



TM

JÖRÐGARD

Game Masters Guide

Dungeons Daring™ Edition

Book 3



Dungeons



Daring™

NOTE:

This volume is for Game Masters only!
Players should not read this book!



A Fantasy Role Playing world

Book 3 – Game Masters Guide
Version 1.0

The *Game Masters Guide* is dedicated
to the memory of

James Branch Cabell

Product Code: JW3-0001

Authored by the *Vintyri*TM Project

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WHEELS ARE MADE FOR ROLLING
MULES ARE MADE TO PACK
I'VE NEVER SEEN A SIGHT THAT DIDN'T
LOOK BETTER LOOKING BACK

MUD CAN MAKE YOU A PRISONER
AND THE PLAINS CAN BAKE YOU DRY
SNOW CAN BURN YOUR EYES
BUT ONLY PEOPLE MAKE YOU CRY

HOME IS MADE FOR COMING FROM
FOR DREAMS OF GOING TO
WHICH WITH ANY LUCK
WILL NEVER COME TRUE

DO I KNOW WHERE HELL IS?
HELL IS IN HELLO
HEAVEN IS GOODBYE FOREVER
IT'S TIME FOR ME TO GO

WHEN I GET TO HEAVEN
TIE ME TO A TREE
OR I'LL BEGIN TO ROAM AND SOON
YOU KNOW WHERE I WILL BE

I WAS BORN UNDER A WAND'RIN' STAR

WAND'RIN' STAR
FROM THE BROADWAY MUSICAL *PAINT YOUR WAGON*
LYRICS BY ALAN JAY LERNER - 1951

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<http://www.nbos.com>

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***This Game Masters Guide
is dedicated to the memory
of James Branch Cabell.***

***What kind of a fantasy world
would we have
if Jurgen never had been?***

- The Vintyri Project

Assume, if you will, that there really were races once which could do magic – that is mentally control external phenomena by means as yet unknown to our science. Assume that they could live indefinitely, change their shapes, and so on. Such an alien metabolism might have its own penalties, in the inability to endure the glare and actinic light of the sun or in disastrous electrochemical reactions induced by contact with iron.

- Poul Anderson (1971)

*In the introduction to the first republication
of his 1954 fantasy novel
The Broken Sword*

Foreword

1. Welcome to Volume 2!

Where's Volume 1? A fitting question! Volume 1 of the *Jörðgarð Game Master's Guide* really is Book 2 in the *Jörðgarð* series ... *The Jörðgarð Player's Guide*. The players' book contains all of the basic information over the campaign setting and its world, known as the jörð. As a game master, you need to know everything in the *Players' Guide*. This book continues where the *Players' Guide* ends, containing the information you need to know but that your players aren't allowed to know yet.

2. So What do We Need?

A good answer to that question depends upon the game rules that you're using. The *Jörðgarð* campaign setting is available in two versions for two different rules systems:

- The *Dungeons Daring*™ fantasy roleplaying game, Version 4.0. This is a free, open source, open gaming RPG produced by the *Vintyri*™ Project, the same group that created this *Jörðgarð* campaign setting. *Dungeons Daring* was specifically designed for the *Jörðgarð* setting, and vice versa. For more information, go to <http://www.vintyri.org> and pick the *Dungeons Daring* option.
- The so-called OGL 3.5 game system. This system was developed by Wizards of the Coast® Inc. and was published as Open Game Content in the *d20*™ *Open Source Reference Document*, Version 3.5. This is basically the system used by *Dungeons & Dragons* in the version 3.5 from the year 2003, which no longer is a current product of Wizards of the Coast. However, it is the system used in the world's best-selling fantasy RPG, *Pathfinder*®, from Paizo Publishing LLC, and it also is the basic system used in the new, popular *13th Age*® RPG from Pelgrane Press Ltd. in London.

OGL 3.5 Campaigns

Seeing that far more RPG campaigns use the OGL 3.5 rules than any other single system, we'll start here:

- **Players Need:** The players' core rulebook for the OGL 3.5 game that you're using for your campaign and the OGL 3.5 version of the *Jörðgarð Players' Guide*. They should have access to **no other** *Jörðgarð* materials.
- **You Need:** The players', game master's and monster core rulebooks for the OGL 3.5 game that you're using for your campaign and the OGL 3.5 versions of the *Jörðgarð Players' Guide* and *Jörðgarð Game Masters Guide* as well as the regionally specific *Jörðgarð* books necessary for the campaign you're planning. Also helpful are the official history of the jörð in Book 1, *Urð's Heimskringla*, and Book 4, the *Atlas of the Jörð* (planned for release in 2015). However, these two volumes are optional. They are not necessary.

Dungeons Daring™ Campaigns

In this case, you'll be using all free open source, open gaming products from the *Vintyri* website:

- **Players Need:** The *Dungeons Daring Players' Guide*, Version 4.0, and the *Dungeons Daring* version of the *Jörðgarð Players' Guide*. They should have access to **no other** *Jörðgarð* materials.
- **You Need:** The *Dungeons Daring Players Guide*, *Game Masters Guide* and *Creature Guide* and the *Dungeons Daring* versions of the *Jörðgarð Players' Guide* and *Jörðgarð Game Masters Guide* as well as the regionally specific *Jörðgarð* books necessary for the campaign you're planning. Also helpful are the official history of the jörð in Book 1, *Urð's Heimskringla*, and Book 4, the *Atlas of the Jörð* (planned for release in 2015). However, these two volumes are optional. They are not necessary.

Campaigns with Other RPGs

Although the *Jörðgarð* campaign setting was developed specifically for the *Dungeons Daring* and OGL 3.5 game systems, there isn't anything that forbids you from using it with other games. However, if you do so, you probably will need to work out conversions to make *Jörðgarð* work with the game and rules that you've chosen. If that's what you wish to do, we suggest that you gather your own game master's materials first and then familiarize yourself with the jörð and its ways, so that you have a good idea what you need to do to make your campaign work with the rules that you've chosen.

- **You Need:** Whatever game master materials are required for your game and the *Dungeons Daring* versions of the *Jörðgarð Players' Guide* and *Jörðgarð Game Masters Guide*. We suggest the *Dungeons Daring* versions because they don't contain extra pages with information on OGL 3.5 conversions, which probably would be superfluous with the game that you're using. You also need the regionally specific *Jörðgarð* books necessary for the campaign you're planning. Helpful too are the official history of the jörð in Book 1, *Urð's Heimskringla*, and Book 4, the *Atlas of the Jörð* (planned for release in 2015). However, these two volumes are optional. They are not necessary.
- **Players Need:** Whatever materials are necessary for players to play the game you've chosen and the *Dungeons Daring* version of the *Jörðgarð Players' Guide*. The players should have access to **no other** *Jörðgarð* materials.

3. What Kind of a World is the Jörð?

The *Vintyri Project* authors set out to cook up a fantasy RPG setting using the following ingredients:

- A world in which participants can play their roles in recreations of certain real world mythologies in a credible manner.
- An alternate planet that is a revisualization of the real world, but one in which magic and monsters exist. The focus is upon the real world between the Dark and Middle Ages in Europe.
- An environment in which mortals and their undying counterparts reach the end of their physical growth, rather than advancing as supermen and impossible living machines of mass destruction.
- A world in which learning never stops, where the power of magic is without the limits posed by the end of physical growth, but nonetheless a world, where any warrior stands a chance against any spellcaster.
- A place where people live, can become injured, can become ill and can die, without being restored to full health within a minute 10 times daily through works of magic ... in other words, where the ill, injured and wounded need to be healed and where the dead usually stay dead.
- An environment in which some creatures cannot stand the light of the day and in which iron is fatal to elves ... just as it is told in the legends and lore of days of yore. (See also the words of the late Poul Anderson on Page 10.)
- A world where deities and religions play a secondary role rather than dominating the world.

Upon the jörð, the world of the *Jörðgarð campaign setting*, we attempted to do all of that as follows:

- The first geographical accessories describe lands that live within the mythological descriptions of the northern Europeans, as told in the Elder and Prose Eddas from Iceland, the Finnish mythology as preserved in *The Kalevala* by Elias Lönnrot and through the traditional spirit beliefs of the Slavic countries.
- To achieve the feel of an alternate version of the real world, the *Jörðgarð* books do completely without drawn illustrations of warrior maidens in bikini armor, bizarre pseudo-anime sketches of creatures that little resemble anything that might have existed, etc. Our books use photographs of scenes, places and objects that might have been or really were around in the real world during the Middle Ages. Our maps sketch places that might have been using graphic symbols that often are based on real, existing objects from the Middle Ages.

- There is no further development of physical abilities after reaching a maximum level. After that level, there is only mental growth. Spellcasters can advance as long as they exist, crossing the threshold from conventional magic to absolute magic.
- Through the use of magic resistance, non-spellcasters can stand their own against the mightiest of spellcasters. Upon the jörð, those who can use magic have no resistance to it. Those who cannot use magic have a growing resistance to it. When a high level spellcaster attempts to attack an equally high level warrior with a deadly spell, there is a chance of up to 50% that the spell will have no effect. There is no chance that the spellcaster will keep his or her head if the warrior's sword blade connects with the spellcaster's neck.
- Magical healing is somewhat rare and difficult (but not impossible) to come by upon the jörð, and it is expensive. Most healing is done by members of the healer class, who apply herbal healing methods more often than magical methods. Herbal healing works quite well, but it is slower than magical healing. When a person has been dead for more than 7 to 16 days, no magic can restore him or her to life. The only chance one has to bring that person back is to travel to Deep Hell and to attempt to bargain there with insane Hela.
- Iron is fatal to light and dark elves upon the jörð, and it will destroy many kinds of undead. Sunlight and/or daylight are fatal, damaging or troublesome for many kinds of undead and other creatures of the Darkness. Daylight turns trolls to stone and destroys vampires. The rays of the sun will destroy many kinds of undead. Orcs are weakened by sunlight. It makes dark elves ill and causes open sores on their bodies from which pus flows.
- Upon the jörð, religion is both a human and a regional matter, and in many areas, there is no religious practice. Only humans are inclined to create gods and worship them. All other folk including half-elves and halflings have no religious practices. Deities and their clerics have powers only in those areas where the deities in question have substantial bodies of believers and worshippers. For that reason, clerics tend to be non-player characters (NPCs) in the *Jörðgarð* framework.

4. The Game Master and the RPG Legacy

If you're new to fantasy RPGing, and if you're running your first campaign with the *Dungeons Daring* game and the *Jörðgarð* setting, the *OGL 3.5* legacy isn't likely to pose problems for you. However, most experienced game masters have used the *OGL 3.5* system at one time or another, and more *Jörðgarð* game masters are likely to use the *OGL 3.5* version rather than the *Dungeons Daring* version. Therefore, we'll take a little time to look at the conflicts between the *Jörðgarð* and *OGL 3.5* frameworks.

If you've been playing in the *OGL 3.5* environment, you'll find upon entering the jörð that a number of things have changed. The jörð has its own ways and its own needs. Many things that are common in a standard *OGL 3.5* setting are impossible upon the jörð. Standard *OGL 3.5* clerics, for instance, are not particularly useful upon the jörð, because of the way deific pantheons function. Nor can magi of the jörð simply use their own magic to become liches. Gnomes never have been found upon the jörð. There are dark elves and even black elves (another name for dwarves), but they bear no resemblance to the drow elves defined in the *d20 Standard Reference Document*.

What's more, *free will* is untouchable among elves, giants, humans, halflings and dwarves and some other creatures upon the jörð. One can use threats, coercion, lies, illusions or tricks to get a character to do something against his or her will, but there is no spell, deity or other power in the world that magically can *force* an elf, giant, human, halfling or dwarf to do anything. This automatically eliminates several *OGL 3.5* spells.

Other planes exist in the jörð's universe. The world originated with the disharmony between spirits on another unknown plane. But no one upon the jörð is aware that other planes exist. No creatures from other planes are known to exist. Thus, a game master who wishes to introduce planes and planar elements not only needs to do it on his or her own but also needs to figure out how to make planar elements fit into the framework of the jörð.

Some of these elements are certain to displease some game masters. After all, they might eliminate a game master's favorite monster or spell, etc. If you wish to reject a change we've made, go ahead and do it. *Nothing* is forbidden in the *Jörðgarð* setting, if the game master wishes to do it. However, making changes also may make it necessary for you to revise some parts of the world to fit those changes. Wherever we have implemented such changes, we have tried to describe them with one of the following labels:

- Not known to exist upon the jörð.
- Not recommended upon the jörð.
- Not compatible with the jörð.

Not known to exist upon the jörð means precisely that. It does not mean that the subject at hand does not exist, only that no one knows of it. This can be easy to work around. If you decide that the subject does exist upon your jörð, introduce it. However, if the circumstances of your campaign demand some history for it, you also may need to invent an explanation for how it got where it is.

Let's take gnomes as an example. Nothing in any official *Jörðgarð* literature will tell you anything about gnomes being anywhere. But nothing will keep you from adding them. However, if it plays a role in your campaign, it might be necessary for you to create a history from your gnomes. You'll find none in the official books.

Another vehicle for bringing OGL 3.5 material that's not known to exist into a campaign is to use the Eastern Hemisphere. For all intents and purposes, this half of the world is completely unknown. Any- and everything might be there. Someone or something could bring elements of the Eastern Hemisphere into the Western Hemisphere.

However, using the Eastern Hemisphere can have its pitfalls. Upon the present day jörð, only elves and the very wisest of all human heads knows that there is another hemisphere. No one (the Ancient Ones excepted) ever has been there or knows anything about it.

If you open the gate to the Eastern Hemisphere too soon, your PCs may want to go through it. The Eastern Hemisphere is each game master's private half of the world, to use or neglect as he or she sees fit. There is and never will be an official *Jörðgarð* definition of the Eastern Hemisphere. If you let your PCs go there, you'll have to design this part of the world yourself or find someone else who already has done so.

If something is defined as *not recommended upon the jörð* or *not compatible with the jörð*, this tells you clearly that you're going to bump heads with some part of the official jörð, if you use this element anyway.

Undead are a good example. The power to give existence to undead upon the jörð belongs to the primal power of evil on the world's South Pole, Naglfari Nóttisbarna. Almost all undead are slaves to its will. If you choose to introduce other undead into your world, you'll need to deal with two problems:

- How will you fit your undead into a world with Naglfari?
- How will you keep Nóttisbarna and his most powerful undead from quickly destroying your undead interlopers?

These are the kind of problems with which you'll have to deal if you introduce such elements into your jörð. Regardless of those problems, however, you should remember that nothing is prohibited in the *Jörðgarð* setting. It's yours, the game master's, to bend and mold as you wish.

5. Where are the Rest of the Monsters?

Playtesters who came from the OGL 3.5 environment posed this question frequently. Both the original OGL 3.5 monsters in the *d20 Standard Reference Document* and thousands more in subsequent works of many publishers have provided just about every imaginable type of monster ... and some that one still cannot imagine. In definitions of populations in geographical eras of the jörð, in contrast, one finds first and foremost undead, vampires, orcs and ogres. More creatures are mentioned, but not many of them and not often. The *Jörðgarð* setting, by the way, talks about *creatures* rather than *monsters*, simply because many of the beings defined as being monsters by various RPG products really aren't monsters at all, as far as the true meaning of the word *monster* goes.

Is that all that there is upon the jörð? Decidedly no, as one will recognize after reading the *Jörðgarð* base document, Book 1, *Urð's Heimskringla*. In our geographical descriptions, we list those creatures that are essential to the defined area, those creatures that play an ongoing role in deciding how life and time unfold themselves there. But there are other creatures to be sure. Some will be identified in *Jörðgarð* adventure modules. Most will be placed there by you, the game master.

The *Creature Guide* is one place where you can find more information on official *Jörðgarð* creatures. Where does one find the *Creature Guide*? It depends upon the game you're playing:

- **Dungeons Daring** game masters simply should use *Dungeons Daring* Book 3, the *Dungeons Daring Creature Guide*, along with any definitions found in separate *Jörðgarð* accessories.
- **OGL 3.5** game masters will find the *Creature Guide* near the back of this book.

However, the *Creature Guide* should be viewed only as a starting point for finding creatures with which to populate your campaign and its adventures. On both the commercial and free RPG markets, there are many sources of new creatures that you can add to your adventures. Regardless whether you're running an *OGL 3.5* or a *Dungeons Daring* campaign, the *OGL 3.5* monster books are not only one of the best sources for new creature definitions but also were the most important source for both *Dungeons Daring* and *OGL 3.5* game masters who playtested the *Jörðgarð* products.

There are some things that one must know and others that one must consider when adapting third party creature definitions for the jörð. First and foremost, the game master needs to familiarize him- or herself with the jörð, understand how things work within it and what origins things have. Without that knowledge, it's difficult to build a creature population for your world that will make sense to your players.

There are too many third party monster and creature products for us to deal with all of them. As a result, we're not going to deal with any of them. Instead, we'll limit our remarks from here on to the base monster catalog for all *OGL 3.5* products, the monster catalog of the *d20 Standard Reference Document*.

The key to bringing many of the *OGL 3.5* monsters into the jörð as *Jörðgarð* creatures can be found in some passages of *Jörðgarð* Book 1, *Urð's Heimskringla*. There we learn that the Lord of the Darkness, Naglfari Nóttisbarna, made many monsters that did not please it, when it began making Dark mutations to populate its part of the jörð. Nóttisbarna imprisoned these miscreations on the Suðeyja (*South Isle*) and it kept them there until after the Great Wars and the fall of the Æsir Empire.

In her *Heimskringla*, the norn Urð also tells us that the devastating wave of magic that was unleashed with the destruction of the High Draug Martröð freed many of these miscreations and magically transported them to other parts of the jörð. One also assumes that many of these mutations can reproduce. This fact of jörð history will give you the opportunity to introduce any monsters that are not incompatible with the *Jörðgarð* framework into your campaign.

However, as we'll see below, a number of these monsters are incompatible with the *Jörðgarð* framework. Nonetheless, some game masters – regardless whether one is running a *Dungeons Daring* adventure or an *OGL 3.5* campaign – still will want to use some of these monsters. To do that sensibly, one needs to make them compatible.

There are a number of ways to do that. Here are some ideas:

- **Undead:** With one exception, all undead upon the jörð are the spawn of the Darkness. They have their own origins, and these are entirely different from the origins of the catalog of undead *OGL 3.5* monsters. However, there is that one exception ... Mstislav, the vampire court mage and true ruler of the North Kingdom in the northwest corner of the jörð. Although vampires are lesser undead than the dark draugs and red draugs of the jörð's Darkness, they were created by Mstislav through his own experiments with black necromancy. There is nothing to say that another black necromancer couldn't learn to make of him- or herself something akin to an *OGL 3.5* lich.
- **Orcs, Ogres, Hobgoblins, Goblins and Trolls:** The official *Jörðgarð* mutations of these names are quite different from the *OGL 3.5* versions. However, there's nothing to keep you from avoiding confusion by bringing the *OGL 3.5* versions into your game and simply renaming them.
- **Light and Dark Elves, Dwarves and Giants:** These are more difficult. Elves and dwarves are so firmly defined in the *Jörðgarð* setting that most game masters probably would find it difficult to replace them with the *OGL 3.5* varieties or to introduce the *OGL 3.5* versions as credible additional elf or dwarf types. The same is true for giants, although one can imagine a creative game master succeeding in introducing a new giant type. The *Jörðgarð* framework envisions stone giants with the ettin subset and fire and ice giants.



Also under way upon the jörð: trolls, above, and water nymphs, below ...

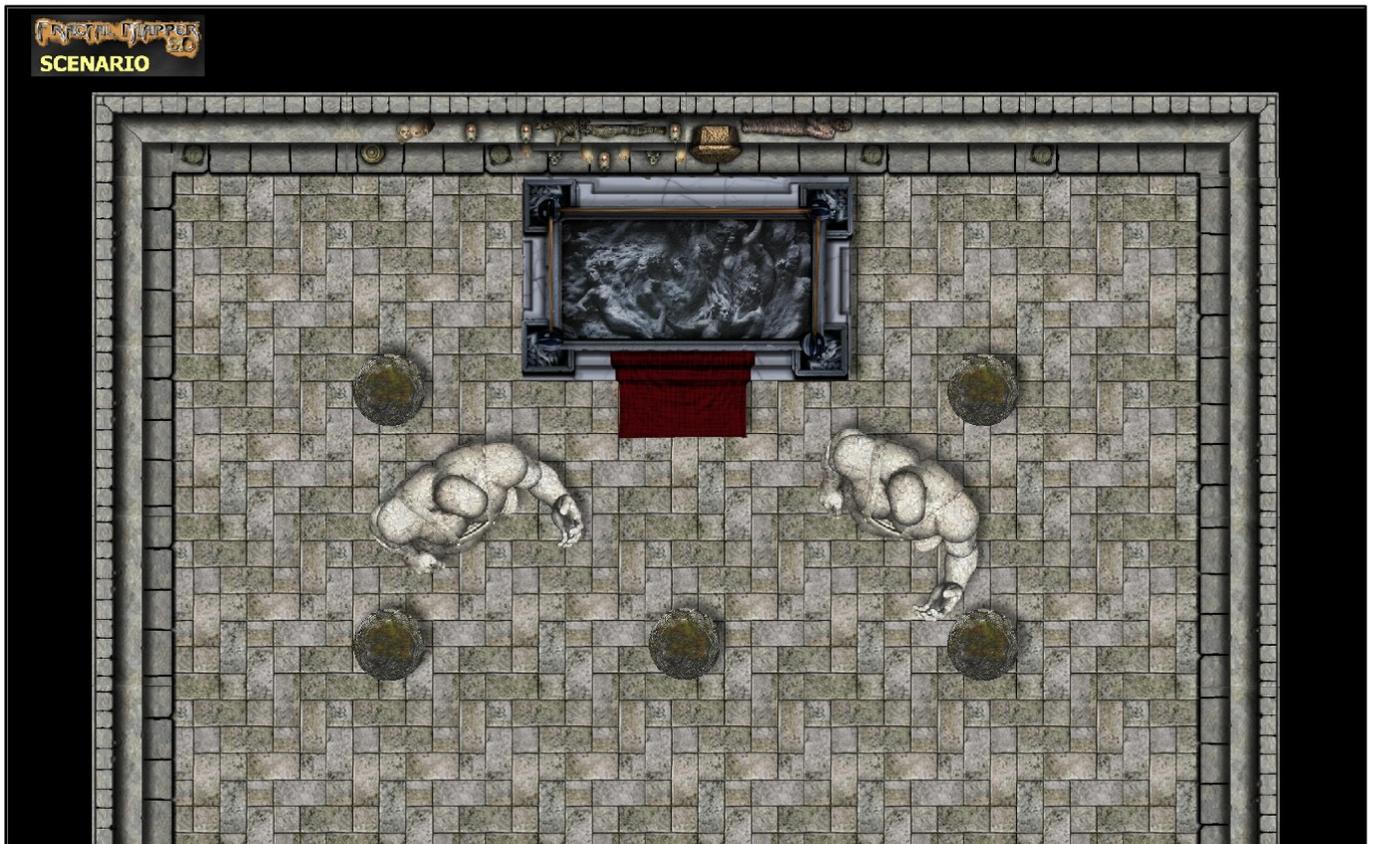
Open Game Content





... or ghouls, above, and stone golems, below.

Open Game Content



- **Demons, Devils, etc.:** These are such precisely defined creatures within the *Jörðgarð* framework that the insertion of additional *OGL 3.5* types is inadvisable. A few game masters in playtesting reported to us that they attempted to add some *OGL 3.5* types to their adventures. The result, they said, was an undesired, confusing chaos in the campaign that irritated the players rather than making the episodes enjoyable to them.
- **Will Destroyers:** There are some varieties of monsters that can force persons with free will to do things against their will, usually through magic or monster powers. The breaking of free will also breaks one of the basic foundations of the *Jörðgarð* setting. A game master may, of course, do just that, but we advise against it. The precedent that the breaking of free will would have also would have wide-reaching impacts upon many other parts of the defined jörð. Those impacts would be difficult to manage and might prove, in the end, to be unmanageable.

Incompatible *OGL 3.5* Creatures

The follow list includes **only** monsters that are defined in the **d20** Standard Reference Document. If you are running a game with or are familiar with the *Dungeons & Dragons 3.5* corebooks, you will find some monsters in these books that Wizards of the Coast Inc. did not define as Open Game Content. Such creatures are not included in our list. Substitute jörð creatures can be found in the *Creature Guide*.

OGL 3.5 Monster	Remarks
Achaierai	Planar creature, useful only if planes are added
Allip	Incompatible with the <i>Jörðgarð</i> undead framework
Angel	Planar creature, useful only if planes are added
Archon	Planar creature, useful only if planes are added
Arrowhawk	Planar creature, useful only if planes are added
Avoral	Planar creature, useful only if planes are added
Azer	Planar creature, useful only if planes are added
Barghast	Planar creature, useful only if planes are added
Belker	Planar creature, useful only if planes are added
Bodak	Incompatible with the <i>Jörðgarð</i> undead framework
Bralani	Planar creature, useful only if planes are added
Celestial Creature	Planar creature, useful only if planes are added
Ghaos Beast	Planar creature, useful only if planes are added
Couatl	Planar creature, useful only if planes are added
Demon	Incompatible with the <i>Jörðgarð</i> framework. Substitute jörð demons.
Derro	Incompatible with the basic <i>Jörðgarð</i> framework.
Devil	Incompatible with the <i>Jörðgarð</i> framework. Substitute jörð devils.
Devourer	Incompatible with the <i>Jörðgarð</i> undead framework
Dragons (all)	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð dragons.
Drider	Incompatible with the basic <i>Jörðgarð</i> framework.
Dwarf	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð dwarves.
Elementals (all)	Planar creature, useful only if planes are added
Elf	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð dwarves.
Ethereal Filcher	Planar creature, useful only if planes are added
Ethereal Marauder	Planar creature, useful only if planes are added
Ettin	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð dwarves.
Fiendish Creature	Planar creature, useful only if planes are added
Formian	Incompatible with the basic <i>Jörðgarð</i> framework.
Genie	Planar creature, useful only if planes are added
Ghaele	Planar creature, useful only if planes are added
Ghost	Incompatible with the <i>Jörðgarð</i> undead framework
Ghoul	Incompatible with the <i>Jörðgarð</i> undead framework. Substitute jörð ghouls.
Giants (all)	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð giants.
Gnome	Gnomes are not known to exist upon the jörð.
Goblin	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð goblins.
Gorgon	Incompatible with the <i>Jörðgarð</i> gorgon. Name change suggested.
Half-Celestial	Planar creature, useful only if planes are added

OGL 3.5 Monster	Remarks
Half-Dragon	Incompatible with the basic <i>Jörðgarð</i> framework.
Half-Fiend	Incompatible with the basic <i>Jörðgarð</i> framework.
Halfling	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð halflings.
Hell Hounds	Planar creature, useful only if planes are added. The OGL 3.5 version is not related to the official Jörð Hounds of Hel.
Hobgoblin	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð hobgoblins.
Howler	Planar creature, useful only if planes are added
Invisible Stalker	Planar creature, useful only if planes are added
Leonal	Planar creature, useful only if planes are added
Lich	Incompatible with the <i>Jörðgarð</i> undead framework
Lillend	Planar creature, useful only if planes are added
Lycanthrope	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð were-creatures.
Magmin	Planar creature, useful only if planes are added
Medusa	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð gorgons.
Mephit	Planar creature, useful only if planes are added
Mohrg	Incompatible with the <i>Jörðgarð</i> undead framework
Mummy	Incompatible with the <i>Jörðgarð</i> undead framework
Night Hag	Planar creature, useful only if planes are added
Nightmare	Planar creature, useful only if planes are added
Nightshade	Incompatible with the <i>Jörðgarð</i> undead framework
Ogre	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð ogres
Ogre Mage	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð ogres
Orc	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð orcs
Planetouched	Planar creature, useful only if planes are added
Pseudodragon	Incompatible with the basic <i>Jörðgarð</i> framework
Rakshasa	Planar creature, useful only if planes are added
Rast	Planar creature, useful only if planes are added
Ravid	Planar creature, useful only if planes are added
Salamander	Planar creature, useful only if planes are added
Shadow	Incompatible with the <i>Jörðgarð</i> undead framework
Shadow Mastiff	Planar creature, useful only if planes are added
Skeleton	Incompatible with the <i>Jörðgarð</i> undead framework. Substitute jörð skeletons.
Spectre	Incompatible with the <i>Jörðgarð</i> undead framework.
Thoqqua	Planar creature, useful only if planes are added
Titan	Planar creature, useful only if planes are added
Tojanida	Planar creature, useful only if planes are added
Treant	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð treeherders
Triton	Planar creature, useful only if planes are added
Troll	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð trolls
Vampire	Incompatible with the <i>Jörðgarð</i> undead framework. Substitute jörð vampires.
Vampire Spawn	Incompatible with the <i>Jörðgarð</i> undead framework. Substitute jörð vampires.
Vargouille	Planar creature, useful only if planes are added
Wight	Incompatible with the <i>Jörðgarð</i> undead framework.
Worg	Incompatible with the basic <i>Jörðgarð</i> framework. Substitute jörð troll wolves.
Wraith	Incompatible with the <i>Jörðgarð</i> undead framework
Xill	Planar creature, useful only if planes are added
Xorn	Planar creature, useful only if planes are added
Yeth Hound	Planar creature, useful only if planes are added
Zombie	Incompatible with the <i>Jörðgarð</i> undead framework. Substitute jörð zombies.

6. Religion, Deities, Clerics and the Like

Religion upon the jörð differs substantially from the handling of deities, pantheons and faiths in the *OGL 3.5* framework and in most other fantasy RPG settings. Jörð gods are a human creation, and usually only humans worship gods, although it is conceivable that some monster tribes could be duped into doing so. However, their *gods* would not be deities, only figments of the monsters' imagination or, perhaps, more powerful monsters.

Only humans have the ability to create gods upon the jörð. They do this through massive belief and worship. The deities of the subjects of that belief do indeed gain the abilities that their believers attribute to them – within reasonable bounds - as long as they and their believers remain within the deity's domain. There are no universally worshipped human deities in the Western Hemisphere.

This has substantial effects upon an RPG campaign upon the jörð. It is the main reason why the duties performed by clerics in a standard *OGL 3.5* setting are spread among other classes in the *Jörðgarð* setting. A standard *OGL 3.5* cleric would have considerable difficulty operating outside of his or her own deity's domain. He or she would lose all abilities attained directly through the deity, including – first and foremost – spells. No deity has any deific power outside of his or her domain – with one exception.

Let's look at this issue with the help of a few examples. Let us assume that a witch (cleric equivalent) of Óðinn (*Odin*), the main deity of Miðgarð, travels to Ása. Within perhaps 20 miles of Miðgarð's border, he or she will perceive that the powers granted by the Æsir god are fading. Long before the Witch reaches Ása, he or she will be without any of the powers granted by Óðinn.

Now let's look at the exception. Let's assume that 3,000 Miðgarðr warriors who are sound believers in and worshippers of the Æsir deities have marched into Ása, and they have one or more NPC clerics with them. These warriors are moving a part of the sphere of power of the Æsir pantheon with them. Óðinn's domain has been expanded to include the parts of Ása in which Óðinn's host is located at that time. The NPC clerics command their spell powers as long as they remain near to the host. Such invasions, of course, can flare up quickly into religious war.

The limited powers of deities and their clerics upon the jörð make it necessary to use other methods to make the powers of standard *OGL 3.5* clerics available to adventuring PC groups. To achieve this, we've introduced several jörð-specific elements into the world:

- **NPC Clerics:** This NPC class or profession is a weakened version of the *OGL 3.5* PC character class cleric, but it represents a group of NPCs who can wield considerable power and have strong followings. Such clerics are not likely to go adventuring, although they may accompany marching armies as noncombatants. NPC clerics usually represent the foundation and hierarchy of their faiths. They wield power within their churches and their deities grant them limited spell powers within the parameters of their faith and to make magical items. They are the politicians and fundraisers within a church. They raise money mostly through the sale of spells and magical items. However, they are unlikely to be seen conducting services in a temple.
- **PC/NPC Healers:** This class or profession gives players the opportunity to learn healing, but beyond that, it creates a replacement for the standard cleric in a world where clerics are infrequent. Healers can learn healing and curing spells, and they also can use and make magic items with the powers of these spells. In addition, Healers are herbalists who have access to an entire body of natural medicine that is defined in the *OGL 3.5 Jörðgarð Players Guide* and the *Dungeons Daring Players Guide* but not in the *d20 Standard Reference Document*.
- **Herbal Witches:** Members of this jörð NPC group are specialists in folk medicine who are less trained and less talented in their art than healers, although they can use many of the same methods and spells as healers. Many herbal witches are found in villages, where locals go to get herbal medicines, poultices and the like for modest fees or to obtain very limited spell services for a higher fee. In larger areas, herbal witches might have more flourishing businesses, serving as something of primitive physicians.
- **Sorcerers, Wizards, Magi, Nature Druids, Green Druids and White Druids:** Members of these jörð classes gain the ability to use spells similar to those of the *OGL 3.5* clerics list that no longer are available to jörð clerics and that also are unavailable to healers or herbal witches. While this appears to increase the power of members of these classes or professions, it also constrains it as well. In a standard *OGL 3.5* adventuring group, spell assignments probably will be divided between one PC who is a sorcerer or wizard and another who is a cleric or a druid.

Sorcerers, Wizards, Magi, Nature Druids, Green Druids and White Druids of the jörð bear the responsibility for these spells, but they gain no new additional spell slots. The result is that a PC party sometimes has to do without certain mage spells, because the group's wizard or sorcerer has had to use some of his or her spell slots to learn what heretofore were cleric spells.

In addition to those effects we've mentioned above, PC parties adventuring in the lands of the jörð will need to come to terms with a different approach to dealing with undead. There is no such thing as turning or rebuking undead upon the jörð. The only other method available is for sorcerers, wizards, magi, skáldar or druids in the parties to use their magic to repel, destroy or command undead. However, such magic again costs the mage or druid valuable spell usage.

In most campaigns, this difference in the approach to religion and deities also will tend to a shift in methods that players will use to help survive their adventures. Low level PC parties usually will have no member with healing powers. This will increase the need for adventurers to acquire magical items to heal, cure and protect against undead. Some, of course, might attempt to hire an NPC herbal witch to join the party and to provide some support.

7. Secrets of the Jörð

The tale of the greater spirits who created the jörð with its sun and moon and that of the ancient ones who fashioned it has been hidden from mankind. The only humans to whom these secrets have been revealed are the highest druids of the Northern Circle in the tundra near the northern polar region, and they tell their tales to no one. *Urð's Heimskringla* is in their keeping, hidden until a distant day when men are ready to know more.

As a tactical matter from a game master's viewpoint, players and their player characters **never** should gain access to the information in this section. That is important, because at least some and perhaps all of the Eldgamallr (*ancient ones*) still walk in human form among mankind. They do not wish humans to know their deeds as that of an ancient race.

The Greater Powers

In her *Heimskringla*, the norn Urð tells us that there are even greater powers in the universe than those that we describe here, but she reveals no more than that about them and in all likelihood knows no more herself. From her we know only that discordant spirits from a distant point in the universe were divided and remade again, and they then were sent to what now is the jörð's corner of the universe, either to find harmony or their own oblivion in their failure to do so. These great spirits are:

- **Sól**, the sun of the jörð and the spirit of Light and Life.
- **Nótti**, the night of the jörð and the spirit of Darkness and Entropy.
- **Tungl**, the moon of the jörð and the neutral spirit of balance that shields the jörð from the Light half of the time but that reflects the sun's Light into the Darkness when the latter prevails.
- **Fitjung**, the spirit of the jörð itself, known as the Jörðmóðir (*Earth Mother*). She is accepted and supported by Sól and Tungl but rejected by Nótti.
- **Nagfari Nóttisbarna** (*Translated: Nail-scar, son of Nótti*). Nagfari is an undead and neuter (neither male nor female) spirit that wars for Nótti against Fitjung but also is subordinate to her, because it is operating in her world and not its own.

Fitjung forbids Sól, Nótti, Tungl and Nagfari from participating directly in the battle for harmony. They must do so through their followers, and in the end, their human followers' deeds will decide whether harmony or entropy prevails. Fitjung's power over all things is boundless. Sól, Nótti, Tungl and Nagfari have no power over her. However, she must exercise that power with care, always striving to maintain the balance, lest she herself decide the battle for harmony or entry. That is the one thing that is forbidden to her. Should she do so, she would destroy herself and the jörð, and time would have to begin anew.

The Eldgamallr

The concept of Fitjung and the Eldgamallr is something of an intentional mystery. When one thinks a bit about the trinity concept of many religions of the real world, one might understand the concept better. These churches teach that there is but one god, but that this god is manifested in three persons, the father, the son and the holy ghost (or holy spirit).

Fitjung is both the substance and the spirit of the jörð. She manifests herself most directly in the form of the Eldgamall known as the Jörðmóðir. But somewhat in the manner that the trinity churches worship a god that is in three persons, Fitjung has many facets, and these are the Eldgamallr. Each facet is a part of Fitjung, but each also has its own spirit and makes its own decisions.

Nowhere could one see this so clearly as in the case of the Eldgamallr Viturpekkingr and Bardagaföð. They rebelled against the will of the Jörðmóðir. Fitjung utterly destroyed the two Eldgamallr, but their individual spirits survived long enough for the Darkness to claim them and to make of them its two most powerful servants, the hárdraugr (*high draugs*) Martröð and Mótstöður.

The Jörðmóðir, all powerful in her own world, later destroyed Martröð, and to this date, the Darkness has not returned him to the jörð. Whether Mótstöður still exists is unknown to us and to Urð as well.

The Eldgamallr can make for an interesting tool in a *Jörðgarð* campaign. The Jörðmóðir has forbidden them from playing any direct role in the events that humans are intended to steer. They may not fight, take sides with the use of their magic or even defend themselves. Humans have attempted to slay Eldgamallr who have walked among them in human form, having no idea with whom they were dealing. And the seemingly slain always have left a mystery behind. When they should have fallen dead, they disappeared instead.

However, the game master should remember that each Eldgamall has its own role to play and its own mission to fulfill. It is quite partial to that mission, and it will bend the rules of Fitjung as far as it can to fulfill that mission. There are tales that describe this well, although the non-elven teller of the tale has no idea that he or she is telling the story of an Eldgamall or even that an Eldgamall exists.

A tale that blue druids and skáldar can learn in Väinämöinen's bardic school in Karelian Väinämöinenslaituri illustrates this well. In the school, one learns the tale of the dwarf's grindstone. The tale deals with ancient but powerful blades and axes that were forged by dwarven or giant smiths and that later have come into human hands. Often these blades are dull, when found, and no living smith in the human lands of today is able to sharpen them.

However, it is told, when a true hero and foe of the Darkness gains such a blade, he or she sometimes encounters an ancient male dwarf sitting at a grindstone and furiously sharpening other blades. In some cases, the dwarf will examine the dull blade of a human and sharpen it himself. In other cases, the dwarf will look surprised and simply vanish, along with the weapon that he was sharpening, leaving his grindstone behind. If the human tries to do so, he or she can sharpen his or her own dull blade with the grindstone, which later vanishes.

Väinämöinen's bardic school does not, of course, reveal who this ancient dwarven smith really is. But elves, who dealt directly with the Eldgamallr and are bound to reveal nothing about them, know that the ancient dwarf is none other than the Eldgamall Smiðaföð (*Father of the Smiths*). He is nearly as much in love with the ancient dwarven blades as he is with the dwarves who forged them. When the old weapons resurface in the hands of a suitable wielder who is unable to sharpen them, Smiðaföð does his part to return them to use.

There are other manifestations of the Eldgamallr as well. When they appear, the ancient ones are doing the work that was assigned to them by the Jörðmóðir. In Aldmál-speaking lands, they are referred to as the huldufólk (*hidden folk*), and many believe them to be elves. However, those few humans who do know elves also will recognize that the acts done by the huldufólk are not at all elven in nature.

There has been another manifestation of the huldufólk in the North Kingdom, the Dreadlands and the ruins of the fallen Æsir Empire since the end of the Great Wars. A Darkness, an evil magic, still lies upon the land in parts of those counties, and where it lies, it stifles life. Once fertile farm land lies fallow, and the already oppressed peasants of those lands starve when their crops fail. However, there are many tales of a night visitor in some such areas, a strange woman in a hooded black gown who roams these areas alone. After she departs, it is said, the Darkness dissolves and the lands gradually become fertile again.

The strange lady, of course, is neither of a huldúfolk nor an elf. She is the Hjúp móðir, the Eldgamall who is the Mother of Plenty. She is one of the Eldgamallr charged with banning the Darkness from the lands. Two similar huldúfolk also have been seen doing similar deeds. One is a man who roams the sick forests. The other is a woman who walks the withering meadows.

After they have appeared, the Darkness dissolves, the trees of the forests begin to regain their health, and grass grows again in the meadows. In this case, one has seen Skógurföð, the Eldgamall who is father of the forests, or the Engimóðir, the mother of the meadows.

How many Eldgamallr there are is unknown. The elves could tell their tale, if they would, but the Jörðmóðir has forbidden their doing that, and the elves are unlikely to defy her. Our knowledge, then, is limited to that which Urð reported in her *Heimskringla*.

The Jörðmóðir

The Jörðmóðir is, of course, the first of the Eldgamallr. Exactly what role she plays is not explained clearly by Urð. One has the impression that the Jörðmóðir takes care of all kinds of things. Many people have seen her, although no one has known who she is. She always appears as an old, somewhat grouchy human crone whom no one seems to know but everyone seems to remember more or less.

When she does appear, she has a tendency to tell people to do things. People then have a tendency to do what she has told them to do. This has nothing to do with free will. Sometimes when she tells people to do things, they do what they are told because it seems the reasonable thing to do. Sometimes they do them because they think it would be more inconvenient to argue with the old crone.

However, as always, there are exceptions. There is a recent tale from Miðgarð in this respect. An old crone appeared in a town there and began telling the folk that it was time to reclaim their village for themselves and to do away with the evil and totally corrupt baron who had been oppressing them. The baron and his men appeared in the village while she still was inciting villagers to take things in their own hands.

The evil baron told the old crone that her life was forfeit. However, a look of disgust crossed her face. She waved her hand at the baron and said, simply, *Bah!* The baron and his men were so utterly demoralized that they barely resisted when the assembled folk lynched the lot of them. The old crone vanished in the excitement.

The Three Nornir

Norn means *witch* in the old tongue, and it is said that the three Eldgamallr sisters are the witches of time. Their job is to weave the threads of time and fate or the *örlög*, as it is called in Aldmál. The three sisters are:

- **Urð:** The norn of the past. She weaves the threads of those things that have been. She also has been known as Sannleikur (*Truth*). Among her jobs is the maintenance and sanctifying of the Pages of Time. When a spellcaster uses magic to erase or alter content in the pages of time, it is her job to restore the truth to those pages. She always does so.
- **Verðandi:** The norn of the present, also known as Nú (*now*). It is her duty to see that all things that are happening now are woven both into the threads of the past that Urð maintains as well as the threads of the future that Skuld weaves.
- **Skuld:** The norn of the future, also known as Völva, Sif and Hvenær (*when*). Skuld weaves the threads of the present into those of the future to determine what might yet be. The threads of her sisters represent irreversible fact, where Skuld's threads reflect only likelihood. If the course of Verðandi's threads go in new directions, Skuld may change her weave as well. At times, Skuld appears before mortals and reveals the future that her weave shows. She usually does this as a warning to important creatures to show them what will happen if they remain set in their ways. One can call Skuld, but she is not bound to answer such calls and seldom does. When she appears, it is of her own volition.

The Fallen Eldgamallr

- **Viturþekkingr:** The wise one. He was among the highest of Fitjung's Eldgamallr and even a mating partner of the Jörðmóðir, but his wisdom failed him and he grew angry when she tolerated the descent of elves to Niðavellir, where they evolved into the unforeseen dwarven folk. Viturþekkingr rebelled and violated the rules to which the Eldgamallr are bound. Because of this, Fitjung destroyed him. However, the Darkness grasped his perishing spirit and made of him an undead high draug. In that role, he named himself at first Hefnur (*the avenger*) and later Martröð (*the nightmare*). In the last battle of the Great Wars, as Martröð, he slew King Vé and took his form, overstepping the bounds that Fitjung had defined for the Darkness, and she destroyed him. To this date his spirit floats helplessly in oblivion. The Darkness has not restored him and perhaps never will. As far as official *Jörðgarð* products are concerned, Martröð will not return through the end of the official timeline in the Year 1416 NA. What happens after that time is a decision for individual game masters. The return of Martröð could give game masters something of a Sauron-like opponent for those who wish to run a Tolkienesque epic adventure.
- **Bardagaföð:** The father of battle joined Viturþekkingr in his rebellion against Fitjung, and he shared Viturþekkingr's fate, also being destroyed and then returned by the Darkness as a high draug who called himself Mótstöður (*he who resists all*). However, Mótstöður's foolish and premature use of járn (*iron*) in the elven nation of Víðfinndarheim jeopardized the entire strategy that Nagfari had developed to conquer the jörð. When Nóttisbarna realized what Mótstöður had done, it vented its fury and banned him to the distant eastern hemisphere. Mótstöður has not been seen in the West again.

Other Eldgamallr

- **Álfarföð:** The father of elves. Nothing is known in the Dimension of Life upon the surface world about his whereabouts. Álfarföð also considers himself to be Dvergrföð (*the father of dwarves*). The dvergr (*dwarves*) also view him as such.
- **Djúpmóðir:** Mother of the Depths. She is responsible for the subterranean levels of the jörð. In earlier times she was controversial for supporting the Hárreidrim in their descent into Niðavellir and their evolution as dvergr (*dwarves*). If there is news of her in modern times, it is known only to the dwarves in deep and closed halls.
- **Dýrföð:** The father of the beasts. Humans, dwarves and giants all know little about Dýrföð. He is not interested in them. However, Dýrföð does maintain close relationships with Skógurföð and the Engimóðir. When he becomes aware of things that the other Eldgamallr should know, he communicates with them through Skógurföð and the Engimóðir. In the past, Dýrföð also was close to some light elves.
- **Engimóðir:** The mother of the meadows. Her domain includes meadows, grassland, prairies and the like, where she tends to the weal of all things, plant and animal, that live there. Since the Great Wars she has concentrated her time upon banishing the Darkness from the wounded lands and healing them.
- **Hjúpmóðir:** The mother of plenty. Her domain is the fertility of the lands where food grows. Since the Great Wars she too has concentrated her time upon banishing the Darkness from the wounded fields and healing them.
- **Jötunnföð:** Father of the giants. He is the tender of the mountains and patron of the giants who inhabit them. If there is news of him in modern times, it is known only to the remaining jötnar, a fading folk. He was one of the Eldgamallr who at first had joined Viturþekkingr and Bardagaföð in their rebellion over the early dwarves, but he thought better of it and reluctantly returned to Fitjung's fold.
- **Réttmóðir:** The mother of law. She makes first and foremost the rules that the Eldgamallr must follow. It also is her duty to tend to order upon the jörð. In addition, she is the protector of the Áform, the great plan that the Eldgamallr and the elves were intended to fulfill but violated instead with the descent of the Hárreidrim into Niðavellir. For that reason, she too was one of the Eldgamallr who joined Viturþekkingr and Bardagaföð in their rebellion, but she too thought better of it and reluctantly returned to Fitjung's fold.

- **Skógurföð:** Father of the forests. The weal of the woodlands is his domain. As such, he worked closely with the light elves in the early ages to develop the jörð's forests. Since the Great Wars he has concentrated his time upon banishing the Darkness from the wounded forests in the ruins of the Æsir Empire.
- **Smiðaföð:** Father of the smiths. Smiðaföð is perhaps the most controversial of all of the ancient ones. His role was to have been the teaching of the smith's craft to the giants. It still is a mystery to many that Fitjung tolerated his dealings in ancient times with the elves and the giants. Smiðaföð supported the Hárreidrim in their descent into Niðavellir which brought the unplanned dwarven folk into existence. He then made of the dwarves the master smiths of the jörð and concentrated little upon the giants, favoring instead the stout folk. As such, Smiðaföð was the first to violate the áform. Among the other ancient ones, Jötunnföð and the Réttmóðir still harbor great resentment against Smiðaföð.
- **Vatnmóðir:** Mother of the waves. Throughout most of time the Vatnmóðir has focused her attention upon the oceans and seas and her work with Prince Schimmelpfennig and his elven mariners of the Álfeyja (*Sidhe Isle*) in the distant east. However, since the Great Wars she has concentrated her time upon banishing the Darkness from the wounded rivers of the Æsir Empire.

Eldgamallr of the Netherworld

- **Hela:** She once was the Eldgamall Andmóðir (*Mother of Breath*). She was given the responsibility of dispatching the souls and sometimes spirits of the dead, or in rare, warranted cases, restoring them to life. Her domain always has been Niflhel (*Deep Hell*). Her duties quickly drove her insane. Long ages ago she ceased to recognize the name Andmóðir, calling herself Hela instead, after her domain. Usually, she appears as a half beautiful, half decayed human woman. She also appears at times as a female þurisaz (*ogress*) who uses the name Móðguð (*Mother Goddess*).
- **Garmr:** He once was the Eldgamall Dauðföð (*Father of Death*). He usually is in the form of a helvíthundur (*hound of hel*) and he is the master of the other helvíthundur. One of his tasks is to see to it that the souls and, when applicable, spirits of the dead are driven across the Gjallarbrú (*Gjöllbridge*) that crosses the River Gjöll northwest of Álfheim and then to the Gniphellir (*Mountain Peak Cave*), which is where Helvlið (*Hellgate*), the entrance to Niflheim (*Misty Home*), is. Garm is the ruler of Niflheim. He then drives the dead onward through Niflheim into Niflhel (*Deep Hell*) where he turns them over to Hela. His other duty is to guard the Gniphellir, to prevent those who are not dead from entering.
- **The Helvíthundur (Hounds of Hel):** The six helvíthundur are not Eldgamallr, but they are supernatural creatures that were created by Garmr, whom they serve. They help Garmr guard the Gniphellir, to prevent those who are not dead from entering, and they help drive resistant souls and spirits into Niflheim and Niflhel. Their fiery breath and burning bites can cause the formless souls and spirits great pain. The dead have no means to retaliate or even to defend themselves from such attacks. The hounds have black fur, glowing red eyes, super strength and speed, foul odor, flaming breath and burning teeth.



Hela and Garmr

Graphic by Johannes Geerts (1889)

Public Domain

Powers of the Eldgamallr

In one sense, the powers of the Eldgamallr are unlimited. In another, they have hardly any powers at all. Gaming statistics for an Eldgamall would be purposeless. The Eldgamallr cannot be injured physically or with magic. They are immune to all harm. They also are forbidden from injuring or damaging any living thing upon the jörð. An Eldgamall has the power to do almost anything it might wish with a simple wave of its hand. It also has the binding responsibility to maintain the balance in all that it does and to not do things that are the doom of the Thirdborn maður, their name for the human folk.

The responsibility for maintaining balance and the ban on interfering in the human örlög are the greatest limiting factors in the dealings of the ancient ones. Such powers as the Engimóðir, the Hjúp móðir, Skógurföð and the Vatnmóðir also could with a wave of the hand banish the Darkness from the ruins of the Æsir Empire and heal its lands, forests and waterways in the wink of an eye. But to do so would create new vacuums in the lands and violate the balance. Therefore, even such great powers as they are must do their healing slowly and with care.

Powers of the Stars

When elven spirits depart the jörð and take their place in the night skies as stars, they are not cut off from their kin upon the jörð. On the contrary, they maintain telepathic contact with the ljósálfar that they left behind. However, communication is the only specific jörð power that they have.

Some sages believe that the Light that the elven stars emanate should be considered a secondary power. Starlight certainly is a source of magical power. Elves use it and dwarven runecutters also call its power into their magic. However, starlight is something that the elven stars give by emanating it. They have no control over the use of the power of starlight. Any spellcaster who knows how to tap the power of starlight can use that power as he or she chooses. The one exception is with spellcasters who use the magic of the Darkness. They have no access to the power of the Light, and that includes the power of starlight.

The main power of the star spirits, communication, guides those with whom they communicate. The western star spirits can observe all things in the Western Hemisphere that are not hidden magically. They can use no magic upon the jörð, which means that they also are unable to use divination to see things that are hidden magically. However, they can observe all other things and mentally communicate what they have seen and what they think the import of events they observe might be. They also can communicate their magical knowledge to their elven kin.

Ley Locations in Official *Jörðgarð* Products

Most official *Jörðgarð* products that describe geographical areas – such as Book 5, *The Northwest* – make no specific mention of ley line or ley stone locations. This is done intentionally. Ley lines and ley stones usually work best in a *Jörðgarð* adventure when the game master places them in locations that serve the adventure best.

The only official *Jörðgarð* products that from time to time will describe specific ley locations are adventure modules in which these specific ley locations are an integral part of the adventure.

The Eastern Hemisphere

The second part of *Urð's Heimskringla* is not with the high druids of the Northern Circle in the tundra near the northern polar region. Its whereabouts are unknown. All that is known about the east is:

- The Darkness banned the High Draug Mótstöður there long ago. Nothing more is known about him, including whether he still exists.
- With the great elven ship Skíðblaðnir, the ljósálfar Prince Vinndálf and two dozen of his followers sailed to the east. They apparently reached it, because in a much later age, their stars ascended into the heavens.
- The western stars never are in a position to see the Eastern Hemisphere. Therefore, they can tell no tales of it. Nor has Vinndálf, who also is a western star, spoken to them of it yet.

Training in Karelenmaan – Fast Advancement

In *Jörðgarð* Book 5, *The Northwest*, the game master learns of the possibility of gaining advanced training from learned light elves, the great dwarven smith Ilmarinen and ancient early generation Æsir masters in Karelenmaan (*Karelenland*). The elite schools of Karelenmaan are:

- Väinämöinens Skáldarkoulu (*Väinämöinen's Bardic School*) in Väinämöinenslaituri.
- Lemminkäinen Taikakoulu (*Lemminkäinen's School of Magic*) in Lemminkäinenstorni.
- Ilmarinens Maakoulu (*Ilmarinen's School of the Jörð*) in Ilmarinen's Forge.
- Keinnotelijas Soturikoulu (*Keinnotelija's Warriors' School*) in Vaasa.
- Helvis Ammattimieskoulu (*Helvi's Specialty School*) in Espoo.
- Green druids, nature druids and rangers can train in one of Karelenmaan's five main groves

Training in any of these schools can last six months, a year or two years. All new students are accepted for six months. Those who excel in their studies are given the chance to study for another six months. The best of that group are given the chance to study for another year. The benefits are:

Study Period	Benefit
Six months	An additional point in the key ability for the studied profession, but not more than the maximum allowed for the folk*
One year	An additional point in the key ability for the studied profession, but not more than the maximum allowed for the folk*
Two Years	An additional point in the key ability for the studied profession and validation of previous ability increases, including when they are more than the maximum allowed for the folk

* If the additional point cannot be assigned because the maximum has been reached, the student gains five ability points that he or she can assign to any profession-related non-key abilities that he or she chooses.

Andvari's Ring and the 4 Weirdstones

These objects are the sum and essence of all power upon the jörð. However, if one runs a *Jörðgarð* adventure within the guidelines, there is no way that a PC group ever will come into contact with them until after the year 1416 NA, when the official timeline for the jörð ends.

The ring and the weirdstones are matters of great concern to some of the Eldgamallr and to the greater ljósálfar. There is no one other than the Jörðmóðir who can explain what Andvari's ring and the four weirdstones are all about. The Jörðmóðir has explained nothing about them to anyone, not to her three nornir, not to the other Eldgamallr, not to the elven King Dáin and not to the high druids of the Northern Circle. Nor will she explain them to anyone through the end of the Year 1416 NA. She certainly will not explain them to a band of PCs.

What They Are

- **Andvarinaut** (*Andvari's Ring*). A simple-looking ring of a mysterious sort of gold that was forged by a fool of a dwarf named Andvari, stolen by the devil Azazel disguised as the Æsir fire deity Loki and given by Loki to the Æsir God-King Óðinn (*Odin*) in the Year 1259 NA. Both its maker, Andvari, and its current owner, Óðinn, have discovered certain powers of the ring, such that it can make the bearer invisible or allow it to change shape. The game master should feel free to assign other different powers to it. From Azazel, disguised as Loki, Óðinn also has learned that the ring's true destiny is to combine and command the four örlögsteinar (*weirdstones*). At present, this knowledge is of theoretical value to the god king but it is of no practical value; Óðinn posses none of the örlögsteinar and has little hope of gaining any of them except that in the hands of the Fire Giant King Surtr in the near future. The ring is made of the gold of power in the bed of Lake Mälär atop Hvergelmir.

When Martröð met his end in the old Æsir Empire, his devastation caused a ripple through the fields of magic. Offshore from Lake Mälär, a geyser erupted briefly, causing grains of the magical gold to rise. These were caught in the currents of the Thöll River. With time they washed downstream. Andvari found a small nugget of the gold in the Thöll River and forged the ring of it. The complete tale of Andvari, Azazel, Óðinn and the ring can be found in *Jörðgarð* Book 1, *Urð's Heimskringla*, along with the tale of the four örlögsteinar.

- **The 4 Örlögsteinar (Weirdstones):** It doubtless was the will of the Jörðmóðir that Andvari found the nugget of Mälär gold in the Thöll and Urð leaves no doubt that it was her will that led to the making of the four weirdstones. Each gives the possessor of a weirdstone the absolute power over the element for which it was made, but only to the extent that the possessor is able to understand the stone's power and is able to call that power. In the year 1100 NA, the Jörðmóðir sent out the norn Skuld to the creators of the four, telling them that it was her wish that they do so and giving them the knowledge they needed to create the stones. The weirdstones are:
 - ◆ **Loftörlögsteinn (Weirdstone of the Air).** Luohi, the dark elven Witch Queen of Norðland (*Dökkálfheim*) was given the commission to make this stone. It can control wind and weather. Luohi never has been happy that this stone was assigned to her, because many of its abilities that she has learned to use already are available to her through her spells. In the *Heimskringla*, the norn Urð reports that her sister Skuld has predicted that in the Year 1414 NA, Luohi will trade her stone to the Fire Giant King Surtr in return for his Eldrörlögsteinn (*Weirdstone of Fire*).
 - ◆ **Eldrörlögsteinn (Weirdstone of Fire).** Surtr, the sorcerer king of the fire giants in Muspellheim was given the commission to make this stone. It can control fire. In the *Heimskringla*, the norn Urð reports that her sister Skuld has predicted that in the Year 1414 NA, the dark elven Witch Queen Luohi will trade her stone to Surtr in return for his Eldrörlögsteinn (*Weirdstone of Fire*). Skuld further predicts that Surtr then will use the Loftörlögsteinn to bring down the Fimbulvetr (*Fimbul Winter*) upon Miðgarð and Ásgarð.
 - ◆ **Vatnörlögsteinn (Weirdstone of Water).** Schimmelpfennig, the prince of the Vörður elves on the Álfeyja (*Sidhe Isle*) in the east, was given the commission to make this stone. It can control the waters. Schimmelpfennig deemed the weirdstone to be a thing of evil, and he hid it. Its location is unknown, and Urð does not reveal it in her *Heimskringla*, if indeed she knows the location.
 - ◆ **Jörðörlögsteinn (Weirdstone of the Jörð).** Sindri, thane of the dwarves in Niðavellir, was given the commission to make this stone. It can control the stone and soil of the jörð into its depths. Sindri also deemed the weirdstone to be a thing of evil, and he hid it. Its location is unknown, and Urð does not reveal it in her *Heimskringla*, if indeed she knows the location.

The Purpose of the Ring and the Weirdstones

We now come to the deepest of the secrets, known only to Fitjung, her Jörðmóðir facet and you, the game master. There is no way that your PCs or anyone else can gain this information now or for long ages to come.

It is örlög (*destiny*) that humans and humans alone can decide the conflict between Light and Darkness and bring the jörð to eindrægni (*harmony*) or eyðing (*entropy*). What Fitjung alone knows is that the örlög will be consummated when a human merges into and becomes the new Jörðmóðir (or Jörðföð – *earth father*). The human successor may be a servant of the Light, a servant of the Darkness or a servant of the balance between the two and harmony. Fitjung may not interfere in this process. Humans must decide this.

If either the Light or the Darkness is the winner, the jörð and its sun and moon will sink into the void and cease to exist. If the balance and harmony win this contest:

- The spirits of the last of the light elves will ascend and take their place as stars in the heavens.
- The spirits of the last of the dark elves will fade into oblivion.
- The spirits of the last of the dwarves and giants will meld into the fabric of the jörð.
- Naglfari Nóttisbarna will vanish from unlife and cease to exist.



The shallows of the Thöll Rapids, where Andvari found his gold and lost his ring

Product Identity

- The souls of the draugs of the Darkness will meet eternal oblivion.
- Evil dragons, orcs, ogres, trolls and other servants of the Darkness will flee in panic and chaos into the uninhabited wastelands, where they will destroy one another.

Such a day is, of course, far distant from any age in which PC groups are likely to be adventuring, but this end does have much to do with the purpose of the ring and the weirdstones. Fitjung deems that it would be best if a human hero one day would destroy the ring and the weirdstones and become the new Jörðmóðir through his or her own doing. However, she also deems it unlikely that a human ever will be born with the necessary strength and mettle to do so. For that reason, she saw to it that the five artifacts were created.

Should the day come when a human gains the four weirdstones and then places Andvarinaut upon his or her finger, that person will possess the power of the jörð and become the new Jörðmóðir or Jörðföð. The other individual Eldgamallr will merge into the new jörð parent, and only he or she and Fitjung will remain of the ancient ones.

There is an element in all of this that not even the nornir Verðandi, Urð or Skuld understand completely. The örlög of the ring and the weirdstones is human. The Jörðmóðir had these artifacts made by the powers of the fading folk – elves, dwarves and a giant – to shape the future of their successor, the Thirdborn human folk.

At present, the dark elven Witch Queen Luohi has the Loftörlögsteinn and the Fire Giant King Surtr has the Eldrörlögsteinn. Andvarinaut already is on a human finger, that of the Æsir God-King Óðinn. But these things are matters of the moment. The Jörðmóðir has the power to see to it that the ring and the örlögsteinar go to their human destiny, and she will use that power. The five artifacts have no future in the hands of elves, dwarves, giants or undead draugs.

The Near Future of the Ring and the Weirdstones

In her *Heimskringla*, Urð tells us in part what will become of the artifacts that are in known places. In 1416, the final year of the official *Jörðgarð* timeline, the ring and two of the weirdstones are present at the battle known as Ragnarök, the fall of the gods.

Óðinn's Æsir and Einherjar armies and Surtr's fire giants will meet in battle on the Vígríðslétta (Battle Plain) in the northeastern corner of the fallen Æsir Empire, where it borders with Muspellheim. Óðinn, Surtr and most leaders of both factions will fall in battle. Luohi will attempt to take Surtr's weirdstone and Óðinn's ring, but an old crone (the Jörðmóðir) will wave her away with magical force and take both.

The Jörðmóðir then will use the Loftörlögsteinn taken from Surtr to conjure a wind that will blow Luohi back to Norðland. Unknown even to Urð, the Jörðmóðir sends a mental message to the witch queen, telling her that she was not meant to have Surtr's Eldrörlögsteinn, and that it will not be in her possession for long. In Dökkálfrheim, Luohi finds that she no longer can use the weirdstone in her avatar form. She has a mortal fear of returning to her own form, because in it, she can be slain.

The Fimbul Winter then ends in ravaged Miðgarð and Ásgarð. The folk of Miðgarð will hunt down the powerless witches of Óðinn and the clerics of some other fallen Æsir deities. The locations of the Jörðörlögsteinn and the Vatnörlögsteinn remain unknown, as are now the locations of the Loftörlögsteinn and Andvarinaut, which the Jörðmóðir took from the Vígríðslétta.

We have left now only the riddlesome verse of the norn Skuld, in answer to the questions of Óðinn before his fall:

*High is Valhöll
Where Óðinn's throne stands
Great is the power of Alföð
Valkyrjar at his left hand
Einherjar to his right
Warriors, unliving, undead
Who could withstand him?
Who could deny him?
Wears Alföð then the ring?
Bears Óðinn then the Jörðörlögsteinn?
Is the Eldrörlögsteinn then his?
Is the Vatnörlögsteinn his own?
Harks the Loftörlögsteinn,
When he speaks?
Óðinn almighty; Surtr falls alone
Would you know more or not?*

Óðinn then said that he would know where the four örlögsteinar are and who commands them. Skuld replied:

*The Loftörlögsteinn lies with the Witch Queen
The Eldrörlögsteinn holds Surtr
I know no more.
Still do I see the jörð anew
Rise all green from the waves again;
The cataracts fall, and the eagle flies,
And fish he catches beneath the cliffs.*

With those words, Skuld vanished, and Óðinn never saw her again.

More Jörð Magic and Other Things

There are many special kinds of magic and magical items mentioned in the *Jörðgarð* books that already have full definitions in the *Dungeons Daring Game Masters Guide*. The following additional items are *not* defined there:

Luohi's Death Magic

Luohi, the dark elven Witch Queen of Northland (*Dökkálflheim*), has incremented the spell *Slay* with black necromantic magic and other spells to place a permanent death magic upon her castle in Nornturnar (*Witch Towers*). Anyone who does not bear Luohi's *Magical Mark* and who attempts to enter Luohi's castle is hit automatically (without a spell attack) by the spell. The magic works the area version of *Slay*.

Magic Spell

Draug Destruction

School: Necromancy, Black

Magic Points: Magicians' Professions, Sorcerers: 10

Attack Throw? Defense score

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: Instantaneous

Range: Close

Target: 1 Draug

Alignment: All

You instantly slay the target and utterly destroy its remains but not its equipment and possessions. You must make a successful spell attack against the target's defense score to succeed. If the spell attack fails, the target sustains d6 injury points damage per point of magical aptitude. A slain victim of this spell remains in oblivion as long as no Dark power restores it in a new body.

Clerical Magical Rite

Starburst

School: Evocation

Ritual points: 8

Rite duration: 9 Hours

Duration: Instantaneous

Range: Close

Target: Intruders

Alignment: Light – Available only to shamans of the Zorja in Slovanska

You place a permanent magical trap upon an object you touch. When an intruder comes within two spaces of the trap, it unleashes a burst of light energy that causes d20 + 20 points of damage and blinds the victim, even if it survives.

Magical Items & Objects

Amethyst of Teleportation

Aura: Conjunction

Magic Points: 8

Duration: Instantaneous

Effect: Teleports creatures

Range: Personal and Touch

Alignment: All

Type: Permanent, three uses daily

Target: User and up to four creatures

Prerequisites: Amethyst, Spell: *Teleport Perfectly*

Minimum Cost to Create: 1,000 GP
Minimum Price: 2,000 GP
Weight: 6 oz./15 g
Bulk: Light

The amethyst can work the spell *Teleport Perfectly* three times daily. Many such amethysts are engraved with the symbol of the creator or of the owner.

Ball of Alarm

Aura: Divination
Magic Points: 10
Duration: Instantaneous
Effect: Alarm when living creatures approach
Range: 100 ft/30 m from the ball
Alignment: All
Type: Permanent, three uses daily
Prerequisites: Non-magical crystal ball, Spell: *Divining*
Minimum Cost to Create: 3,000 GP
Minimum Price: 6,000 GP
Weight: 2 lbs/1 kg
Bulk: Light

A *Ball of Alarm* is somewhat similar to a crystal ball. Anytime it wishes to alert its designated recipient, its interior explodes into flame and it issues a loud, explosive report. The recipient then can look through the flames to see whatever the ball wishes to show it, or it can receive the ball's telepathic message. If it comes to the site of the ball, the creator also can send telepathic messages back through the ball. The ball will issue a visual alarm anytime any living humanoid, mutation or animal creature with a dimension of more than one foot/30 cm or any undead creature enters the guarded area. It will show the recipient the intruding creature (even if it is invisible) and exactly where it is. It also can receive messages from and send them to allies in the field. If the recipient is within a yard/meter of the ball, it also will show what can be seen at the location where the creature sending or receiving a message is.

Birrir's Eye

Aura: Abjuration
Magic Points: 15
Duration: Permanent
Effect: Shows chosen sights
Range: Unlimited
Target: Area chosen by user
Alignment: All
Type: Permanent
Prerequisites: Artificial reproduction of an eye, Spell: *Divining*
Minimum Cost to Create: 30,000 GP
Minimum Price: 60,000 GP
Weight: none
Bulk: Light

Birrir, who long ago claimed his place among the stars, was said to have been among the greatest of all light elven seers. The eye – a unique magical object which resembles a huge eye with a red pupil – is one of the greatest works of divination ever created. The user can look into it and see anything of which he or she knows. With the eye, one can see all things as they are anywhere.

Bracelet of Concealment

Aura: Abjuration
Magic Points: 10.
Duration: As long as worn
Effect: Protects against divining
Range: Unlimited

Target: Wearer of the Bracelet
Alignment: All
Type: Permanent, three uses daily
Prerequisites: High quality bracelet, Spell: *Divination Shield*
Minimum Cost to Create: 1,000 GP
Minimum Price: 2,000 GP
Weight: 1 lbs/500 grams
Bulk: Light

This simple-looking brass bracelet will protect the bearer and up to nine other persons designated by the bearer from *all* divining attempts. For a spellcaster to overcome the bracelet he or she must know whose magic he or she is trying to overcome and whom he or she is trying to divine. If the bearer is the opposing mage's target, success will reveal all concealed persons. If a protected person other than bearer is targeted, success will reveal *only* that target. To overcome the bracelet's magic, the opposing caster must make a successful *magical aptitude* check against DL 35.

Dauðihringja (*Deathblade*)

Unique Item
Aura: Evocation
Magic Points: 15
Duration: Permanent
Effect: Slays
Range: Personal
Alignment: Darkness
Type: Permanent
Prerequisites: Masterwork broad sword, Spell(s): Unknown
Minimum Cost to Create: Unknown
Minimum Price: Unknown
Weight: 15 lbs/7 kg
Bulk: Medium

The sword was wielded by the fallen High Draug Martröð. Little is known about this unique weapon. It is said that the sword was Verndari (*the Protector*), the legendary blade of the Æsir King Vé. Martröð slew Vé and took over his form, pretending to be the king. It also is said that Martröð ensorcelled the magical sword anew so that it automatically slew any creature that it struck, and if it was a creature with a soul or spirit, that it swallowed that soul or spirit into the blade. The light elves of Karelennan teach that the trapped souls were freed from the blade when Martröð was destroyed, as proven by the simultaneous appearance of a number of new stars in the sky at that time. The sword is hidden now in the Djúp Almyrkvi og Vonlaus (*Depths of Darkness and Hopelessness*) beneath Duke þráinn's Virki Arnarheiður (*Eagle's Nest Fortress*) in the Dreadlands.

Lia Fíal (*Stone of Destiny*)

Unique Item
Aura: Divination
Magic Points: Unknown
Duration: Permanent
Effect: Recognizes and rejuvenates the true High White Druid of Eirann Isle
Range: Touch
Alignment: Light
Type: Permanent
Prerequisites: The stone, Spell(s): Unknown
Minimum Cost to Create: Unknown
Minimum Price: Unknown

The Lia Fíal is an artifact of Eirann Isle. It is a lone standing stone, 12 feet/10 m high. According to the tales that have been handed down, it was made by a stone giant sorcerer named Morfessa in the eastern lands now known as Trollheim, but it was stolen by the Tuatha Dé Danann, who took it to Eirann Isle and ensorcelled it anew. It is said that this was done at a time when Escar imposters had been attempting to pose as the ruling High White Druid of the Isle. The ensorcellment of the Tuatha Dé Danaan gave the Lia Fíal two powers:

- It roars when the true High White Druid(ess) places his or her foot upon it.
- It magically rejuvenates the true High White Druid(ess) so that he or she ages only one year for every 10 that pass.



Symbol of Death

Aura: Evocation

Magic Points: 10.

Duration: Immediate

Effect: Slays the Living

Range: Personal

Target: Persons within range

Alignment: All

Type: Permanent

Prerequisites: Painted Symbol, Spell: *Slay*

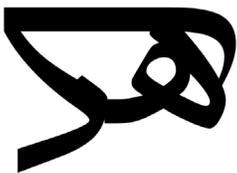
Minimum Cost to Create: 0 GP

Minimum Price: 0 GP

Weight: None

Bulk: None

The Symbol of Death will slay creatures within a 20-foot/6-meter radius that have 40 or fewer life points each. It slays up to a total of 120 life points of such creatures. It affects creatures with the lowest life point totals first until the next creature would put the total over the limit of 120. Creatures with more than 120 life points take 120 injury points damage or whatever potential damage remains from the total of 120. The symbol also sends a telepathic message making the creator aware of whether the symbol succeeded. Some high level creatures and magic resistant creatures may be able to resist the magic of a death symbol.



Symbol of Warning

Aura: Divination

Magic Points: 10

Duration: Immediate

Effect: Warns of intruders

Range: 100 feet/30 m from the symbol

Target: All living and undead persons within range

Alignment: All

Type: Permanent

Prerequisites: Painted Symbol, Spells: *Telepathic Network*, *Locate the Living*, *Detect Undead*

Minimum Cost to Create: 0 GP

Minimum Price: 0 GP

Weight: None

Bulk: None

The Symbol of Warning will telepathically alert all those designated that a living or undead creature without a magical mark has come within range and where it did so.

Tarnring

Aura: Abjuration
Magic Points: 13.
Duration: As long as worn
Effect: Protects against divining
Range: Unlimited
Target: Wearer of the ring
Alignment: All
Type: Permanent, always active
Prerequisites: High quality ring, Spell: *Divination Shield*
Minimum Cost to Create: 3,000 GP
Minimum Price: 6,000 GP
Weight: 1 lbs/500 grams
Bulk: Light

This simple-looking ring constantly protects the bearer from *all* divining attempts. For a spellcaster to overcome the ring he or she must know whose magic he or she is trying to overcome and whom he or she is trying to divine. If the bearer is the opposing mage's target, success will reveal the concealed person. To overcome the ring's magic, the opposing caster must make a successful *magical aptitude* check against DL 35.

Telepathic Ring

Aura: Divination
Magic Points: 6.
Duration: As long as worn
Effect: Communicates with a specific creature
Range: Unlimited
Target: Wearer of the ring
Alignment: All
Type: Permanent, always active
Prerequisites: High quality ring, Spell: *Telepathic Network*
Minimum Cost to Create: 3,000 GP
Minimum Price: 6,000 GP
Weight: 1 lbs/500 grams
Bulk: Light

To date, these simple-looking rings are known only to be among some dökkálfar spies. The rings are constantly active and allow the wearer to communicate telepathically at will with the single other creature to whom the ring is attuned. Thoughts transmitted by a telepathic ring open and follow a magical path to their destination. A watchful seer of high level could sense the opening of such a path, locate it and then trace it from its source to its goal.

Token of Invisibility

Aura: Transmutation
Magic Points: 4.
Duration: See below
Effect: Invisibility
Range: Personal
Target: Bearer of the Token
Alignment: All
Type: Permanent, three uses daily
Prerequisites: Blank coins, Spell: *Invisibility*
Minimum Cost to Create: 300 GP
Minimum Price: 600 GP
Weight: 1 oz./2.5 grams
Bulk: Light

These are simple, blank coins that can be activated by will and at the expense of spell slots. They remain active for one hour, at which point they must be reactivated. Each additional activation costs 1 magic point and is equivalent to the use of a 1st level magic spell. While in effect, the tokens make the *bearer* invisible and still all sounds made by the bearer. However, the bearers of other tokens continue to be able to see and hear bearers of the tokens. Combat and other actions on the part of a bearer *do not* end the spell effect.

More Jörð Creatures

Helvíthundur (*Hounds of Hel*)

See the description on Page 25. A helvíthundur retreats for one day if is reduced to 0 injury points, but it cannot be slain or destroyed. It is an immortal creation of the Eldgamall Garmr.

Gaming Data

Size and Physical Description: Medium (5'150 cm long, 2'6"/75 cm head height, 60 lbs/27 kg)

Gender: Neuter

Age: Immortal

Career Paths/Profession: Fighter

Total Ability Points: 300

Injury/Life Points: 20/-

Initiative Check: d20+30

Attack Check: d20+30

Weapons: None

Special Attacks: Fiery breath, burning teeth

Defense Score: 40

Armor Level: 50 (hide +10)

Special Qualities: Immortal

Ability Scores: Strength 30, Dexterity 30, Stamina 30, Magical Aptitude 0, Mechanical Aptitude 0

Natural Ability Scores: Camouflage 0, Coercion 30, Concentration 0, Evasion 30, Hide in Plain Sight 30, Mettle 30, Notice Objects & Movements 30, Search 30, Sneak 30.

Learned Ability Scores: None

Magic Resistance: 100%

Speed: 9 ft/270 cm

Reproductive: No

Alignment inclination: Lawful neutral

Fire Breath: A hel hound can use its breath once every five rounds. A breath blast causes 3d8 points of damage.

Burning Teeth: The bite of a hel hound causes d8 points of physical damage plus 2d8 points of burn damage.

Drachork (*Drake Orc*)

The drachork (*Drake Orc*) is a strange beast that to date has been found only in the land of Südkap (*South Cape*) on the continent of Blárheim (*Blueland*). It appears to be one of the mutations of the Darkness that did not please it. The drachork has the body of an orc but without arms, the wings of a dragon and the head of the dogfolk but with razor sharp teeth. It also has the breath weapon of a dragon.

It appears to be purely beast. It has little or no thinking ability and no ability to form strategies, although it seems to know better than to attack groups. It lurks high in the sky and uses its eagle-like sight to single out a solitary target to devour. Humans are on its list of fitting prey. Once it selects a target, it flies in a dive to it and makes biting and flame attacks until it slays the target. It then eats the fallen prey.

The drachork has very powerful wings. One strong flap can create such a blast of air that it can knock down a powerful warrior standing behind it. The wings also give it the ability to bolt forward quickly in flight, making it difficult to attack in melee. The hard shell covering much of its body deflects most range weapons, and many magical attacks seem to have little effect upon it.

The Drachork is several centuries old, and it has continued to survive the Kapländer attacks for all of that time. It still goes after potential human meals when it finds them. In all fairness, it must be said that the Drachork and most of the other Dark abominations probably would have left the Kapländer in peace, had they done the same for the mutations.

Gaming Data

Size and Physical Description: Large (7'213 cm long, 8'244 cm wingspread cm head height, 250 lbs/114 kg)

Gender: Both

Age: estimated 1,000 years

Career Paths/Profession: Fighter

Total Ability Points: 250

Injury/Life Points: 20/-

Initiative Check: d20+30

Attack Check: d20+30

Weapons: None

Special Attacks: Bite 4d4 damage

Defense Score: 40

Armor Level: 50 (hide +10)

Special Qualities: Fire breath, wing flap

Ability Scores: Strength 30, Dexterity 30, Stamina 30, Magical Aptitude 0, Mechanical Aptitude 0

Natural Ability Scores: Camouflage 10, Coercion 10, Concentration 0, Evasion 20, Hide in Plain Sight 10, Mettle 30, Notice Objects & Movements 20, Search 20, Sense Direction 20, Sneak 0, Track 20.

Learned Ability Scores: None

Magic Resistance: 50%

Speed: 3 spaces walking, 18 spaces flying

Reproductive: Yes

Alignment inclination: Chaotic neutral

Fire Breath: Cone-shaped fiery breath once per minute (12 rounds), useable 15 times daily. Length of breath: 15 inches/40 cm at base, 15 ft/450 cm at end. Damage 15d10 with successful hit. A failure hits an area selected randomly with d8 that is 30 ft/9 m from the target point, with north at 1, northeast at 2, etc.

Wing Flap: Within 6 spaces will knock down a medium size creature if its strength check against DL 20 fails.

Timeline of the Jörð

* Dates before the Age of the Maður are approximate. No records of time in terms of years were kept during earlier periods.

Based upon *Urð's tales in the Jörðgarð Urð's Heimskringla*, Book 3

1. Age of the Eldgamallr (AE)

Year *	Event
Unnumbered	The jörð takes form, the Eldgamallr take form and build the jörð crudely, the örlög is learned and the Áform is made

2. Age of the Álfar (AÁ)

Year *	Event
1	Dáin and Gerða, king and queen of the álfar, are born and begin to reproduce
1500	The Eldgamallr begin teaching the Álfar the secrets of the jörð
12000	The álfar begin the finishing the crude work of the Eldgamallr in building the jörð
72000	Álfar create the first einhorn (unicorn)
126000	Álfar create the first ørmr (dragon)
277000	Dáin creates the for álfar prinedoms for his sons
280000	Schimmelpfennig warns that the Dark One in Nástrandir is watching Álfheim
326000	Through fylgjar mating, álfar begin giving birth to new strange and wonderful creatures
338000	The Álfarferð - the wandering of the four princes' followers to various parts of the jörð
340000	Prince Vinndálf sees volcanoes and begins to yearn for the distant unknown
425000	Count Hárreiðar begins exploring the northern mountains
510000	Prince Vinndálf and a small group of followers sails eastward beyond the western hemisphere and does not return. His son Víðfinndar becomes the prince, and the Vinndar fólk become become known as the Viðfinndi.
530000	Ganndálf and his wizards and sorcerers develop seven of the schools of magic
550000	Hárreidrim of Count Hárreiðar begin mining the northern mountains
565000	The Hárreidrim begin delving deep in the jörð. The Eldgamall Viturþekkingr protests strongly to King Dáin and the Jörðmóðir. Dáin does not act. The Jörðmóðir sees no need for action.
580000	The Hárreidrim make the first bronze of copper and tin.
620000	The Hárreidrim are fully mutated into svartálfar (black elves, dwarves). Dáin proclaims Hárreiðar as count of the independent county of Svartálfheim (Black Elf Home).
760000	The Hárreidrim learn the steingaldr (stone magic), eldrgaldr (fire magic) and the first secrets of rune cutting and staining
900000	Eldgamall Viturþekkingr denounces Dáin and Jörðmóðir for not stopping the evolution of the svartálfar. He and Eldgamall Bardagaföð (Father of Battle) renounce all bonds to the Eldgamallr. They rename themselves Hefnur (the avenger) and Mótstöður (he who resists all).
1000800	Svartálf Dvergin tells Hárreiðar of the discovery of miðsilfur
1002075	Tremor causes a mine cave-in, killing Hárreiðar, Dvergin and others. Völundr (son of Ganndálf, later known as Ilmarinen) leads the Hárreidrim. Móðsógnir succeeds Dvergin as leader of the svartálfar mining expeditions.
1003000	Völundr names the svartálfar dvergar (dwarves) after Dvergin.

Year *	Event
1003000	Naglfari unleashes new volcanoes, begins making its own evil mutations. Hefnur and Mótstöður ally with the Darkness. They begin devastating elven works in shaping of the jörð. Fitjung destroys them as Eldgamallr. Naglfari saves their spirits and makes bound Hárdragar of them.
1003400	Lúrgar allies with Mótstöður.
1100202	End of Age of the Álfar. Age of the Jötnar begins. Fitjung withdraws the seed of fertility from elves and dwarves.

3. Age of the Jötnar (AJ)

Year *	Event
1	Fitjung gives birth to the first jötnar, Ymir and Buri. She grants all of the northern mountains except Upphaffjall (but including Niðavellir) to the Secondborn, the jötnar.
2	Hefnur und Mótstöður are taken to Nástrandir. Hefnur changes his name to Martröð (Nightmare), but Mótstöður keeps his name
60	The Jörðmóðir calls the Eldgamallr Jötunnföð, Smiðaföð, Grjótöð, Eldrmóðir and Djúpmóðir to Jötunnheim to teach the jötnar
1060	Eldgamallr training of the jötnar ends. The Jörðmóðir and the other Eldgamallr except Jötunnföð leave Jötunnheim.
1061	Martröð discovers ice spiders and the secrets of making eitur
1062	Ymir completes the building of his fortress Útgarðskáli. Ymir tells his chieftains that elves and dwarves stole the Jötunn heritage and are enemies.
1063	Ymir, Bergelmir and his sons begin planning to make war upon dwarves
1064	Dwarven leader Dáin Móðsógnirsson confronts Jötunn Chieftain Hlebarð, warns him to advance no farther
1065	Dwarven leader Thorin Eikinskjaldi confronts Jötunn Chieftain Bergelmir, warns him to advance no farther. Bergelmir rejects warning. Dvergar-Jötnar wars begin.
1066	Bergelmir takes Dáin Móðsógnirsson as prisoner, forces Dáin to create sword Dáinsleif, which Dáin curses. Bergelmir slays Dáin.
1068	Ymir's son, fire giant chieftain Surtr, allies with Mótstöður
1071	Dvergar of Niðavellir destroy Bergelmirsskáli and most Bergelmar in their halls and upon the Blóðvöllur. Móðsógnir slays Bergelmir with Dáinsleif, falls upon Dáinsleif and is slain himself. Durin hides Dáinsleif.
1072	Naglfari begins making orcs of fallen elves
1100	Lúrgar's and Gjúkar's renegade elves become dökkálfar (dark elves)
2000	Dvergarferð begins. Thorin Eikinskjaldi leads migration of 50,000 dvergar to south Hinummeginland to found Miðsilfurdjúp.
2003	Thorin's dwarves encounter jötnar host of Annar. Both sides parley and part without battle.
2100	Lúrgar slays Gjúkar, founds Dökkálfheim on coast of Hinummeginland
2150	Lúrgar sends envoy to Annar to propose Dökkálfheim-Annarheim alliance. Annar rejects proposal.
2160	Last Ívaldar ljósálfar leave Hinummeginland. Most Ívaldar ascend as stars. For the first time, the night skies are filled with stars. The star of the sjóálf Vinndálf appears next to the star of his brother Ívaldi. Remaining Ívaldar join the Ganndar.
2300	Ganndálf attacks southwest peninsula (now Vanaheim) and drives Nóttisbarna from the land
2500	With Durin's blessing, Hár leads dwarven migration to Eldfjöll Mountains and volcanoes of Himinbjörg range (modern Vanaheim). The new dwarven clan calls itself the Eldrdvergar (Fire Dwarves),
2501	Eldrdvergar have first battles with orcs, which continue to this day. Ganndar elves aid dwarves in battle.

Year *	Event
2600	Naglfari claims Suðeyja. Ganndálf declines to act, saying that the Jörðmóðir had given elves no right to the isle.
2610	Nóttisbarna builds Angistfæðskali (Hall of Fear's Birth) upon Suðeyja. Martröð animates jötnar skeletons of the Blóðvöllur and leads them northward to polar cap to build Kaldspekhöll there.
2620	Mótstöður builds Hvarfhof (Temple of Reversal) at foot of Upphaffjall. He makes first trolls of renegade jötnar.
2630	Martröð goes to Órkarheim (Suðeyja) and makes first þurisaz (ogres) of renegade dwarves. The þurisaz are sterile.
2700	Naglfari begins making new mutations including basilisks, bugbears, cockatrice, gargoyles and troll wolves.
3000	Naglfari subjugates unicorns and dragons to make svarthryssar (black steeds) and illørmar (evil dragons) of them. Gullvitnir becomes the first illørmr and takes the name Grafvitnir.
3200	Naglfari creates demons and devils as mutations
4000	End of Age of the Jötnar. Age of the Maður begins. Fitjung withdraws the seed of fertility from giants and trolls.

4. Age of the Maður (AM)

Year	Event
1	Births of the first humans Askr and Embla. Age of the Maður begins, Age of the Jötnar ends.
908	Vánur King of Miðgarð
1911	Yngvar King of Miðgarð
2440	Ilmarinen returns to Gandarheim
2454	Black Nine fleet invades old Dökkálfheim in Hinummeginland
2455	Lúrgar slain, old Dökkálfheim falls, becomes Órkarströnd
2462	Miðsilfurdjúp dwarves discover iron
2488	Mótstöður uses iron against Víðfinndari
2489	Naglfari bans Mótstöður to Eastern Hemisphere
2491	Ganndálf begins developing magical defenses against iron
2495	Surtr proclaims independent fire giant kingdom of Muspellheim
2496	Durin attempts to conquer Upphaffjall
2498	Archdemon Baphomet slays Durin. Sindri new þænn.
2499	Baphomet attacks Álfheim. Elves drive it back to lair.
2500	Newborn humans gradually live shorter lives
2502	Martröð's orcs invade Niðavellir
2557	Elves begin warning other races of future invasion of the Darkness
2559	Martröð slays Ygg
2566	Æse attacks Jötunnheim
2577	Æse banned from Miðgarð. New Age begins.

5. New Age (NA)

Year	Event
1	Æse banned from Miðgarð. Æsir migrate to the West. Æse slain in war in Muspellheim.
2	Bor succeeds Æse as ruler of the Æsir
222	Bor proclaims himself emperor, his sons as kings
392	Njörð King of Miðgarð
449	30,000 Vanir migrate to Escar Isle
451	Eskr first ruler of Escarland, Írskr of North Eirann
528	Thorin Eikinskjaldi and Schimmelpfennig forge and ensorcel the magic sword known variously as Harðelding, Hard Lightning, Caladbolg and Caliburn.
545	First Escar sailors reach Coral Isles
547	1st Escar vessels explore the Stormplains
548	Settlers from Tuiscearteirann claim Eirann Ines
553	1st Escar vessels explore Greenhome
564	Escar begin trade with dwarves of Miðsilfurdjúp
637	King Uther of Escarland slain
642	Vörður elves leave Tuiscearteirann
644	Arthur becomes King of Escarland
660	Greenhome declares independence from Escarland
665	The Stormplains declare independence from Escarland
667	Wounded Arthur goes with Morgan and Merddin go to Álfeyja, taking Caliburn with them. Launcelot throws the cursed sword Dáinsleif into the Eastsea.
699	Giants of Annðarheim and dwarves of Miðsilfurdjúp ally
722	Slován and his fólk leave the Æsiríki and settle Windland
834	Óðinn begins his wandering, fails to enter Álfheim, but meets Martröð in the guise of Magur
836	Óðinn enters Miðsilfurdjúp, negotiates successfully for iron
889	Óðinn reaches Hvergelmir, meets Mímir and sibyl Völva
893	Óðinn returns to his fortress in Austamæraland
894	Jötnar King Ymir dies
901	Óðinn and the High Æsir begin becoming living deities. Giant Loki is slain. Devil Azazel takes his form.
903	Martröð transmutes Azazel (Loki) into human form. Loki joins Æsir deities.
906	Óðinn negotiates for miðsilfur in Niðavellir
908	Martröð begins to establish Æsir power base
911	Cap'n Oliver becomes Lord Protector of Escarland
917	Martröð has Vé slain and takes his form
932	Æsir Emporer Bor dies
933	Óðinn inherits but refuses Bor's crown
934	Martröð convinces þráinn to become draug. Other Æsir follow.

Year *	Event
938	Martröð convinces Luohi to migrate to Norðland
1014	Lord Protector Oliver poisoned but is believed to have died naturally. A new dark age begins in Escarland.
1066	Ganndar elves begin luring humans into land to breed half-elves
1100	Jörðmóðir orders the making of the four weirdstones
1122	Miledh of Tuiscearteirann plans invasion of Eirann Ines to drive out the Tuatha de Danann
1124	Miledh dies natural death
1125	Milesian followers of Miledh invade Eirann Ines. Tuatha de Danann reduce their own size and that of their maður followers and flee into the foothills. The small humans become first halflings.
1165	Morgan returns from the Álfeyja to Dulpelder in Escarland
1190	Óðinn and 30,000 Æsir leave the empire and return to Miðgarð
1191	Óðinn's host settles abandoned Æsirheim
1192	First battles between Vili and Vé
1193	Óðinn's Valkyries claim souls of dead in Æsir wars for Einherjar. Martröð begins filling abandoned western Jötunnheim with orcs.
1194	Vanir abandon settlements in Trollheim and Járnskógur
1206	Forces of Martröð and Vili battle for Æsirhásæti, stalemate. Óðinn and Loki abandon Óðinnshús fortress in Austamæraland.
1207	Surtr abandons much of Muspellheim and claims Vígríðslétta
1208	Óðinn prepares to invade Miðgarð mainland. Schimmelpfennig tells Njörð of Jörðmóðir's will that the Vanir abandon Miðgarð and settle Vanaheim.
1209	Njörð and Óðinn reach agreement for the Vanir to depart Miðgarð
1210	Vanir migrate westward. Æsir begin to claim abandoned Miðgarð.
1218	Martröð concentrates his power to destroy Vili's host. Jörðmóðir destroys Martröð. Luohi captures part of Martröð's power. All living and undead within Æsirhásæti area destroyed.
1222	In Karelenmaan, Ilmarinen sees Luohi's sent vision of a distressed ljósálf maiden in Norðland
1223	Ganndar travel to Norðland to ransom false ljósálf maiden Pohjoino. Ilmarinen builds Sampo for Luohi in return for Pohjoino's hand in marriage.
1224	Nine Myrkdraugar in Fallen Lands begin vying for power. With the blessing of the Jörðmóðir, the Northern Circle is founded. The High Druids go to the northern tundra.
1225	Schimmelpfennig orders Tuatha de Danann and their halfling followers to leave Eirann Ines
1226	In Karelenmaan, Kullervo slays Pohjoino. Ganndar learn she was a dökkálf.
1227	Väinämöinen, Lemminkäinen and Ilmarinen return to Norðland to accuse Luohi of fraud and reclaim Sampo. Väinämöinen's skjald lull dökkálfar into magic sleep and flee with the Sampo. Luohi attacks at sea, but the Sampo is destroyed in battle.
1228	Luohi creates an avatar for herself
1232	Vladimir and Mstislav begin exploring Fallen Lands
1234	Aleksandra and her followers claim and settle undamaged southern parts of fallen Æsiríki
1245	Vladimir and Mstislav establish evil kingdom of Hræsvelg (Barrow Hills)
1247	Mstislav begins creating vampire draugs
1248	Óin's dwarves migrate to abandoned parts of Annðarheim, reach trade agreement with Mstislav
1249	Myrkdraugur Hrolf dominates Myrkdraugur þingúl in Fallen Lands
1250	Escar ships reach Blárheim, trade in Windland
1252	Devil Samael becomes highly influential in Escarland. Escar slave ships raid Miðgarð.

Year *	Event
1253	Æsir destroy returning Escar slave ship, a second flees
1254	Vanir search Greenhome ship entering ist waters and force it to leave. Ship lands in Gullströnd but finds it an uninteresting trade partner.
1255	Escar slave ship sails to Vanaheim, is captured with crew. Ship rebuilt as Vanir vessel.
1256	Fort Swampmouth in north Greenhome becomes a pirate port. In abandoned east Jötunnheim, dwarf Andvari, realizing the will of the Jörðmóðir, forges the ring of gold
1257	Njörð sends his daughter Vana and her followers to settle Südkap and to establish a naval force that will deter slavery, piracy, etc.
1259	Devil Azazel as Loki captures Andvari and his ring. He gives Óðinn the ring. Óðinn summons Völva, whose predictions make him fey. Miðgarð declines into chaos and lawlessness.
1262	Franks secede from Miðgarð and proclaim Pays du Franc (Frankland)
1265	Halfling followers of the Tuatha de Danann from the Álfeyja claim and settle Soltierra
1284	Myrkdraugur Nargúl dominates Myrkdraugur Morgurð in Fallen Lands
1302	Escarland divided between merchant Escar and rebel druidic Escar. Strife frequent beyond city strongholds.
1342	Escar learn steam technology from the dwarves of Miðsilfurdjúp and begin to develop it.
1359	Escar build first small steam-powered factory machines
1380	Escarland continues in stalemated skirmishes between Escar merchant government and areas under the control of druidic rebels
1384	Escar build the Luhndoon Southern Railway with steam power
1386	Druidic attacks upon steam-operated and coal-burning Escar factories become frequent
1390	Operation of inland route of Luhndoon Southern Railway suspended to to frequent druidic raids from the Sherwood
1397	Escar invent water turbines to replace less efficient mill waterwheels
1406	Current year

6. The Future

Year	Event
1407	The high light elves of Álfheim and Karelenmaan and the Myrkdraugur þráinn begin taking note of Myrkdraugur Hrofl's summoning of human magi to him in the Fallen Lands. Three vampires are found destroyed in the North Kingdom. The Northern Circle is behind the deed, but all clues point the to red draug Countess Dagrún of Undiröldur in the Dreadlands.
1408	North Kingdom vampire Mstislav and his aides migrate to Escarland. Escar trading ship discovers the heretofore uncharted island kingdoms east of the western isles. The dark draug þingúl in the Æsir devastation begins degenerating.
1409	þingúl in Bonehall degenerates into a red draug. The red draug Aníttra in Orchome West is elevated as a dark draug.
1412	The Northern Circle turns orcs against their own at þráinn's Eagle Nest and Aníttra's Hringurvirkí.
1414	Luohi and Surtr trade weirdstones. Surtr uses the Weirdstone of the Air to unleash the Fimbul Winter upon Ásgarð and Miðgarð.
1416	Óðinn's Æsir and Einherjar and Surtr's fire giants meet in battle on the Vígríðslétta. Óðinn, Surtr and most leaders of both factions fall in battle. Luohi fails in her attempt to take Surtr's weirdstone and Óðinn's ring. An old crone (the Jörðmóðir) takes both and uses the Weirdstone of the Air to conjure a wind that blows Luohi back to Norðland. The Fimbul Winter ends in ravaged Miðgarð and Ásgarð. The folk of Miðgarð turns back to nature druidism, hunts down powerless witches of Óðinn and clerics of some other fallen Æsir deities.

Legal and Technical Data

1. Aldmál - the Language of the Lands of the Dawning

The *Lands of the Dawning* is the name given to the part of the world where the first elves (álfar), dvergr (dwarves), jötunn (giants) and maður (humans) came to life. The language of the Lands of the Dawning - *Aldmál* in the tongue itself - is based to a great extent upon old and modern Icelandic, although it is not quite identical with either. Many words from other fantasy and mythological sources also have been adapted into this fictitious language. Lists of common terms follow:

Numbers

0 - núll
 1 - einn *or* eitt
 2 - tveir *or* tvö
 3 - brir
 4 - fjórir
 5 - fimm
 6 - sex
 7 - sjö
 8 - átta
 9 - níu
 10 - tíu
 11 - ellefu
 12 - tólf
 13 - brettán
 14 - fjórtán
 15 - fimmtán
 16 - sextán
 17 - sautján
 18 - átján
 19 - níttján
 20 - tuttugu
 21 - tuttugu og einn (20 and 1, other numbers formed in the same manner)
 30 - brjátíu
 40 - fjörutíu
 50 - fimmtíu
 60 - sextíu
 70 - sjöttíu
 80 - áttatíu
 90 - níutíu
 100 - hundradh
 200 - tvö hundrudh (other hundred numbers formed in the same manner)
 201 - tvö hundrudh og einn (200 and 1, other numbers formed in the same manner)
 1,000 - Þúsand
 1,201 - Þúsand tvö hundrudh og einn (1000, 200 and 1, other numbers formed in the same manner)
 1,000,000 - ein milljón

first - fyrsti
 second - annar
 third - bridhjii
 fourth - fjördhi
 fifth - fimmti
 sixth - sjötti
 seventh - sjöundi
 eighth - áttundi
 ninth - níundi
 10th - tíundi

11th - ellefti
 12th - tölfti
 13th - brettáandi
 14th - fjörtáandi
 15th - fimmtáandi
 16th - sextáandi
 17th - sautjáandi
 18th - átjáandi
 19th - níutjáandi
 20th - tuttugasti
 21st - tuttugasti og einn (20th and 1, other numbers formed in the same manner)
 30th - brítugasti
 40th - fertugastu
 50th - fimmtugasti
 60th - sextugasti
 70th - sjötugasti
 80th - áttugasti
 90th - nítugasti
 100th - hundradhasti
 200th - tvö hundrudhasti
 201st - tvö hundrudhasti og einn (200th and 1, other numbers formed in the same manner)
 1,000th - þúsandasti
 1,000,000th - milljónasti

Pronunciation Guide

<u>Letter</u>	<u>Pronunciation</u>
a (general)	like the O in <i>Tom</i>
a before <i>ng</i> or <i>nk</i>	like OU in <i>ouch</i>
a before <i>gi</i>	like the I in <i>smile</i>
á	like the OW in <i>owl</i>
å	same as á
æ	like the E in <i>semi</i>
au	like the OU in <i>out</i>
b (general)	like the B in <i>baby</i>
b after <i>m</i>	like the P in <i>lamp</i>
d after a vowel or	like the D in <i>dog</i>
ð after a vowel or between <i>r</i> and a vowel	like the D in <i>dog</i>
ð otherwise	silent
e (general)	like the A in <i>hay</i>
e before <i>ng</i> , <i>nk</i> , <i>gi</i> , <i>gj</i>	like the E in <i>grey</i>
e before <i>ga</i> or <i>gu</i>	like the E in <i>beg</i>
é	like the E in <i>hey</i>
ë	same as é
ei and ey	like the E in <i>hey</i>

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f	like the <i>F</i> in <i>find</i>
f before <i>f</i> , <i>s</i> and <i>þ</i>	like the 2 nd <i>F</i> in <i>coffee</i>
f between vowels, between a vowel and <i>g</i> , <i>j</i> , <i>r</i> or <i>þ</i> , between <i>l</i> or <i>r</i> and a vowel and before <i>l</i> and <i>n</i>	like the <i>V</i> in <i>slave</i>
g (general)	like the <i>G</i> in <i>saga</i>
g between a vowel and <i>l</i> or <i>j</i>	like the <i>Y</i> in <i>beyond</i>
g between <i>l</i> and <i>d</i> , <i>n</i> , <i>s</i> or <i>t</i> or between <i>r</i> and <i>n</i> , <i>t</i> or <i>þ</i>	silent
h (general)	like the <i>H</i> in <i>hammer</i>
hl, hr, hj, hn	like the <i>H</i> in <i>hammer</i> , but strongly aspirated
hv	like the <i>UE</i> in <i>Quentin</i>
i	like the <i>E</i> in <i>hey</i>
í	like the <i>IE</i> in <i>thief</i>
ï	same as í
j	like the <i>Y</i> in <i>yet</i>
k (general)	like the <i>K</i> in <i>kitchen</i>
k before <i>a</i> , <i>á</i> , <i>au</i> , <i>l</i> , <i>n</i> , <i>o</i> , <i>ó</i> , <i>ö</i> and <i>r</i>	like the <i>K</i> in <i>kitchen</i> , but aspirated after <i>k</i>
k before <i>æ</i> , <i>e</i> , <i>ei</i> , <i>e</i> , <i>l</i> , <i>i</i> and <i>j</i> and in <i>sk-</i> before <i>æ</i> , <i>e</i> , <i>ei</i> , <i>ey</i> , <i>l</i> , <i>í</i> , <i>y</i> and <i>ý</i>	like the combination <i>KY</i> without an intervening vowel
k between a vowel and <i>k</i> , <i>l</i> or <i>n</i>	like the <i>K</i> in <i>kitchen</i> , but aspirated before <i>k</i>
k between a vowel and <i>r</i> or <i>s</i>	like the German <i>CH</i> in <i>Nacht</i>
l (general)	like the <i>L</i> in <i>life</i>
l before <i>k</i> , <i>pt</i> or <i>t</i>	like the <i>L</i> in <i>life</i> but aspirated before <i>l</i>
l after <i>f</i> , <i>g</i> , <i>r</i> and <i>s</i>	like the <i>L</i> in <i>towel</i>
ll between vowels or between a vowel and <i>u</i> , <i>n</i> or <i>r</i>	like the <i>L</i> in <i>handle</i>
ll in nicknames or in words taken from other languages	like the <i>LL</i> in <i>pillar</i>
m	like the <i>M</i> in <i>market</i>
n	like the <i>New York</i> and <i>Hoboken</i>
ng (general)	like the <i>NK</i> in <i>tanker</i>
ng before <i>l</i> , <i>s</i> or <i>t</i>	like the <i>NG</i> in <i>thing</i>
nk	like the <i>NK</i> in <i>tanker</i>
o	like the <i>O</i> in <i>holy</i>
ó	like the <i>O</i> in <i>Olga</i>
ö (general)	like the <i>OR</i> in <i>word</i>
ö before <i>ng</i> , <i>nk</i> and <i>gi</i>	like the <i>Ol</i> in <i>coin</i>
ø	like the <i>O</i> in <i>horn</i>

p (general)	like the <i>Ps</i> in <i>papa</i>
p between a vowel and <i>l</i> , <i>n</i> or <i>p</i>	like the <i>Ps</i> in <i>papa</i> but aspirated before <i>p</i>
p before <i>t</i>	like the <i>F</i> in <i>riff</i>
r (general)	like the German rolled <i>R</i>
r before <i>f</i> , <i>k</i> , <i>p</i> , <i>s</i> and <i>t</i>	like the <i>P</i> in <i>harp</i>
rl	like the <i>RL</i> in <i>Marlboro</i>
t	like the <i>T</i> in <i>task</i>
th	rare alternative for <i>p</i>
þ	like the <i>TH</i> in <i>thing</i>
u (general)	like the <i>OR</i> in <i>word</i>
u before <i>ng</i> and <i>nk</i>	like the <i>U</i> in <i>put</i>
ú	like the <i>O</i> in <i>who</i>
v	like the <i>V</i> in <i>raven</i>
x	like the <i>X</i> in <i>lax</i>
y	like the <i>E</i> in <i>hey</i>
ý	like the <i>IE</i> in <i>thief</i>
ÿ	same as <i>ý</i>

2. Photograph Index

Page	Content
Front cover	Imperial City Days Festival in Rothenburg ob der Tauber in Bavarian Middle Franconia
29	Main River in Northern Bavarian Würzburg
Back cover	Karlsburg Ruin above Karlstadt in Northern Bavarian Lower Franconia

3. Keyboard Character Codes for Aldmál

Character	Code
Æ	0198
æ	0230
Ð	0208
ð	0240
þ	0254
Ø	0216
ø	0248

To use these codes, press the **Alt** key and type the code in with the numeric pad on the right side of your keyboard. Make sure that the numeric keyboard is active. It can be turned on and off with the **Num** key.

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