weapons, whether with expert blows or awkward kicks and punches, is referred to as unarmed combat. A person who is unarmed in one or both hands can fight with their fists and feet.

- ♦ Unarmed attacks for a normal-sized person cause 1d5 points of damage.
- ♦ One cannot make more than 4 unarmed actions .

Succeeding with an unarmed parry against an unarmed attack prevents all damage from that attack. But a successful

unarmed parry against an armed attack or against beasts' natural attacks (such as claws and teeth) only reduces the damage by half (applied after all open rolls and other modifiers are added to the damage).

A being who has natural attacks is not considered unarmed.

Grapple

Grapple is a combat action where the attacker tries to grab hold of one or both of the opponent's arms to prevent them from using any combat actions.

To perform a grapple, at least one hand must be free and unarmed. The one trying to grapple performs an unarmed attack as usual, deciding how many Combat Points to spend on the attack. To grapple, however, the character spends 2 Combat Points per Skill value to succeed (instead of 1 point per SV, as in a standard attack). Characters may not purchase a Skill value higher than their current SV in Wrestling. (Example: If a character wants to roll with a SV of 12, it will cost 24 Combat Points, as long as they have at least 12 SV in Wrestling.)

- ♦ The Combat Points used for the grapple are limited by those from the Skill Value in the Fighting skill, Unarmed Fighting discipline, and Wrestling specialty.
- ♦ Any modifier from an exceptional Strength trait alters the final Skill value.
- ♦ It is impossible to use grapple against someone who is twice your size or bigger.
- ♦ You can attempt a grapple or try to break free from it only once per action round.

A grapple is usually performed with both hands. Any character using only their weapon hand gets a -5 modifier on the Skill Value for the roll, and a character using only their shield hand gets a -10 modifier. Each level the character has in the Ambidexterity specialty reduces the penalty for using the shield hand by 1, so with 5 levels in that specialty, the modifier is only -5 (same as for the weapon hand alone).

The person who has been pinned by a grapple can try to parry it (with or without weapons) as long as they have the necessary Combat Points and weapon actions left.

A person caught in a grapple is unable to use any other combat action except trying to escape. In order to break free from a grapple, the victim may attempt to do so during their initiative or as a defensive reaction to the grapple if their turn occurred earlier in the action round. They may spend as many Combat Points as they want (and are available), but at the cost of 3 Combat Points per Skill Value. Just like performing a grapple, this is limited by the SV of the Fighting skill, Unarmed Fighting discipline, and Wrestling specialty.

- ♦ When trying to break free, any modifier from an exceptional Strength trait and/or Agility skill alters the final Skill Value.

Glima

If a character has an opponent stuck in a grapple, they can use the "Glima" combat action, as the people of Trudvang use to call the act of throwing an opponent to the ground. To succeed, the character performs an unarmed attack at the cost of 2 Combat Points per Skill Value (identical to a grapple), up to the maximum SV they have through the Wrestling specialty.

- ♦ The Combat Points used for Glima are those from the Skill Value in the Fighting skill, Unarmed Fighting discipline, and Wrestling specialty.
- ♦ Any modifier from an exceptional Strength trait alters the final SV.

Both hands are usually used for a Glima attack. A character using only their weapon hand gets a -5 modifier on the Skill Value for the roll, and a character using only their shield hand gets a -10 modifier. Each level the character has in the Ambidexterity specialty reduces the penalty for using the shield hand by 1, so with 5 levels

in that specialty, the modifier is only -5 (same as for the weapon hand alone).

The opponent stuck in the grapple can prevent the throw if they succeed with an unarmed parry, but at the cost of 3 Combat Points per Skill Value (identical to breaking a grapple). A successful parry does not break the grapple, as it only prevents the Glima throw. Just like performing a Glima attack, this is limited by the SV of the Fighting skill, Unarmed Fighting discipline, and Wrestling specialty.

- ♦ When defending, any modifier from an exceptional Strength trait and/or Agility skill alters the final SV.
- ♦ It is not possible to attempt more than one Glima attack per action round.

If the Glima attack is successful and the unarmed parry fails, the opponent is thrown to the ground and takes 1d3 points of damage.

If the person performing the Glima decides to remain standing, the opponent is no longer grappled and can act again in the following action round. Alternatively, the person performing the Glima can drop to the ground and throw the opponent with extra impact from their own body weight. In this case, the opponent takes 1d5 points of damage (instead of 1d3) and remains stuck in the grapple.

FIGHTING WITH THE SHIELD HAND

Any character attempting a combat action with the shield hand (non-dominant hand) receives a -15 modifier to the SV of all combat actions while doing combat actions with the shield hand. This represents the difficulties of trying to fight with the weaker and untrained hand. By learning the Body Control discipline and the Ambidexterity specialty, a character can learn to use both hands equally well. Shields have an advantage since they require just the first level of the Shield Bearer specialty in order to completely ignore the -15 penalty, albeit only with shields.

Monsters and creatures fighting with claws and teeth have special rules, which are described in greater detail in the Monsters and Beasts chapter, see p. 95.

Using Weapons in Both Hands

The three specialties, One-Handed Light Weapons, One-Handed Heavy Weapons, and Throwing Weapons, can be learned for both hands. By learning one or more of these specialties for both the right and the left hand, the character can use weapons with both hands during an action round. For example, this means that a character can throw a knife with the left hand while still being able to attack and parry with a sword in the right hand, provided that the character has learned the Throwing Weapons (Left Hand) and One-Handed Light Weapons (Right Hand) specialties.

Even if a character can carry weapons in both hands, they must still learn the Body Control discipline and the Ambidexterity specialty in order to reduce the penalties on the weapon used in the shield hand.

WEAPON DAMAGE

All weapons in their basic form deal 1d10 points of damage.

Each time the damage die is rolled for a weapon, there is a chance that the weapon hits so hard that the damage becomes even greater. This can happen if you make an open roll (OR). If the damage die roll shows 10 for One-handed light Weapons, 9-10 for One-handed heavy weapons, or 8-10 for two-handed weapons, you receive an open roll and can roll another 1d10.

If the second roll is also high enough to give you an open roll, roll another 1d10. This continues until the outcome no longer qualifies as an open roll.

WEAPON DAMAGE

Weapon	Damage
One-handed light weapon	1d10 (OR 10)
One-handed heavy weapon	1d10 (OR 9-10)
Two-handed weapon	1d10 (OR 8-10)

Reduced Weapon Damage

Sometimes a weapon deals only half damage (use the normal rounding rules). If the damage die results in an open roll, a new damage die is still rolled until the full damage is determined. The damage is finally halved only after all possible damage from a weapon is added together.

Modifiers from Traits

Beings with modifiers from exceptional Strength can add that bonus as additional damage caused on a successful attack.

Modifiers from an exceptional or poor Strength trait represent the capacity for damaging an opponent. A positive modifier represents a higher minimum damage the character can inflict. A negative modifier can never drop the damage of a successful attack below 1.

Modifiers from traits are added after all damage dice are rolled and open rolls decided. If the attack deals only half damage, the damage modifier is also halved.



COMBAT ACTIONS

Basic combat actions are all types of actions that a character can use during an action round, such as attacking, parrying an attack, or moving. Remember that “weapon actions” are combat actions but not all the combat actions are weapon actions.

Combat actions include the following actions. When an action is a “weapon action” it is explicitly mentioned in the table below with the “WA” tag.

COMBAT ACTIONS

Actions of Opportunity (possibly a WA)
Attack (WA)
Combat Movement
Communicate Orders
Draw Weapons (WA)
Evade Attack
Feint (to be added to a WA)
Hit the Weapon (WA)
Mounted Combat (not a separate WA from the attacks used)
Mounted Ranged Attack (WA)
Overcome/Avoid Object
Parry (WA)
Pick Up Something
Ranged Attacks (WA)
Retreat
Ride-by Attack (WA)
Stand Up
Surprise Attack (WA)
Other Combat Situations

The following sections detail the costs in Combat Points for these actions, as well as modifiers or further effects that may result. Ultimately, it is always up to the game master to determine any modifiers (positive or negative) that should be used in a given situation and what can or cannot be attempted.

Actions of Opportunity

♦ **Combat Points:** Free action

When a combatant flees, steps out of melee battle, or retreats, their opponent

has an opportunity to take one action of opportunity, also called a free action. This occurs regardless of initiative, even if the attacker would not ordinarily be able to act yet due to the opponent’s higher initiative.

To use a free action, the character may spend any number of Combat Points but is still limited by the total number of Combat Points remaining in the current action round.

An Action of Opportunity action is usually an attack, and it is therefore usually counted as a weapon action. If other combat actions are performed they may or may not be weapon actions.

A Draw Weapons action cannot be combined with a simultaneous Action of Opportunity: your weapon is either already drawn (in a previous turn or action round) or it cannot be used.

Combat Movement

♦ **Combat Points:** 2 per meter

Characters who want to move during combat while maintaining control of their surroundings can do so at a general cost of 2 Combat Points per 1 meter of movement.

It is impossible to move farther than the character’s total movement capacity per action round.

By gaining certain disciplines or specialties, a character can move more easily during conflicts and may not need to spend as many Combat Points to do so.

Communicate Orders

♦ **Combat Points:** –

Any character capable of speaking can do so freely during a combat round. Characters can communicate by whispering to others in the immediate area, calling out to those nearby, or screaming across the battlefield. This can be a single powerful word or several sentences, as long as it fits within the timing of the round. No Combat Points are needed to do so, and this can be performed at the same time as other maneuvers and weapon actions.

Draw Weapons

♦ **Combat Points:** 10

♦ **Initiative:** –10

Sometimes a character must draw a weapon that is tucked away. By spending 10 Combat Points and also subtracting 10 from the initiative roll for any further actions, a character can draw their weapon and be ready for battle.

If a character does not have 10 Combat Points, it takes the full action round to draw a weapon. The character cannot do anything else, not even parry attacks.

If the character has been disarmed and their weapon has been knocked away, they cannot pick up the weapon in this combat action. Instead, they must do a combat movement to the location of the weapon and then pick it up from the ground (see the combat action Pick Up Something). A disarmed character who still has the weapon attached in a loop around the wrist can use this combat action to get a new grip on the weapon.

A character does not need to draw a weapon to fight unarmed.

A Draw Weapons action is a weapon action.

A Draw Weapons action cannot be combined with a simultaneous Parrying or with a simultaneous Action of Opportunity: your weapon is either already drawn (in a previous turn or action round) or it cannot be used.

Evade Attack

♦ **Combat Points:** –

This combat action can be used only if the character has the Evade specialty.

By not performing any other action during a round, the character can evade a number of melee attacks depending on their level in the Evade specialty (see below). To evade a melee attack one must make an Agility Skill roll (with Battle Maneuver and Evade) modified by the attacker’s roll (see Player’s Handbook).

As with parrying, a character only needs to attempt to evade attacks that have already successfully rolled to hit. A character can attempt to evade or parry once per attack (never both).

Feint

- ♦ **Combat Points:** up to 5

(- opponent's Perception modifier)

There are fighters which prefer to trick the opponent, instead of defeating him relying just on their strength.

To make a feint during an attack a character must spend a number of additional Combat Points up to a maximum of 5 minus the opponent's perception modifier.

If the opponent tries to parry he will suffer a penalty equal to the Combat Points spent for feinting.

Feint is not a separate Weapon Action but it is considered part of a Weapon Action.

Hit the weapon

- ♦ **Combat Points:** -

Skillful fighters sometimes prefer to neutralize the opponent's weapon in order to defeat them. With this combat action the character attacks a weapon held by their opponent.

To hit a Weapon is considered a Weapon Action.

This combat action can only be performed against a weapon which is equal or smaller in size than the one which the character uses.

The opponent can "parry" although, even if it is mechanically a parry, its effect will just be to neutralize the "Hit the weapon" action.

If the Hit the Weapon action is successful there are two effects.

- ♦ The first effect is that the target weapon receives damage from the attack. The PV subtracts from damage but all the passed damage is subtracted directly from the BV of the weapon.
- ♦ The second effect is that the victim of the action must make a Skill Roll with a SV equal to their Agility or Fighting Skill (whatever is higher), applying the Strength modifier. If Fighting is used, disciplines and specialties linked with the target weapon can be applied. If the victim fails the roll, they loses grip on the weapon which is thrown 1d6 m away.

EXAMPLE: FEINT

Leifnir makes a feint during an attack against a berserker which has Perception +1. This means that Leifnir can spend up to 4 (5-1) Combat Points to feint against the berserker in addition to the Combat Points he spends for the attack itself. This means that the berserker will receive a penalty of up to -4 to his parrying rolls, according to how many Combat Points Leifnir decides to spend.

If Leifnir wants to feint against another (ratherly sleepy!) warrior with Perception -2, he can spend up to 7 (5--2 = 5+2) Combat Points for feinting and therefore his opponent will receive a penalty of up to -7 to his parrying rolls, according to how many Combat Points Leifnir decides to spend.



Mounted Combat

- ♦ **Combat Points:** 15

- ♦ **SV:** +2/-2

Fighting on horseback is not always easy, but the benefits for skilled riders are great. To be able to take any actions other than defensive ones from horseback during an action round, the rider must spend 15 Combat Points at the beginning of each round. This cost is reduced by 3 per level in the Riding specialty.

For the sake of simplicity the mounts usually act at the same Initia-

tive count of their riders. Furthermore the rider do not spend CP to move, but the mounts do.

The great advantage to fighting on horseback is that the rider receives a +2 bonus on all weapon actions against opponents who are not on horseback (ranged weapons not included). Those opponents also receive a -2 penalty on all weapon actions against the rider.

Combat-trained mounts also give additional modifiers of +1 for the rider and -1 for any opponent (mounted or not) per degree of competence, unless the mounts attack (see Trained Animals).

Mounted combat allow the use of Ride-by Attack and Mounted Ranged Attack actions.

Against mounted opponents SV bonuses and penalties are stacked against each other and therefore neutralized, unless the mounts have different combat training levels (see Trained Animals). The effect on damage from a Ride-by Attack remains.

Mounted Combat is not a separate weapon action from the weapon actions used (attacks or parries). It is just a mechanic influencing weapon actions while mounted.

Mounted Ranged Attack

♦ **Combat Points:** 10

In terms of mechanics, this action is similar to a Ride-by Attack, but it is used with ranged weapons. It requires the target to be in range of the ranged attack rather than being passed by in melee.

Mounted Ranged Attacks are weapon actions.

Overcome/Avoid Object

♦ **Combat Points:** 6 per meter

Every battle and combat environment is unique, and several objects may need to be avoided or overcome. For example, a character may have to leap over a table to attack an opponent, roll under a fence to get away from a pursuer, or drop to the ground to hide or gain cover from ranged attacks. Such combat actions are considered Overcome/Avoid Object maneuvers and normally cost 6 Combat Points each.

A character can complete an Overcome/Avoid Object maneuver during 1 action round even if they don't have enough Combat Points to cover the full distance. However, they must have at least 6 Combat Points, and completing the maneuver will use all available Combat Points.

Ranged attacks against a character who uses an Overcome/Avoid Object

maneuver are handled as if they are performed against a moving target.

Pick Up Something

♦ **Combat Points:** 5–10

With this combat action, the character can pick up an object from the surrounding area. Situation rolls are needed only if someone else tries to pick up the object at the same time or if the object is particularly tricky to grab (such as a slippery fish). If the character fails to pick up an object that required a Situation roll, they can try again in the following action round.

It costs 5 to 10 Combat Points to pick up an object. The exact number depends on the object and its location. It is easier to pick up a cup than a needle or a large iron cauldron, and easier to pick up something from a table than from the ground. The game master decides how many Combat Points it costs to pick up an object, but generally, the easier it is to pick up, the fewer Combat Points it should cost.

Ranged Attacks

It is not always easy to hit a target with a ranged weapon. Below are examples of modifiers that can be used in common situations. Ultimately, the GM decides which modifiers the attacker receives in a given situation.

All ranged attacks are weapon actions.

Targets in melee combat

♦ **SV:** -5

A character with a ranged weapon who attacks a foe engaged in melee with others attacks normally, but because the target is involved in a tumultuous battle, it is harder to hit. To represent this challenge, the attacker takes a -5 modifier to Skill Value on all attacks against a target in melee combat. If a ranged attack aimed at a foe in a crowd of combatants misses its target, there is a chance that it hits someone or something else. The GM makes this determination.

Targets at long distance

♦ **SV:** -10

A character with a ranged weapon who wants to attack a foe at the limits of the weapon's range (long distance) attacks normally, but because the target is so far away, it is harder to hit. To represent this challenge, the attacker takes a -10 modifier to Skill Value on all attacks against a long distance target.

All ranged weapons have an indicated short and long distance. To check the ranges for a specific weapon, see its description under Weapons and Armor in the Equipment chapter.

Moving target

♦ **SV:** -10

Using ranged weapons to attack a foe who is running, using a move maneuver, or riding a mount is rolled just like a normal attack, but because the target is moving, it is much harder to hit. To represent this challenge, the attacker takes a -10 modifier to Skill Value on all attacks against a target who is moving quickly.

Retreat

♦ **Combat Points:** –

A character who wishes to get away from combat can retreat. A retreat means that the character is moving rapidly away from their opponent(s) but retains the ability to take defensive actions. The retreating character gives everyone who is in combat with them a free action (described above under Actions of Opportunity). However, the character can still attempt to parry these free actions with any Combat Points that remain.

A character who retreats must do so at the beginning of their turn in an action round. It is impossible to attack first and then retreat in the same round.

The retreating character, once free from melee, can then move as usual at a cost of 2 Combat Points per meter.

While retreating, it is impossible to move farther than the character's total movement capacity per action round.

Ride-by Attack

♦ **Combat Points:** 10 (25)

♦ **Damage:** increases open roll by 1

During an action round, a character on horseback can make a Ride-by Attack. To do so, the rider must ride past their opponent at some point during the horse's movement.

The Ride-by Attack costs 10 Combat Points on top of the Combat Points already spent at the beginning of the round for Mounted Combat (a total of 25 Combat Points if you have no levels in the Riding specialty). This cost covers the high difficulty of this maneuver, but the character still needs to spend Combat Points on the attack as usual.

When this attack is used, the force from the animal drives the assault and increases the chance of an open roll by 1 (for example, an attack with an OR 9-10 will instead be OR 8-10, and a weapon that normally doesn't have an open roll now has OR 10).

The Ride-by Attack counts as a weapon action.

Stand Up

♦ **Combat Points:** 10

A character who is lying down or has been beaten to the ground can stand up as a combat action. However, it is time consuming and costs Combat Points. There is also a risk that the character will be attacked during the time it takes to stand up.

If a character does not have the 10 Combat Points needed to stand up, it takes the whole action round to stand up again. The character cannot do anything else during this time, not even parry attacks.

Surprise Attack

♦ **Combat Points:** +10

♦ **Victim SV:** -5

Any attack where the opponent is caught unaware is considered a surprise attack. A surprise attack can

be used only once against an opponent. After that initial attack, successful or not, the attacker is detected. When attacking with surprise, a character attacks normally but receives +10 Combat Points to use for the attack.

The victim of a surprise attack is considered surprised and gets a -5 modifier on all combat actions for the duration of that action round.

A surprise attack is a weapon action.

Other Combat Situations

The characters may face all sorts of interesting and challenging situations in combat. How much they are affected is up to the game master to decide. Below is a bit of guidance for specific combat situations.

Slippery Surface

♦ **SV:** -3 modifier

Slippery surfaces impose a -3 modifier on the SV of all actions that require Agility.

Blind Fighting

♦ **SV:** -15 modifier

A character who is fighting blind, only able to use sound to locate a target, receives a -15 modifier to the SV of all combat actions.

CASTING SPELLS

A character who has learned to cast a spell by getting Vitner Tablets for the Vitner Craft skill can also use Vitner Craft as a combat action during an action round.

If the enchanter casts a spell that has a longer weaving time than 1 action round, the weaving starts at the same time as the enchanter's initiative. The enchanter cannot wait 1 action round before the weaving starts; it has to start immediately.

All spells have an initiative modifier which is equal to the level of the spell (e.g. a level 5 spell will have an IM of -5). This modifier applies only to the action round in which the spell takes effect.

A character who uses Vitner Craft cannot use weapon actions, cast any other spells, or call upon gods during that same action round. However, they can still use other combat actions that are outside of those three categories. These may occur before or after the weaving takes place, as long as the spell has a weaving time of only 1 action round.

Each time the enchanter is damaged or thrown to the ground during the weaving time, they must succeed on a Psyche-based Situation roll (Situation value 6) to maintain concentration. Otherwise, the weaving attempt fails.

DIVINE INVOCATION

A character who has learned divine invocation by getting Holy Tablets for the Faith skill can call upon the gods as a combat action during an action round.

If the dimwalker calls upon the gods for a divine feat that has a longer invocation time than 1 action round, the combat action needs to begin on the rolled initiative of that character. The dimwalker cannot wait 1 action round before the invocation begins but must start to invoke immediately.

All divine invocations have an initiative modifier which is equal to the level of the divine feat (e.g. a level 5 feat will have an IM of -5). This modifier applies only to the action round in which the divine feat takes effect.

A character who activates a divine feat cannot use weapon actions, use Vitner Craft, or call upon gods again during the same action round. However, they can still use other combat actions that are outside of those three categories. These may occur before or after the invocation takes place, as long as the divine feat has an invocation time of only 1 action round.

Each time the dimwalker is damaged or thrown to the ground during the invocation time, they must succeed on a Psyche-based Situation roll (Situation value 6) to maintain concentration. Otherwise, the invocation fails.

COMBAT SAMPLE

It's been a long, grim day of blood, snow and darkness.

An ironclad army has been led into the forest by the greed of a proud Jarl. The warriors were lured with promises of the treasures hidden among in the snow- and tree-covered ruins, but a horde of Wildfolk, Trolls and Warg Beasts was all that awaited them.

When night fell crows and wolfkin were feasting on the corpses, while the gloomy mist covered the forest. Thorgarth Quickblade, the warrior from the Stormlands, managed to escape the massacre. He was lucky enough to have survived with just a few bruises but its old, battered battle sword has been smashed by the hammer of a King Troll. He had to take a broadsword from the frozen fingers of a fallen Mittlander comrade.

"Too short for my tastes, but still a sword!" the Stormlander murmured as he advances alone into the forest. Besides the snow that creaked under his boots, the forest is quiet. He proceeds carefully keeping a keen eye on the bushes around him and a stern grip on the sword's hilt. Unexpectedly he finds a deep chasm dividing the forest in two. Where to go? Right or left? The grim Stormlander has to follow the natural feature for a while...until a warm breath through the cold air comes from behind a boulder. Thorgarth draws his blade and pulls up his shield. He feels his breathing hastening and he presses his boots deep in the snow for grip. From behind the boulder a big troll runs out with a rough, rusty pick that he holds with both of its hands. The Stormlander warrior revolts from the stench coming from the encroaching troll. He prepares himself for the incoming attack and yells "FOR STORMI!"

Thorgarth

Body Points: 30 (slightly damaged, no modifier. Max BP: 32).

Character trait: Dexterity +2

Skills

Fighting: 7 SV (+ 7 free CP)

- ♦ Armed Fighting lv 2 (+2 locked CP (armed))
- ♦ One-Handed Heavy Weapons lv 3 (+6 locked CP (1H Heavy Weapons))
- ♦ Shield Bearer lv 2 (+4 locked CP (Shields))

- ♦ Battle Experience lv 2 (+2 free CP, +2 Initiative)
- ♦ Combat Reactions lv 2 (+4 IM)
- ♦ Fighter lv 2 (+4 locked CP (Attacks & Parries))
- ♦ Armor Bearer lv 1 (+2 Weight (Able to wear armor up to Heft 2 without modifiers))

Combat Points (CP): Free 9 / Attacks & Parries 4 / Armed 2 (One-Handed Heavy Weapons 6, Shields 4)

Equipment

- ♦ Broadsword: WA 3; IM -4; PV/BV 8/80; Damage: 1d10 (OR 9-10)
- ♦ Large Shield: WA 1; IM -3; PV/BV 5/50
- ♦ Leather armor: PV/BV 2/20; IM -1

Total IM: 0, when using both sword and shield (+2 Dexterity +2 Battle experience +4 Combat Reactions -1 Armor -4 Broadsword -3 Large Shield)

Troll

Body Points: 40

Size: 1.5 (it influences movement and weapons stats as explained in the Bestiary chapter)

Character trait: Strength: +2

Fighting: 10 SV= + 10 Free CP

- ♦ Armed Fighting lv 1 (+1 locked CP (Armed))
- ♦ Two-Handed Heavy Weapons lv 5 (+10 locked CP (2H weapons))
- ♦ Battle Experience lv 1 (+1 free CP)
- ♦ Fighter lv 3 (+6 locked CP (Attacks & Parries))

Combat Points: Free 11/ Attacks & Parries 6 / Armed 1 (Two-Handed Weapons 10)

Equipment

- ♦ Two-handed pick (1.5 t sized): WA 2; IM -6; PV/BV 8/80; Damage 2d10 (OR 8-10) +2 (Strength)

Total IM: -5, when using the Two-handed Pick (+1 Battle Experience, -6 Pick)

Action Round 1

Player and GM roll Initiative (1d10 (OR 10) plus modifiers).

- ♦ Thorgarth rolls a [1] and, since he wants to use both Broadsword and

Large Shield, he gets a final Initiative count of "1" (= 1 dice result 0 Total IM).

- ♦ The troll rolls a [8] and, since he wants to use his two-handed pick, he gets a final Initiative count of "3" (8 dice result - 5 IM total).

After all the Initiative rolls are done, the GM starts counting down from 20, 15, 10, 5, 4, ...waiting for somebody to get his own turn.

Initiative 3

The troll moves forward 6 meters costing 8 Combat points (since his size is 1.5 t he can move more meters than a human), using part of its Free CP. The troll has now 20 CP (Free 3/ Attacks & Parries 6 / Armed 1, Two-Handed Weapons 10) which the GM decides to divide into 2 attacks: one at 12 and one at 8. GM rolls 1d20 for the first attack and gets 9 resulting in a hit.

The player decides that Thorgarth will try to Parry with 14 Combat points (9 Free CP, 1 Attacks & Parries, 4 Shields). The player rolls a [15] which means failure. Thorgarth has now 11 combat points left (Attacks & Parries 3 / Armed 2, One-Handed Heavy Weapons 6)

GM rolls damage, 2d10 OR 8-10 +2, She rolls [2] and a [8] (Open Roll), [2], for a total of 12 (2+8+2) and adds 2 from the trolls Strength, for a total of 14 damage.

The armor Thorgarth wears reduces the damage to 12 thanks to its PV of 2. The player notes the 12 damage on the character sheet, and notices that Thorgarths BP 18 (30-12) stretches in to the Injured level, meaning that he has a SV -1 Modifier to everything that he attempts.

Since the damage was more than the armor's PV 2, it was damaged and the BV was reduced by 1 point to BV 19 (should the armors BV get reduced to 10 or less the PV will be reduced to 1 until the armor is repaired).

All Troll's combat points are spent and the GM goes on with his initiative count: 2, 1...

Initiative 1

Thorgarth goes next and he has now 11 Combat points left which he uses for one attack. Since Thorgarth is Injured he gets a SV -1 Modifier, which gives the attack SV 10 (11-1). He rolls [4] which is a success.

The Troll doesn't have any more Combat points to Parry with and no armor so the whole damage roll will impact the trolls BP directly.

The player rolls 1d10 OR 9-10 and gets, [10] (Open Roll), [9] (Open Roll), [4] for a total of 23 (10+9+4) points of damage.

GM notes the damage on his NPC-sheet. The troll is at 17 (40-23) Body Point which means that it is at the Seriously injured damage level, giving it a SV -3 Modifier.

Outcome of Action Round 1

- ♦ Thorgarth at 18 BP, SV -1 Mod, leather armor at PV/BV 2/19
- ♦ Troll at 17 BP, SV -3 Mod

Action Round 2

Player and GM roll Initiative 1d10 (OR 10) and add their modifiers.

- ♦ Thorgarth still wants to use both sword and shield. He rolls [10] (Open Roll), [4] and therefore he gets a final Initiative count of "13" (10+4 for the dice results 0 for his Total IM and -1 for the wounds = 13).
- ♦ The troll wants to keep on using its pick, therefore it rolls [9] and he thus gets a final Initiative count of "1" (9 for the dice result -5 for its Total IM and -3 for the damage = 1).

GM starts to count down from 20, 15, 14...

Initiative 13

Thorgarth has 25 Combat Points and the player wants to save some for a Parry with the shield so the Stormlander spends 15 CP (6 heavy weapons + 9 free) for an attack and saving 10 combat points (2 armed fighting + 4 shield + 4 attacks & parries) for the parry.

The player rolls [15] for the attack which would normally mean a hit, but since he is injured the attack SV is 14 not 15, because of the SV -1 modifier. The attack is a miss and Thorgarth saves his further combat points for the parry.

The Stormlander has finished his turn, so the GM goes on with his initiative count: 12, 11, 10...5, 4, 3, 2...

Initiative 1

The Troll has 28 CP and is crazy, with rage in his eyes as he attacks the Stormlander with two attacks. This will cost him all of his CP making two attacks at SV 14. Since the troll is Seriously injured each attack has a SV -3 modifier which leaves the troll with two attacks with SV 11 (14 - 3).

GM rolls [3] and the Troll hits Thorgarth. The Stormlander tries to Parry with his shield SV 9 (10 - 1 injury) and succeeds after the player rolled [6].

The shield has blocked the attack but, in this way, it suffered the violence of the hit. The GM rolls the Troll's damage getting [10] (Open roll), [2] for a total of 14 (10+2+2) damage which is higher than the shield's PV 5. This means that Thorgarth's shield will lose 1 BV: it has now at 49 BV instead of 50 BV.

The Troll takes another successful swing, GM rolled [6], and now Thorgarth has no ability to Parry since all his CP are spent. GM rolls the Troll's damage 2d10 OR 8-10 +2, [2] and [10] (Open roll), [3] for a total of 17 (2+10+3+2). Thorgarth's armor reduces the damage to 15 (17-2). Now Thorgarth has only 3 (18-15) BP left and is Critically Injured giving him a -7 Modifier on all SV.

Since the damage exceeded again the armor's PV of 2, the BV is diminished by another point: the armor is now at 18 BV

Outcome of Action Round 2

- ♦ Thorgarth at 3 BP, SV -7 Mod, leather armor PV/BV; 2/18, shield PV/BV; 5/49.
- ♦ Troll at 17 BP, SV -3 Mod.

Action Round 3

Thorgarth Quickblade is almost on his knees ready to face death with the sword in his hand, but something unexpected happens. The fight's noise has attracted a companion which the Stormlander thought to have lost: Kivala, a white-haired Ilmalaini vitner-weaver which is now eager to save the warrior. The elf is looking at the combat scene from the other side of the deep chasm. His friend is too far to be helped by steel, but the Gods are good to Thorgarth today since Kivala can cast powerful spells to defeat the Troll.

But bad news also come for the adventurers: a small Forest Troll riding a terrifying Skoll (a large monstrous wolfkin) has been silently following the elf. The Skoll is already wounded from the battle and the Forest Troll now eager to make the elf pay for the invasion of the wood...

During this round new participants come to this fight, although they are still separated from the first combatants due to the deep chasm.

Kivala

Body Points: 30

Character trait: Dexterity +1

Skills

Fighting: 6 SV (+ 6 free CP)

- ♦ Armed Fighting lv 1 (+1 locked CP (armed))

- ♦ One-Handed Light Weapons lv 2 (+4 locked CP (1H Light Weapons))

Shadow Arts: 5 SV

- ♦ Shadowing lv 1 (+1 SV)
- ♦ Finding & Spotting 2: +4 SV

Vitner Craft: SV 8 (+8 Vitner Points)

- ♦ Call of Vitner lv 1 (+5 Vitner Points)
- ♦ Hwitalja lv 3 (+30 Vitner Points)
- ♦ Vitner Habit 3: +30 Vitner Points
- ♦ Vitner Shaping 1: +1 SV
- ♦ Galding 3: +6 SV

Combat Points (CP): Free 6 / Armed 1 (One-Handed Light Weapons 4)

Basic Vitner-Weaving (Galding): SV 15

Vitner Points: 73

Equipment

- ♦ Seax knife: WA 4; IM -1; PV/BV 5/50; Damage; 1d10 (OR 10)

Total IM: 0, when using the Seax (+1 Dexterity -1 Seax)

Total IM: -2, Flame Burst spell (+1 Dexterity -3 Flame Burst)

Forest Troll

Body Points: 20

Size: 1/2 (it influences movement and weapons stats as explained in the Bestiary chapter)

Character trait: Dexterity +2

Skills

Fighting: 7 SV (7 Free CP)

- ♦ Armed Fighting lv 1 (+1 locked CP (Armed))
- ♦ One-Handed Light Weapons lv 2 (+4 locked CP (1H Light Weapons))
- ♦ Battle Experience lv 1 (+1 free CP)
- ♦ Fighter lv 1 (+2 locked CP (Attacks & Parries))

Shadow Arts: 7 SV

- ♦ Shadowing lv 2 (+2 SV)
- ♦ Camouflage and Hiding lv 3: (+6 SV)

Combat Points: Free 8/ Attacks & Parries 2 / Armed 1 (One-Handed Light Weapons 4)

Equipment

- ♦ Short Spear (1/2 t sized): WA 2; IM -1; PV/BV 3/30; Damage 1d10.

Total IM: +2, when using the short spear (+2 Dexterity, +1 Battle Experience, -1 Short Spear)

Skoll (seriously injured)

Body Points: 11 (Seriously Injured -3)

Size: 1t

Combat Points: Free -10, Natural Weapon (Bite 14. Claws 10).

Bite: Damage 1d10 (OR10)

Claw: Damage 1d10

Trained for combat at Excellent level (when not attacking it gives +3 SV to the Forest Troll, -3 SV to attacks vs the Forest Troll)

Before rolling initiatives it is worth to know who noticed whom. The GM decides that both the Thorgarth and the large Troll are too focused on their duel to notice Kivala and the Forest Troll. However, the noise of their combat has certainly made their presence clear to both Kivala and the Forest troll.

Now it's time to see if Kivala has seen the Forest Troll or not...

For the sake of simplicity the GM makes a Shadows Art roll for the Forest troll. He decides that this roll will work for both the rider and the Skoll mount.

The GM decides also that the situation falls more in the field of "Walking in Shadows", so the Forest troll will not use his "Camouflage & Hiding" specialty. Consequently its total SV will be of 9 (Shadow Arts 7, Shadowing 2).

The Forest Troll rolls a [3]. In normal circumstances, since Kivala's player has not declared to be actively searching the surroundings, the GM would say that the Forest Troll's success is enough... but Kivala has the "Finding and Spotting" specialty. So the GM decides to give her a chance.

Kivala has a SV of 10 (Shadows Arts 5, Shadowing 1, Finding & Spotting 2) and a [9] which, in theory, is a success. However the Forest Troll has succeeded by 6 points (roll of 3 on SV 9) while the elf has succeeded by only 1 point (roll of 1 on SV 10)...so the GM decides that Kivala does not notice the Forest Troll and its Skoll!

It is Initiative rolling time now: all roll 1d10 (OR 10) plus modifiers.

- ♦ Thorgarth's player rolls [10 + open roll 3] and gets a final Initiative count of "6" (13 for the dice result 0 for his Total IM -7 for his wounds = 6).
- ♦ GM rolls [5] and the Troll gets a final Initiative count of "-3" (5 for the dice result -5 for its Total IM -3 for his wounds = -3).
- ♦ Kivala's player rolls [8] and gets a final initiative count of "5" (8 for the dice result -3 for the Spell's IM = 5) since she will cast Flame Burst.
- ♦ The Forest troll rolls [2] and gets a final initiative count of "4" (2 for the dice result +2 for its Total IM=4).
- ♦ The Skoll does not roll since it is a mount and acts at the same Initiative count of the rider (the Forest Troll).

GM starts counting down from 20, 15, 10, 9, 8, 7,...

Initiative 6

Thorgarth Quickblade realizes that this is his last chance to win the fight, so he focuses 21 CP (Free 9 / Attacks & Parries 4 / Armed 2, One-Handed Heavy Weapons 6) on a single blow. He is suf-

fering penalties from critical injuries (-7) which means that his attack has a SV of 14 (21 - 7).

Thorgarth's player rolls rolls [13]. He missed by such a thin margin!! The Stormlander thinks that he is dead when...

Initiative 5

On the other side of the deep chasm Kivala sings a chant to weave the Vitner and finishes with a "LOGILD!" She has added Increase damage from 1d10 to 1d10 (OR 8-10) for a total additional cost of 15 vitner points upon the 6 for Flame Burst for a total of 21 VP. Kivala's Vitner points are now 52 (73 - 21).

The total SV for weaving this spell is 11: 15 (Vitner Craft 8, Vitner Shaping 1, Galding 3) - 6 for the spell's difficulty modifier. Kivala's player rolls rolls [3] which means success and the Vitner is formed.

The swirling cylinder of fire and heat rushes towards the troll as it is engulfed in the flames. Kivala's player rolls damage 1d10 (OR 8-10). She rolls [10] (Open roll), [8] (Open roll), [6] for a total of 24 (10+8+6) damage.

The large Troll is now dead at -7. (Actually it lives on for 1d6+ modifiers from the Constitution trait but it's down and there is no one there to help it survive).

Initiative 4

Hidden behind a bush on Kivala's side of the chasm the Forest Troll gets mad for the fate of its larger kin. He decides to ride the Skoll against Kivala, attempting a ride-by-attack with its short spear.

Since Kivala is unaware of the Forest Troll this is considered a Surprise Attack: the Forest Troll benefits from +10 CP which he uses to pay the cost (10 cp) of Ride-by-Attack.

Furthermore, since the Forest Troll has Riding 3, Mounted Combat costs only 6 CP which are paid with 6 out of its 8 Free points.

This will leave 9 CP to spend on the attack (Free 2/ Attacks & Parries 2 / Armed 1, One-Handed Light Weapons 4).

The Skoll gives +2 SV (for being a mount) but it does not offer the +3 (for combat training) to its rider since the GM has decided to make the beast attack too.

This means that the final SV for the Forest Troll's attack is 11. The GM rolls [8] and it is a success.

Kivala has used Vitner points in this round, so she cannot perform weapon actions, and therefore she cannot parry.

Furthermore, since it is a ride-by-attack, the Forest troll's chance for open roll in damage is raised by one. The ½ sized spear deals 1d10 (OR 10). The dice is rolled getting a [9].

Kivala has no armor, so she suffers 9 points of damage: she has now 21 BP and she is considered to be injured (-1 penalty).

It's the Skoll's turn to attack. The GM decides that 10 CP are enough to spend for movement linked with the ride-by-attack (moving 20 m since the fast Skoll does 4 m per 2 cp).

The Skoll also benefits from +10 bonus CP for the surprise attack against the elf.

This means that the Skoll will attempt to use both Bite SV 14 (14 locked cp+ 3 bonus cp-3 wounds) and claw SV 14 (10 locked cp+ 7 bonus cp-3 wounds).

The GM rolls [12] and [6]: both attacks hit!

The damage for the bite (1d10 OR 10) is rolled and gets a [10], open roll [5], for a total damage of 15.

The claw deal 9 points of damage since the (1d10) rolls a [9].

The total damage of both attacks is 24.

Kivala has no armor, so her 21 BP are reduced below 0 (21-24 = -3). She's dead! Her player realizes that, since she is on the other side of the deep chasm, Thorgarth cannot save Kivala. Consequently 1 Raud point is spent to save the elf and the GM decides to turn the bite attack into a miss. This means that the elf suffers only 9 points from the claw. Her BP are now

12 (21 -9), which means that she is now seriously injured (-3 SV).

Outcome of Action Round 3

Thorgarth at 3 BP, SV -7 Mod, *leather armor PV/BV; 2/18, shield PV/BV; 5/49*.

Kivala at 12 BP, SV -3 Mod. Vitner Points: 52

Since it is a surprise attack Kivala suffers -5 until the end of the round (since she has no other actions to do this round, the penalty has no effects).

The two heroes are still separated by a deep chasm.

Action Round 4

Thorgarth has noticed the evolutions on the other side of the deep chasm, Kivala recovers from the surprise and tries to weave another spell while the Forest Troll wants to end the elf's life ...

Initiative rolls: 1d10 (OR 10) plus modifiers.

- ♦ Thorgarth's player rolls [9] and gets a final Initiative count of "2" (9 for the dice result 0 for his Total IM -7 for his wounds = 2).
- ♦ Kivala's player rolls [2] and gets a final initiative count of "-6" (2 for the dice result -3 for Flame Burst IM -5 for her wounds = -6).
- ♦ The Forest troll rolls [2] and gets a final initiative count of "4" (2 for the dice result +2 for its Total IM).
- ♦ The Skoll does not roll since it is a mount and acts at the same Initiative count of the rider (the Forest Troll).

GM starts to count down from 20, 15, 10, 9, 8, 7, 6...when Thorgarth's player gets a foolish idea. He decides not to use the shield (IM -3), changing his total Initiative to "5."

Initiative 5

Thorgarth Quickblade is still on the other side of the chasm, he is critically

injured and he has no ranged weapon. But he does not want to see the elf's death, especially since the Vitner weaver has saved his life.

The player asks the GM how far the Forest Troll/Skoll couple is from him. The GM replies that they are 10 m away, but still on the other side of the deep chasm....Without thinking twice Thorgarth does something foolish: he throws the sword against the Skoll, as if it was a dagger.

"10 m" is still in range for normal damage but since the sword is not built for throwing it will deal -5 pts in damage.

The Stormlander cannot use CP locked to Heavy Weapons when throwing one. Therefore he spends 15 CP (Free 9 / Attacks & Parries 4 / Armed 2) but he suffers -7 from wounds: his SV is 8 and he rolls....a [6]!! It is a miraculous hit!

Damage is rolled (1d10 OR 9-10) getting a [9, 8] -5 damage (since the sword is not meant to be thrown) for a total of 12 points of damage and therefore killing the Skoll (BP 11 - 12 = -1)!!

The blade, flying from the other side of the chasm fixed deeply into the wolfkin's belly, killing the beast. Since the Skoll was ridden by the Forest Troll the GM decides to make the troll rolling an Agility roll at SV 16 (Agility 9, Horsemanship 1, Riding 3)...rolling a [20]!!

The failure is so incredible that the GM decides that in its dying movements the Skoll pulls its rider with it, as they both fell into the chasm...

Almost collapsing under his wounds, Thorgarth exclaims: "It's the second sword that I lose in a day!" Kivala replies with a sad smile on the other side of the chasm: the two heroes are victorious but at a dire price. They are both badly wounded and the Stormlander has even lost his sword. It looks like their long journey out of the forest will not continue so easy...





Paul
Bonner



TAPIA
& WIEVEL

◆ DAMAGE AND FEAR ◆

During battles, both the player characters and the GM characters may receive damage from sources beyond the fighting itself. This chapter describes different sources of damage, how to protect your character from them, and how to treat and heal what could not be avoided.

DAMAGE

Every time a person gets damaged, falls sick, or somehow suffers in health, their Body Points are reduced by the specified amount of damage. This Body Point value is a representation of how much damage a character can take before falling unconscious or dying. This includes not only physical damage and blood loss, but also less obvious strains such as diseases and poisons.

Attack Damage

To determine how much damage a person suffers from an attack, roll a damage die. In most cases, that means rolling 1d10, but sometimes it can be 1d6, 1d5, or 1d3. In some cases it may already be decided by the game master or the rules.

There may be a risk that an attack hits the victim so awkwardly or dangerously that another damage die has to be rolled (an open roll). Even though open rolls primarily come as a result of weapon damage, there are other times where the potential risk is great enough to warrant open rolls. They can occur in combat with several large creatures, when someone gets caught in a fire, or when a being falls from a significant height.

Other Types of Damage

A being does not receive damage solely from violent action, as there are plenty of other types of damage. Some of these potential sources are described below.

Falling

Depending on the situation, a large fall can result in a varying amount of damage. It is ultimately up to the game master to decide how much damage a fall causes, but a simple rule of thumb is that one takes 1d10 (OR 10) points of damage for every 3 meters fallen. Therefore, a fall from 3 meters causes 1d10 (OR 10) points of damage, and a fall from 9 meters causes 3d10 (OR 10) points of damage.

A fall from less than 3 meters does not typically cause damage, unless the GM decides that circumstances suggest otherwise.

Fire

Getting caught in a fire has the potential to do a lot of damage because it continues to deal damage every round until the character can escape the flames or remove the burning items. It is up to the GM to determine how much damage a fire does according

to its size and intensity. Fire also has the potential to damage or destroy flammable items.

Health Conditions

The GM can decide how much damage a health condition (such as sickness, poison, and the like) causes a character. Often health conditions should affect only the person's Body Points.

Large Creatures

The larger a creature is, the more damage its attacks can cause to smaller creatures. Besides bonus damage from the Strength trait, larger creatures also often roll extra damage dice on successful attacks. So instead of rolling 1d10 for damage, a large creature may roll 2d10 or more. A creature that is significantly larger than a human can get +1 damage die (rolling 2d10), and a dragon, which is huge, can get +3 damage dice (rolling 4d10)! Any dice that qualify as open rolls add another die of damage as usual.

Drowning

Characters do not lose Body Points from drowning. When a character runs out of breath underwater, they start to drown,

and the GM decides whether they die or not. (See the Swimming specialty in the Player's Handbook for rules on holding your breath underwater.)

TAKING DAMAGE

Any time a creature takes damage, its Body Points are diminished by the same amount. Once Body Points drop to 0, the creature falls unconscious. If Body Points drop below 0, the creature is dying.

Depending on how much damage a creature suffers, it will also become progressively less effective at anything it attempts. This is represented by a negative modifier that grows as the creature becomes more injured. The modifier is applied to everything the creature attempts until the damage is mended or healed naturally.

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

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

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

Evading Death

When a creature suffers so much injury that their Body Points drop below 0, there are always a few final moments before the spark of life goes out and the creature dies. To see how many action rounds it takes for the spark to fully extinguish, roll 1d6 and apply any modifier from the Constitution trait.

Someone with the First Aid and Care specialty can attempt to save a dying person if they have time to start the first aid before the spark of life goes out. The character attempting the first aid receives a negative modifier on

DAMAGE LEVELS

Damage Level	Body points	Modifier
Lightly damaged	$1 - (BP/4)$	± 0
Injured	$((BP/4) + 1) - (BP/4) \times 2$	-1
Seriously injured	$((BP/4) \times 2 + 1) - (BP/4) \times 3$	-3
Critically injured	$((BP/4) \times 3 + 1) - (BP/4) \times 4$	-7

Round the levels up or down according to the rules above.

EXAMPLE: DAMAGE LEVELS

A character has 33 Body Points. Divide the number by 4 ($33/4 = 8.25$). The first level is rounded up to 9 and the last three levels are rounded down to 8 ($9 + 8 + 8 + 8 = 33$).

This means that the first 9 damage points the character takes are on the "lightly damaged" level (1-9). The next 8 damage points are on the "injured" level (10-17). The next 8 are on the "seriously injured" level (18-25), and the last 8 damage points are on the "critically injured" level (26-33).

A character has 34 Body Points. Divide the number by 4 ($34/4 = 8.5$). The first two levels are rounded up to 9, and the last two levels are rounded down to 8 ($9 + 9 + 8 + 8 = 34$).

This means that the first 9 damage points the character takes are on the "lightly damaged" level (1-9). The next 9 damage points are on the "injured" level (10-18). The next 8 are on the "seriously injured" level (19-26), and the last 8 damage points are on the "critically injured" level (26-34).

A character has 31 Body Points. Divide the number by 4 ($31/4 = 7.75$). The first three levels are rounded up to 8, and the last level is rounded down to 7 ($8 + 8 + 8 + 7 = 31$).

This means that the first 8 damage points the character takes are on the "lightly damaged" level (1-8). The next 8 damage points are on the "injured" level (9-16). The next 8 are on the "seriously injured" level (17-24), and the last 7 damage points are on the "critically injured" level (25-31).

EXAMPLE: EVADING DEATH

A character with 31 Body Points takes 35 points of damage, which puts them at a negative value of -4 BP. Anyone who tries to heal this dying character will suffer a -4 modifier to the SV of the Skill roll.

the SV of the Skill roll for every point of damage the dying character has dropped below 0.

ARMOR AND INJURIES

A person can reduce the damage they receive by wearing armor. Any set of armor has an assigned Protection Value, which is deducted from any damage the person receives while wearing it. Whatever damage points still remain penetrate the armor and cause injury. If there is no damage left after the Protection Value

is subtracted, the armor has completely absorbed the injury and the person escapes the situation unscathed. Remember that the damage which passes armor not only wounds the character, but also reduces the protection value of the armor itself (see "Protection Value/Breach Value" in the Equipment Chapter).

Large Creatures and Armor

Large creatures often have considerably thicker skin and therefore have a natural armor (natural Protection Value). If large

EXAMPLE: ARMOR AND INJURIES:

A character takes a strike from a sword that she is unable to parry. The sword causes 7 points of damage. Fortunately, she is wearing a suit of armor that has Protection Value 7, so it absorbs all 7 points. Thanks to her armor, she escapes the attack without a scratch.

Shortly after this, the character receives a second blow. She is still wearing the same suit of armor with Protection Value 7. The second strike deals 9 points of damage, and the armor absorbs 7 points, but the character suffers the 2 points of damage that penetrate (9 – 7 = 2).



creatures wear additional standard armor, it tends to be much thicker and heavier than armor made for normal human beings, and usually provides a higher Protection Value as well. The Protection Value from natural armor and standard armor are added together to find the total amount of damage reduction.

HEALING INJURIES

When something with healing capabilities, such as herbs and first aid or

calling upon divine feats, is applied to an existing injury, the injured character may regain Body Points and hopefully reduce their injury level.

The Care Skill

The Care skill and the Healing and Drugs discipline provide expertise on how to treat injuries. If the healer has the First Aid and Care specialty, a successful Skill roll can heal damage from any injury that has occurred in the past ten

minutes. Such care takes one minute per wound and skill type.

If more than ten minutes have passed since the injury was sustained, a simple Skill roll is no longer enough. In this case, a character with the First Aid and Care specialty can heal older injuries through more prolonged treatment. This assumes that the injured person is lying still and gets the treatment required within a day of receiving the injury. The healer must spend at least two hours per attempt to care for the patient, and a successful Skill roll means that the patient heals twice as fast as usual for that day. The healer can apply a poultice before the injured person goes to bed to speed up natural healing as well (detailed below).

Only a healer can pull an arrow from a wound without causing extra injury or splint a leg so that the person will be able to use it without complications.

Natural Healing

Through the natural healing process, a person usually regains 1 Body Point per day. This can be modified, however, by an exceptionally high or low Constitution trait. It is impossible for a character to acquire more Body Points through healing than they have when uninjured (full Body Points).

For the healing process to work, the person must get at least eight hours of sleep. Otherwise, it is up to the game master to determine how much the character's natural healing drops.

If the injury is successfully treated with a poultice (First Aid and Care specialty) before the character goes to sleep, the natural healing increases according to the following table.

FIRST AID AND NURSING SPECIALTY

Healer's Expertise	Modifier
Level 1	+1
Level 2	+2
Level 3	+3
Level 4	+4
Level 5	+5

FEAR

As with injuries, fear and horror have a large impact on player characters as well as GM characters.

The Characters' Horror

Becoming horrified is quite possible in *Trudvang Chronicles*. Sometimes the characters encounter dangerous monsters whose very existence causes shortened breath and pumping adrenaline that drives them to flee in panic. But there can also be situations so horrifying that the characters are frozen with fear, paralyzed in their distress. These situations may arise from natural fear, like getting caught on a stormy sea or delving into a forgotten cavern, or from unnatural abominations that put their mettle and grasp of reality to the test.

To measure fear and its effect, the game uses fear factor, Fear Points, and fear level. The fear factor represents how dangerous and frightening something is, and this determines how many Fear Points it generates.

FEAR FACTOR

Terrifying creatures or stressful situations have Fear Factors which vary from 1d5 to 1d10, sometimes even with potentials for open rolls. Unless the GM decides otherwise, use the same factor for single or groups of monsters and, in the case of mixed groups, use the highest Fear Factor.

How often the factor is rolled is totally up to the GM. A roll is due the first time a creature is met, but a second meeting in the same day can deal a reduced Fear Factor. People get used and become immune to the specific experiences. For example most experienced adventurers are not frightened by trolls, having met so many of them, but a horde of 500 small forest trolls can still be frightening.

FEAR POINTS

The GM generates Fear Points by totaling all relevant fear factor rolls. The effect on a character is modified by things like the Psyche trait, divine feats, spells,



and extracts. This is determined separately for each character, and the modified result is their number of Fear Points. The total number of Fear Points accumulated determines a person's fear level.

FEAR LEVEL

There are five different fear levels, which increase for every 10 Fear Points received. To reach the second fear level, a character must receive at least 11 total Fear Points.

Each fear level affects the character in a unique manner with modifiers, which

increase as the levels get higher. The frightened character suffers these effects and modifiers as long as that level of fear remains (see Recovery, below, for reducing fear level).

Beyond the fifth fear level lies madness.

First Fear Level (1-10): Anxious

The person is constantly anxious and on edge. Their voice wavers, their eyes become shifty, and they are constantly startled and jumping at noises or movement.

**Second Fear Level (11-20):
Frightened**

The person is clearly frightened. They struggle to focus on anything other than the source of the horror, even if it is no longer near. They suffer the following modifiers:

- ♦ -1 on Skill Value of all Skill rolls or Situation rolls, and -1 for initiative

**Third Fear Level (21-30):
Horried**

The person literally trembles with fear. They impulsively back away from the source of the horror, unable to move closer or think of anything other than fleeing. They suffer the following modifiers:

- ♦ -3 on Skill Value of all Skill rolls or Situation rolls, and -3 for initiative

**Fourth Fear Level (31-40):
Terrified**

The person is so crippled by fear that even escape seems futile. Their only recourse is to immediately kneel and pray to any gods or beings who might send help. They suffer the following modifiers:

- ♦ -5 on Skill Value of all Skill rolls or Situation rolls, and -5 for initiative

**Fifth Fear Level (41-50): Pet-
rified**

The person is devastated and completely paralyzed with terror. They suffer the following modifiers:

- ♦ -7 on Skill Value of all Skill rolls or Situation rolls, and -7 for initiative

Madness (51+)

Anyone who surpasses the fifth fear level and has accumulated more than 50 Fear Points goes mad. Fear Points may still recover through normal means, but until the victim drops to 40 Fear Points or less, the effects and modifiers of the fifth fear level still apply. Should the person eventually recover from all acquired Fear Points, they will still be mad but will no longer be affected by any other fear effects besides the madness itself. This does not prevent the accumulation of future Fear Points, as even an insane person can still be frightened as usual.

Madness occurs when a person can no longer handle the fear of the world and snaps. The person's soul has been ripped from their body so violently that only fragments of it remain. All that survives is a bewildered body with a broken and faded soul. A crazy person is practically dead inside and functions like a wild animal.

How this madness manifests itself is different for every individual, and ultimately up to the game master to determine. A mad person could become lethargic and slowly die because they refuse to eat or drink. They might run around and yell furiously at everything for days on end. They might suddenly exaggerate an admirable or sinister quality (generosity, murderous tendencies, affection, and so on) to an absurd level and do nothing other than nourish this single attribute.

One common thread among those that suffer from madness is lack of creativity. The spark that fuels it has been permanently extinguished. They lose all levels in Handicraft skills, as well as any other skills, disciplines, or specialties that might use creativity or result in something being created (such as Music and Dancing). Furthermore, someone who has been driven insane no longer possesses any trust in their understanding of the world and therefore loses all levels in Knowledge skills and their related disciplines and specialties. The only Knowledge skill that may remain is the Language discipline, but

the GM may choose to diminish or alter even this knowledge in some cases.

Another peculiar effect is that mad people often attract negative vitner. If a conjurer fails a spell, it is almost always the mad individual or someone in their direct company who suffers the negative effects of the spell as the harmful vitner is drawn to their anguish.

A mad person will be stripped of property, disinherited, and outlawed by society. This means that a mad person is no longer entitled to own or inherit anything, and has no voice in litigation or criminal defense. It also means that there are no reprisals for slaying a mad person. It is said, however, that madness is contagious and whoever slays a mad person could be infected by the madness themselves. Because of this, slaying a mad person endows the slayer(s) with 1d10 (OR 8-10) Fear Points of their own.

There is only one way to heal madness: the divine feat known as the "Hand of Gave." When this ability is used, the victim is lowered to the fifth fear level, their Fear Points are reduced to 50, and their madness is removed.

RECOVERY

A frightened person eventually calms down once removed from the source of terror. To represent this, the character can gradually reduce the Fear Points they received while frightened. At first this recovery comes quickly, but it slows down after the first 24 hours. The fear that remains then is more ingrained and harder to forget. At each time increment listed below that passes since the person was last frightened, they roll 1d10 and subtract that many Fear Points from their total.

FEAR POINTS RECOVERY

Victim loses 1d10 Fear Points after:
12 action rounds (1 minute)
1 hour
6 hours
24 hours
Every 24 hours afterward



◆ EQUIPMENT ◆

There are those who say that an adventurer without gear is not a real adventurer. Travel without provisions or cooking equipment would never work. A journey without these necessities would end at the first shelter. A rainy day without dry clothes to change into at the end of it would make even the most experienced travelers wish they were home in front of the fire.

TRADE

The most common form of trade in Trudvang is barter, but that doesn't mean there are no coins or metals. Instead of the rarer coins, pure metal can be used. These are divided into pieces, which have about the same value as the coins. For larger payments, bullions weighing 1 kg are used. The difference between coins and metals is mainly that the coins have a uniform shape (usually flat and round), while metal can have any shape.

Fairly pure metal pieces of copper, silver, and gold are far more common than coins. This metal can be used in its full size (usually shaped into bullions) for large purchases, but more commonly the metal is formed into thin bands that you can easily wrap around fingers, arms, neck, or legs. When you pay, you cut off a suitable piece of the metal, usually a size corresponding to the commercial value of the goods or service. The piece that is cut is measured in units (copper pieces, silver pieces, and gold pieces) and these pieces have, for simplicity, the same value and the same weight as the coins.

How do you know how large a piece to cut off? A miscalculation might lead to a poor result when bargaining. In order to

simplify trade in the game, coins are still used to show the value of goods and services.

The prices in the listings below are the average prices for the items. These values can be modified by supply and demand based on environment, resources, and situation.

Coins Value

There are three different measurements of value for coins: copper, silver, and gold.

- ◆ 1 copper coin (cc) = 1 cc
- ◆ 1 silver coin (sc) = 100 cc
- ◆ 1 gold coin (gc) = 10 sc = 1,000 cc
- ◆ 1 kg copper = 100 cc
- ◆ 1 kg silver = 100 sc
- ◆ 1 kg gold = 100 gc

Quality

Equipment can have different degrees of quality. The quality of a piece of equipment often comes down to how well it is made. An item's quality is measured primarily by how practical or beautiful it is. An item of high quality can be delightful to look at and be practical. This is demonstrated by the item receiving a bonus or a deduction in a Situation roll or a Skill roll when it is used.

The higher the Skill Value a person has in a handicraft skill, the better the quality of item that can be created. See the "Quality and Level of Specialty" table on the next page. The shown modifier is applied to different things according to the type of object.

High-quality items cost more than those of normal quality, and items of lower quality obviously cost less.

The table also applies to weapons and armor. Well-constructed weapons add a bonus to combat capacity. For weapons the modifier on the table changes the number of CP locked to the particular weapon. Regarding well-constructed armors the same modifier acts as a deduction to the weight when calculating Heft. The Protection Value (PV) and Breach Value (BV, which is PV x 10) are also affected by craftsmanship.

Well-constructed staves can give a bonus to weaving vitner, while well-made votives can give a bonus to divine invocations

To receive the bonus or deduction, the equipment must be used, armor must be worn and a weapon must be used in combat. The same person can never receive a total bonus of +6 to the same thing because of the sum of more

QUALITY AND LEVEL OF SPECIALTY, HARD OR SOFT MATERIALS

Level: Specialty	Quality	Modifier	Heft	PV	Price
None	Worthless	-2	+2	-2	x 0.2
1: Apprentice	Poor	-1	+1	-1	x 0.5
2: Journeyman	Normal	±0	±0	±0	x 1
3: Knowledgeable	Capital	+1	±0	±0	x 2
4: Master	Masterful	+2	-1	+1	x 3
5: Legend	Legendary	+3	-2	+2	x 5

EXAMPLE: COIN AND QUALITY VALUE

The hirdman Jokull is buying a new dagger, which costs 200 copper coins (or 2 sc). He shows a silver ribbon wrapped around his left arm. He cuts off a piece that is equivalent to 2 pieces of silver. The smith is pleased, as the payment of 2 pieces of silver is the same amount as 200 copper coins.

The dagger Jokull bought is of normal quality. If he bought a worthless one, it would only cost him 40 cc (200 x 0.2) and a masterful one would cost 600 cc (200 x 3).

than one item of quality. In order to get bonuses from more than one item to stack, the bonuses should come from items of at least masterful quality.

BUYING NEW EQUIPMENT

When a character is created, it is up to the game master to determine how much equipment they have to begin a career as an adventurer. The player can write a list of equipment they want the PC to have, and the GM can add or delete items.

Once the game begins, it is no longer as easy to acquire equipment. The character is required to find places where goods can be sold or exchanged, and try to get a good deal.

Usually, characters can find provisions, camp packets, animals, and other items on farms, though the quantity is very limited. Residents expect that the characters are willing to trade equipment for items they want, including coins and metals that they in turn can exchange at the market.

In cities, villages, and large farms, the characters can also find forges where their weapons and armor can be improved, but the skill of the blacksmith

is not necessarily always good. At forges, the PCs can also get new weapons, armor, and tools that can be forged over the course of a few days if a blacksmith has the knowledge.

Markets are the best places to find goods and services, as people are there to trade. Markets are usually located on the squares in towns and villages, in gathering places outside such communities, or at the crossroads between large farms. Market trading usually happens once a week.

Anyone who is at a farm or out walking can sometimes meet chapmen, traders who travel from farm to farm with their goods on their backs or on an animal. They are happy to buy and sell as long as the price is good, but their selection is rather poor and many chapmen are connected to highwaymen and other villains.

Normally, there are no stores where the characters can walk in and choose among different items that are ready to purchase. There are usually only tradesmen who will create the product or service that the PCs are after. Everything is done on demand, and there is usually not much demand for a single item that a tradesman could produce on

a daily basis. In many cases, filling an order can take several days if the product or service is complicated. The reason is usually that raw materials must be bought and processed.

Masterforged and magic items are rare in Trudvang, and thus worth a lot. Poor people have no ability to buy such items from the characters, but if they find out that the PCs have masterforged or magical items, the rumor spreads quickly, and other shady beings in the area are likely to try to take those items from the characters, one way or another. Trying to buy masterforged or magic items is basically impossible if you have just arrived in a village or town. It requires that the characters find a master blacksmith or a vitner weaver who is willing to offer their time and effort. Often it is far more likely that the characters find such valuables during their adventures.

WEAPONS AND ARMOR

A good way to protect characters is to give them armor that shields them and a weapon that they can fight with. The armor might be chain mail or leather armor, or it could consist of natural protection, like thick skin or fur, which is common among the creatures in Trudvang (although not as common among the characters).

There are plenty of different weapons and armors. What kind of protection and weapon suits someone best differs greatly from person to person. Some choose to wear heavy armor that hinders speed and movement. There are also many different weapons which can be chosen. Others choose light armor that does not offer great protection, but does not hinder speed and movement. The variation is as great in the choice of weapons. Some people prefer big and bulky weapons that cause more damage, while others prefer light and handy weapons that cause less damage but are faster and more discreet. A character's choice of armor and weapons should be based on their potential to master the equipment through the Fighting skill and its specialties.



Weapon Stats

The various weapons that are described in this section are divided into three groups: melee weapons, ranged weapons, and throwing weapons. To be able to master a weapon, the person needs to have a Skill Value in the Fighting skill.

Each weapon below includes its weapon group, class, crafting material, initiative modifier (IM), length, weight, Protection Value (PV), Breach Value (BV), damage, and cost. The listed price is in silver coins.

Weapon Groups

Every weapon belongs to a specific weapon group.

- ♦ One-handed light weapons
- ♦ One-handed heavy weapons
- ♦ Two-handed weapons
- ♦ Ranged weapons

Anyone who has the Fighting skill can use any weapon, but some specialties are focused on a particular weapon group.

All weapons can be thrown. Weapons that are not designed and constructed to be thrown deal 5 fewer points of damage when used as throwing weapons.

Hold

A weapon can be handled with one hand or two hands. Some weapons, such as bows, must be handled with two hands. When it comes to hold, the rules are different for melee weapons and ranged weapons.

Class

The weapon’s class displays its size and weight and shows if it is light or heavy. This affects whether a person has the strength to use the weapon (see strength-based character traits), what happens when using two weapons, and what damage factor the weapon has.

Material

The material the weapon is made of is essential for determining its modifiers and how many features it can have if it is masterfully constructed. The normal materials for weapons are wood and iron.

Some weapons can be made from more than one material (for example, a spear has a shaft made of wood with iron reinforcement and an iron edge). In these cases, the two materials are separated with a slash. The first material is the only one that affects the damage and always belongs to the weapon’s main part, such as the head of an axe, the tip of a spear, and so on. Together, both materials affect Protection Value, Breach Value, initiative modifier, and price.

Remembering a weapon’s material is important only if part of the weapon needs to be replaced.

Weapon Actions

All weapons have a value that indicates how many weapon actions (WA) the wielder can perform during an action round. Weapon actions can be attacks or parries. A person who carries a weapon with a WA of 4 can use up to four weapon actions during an action round.

Initiative Modifier (IM)

This value shows how smooth or bulky a weapon is to use, and is deducted from the person’s initiative before the initiative roll. Larger and heavier weapons have a greater negative modifier than smaller and lighter weapons.

Weapon Quality

All weapons can be of different quality. The quality is based on the material of the weapon and the talent of the craftsman.

Quality primarily affects how many bonus Combat Points a weapon receives or loses. Lower-quality items also provide less Protection Value and Breach Value. The table *Quality and Level of Specialty, Hard or Soft Materials* on page 64 shows modifiers for weapons created at different specialty levels.

Weight

Like all equipment, weapons have their weight listed in kilograms (or fists of stone, as it is called in Trudvang).

Protection Value and Breach Value

Weapons and shields have a Protection Value (PV) that indicates how much damage they can withstand before being weakened. A weapon or shield also has a Breach Value (BV) that shows how much damage it can withstand before it breaks. Every time a weapon or shield parries an attack and receives damage that exceeds its Protection Value, the Breach Value is lowered by -1. When the Breach Value finally reaches or drops below 0, the weapon or shield breaks.

Normally the Breach Value is 10 times the Protection Value. For example, if the Protection Value is 5, the Breach Value is 50. When a weapon or shield with PV 5 receives more than 5 points of damage, its BV is reduced from 50 to 49. The next time this occurs, the BV is reduced to 48, and so on.

A weapon or shield with a diminished Breach Value also reduces the Protection Value. The BV, in tens, always indicates the current PV. For example, a weapon that has an original PV 5 and BV 50 will maintain its PV 5 as long as the BV is more than 40. When the BV is lowered

to 40, the item’s PV is lowered to 4. A weapon that has had its Breach Value lowered to 23 through damage has a current Protection Value of 3.

Using the Care skill and the Handicraft discipline with its associated specialties can restore a weapon’s Breach Value (see *Repairing* on page 79). When the BV is restored, the PV is also automatically restored.

Damage

All weapons initially deal 1d10 points of damage. Every time a damage die is rolled for a weapon, there is a small chance that the hit with the weapon is so clean or so hazardous that the damage will be greater, resulting in an open roll. How great that chance is depends on whether the weapon is One-handed light, One-handed heavy or Two-handed. An open roll (OR) means that one or more additional damage dice can be rolled, and the result is added. Because of this, rolls with open roll opportunities may grow much larger than the usual range of their dice.

Halved Weapon Damage

Sometimes a weapon deals only half damage (rounded up). If the damage roll results in an open roll, roll a new damage die until all the potential damage is determined, and then add any possible damage modifier. Finally, after all these steps, the damage is halved. This is mainly relevant for ranged weapons that strike targets from a long distance.

Damage From Giant Weapons

The larger a creature is, the more damage it can cause a smaller creature with natural attacks or wielded weapons.

WEAPON DAMAGE

Weapon	Damage	Open Roll
One-handed light weapon	1d10	10
One-handed heavy weapon	1d10	9-10
Two-handed weapon	1d10	8-10
Slings can, depending on size, deal 1d10 or 1d10 (OR 10) points of damage.		
Bows and crossbows can, depending on size, deal 1d10 (OR 10), 1d10 (OR 9-10), or 1d10 (OR 8-10) points of damage.		

Besides the damage modifier increase (which is a measure of the minimum and maximum damage that the creature can deal), the area of the attack is larger; therefore, the damage often consists of more than one damage die.

MELEE WEAPONS

There are many different types of melee weapons, which vary in design and material. Instead of listing all of them here in one long table, we present a selection of basic weapons used in Trudvang.

One-Handed Light Weapons

♦ **Damage:** 1d10 (OR 10)

Glaaf (Short Sword)

A glaaf is slightly longer than the hring seax and usually has two edges. The skalm is a variant with only one sharp edge. The glaaf is most common in the eastern parts of Trudvang and it was the weapon of choice of the ancient Brots.

Hring Seax (Ring Knife)

The hring seax or ring knife is perhaps most common in Mittland. Its single-edged blade is usually slightly inward curving and there is a ring at the end of the handle, sometimes used to tie the weapon to the wielder's wrist. The shape of the hring seax in Mittland bears strong influences from elven weapons. In Mittland, the hring seax shows that the wielder is faithful to the Eald Tradition. A hring seax is seldom used for household activities, it is instead a weapon mainly conceived for combat.

Klubb (Club)

A klubb is one of the most common weapons among those who cannot support themselves as warriors. The klubb is cheap and easy to fight with. Primitive klubbs consist of a truncated tree branch.

Krum Sword (Scimitar)

The krum sword is a shorter sword with a curved edge. It's used exclusively by different types of Wildfolk, like the Bults, Wildbrons, and Arks. The Wildbrons revere the curved sword especially because they were once defeated by a people who used this weapon, so they believe it is better than their own. It also goes under the name curved sword and cleaving saber.

Lill Spjót (Short Spear)

The lill spjót is cheap and easy to use for an inexperienced warrior. It can also be used for hunting if the hunter is brave enough to stand close to his prey.

Nagli Klubb (Spiked Club)

A more developed variant of the klubb is the nagli klubb. Often made from wood, this club has spikes at the top to inflict more damage.

Seax (Dagger or Knife)

The seax is both a weapon and a tool that's carried by most of Trudvang's inhabitants. Seax exist in many varieties adapted for throwing, thrusting, and cutting. Some are made for hunting, fishing, and household use: these blades are usually single-edged knives. Other varieties are double-edged daggers with sharp points, fit for piercing attacks. In the Stormlands, the Bjorn paw or bear paw is a favored weapon, and the short, broad-bladed seax carries much symbolism for Gerbanis. A knife is used for ritual blood gifting, and many warriors wear one on their belts as a last resort when all other weapons are lost or too heavy to lift.

Split Axi (Hand Axe)

Like the seax, the split axi is partly carried as a utility tool, and partly as a weapon if need be.

Stafur (Staff)

The stafur works both as a walking stick and as a weapon. Staves made for fighting need to be metal reinforced and balanced.

One-Handed Heavy Weapons

♦ **Damage:** 1d10 (OR 9-10)

Barda Axi (Battle Axe)

The barda axi is a refined and larger version of the regular split axi whose shape has been refined to be used in combat.

Barda Faldir (Battle Flail)

The barda faldir is predominantly used by the warriors of the Tenet of Nid. It's a combat version of the flails that are used for farming. The barda faldir often has a wooden shaft, a chain, and an oblong head with spikes.

Barda Hammri (Battle Hammer)

The barda hammri is developed from a regular blacksmith hammer, though it sometimes can be hard to tell them apart. The barda hammri often has a wooden handle and a big iron head. Some barda hammris have studs or nails on one side of the head.

Barda Klót (Battle Chain)

The barda klót consists of a short handle made from iron or wood, a chain, and a heavy iron ball. Some balls are outfitted with studs or long spikes. Fighting with this weapon is cumbersome and demands great skill, but its force is good against shields and in spaces where the ball has the potential to hit with full power.

Barda Makir (Battle Mace)

The barda makir is prevalent among the warriors of the Tenet of Nid. It's like a stjorn makir but instead of spikes, the battle mace has sharp flanges.

Barda Swerd (Battle Sword)

The swerd is significantly bigger and heavier than a breid swerd. This weapon is used foremost in combat and seldom for hunting or smaller skirmishes. The swerd is common among warriors from the Stormlands.

Bastjur kedjá (Troll Chain)

A Bastjur kedjá is a bigger version of the barda klót that can also be thrown. Some balls have studs or long spikes. Fighting with this weapon is tough and requires much skill, but its force is good against shields and in spaces where the ball has the potential to hit with full power.

Breid sword (Broadsword)

The breid sword is shorter than the barda sword and has a more robust blade than the seax. It is used mainly as a cutting weapon, and warriors often wield two of these swords, one in each hand. The breid sword, like the hring seax, is common in Mittland.

Dropi Axi (Pendulum Axe)

The dropi axi is used by the holy warriors of the Tenet of Nid and to some degree by knights in Westmark. The axe head is reverse-teardrop-shaped and, together with the shaft, the weapon looks like a pendulum (dropi), hence the name.

Hakk (Raven Beak)

Different types of picks have been developed for combat. They are often unwieldy and hard to use, but when they hit, they leave nasty wounds and often inflict much damage.

Miekka

The typical elf sword is called a Miekka. The blade is made of a strong type of wood. A Miekka can be used as a throwing spear.

Staaf Spjót (Hunting Spear)

The staaf spjót is a bit longer than the lill spjót, but has a slimmer tip. Some hunting spears also have a crossbar on the shaft so struck prey won't be able to come too close to the hunter. These spears tend to have an iron ring at the end that can be fastened to the wielder's belt.

Stakk Sverd (Arming Sword)

The stakk sword has a long, double-edged blade. Often the blade is narrow and relatively thin, making it a weapon capable of being used in one hand. The

stakk sword is most common among those who travel the lands but don't have war as their primary profession. It's a good weapon for protection, and the small tip is good for working into cracks in the enemy's armor. Using the cross-guard as an improvised battle hammer is common.

Stjorn makir (Morning Star)

The stjorn makir is an advanced version of the nagli klubb, often with a shaft made of iron (cheaper alternatives use wood) and a metal head. The head is covered in long, nasty spikes. The stjorn makir is common in Westmark.

Villtur Axi (Bearded Axe)

The blade of this axe is L-shaped in order to widen the cutting surface without augmenting the weight. The villtur axi is the battle axe that the Stormlanders prefer, notably the rangers. It is also used sparingly by the Viranns, but not that often by the Mittlanders, who think it to be too unwieldy. With its long shaft, the villtur axi is sometimes longer than the barda axi but smaller than the tvei axi. A strong and big wielder may be able to learn to use it with one hand.

Two-Handed Weapons

♦ **Damage:** 1d10 (OR 8-10)

Breid Spjót (Broad-bladed Spear)

The breid spjót, or hoggvaspear (hewing spear) or pole blade, as it also is called, is most common in Mittland. It consists of a long wooden shaft and a tip that resembles a seax, or even a short sword. There are variants with a curved edge, but those are most common among the Arks. The length varies between that of a lill spjót and a spjót but is seldom longer than 7 feet. The main advantage of this weapon is long reach combined with the possibility of making not just piercing but also slashing and chopping attacks.

Spjót (Long Spear)

There are many weapon masters in Mittland that have specialized to fight

with the long spear. It is an effective and relatively cheap weapon to use on foot or while mounted. This weapon is at its best when used in packed formations of well-trained spearmen, trying to keep enemies at bay, exploiting the reach of this spear. The shaft is usually made of wood while the blade can be either made of steel, or just of iron in the cheaper examples.

Tvei Axi (Two-handed Axe)

The tvei axi is a mighty weapon carried by many warriors around Trudvang. A fine tvei axi has both a shaft and an axe head made of iron. Less adequate versions have a wooden shaft and an axe head made of iron. In some cases, a tvei axi with double heads can be found; these are called double axes.

Tvei Faldir (Two-handed Flail)

The tvei feldir resembles the regular barda faldir except that it has a significantly longer shaft and striking head.

Tvei Hakk (Two-handed Pick)

The tvei hakk is a heavier and more dangerous version of the hakk. Like the tvei sword, the tvei hakk is carried by those that want to inflict great damage in combat.

Tvei Hammri (Maul)

This large hammer-like weapon has more in common with the two-handed club than with the one-handed barda hammri. The tvei hammri is a more developed and durable variant of the tvei klubb.

Tvei Klubb (Two-handed Club)

Tvei klubbs are cumbersome and heavy, but they deal great damage and demand little care or upkeep. That may be a reason this weapon is favored by troll folk and other fiends that live in the dark forests of Trudvang.

Tvei Sverd (Two-handed Sword)

The tvei sword is a far bigger version of the barda sword and is used with two hands. It's hefty and bulky, but has great power and causes fear in battle.

ONE-HANDED LIGHT WEAPONS

ONE-HANDED LIGHT WEAPONS

One-Handed Light	WA	IM	PV/BV	Value	Weight
Glaaf (Short Sword)	4	-3	7/70	9 sc	1.0 kg
Hring Seax (Ring Knife)	4	-2	6/60	3 sc	0.5 kg
Klubb (Clubb)	4	-2	4/40	0.2 sc	0.5 kg
Krum Sword (Scimitar)	4	-3	7/70	11 sc	1.3 kg
Lill Spjót (Short Spear)*	4	-1	3/30	2 sc	0.6 kg
Nagli Klubb (Spiked Clubb)	4	-3	5/50	1 sc	1.0 kg
Seax (Dagger or Knife)*	4	-1	5/50	2 sc	0.3 kg
Split Axi (Hand Axe)*	4	-3	6/60	6 sc	1.2 kg
Stafur (Staff)	3	-3	4/40	0.5 sc	1.0 kg

*Can be used as a throwing weapon



ONE-HANDED HEAVY WEAPONS

ONE-HANDED HEAVY WEAPONS

One-Handed Heavy	WA	IM	PV/BV	Value	Weight
Barda Axi (Battle Axe)	3	-4	7/70	11 sc	2.0 kg
Barda Faldir (Battle Flail)	3	-4	7/70	7 sc	1.5 kg
Barda Hammri (Battle Hammer)	3	-4	7/70	11 sc	2.0 kg
Barda Klót (Battle Chain)	3	-4	7/70	12 sc	2.0 kg
Barda Makir (Battle Mace)	3	-5	10/100	14 sc	3.5 kg
Barda Swerd (Battle Sword)	3	-5	9/90	18 sc	2.5 kg
Bastjur kedjá (Troll Chain)	3	-6	8/80	14 sc	3.0 kg
Breid Swerd (Broadsword)	3	-4	8/80	15 sc	1.8 kg
Dropi Axi (Pendulum Axe)	3	-4	8/80	30 sc	2.0 kg
Hakk (Raven Beak)	3	-4	7/70	10 sc	1.5 kg
Miekka*	3	-2	9/90	330 sc	0.8 kg
Staaf Spjót (Hunting Spear)*	3	-3	4/40	3 sc	1.0 kg
Stakk Swerd (Arming Sword)	3	-4	6/60	12 sc	1.2 kg
Stjorn Makir (Morning Star)	3	-5	9/90	14 sc	3.0 kg
Villtur Axi (Bearded Axe)	3	-5	8/80	13 sc	3.0 kg

*Can be used as a throwing weapon



Barda Faldir



Stjorn Makir



Barda Klót



Barda Makir



Barda Hammri



Hakk



Barda Sverd



Breid Sverd



Stakk Sverd



Barda Axi



Villtur Axi



Bastjur kedjá



Dropi Axi



Miekka



Staaf Spjót

TWO-HANDED WEAPONS

TWO-HANDED WEAPONS

Two-Handed	WA	IM	PV/BV	Value	Weight
Breid Spjót (Broad-bladed Spear)	2	-5	7/70	20 sc	3.5 kg
Spjót (Long Spear)	2	-5	5/50	4 sc	2.0 kg
Tvei Axi (Two-handed Axe)	2	-6	9/90	24 sc	4.0 kg
Tvei Faldir (Two-handed Flail)	2	-6	7/70	10 sc	3.0 kg
Tvei Hakk (Two-handed Pick)	2	-6	8/80	18 sc	4.0 kg
Tvei Hammri (Maul)	2	-7	10/100	22 sc	5.0 kg
Tvei Klubb (Two-handed Club)	2	-5	6/60	0.4 sc	3.0 kg
Tvei Swerd (Two-handed Sword)	2	-6	10/100	28 sc	4.0 kg



Tvei Hammri



Tvei Faldir



Tvei Klubb



Tvei Axi



Tvei Sverd



Spjót



Breid Spjót



Tvei Hakk

RANGED WEAPONS

Just like melee weapons, ranged weapons differ in appearance and performance. Every entry in the table below has two stats, indicating the range reached by these weapons: short distance and long distance. Whether a target is hit at short or long distance will change the inflicted damage. Everyone who is hit from short distance takes full damage, while those who are hit from long distance take only half damage. The lower value in the “Short Distance” stat indicates the minimum distance at which the weapon can hit. The higher value in the “Long Distance” stat indicates the maximum distance one can shoot the ranged weapon and still be able to hit the target with harmful effects.

- ♦ All bows and crossbows must be used with two hands.

Bows

- ♦ **Veidi Bogi (Hunting Bow):** 1d10 (OR 10) points of damage
- ♦ **Lang Bogi (Longbow):** 1d10 (OR 9-10) points of damage
- ♦ **Tve Bogi (Compound bow):** 1d10 (OR 8-10) points of damage

Lang Bogi (Longbow)

The lang bogi is built with different materials to have an enhancing effect. It's heavier than the veidi bogi, but also has a longer range.

When Stormlanders use bows in combat, they usually choose lang bogis.

Tve Bogi (Compound Bow)

The tve bogi consists of two parts instead of one. The parts are fastened in a handle in the middle. Because it's a composite, the bow can be pulled further and therefore has a longer range. The tvegi bogi is common among the Mittlanders and all the horse riders that live in Mittland.

Veidi Bogi (Hunting Bow)

The veidi bogi is often simple and suited for relatively short distances. The arrows are short and somewhat thicker than arrows intended for combat.

Slings

- ♦ **Sling:** 1d10 points of damage
- ♦ **Staff-sling:** 1d10 (OR 10) points of damage

Slingu (Sling)

Like the club and hunting spear, the slingu is a cheap and simple weapon. However, it is much harder to use than other ranged weapons. The slingu often consists of two leather straps and a leather pouch in the middle.

Stafur Slingu (Staff-Sling)

The stafur slingu is a long-distance version of the regular slingu. By

leveraging the power of a staff, you can throw a sling stone much farther and harder.

Crossbows

- ♦ **Volk Krossbogur (Light crossbow):** 1d10 (OR 9-10) points of damage
- ♦ **Krossbogur (Crossbow):** 1d10 (OR 8-10) points of damage
- ♦ **Tunkur Krossbogur (Heavy crossbow):** 1d10 (OR 7-10) points of damage

Krossbogur (Crossbow)

The good range and power of the bolts mean that the krossbogur is often used for defense of castles and cities. However, the long loading times mean that many warriors prefer to rely on a bow or enter melee.

Tunkur Krossbogur (Heavy crossbow)

The tunkur krossbogur is a bigger version of the regular krossbogur. The loading times are considerably longer; however, it has better range.

Volk Krossbogur (Light crossbow)

The volk krossbogur is used primarily as a secondary weapon. It's also popular for hunting since it's easier to use than a regular veidi bogi.

RANGED WEAPONS

Bow	WA	IM	PV/BV	Short distance	Long distance	Value	Weight
Lang Bogi (Longbow)	2	-3	3/30	2-50 m	51-110 m	10 sc	1.5 kg
Tve Bogi (Compound bow)	2	-4	3/30	2-70 m	71-150 m	22 sc	1.0 kg
Veidi Bogi (Hunting Bow)	3	-2	2/20	2-30 m	31-80 m	6 sc	0.5 kg

Sling	WA	IM	PV/BV	Short distance	Long distance	Value	Weight
Slingu (Sling)	2	-2	1/10	2-15 m	15-35 m	1 sc	0.2 kg
Stafur Slingu (Staff-sling)	2	-4	3/30	2-25 m	26-50 m	3 sc	0.5 kg

Crossbow	WA	IM	PV/BV	Short distance	Long distance	Value	Weight
Volk Krossbogur (Light crossbow)	1/4	-5	5/50	1-50 m	51-100 m	32 sc	3.0 kg
Krossbogur (Crossbow)	1/6	-5	5/50	1-80 m	81-160 m	45 sc	4.0 kg
Tunkur Krossbogur (Heavy crossbow)	1/8	-7	6/60	1-100 m	101-200 m	75 sc	6.0 kg

RANGED WEAPONS



Veidi Bogi



Lang Bogi



Tve Bogi



Stafur Slingu



Slingu



Volk Krossbogur



Krossbogur



Tunkur Krossbogur

Throwing Weapons

Anyone who wants to do so can throw a weapon with the aim of wounding a target. The person can throw any weapon a certain number of meters, depending on the weapon class (the Strength character trait allows one to throw the weapon for shorter or longer distances).

Weapons that are not designed and constructed to be thrown deal 5 fewer points of damage when used as throwing weapons.

SHIELDS

Shields are items which are specifically designed for parrying attacks. They are particularly useful since, unlike weapons, if one has just the first level of the “Shield Bearer” specialty of Fighting, he can ignore the -15 for using the shield hand, albeit only with shields. Attacks made with any shield deal only 1d10 damage and the “Shield Bearer” specialty does not add bonuses to the attack.

Basic shields are simple, wooden, and cannot withstand more damage than some weapons. This means that well-prepared warriors bring more than one shield along when they are expecting to see battle.

Shields made out of different materials (see below) have the same weight because they are thinner if they are made out of metal.

Initiative Modifier (IM)

Shields have a negative initiative modifier that is added to the initiative roll. A person with a weapon and a shield is therefore slower than a person with only a weapon.

Shield Reinforcements

Wooden shields can be reinforced with leather and bronze or iron components to get a higher Breach Value. Such reinforcements add an extra cost to the shield. Only shields made of wood and bone can have reinforcements.

A shield can have reinforcements in both metal and fur, but only one type of metal reinforcement.

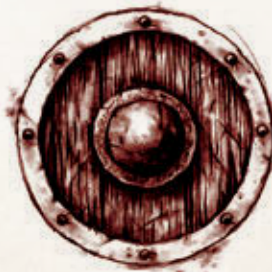
THROWING WEAPONS

Distances for Throwing Weapons	Normal Damage	Reduced Damage
One-handed light weapon	2-15 m	15-20 m
One-handed heavy weapon	2-10 m	11-15 m
Two-handed weapon	2-5 m	6-9 m

SHIELDS

Shield	Material	WA	IM	PV/BV	Value	Weight
Small	Wood	3	-1	4/40	1 sc	2.0 kg
Medium	Wood	2	-2	5/50	2 sc	4.0 kg
Large	Wood	1	-3	7/70	3 sc	6.0 kg

Shield Reinforcement	SV/BV	Price
Fur/leather reinforcement	+1/+10	+1 sc
Metal reinforcement, iron	+2/+20	+2 sc



Small shield



Large shield



Medium shield

ARMOR

There are many different types of armor. Some offer little protection, while others protect more; some are difficult to wear and awkward to move in, while others are easy to carry and move in. Usually the armor that protects the most is also very bulky to wear, while the one offering little protection allows for easy and flexible movement.

If a clever player invents a new kind of armor or a new way to enhance armor, the game master can decide whether it is allowed and how much protection it will offer.

Armor and natural protection automatically absorbs a number of damage points from attacks. Armor has a Protection Value (PV) based on material, type of equipment, condition, and manufacture. The thicker and more durable the material is, the higher the armor's PV (if a person has both armor and natural protection, the Protection Values are added together).

Natural protection has no Breach Value and no weight.

The table below lists full armor and parts with Protection Value, Breach Value, Heft, movement modifier, initiative modifier, value and weight.

Armor Stats

Protection Value and Breach Value

The armor has a Protection Value (PV) that shows how much damage it absorbs from an attack. Damage in excess of the PV wounds the armor wearer. Armor also has a Breach Value that shows how much more damage it can withstand before it breaks. Every time armor receives a hit with damage that exceeds the Protection Value, the Breach Value (BV) is decreased by -1 (any damage not absorbed by the armor is deducted from Body Points). When the Breach Value reaches or drops below 0, the armor breaks.

Normally the Breach Value is 10 times the Protection Value. For example, if the Protection Value is 5, the Breach Value is 50. When an armor with PV 5 takes 8 points of damage, it absorbs 5 points

ARMOR

Armor	PV/BV	Heft	MM	IM	Value	Weight
Thick fabric	1/10	1	±0	±0	5 sc	4.0 kg
Fur/Leather	2/20	2	-1 m	-1	8.6 sc	7.5 kg
Hardened leather	3/30	3	-1 m	-1	15 sc	10.5 kg
Metal-reinforced leather	4/40	4	-1 m	-1	30 sc	13.0 kg
Chain mail	5/50	5	-2 m	-2	70 sc	21.0 kg
Scale reinforced chain mail	6/60	6	-2 m	-2	90 sc	27.0 kg
Scale plating	7/70	7	-2 m	-3	115 sc	23.0 kg
Double chain mail	8/80	8	-3 m	-3	100 sc	28.0 kg
Banded armor	9/90	9	-3 m	-4	130 sc	29.0 kg
Plate armor	10/100	10	-4 m	-5	160 sc	32.0 kg

and passes 3 points to the wearer, and the Breach Value is lowered from 50 to 49.

An armor with a diminished Breach Value also reduces the Protection Value. The BV, in tens, always indicates the current Protection Value. For example, armor that has an original PV 5 and BV 50 will maintain its PV 5 as long as the BV is more than 40. When the BV is lowered to 40, the armor's PV is lowered to 4. Armor that has had its Breach Value lowered to 23 through damage has a current Protection Value of 3.

Using the Care skill and the Handicraft discipline with its associated specialties can restore the armor's Breach Value (see Repairing on page 79). When the BV is restored, the Protection Value is also automatically restored.

Heft

As mentioned earlier, wearing armor gives various modifiers depending on how heavy and bulky it is. See the table above. The armor's Heft value is not a direct modifier but its variations change the Maximum Movement and Initiative Modifier. For example a Normal-level Chain mail has Heft 5 and therefore MM -2m and IM -2. A Master-crafted level Chain Mail has Heft 4 and therefore MM 1 -1m and IM -1. See Wearing Armor page 79.

Movement Modifier

The movement modifier (MM) shows how much to deduct from the person's maximum movement, limiting how far they can move during an action round while wearing the armor.

Initiative Modifier

Initiative modifier (IM) shows how much speed the person wearing the armor will lose. Because the armor makes it harder to move around, it takes longer to perform the moves you want.

Armor descriptions

Thick Fabric

Thick fabric, also called gambeson, is the simplest type of armor. It consists of two or three layers of fabric sewn together and stuffed with thick wadding. This armor tends to break often and hence needs to be repaired often. Armor made from thick fabric that is used in combat should be repaired between each confrontation to keep its protective quality.

Fur/Leather

Fur or soft leather armor is the most primitive kind, worn mostly by warriors belonging to Wildfolk and troll peoples. It is also used by humans from colder climates like the Stormlands. It consists of pieces of tanned fur or soft leather sewn together. This gives it a lined and soft feel that is warm and protects well. One benefit is that it's very easy to move in. Another advantage is that it is very quiet compared to creaky hardened leather or clattering metal armor.

Hardened leather

Hardened leather armor is made from the skins of animals like cows, horses, or sheep. The leather is cooked in oil and

then stretched on a wooden doll in the shape of a man or woman. When the leather dries, it becomes rigid and hard. Fabric is sewn on the inside to avoid blisters. A benefit is that the armor is quieter than metal armor.

Metal-reinforced leather

This armor is made from thick leather, but because it isn't cooked and cured, it is still soft. Metal plates are systematically riveted onto the leather to increase the protection. This type of armor is particularly popular with hirdmen from the Stormlands.

Chain mail

Chain mail armor, more commonly known just as mail or maille, consists of thousands of interlinked metal rings. Most of them are riveted together, but a cheaper version made from butted rings exists (which offers less protection since the rings are not stuck together as well). This armor is worn over a gambeson, sturdy fabric, or soft leather to avoid blisters. Despite its weight, it is easy to move in. Mail has its origin in Throneland and is common in the Mittlands.

Scale reinforced chain mail

Scale-reinforced chain mail armor is a combination of a mail and scale plating. Most of the armor is made from mail, and at strategic places metal plates are scarfed in. This offers higher protection in vital areas such as the abdomen. As with chain mail, it is worn over a gambeson, sturdy fabric, or soft leather.

Scale plating

This armor is made from soft leather covered by a layer of metal plates, like the scales on a fish or dragon. It tends to clatter when moving but gives great protection while being easy to move in. It is common in the Mittlands, where they have a special version made to be worn on horseback. This mounted scale armor has a foot-length skirt that is slatted in the front and back to allow full protection when in the saddle.

Double chain mail

This armor is made from regular chain mail with another suit of mail worn over it. The rings of the outer mail are often thinner and placed in strategic areas to

offer higher protection. The outer rings are often made from a different type of metal to form a visually pleasing armor. The thinner rings offer great defense since they help spread the impact of a weapon over a larger area.

Banded armor

Banded armor is made from overlapping laminated metal bands. The bands are roughly 10 centimeters wide and fastened on chain mail. Banded means that several bands are hammered together to form a thick plate, which is then formed and put together. Banded armor is used mainly by dwarves. When other races use banded armor, the plates are often laminated in a way that allows the individual bands to move without restricting mobility.

Plate armor

Plate armor consists of several well-formed and customized metal plates that overlap each other. Padding is a must. The perfectly formed metal pieces are specially made to deflect arrows and cuts. Plate armor is always uniquely formed for each wearer. This is a rare armor that is used only by rich warriors, mostly from Westmark.

Armor Quality

All armor types can be of different quality. The quality is based on the material of the armor and the talent of the craftsman. Quality primarily affects the heaviness (Heft) of the armor. Lower quality also provides less Protection Value and Breach Value.

Below is a table of armor quality levels that shows the craftsman specialty requirements needed to create armor of a certain quality, the modifier of weight, the Heft, the change in Protection Value, and the effect on price. Remember that every added or subtracted PV also adds or subtracts 10 points of BV.



QUALITY

Quality	Specialty	Mod	PV	MM	IM	Heft	Value	Weight
Worthless	—	-2	-2	-2	-2	+2	x 0.2	x 1.50
Poor	Level 1	-1	-1	-1	-1	+1	x 0.5	x 1.25
Normal	Level 2	±0	±0	±0	±0	±0	x 1	x 1.00
Capital	Level 3	+1	±0	+1	+1	±0	x 2	x 0.90
Masterful	Level 4	+2	+1	+2	+2	-1	x 3	x 0.80
Legendary	Level 5	+3	+2	+3	+3	-2	x 5	x 0.70

Wearing Armor

Anyone can wear armor, but not everyone knows how to fight or properly use their skills while wearing it. The Armor Bearer specialty, associated with the Fighting skill, enables a person to wear an armor without great problems. In addition, the Ironclad specialty reduces the armor's Heft, therefore changing Maximum Movement and Initiative Modifier.

The table below shows the level of the Armor Bearer specialty that a person must have to wear an armor with a certain Heft.

WEARING ARMOR

Specialty	Heft
Without specialty	1
Level 1	2
Level 2	4
Level 3	6
Level 4	8
Level 5	10

Wearing armors without the relevant specialty

Wearing armor with more Heft than the level of the Armor Bearer specialty allows will create additional negative modifiers on top of those usually given due to the armor's bulk.

- ♦ For each missing level of the Armor Bearer specialty that would be needed, the bearer receives a negative modifier of -2 on all combat actions SV.

- ♦ For each missing level of the Armor Bearer specialty that would be needed, the armor's existing modifiers increase by 2.

Donning Armor

Donning armor is not an easy task. A person will likely need help from a friend or slave to put the armor on. While it is possible to don armor without any extra help, it takes a while.

The Heft multiplied by 6 equals the number of action rounds it takes to get the armor on. If the person has help from another person, the time needed is halved.

Living in Armor

A person usually wears armor before and during a battle or conflict. In many other situations, however, it is simply too awkward and uncomfortable to walk around in armor. Doing so quickly exhausts the person, and wearing armor interferes with sleep, if the person manages to fall asleep at all.

All armor with a Protection Value of 4 or higher halves the person's healing rate if they walk around and sleep in the armor for several days and nights. This represents the body's exhaustion.

EXAMPLES: WEARING HEAVY ARMOR AND DONNING ARMOR

Jokull is wearing an armor with Heft 8 (which has the required specialty level 4 of the Armor Bearer specialty). Since Jokull has only specialty level 2, he has to add -4 to the armor's existing modifiers and receives a -4 negative modifier on all combat actions SV. (Armor modifiers now at MM -7 and IM -7)

Jokull has armor made of chain mail with Heft 5. It takes Jokull 30 action rounds (about three minutes) to don the whole armor by himself. If he gets help from someone, the time is halved to 15 rounds.

REPAIRING

As a weapon, shield, or piece of armor loses its Breach Value, it is important that a person knows how to repair their equipment. The craftsman needs access to a workshop, forge, or something similar. If they only have access to a suitable craft box, they can still repair items, but they will receive negative modifiers depending on the size of the box: -3 on the roll with a large craft box, -5 on the roll with a normal craft box, and -7 on the roll with a small craft box.

The person makes repairs with help from the Handicraft discipline (Care skill) and the Hard Materials or Soft Materials specialties. For every hour the craftsman spends on repairing an item, a Skill roll is needed. On a failure, nothing happens; on a success, consult the table below to see how much Breach Value is restored to the item. A perfect result (a roll of 1) triples the effect (×3). A complete failure (a roll of 20) lowers the Breach Value by 1d6.

A Skinner can repair items made of soft materials; a carpenter can repair items made of wood and bone; a stone mason, stone cutter, or sculptor can repair items made of stone; and a blacksmith can repair items made of metal.

AMOUNT OF BV RESTORED PER HOUR AND SPECIALITY LEVEL

Specialty Level	Restored BV / Hour
Level 1	2
Level 2	4
Level 3	6
Level 4	8
Level 5	10

LEGENDARY ITEMS

Who has not heard of an enchanted sword that can divide mountains, magic rings that make you invisible, or hammers that boomerang back when you throw them? Magic and divine items are part of Trudvang, but their number is extremely limited, and only on a few occasions will the characters see, or own, such items.

Among the items that have supernatural powers, there is a distinction between magic items and divine relics. There may be restrictions on who can use a magic item, such as the need to possess a certain knowledge or belong to a particular society, family, or tribe. Divine artifacts can be used only by dimwalkers or those who have supernatural powers.

Magic Items

It is said that no two magical objects are alike, and to some extent this is true. There is no single process or knowledge of how to make a magic item. Some say that you need both Raud and incantations; others argue that sacrifice and good craftsmanship are critical components. However, there is no doubt that it is very difficult to create a magic object because the mighty vitner has a life of its own. To tame vitner and bind it to an item is perhaps the most difficult thing to do.

Creating a magic item can take several years of searching, processing, and taming the right kind of vitner. Therefore, it is said that it is the vitner that chooses its master, and not the other way around. Sometimes you hear stories of ordinary men and women who managed to create something where the most powerful vitner weaver failed. The dwarves believe that it is easier for such vitner to find an attachment to items that are both beautiful and crafted with utmost care.

When the game master chooses to use a magic item in an adventure, they should give it a unique story regarding why it was created and by whom. This is important, as it gives the item unique character.

In principle, a magic item can have any kind of effects or properties. Your imagination is the only limitation. There are plenty of magic items in Trudvang, including enchanted swords, rings, armor, shields, potions, containers, ropes, and mantles. Usually, magic items are not as powerful as divine relics, but the objects are still highly sought after. They can be small, simple things that have more value than slaves, farms, and property.

Divine Relics

A major difference between magic items and divine relics is that relics are empty of vitner and instead filled with divinity. That is why only those who have learned to receive divine abilities can use a relic.

Unlike magic items, one cannot create relics. Instead, a relic is created by a god, and therefore can be used only by those who have learned to receive the gift of the gods.

Relics are not as common as magic items, and they usually date to the Age of the Prophets.

OTHER EQUIPMENT

Weapons, shields, and armor are not the only equipment a character needs to survive. In addition to the items you need for battle, there are also regular clothes, professional equipment, merchandise, animals, slaves, plants, and herbs that may be useful in both adventuring and ordinary life. Additionally, other services may prove valuable in making the gaming experience easier.

Clothes

In Trudvang, clothes are usually made by the farm people themselves. As this tradition of making clothes is passed down by families, it has resulted in many people from the same culture wearing similar clothes. What is popular often depends on where you are. What is common attire for a Stormlander may well be exotic for a Virann. A character can, of course, buy clothes that are above their social status, but clothes of high quality cost a lot. To

simplify this, clothes are divided into five types: slave clothes, poor clothes, average clothes, rich clothes, and royal attire. Clothes are normally made on request. Simple clothes take only a few hours to make, while really nice outfits may take several weeks to complete.

If you do not want to buy an entire outfit, the price can be divided by the appropriate number in order to get a logical price for a single garment. For example, it might cost a quarter of the price for a pair of shoes, a third of the price for a mantle, and a fifth of the price for a tunic. Use common sense.

Slave Clothes

Slave clothes are mostly worn by slaves in Trudvang and are the simplest clothes. They may be made of colorless hemp, jute, or junk. A slave's outfit can range from clothes that cover the hips and chest to simple sandals or tunics with ropes around the waist and coat. Among Wildfolk, it is common that the slaves wear no clothes at all. There is not much difference between the clothing of men and women. Jewelry, scarves, and other details are never used.

Poor Clothes

Poor people wear simple, natural-colored clothing without patterns or embroidery. The clothes are mostly made of wool or linen. Reinforcements of fur from hares, foxes, and goats can be used, for example, on elbows, knees, and crotches. The men often wear sleeved tunics with sweat gaps or sleeveless tunics with a simple belt, pants, or socks. On their feet they wear either sandals or shoes, which are laced up to their knees. On their head, the most common item is a hood, cap, or slouch hat.

Women are dressed in short-sleeved tunics or aprons over a chemise. On their feet, they wear sandals or shoes just like the men, laced up to their knees. The most common item to wear on their head is a kerchief.

Wildfolk use birch bark for shoes and patches of worn leather clothing with pieces of bone. Jewelry is very unusual, but a bronze brooch or a leather strap with a fine stone is more common.



Average Clothes

Those who belong to an average good family basically wear the same kind of clothes that the poor wear, but the difference is that these clothes are often

colored and have a patterned ribbon. Around the waist men may wear a belt made of leather, and across the shoulders they may wear fur. Jackets, heavy boots, mittens, and hats made of fur are not

uncommon. When it gets cold, people wear an extra coat made of sheepskin, wolf hide, or pigskin. In the Stormlands the Hirdmen may have a simple coat and the female warriors sometimes wear

leather battle skirts (the latter is more common in Mittland). Among men in Westmark, it is also popular to wear pants, with a gap in the front or the back.

Just like the men, women can wear fur on their shoulders and mantles. They also wear pleated chemises, aprons with patterned ribbons, and fur skirts on top. On fancy occasions, women wear colored dresses in linen with a decorated waistband, which hangs down to their feet.

Hair nets or hair bands are common headwear. Wildfolk are dressed in fur and details made of bone. Holy men (especially among the followers of the Tenet of Nid) may wear a simple wrap on top of a colored coat or chemise. Jewelry is common, especially items made in bronze and sometimes silver, such as bracelets, brooches, pins, necklaces, and so on. It is not uncommon to wrap copper and silver bands around the wrists, both as decoration and as a way to pay for products or services.

Rich Clothes

Rich people always wear colored and patterned fabrics with decorated ribbons and embroidery. Some also dress in unusual material, like velvet from Westmark or silk from Soj. The mantle is often a sign of how rich you are, and therefore the fur is decorated or attached with silver dents. On hot days, men usually wear linen clothing and women wear linen dresses; on colder days, they tend to wear fine furs to cover their bodies. Gloves are also common. The women have very different dresses with or without trains, corsets, puff sleeves, and necklines. Dresses have a very high waist in Westmark, while in the Stormlands they have a very low waist.

Rich Wildfolk usually wear furs from rare beasts with claws and teeth, and a skull as headgear. The more warrior-oriented Wildfolk wear chain mail and shoulder plates made of bones.

Dwarves' clothes differ very little from those usually worn by most humans. The only thing that sets them apart is that the clothes are usually tougher, more practical, and better crafted. However,

some dwarves love wearing mantles that are too long for their height and therefore hang behind them. In order not to damage the material, the mantle is usually held up by servants, slaves, or even cripples (which are included in the price of the mantle). Holy men are usually seen with a wrap made of fine fur that covers their bodies.

Jewelry among the rich is usually made of silver, but gold is also fairly common, as are occasional gems. Typical jewels are rings worn on the fingers, necklaces, bracelets, brooches, buckles, decorated drinking horns, nose decorations (for those with a damaged, misshapen, or maimed nose), diadems, and decorative weapons.

Royal Attire

These outfits are for those who were born in the richest families: princes, jarls, and others with royal blood in their veins. They look for clothes that stand out as the most magnificent and expensive. The colors are strong and bright and the material is of the finest quality, like velvet or silk. On cooler days, wealthy people wear clothing of wool. Their long mantles are decorated with fur from exotic beasts or leather.

Half of the outfit consists of makeup and jewelry. Powders, scented oils, and lip color exist, but are commonly used only among people in Westmark and Mittland. The Stormlands have jarls and powerful families with rough skin and the smell of rotten eggs and fish guts. Normally their jewelry is made of gold or other rare material and takes the form of heavy crowns, tiaras, and necklaces that cover the entire chest.

The price of such attire includes people who can apply makeup and carry the robes and trains, but are completely useless at everything else.

EXAMPLE: ADVENTURE KIT

Jokull has an ordinary camp kit. He is out in the forest, sets up a camp, and realizes that he needs an extra blanket. To see if he has it, he makes a normal Situation roll with SV 10. The player rolls a 12 and fails. Either Jokull has lost his extra blanket or he is angry to discover that he never brought one.

Adventure Kits

When you are out traveling, normally you bring all sorts of bits and pieces, but to avoid filling out the character sheet with small items that will constantly change, the rules use an adventure kit. A kit is a collection of items used for a specific purpose (for example, a camp kit is used when you need to spend a night in the wilderness, and a hunting kit is used for hunting).

Each time a person needs something from their adventure kit, they make a Situation roll (with a Situation value outlined below) to see if the kit has that item. These rolls are normally made when there is a question over whether the item should be included in the kit. For example, you may roll to see if you have an extra blanket or an extra tent in your camp kit. Something that was rolled in the past obviously does not have to be repeated unless the player and game master have forgotten whether it was present.

The chance to have an item in a kit also depends on how big the kit is. A kit has three sizes: small (only the essentials), ordinary, and large (almost everything you need). To see if a kit contains an item, the player makes a Situation roll with Situation value 5 for a small kit, Situation value 10 for an ordinary kit, and Situation value 15 for a large kit. Sometimes the GM will modify the Situation value depending on the circumstances.

The most common kits are described below. The game master can also make up new kits that might be useful (such as a climbing kit, an animal training kit, and so on).

If a character wants a single item that normally is included in a kit, the price will be about one-fifth of a small adventure kit, one-tenth of an ordinary adventure kit, or one-twentieth of a large adventure kit. The game master is free to adjust prices for items as needed.

For kit prices, see the Adventure Kits table in the Equipment Prices section, below.

Camp Kit

The wanderer's most important kit is the camp kit. It is used to pitch a good camp in order to survive in the wilderness. The kit includes things like backpacks, blankets, sleeping pelt, leather tent, knife, flint and steel, string, rope, cooking equipment, eating utensils, water skins, torches, an axe, and dry wood.

Craft Kit

The craft kit is a general term for a lot of different kits for each specific craft. A person buying a craft kit must specify what type of craft the kit is designed for. The kit includes most of what is used to perform the craft, but it does not include large stationary items. A blacksmith, for example, cannot bring a whole forge.

Fishing Kit

A fishing kit is just like a hunting kit, except it's used for fishing and taking care of the catch. The kit includes a fishing rod, fishing line and hooks, bait, fishing nets, a fish basket, and much more.

Folk Musician Kit

A folk musician kit is the most necessary equipment for a poet or a bard. The kit includes things like calfskin with songs written on it, larger instruments (such as a drum, timpani, harp, or horn), smaller instruments (mouth harp, flute, castanets, tambourine), a quill or piece of charcoal, extra leather pieces for songwriting, stage clothes, and much more.

Healing Kit

The healing kit is used for treatment of wounds and injuries. It contains water skins, bandages, simple herbs, chewing tree, intoxicants, blankets, splints, flint and steel, a small boiling pot, a kettle stand, a mug, and anything else that can be used for health care.

Hunting Kit

A hunting kit is needed to hunt and take care of prey in the wild. The kit includes snares, string, rope, a knife, a dagger,

decoys, a hunting bow, arrows, a spade, salt, sharpened poles, a leather bag, skis, snowshoes, and much more.

Thief Kit

A thief kit is necessary equipment for a burglar. The kit includes a knife, a lockpick, a reflective metal plate, soft shoes, a dark jacket with a hood, rope, a grappling hook, a rope ladder, pebbles, a sack, and other things associated with thieving activities.

Writer Kit

This kit is for writers, scholars, magicians, and others who need to write things down. The kit includes a quill, ink, charcoal, calfskin, clay, crayons, skins to protect writing, ribbon to tie leather together, and other things needed for writing.

Weapon Kit

A weapon kit includes all the necessary accessories for taking care of one or more weapons. It may have scabbards, whetstones, weapon grease, and a weapon belt. It may also include quivers, arrows, and additional bowstrings for a ranged weapon.

Animals

Trudvang has useful animals as well as wild beasts. Livestock is what many people survive on, and a horse not only carries you from one place to another more quickly, but also is a sign of status. The most common types of livestock are chickens, goats, cows, bulls, and oxen. In Mittland pigs are also common, and in Westmark sheep are popular. Horses and donkeys are found almost everywhere.

Such animals are obedient but untrained. Wild animals cost half the price, and trained animals cost more, depending on what they are trained in and how well they are trained.

Transport

The technology in Trudvang is far from fully developed, slowed by great distances and by the ability to rely on gods

and vitner. The carriages are therefore not very advanced, even though they are fully serviceable.

Among transports on land, wagons and sleds are popular. The wagons usually have two or four wheels. Normal transport wagons and peasant carts have four wheels for transporting large loads. Few wagons are built on two wheels; the primary example is the "Mittland tank", which is driven by a team of two or four horses and equipped with a spearman and an archer. There are also closed wagons, which are either small rolling sheds or standard open wagons covered in fur held up by a simple wooden frame.

There are different sizes of sleds, and all of them are used where snow or ice cover the ground. The sleds can be pulled by dogs, wolves, horses, elk, or (for the larger sleds) oxen from Northkraal. The smallest sleds, the "toboggans", fit little more than one person and are easily pulled by a person on skis.

Among transports at sea, there are a lot of different types of ships, but the most common is the simple fishing boat, which is a rowboat made of poles, skin, or wood. The "karve" is a coast-boat, about 10-20 meters long and 3-5 meters wide. The "knarr" is larger, 20-30 meters long and 5-8 meters wide. It is significantly slower than the karve, but can carry a load of nearly 3 tons.

Merchandise and Food

Despite the great distances in Trudvang, trading is very popular between the various ports and cities. The products in the tables below are examples of what goods are traded and their typical cost, but they are far from all the merchandise available. The most common items are different metals, material like stone and timber, cereals, beverages, salt, spices, dried or smoked meat, and fur of various types.

Services

Services are not equipment or merchandise, but duties that others can perform for the characters. Listed below are various services and their costs. The list is by no

means complete, but the game master can use it as a starting point to figure out what other services should cost.

Craftsmen

Craftsmen can be hired to repair things such as weapons, shields, and armor for the characters.

Errand Boys

If you want to send a quick message, have someone be a lookout, or hire someone to buy small items in the market, there are plenty of errand boys. An errand boy is a common, mostly unreliable kid who claims to be able to perform simple errands as long as he gets paid.

Farmhands

Farmhands help to take care of the farm’s livestock and agriculture, but they can also perform other heavy duties such as chopping wood or emptying the outhouse.

Lodging

Some hospitable people might let you stay the night for free, but usually the locals want money for their effort. In some places you might pay a lot more, but there is plenty of heat and floor space to sleep on. If you want to pay a little extra, you can ask the owner to stay in their bed instead, or perhaps share it with them. If there are no rooms or suites for

rent, the longhouse flooring might be all that is available.

Meals

A meal can be a wooden plate of turnips or a piece of meat with a bowl of stew. It can be a breakfast of buttered porridge, or a feast of roast pig and stuffed chicken. The quality and price is different depending on the food. Farm workers’ food is not very exotic, but one can find tastier and more expensive products in markets and from traveling merchants. The quality varies greatly at inns and bars. One thing is certain: it is always cheaper to bake and cook for yourself.

MERCHANDISE AND CLOTHES

Merchandise	Value	
Copper	1 sc	
Bronze	1.6 sc	
Iron	2.5 sc	
Silver	100 sc	
Gold	1,000 sc	
Stone	0.1 sc (10 cc)	
Timber	0.05 sc (5 cc)	
Wool and Flax	1 sc	
Hare skin	1 sc (per kg)	
Goat fur	1.5 sc (per kg)	
Cow skin	2.5 sc (per kg)	
Sheep skin	3 sc (per kg)	
Pig fur	2 sc (per kg)	
Boar skin	2 sc (per kg)	
Wolf skin	6 sc (per kg)	
Bear skin	10 sc (per kg)	
Mastomant fur	50 sc (per kg)	
Clothes	Weight	Value
Slave clothes	1 kg	2 sc
Poor clothes	1.5 kg	4 sc
Average clothes	2 kg	10 sc
Rich clothes	3 kg	50 sc
Royal attire	5 kg	250 sc

ANIMALS AND FOOD

Creature	Value
Hen	1 sc
Goat	5 sc
Pig	20 sc
Milk cow	30 sc
Bull	36 sc
Ox	30 sc
Donkey	25 sc
Horse	50 sc
Sled dog	8 sc
Food	Value
Cereal	0.2 sc (per kg)
Bread	0.1 sc (per kg)
Milk	0.1 sc (per liter)
Dried meat	0.5 sc (per kg)
Fish	0.4 sc (per kg)
Fruit	0.3 sc (per kg)
Turnips	0.1 sc (per kg)
Mead/beer	0.2 sc (per liter)
Sour milk	0.15 sc (per liter)
Feed	0.1 sc (per kg)

CARRIAGES

Carriage	Special	Value
Toboggan (packing sled)	—	2 sc
Sled	2 seats	6 sc
	4 seats	10 sc
Wagon (2 wheels)	2 spots	6 sc
	4 spots	10 sc
Wagon (4 wheels)	2 + 2 spots	18 sc
	2 + 4 spots	22 sc
	2 + 8 spots	26 sc
Tank	2 spots	100 sc
Pole boat	1 spot	2 sc
Skin boat	2 spots	4 sc
Wooden boat	4 spots	10 sc
Karve (1-ton load)	5-20 spots	250 sc
Knarr (3-ton load)	10-30 spots	500 sc

Sellswords

Those who feel insecure and need some muscle for a trip or challenging task can hire hirdmen, sellswords, knights, or warriors. They cost a lot but can be the difference between life and death. However, be sure that you hire a trustworthy sellsword that won't rob or stab you in the back at the first opportunity. The more you pay, the better the sellsword.

Shadow Walkers

Few ask for this service conspicuously, but plenty of people employ someone, usually called a shadow walker, to kill another in secret. The cost is almost

always high, and anyone who pays for such shady services often finds it difficult to make their way back to the light. The more you pay, the more skillful your assassin will be, but no matter how much you offer, there is no guarantee that the murder will succeed. It is also more expensive if the intended victim is a person with a high rank.

Travel on Ships

Traveling by ship is not free. In fact, it costs a lot to get a seat on board a vessel, despite the risk of falling sick, being shipwrecked, or suffering from all sorts of dangers and accidents. A person with knowledge of and experience on

ships can cut the cost by half if they offer themselves for performing at least some of the chores on the vessel. Offering to defend the ship in an attack rarely results in a discount, however, as the crew assume that all passengers will fight for their lives if they need to.

Writers

It is not very common to find a person in Trudvang who can read and write, and sometimes a character may need someone who can do just that. Merchants may need writers for their calculations, princes for their chronicles, monasteries to copy texts, and others to write poems to their beloved.

ADVENTURE KITS

Kit	Special	Weight	Value
Camp kit	Small	5 kg	2 sc
	Ordinary	10 kg	4 sc
	Large	25 kg	8 sc
Craft kit	Small	3 kg	2 sc
	Ordinary	8 kg	4 sc
	Large	15 kg	8 sc
Fishing kit	Small	1 kg	0.5 sc
	Ordinary	5 kg	1 sc
	Large	10 kg	2 sc
Folk musician kit	Small	3 kg	1.5 sc
	Ordinary	5 kg	3 sc
	Large	10 kg	6 sc
Healing kit	Small	2 kg	2 sc
	Ordinary	5 kg	4 sc
	Large	8 kg	8 sc
Hunting kit	Small	3 kg	2 sc
	Ordinary	8 kg	4 sc
	Large	15 kg	8 sc
Thief kit	Small	2 kg	1 sc
	Ordinary	8 kg	2 sc
	Large	14 kg	4 sc
Weapon kit	Small	2 kg	1 sc
	Ordinary	3 kg	2 sc
	Large	5 kg	4 sc
Writer kit	Small	2 kg	1 sc
	Ordinary	5 kg	2 sc
	Large	8 kg	4 sc

SERVICES

Service	Special	Value
Craftsman (per hour)	Apprentice	0.2 sc (20 cc)
	Journeyman	0.5 sc (50 cc)
	Knowledgeable	1 sc
	Master	3 sc
	Legend	5 sc
Errand boy	Per errand	0.1 sc (10 cc)
Farmhands	Per day	1 sc
Lodging	Farm	0.2 sc (20 cc)
	Open house	1 sc
	Princely chambers	20 sc
Meals	Poor	0.2 sc (20 cc)
	Average	0.5 sc (50 cc)
	Princely	20 sc
Sellsword (1 day)	Novice	1 sc
	Carrier	2 sc
	Hero	4 sc
	Master	8 sc
	Slave	2-20 sc
	Poor	10-100 sc
	Guardian	50-500 sc
	Rich	100-1,000 sc
	Prince	200-2,000 sc
Travel on ships	Per day	1 sc
Writer	Copy 1 page	1 sc
	Poem	1.5 sc
	Memorial per day	3-5 sc

TRAINED ANIMALS

When a character chooses to train an animal, a number of successful Skill rolls are needed for the Wilderness skill (the Animal Friend specialty). The trainer makes one Skill roll per week and per area of training. At most you can train an animal in three different training areas at the same time.

The table below shows some of the areas that an animal can be trained in (some skills and feats can be used only with certain animals) and how many Skill rolls are needed for the animal to learn that skill. As the sections under Areas of Training note, modifiers that apply to the animal's owner depend on the animal's competence, which is also listed. An animal can have several feats. After all, how useful would a combat-trained horse be if it was not also skilled in jumping?

Areas of Training

An animal can achieve up to five different levels depending on how long it has been trained. Each level gives the animal a certain amount of efficiency in the area of training. At every new level, the animal grants a new benefit or new modifier to the handler's roll or a new Situation value to be used for the specific task. The specific benefit per level of training is described under each training area description. The five levels are obedient, capable, excellent, skilled, and masterful.

Fetch

Fetch means that the trainer, with a word of command, can make the animal fetch something or find it independently. For every efficiency level the animal reaches, its chance to find the object increases. The game master can give the animal different modifiers depending on the circumstances.

ANIMAL TRAINING: FETCH

Efficiency	SV
Obedient	3
Capable	6
Excellent	9
Skilled	12
Masterful	15

NUMBER OF SKILL ROLLS/LEVEL OF TRAINING

Training Areas	Obedient	Capable	Excellent	Skilled	Masterful
Fetch	2	4	6	8	10
Jump	2	4	6	8	10
Hunt	3	6	9	12	15
Courier	3	6	9	12	15
Sprint	4	8	12	16	20
Track	3	6	9	12	15
Combat	5	10	15	20	25
Guard	4	8	12	16	20

EXAMPLE: TRAINING AN ANIMAL

To train a dog to be masterful in fetching, you must first make two successful Skill rolls to reach obedient, then four rolls to reach capable, then six rolls to reach excellent, then another eight rolls to reach skilled, and finally ten successful Skill rolls to reach masterful. In total, you need 30 successful rolls and at least 30 weeks.

Jump

Jump means that the mount, usually a horse, is trained to jump over different obstacles, such as a log or even a cliff. For every efficiency level, the rider can add +1 to their Skill Value for the Agility skill when jumping over an obstacle with the animal.

Hunt

Hunt means that the animal is trained to drive prey toward its owner, or head out to bring down the quarry itself. For every efficiency level, the animal trainer can add +1 to their Skill Value when hunting through the Wilderness skill. When the animal hunts alone, it has a SV adequate to its training level, as shown in the table below. The game master can give the animal different modifiers depending on the circumstances. A trained animal almost always hunts small prey.

ANIMAL TRAINING: HUNT

Efficiency	SV
Obedient	—
Capable	2
Excellent	4
Skilled	6
Masterful	8

Courier

Courier means that the animal has been trained to return to a certain place with a written message. For every efficiency level, the animal can learn one additional place to return to.

Sprint

Sprint means that the animal has been trained to run faster than normal. Its movement increases by a factor of 20 percent of its original movement for every efficiency level. A masterful sprinter therefore has double moves.

Track

Track means that the animal can follow a track that the trainer shows it. For every efficiency level of the animal, the trainer can add +2 to their Skill Value for the Wilderness skill when tracking.

Combat

Combat training means that the animal has been trained to help its owner in battle. For every efficiency level, the owner can add +1 to the SV of their actions in combat, while the enemy receives a negative modifier of -1 on all combat actions against the trainer. The animal will not attack the enemy, but helps its owner by getting in the way of the enemy as much as possible. If the animal



is to attack during combat, no positive or negative modifiers are given to its owner. In cases where it attacks a target, its Skill Value for attacking increases by +2 per efficiency level.

Guard

Guard means that the animal has been trained to make a sound or in some

other way alert its owner to unwelcome visitors. If the uninvited come too close to the guarded place, the animal immediately attacks as well. The animal has a SV to discover uninvited guests according to the table below. But it is up to the game master to decide the Skill Value of the intruder depending on the type of animal.

ANIMAL TRAINING: GUARD

Efficiency	SV
Obedient	10
Capable	12
Excellent	14
Skilled	16
Masterful	18

EXTRACTS

Trudvang is a fantastic world where there are not only divine powers and vitner, but also mysterious plants and animal ingredients that can be converted to elixirs or ingested immediately. The enchanting forests have plenty to offer, and even their unbridled wild beasts carry strange substances that healers and scholars are keen to get.

An “extract” is the collective name for all plants, animal substances, and drugs that are mixed in combination. Extracts are divided into three categories: healing, poisonous, and altering.

Healing extracts are exactly what the word says, they heal injuries or illnesses. This can involve many different kinds of healing, including astringents that stop bleeding, tissue building that heals damage, analgesic

that removes pain, and salves that ease diseases and toxins.

Poisonous extracts are substances that are directly harmful to ingest, toxins, plain and simple. Poison has an insidious reputation, and those who use it are often seen as repulsive. Among Wildfolk and troll folks, poison is widely used and is seen as a sign of strength. The Stormlanders look upon the use of poison as the kind of misdeed normally done by sorcerers and tricksters. Among the Viranns, it is said that poison flows freely, and the oldest brother in the cottage would rather sleep outside in the woods than with his family when the gall-agarcales mushrooms are in season. Despite this, poison use is strictly prohibited in communities governed by the church law of the Tenet of Nid. Among the Mittlanders, only wretches, cowardly men, and cunning women use poison.

Altering extracts are substances that affect the recipients in ways other than healing or poisoning them. These extracts might bestow night vision, grant increased strength, or simply grow hair on a man’s chest.

Extract Stats

Strength

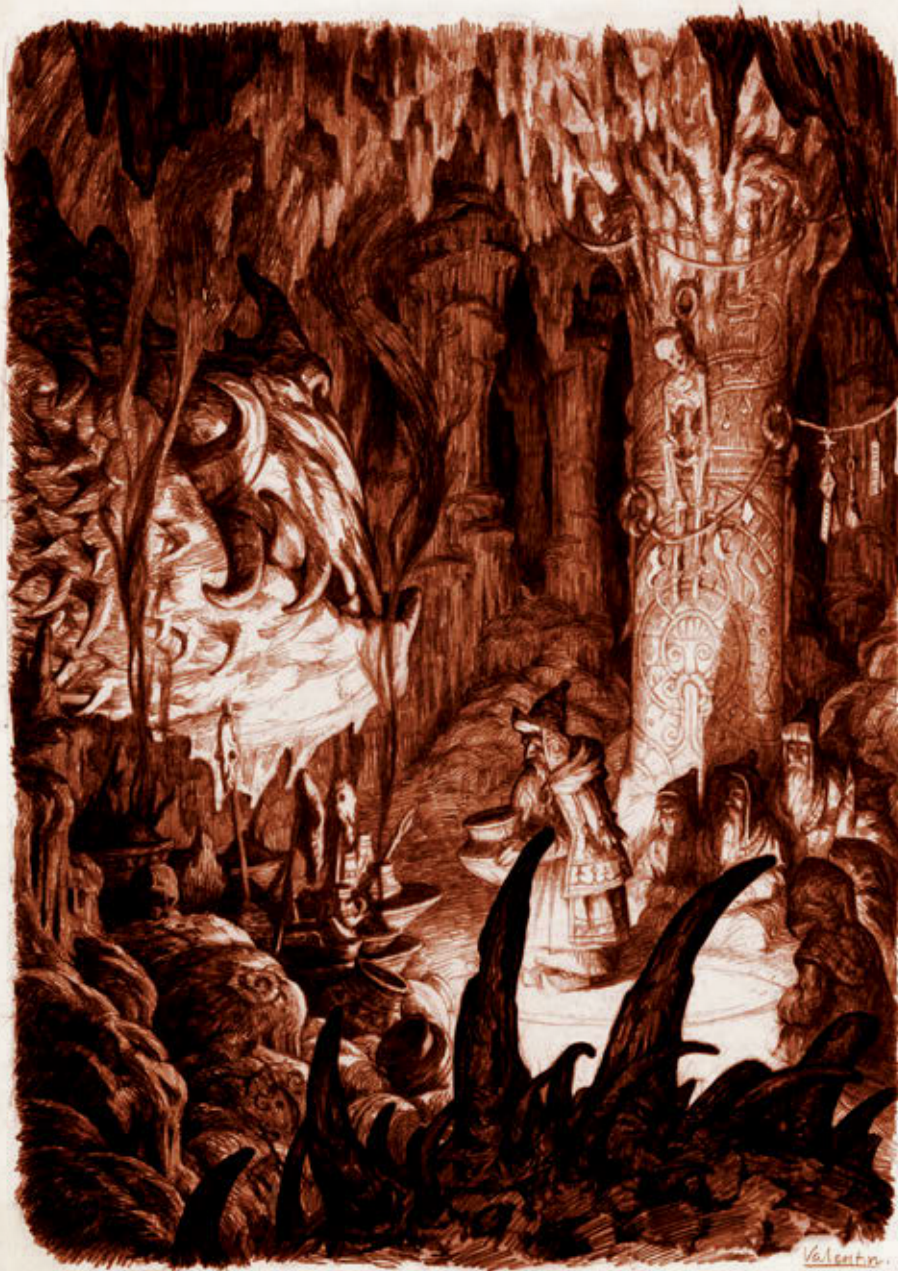
The strength value is an extract’s power. The higher the strength, the more powerful the extract. Strength is measured by a modifier that may be either positive or negative. A positive modifier is a stronger extract and a negative modifier is a weaker extract. The modifier is added to the value rolled for a Situation roll to see how the extract affects its recipients (see Effect).

Appearance

Appearance explains what the substance is and how it looks. An extract can be anything from a leaf or a mushroom to pig’s blood or a potion.

Preparation

The methods of preparation of an extract are many and so are the ingredients that can be used. An ingredient may, for



example, be crushed, heated, boiled in peculiar liquids, dried in assorted ways, or dissolved in various solutions with other subjects. The equipment needed for the preparation is as diverse as the methods to be used.

When a person prepares an extract, they must first know what substances to include and acquire them by finding them in the wild with the help of the Wilderness skill, or by buying them from someone knowledgeable in herbs. After that it is only a matter of mixing.

To create an extract, they make a Skill roll with the Care skill, the Healing and Drugs discipline, and the Extracts and Potions specialty. A successful result means they managed to create the intended extract.

Application

The most common way to ingest an extract is to drink it, eat it, or absorb it through wounds (such as from weapons smeared with poison or dressings soaked with healing extracts). Other ways include smoking it, smelling it, applying it to the eyes or nails, or something similar.

Duration

The duration of an extract is how long the effect lasts. When the effectiveness is determined, the recipient is exposed to

that degree of effect for the full duration. When that degree’s duration is over, the effect is decreased one level with a renewed duration. Without external healing, this pattern continues until the lowest level of effectiveness has completed its duration.

Effect

All extracts have different effects on different people. This is represented by each extract having four degrees of effectiveness: mild, moderate, substantial, and complete.

In order to determine the effect on the recipient, the person make a roll and check the results on the “effects of the extracts” table. The roll is modified by the strength of the extract as well as by the victim’s resistant trait, if applicable. Thus, an extract with a strength of 1 is likely to have only a smaller effect. For poisonous extracts, modifiers of a suitable character trait (usually Constitution) apply to the roll.

♦ **Formula to determine effect:** 1d20 + extract strength - character trait modifiers

Since there is a minus sign before the character trait modifiers, a person who has a positive character trait (+1, +2 or +4) subtracts the value from the roll. A person with a negative character trait (-1, -2 or

-4) adds the value to the roll because - (-) becomes + under normal calculation rules.

EFFECTS OF EXTRACTS

1d20	Effect
1-5	Mild effect
6-10	Moderate effect
11-15	Substantial effect
16-20	Complete effect

Identifying Extracts

To identify an extract that has been prepared or mixed with something else, the person needs the Care skill and the Healing and Drugs discipline.

First, the person must discover that the victim has indeed ingested an extract by identifying their symptoms through a successful Skill roll for Care along with the Healing and Drugs discipline, or through the Shadow Arts skill and Shadowing discipline (Finding and Spotting specialization). Then to identify the extract, the person must succeed on a Skill roll for Care (with the Healing and Drugs discipline and the Extracts and Potions specialty). A person who manages to identify an extract is aware of its power and whether there is an antidote.

COLLECTION OF EXTRACTS

Extract
Black Heather
Breathbaccy
Dragon Blood
Frostboar’s Fat
Gateblom
Gavespring
Manetter
Tornroot
Trollberries
Tunglis
Wound-Balm
Wrongmurg

EXAMPLE: EFFECTS OF EXTRACTS

The character Jokull is poisoned by a strength 2 poison. He has the character trait Constitution +1. To determine the effect of the poison, the player rolls 1d20, adds the strength of the poison (+2), and subtracts the character’s modifier (-1) according to the following formula:

1d20 + 2 - (+1) thus resulting in 1d20 + 1

The player rolls an 8, and 8 + 1 = 9, indicating that Jokull is affected first by the poison’s moderate effect for the duration of the extract, and then by the mild effect for the same duration.

If Jokull instead had the trait Constitution -4, the formula for the roll would have been as follows:

1d20 + 2 - (-4) thus resulting in 1d20 + 6 [since - (-) equals +]

If the player rolled an 8 in this case too, 8 + 6 = 14, indicating that Jokull received the poison’s substantial effect for the duration, then the moderate effect for the same duration, and finally the mild effect for the same duration.

COLLECTION OF EXTRACTS

Black Heather

- ♦ **Type:** Poisonous
- ♦ **Strength:** 1
- ♦ **Appearance:** Black heather, a low brush with black flowers, is a regular summer plant on the moors and rocks of Easthelm.
- ♦ **Preparation:** The brush is picked and the flowers are removed to uncover the needles.
- ♦ **Application:** Chewing the needles
- ♦ **Duration:** 1 hour
- ♦ **Effect:** Black heather is a mildly intoxicating poison that pushes away pain and gives the user a sense of bliss. The duration is one hour per effect level even if the user falls asleep from the complete effect. So if the user falls asleep for four hours or more, the entire effect of the heather disappears, but if they sleep for only two hours, they awake having missed the substantial effect and are now moderately affected. The heather is a common chewing tobacco for Stormlander berserkers. It is also quite addictive (how the addiction works technically is up to the game master to judge).
- ♦ **Value:** 0.1-0.2 sc per brush (1 dose)

Effects of Black Heather

- ♦ **Mild effect:** The user gets rather happy.
- ♦ **Moderate effect:** The body goes slightly numb and the user feels little pain. Their head and body become sluggish (which gives -2 in initiative and -2 in all Knowledge skills), and they are somewhat happy and fearless (-4 Fear Points).
- ♦ **Substantial effect:** The body goes numb and the user feels no pain at all. Their head and body become sluggish (which gives -4 in initiative and -4 in all Knowledge skills), and they are happy and fearless (-8 Fear Points).
- ♦ **Complete effect:** The body goes numb and the user falls asleep in a nice buzz, waking up after 1d6 hours with mild nausea and thirst, in addition to any effect that has yet to run its duration.

Breathbaccy

- ♦ **Type:** Poisonous
- ♦ **Strength:** ± 0
- ♦ **Appearance:** Breathbaccy looks like ordinary pipe tobacco, but it has been mixed with a small amount of spores from the huffer mushroom.
- ♦ **Preparation:** Usually, the huffer spores die within a minute of leaving the plant, but to make breathbaccy, regular tobacco is mixed into the small beds of the mushroom where the spores remain dormant. The spores then leave the mushroom only when a person starts to smoke the tobacco.
- ♦ **Application:** Smoking or passive inhalation
- ♦ **Duration:** 4 minutes
- ♦ **Effect:** Breathbaccy is a deadly poison that affects those who smoke the tobacco or are close enough to inhale the smoke (the game master determines how far it reaches). The spores in the smoke die after 3 action rounds. All who inhale the smoke before the spores die are affected by the poison. Armor and natural protection do nothing to protect from this damage. The spores of the breathbaccy stick in the victim's throat and sprout like rapidly growing mold. This corrodes the throat and clogs the airways.
- ♦ **Value:** 40 sc

Effects of Breathbaccy

- ♦ **Mild effect:** 1 point of damage
- ♦ **Moderate effect:** 1 point of damage per minute
- ♦ **Substantial effect:** 2 points of damage per minute
- ♦ **Complete effect:** 3 points of damage per minute

Dragon Blood

- ♦ **Type:** Altering
- ♦ **Strength:** 5
- ♦ **Appearance:** Dragon blood is the black blood of slain dragons. Injuring a dragon never produces black blood, only killing them.
- ♦ **Preparation:** None (a dragon gives a dose of dragon's blood)

- ♦ **Application:** Drink or pour over the body
- ♦ **Duration:** 1 day
- ♦ **Effect:** The dragon blood gives the receiver such power that they gain natural protection for the duration of the effects.
- ♦ **Value:** About 1,000 sc per dose. Dragon blood is rarely ever found.

Effects of Dragon Blood

- ♦ **Mild effect:** +2 to natural Protection Value
- ♦ **Moderate effect:** +4 to natural Protection Value
- ♦ **Substantial effect:** +8 to natural Protection Value
- ♦ **Complete effect:** +12 to natural Protection Value

Frostboar's Fat

- ♦ **Type:** Altering
- ♦ **Strength:** ± 0
- ♦ **Appearance:** Frostboar's fat is a thick, brownish fat that smells incredibly bad.
- ♦ **Preparation:** The frostboar is slaughtered and the brown, fatty tissue is cut from its neck and is ready to use immediately (10 doses per boar).
- ♦ **Application:** Rub the fat on the body.
- ♦ **Duration:** 2 hours
- ♦ **Effect:** Frostboar's fat protects against extreme temperatures of both frost and fire. The fat is most common in the Stormlands and in the great Iron Mountains where frostboars dwell, but it is also sought after by people in more southerly regions, especially the Arks (aggressive Wildfolk from Arkland), who are known to rub themselves with frostboar's fat so they can be bare-chested even when exposed to the coldest temperatures
- ♦ **Value:** 2 sc per dose

Effects of Frostboar's Fat

- ♦ **Mild effect:** Protects against normal hot or cold climate ranging from -20 to 30 degrees.
- ♦ **Moderate effect:** Protects against normal and magically warm or cold climate ranging from -40 to 50 degrees.

- ♦ **Substantial effect:** Protects as the moderate effect, but also diminishes the harmful effects of natural and magical fire and cold (such as dragon breath weapons and the hrimtursir's Hrim Body ability) by a quarter.
- ♦ **Complete effect:** Protects as the moderate effect, but also diminishes the harmful effects of natural and magical fire and cold (such as dragon breath weapons and the hrimtursir's Hrim Body ability) by half.

Gateblom

- ♦ **Type:** Altering
- ♦ **Strength:** ±0
- ♦ **Appearance:** Gateblom is a small, brown, four-leaf clover that grows in rare places, such as where portals were previously opened.
- ♦ **Preparation:** None (one gateblom clover is a dose)
- ♦ **Application:** Chewing
- ♦ **Duration:** 1d6 minutes
- ♦ **Effect:** Anyone who eats gateblom becomes surrounded by mist. The ground become marsh-like, and the water begins to rise a few inches above the ground. The receiver has fallen into the mists between the otherworldly realm of Dimhall and Trudvang. The stronger the effect, the closer one is to Dimhall and the farther from Trudvang. The receiver can still perceive Trudvang through the mist and can move freely through it, but they are immaterial and are walking through the mists to get from one place in Trudvang to another. Consequently, they can go straight through walls and embattlements without being hindered. The journey is on foot, and the person can't move farther in Trudvang than the distance they walk through the mists. The stronger the effect, the greater the risk of getting lost in the mists. For each effect level, the recipient must make a Situation roll with Situation value 15 (modified by the effect) not to get lost and end up in a location determined by the game master. In the mists there is also a 10% chance (1-2 on 1d20) that the recipient is detected and attacked

by 1d6 undead who are caught in the mists. If a person dies here, they wake up as an undead and indecisively wander through the mists between Dimhall and Trudvang. Gateblom has been used by shadow walkers to get into locked fortresses and kill victims while they sleep. At the lower levels of effect, the receiver can still be detected by people in Trudvang, but only if the observer succeeds on a roll for Shadow Arts (modified by the effect). Those who detect the one who has eaten the gateblom see a shadowy shape that, from time to time, fades in and out of sight in the mists.

- ♦ **Value:** 100 sc per clover. It is very rare and is difficult to find.

Effects of Gateblom

- ♦ **Mild effect:** +3 on Situation rolls to not get lost; vigilant observers get -5 to detect the shadow-like mists that hide the intruder.
- ♦ **Moderate effect:** ±0 on Situation rolls to not get lost; vigilant observers get -10 to detect the shadow-like mists that hide the intruder.
- ♦ **Substantial effect:** -2 on Situation rolls to not get lost; cannot be detected from Trudvang.
- ♦ **Complete effect:** -5 on Situation rolls to not get lost; cannot be detected from Trudvang.

Gavespring

- ♦ **Type:** Healing
- ♦ **Strength:** 2
- ♦ **Appearance:** A very rare plant with a long stem, blue flowers, and narrow leaves at the root. It grows primarily on rocky slopes in Westmark and Mittland.
- ♦ **Preparation:** Three stems of gavespring are finely ground and boiled in water, leaving a greasy and sour drink (one dose).
- ♦ **Application:** Drink
- ♦ **Duration:** 8 hours
- ♦ **Effect:** Gavespring is a powerful healing extract.
- ♦ **Value:** 30 sc per stem

Effects of Gavespring

- ♦ **Mild effect:** Heals 1d3 points of damage every eight hours
- ♦ **Moderate effect:** Heals 1d3 points of damage every four hours
- ♦ **Substantial effect:** Heals 1d3 points of damage every two hours
- ♦ **Complete effect:** Heals 1d3 points of damage every hour

Manetter

- ♦ **Type:** Poisonous
- ♦ **Strength:** 4
- ♦ **Appearance:** Manetter is an oily, green-black sludge consisting of blot mushroom, gnyffel root, and water.
- ♦ **Preparation:** The blot mushroom is mashed into a paste and boiled with pure spring water. After cooking, the paste is put in a canvas and squeezed hard until all the liquid has drained out and been collected. The ground gnyffel root is then mixed with the liquid, and the extract is ready to be used.
- ♦ **Application:** Usually mixed with food or drinks that are ingested by the victim or smeared on weapons (one dose is enough for a blade or three arrows)
- ♦ **Duration:** 24 hours
- ♦ **Effect:** Manetter is a dangerous poison that slowly strangles the victim. All damage done by the poison is deducted from Body Points. Armor and natural protection does nothing to protect against this damage.
- ♦ **Value:** 20 sc per dose. Manetter is rare, found only among Wildfolk or in the shadow world of towns.

Effects of Manetter

- ♦ **Mild effect:** 1 point of damage every eight hours after ingestion
- ♦ **Moderate effect:** 1 point of damage every four hours after ingestion
- ♦ **Substantial effect:** 5% (1 in 1d20) risk that the victim dies within one hour; 1 point of damage every two hours after ingestion
- ♦ **Complete effect:** 10% (1-2 in 1d20) risk that the victim dies within one hour; 1 point of damage every hour after ingestion

Tornroot

- ♦ **Type:** Altering
- ♦ **Strength:** 4
- ♦ **Appearance:** The tornroot is a small, chubby, and gnarly root vegetable that grows in very cold and dark places. It has a light yellow color and is firm and tough to chew.
- ♦ **Preparation:** None
- ♦ **Application:** Eaten
- ♦ **Duration:** 2 hours
- ♦ **Effect:** The tornroot makes the user ferocious, but not necessarily angry, rather, cruel and bloodthirsty. The tornroot is highly addictive and those who use it must succeed on Situation rolls to avoid getting hooked. A person addicted to tornroot must devour it at least once every three days or become indifferent and suicidal, and suffer -5 in all skills. Daily consumption of tornroot leads to a pale-yellowish complexion, poor dental hygiene, empty and dodgy eyes, and an emaciated body. To break the addiction, the addict must refrain from eating tornroot for at least two months.
- ♦ **Value:** 7 sc per root (3 doses)

Effects of Tornroot

- ♦ **Mild effect:** The user feels no pain, fatigue, or exhaustion.
- ♦ **Moderate effect:** The user feels no pain, fatigue, or exhaustion. When affected by fear, they receive only half the number of Fear Points. The user prefers to fight to the death.
- ♦ **Substantial effect:** The user feels no pain, fatigue, or exhaustion. When affected by fear, they receive no Fear Points. They deal +1 point of damage for attacks with melee weapons and throwing weapons, and have -1 for all parries. They always fight to the death.
- ♦ **Complete effect:** The user feels no pain, fatigue, or exhaustion. When affected by fear, they receive no Fear Points. They deal +2 points of damage for attacks with melee weapons and throwing weapons, and have -2 for all parries. They always fight to the death.

Trollberries

- ♦ **Type:** Altering
- ♦ **Strength:** ± 0
- ♦ **Appearance:** Trollberries are round like small plums, but yellowish. They are juicy, taste sweet, and produce a faint gurgling sound when chewed. Trollberries have a seed, which is preferably spat out.
- ♦ **Preparation:** None; they are picked directly from the trollberry bush.
- ♦ **Application:** Eaten
- ♦ **Duration:** 6 hours
- ♦ **Effect:** Trollberries are yummy and have numerous effects. Perhaps the most important and most sought-after effects are that you look younger and become more resistant to diseases and poisons. In addition, it is said that you get a higher reproductive potency or are more likely to become pregnant. The downside, which is less spoken about, is that regular use may result in physical disadvantages: irises turn yellowish, the nose gradually becomes larger and more crooked, nails grow faster, and teeth become more yellow.
- ♦ **Value:** 10 sc per berry (1 dose)

Effects of Trollberries

- ♦ **Mild effect:** Appears to be in good health.
- ♦ **Moderate effect:** Appears to be five years younger for adults or middle-aged (cannot look younger than 18) and 10 years younger if old. The person is 25% less affected by disease and poison for the duration.
- ♦ **Substantial effect:** Appears to be 10 years younger for adults or middle-aged (cannot look younger than 18) and 20 years younger if old. The person experiences only half the effect of diseases and poisons for the duration.
- ♦ **Complete effect:** Appears to be up to 15 years younger for adults or middle-aged (cannot look younger than 18) and 30 years younger if old. The person is immune to diseases and poisons for the duration.

Tunglis

- ♦ **Type:** Altering
- ♦ **Strength:** 2
- ♦ **Appearance:** Tunglis looks almost like a thistle, but it is much smaller and reddish brown in color.
- ♦ **Preparation:** None (each thistle has 1d6 leaves)
- ♦ **Application:** Eaten
- ♦ **Duration:** 24 hours
- ♦ **Effect:** One leaf of tunglis is enough to increase a person's alertness significantly. It is said that one leaf replaces a night's sleep, but the effect may last even longer and the sleep needed is shorter than usual. Tunglis is not addictive, but using it too often creates dark lines under the eyes and fosters a habit of ignoring all sounds (including voices). When the effect is completely finished, the person is no more tired than if they had slept normally for the duration (as long as they slept the amount of time stipulated for each effect).
- ♦ **Value:** 5 sc per leaf (1 dose)

Effects of Tunglis

- ♦ **Mild effect:** No more than six hours of sleep is needed in a day.
- ♦ **Moderate effect:** No more than four hours of sleep is needed in a day.
- ♦ **Substantial effect:** No more than two hours of sleep is needed in a day.
- ♦ **Complete effect:** No sleep at all is needed in a day.

Wound-Balm

- ♦ **Type:** Healing
- ♦ **Strength:** 1
- ♦ **Appearance:** The wound-balm is a yellowish ointment consisting of king moose antlers, junipers, water, and birch sap.
- ♦ **Preparation:** The antlers are crumbled and boiled in water with dried juniper. Then the liquid is strained through a cloth and birch sap is added so the ointment thickens and gets stickier.
- ♦ **Application:** After the ointment has cooled, it can be applied to wounds during dressing.
- ♦ **Duration:** 1 day

- ♦ **Effect:** Wound-balm accelerates the natural healing process with the side effect that the wounded person becomes very dizzy and thirsty.
- ♦ **Value:** 4 sc per dose

Effects of Wound-Balm

- ♦ **Mild effect:** No effect.
- ♦ **Moderate effect:** The healing process is sped up by 1 point of damage per day for the treated body part. Meanwhile, the treated person has -2 on any actions that require physical movement due to dizziness.
- ♦ **Substantial effect:** The healing process is sped up by 2 points of damage per day for the treated body part. Meanwhile, the treated person has -5 on any actions that require physical movement due to dizziness.

- ♦ **Complete effect:** The healing process is sped up by 3 points of damage per day for the treated body part. Meanwhile, the treated person has -10 on any actions that require physical movement due to dizziness.

Wrongmurg

- ♦ **Type:** Altering
- ♦ **Strength:** 2
- ♦ **Appearance:** The wrongmurg is a mushroom the size of a small fist that is grayish with purple streaks. It grows in the darkest forests under the largest trees, but is also a common sight on stone trolls' moss-covered backs and shoulders.
- ♦ **Preparation:** None

- ♦ **Application:** Eaten
- ♦ **Duration:** 1d6 action rounds
- ♦ **Effect:** Anyone who eats wrongmurg immediately loses their temper and ends up in a kind of frantic berserk rage.
- ♦ **Value:** 0.2 sc per mushroom

Effects of Wrongmurg

- ♦ **Mild effect:** +1 on all attacks.
- ♦ **Moderate effect:** Gains the character trait Strength (+1), +1 on all attacks, -1 on all parries.
- ♦ **Substantial effect:** Gains the character trait Strength (+2), +1 on all attacks, -1 on all parries.
- ♦ **Complete effect:** Gains the character trait Strength (+4), +2 on all attacks, -2 on all parries.





TAPPA
& WIEVEL

♦ MONSTERS AND BEASTS ♦

Monsters and beasts are key ingredients in *Trudvang Chronicles*.

The official game world of Trudvang is populated with a menagerie of different creatures. This chapter describes some of the most common monsters and beasts that heroes may encounter during their adventures.

NONPLAYER CHARACTERS

Non-player characters (also known as game master or GM characters) are all the creatures and denizens the player characters encounter throughout their adventures. Not all of the GM characters have to be evil or opponents of the characters; some may provide assistance or just be in the background. But regardless of their role in the adventure, the more the game master prepares them ahead of time, the more fun they will be to meet. Every GM character should be vivid and believable.

Game master characters who are not monsters or beasts should be created in the same manner that the players use to create their characters.

Monsters and other dangerous creatures are also important ingredients for making an adventure exciting and challenging. In this chapter is a selection of common creatures in Trudvang that may be used by the GM when running adventures. The creatures are basic examples, and it is up to each game master to modify them according to their taste or add new creatures that they imagine.

Creature Size

All creatures' sizes are described in terms of how they appear in comparison with a human, since they are evaluated from that perspective. It is also much easier to picture the size of a creature that is said to be as tall as a fir tree rather than one said to be 13 meters tall. Any creatures roughly as large as a standard human are considered to be human-sized. A creature that is twice as tall as a person is equivalent in height to a ship's mast. A giant can be described as the width of a church and as tall as two firs. One creature might be as large as a longhouse, while another is the size of a common stone cairn.

When a creature is humanoid in form, only a measure of height is stated. Other dimensions such as thickness and width can be imagined by enlarging or reducing a vaguely human shape. Four-footed animals are usually described with a measurement of width, which is normally compared to different animals such as pigs, dogs, piglets, or oxen, though other terms such as cairn stones or barrels of grain are used as well. As for more unusual creatures such as dragons, they are most often described using

both height and space comparisons. So a dragon is as tall as a shrine and as big as a double "Wildfylking" (a Stormlander fighting formation), while a mastomant is as tall as a ship's mast and as large as a small longhouse.

Therefore, the sizes used to describe beasts and creatures are highly subjective and may be perceived or described in wildly different ways. The only truly accurate measurement of creature size is determined by its Body Points, its natural protection, and the damage it can inflict. A high number of Body Points implies a large body mass, and low Body Points the opposite. Large creatures also have a high Protection Value due to their relatively thick skin and a bulky layer of blubber. The damage they do hits a massive area with incredible force, which is represented by large creatures having more damage dice than human-sized creatures.

Attacks on Large or Small Creatures

Depending on the size of the creature being attacked, the attacker either suffers an additional cost or receives a

bonus of Combat Points to each attack action. Because it is harder to hit a smaller creature, every attack will cost 1 or 2 additional Combat Points per attack. It is easier to hit a larger creature, resulting in a bonus of up to 7 Combat Points per attack (to be used only for that attack).

The table on the next page shows the costs and bonuses associated with attacking creatures of certain sizes. Find the row with the attacker size, and then read across to the column of the target size. The number in that cell is the modifier on the attack. A positive number indicates a bonus received in Combat Points, while a negative number indicates an additional cost in Combat Points. A player character is equal to 1 in size on the table (the size of a standard human). This means that if a PC attacks a creature that is twice the size of a man (2 in size), the PC has +1 bonus Combat Point per attack. At the same time, the larger creature has an additional cost of 1 Combat Point imposed on all of its attacks against the character.

Any creatures that fall between the size differences on the table should use the modifiers of nearest listed size. For example, a creature that is 7 times the size of a human would round down to 5, but a creature that is 8 times the size of a human would round up to 10.

Creature Speed

A Human-sized creature can move walking 1 m per 2 Combat Points. However there are creatures of different sizes or which use movement methods other than walking or running.

The following movement costs apply to creatures. Remember to treat all creatures smaller than “1t” as 1t creatures, but only for the sake of movement cost.

- ♦ **Land speed:** 2 CP = Size in meters
- ♦ **Land speed (four legged):** 2 CP = 2 x size in meters
- ♦ **Land speed (four legged with the “Fast” feat):** 2 CP = 4 x size in meters
- ♦ **Flying speed:** 2 CP = 2 x size in meters
- ♦ **Flying Speed (Fast feat):** 2CP = 4 x size in meters.

SIZES OF HUMANOID CREATURES

Humanoid Height	Corresponds to	In Tables
Boot height	One sixth of a human	<1/3
Knee height	One third of a human	1/3
Waist height	Half of a human	1/2
Equal height	Human	1 t
Main part of an oar	One and a half times as tall as a human	1.5 t
Tall as a ship’s mast	Twice as tall as a human	2 t
Tall as a shrine	Four times as tall as a human	4 t
Tall as a fir tree	Seven times as tall as a human	7 t
Tall as a mountain peak	More than ten times as tall as a human	>10 t

SIZES OF FOUR-FOOTED CREATURES

Four-Footed Animal	Corresponds to	In Tables
Size of a piglet	One sixth of a human	<1/3
Size of a lamb	One third of a human	1/3
Size of a foal	Half of a human	1/2
Size of a calf	Human	1 t
Size of the largest domesticated pig	One and a half times as big as a human	1.5 t
Size of the largest domesticated sow	Twice as big as a human	2 t
Big as an ox	Four times as big as a human	4 t
Big as a mastomant	Seven times as big as a human	7 t
Big as a small dragon	More than ten times as big as a human	>10 t

SIZES OF EXTREMELY LARGE CREATURES

Extreme Size	Corresponds to
Size of a rowboat	Three times as big as a human
Big as a stormhall	Five times as big as a human
Big as a longhouse	Ten times as big as a human
Big as a Wildfylking (Storm-lander fighting formation)	Fifteen times as big as a human

- ♦ **Swimming speed (land creature):** 2 CP = 1/2 size in meters the maximum number of CP one can spend on moving.
- ♦ **Swimming speed (aquatic creature):** 2 CP = size in meters

For example, a King Troll (size 3t) can move on foot at the rate of 3 m (= to its size) per 2 CP spent. On the other hand a Gryphon (size 3t) can fly at the cost of 6 m (2 x 3) per 2 CP spent.

Note that each creature also has a maximum movement rate which limits

Creature Actions

The larger a creature is (relative to human size), the fewer actions it can perform per action round. This is easy to see if you compare a large elephant’s capacity to move with that of a dog. The dog will likely be able to bite the elephant a couple of times before the elephant can

try to chase the dog away with its trunk. Larger objects are more difficult to move and it also takes more time to do so. Normal, human-sized creatures spread all their Combat Points among different actions during one round and, when a new round starts, their CP will be regenerated. Creatures twice the size of a human will be more sluggish in their movements compared to the human. Instead of using all their Combat Points during a single action round, these creatures have to spread out their Combat Points over 2, 3, or even 4 action rounds and their CP will be regenerated only after that number of rounds has passed.

Please note that a large creature can still perform combat actions that don't require any Combat Points, even in action rounds in which all of their Combat Points have been exhausted.

NUMBER OF ROUNDS USED TO SPREAD COMBAT POINTS

Size	Action Rounds
>2 to 5 times	2 rounds
>5 to 10 times	3 rounds
>10 times	4 rounds

Creature Skills

Any creatures that walk on two legs and have two (or more) arms have the opportunity to gain the same skills and knowledge as any player character. Other creatures can gain skill levels only in skills that would be considered natural to them. A garm, for example, can have the Agility skill since a garm is naturally able to move with agility and discover things. Game masters have to use common sense in cases where they want to award skill levels and knowledge to creatures.

Creature Damage

A larger- or smaller-than-human creature is likely to cause amounts of damage different from those caused by human-sized creatures. The bigger and stronger a creature is, the more damage it can deal

ATTACK MODIFIERS AGAINST TARGETS OF DIFFERENT SIZES

Attacker Size	Target Size								
	1/8	1/4	1/2	1	1.5	2	3	5	10
1/8	-	-	+1	+2	+3	+4	+5	+6	+7
1/4	-	-	-	+1	+2	+3	+4	+5	+6
1/2	-1	-	-	-	+1	+2	+3	+4	+5
1	-2	-1	-	-	-	+1	+2	+3	+4
1.5	-3	-2	-1	-	-	-	+1	+2	+3
2	-4	-3	-2	-1	-	-	-	+1	+2
3	-5	-4	-3	-2	-1	-	-	-	+1
5	-6	-5	-4	-3	-2	-1	-	-	-
10	-7	-6	-5	-4	-3	-2	-1	-	-

UNARMED DAMAGE OF CREATURES BY SIZE

Size	Unarmed	Bite	Claw
<1/3	-	1d2	1
1/3	1d2	1d5	1d3
1/2	1d3	1d10	1d5
1 t	1d5	1d10 (OR 10)	1d10
1.5 t	1d10	1d10 (OR 9-10)	1d10 (OR 10)
2 t	1d10 (OR 10)	2d10 (OR 9-10)	2d10 (OR 10)
4 t	2d10 (OR 9-10)	2d10 (OR 8-10)	2d10 (OR 9-10)
7 t	2d10 (OR 8-10)	3d10 (OR 8-10)	3d10 (OR 9-10)
10+ t	2d10 (OR 8-10)	3d10 (OR 8-10)	3d10 (OR 9-10)

WEAPON DAMAGE OF CREATURES BY SIZE

Size	One-Handed Light	One-Handed Heavy	Two-Handed
<1/3	1d2	1d3	1d5
1/3	1d5	1d5	1d10 (OR 10)
1/2	1d10	1d10 (OR 10)	1d10 (OR 9-10)
1 t	1d10 (OR 10)	1d10 (OR 9-10)	1d10 (OR 8-10)
1.5 t	1d10 (OR 9-10)	2d10 (OR 9-10)	2d10 (OR 8-10)
2 t	2d10 (OR 9-10)	2d10 (OR 8-10)	2d10 (OR 7-10)
4 t	3d10 (OR 8-10)	3d10 (OR 8-10)	3d10 (OR 7-10)
7 t	3d10 (OR 7-10)	3d10 (OR 7-10)	4d10 (OR 7-10)
10+ t	3d10 (OR 7-10)	4d10 (OR 7-10)	4d10 (OR 7-10)

to its opponent. The tables above show creature damage with unarmed attacks/ natural weapons (such as claws or bite) and with armed attacks. Since humans are often used as a baseline for standard damage, they are represented by the "1 t" rows. Any bonuses from exceptional Strength are added to the above values.

Large Creatures and Armor

Creatures that are four times the size of humans or larger can wear thicker armor without it becoming more cumbersome. Therefore, the Protection Value for those creatures counts as double. For example, a giant with hardened leather wears much thicker

hardened leather than a normal human does, so the giant’s armor protects with a value of 6 instead of the normal 3.

Creature Statistics

Each creature description in this chapter includes information about its behavior and traits. The various section headers are explained below.

Type

The creatures of Trudvang are categorized into the following types:

- ♦ Humanoid
- ♦ Bird
- ♦ Quadruped
- ♦ Quadruped winged creature
- ♦ Winged humanoid
- ♦ Entity
- ♦ Other

Age

The first value denotes the typical age at which a creature is considered an adult or an arbitrary age at a point in its adult life. The other value is the maximum age of the creature. The game master can change these values as desired.

Size

There is no standard value that describes how big a creature is. It is instead described from a human perspective, relating it to something commonplace that shares the same stature or height (see Creature Size, above).

Move

This stat is divided in two parts. The first value represents how many meters the expense of 2 Combat Points allow the creature to move while in combat (without considering hindering factors like terrain and weather which could raise the CP cost).

The second value indicates the maximum number of meters a creature can move during a single round (while not engaged in combat).

Some creatures will have more than one set of stats if they have more types of movement (walking, flying, swimming, etc.).

Natural Armor

Creatures often have natural armor in the form of thick skin, fur, and so on that absorbs a certain number of damage points.

Body Points

The statistics give a range of Body Points (BP). A typical creature of the type can have Body Points anywhere in this range.

Body Points for Beings of the Mist

All beings of the mist (the undead creatures) have a Body Point value, even if they don’t have a physical form. These incorporeal creatures cannot be damaged with ordinary weapons, but instead require other methods to damage it (which are indicated in the creature’s description).

Vitner Craft

Some creatures have learned to use vitner. These creatures should get special attention from the game master. The stats offered are a suggestion, and it’s up to the GM to decide the final stats for vitner-weaving creatures. It is easier for some creatures to see and call for the vitner. These creatures get more Vitner Capacity than other creatures and persons normally get from the Vitner Craft skill and Call of Vitner discipline and its specialties.

Character Traits

Most creatures have some sort of character traits. They are the same as for player characters but have a greater range. The recommended range for any one character trait is -10 to +10.

Fear Factor

This describes the amount of fear a person experiences when encountering

the creature. A high fear factor with a large risk of an open roll indicates a truly frightening creature, and a low value suggests the opposite.

The following table works well as a template:

CREATURE FEAR FACTOR

Creature	Fear Factor
Moderately frightening	1d6
Frightening	1d10
Really frightening	1d10 (OR 10)
Terribly frightening	1d10 (OR 8-10)
Extremely frightening	1d10 (OR 6-10)

Feats

This section is where the creature’s special traits are noted.

Initiative (Base)

This value includes all the modifiers which are always applied like armor always worn, Dexterity bonuses, disciplines or specialties. The Initiative (base) must be modified with the IM of the chosen weapon in order to have the Total Initiative Modifier.

Weapons

This is the list of available weapons with damage values and Initiative modifiers.

Armor

This section describes the typical protection a creature wears, if any.

Modifying the Creatures

The creatures in this chapter have only basic statistics.

The game master can personalize them by giving them skills, knowledge, and equipment. For example, it is not often practical or interesting to know how good a troll is at tracking, catching fish, or repairing armor. But in cases where the troll needs to use such knowledge in an adventure, it’s up to the game master to assign the troll the right set of skills as seems appropriate.

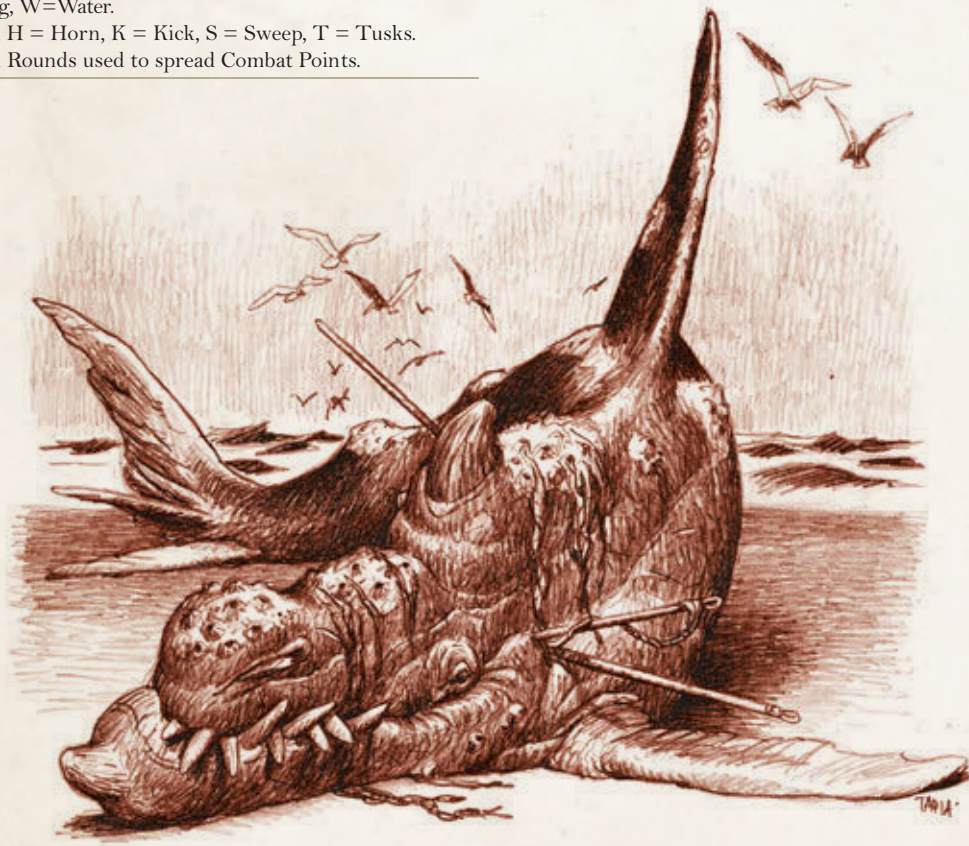
ANIMALS

Name	Body Points	Natural Armor	Metres per 2 CP ¹ (Max Movement)	CP Free/attacks	Sample of Attacks ²	Actions ³	Damage ²	Size	Fear Factor
Bear	76	2	L: 6 m (18 m)	10/B10, C14	B: SV 15; C: SV 10, SV 9	2	B: 2d10 (OR 9-10) C: 2d10 (OR 10)	3t	1d10
Cow	74	2	L: 3 m (9 m)	6/H6	H:SV 6	1	1d10 (OR 10)	1.5t	-
Deer/elk	26	2	L: 4 m (20 m), Fast	10/H4	H:SV 14	1	1d10 (OR 10)	1t	-
Dog (medium)	10	-	L: 4 m (16 m), Fast	8/B14	B:SV 12, SV 10	1	1d5	1/3	-
Drauglynx	64	-	L: 6 m (18 m), Fast	8/B8, C10	C: SV 10, SV 8; B: SV 8	1	B: 1d10 (OR 9-10) C: 1d10 (OR 10)	1.5t	1d5
Eagle	18	-	F: 4 m (28 m), Fast	14/C12	Fly 20m + C:SV 16	1	1d5	1/2	-
Falcon/hawk	15	-	F: 4 m (32 m), Fast	16/C10	Fly 20m + C:SV 16	1	1d3	1/3	-
Fox	10	-	L: 4 m (12 m), Fast	6/B14	B:SV 12, SV 8	1	1d3	1/3	-
Horse, large	76	2	L: 6 m (18 m)	8/K2	K: SV 12	2	2d10 (OR 10)	3t	-
Horse, normal	66	2	L: 8 m (24 m), Fast	8/K2	K: SV 12	1	2d10 (OR 10)	2t	-
Horse, small	62	2	L: 6 m (24 m), Fast	10/K2	K: SV 12	1	1d10 (OR 10)	1.5t	-
Mastomant	180	3	L: 14 m (14 m)	6/ S8, T10	S: SV 14, T: SV 10	3	S: 3d10 (OR 8-10) T: 3d10 (OR 9-10)	7t	1d10
Moose	45	2	L: 4 m (12 m)	6/10	H: SV 16	1	2d10 (OR 9-10)	2t	-
Mule/donkey	54	2	L: 4 m (16 m)	8/K2	K: SV 12	1	2d10 (OR 9-10)	2t	-
Ox/bull	86	2	L: 8 m (16 m)	6/H16	H: SV 14, SV 8	1	2d10 (OR 8-10)	4t	1d6
Ram/goat	12	1	L: 2 m (10 m)	10/H4	H: SV 14	1	1d3	1/3	-
Snowboar	48	2	L: 3 m (12 m)	8/T14	T: SV 12, SV 10	1	1d10 (OR 9-10)	1.5t	1d5
Wolverine	58	2	L: 3 m (12 m)	8/B8, C10	C: SV 10, SV 8; B: SV 8	1	B: 1d10 (OR 9-10) C: 1d10 (OR 10)	1.5t	1d5
Wulterfish	180	4	W: 7m (42 m)	12/B13	B: SV 13, SV 12	3	3d10 (OR 8-10)	7t	1d10

¹ L= Land, F=Flying, W=Water.

² B= Bite, C= Claw, H = Horn, K = Kick, S = Sweep, T = Tusks.

³ Number of Action Rounds used to spread Combat Points.



DARK DWELLER

The dark dweller is a horrid undead creature that is awakened through sacrifice. From the blood that pours down into the ground, a beast is created that consists of everything that lies in the earth. Normally this includes branches, earth, bone parts, and other things that have ended up in the ground beneath a sacrificial place, but there are also dark dwellers made from half-rotting corpses and sacrificial logs. It is easier to awaken new dark dwellers in places where one has been awakened previously. The more blood that has been spilled in the ground, the greater the dark dweller will be. It is not unusual for several dark dwellers to be awakened if the blood has flowed in great amounts and the ground is rich with components.

The attributes of a dark dweller shift depending on what type of landscape has bred it forth. The most common dark dweller has a body like that of a human or an animal and one or more heads that can come from both humans and animals. In addition, dark dwellers usually wear several body parts from humans or animals to make up their protection and armor.

A dark dweller can have a variety of appearances. Since they often are awakened in places that are plentiful with bits and pieces of corpses from past sacrifices, the shape of a dark dweller is up to chance. Some walk on two legs, others on four, but it is not unusual for dark dwellers to make their way forth with three, five, or six legs. In the same way, there is nothing that says that dark dwellers must have two arms and a head. It is just as likely that one will have three arms and two heads or more.

The dark dweller grows and will become more dangerous as it tastes more blood. By lying down on its victim, the dark dweller will meld with the victim and thus grow larger and stronger. Since new victims mean more body parts, the dark dweller's appearance will change every time it grows, and it can gain new attributes and abilities thanks to the newly gained parts.

Physical Traits

This table assumes that the dark dweller has two legs, two arms, a body,

and a head. Roll one or two times to determine the full appearance.

Blood Taste

The dark dweller becomes more dangerous the more blood it tastes. Each time it attacks and does more than 5 points of damage, the SV for an attack is

increased by +1 for the rest of the battle. The first time this happens, the SV is increased for its first attack; the second time it happens, the SV is increased for its second attack; and the third time this happens, the SV is increased for its third attack. When all attacks have been increased once, the SV for the first attack is increased by another +1, and so on.

DARK DWELLER APPEARANCE

1d10	Traits
1	The dark dweller has an extra leg, which means that it walks on three legs. The only effect is that if the dark dweller loses a leg, it can still move normally.
2	The dark dweller has an extra pair of legs, which means that it walks on four legs. This increases its movement ability by +5 meters per action round.
3	The dark dweller has two extra pairs of legs, which means that it walks on six legs. This increases its movement ability by +10 meters per action round.
4	The dark dweller has an extra head, which can be practically anywhere on its body. The dark dweller gains an extra attack per action round (bite, SV for the attack is up to the game master).
5	The dark dweller has an extra arm. The only effect is that if the dark dweller loses one arm, it can use this one instead.
6	The dark dweller has an extra pair of arms, which allows it to make another attack per action round (brawl or armed attack, SV is up to the game master).
7	The dark dweller is constantly followed by a swarm of flies. An opponent has -2 on all attacks on the dark dweller.
8	The dark dweller's chest is immense, which gives it more Body Points (determined by the game master).
9	The dark dweller has very strong bark that protects its body, which gives an added Protection Value of +3.
10	The dark dweller looks so horrid that it generates 1d10 (OR 7-10) Fear Points. This replaces the normal roll that everyone has to do when they face a dark dweller.

STATS: DARK DWELLER

Type: Humanoid; Age: Varies, Max varies; Size: 3t; Movement: Land 2 CP per 3 m (Max 33 m); Natural Armor: 2; Initiative (Base): -2; Fear Factor: 1d10 (OR 8-10).

Body Points: 80-100

Character Traits: Constitution +1, Intelligence -4, Strength +4

Feats: Blood Taste, Dexterity -2, Durable, Night's Sight

Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10) + 4	0
Unarmed	1d10 (OR 10) + 4	0
One-Handed Heavy Weapon	2d10 (OR 8-10) + 4	-4 - -6

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 10 / Armed 13 / Unarmed 8 (Bite 6)

Samples of Attacks: 2 actions per 2 rounds

Bite SV 12; Unarmed SV 12
Heavy Weapon SV 12, SV 11



Durable

The dark dweller is an undead creature that lacks any emotion or sense of feeling since it is made of energies from the realms of the dead. Thus, it has high Body Points and does not suffer the same damaging effects as other creatures. This means that it is worthless to trace Damage Levels since the Dark Dweller will not suffer penalties from wounds.

Night's Sight

A dark dweller can see in complete darkness as if it were day.

DEMON

The physical demon either travels from Bloodheim to Trudvang or awakens from a long slumber. Regardless, it is always a beast whose only purpose in this world is to kill and lay waste. The demon will try to reach its goals with force and strength. How powerful a physical demon is depends on the abilities that it wields: no one demon is like another.

Some physical demons like to carry mighty weapons to wield in combat, such as swords of flame, spears of ember, and colossal axes. It is not unusual that a weapon is possessed by another demon

that failed to enter Trudvang in its physical form. Other physical demons do not need any weapons but are satisfied with claws, horns, and teeth.

The sections below are examples of attributes and abilities that a demon can have, and it can also use a considerable amount of spells. The stats for the physical demon should be seen as an example, and the game master should modify the stats to suit their needs. Here follows a list of possible abilities that a demon can have.

Acid Blood

The demon's blood functions like acid. People who, in close combat, create a wound on the demon can have the acid blood spew onto them (roll a luck roll with 1d10 where 1-3 means that the person gets acid blood on them). The person can avoid this by succeeding with a Skill roll for the skill Agility, preferably with the Evade specialty. Should the roll fail the character takes 1d6 damage points (armor protects). The acid blood lessens the SV on the weapon that caused the damage by 1d6, the same goes for armor that is exposed to the acid blood.

Body Transformation

The demon can transform into a creature of its choice.

Breath Weapon

The demon can breathe fire, acid, ice or even stone lava against its enemies. The demon can perform 1d3 breath attacks per day, after which it must wait until the next day before it can perform the attacks again. This breath weapon does not cost Combat Points. The range for the breath weapons is 1d10 (OR 9-10) +20 meters and forms a giant cone that in its largest reach has a diameter of 6 meters. All creatures within the range obtain 3d10 (OR 8-10) in damage.

Damage Shift

The demon has the ability to chose if someone else is damaged instead of it

when it is damaged in battle. The victim must be within sight of the demon. Sometimes an evil burn will show on the person that is chosen to receive the damage.

Durable

The demon is an undead creature that lacks any emotion or sense of feeling since it is made of energies from the realms of the dead. Thus, it has high Body Points and does not suffer the same damaging effects as other creatures. This means that it is worthless to trace Damage Levels since the demon will not suffer penalties from wounds.

Tough

The demon’s tolerance of pain is higher than that of normal demons, therefore this demon has double Body Points.

Explosive Body

When the demon dies the body explodes. Everyone within a radius of 10 meters obtain 1d10 (OR 7-10) damage points.

Extra Body Parts

The demon has one or several body parts apart from their original ones. This can mean that the demons has extra Combat Points for attacks with these arms.

Fire Body

The demon is on fire. Depending on how close someone stands to the demon, they obtain different amounts of damage points each action round according to the chart.

FIRE BODY DAMAGE

Distance	Damage
>1m	1d10 (OR 7-10)
1-2m	1d10 (OR 8-10)
2-3m	1d10 (OR 9-10)
3-5m	1d10 (OR 10)
5-10m	1d10



Immune

The demon is immune to poison, spells or prayers. It can also be immune to normal weapons and can only be damaged by magical weapons.

Night’s Sight

Some demons can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day, while others can see without any light source as if it were day.

Petrify

The demon can petrify a victim that stands within 30 meters of the demon (SV 14) without spending Combat Points. The ability can be used 1d3 times per day and the duration of the petrification is 1d10 (OR 7-10) days. The armor of the victim and their clothes are also petrified; however, no magical object is affected.

The victim can try to resist the petrification by succeeding with a situational roll with a Situation value of 6 (the trait Psyche modifies the roll). If the roll fails the victim is turned into stone. The stone that the victim is petrified into is very hard and close to unbreakable. In practice this means that the petrified person gains a protection value of 20 and a Break Value of 200. When the Break Value is lowered to 0 the person starts to take damage like normal and if the petrified person takes as much damage as double its Body Points this stone statue will be broken and the victim will die.

A creature that is petrified is in a constant state of sleep and cannot comprehend time that passes or what happens around him or her. The victim cannot affect anything that happens in its surroundings. When the duration has run out the victim returns to its original form. One can set free a petrified person with the spell Remove Petrification (Braskelbrotja).

A petrified creature is not stuck in the ground in any way, but it can be moved by someone strong enough to do so. The petrified creature weighs around ten times the victim's original weight.

Spiked Body

The body is covered in spikes which the demon can thrust at its victim without spending Combat Points. In total the body has 2d20 spikes that can be thrown with a SV 12 roll. They have range 14 meters and inflict 1d10 (OR 9-10). The demon usually does not throw more than 1 spike per round, unless the GM decides otherwise.

Armored Body

The body of the demon is covered in powerful iron scales which give the demon a very high armor value, between armor value 5 and 15 in natural protection, according to GM's judgement.

Regenerate

The demon regenerates 1d10 (OR 10) Body Points per action round. This ability is automatic and does not need any activation or Combat Point expense.

Speed

The demon moves very fast. The demon always attacks first during an action round.

Winged

The demon has wings that make it so it can fly (movement is up to the game master to decide).

Intangible Demon

An intangible demon is most often one that did not manage to embody itself when it entered the world of Trudvang. It can also be one of the demons that chose to utter mighty curses when it was banished from Trudvang and that waits to be embodied again, living in the fog on a lake or like a

STATS: PHYSICAL DEMON

Type: Humanoid; **Age:** Varies, Max varies; **Size:** 3t; **Movement:** Land 2 CP per 3 m (Max 45 m); **Initiative (Base):** 0 (when wearing armor); **Fear Factor:** 1d10 (OR 6-10).

Body Points: 162-201

Character Traits: Constitution +6, Intelligence -4, Strength +5, Psyche +6

Feats: (The Game Master chooses some of the abilities listed above), Durable, Night's Sight or Normal Vision (Choose one).

Skills: Agility SV 10; Care SV 10, Entertainment SV 10, Faith SV 1, Shadow Arts SV 10, Wilderness SV 10

Fighting SV 10	Armed Fighting 3 (<i>One-Handed Heavy Weapons</i> 5, <i>Shield Bearer</i> 4, <i>Two-Handed Weapons</i> 4); Battle Experience 2 (<i>Armor Bearer</i> 3; <i>Fighter</i> 4); Unarmed Fighting 1 (<i>Brawling</i> 1; <i>Wrestling</i> 1)
Knowledge SV 10	Culture Knowledge 3 (<i>Lore and Legends</i> (..) 3; <i>Lore and Legends</i> (..) 2; <i>Religion</i> (..) 4; <i>Religion</i> (..) 3); Language 4 (<i>Mother Tongue</i> (..) 5; <i>Foreign Tongue</i> (..) 4; <i>Foreign Tongue</i> (..) 3; <i>Silver Tongue</i> 3); Learning 2 (<i>Insight</i> (..) 4; <i>Insight</i> (..) 3; <i>Insight</i> (..) 3)
Shadow Arts SV 7	Shadowing 1 (<i>Camouflage and Hiding</i> 3)
Vitner Craft SV 10	Call of Vitner 1 (<i>Darkhrwitalja</i> 4); Vitner Shaping 1 (<i>Galding</i> 3; <i>Sejding</i> 3; <i>Vitner tablet</i> (<i>Dimvitner</i>) 5; <i>Vitner tablet</i> (<i>Flame Craft</i>) 5; <i>Vitner tablet</i> (<i>Power of Vision</i>) 5; <i>Vitner tablet</i> (<i>Vitner Craft</i>) 4; <i>Vitner tablet</i> (<i>Witchcraft</i>) 4; <i>Vyrding</i> 3)

Vitner Capacity: 95 Galding SV 17, Sejding SV 17 Vyrding SV 17

Weapons:	Damage:	Initiative:
Horns/Claws	2d10 (OR 10) + 5	0
Bite	2d10 (OR 9-10) + 5	0
Unarmed	2d10 (OR 9-10) + 5	0
One-Handed Heavy Weapons	2d10 (OR 8-10) + 5	-4 - -6
Two-Handed Weapons	2d10 (OR 7-10) + 5	-5 - -7
Armor: Chain Mail	PV 5 / BV 50	-2

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 12 / Attacks & Parries 8 / Armed 3 (One-Handed Heavy Weapons 10, Shields 8, Two-Handed Weapons 8) / Natural Weapons 8 /Unarmed 1 (Brawling 2, Wrestling 2).

Samples of Attacks:	2 actions per 2 rounds ¹
	3 actions per 2 rounds ²

¹Bite SV 12; Horns SV 16
¹Heavy Weapon SV 16, SV 15; (Shield SV 10)
¹Two-Handed Weapon SV 16, SV 15
²Heavy Weapon SV 14, SV 10, SV 7; (Shield SV 10)
²Heavy Weapon SV 14, SV 12, SV 7; (Shield SV 8)

forced thought that wanders between the minds of creatures. The intangible demons can be a disease, a cloud of rain that drenches the land with sour rain, a song that makes people kill when they hear it, a poem that makes people ruin their lives when they say it out loud, or a story that makes all who hear it turn blind.
Killing the one who whistles the song or tells the story does not destroy the

demon. This is a demon that cannot die, but instead wanders the world unnoticed and invisible. Only the most skilled demon hunters have a small chance of unveiling it and, with the use of prayers, banishing it to Bloodheim where it will stay until it has grown strong enough to enter the world of the living anew.
The intangible demon infiltrates the soul and the mind. It is not unusual

for one to force thoughts of suicide in a host, to make them never feel full no matter how much they eat, or to make them always feel full so they cannot eat anything. These intangible demons can make creatures do almost anything once they have possessed their victim. Use a Situation roll to determine whether the demon succeeds in controlling the victim. The demon's strength should affect the Situation value (Psyche or Constitution modifiers apply). For example, if the demon is a song, a person who hears and starts singing the song must make a Situation roll with a Situation value of 6. If the victim fails the roll, the song is stuck in their subconscious mind, and the effects of the demon are put in motion. If the roll is successful, the victim ignores the song and with it the demon.

HULDER

A hulder looks like a very beautiful woman on the front of her body, and most often she wears no clothes. The only telltale signs of her true nature are the fact that she has the tail of a cow and sometimes her back looks like a hollow, rotten tree log.

The hulder lives in the forest and surrounds herself with different types of trolls and animals that she has managed to control. She is very protective of her turf, which is usually near a small waterfall deep in the forest. Sometimes a hulder will dig a small den beneath a rock where she will gather her belongings. The hulder's only chance of breeding is to have a child with a male human. Therefore she will often use her powers to bewitch humans more than other races.

Bewitch

The hulder has a special ability that allows her to bewitch those she meets, and victims can be at her mercy for the rest of their lives. When she makes eye contact with a target, she simply utters the dreaded words that will bewitch the weak. The victim must then make a Situation roll with a Situation value of 7 (Psyche modifiers apply) to avoid looking into her eyes. A character

who says he steels himself not to look into the hulder's eyes will increase the Situation value by +5.

On a failure, roll 1d20 and consult the table below for the effect. A character with a positive Psyche trait can deduct that number from the roll result, and one with a negative Psyche trait can add that number to the result before consulting the table.

GIANT SNAKE

There are several types of snakes, big and small, poisonous and nonpoisonous, in the wilderness of Trudvang. In the great oceans, one will find the sea serpents, and in lakes and ponds one will find the lake serpent that can change color to adapt to its background. High up in the branches in the great forests lurks the forest snake, and in

the underground of Trudvang lives the cave serpent, a black menace that slithers around the unending caves in the hunt for food.

Constricting

If the snake manages to slither around its victim (skill value 10, victim's Dexterity modifiers apply), it wraps the victim in its great grip. The victim takes damage equal to the snake's damage modifier (which is 6 in the stats below) each round, though armor offers protection.

The victim can break free only by succeeding on a Situation roll with a Situation value of 10 (± possible modifiers from the Strength trait). If the victim fails his Situation roll, he can then try again to loosen himself once per action round, but for each new round, a cumulative modifier

BEWITCH EFFECTS

1d20	Effect
0-8	The victim feels woozy and has -2 on all skill values and Situation values for the next day.
9-14	The victim feels the power of the hulder and will follow its minor commands for the next day (for example, to lie, run, talk, scream, walk, open doors, and so on). The effect is broken if the victim moves more than 100 meters from the hulder.
15-16	The victim is at the mercy of the hulder and deems all commands to be completely sensible. The victim will do anything the hulder asks for 1d3 days, except for harming himself. The effect is broken if the victim moves more than 500 meters from the hulder.
17-18	The victim is completely at the mercy of the hulder. The victim will follow its commands to perform all actions, including those that directly harm himself. The effect has unlimited range and lasts for 1d10 (OR 7-10) days. If the hulder dies, her last words and commands will affect the victim for the full duration.
19+	The victim is a slave to the hulder for all eternity. The victim will blindly follow any command during his entire life. The spell can be broken only if the hulder is killed.

STATS: HULDER

Type: Humanoid; Age: 75, max 120; Size: 1t; Movement: Land & Water 2 CP per 1 m (Max 12 m); Initiative (Base): +2; Fear Factor: None.		
Body Points: 59–71		
Damage Levels (for 65 BP): 1-17 (0) / 18-33 (-1) / 34-49 (-3) / 50-65 (-7) / >65 (Dying)		
Character Traits: Charisma +4, Dexterity +2, Strength -2		
Feats: Bewitch		
Natural Weapons:	Damage:	Initiative:
Unarmed	1d5-2	0
Combat Points: Free 7		
Samples of Attacks:	2 actions per 1 round	
Unarmed SV 7		

of -1 is applied (three action rounds later, the Situation value for getting loose is thereby 7). For each person that tries to help the victim, the Situation roll is also modified by +1. If the ones helping have exceptional strength, the bonus from their strength is added to the Skill roll.

Each round of combat that the snake spends constricting its victim, the snake can do nothing else. The snake can choose to try to bite another opponent instead of continuing to hug its victim. When this happens, the victim remains in the grip of the snake but takes no damage for that round.

Paralyzing Stare

Some snakes (mostly the forest snake) have the ability to paralyze their victims with their gaze.

First the snake must get the attention of its victim so that it meets the gaze of the snake. If the snake succeeds, the victim must make a Situation roll with a Situation value of 6 (Psyche modifiers apply) to avoid being paralyzed for 1d3 action rounds, during which he can do nothing at all.

During the round in which the snake uses the paralyzing stare attack, it cannot do other things and constricted victims will remain in the grip, albeit they will suffer no damage. The snake will lose only 1 round: if its stare is successful, it can act during the later rounds of paralysis of the victim.

If the snake tries to constrict a paralyzed victim, it will automatically succeed and the victim cannot try to get free when paralyzed.

GRYPHON

Countless myths have spoken about the gryphon throughout the ages. Even though they have no natural enemies, Gryphon are extremely rare. They exist on the top of the food chain and eat practically anything smaller than themselves. Any encounter with such a creature will likely only involve one or two gryphons, though in very rare cases as many as six or seven have been seen together. They primarily dwell in large steppes where the grass

is high and there are few shrubs and trees. Like the lindwurm they are most common in Mittland, but there are also species of gryphons in both Westmark and Stormlands. It is said that a smaller species of gryphon dwells in the mighty mountain range of The Great Iron Mountains.

The gryphon has an eagle's head and forelegs, a wolfkin's body, and wings that allow it to fly. Some gryphons grow so large that their wing span reaches up to 10 meters. The gryphon is an aggressive creature and is constantly hunting. Like the lindwurm it often dwells in underground burrows, but there are also gryphons who build their nests high up in the mountains.

Attack From Above

For a gryphon to succeed with an attack from above, it must succeed on a Skill

roll for the ability (SV 8). As part of the attack, the power of the gryphon's speed is used, which increases the damage of the claw attack to 2d10 (OR 9-10) + 4. The gryphon can perform one attack from above every fourth action round, since it must circle around for at least 3 rounds.

One who wishes to attack a gryphon performing a flyby attack has a modifier of -3 on all attacks. However, it is easier to see where the gryphon will attack, which means the victim has a modifier of +2 when parrying the attacks of a gryphon.

Night's Sight

A gryphon can see for 10 meters in complete darkness as if it were daylight. This sight diminishes at longer distances and disappears completely about 60 meters away.

STATS: GIANT SNAKE

Type: other; **Age:** 30, max 60; **Size:** 3t; **Movement:** Land & Water 2 CP per 3 m (Max 24 m); **Natural Armor:** 2; **Initiative (Base):** -4; **Fear Factor:** 1d10 (OR 10).

Body Points: 84-105

Damage Levels (for 95 BP): 1-24 (0) / 25-48 (-1) / 49-72 (-3) / 73-95 (-7) / >95 (Dying)

Feats: Constricting (SV 10), Paralyzing Stare

Natural Weapons:	Damage:	Initiative:
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Bite	2d10 (OR 9-10)+6	0
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Number of Rounds to Spread Combat Points: 2

Combat Points: Free 7; Natural Weapons: 11

Samples of Attacks: 2 actions per 2 rounds

Bite SV 10, SV 8

STATS: GRYPHON

Type: quadruped winged creature; **Age:** 25, max 40; **Size:** 3t; **Movement:** Land 2 CP per 6 m (Max 18 m); Flying 2 CP per 6 m (Max 36 m); **Natural Armor:** 1; **Initiative (Base):** -2; **Fear Factor:** 1d10 (OR 10).

Body Points: 78-96

Damage Levels (for 87 BP): 1-22 (0) / 23-44 (-1) / 45-66 (-3) / 67-87 (-7) / >87 (Dying)

Feats: Attack From Above, Night's Sight

Natural Weapons:	Damage:	Initiative:
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Bite	2d10 (OR 9-10)+4	0
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Claws	2d10 (OR 10)+4	0
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Number of Rounds to Spread Combat Points: 2

Combat Points: Free 6; Natural Weapons: (Bite 6; Claws 14)

Samples of Attacks: 3 actions per 2 rounds

Bite SV 8; Claws SV 10, SV 8

LINDWURM

The lindwurm is both worshiped and feared in Trudvang. There are no doubts that it is a dragon beast, even if many believe it to be its own species. They dwell in their own vast, underground burrows and are most commonly encountered in Mittland.

Usually they have a completely white body, which is armored with scales; but there are also lindwurms that are completely black. A lindwurm's heart is said to have regenerative properties for the one who eats it, and when a lindwurm dies a new one may be born from the heart.

Catch

After a successful Bite attack a lindwurm can try to catch a victim with its mouth. If the lindwurm is successful, it can try to keep the victim in its jaws. By succeeding on a roll with the Catch ability (skill value 10), the creature keeps the victim in its mouth (if the victim has exceptional Strength, this is used as a negative modifier on the skill value). If the lindwurm succeeds in catching its prey, it usually slithers back to its home.

The lindwurm must succeed on a new Catch Skill roll in each new action round in order to maintain its grip on the victim. Each round in which the lindwurm keeps the victim in its mouth, the victim takes 1d10 (OR 9-10) points of damage.

The game master determines whether the lindwurm loses its grip if it is attacked or damaged by an enemy. For example, a Situation roll with a Situation value of 15 can be rolled each time the wurm takes more than 15 points of damage to see if it loses its grip. For each damage point above 15, the Situation value is lowered by -1. Damage of 20 therefore translates into a Situation roll with a Situation value of 10 (15 - 5).

Night's Sight

The dragon sees without any light source as if it were day.



Strangulation

A lindwurm can try to slither around a victim making a SV 8 roll without spending CP. If it is successful, it wraps the victim in its powerful grip. The victim takes 2d6 points of damage each round, though armor offers protection.

The victim can break free only by succeeding on a Situation roll with a Situation value of 12 (Strength modifiers apply). If the victim fails his Situation roll, he can then try again to loosen himself once per action round, but for each new round, a cumulative modifier of -1 is applied

(three action rounds later, the Situation value for getting loose is thereby 9). For each person that tries to help the victim, the Situation roll is modified by +1. If the helping characters have exceptional Strength, the bonus from their Strength is added to the Skill roll.

Each action round that the lindwurm spends strangling its victim, the wurm cannot do anything else. The lindwurm can try to bite another opponent instead of continuing to strangle its victim. When this happens, the victim remains in the grip of the lindwurm but takes no damage.

STATS: LINDWURM

Type: Other; Age: 100, Max 175; Size: 5t; Movement: Land 2 CP per 10 m (Max 40 m); Natural Armor: 3; Initiative (Base): -3; Fear Factor: 1d10 (OR 8-10).

Body Points: 130-160

Damage Levels (for 145 BP): 1-37 (0) / 38-73 (-1) / 74-109 (-3) / 110-145 (-7) / >145 (Dying)

Character Traits: Constitution +4

Feats: Catch, Night's Sight, Strangulation.

Natural Weapon:	Damage:	Initiative:
Bite	2d10 (OR 8-10) + 6	-3

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 10, Natural Weapons: Bite 20

Samples of Attacks:	3 actions per 2 rounds
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Bite SV 14, SV 8, SV 8



TROLLS

Many kinds of trolls hide within the forests and hills of Trudvang. Among the most common are the gray trolls and the tiny forest trolls, but there are also the sneaky king's trolls, the small goblins, and not least the fjol trolls with their magical powers.

Trolls have an unusual ability of mixing with each other, so the forests are filled with all manner of mixed trolls - usually referred to as "goblins" - which in many cases makes it difficult to determine the troll's original type.

Trolls usually live in their burrows or in abandoned caves. Common features amongst them all are large noses, big ears, hunched walks, and generally horrifying and loathsome looks. Their bodies are covered with warts, and in most cases they are surrounded by a stench that resembles a pigsty.

Fearless

Forest trolls cannot feel fear. This in combination with their deep belief in Haminges make them a dangerous

foe. When using forest trolls in your campaigns, you should pinpoint this as a special trait compared to other races. A forest troll never needs to roll on the fear chart when it comes to natural or magical phenomena.

Night's Sight

The troll can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.

STATS: SMALL TROLL

Type: Humanoid; **Age:** 20, Max 50; **Size:** 1/2; **Movement:** Land 2 CP per 1 m (Max 20 m, 19 if wearing armor); **Natural Armor:** 1; **Religion:** Haminges; **Initiative (Base):** +3, +2 if wearing armor; **Fear Factor:** 1d5.

Body Points: 15–24

Damage Levels (for 20 BP): 1–5 (0) / 6–10 (–1) / 11–15 (–3) / 16–20 (–7) / >20 (Dying)

Character Traits: Dexterity +2, Intelligence –4

Feats: Fearless, Night’s Sight.

Weapons:	Damage:	Initiative:
Bite/Claws	1d5	0
Hunting bow	1d10	–2
One-Handed Light Weapons	1d10	–1 – – 3
Armor: Leather Armor	PV 2 / BV 20	–1

Combat Points: Free 8 / Attacks & Parries 2 / Armed 1 (Bows & Slings 4, One-Handed Light Weapons 4, Shields 4) / Unarmed 1 (Brawling 4, Wrestling 4).

Samples of Attacks:	2 actions per 1 round
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Bite/Claws SV 9, SV 6
Weapon SV 9, SV 6
Weapon SV 8, SV 5, (Shield 6)

Skills: Care SV 5, Entertainment SV 3, Faith 2, Shadow Arts SV 7, Vitner Craft SV 1.

Agility SV 9	Battle Maneouver 1 (<i>Evade 3</i>); Body Control 2 (<i>Jump, Climb and Balancing 4</i>); Horsemanship 1 (<i>Riding 3</i>)
Fighting SV 7	Armed Fighting 1 (<i>Bows and Slings 2; One-Handed Light Weapons 2; Shield Bearer 2</i>); Battle Experience 1 (<i>Armor Bearer 1; Fighter 1</i>); Unarmed Fighting 1 (<i>Brawling 2; Wrestling 2</i>)
Knowledge SV 3	Language 1 (<i>Mother Tongue (Bastjunal) 3</i>)
Shadow Arts SV 7	Shadowing 2 (<i>Camouflage and Hiding 3</i>)
Wilderness SV 7	Hunting Experience 1 (<i>Hunting and Fishing 2</i>)

STATS: LARGE TROLL

Type: Humanoid; **Age:** 25, Max 60; **Size:** 1,5t; **Movement:** Land 2 CP per 1,5 m (Max 15 m, 14 if wearing armor); **Natural Armor:** 1; **Religion:** Haminges; **Initiative (Base):** +1, 0 when wearing armor; **Fear Factor:** 1d10.

Body Points: 41–53

Damage Levels (for 47 BP): 1–12 (0) / 13–24 (–1) / 25–36 (–3) / 37–47 (–7) / >47 (Dying)

Character Traits: Constitution +1, Intelligence –2, Strength +4

Feats: Fearless, Night’s Sight.

Weapons:	Damage:	Initiative:
Unarmed	1d10 + 4	0
One-Handed Heavy Weapons	2d10 (OR 9–10) + 4	–4 – –6
One-Handed Light Weapons	1d10 (OR 9–10) + 4	–1 – –3
Two-Handed Weapons	2d10 (OR 8–10) + 4	–5 – –7
Armor: Metal-reinforced Leather	PV 4 / BV 40	–1

Combat Points: Free 8 / Attacks & Parries 4 / Armed 3 (One-Handed Light weapons 6, One-Handed Heavy weapons 6, Shields 4, Two-Handed weapons 4) / Unarmed 1 (Brawling 4).

Samples of Attacks:	3 actions per 1 round ¹ 2 actions per 1 round ²
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¹One-Handed Weapons SV 8, SV 7, SV 6

¹One-Handed Weapons SV 7, SV 6, SV 5; (Shield SV 7)

²One-Handed Weapons SV 10, SV 8; (Shield SV 7)

²Two-Handed Weapon SV 12, SV 7

Skills: Agility SV 9; Entertainment SV 2, Shadow Arts SV 6; Vitner Craft SV 1.

Care SV 5	Handicraft 1 (<i>Hard Materials 2, Soft Materials 2</i>)
Faith SV 5	Invoke 1 (<i>Noaj 1, Holy Tablet (..) 1</i>)
Fighting SV 7	Armed Fighting 3 (<i>One-Handed Light Weapons 3; One-Handed Heavy Weapons 3; Shield Bearer 2; Two-Handed Weapons 2</i>); Battle Experience 1 (<i>Armor Bearer 3; Fighter 2</i>); Unarmed Fighting 1 (<i>Brawling 2</i>)
Knowledge SV 5	Language 1 (<i>Mother Tongue (Bastjunal) 3</i>)
Wilderness SV 7	Geography 1; Nature Knowledge 1; Survival 2

UNDEAD

Draugs, lyktgubbar, spectres, disers, mylings, and skeletons are all undead creatures that sometimes break in from the world of the dead to pursue their purpose in Trudvang. Sometimes the undead lack a solid, physical body and instead consist of energies from Dimhall. Such incorporeal beings cannot be injured by normal weapons. Sometimes their bodies are composed of a mix of these energies and a physical body that they have taken possession of, or reanimated.

Since the undead come in so many different guises only a few of the more common types are described here. The same applies for their abilities. Therefore, it is entirely up to the game master to determine any fitting description and feature for their own non-player characters.

Dark Vitner

Some undead beings has access to dark vitner and the power to wield it. The number of Vitner Tablets, the skill at weaving the vitner and the Vitner Capacity will differ from undead to undead. These stats are totally up to the GM's judgement.

Durable

The undead lacks any emotion or sense of feeling since it is made of energies from the realms of the dead. Thus, it has high Body Points and does not suffer the same damaging effects as other creatures. This means that it is worthless to trace Damage Levels since the undead will not suffer penalties from wounds.

Exhaust Life

By succeeding on a Skill roll (SV 13) modified by the victim's Psyche trait, the undead can ensnare the victim. Every new successful Skill roll thereafter (modified by the victim's traits) enables the undead to exhaust the life force of the victim.

An ensnared victim can break free only by succeeding on a Situation roll with a Situation value that is decided by the game master, taking into consideration

the strength of the undead (Psyche modifiers apply). The Situation roll is made again every new action round. The undead can have different skill values to succeed in ensnaring its victim and exhausting the life force. This is up to the game master to decide.

The stolen life force is expressed by a number of damage points applied to the victim. For every 3 points of damage the undead inflicts, it gains +1 Body Point. If the undead takes damage and thereby loses Body Points, these are regenerated as the wraith exhausts life force from its victim. If it has not lost any Body Points or if it has healed all damage already, the undead will instead gain strength. It is up to the game master to modify the undead as it grows in power.

The number of damage points that the victim takes each time the undead exhausts

their life force is also up to the game master to decide. Here are some examples:

- ♦ 1 point
- ♦ 1d3 points
- ♦ 1d5 points
- ♦ 1d10 points
- ♦ 1d10 (OR 10) points

Night's Sight

The undead can see without any light source as if it were day.

Summon Fog

Some undead have a special ability that allows them to fill great areas with fog. Often the fog will lie thick around each place the wight has visited, since the ability is dormant and can activate



sometimes without the wight being aware of it. The fog is thick, cold, and sometimes moist, and anyone who stands within it must immediately make a Situation roll with a Situation value of 10 (Psyche modifiers apply). If the roll fails, the victim becomes woozy and barely aware of what he's doing. The victim will then be pulled toward the core of the area, which most often is the site where the undead is buried. A victim who takes damage will be awoken immediately from the slumber that the fog creates. Depending on how strong the undead is, the fog can cover an area with a radius of 100 to 10,000 meters, according to the GM's judgement. The undead can remove the fog at any time, at which point it completely disappears within a few minutes. Shriek

Some undead can let out a horrid shriek once per day, and everyone who hears it is filled with horror. The victim takes 2d10 (OR 9-10) Fear Points.

WOLFKIN

Numbered amongst the wolfkin are the wolf, the warg, the skoll, and the garm. The wolf is the smallest of the wolfkin and the garm is the largest and most dangerous. The wolfkin all work in similar manners, and the only discernable difference is their size and ferocity.

The wolfkin's body looks like every inch has been designed to help the creature bring down prey larger than the beast itself. They have a powerful bite with two enormous fangs in the lower jaw to help it hold its prey even if it doesn't have firm

ground beneath its paws. They have a thick and bushy mane that keeps them warm in the cold. The mane of the males is black, while the females' is white or gray.

Wolfkin can be found pretty much all over Trudvang, and prefer to stay in small groups of three to six individuals with only a single female. All of the males mate with that female, who has two to three litters a year; some of which do not survive. They are fearless and bold, and often attack animals that are far larger than they are. Humanoids of all types make up a large portion of their diet. Despite their constant hunger they can go for large periods without any food.

Wolfkin also prefer to attack in groups, but are not afraid of attacking even large prey on their own. They go straight for their victims, and as soon as one of them has sunk its fangs into the prey the rest of the group immediately follows.

STATS: UNDEAD

Type: Humanoid; Age: Varies, Max varies; Size: 1t; Movement: Land 2 CP per 1 m (Max 10 m); Initiative (Base): -2; Fear Factor: 1d10 (OR 7-10).

Body Points: 78-96

Character Traits: Strength +4

Feats: Dark Vitner (Vitner Capacity +10), Durable, Night's Sight, Shriek, Summon Fog.

Weapons:	Damage:	Initiative:
Unarmed	1d10 + 4	0
One-Handed Heavy Weapons	1d10 (OR 9-10) + 4	-4 - -6
Armor:	PV 5 / BV 50	-2

Combat Points: Free 12 / Attacks & Parries 8 / Armed 2 (One-Handed Heavy Weapons 6, Shields 8) / Unarmed 1 (Brawling 4).

Samples of Attacks:	2 actions per 1 round ¹ 3 actions per 1 round ²
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¹Unarmed SV 15, SV 10
¹Weapon SV 14, SV 12; (Shield SV 10)
²Weapon SV 10, SV 10, SV 6; (Shield SV 10)

Skills: The same skills as when the wight was alive.

Fighting SV 10	Armed Fighting 2 (<i>One-Handed Heavy Weapons</i> 3; <i>Shield Bearer</i> 4); Battle Experience 2 (<i>Armor Bearer</i> 2; <i>Fighter</i> 4); Unarmed Fighting 1 (<i>Brawling</i> 2)
Knowledge SV 6	Language 1 (<i>Mother Tongue</i> (...) 3)
Shadow Arts SV 7	Shadowing 1 (<i>Camouflage and Hiding</i> 3);
Vitner Craft SV 6	Call of Vitner 1 (<i>Darkhwitalja</i> 2); Vitner Shaping 1 (<i>Galding</i> 3; <i>Sejding</i> 2, <i>Vitner tablet (Dimvitner)</i> 3; <i>Vitner tablet (Flame Craft)</i> 3; <i>Vitner tablet (Power of Vision)</i> 3; <i>Vitner tablet (Vitner Craft)</i> 2; <i>Vitner tablet (Witchcraft)</i> 2)

Vitner Capacity: 61	Galding SV 12, Sejding SV 10
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Fast

Wolfkin knows how to get the best from its four legs, which it can easily coordinate during combat better than other quadrupeds. Wolfkin that wishes to move during combat while maintaining control of its surroundings can move up to double the rate that its size would allow.

This means that small wolfkin can move up to 4 m per 2 CP spent while larger can move up to 12 m per 2 CP spent. However, it can never move farther than its total movement capability per action round.

Jump Attack

When wolfkin initiates a combat, it will jump at the prey and attack both with its bite and with its claws. The jump attack means that the beast gains an extra attack with its hind legs and claws in this action round (SV 10 claws) without spending further CP. This is valid only for the round when the jump attack happens.

Night's Sight

Some wolfkin can see with a weak light source (stars, moonlight, torchlight, and so on) as if it were day.



STATS: SMALL WOLFKIN

Type: Quadruped; **Age:** 8, max 18; **Size:** 1/2; **Movement:** Land 2 CP per 4 m (Max 24 m); **Initiative (Base):** +2; **Fear Factor:** 1d10.

Body Points: 16–20

Damage Levels (for 18 BP): 1-5 (0) / 6-10 (-1) / 11-14 (-3) / 15-18 (-7) / >18 (Dying)

Feats: Fast, Jump Attack, Night's Sight.

Natural Weapons:	Damage:	Initiative:
Bite	1d10	0
Claws	1d5	0

Combat Points: Free 8; Natural Weapons: (Bite 10; Claws 10);

Samples of Attacks:	2 actions per 1 round ¹
	3 actions per 1 round ²

¹ Bite SV 16; Claws SV 12

² Bite SV 10, SV 8; Claws SV 10

STATS: LARGE WOLKIN

Type: Quadruped; **Age:** 12, max 26; **Size:** 3t; **Movement:** land 36 m; **Natural Armor:** 2; **Initiative (Base):** 0; **Fear Factor:** 1d10 (OR 9-10)

Body Points: 65–79

Damage Levels (for 72 BP): 1-18 (0) / 19-36 (-1) / 37-54 (-3) / 55-72 (-7) / >72 (Dying)

Feats: Fast, Jump Attack, Night's Sight.

Natural Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10)	0
Claws	2d10 (OR 10)	0

Number of Rounds to Spread Combat Points: 2

Combat Points: Free 12; Natural Weapons: (Bite 15; Claws 12);

Samples of Attacks:	3 actions per 2 rounds
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Bite SV 16, SV 11; Claws SV 12

Bite SV 14, SV 13; Claws SV 12

WURMS - DRAGONS

Wurms or dragons have lived in Trudvang since the beginning of time. They are horrible beasts who are feared by all.

Once upon a time there was only one kind of primeval worm - called Toumikkis (the fire dragon) by the elves, but today both the jarnworm and the yggworm are counted as full-fledged worm beasts along with the logwurms, which is considered to be the one most resembling Toumikkis.

The only salvation for the population of Trudvang is that these wurms sleep in deep slumber for several hundreds of years, sometimes thousands, before they wake up to spread fear and devastation.

There are many kinds of wurms in Trudvang, all having different characteristics and abilities. Some are black, others are red or maybe brown, some breathe fire while others breathe acid. Some are incredibly intelligent while others, like feral animals, are only driven by instincts. Some wurms are gigantic in size, like massive barns; but there are also wurms no larger than a small house.

It is entirely up to the game master to determine which feats and attributes his dragon has. Below some of the more common feats that a dragon might have are described. However, the game master has complete freedom to create any trait and feature for the dragons that will appear in the adventures.



Breath Weapon

Most wurms has a breath weapon. Depending on the kind of dragon, the breath weapon can have different powers. There are wurms that blow fire, acid, ice, or even rock lava at their enemies.

The dragon can perform 1d3 breath-attacks per day, but, when this number is finished, it must wait until the next day before it can use its breath-attack again. The range of the breath weapon is 1d10 (OR 9-10) + 20 meters and forms an enormous cone, which has a diameter of 6 meters at its full distance. All creatures within the cone suffer 3d10 (OR 8-10) damage.

Catch

After a successful Bite attack the worm can try to catch a victim with its mouth. If the worm is successful, it can try to keep the victim in its jaws. By succeeding on a roll with the Catch ability (skill value 10), the creature keeps the victim in its mouth (if the victim has exceptional Strength, this is used as a negative modifier on the skill value). If the worm succeeds in catching its prey, it usually slithers back to its home.

The worm must succeed on a new Catch Skill roll in each new action round in order to maintain its grip on the victim. Each round in which the worm keeps the victim in its mouth, the victim takes 1d10 (OR 9-10) points of damage.

The game master determines whether the lindworm loses its grip if it is attacked or damaged by an enemy. For example, a Situation roll with a Situation value of 15 can be rolled each time the worm takes more than 15 points of damage to see if it loses its grip. For each damage point above 15, the Situation value is lowered by -1.

Damage of 20 therefore translates into a Situation roll with a Situation value of 10 (15 - 5).

Night's Sight

The worm sees without any light source as if it were day.

Tail whip

By using its long tail like a whip, the worm can pull its enemies off their feet and inflict great damage upon them. This tail whip deals damage to everyone in a diameter of 10 meters around the dragon. The damage taken depends on the number of people affected according to the chart below.

The only way to protect oneself from the tail whip is to avoid it with the help of the Evade specialty. On a failure, the victim is thrown down and remains prone until he makes a Stand Up combat action.

TAIL WHIP DAMAGE

Number of People	Damage
1	2d10 (OR 8-10)
2	2d10 (OR 9-10)
3	2d10 (OR 10)
4	1d10 (OR 8-10)
>4	1d10 (OR 10)

Thermal Sight

Some wurms can see heat sources up to 300 meters away, using this sense to determine how far away the heat source is located as well as how large it is. The dragon can suppress the thermal vision when necessary and cannot be shocked by a sudden source of heat.

Vitner

Some wurms, though they are few, can use vitner. It is up to the game master to determine which spells the worm has mastered.

STATS: WURM

Type: Quadruped winged creature; Age: 1000, Max 5000; Size: 13t; Movement: Land 2 CP per 26 m (Max 52 m); Flying 2 CP per 26 m (Max 104 m); Natural Armor: 4; Initiative (Base): -4; Fear Factor: 1d10 (OR 6-10).		
Body Points: 339—414		
Damage Levels (for 376 BP): 1-94 (0) / 95-188 (-1) / 189-282 (-3) / 283-376 (-7) / >376 (Dying)		
Character Traits: Intelligence +4		
Feats: Breath Weapon, Catch, Night's Sight, Tail Whip (SV 6), Thermal Sight, Vitner.		
Natural Weapons:	Damage:	Initiative:
Bite	3d10 (OR 8-10) + 10	0
Claws	3d10 (OR 9-10) + 10	0
Breath Weapon	3d10 (OR 8-10)	-5
Number of Rounds to Spread Combat Points: 4		
Combat Points: Free: 10; Natural Weapons: Bite 14; Claws 17		
Samples of Attacks:	4 actions per 4 rounds	
Bite SV 14; Claws SV 12, SV 8, SV 7		

BARD, BEGINNER (DWARVEN-BORJORNikka ZORJORN)

Age: 23; Move: Land 2 CP per 1 m (Max 8 m); Religion: Thuuldom; Initiative Base: 0; Body Points: 35; Natural healing: 4 BP/day				
Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-35 (-7) / >35 (Dying)				
Character Traits: Constitution +4, Strength +1, Psyche -2				
Skills: Faith SV 3; Fighting SV 5; Shadow Arts SV 5; Vitner Craft SV 1; Wilderness SV 3				
Agility SV 4	Horsemanship 1 (<i>Driving Wagon 1</i>)			
Care SV 5	Tradesman 1			
Entertainment SV 7	Gambling 1 Music and Dancing 3 (<i>Singing and Playing instruments 3</i>). Storytelling 2.			
Knowledge SV 7	Culture Knowledge - Dwarves 1 (<i>Lore and Legends - Dwarves 1</i>). Language 1 (<i>Mother Tongue - Futhark 3, Silvertongue 1</i>).			
Shadow Arts SV 7	Shadowing 1 (<i>Camouflage and Hiding 2, Walking in Shadows 1</i>).			
Wilderness SV 7	Geography 1. Hunting Experience 1 (<i>Carve and Butcher 1, Hunting and Fishing 3, Tracker 1, Wilderness Signs 1</i>). Nature Knowledge 1 (<i>Animal Friend 1, Botany 2, Weather Man 1, Zoology 1</i>). Survival 2.			
Combat Points: Free 5				
Other Details on Combat: +1 Melee Damage.				
Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5+1	0	-
Seax Dagger	4	1d10 (OR 10)+1	- 1	5/50
Armor	None			
Sample of Attacks	• Unarmed SV 5 • Seax Dagger SV 5			

BARD, EXPERIENCED (MITTLANDER SKWILDA)

Age: 29; Move: Land 2 CP per 1 m (Max 12 m); Religion: The Eald Tradition; Initiative Base: +2; Body Points: 32; Natural healing: 1 BP/day				
Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / >32 (Dying)				
Character Traits: Charisma +4, Dexterity +2				
Skills: Faith SV 4; Fighting SV 5; Shadow Arts SV 3; Vitner Craft SV 5; Wilderness SV 2				
Agility SV 7	Body Control 1 (<i>Jestering 2, Jumping, Climbing and Balancing 1</i>).			
Care SV 4	Tradesman 1 (<i>Barber 1</i>).			
Entertainment SV 10	Music and Dancing 2 (<i>Dance 2, Singing and Playing instruments 3</i>). Storytelling 2 (<i>Playwright 2, Libel 1</i>).			
Knowledge SV 7	Culture Knowledge - Mittlanders 1 (<i>Lore and Legends - Mittlanders 3</i>). Language 3 (<i>Foreign Tongue - Eika 1, Foreign Tongue - Vrok 2, Reading and Writing - Rona 1, Mother Tongue - Rona 3, Silvertongue 1</i>).			
Combat Points: Free 5				
Other Details on Combat: Initiative +2 (already counted in the base).				
Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5	0	-
Hring Seax	4	1d10 (OR 10)	- 2	6/60
Armor	None			
Sample of Attacks	• Unarmed SV 5 • Hring Seax SV 5			

DIMWALKER, BEGINNER (WESTMARKIAN GAVLIAN)

Age: 17; **Move:** Land 2 CP per 1 m (Max 9 m due to armor); **Religion:** The Tenet of Nid; **Initiative Base:** 0 (wearing armor); **Body Points:** 32; **Natural healing:** 1 BP/day.

Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / >32 (Dying)

Character Traits: Charisma +1, Intelligence +2, Psyche +1

Skills: Agility SV 3; Shadow Arts SV 1; Vitner Craft SV 1; Wilderness SV 2.

Care SV 4	Healing and Drugs 1 (<i>First Aid and Nursing 1</i>).
Entertainment SV 4	Music and Dancing 1 (<i>Dance 1</i>).
Faith SV 7	God Focus 1 (<i>Potent 1</i>). Divine Power 2 (<i>Faithful 1, Powerful 1</i>). Invoke 1 (<i>Gavlian 2, Tablets: Anger 2, Grace 2, Shield 1, Sun 1</i>).
Fighting SV 4	Armed Fighting 1 (<i>One-Handed Heavy Weapons right hand 1</i>). Battle Experience 1 (<i>Armor Bearer 1</i>).
Knowledge SV 4	Culture Knowledge - Virann 1 (<i>Religion - The Tenet of Nid 1</i>). Language 1 (<i>Reading and Writing - Rona 1, Mother Tongue - Rona 3</i>).

Divinity Capacity: 27 **Basic SV for Divine Powers:** SV 12.

Other details on Divine Powers: SV +1 to remain focused while disturbed, -2 SV on targets' rolls to resist, -1 to rolls on Fatal Failure Table, +2 on Prayers.

Holy Tablets	Divine Abilities	SV	Invocation Time	IM	Basic Cost
Tablet of Anger 1	Power of Blood	SV 10	1 AR	-1	2
	Holy Bolt	SV 10	1 AR	-1	2
Tablet of Anger 2	Stone Senses	SV 8	1 AR	-2	4
	Visione of the Oak	SV 8	1 AR	-2	4
Tablet of Grace 1	Hand of Mercy	SV 10	1 Minute	-1	2
	Holy Mending	SV 10	1 AR	-1	2
Tablet of Grace 2	Will of Bete Wiedmas	SV 8	1 Minute	-2	4
	Life Spirit	SV 8	1 Minute	-2	4
Tablet of the Shield 1	Snares of the Holy Ground	SV 10	1 AR	-1	2
	Sheltering	SV 10	1 Minute	-1	2
Tablet of the Sun 1	Dawn Shine	SV 10	1 Minute	-1	2
	Protective Ground	SV 10	Special	-1	2

Combat Points: Free 5 / Armed 1 (One-Handed Heavy w. Right hand 2).

Other Details on Combat: Initiative +1 (already counted in the base), can wear armors up to Heft 2 without extra penalties.

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5	0	-
Pendulum Axe	3	1d10 (OR 9-10)	-1	8/80

Armor Leather armor PV 2 / BV 20 (-1m; -1 IM)

Sample of Attacks

- Unarmed SV 5
- Pendulum Axe SV 8

DIMWALKER, EXPERIENCED (STORMLANDER STORMKELT)

Age: 28; **Move:** Land 2 CP per 1 m (Max 9 m due to armor); **Religion:** Gerbanis; **Initiative Base:** 0 (wearing armor); **Body Points:** 36; **Natural healing:** 1 BP/day.

Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / >36 (Dying)

Character Traits: Intelligence +2, Perception -1, Strength +4

Skills: Shadow Arts SV 6; Vitner Craft SV 1; Wilderness SV 6.

Agility SV 4	Battle Maneuver 1 (<i>Ironclad 1</i>)
Care SV 4	Healing and Drugs 1 (<i>Extracts and Potions 1, First Aid and Nursing 1</i>)
Entertainment SV 4	Gambling 1
Faith SV 10	God Focus 1 (<i>Potent 2</i>). Divine Power 2 (<i>Faithful 2, Powerful 1</i>). Invoke 2 (<i>Stormkelt 2, Tablets: Influence of Jorn 1, Strength of Stormi 3, Warmth of Sunvei 2, Wisdom of Windinna 1, Wrath of Tyrd 1</i>).
Fighting SV 7	Armed 1 (<i>One-Handed Heavy Weapons Right Hand 2, One-Handed Light Weapons Right Hand 1, Shield Bearer 1</i>). Battle Experience 1 (<i>Armor Bearer 2</i>).
Knowledge SV 5	Culture Knowledge - Stormlander 1 (<i>Religion - Gerbanis 1</i>). Language 1 (<i>Reading and Writing - Vrok 1, Mother Tongue - Vrok 3</i>).
Divinity Capacity: 34	Basic SV for Divine Powers: SV 16

Other details on Divine Powers: SV +1 to remain focused while disturbed, -4 SV on targets' rolls to resist, -1 to rolls on Fatal Failure Table, +4 on Blood Gifting.

Holy Tablets	Divine Abilities	SV	Invocation Time	IM	Basic Cost
Influence of Jorn 1	Death Gust	SV 14	1 AR	-1	2
	Wall of Dusk	SV 14	1 AR	-1	2
Strength of Stormi 1	Troll Strength	SV 14	1 AR	-1	2
	Voice of Command	SV 14	1 AR	-1	2
Strength of Stormi 2	Havar	SV 12	3 AR	-2	4
	Hinji Strength	SV 12	2 AR	-2	4
Strength of Stormi 3	Jarl's Call	SV 10	1 AR	-3	6
	Shield Dísir	SV 10	6 AR	-3	6
Warmth of Sunvei 1	Healing	SV 14	6 AR	-1	2
	Sunray	SV 14	1 minute	-1	2
Warmth of Sunvei 2	Healing Glow	SV 12	1 minute	-2	4
	Summer Place	SV 12	1 minute	-2	4
Wisdom of Windinna 1	Inspiration	SV 14	2 AR	-1	2
	Sixth Sense	SV 14	1 AR	-1	2
Wrath of Tyrd 1	Fire Iron	SV 14	1 AR	-1	2
	Battle Cry	SV 14	1 AR	-1	2

Combat Points: Free 8 / Armed 1 (One-Handed Heavy W. Right Hand 4, One-Handed Light Weapons R. Hand 2, Shields 2).

Other Details on Combat: +4 Melee damage, Initiative +1 (already counted in the base), can wear armors up to Heft 4 without extra penalties, -1 Heft on worn armors.

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5+4	0	-
Bearded Axe	3	1d10 (OR 9-10)+4	-5	8/80
Bear Paw (Dagger)	4	1d10 (OR10)+4	-1	5/50
	2	1d10+4	-2	6/60
Armor	Chain mail PV 5 / BV 50 (Heft reduced to 4 by Ironclad: -1m; -1 IM).			
Sample of Attacks	<ul style="list-style-type: none"> • Unarmed SV 8 • Bearded Axe SV 9, Shield SV 6; • Bear Paw SV 7, SV 4. 			

DWELLER, BEGINNER (MITTLANDER TRADER)

Age: 24; **Move:** Land 2 CP per 1 m (Max 10 m); **Religion:** The Eald Tradition; **Initiative Base:** 0; **Body Points:** 33; **Natural healing:** 1 BP/day

Damage levels: 1-9 (0) / 10-17 (-1) / 18-25 (-3) / 26-33 (-7) / >33 (Dying)

Character Traits: Intelligence +1, Perception +1, Strength +1

Skills: Faith SV 2; Shadow Arts SV 4; Vitner Craft SV 1; Wilderness SV 3

Agility SV 4	Horsemanship 1 (<i>Driving Wagons 1, Riding 1</i>).
Care SV 7	Handicraft 1. Tradesman 1 (<i>Cooking 1, Trader 2</i>).

Entertainment SV 7	Gambling 1. Storytelling 1 (<i>Libel 1</i>)
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Fighting SV 4	Unarmed Fighting 1
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Knowledge SV 7	Culture Knowledge - Mittlander 1. Language 1 (<i>Bribery 1, Mother Tongue - Vrok 3, Foreign Tongue - Rona 1, Calculate 1, Silver-tongue 1</i>).
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Combat Points: Free 4 / Unarmed 1

Other Details on Combat: +1 Melee damage.

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5 +1	0	-
Seax Dagger	4	1d10 (OR 10)+1	- 1	5/50

Armor	None
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Sample of Attacks	<ul style="list-style-type: none">• Unarmed SV 5• Seax Dagger SV 4
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DWELLER, EXPERIENCED (STORMLANDER FARMER)

Age: 42; **Move:** Land 2 CP per 1 m (Max 10 m); **Religion:** Gerbanis; **Initiative Base:** 0; **Body Points:** 35; **Natural healing:** 3 BP/day

Damage levels: 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-35 (-7) / >35 (Dying)

Character Traits: Constitution +2, Intelligence -1, Strength +1

Skills: Faith SV 4; Shadow Arts SV 4; Vitner Craft SV 1

Agility SV 5	Horsemanship 1 (<i>Driving Wagon 1, Riding 1</i>).
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Care SV 7	Handler 1 (<i>Commander 1, Sage 2</i>). Handicraft 1 (<i>Counterfeiters 1, Hard materials 3, Soft materials 2</i>). Tradesman 1 (<i>Brewer 1, Peasant 2, Cooking 1, Trader 2</i>). Healing and Drugs 1 (<i>Extract and potions 2, First Aid and Nursing 1</i>).
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Entertainment SV 5	Gambling 1 (<i>Cheater 1, Great Gambler 1</i>). Music and Dancing 1 (<i>Singing and Playing Instruments 1</i>). Storytelling 1.
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Fighting SV 6	Armed Fighting 1 (<i>One-handed Light Weapons Right hand 1, Shield Bearer 1</i>).
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Knowledge SV 7	Culture Knowledge 1. Language 1 (<i>Bribery 1, Mother Tongue - Vrok 3, Silvertongue 1</i>).
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Wilderness SV 4	Geography 1 (<i>Orientation 1</i>). Hunting Experience 1.
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Combat Points: Free 6 / Armed 1 (One-Handed Light W. right hand 2, Shields 2).

Other Details on Combat: +1 Melee damage.

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5 +1	0	-
Seax Dagger	4	1d10 (OR 10)+1	- 1	5/50
Small Shield	3	1d10	- 1	4/40

Armor	None
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Sample of Attacks	<ul style="list-style-type: none">• Unarmed SV 6• Seax Dagger SV 6 and Shield SV 5
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RANGER, BEGINNER (MITTLANDER STERSLUMING)

Age: 22; **Move:** Land 2 CP per 1 m (Max 12 m); **Religion:** The Eald Tradition; **Initiative Base:** +3; **Body Points:** 33; **Natural healing:** 2 BP/day

Damage levels: 1-9 (0) / 10-17 (-1) / 18-25 (-3) / 26-33 (-7) / >33 (Dying)

Character Traits: Constitution +1, Dexterity +2, Psyche +2

Skills: Faith SV 3; Shadow Arts SV 4; Vitner Craft SV 1

Agility SV 7	Horsemanship 1 (<i>Riding</i> 2).
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Care SV 5	Handicraft 1 (<i>Soft Materials</i> 1).
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Entertainment SV 4	Storytelling 1
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Fighting SV 5	Armed Fighting 1 (<i>One-Handed Heavy Weapons Right hand</i> 1). Battle Experience 1 (<i>Fighter</i> 1).
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Knowledge SV 4	Culture Knowledge - Mittlander 1. Language 1 (<i>Mother Tongue - Rona</i> 3).
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Wilderness SV 7	Geography 1 (<i>Orientation</i> 1). Hunting Experience 1 (<i>Carve and Butcher</i> 1, <i>Hunting and Fishing</i> 1). Nature Knowledge 1. Survival 2.
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Combat Points: Free 6 / Attacks & Parries 2 / Armed 1 (One-Handed Heavy W. right hand 2).

Other Details on Combat: Initiative +3 (already counted in the base).

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5	0	-
Hunting Spear	3	1d10 (OR 9-10)	-3	4/40
Hring Seax	4	1d10 (OR 10)	-2	6/60

Armor	None
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Sample of Attacks	<ul style="list-style-type: none">• Unarmed SV 8• Hunting Spear SV 11• Hring Seax SV 9
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RANGER, EXPERIENCED (KORPIKALLA HUNTER)

Age: 83; **Move:** Land 2 CP per 1 m (Max 15 m when wearing armor); **Religion:** Toikalokke; **Initiative Base:** +4 (when wearing armor); **Body Points:** 30; **Natural healing:** 1 BP/day

Damage levels: 1-8 (0) / 9-16 (-1) / 17-23 (-3) / 24-30 (-7) / >30 (Dying)

Character Traits: Dexterity +4, Perception +2

Skills: Faith SV 1; Vitner Craft SV 1

Agility SV 7	Body Control 1
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Care SV 4	Healing and Drugs 1
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Entertainment SV 4	Music and Dancing 1 (<i>Singing and Playing instruments</i> 1).
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Fighting SV 7	Armed Fighting 1 (<i>Bows and Slings</i> 3, <i>One-Handed Light Weapons Right hand</i> 1). Battle Experience 1 (<i>Armor Bearer</i> 1, <i>Fighter</i> 2).
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Knowledge SV 5	Culture Knowledge - Elves 1. Race Knowledge 1. Language 1 (<i>Mother Tongue - Eika</i> 3).
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Shadow Arts SV 7	Shadowing 1 (<i>Camouflage and Hiding</i> 2, <i>Walking in Shadows</i> 1).
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Wilderness SV 7	Hunting Experience 1 (<i>Carve and Butcher</i> 1, <i>Hunting and Fishing</i> 3, <i>Tracker</i> 1, <i>Wilderness Signs</i> 1). Nature Knowledge 1 (<i>Animal Friend</i> 1, <i>Botany</i> 2, <i>Weather Man</i> 1, <i>Zoology</i> 1). Geography 1. Survival 2.
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Combat Points: Free 8 / Attacks & Parries 4 / Armed 1 (*Bows & Slings* 6, *One-Handed Light w. right hand* 2).

Other Details on Combat: Initiative +5 (already counted in the base), can wear armors up to Heft 2 without extra penalties.

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5	0	-
Compound Bow	2	2-70 m: 1d10 (OR 8-10) 71-150 m: 1d10 (OR 8-10)/2	-4	3/30

Dagger	4	1d10 (OR 10)	-1	5/50
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Armor	Fur armor PV 2 / BV 20 (Heft 2: -1m; -1 IM)
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Sample of Attacks	<ul style="list-style-type: none">• Unarmed SV 12• Compound Bow SV 12, SV 7• Compound Bow SV 19• Dagger SV 10, SV 5
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ROGUE, BEGINNER (STORMLANDER SCOUNDREL)

Age: 15; **Move:** Land 2 CP per 1 m (Max 11 m); **Religion:** Gerbanis; **Initiative Base:** +1; **Body Points:** 32; **Natural healing:** 1 BP/day

Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / >32 (Dying)

Character Traits: Charisma -2, Dexterity +1, Perception +1

Skills: Care SV 3; Entertainment SV 2, Faith SV 1; Vitner Craft SV 1; Wilderness SV 5

Agility SV 7	Body Control 1 (<i>Jumping, Climbing and Balancing 1, Swim 1</i>). Battle Maneuver 1 (<i>Evade 2</i>)
Fighting SV 7	Armed Fighting 1 (<i>One-Handed Light Weapons Right hand 3</i>)
Knowledge SV 4	Language 1 (<i>Mother Tongue - Vrok 3</i>). Culture Knowledge - Stormlander 1.
Shadow Arts SV 7	Shadowing 1 (<i>Exploring 2, Camouflage and Hiding 3, Walking in Shadows 1</i>). Thievery 1 (<i>Stealing 2, Thief Signs 1</i>).

Combat Points: Free 7 / Armed 1 (One-Handed Light W. right hand 6).

Other Details on Combat: Evade SV 10, Initiative +1 (already counted in the base).

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5	0	-
Hand Axe	4	1d10 (OR 10)	-3	6/60
Seax Dagger	4	1d10 (OR 10)	- 1	5/50
Armor	None			
Sample of Attacks	<ul style="list-style-type: none">• Unarmed SV 7• Hand axe SV 14• Dagger SV 5, SV 5, SV 4			

ROGUE, EXPERIENCED (MITTLANDER EITRSPATTERS)

Age: 33; **Move:** Land 2 CP per 1 m (Max 10 m); **Religion:** The Tenet of Nid; **Initiative Base:** 0; **Body Points:** 28; **Natural healing:** ½ BP/day

Damage levels: 1-7 (0) / 8-14 (-1) / 15-21 (-3) / 22-28 (-7) / >28 (Dying)

Character Traits: Constitution -4, Intelligence +4, Perception +2

Skills: Faith SV 1; Fighting SV 4; Vitner Craft SV 1

Agility SV 5	Body Control 1 (<i>Jestering 1, Jumping, Climbing and Balancing 1</i>). Horsemanship 1 (<i>Riding 1</i>).
Care SV 7	Tradesman 1 (<i>Brewer 2</i>). Healing and Drugs 1 (<i>Extract and Potions 3</i>).
Entertainment SV 7	Storytelling 1 (<i>Libel 3</i>).
Fighting SV 8	Armed Fighting 1 (<i>One-Handed Light Weapons Left hand 3</i>)
Knowledge SV 6	Culture Knowledge - Mittlander 1. Language 1 (<i>Bribery 1, Mother Tongue - Rona 3, Calculate 1, Silvertongue 1</i>).
Shadow Arts SV 10	Shadowing 1 (<i>Camouflage and Hiding 2, Sneak Attack 1, Walking in Shadows 2</i>). Thievery 2 (<i>Disguise 2, Locks and Traps 2, Shadow World 1</i>).
Wilderness SV 7	Nature Knowledge 1 (<i>Botany 3, Zoology 2</i>).

Combat Points: Free 8 / Armed 1 (One-Handed Light W. left hand 6).

Other Details on Combat: Sneak Attack +2 damage. Remember to give him a few doses of poisons like the Manetter or Tunglis.

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5	0	-
Seax Dagger	4	1d10 (OR 10)	- 1	5/50
Armor	None			
Sample of Attacks	<ul style="list-style-type: none">• Unarmed SV 8• Seax Dagger SV 15• Seax Dagger SV 8, SV 7			

VITNER WEAVER, BEGINNER (WILDFOLK OUTCAST)

Age: 14; **Move:** Land 2 CP per 1 m (Max 10 m); **Religion:** Rejected Haminges; **Initiative Base:** 0; **Body Points:** 28; **Natural healing:** ½ BP/day.

Damage levels: 1-7 (0) / 8-14 (-1) / 15-21 (-3) / 22-28 (-7) / >28 (Dying)

Character Traits: Constitution -2, Intelligence +2, Strength -2

Skills: Care SV 1; Entertainment SV 4; Faith SV 1

Agility SV 5	Battle Maneuver 1 (<i>Evade 1</i>).
Fighting SV 6	Armed 1 (<i>One-Handed Light Weapons r. hand 1</i>). Unarmed 1.
Knowledge SV 6	Culture Knowledge - Wildfolk 1. Language 1 (<i>Mother Tongue - Wild Vrok 1</i>).
Shadow Arts SV 5	Shadowing 1.
Vitner Craft SV 7	Vitner Focus 1. Call of Vitner 1 (<i>Darkhwitalja 2, Vitner Habit 2</i>). Vitner Shaping 1 (<i>Galding 2, Sejding 1, Vitner Tablets: Body Vitner 1, Flame Craft 2, Power Of Vision 2, Vitner Craft 1, Witchcraft 3</i>).
Wilderness SV 7	Geography 2. Hunting Experience 1. Nature Knowledge 1. Survival 1.
Vitner Capacity: 72	Basic SV for Spells: Galding SV 12; Sejding SV 10.

Other details on Vitner Weaving: Darkhwitalja (no perfect results, 1d10 OR 8-10 on Fatal Magic Table rolls); SV +1 to remain focused while disturbed, -1 to rolls on Fatal Failure Table.

Vitner Tablets	Spells	Galding/Sejding	Weaving Time	IM	Basic Cost
Body Vitner 1	Grip	SV 10 / SV 8	1 AR	-1	2
	Tripping	SV 10 / SV 8	1 AR	-1	2
Flame Craft 1	Heat Water	SV 10 / SV 8	2 AR	-1	2A
	Spark	SV 10 / SV 8	1 AR	-1	2A
Flame Craft 2	Burning Hand	SV 8 / SV 6	1 AR	-2	4A
Power of Vision 1	Tracking	SV 10 / SV 8	2 AR	-1	2B
Power of Vision 2	Scanning	SV 8 / SV 6	1 minute	-2	4B
	Far Sight	SV 8 / SV 6	1 AR	-2	4B
Vitner Craft 1	Channeling	SV 10 / SV 8	15 minutes	-1	2B
	Vitner Pouch	SV 10 / SV 8	1 minute	-1	2B
Witchcraft 1	Uprooted Tree	SV 10 / SV 8	2 AR	-1	2A
	Phantom Plague	SV 10 / SV 8	1 AR	-1	2A
Witchcraft 2	Fever	SV 8 / SV 6	3 AR	-2	4A
	Curse Object	SV 8 / SV 6	2 AR	-2	4A
Witchcraft 3	Amnesia	SV 6 / SV 4	1 minute	-3	6A

Cost Effects of Darkhwitalja: A) Levels of power cost -1, but no less than 1 per level; B) Levels of power double in cost.

Combat Points: Free 6 / Armed 1 (One-Handed Light W. right hand 2) / Unarmed 1.

Other Details on Combat: Evade SV 7, Melee Damage -2 (minimum 1 damage).

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5 -2 (Min. 1 dmg)	0	-
Club	4	1d10 (OR 10) -2 (Min. 1 dmg)	-2	4/40
Sling	2	15-35 m: 1d10/2 2-15 m: 1d10	-2	1/10
Armor	None			
Sample of Attacks	<ul style="list-style-type: none"> • Unarmed SV 7 • Club SV 9 • Sling SV 7 			

VITNER WEAVER, EXPERIENCED (MITTLANDER FHOMOR)

Age: 36; **Move:** Land 2 CP per 1 m (Max 9 m when wearing armor); **Religion:** The Eald Tradition; **Initiative Base:** 0 (when wearing armor); **Body Points:** 31; **Natural healing:** 1 BP/day

Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-31 (-7) / >31 (Dying)

Character Traits: Intelligence +4, Perception +2, Strength -1

Skills: Care SV 3; Faith SV 3; Shadow Arts SV 3; Wilderness SV 4

Agility SV 4	Battle Maneuver 1 (Ironclad 1).
Entertainment SV 4	Storytelling 1
Fighting SV 7	Armed Fighting 1 (<i>One-Handed Heavy Weapons right hand 2, One-Handed Light Weapons right hand 2</i>). Battle Experience 1 (<i>Armor Bearer 3, Fighter 1</i>).
Knowledge SV 7	Culture Knowledge - Mittlanders 1. Language 1 (<i>Mother Tongue - Vrok 3</i>).
Vitner Craft SV 7	Call of Vitner 1 (<i>Vaagritalja 3, Vitner Habit 3</i>). Vitner Focus 1 (<i>Potency 2, Safeweaving 2</i>). Vitner Shaping 1 (<i>Galding 1, Vitner Runes 1, Vyrding 3, Vitner Tablets: Body Vitner 2, Power of Thought 2, Power of Vision 1, Vitner Craft 3, Wind Craft 1</i>).
Vitner Capacity: 87	Basic SV for Spells: Galding SV 10; Vyrding 14.

Other details on Vitner Weaving: Vaagritalja (1d10 OR 9-10 on Fatal Magic Table rolls); SV +5 to remain focused while disturbed, -5 to rolls on Fatal Failure Table. -4 SV on targets' rolls to resist

Vitner Tablets	Spells	Galding/Vyrding	Weaving Time	IM	Basic Cost
Body Vitner 1	Grip	SV 8 / SV 12	1 AR	-1	2
	Tripping	SV 8 / SV 12	1 AR	-1	2
Body Vitner 2	Hearing/Deafness	SV 6 / SV 10	2 AR	-2	4
	Sense of Smell	SV 6 / SV 10	2 AR	-2	4
Power of Thought 1	Understanding Script	SV 8 / SV 12	5 AR	-1	2
	Understanding Speech	SV 8 / SV 12	3 AR	-1	2
Power of Thought 2	Courage	SV 6 / SV 10	2 AR	-2	4
	Fear	SV 6 / SV 10	2 AR	-2	4
	Telepathy	SV 6 / SV 10	3 AR	-2	4
Power of Vision 1	Tracking	SV 8 / SV 12	2 AR	-1	2
Vitner Craft 1	Channeling	SV 8 / SV 12	15 minutes	-1	2
	Vitner Pouch	SV 8 / SV 12	1 minute	-1	2
Vitner Craft 2	Enchant Object	SV 6 / SV 10	3 AR	-2	4
Vitner Craft 3	Anti Magic	SV 4 / SV 8	1 AR	-3	6
	Enchant Being	SV 4 / SV 8	3 AR	-3	6
Wind Craft 1	Purify Air	SV 8 / SV 12	1 AR	-1	2
	Wind Gust	SV 8 / SV 12	1 AR	-1	2

Cost Effects of Vaagritalja: None

Combat Points: Free 8 / Attacks & Parries 2 / Armed 1 (One-Handed Heavy W. right hand 4, One-Handed Light W. left hand 4)

Other Details on Combat: can wear armors up to Heft 6 without extra penalties, -1 Heft on worn armors, Melee Damage -1 (minimum 1 damage).

Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5 -1 (Min. 1 dmg)	0	-
Club	4	1d10(OR 10) -2 (Min. 1 dmg)	-2	4/40
Arming Sword	3	1d10 (OR 9-10) -1 (Min. 1 dmg)	- 4	6/60
Hring Seax	4	1d10 (OR 10) -1 (Min. 1 dmg)	- 2	6/60
Armor	Chain mail PV 5 / BV 50 (Heft reduced to 4 by Ironclad: -1m; -1 IM)			
Sample of Attacks	<ul style="list-style-type: none">• Unarmed SV 10• Arming Sword SV 8, SV 7.• Hring Seax SV 8, SV 7			

WARRIOR, BEGINNER (STORMLANDER RAIDER)

Age: 16; **Move:** Land 2 CP per 1 m (Max 9 m due to armor); **Religion:** Gerbanis; **Initiative Base:** 0 (wearing armor); **Body Points:** 38; **Natural healing:** 3 BP/day;

Damage levels: 11-10 (0) / 11-20 (-1) / 21-29 (-3) / 30-38 (-7) / >38 (Dying)

Character Traits: Constitution +2, Intelligence -1, Strength +4

Skills: Faith SV 1; Care SV 2; Vitner Craft SV 1; Wilderness SV 3

Agility SV 4	Battle Maneuver 1 (<i>Ironclad 1</i>)			
Entertainment SV 4	Music & Dancing 1 (<i>Singing and Playing instruments 1</i>)			
Fighting SV 7	Armed Fighting 2 (<i>Bows and Slings 1, One-Handed Heavy Weapons Right hand 2, One-Handed Light Weapons Left hand 2, Shield Bearer 1</i>). Unarmed Fighting 1 (<i>Brawling 1, Wrestling 1</i>). Battle Experience 1 (<i>Armor bearer 2, Fighter 2</i>)			
Knowledge SV 3	Culture Knowledge - Stormlander 1. Language 1 (<i>Mother Tongue - Vrok 3</i>)			
Shadow Arts SV 4	Shadowing 1 (Finding & Spotting 1)			
Combat Points: Free 8 / Attacks & Parries 4 / Armed 2 (Bows & Slings 2, One-Handed Heavy w. right hand 4; One-Handed Light w. left hand 4; Shields 2) / Unarmed 1 (Brawling 2, Wrestling 2).				
Other Details on Combat: +4 Melee damage, Initiative +1 (already counted in the base), can wear armors up to Heft 4 without extra penalties, -1 Heft on worn armors.				
Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5+4	0	-
Hunting Bow	3	2-30 m: 1d10 (OR 10) 31-80 m: 1d10 (OR 10)/2	- 2	2/20
Bearded Axe	3	1d10 (OR 9-10)+4	- 5	8/80
Seax Dagger	4	1d10 (OR 10)+4	- 1	5/50
Medium Shield	2	1d10+4	- 2	5/50
Armor	Chain mail PV 5 / BV 50 (Heft reduced to 4 by Ironclad: -1m; -1 IM)			
Sample of Attacks	•Unarmed SV 8, SV 7 •Bearded Axe SV 11 and Shield SV 9 •Hunting Bow SV 16			

WARRIOR, EXPERIENCED (MITTLANDER HERO)

Age: 35; **Move:** Land 2 CP per 1 m (Max 13 m due to armor) + 3 free m; **Religion:** The Eald Tradition; **Initiative Base:** +6 (wearing armor); **Body Points:** 32; **Natural healing:** 1 BP/day

Damage levels: 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / >32 (Dying)

Character Traits: Intelligence +1, Dexterity +4, Perception +1

Skills: Care SV 1; Faith SV 1; Shadow Arts SV 5; Vitner Craft SV 1; Wilderness SV 4

Agility SV 7	Horsemanship 1 (<i>Riding 2</i>). Body Control 1 (<i>Ambidexterity 3</i>). Battle Maneuver 1 (<i>Ironclad 2, Combat Movement 3, Evade 2</i>)			
Entertainment SV 5	Storytelling 1 (<i>Libel 1</i>)			
Fighting SV 7	Armed Fighting 2 (<i>Bows and Slings 1, One-Handed Heavy Weapons Left hand 2, One-Handed Heavy Weapons Right hand 2, One-Handed Light Weapons Left hand 2, One-Handed Light Weapons Right hand 2, Shield Bearer 1, Two-handed weapons 1</i>). Unarmed Fighting 1 (<i>Brawling 1, Wrestling 2</i>). Battle Experience 1 (<i>Armor Bearer 2, Combat Actions 1, Combat Reactions 1, Fighter 2</i>).			
Knowledge SV 5	Culture Knowledge - Mittlander 1 Language 1 (<i>Foreign Tongue - Vrok 1, Mother Tongue - Rona 3, Silvertongue 1</i>)			
Combat Points: Free 8 / Attacks & Parries 4; other actions 2 / Armed 2 (Bows & Slings 2, One-Handed Heavy w. left hand 4, One-Handed Heavy w. right hand 4, One-Handed Light w. left hand 4, One-Handed Light w. right hand 4, Shields 2, Two-handed w.2 / Unarmed 1 (Brawling 2, Wrestling 4).				
Other Details on Combat: Evade SV 12, Initiative +7 (already counted in the base), +3 free m per round, can wear armors up to Heft 4 without extra penalties , -1 Heft on worn armors.				
Weapons	WA	Damage	IM	PV/BV
Unarmed	-	1d5	0	-
Compound bow	2	2-70 m: 1d10 (OR 8-10) 71-150 m: 1d10 (OR 8-10)/2	- 4	3/30
Arming Sword	3	1d10 (OR 9-10)	- 4	6/60
Medium Shield	2	1d10	- 2	5/50
Short Sword	4	1d10 (OR 10)	- 3	7/70
Armor	Scale-reinforced chain mail PV 6 / BV 60 (Heft reduced to 4 by Ironclad: -1m; -1 IM)			
Sample of Attacks	<ul style="list-style-type: none">• Unarmed SV 8, SV 7• Right hand Long sword/Short sword SV 8, Left hand Hring Seax/Short sword SV 7;• Long Sword SV 9, SV 9;• Compound Bow SV 10, SV 6			



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