

FRIA LIGAN

SVAVEL VINTER



QUICK-START RULES



Would you like to learn more about the Swedish role-playing game Svavelvinter but struggle to get past the language barrier? This document contains a distilled, quick-start version of the rules. It is meant as a taster of the full rulebook in Swedish as well as a companion document for anyone planning to take part in a Svavelvinter game.

He & she: Unnamed players, Player Characters (**PCs**) and Non-Player Characters (**NPCs**) will be referred to as “he” throughout the text, while the Game Master will be referred to as “she”. This is a way to ensure consistency of language while making sure that both genders are included in the text.

TRACORIA – WHAT IS IT?

Tracoria is a merchant empire in a fictional renaissance world. The four main islands are populated by a number of peoples and cultures that have tried to dominate each other throughout history. The island Paratorna is currently milking the neighbouring isles for their riches, spurred by a religion that adores money and commerce. All across the region, people despise the arrogant, false and amoral Paratornians, who, while displaying a certain charm and practice equality between the genders, are also blatant xenophobes who distrust arts and academia. When the profitable Paratornian sulphur monopoly collapses, many of their neighbours see an opportunity to lift the yoke, especially since the mythical ‘Fifth Conflux’ is approaching, a point of destiny in time and space that is expected to reshape the world.

The Tracorian world is similar to Renaissance Europe of the early 16th Century, but with notable differences. It is an animistic world where living clouds, mountains and winds coexist with dragons and other mythical beasts. Life clings to the surface of the continental shields of gigantic beings submerged in the magma





below. These shields have been forged into a world sphere in order to protect the burning Furians within. The entire world shows many signs of having been put in place according to some divine plan, but the actual work has been delegated to befuddled servants. In this way reality is a flawed and poor implementation of a divine design. Magic works, but rarely quite as expected. Magicians are feared but also suspected of interfering with the divine plans even further and are often hounded by clerics. Most powerful of all are those who know 'The High Speech', the forbidden words of the gods' that command creation and reality.

Sources of inspiration for the Tracorian world include the Italian Renaissance, the Roman Republic and our current commercially focused age. The polytheistic religions are borrowed from old Mesopotamia

CORE GAME PRINCIPLES

Svavelvinter can be played in many different ways and following different styles. They share a common approach to gameplay that puts the focus on the **PCs** and their destinies – the **PCs** should be the real driving forces of the game. The game should always aim to create exciting stories and narratives about the **PCs**. Svavelvinter provides a wide range of hands-on tools that can help you reach this goal. To create a story that everyone around the gaming table is engaged in, it is important to make sure that everyone is given the opportunity to take part in telling the story. The Game Master plays an important role, but she should never decide on all the twists and turns of the story line on her own. The Game Master should avoid blocking players initiatives, plans or suggestions with an outright “no”, and always endeavor to come back with a “yes, but...”; forcing the players to sacrifice something or risk something to pull off their plans, or with a “yes, and...” and elaborate on the players proposals.

DICE

This game uses ordinary six-sided dice, divided into two types: *Basic Dice* (**BD**) and *Fate Dice* (**FD**). You will always be able to use your basic dice for every roll. Fate dice are different – you have a limited pool of these, and you need to ration them and choose when to use them. You bet **FD** when you use abilities and you can gain new **FD** by following your destiny, suffering from your curse or performing great feats of daring do. More on this follows below.

Three to start with: You begin play with three **FD**. The Game Master begins plays with three **FD** per player in the gaming group. For example, in a group of four players, the Game Master would start play with twelve **FD**.





The Chalice of Fate: The total number of **FD** is always limited to nine per player in the group, not counting the Game Master. A group with four players will thus have a total of 36 **FD**. **FD** that haven't been assigned to a player or the Game Master are placed in a bowl or container in the middle of the gaming table – the so called Chalice of Fate.

When used, **FDs** are placed in the Chalice, and all the **FD** that a player wins have to be retrieved from the dice in the Chalice.

Colour: To be able to distinguish between basic dice and fate dice we recommend using two contrasting colours, for example black dice (**FD**) and white dice (**BD**).





SCENES

Svavelvinter is played out in scenes. This is just another way of saying that any down time or travel time is cut out in order to focus on the most exciting and dramatically charged parts of the story. Most scenes contain some sort of conflict, and the scene ends when the conflict has played out. Normally the Game Master establishes the scene – explaining where it is set and who takes part. Players should feel free to suggest any scenes they may wish to play or take part in.

PLAYER CHARACTERS

The Svavelvinter rulebook provides you with a detailed account of how to create your very own Tracorian **PC**. Going into such detail would take up too much space in this short introduction. Instead, we will make four pre-generated **PCs** available.

✧ THE FOUR BLOODS

The most basic defining traits of a **PC** are expressed through the four *Bloods*: Stone, Wind, Fire and Water. The animists on the island of Mereld teach that all human beings are a mix of these bloods. Some Bloods may have a stronger presence in your **PC** than others.

- » **Stone** represents calm and thoughtfulness, duty and tradition, as well as physical strength and endurance.
- » **Wind** represents emotional detachment and logic, acumen and willpower, but also ageing and erosion.
- » **Fire** is tied to passion and prowess, intuition and folly, liveliness and quickness of body and thought.
- » **Water** represents life and nature, happiness and love, charm and charisma.

✧ BLOOD VALUES

The presence of each of the Bloods in a human being is measured on a scale from 1 to 3. 1 means that the Blood is especially weak in that particular individual, 2 is the average and 3 means that the Blood is particularly strong. The value of your Blood determines how many **BD** you are allowed when rolling for a test. The total sum of the



Stone



Wind



Fire



Water



four Blood values is always 8 for a human. The value of your blood determines how many basic dice you are allowed when rolling for a test.

✧ EXPERIENCES

Your **PC**'s experiences are important events that have shaped his life. A newly created **PC** will start with three experiences. Every experience is described through a short, concise sentence. You can activate an experience to reroll a failed test – as long as the experience is relevant for the situation at hand.

Mark off: Once you've used an experience you have to mark it off, and you are then unable to use it again until you have marked off all experiences on your character sheet. In the complete game you will be able to use your experiences to develop and improve your **PC**.

✧ ABILITIES

The abilities of your **PC** reflect he has decided to do with his life and his career, what areas of expertise he has decided to develop. Abilities are measured on a scale from 1 to 5, where 1 represents a capable individual and 5 a legendary master. A newly created **PC** has a total of three points to distribute between his abilities. Your ability's value determines how many **FD** you may use in a regular test (see p. 9). Generally speaking, you will never require an ability to be able just to roll a regular test, the ability is there to give you a bonus in the form of **FD**.

The full game has over 40 abilities listed, some mundane, some magical.

ABILITIES

Below you will find a short description of a selection of the abilities included in the game. In the rule book most abilities have five specialised applications, or talents. These are specific actions that you can learn in order to achieve certain effects. Talents have been left out of these quick start rules as they would take up too much space. On top of their primary application almost all abilities can be used to acquire information, knowledge or contacts related to the ability. This use is also explained more fully in the rule book.

- » **LEARNING:** Knowledge of a wide range of varying subjects, such as history, culture, politics and geography.
- » **PROFANITIES:** A talent for firing off vitriolic, Paratornian insults. Can be used in most rhetorical conflicts.
- » **DEALER:** Ability to negotiate and haggle, most often for business purposes. Can be used in rhetorical conflicts.





- » **THIEVERY:** A knack for stealth and secrecy. Can be used for any actions that requires stealth, and to spot others. The ability can also be used for jumping and climbing.
- » **HUNTSMAN:** Skilled in the art of tracking prey and moving stealthily through the wilderness. Can be used to scout and track.
- » **MARKSMANSHIP:** Competence in the use of all types of ranged weapons.
- » **SWORDPLAY:** Skill in the use of all types close combat weapons.
- » **BERSERKER:** You have the ability to unleash your berserker rage whenever you have suffered from damage or fear (see *Misery*, p. 17). No one can use your Misery against you as long as you are in a fit of rage. You can also try to keep fighting when you have been broken by Misery. Roll for Fire and bet at least one **FD**. Difficulty is the difference between the amount of Misery and the blood in question. The drawback is that you have to attack whichever adversary is closest to you and continue fighting until either yourself or all your enemies are broken.

✧ DESTINY

The destiny of your **PC** isn't a set statistic but a short description of who your **PC** are and where he is heading – his life goal and the resolution of his fate. The destiny must be written as a single sentence, for example "To always follow my friends, even unto death", "To protect and preserve all life" or "To claim my right over those who are inferior".



David Haddock





Use your destiny: Every time you take an unnecessary risk or sacrifice something to follow your destiny, make sure to state this loud and clear. You will then be rewarded with an **FD** straight from the Chalice. If you are putting your life on the line then the reward increases to two **FD**. When in doubt whether an action deserves an **FD** or not the Game Master is the final port of call. She should be generous in awarding **FDs** in such cases.

Abandoning your destiny: You may, at any point in time, choose to abandon your destiny. Maybe the gods have changed their plans for you? Or maybe you have simply misinterpreted your true calling and only now see the truth? You scrap your existing destiny and are immediately awarded three full **FDs**. In this way, abandoning your destiny is a way of immediately increasing your pool of **FDs**, if it is running low at a critical point in time. Following this, you will have to play a full game session (both the rest of the ongoing session and the next full session) without a destiny, and then create a new one.

Game Master challenge: As you can see above it is most of the time up to yourself to make sure that your destiny is brought into play. But the Game Master can also test your destiny. In a situation where the Game Master feels that your destiny should play a part she can offer you an **FD** if you act the way she feels that destiny dictates. If you refuse to follow your destiny you must instead forfeit an **FD** to the Chalice. A Game Master challenge can be a good opportunity to abandon your destiny.

✱ BANE

Your bane is your **PC's** greatest weakness. It can be a physical weakness, a character flaw, a disease, an addiction, a bitter enemy who keeps hounding you, or an actual magical curse. Unlike your destiny, your bane is permanent, and in principle impossible to change in game. You decide when and how your bane should come into play to afflict you yourself, which awards you an **FD** from the Chalice. The effect must be something concrete and significant that has a direct impact on the story. Normally the bane takes effect in one of two ways: either you start a new conflict that would not otherwise take place, or you lose a conflict by default. The second option means that you choose to fail a regular test (see p. 9) without even rolling the dice.

Game Master challenge: Your bane can be challenged by the Game Master, just like your destiny (see above).





REGULAR TEST

The game is played out in the form of a conversation between the players and the Game Master until a truly dramatic or pivotal situation arises. This has to be a situation that has an uncertain outcome, and it calls for a regular test. This is resolved as follows:

1. State what you intend to achieve. The Game Master, or the scenario, will determine the difficulty of the test. 1 is easy, 2 is challenging and anything above 3 is a really tall order.
2. Pick a number of **BD** equal to the value for the blood relevant to the action – i.e. one, two or three. In most cases it should be clear which blood is in question. If there are any uncertainties the Game Master has the final call.
3. You can receive extra basic dice to roll, called bonus dice, by using the right tools (one die), being helped by friends (see *Cooperation*, p. 10) or by using your opponent's Misery against him.
4. Decide how many of your **FD** you want to use for the roll – from zero up to as many dice as the value of the ability you using. Every ability has a description that sets out how it can be used, but you can always argue for new and innovative uses of abilities. The Game Master has the final say on this.
5. Roll all dice together (both kinds). Count any that come out as fours or higher. These are successes. If the number of successes is equal to or higher than the difficulty, then you have succeeded with the action.
6. If you succeed then any sixes rolled on your dice contributes to increasing your level of success (**LS**). Your **LS** is equal to the number of sixes rolled. An **LS** of zero means that you have just pulled it off by the skin of your teeth. **LS** 1 is a comfortable success and **LS** 2 or more means that you have pulled off an impressive success.
7. A failed roll always leads to some form of adversity – you will suffer the consequences of a misfortune chosen by the Game Master. You will still have a chance to potentially save the situation. If you have an experience that is relevant for the situation at hand you may elect to use it, and reroll any dice you choose. Once you have used an experience you will have to mark it off on your **PC** sheet, and it cannot be used again until all experiences have been marked. Once this has happened all marks are erased.
8. All rolled **FDs** are placed in the Chalice.



✱ COOPERATION

If you want to help a friend succeed with a test, the first thing you need to do is set out how you plan to go about it and which blood you will be using. Help can come in many forms – if you want to help someone scale a wall you might let him stand on your shoulders (Stone), point out the best way up (Wind) or cheer him on (Water). You can also use abilities that may be relevant.

The next step is to roll a regular test for your support. The difficulty is always 1. If you succeed your friend will receive a bonus die, as well as an





additional bonus die for every **LS** (every six rolled). If you fail then you will distract or fumble the attempt, and your friend receives one **BD** fewer than he would otherwise. Up to three people can help the same person pass a regular test.

CONFLICTS

Conflicts lie at the very heart of the game. Most scenes should include a conflict. Conflicts do not need to be violent – on the contrary, violent conflict should always be seen as a last resort. Rhetorical challenges, threats, attempts at stealth and subterfuge and chases should be far more common. The type of conflict determines which Blood and abilities should be used.

- » **Rhetorics:** Both parties roll for Water. Abilities such as Schemer, Dealer and Profanities can be used.
- » **Threats:** Both parties roll for Stone. Abilities such as Schemer and Profanities can be used.
- » **Stealth:** The person sneaking rolls for Fire, the person trying to spot rolls for Wind. The ability Thievery can be used, as well as Huntsman if it takes place in the wilds.
- » **Chases:** Both roll for Fire. Huntsman can be used.
- » **Close combat:** Both parties get to choose between Fire and Stone in close combat. The ability Swordplay can be used.
- » **Ranged combat:** Both parties roll for Fire. Marksmanship can be used, by both the attacker and the defender.

✧ SIMPLE CONFLICTS

Simple conflicts are settled through a single conflict test. Both sides declare their intentions and the attacker and the defender roll a regular test each. The attacker must start by announcing the number of **FDs** he will use. Whoever scores the highest number of successes wins the conflict. The attacker wins in the case of a draw. A victory with **LS** zero is very slim. The higher the **LS** is, the more spectacular the win. The defender is normally just trying to resist the attacker, for example by answering back or fighting back. Defense can also be more specific.

Misery and cooperation: Do not forget to use your opponent's Misery against him. Every point of whatever particular form of Misery you may wish to exploit gives you a bonus die for the conflict roll. More information on Misery follows.





✱ SUFFERING MISERY

Whoever loses a conflict roll – whether it is the attacker or the defender – will usually suffer some form of Misery. There are four types of Misery: Doubt, Fear, Exhaustion and Damage. Rhetorical conflicts cause doubt, threats cause fear, chases cause exhaustion and combat causes damage. The number of Misery points inflicted on the loser is normally equal to the **LS** of the victor plus one. Read more about Misery below. Note: it is very possible that a person who is attacking in, for example, combat sustains damage himself. Starting a conflict always carries a certain amount of risk.

✱ EXTENDED CONFLICT

Some conflicts are too important to settle with a single roll of the dice. The loser always has the option of continuing the conflict, and strike back with his own attack. In this case an extended conflict begins, which is resolved in rounds. In round two the former defender gets to be the attacker, and can choose to square off against his opponent in a new conflict test. This does not have to be the same type of conflict as in the previous round – as long as the change makes sense from a story point of view the new attacker can choose any type of conflict he prefers. For example, someone who is attacked in close combat can try to convince the enemy to stop fighting (rhetoric).

In the third round, the original attacker's get their turn again, and so on, back and forth until one of the parties concedes defeat or is broken by Misery (see p. 17).

Several opponents: If more than two people take part in a conflict they are split into two sides. One side attacks, the other side defends. In each round every individual on the attacking side has the opportunity to initiate a conflict test (of any type) against any of the defenders. The attackers are free to go in any order they prefer. Several attackers may gang up on a single defender, if it fits the situation and the narrative. In this case one defender would roll several conflict tests in the same round. A defender who isn't being attacked would not roll at all in that round. In the next round the initiative passes to the defending side, who are now the attackers and get to choose which conflict tests to initiate.

Cooperation: In a conflict facing a powerful enemy it is recommended that you and your friends cooperate (see p. 10) in a single, common test, rather than rolling individually.





CLOSE COMBAT WEAPON	GRIP	WEIGHT	LENGTH	DAMAGE
Kicks and fisticuffs	-	-	0	1
Claws, fangs	-	-	0	1
Improvised weapon	1h	1	1	1
Knife	1h	1	1	1
Killer sickle*	1h	1	1	1
Sword	1h	2	2	1
Mace	1h	2	2	1
War Axe	1h	3	2	2
Longsword	1h	3	3	2
Spear	1h	3	4	1
Bear spear	2h	3	5	2
Lance	1h (mount)	2	4	2
Staff	2h	2	3	1
Great sword	2h	3	4	3
Great axe	2h	3	3	3
War hammer	2h	3	3	3
Combat scythe*	2h	2	3	2
Great club	2h	3	2	2

* Used by the assassins of RhabdoRhana. The sickle is attached to a staff to create the Combat scythe. Individually, the weapons look like a farmer's innocent tools.

✳️ OPTIONAL RULES: CLOSE COMBAT

Combat can be treated just like any other conflict (a weapon is treated as a tool and contributes one bonus die). The following combat rules are for those preferring greater attention to detail in armed conflict. Please refer to the list of weapons on the following page.

Weapon weight: To be able to swing a weapon effectively you need to meet a minimum value for Stone. This minimum threshold can be reduced by 1 by holding a one-handed weapon with both hands.

Weapon length: Whoever holds the longer weapon in combat can keep the enemy at bay and thereby retain an advantage in combat. The combatant





with the longer weapon therefore receives a bonus die. (If this rule is used weapons do not contribute a bonus die as tools).

Weapon damage: If hit at **LS** 0 the victim suffers damage as per the weapon damage value, which may be higher than 1 for larger weapons.

Special effects: Rather than automatically increasing the amount of damage suffered at **LS** 1 or higher the winner of the conflict test may select a special effect for each **LS** from the list below:

- » The opponent sustains one more damage (can be chosen several times)
- » The opponent drops his weapon, and will only have retrieved it following the next round.
- » He falls and is at a disadvantage for the rest of this and the next round.
- » The opponent is forced back, through a door or over an edge.
- » Another opponent next to the defender is hit, and takes damage equal to the weapon damage.

✱ OPTIONAL RULES: RANGED COMBAT AND CHASES

Range in combat and chases is measured in three steps: long range, short range and arm's length. If you win a conflict test in a chase against an opponent, you may increase or decrease the range by one step. When you have caught up with your opponent, you are free to immediately engage in close combat. Ranged weapons can be used at a distance that is no greater than its range, i.e. long or short. Please refer to the table of ranged weapons. When you attack an enemy at a distance and lose the conflict test this does not

RANGED WEAPON	GRIP	WEIGHT	DAMAGE	RANGE
Thrown rock	1h	1	1	Short
Throwing knife	1h	1	1	Short
Sling	1h	1	1	Short
Short bow	2h	1	1	Short
Long bow	2h	2	1	Long
Crossbow	2h	2	2	Long
Arbalest	2h	3	3	Long



mean that you take damage yourself – all it means is that you miss. The Game Master may subject you to a misfortune of her choice, however. You may run out of arrows, or accidentally hit something vulnerable or valuable. Ranged weapons have weapon weight and weapon damage just like close combat weapons (see p. 13), but no weapon length. It does not confer any bonus dice to your test.

Cover: The target of a ranged attack receives a bonus die if he can take cover behind some form of protection. He receives two bonus dice if this protection is particularly robust, such as a stone wall or rampart.

Special effects: If you hit your enemy with a ranged attack and achieves **LS** 1 or higher you may pick a special effect from the list below for every **LS**.

- » The opponent sustains one more damage (can be chosen several times)
- » You hit a gap in the armour, which will not affect this attack (see below)
- » The opponent drops an item.
- » He falls and is at a disadvantage for the rest of this and the next round.
- » The opponent is pinned to a wall.

❖ OPTIONAL RULE: ARMOUR AND PROTECTION

Armour comes in two types: light (made out of boiled leather) and heavy (made out of metal). Light armour has a protection value of 1, and heavy armour has a protection value of 2. If you get hit by an attack and the damage is lower than or equal to the protection value you do not suffer any damage. If the damage is higher than the protection value, then you suffer the full damage of that attack without any reduction for armour.

Limitation: Armour is heavy and uncomfortable to use. If you are wearing light armour then your value for Fire never counts as more than 2, even if your actual value is 3. If you are wearing heavy armour then your value for Fire always counts as being 1. Animals and monsters may have natural protection that affords a protection value without limiting Fire.

❖ OPTIONAL RULE: FIELD BATTLES

The full Svavelvinter game contains complete rules for playing out large battles. In these quick start rules it is enough to handle a battle as a one or a



series of conflict tests (see p. 11) between the commanders of the two forces. Both roll for Wind and can use the Command ability. Having a much larger or better-equipped force gives you bonus dice. The winner of the roll gains the upper hand in the battle and inflicts losses on the losing side. The Game Master interprets what this means in the specific situation.





MISERY

You may suffer Misery as the result of losing a conflict test, as mentioned above. There are four kinds of Misery: doubt, fear, exhaustion and damage. You can also endure Misery in other ways, such as through frightening experiences (fear), a forced march (exhaustion) as well as fire, poison, falling and drowning (damage). Mark off your Misery with ticks in the circle in the middle of the character sheet.

✧ USING MISERY

When rolling for conflict test against an opponent you may use his Misery against him. You can choose whichever type of Misery you prefer as long as you can explain and describe how the Misery in question is impacting your opponent and helping you in the conflict. When rolling for the test you will then receive a bonus die for each point of Misery the opponent is suffering from at that time. Only one form of Misery may be used per conflict test, and the opponent if of course free to use your own Misery against you in the same way.

✧ BROKEN BY MISERY

You are broken when the number of Misery points exceed the value of the blood that the form of Misery is tied to. This means that you are unable to engage in any further conflict until the next scene. Doubt is tied to Water, fear to Wind, exhaustion to Fire and damage to Stone.

- » If broken by doubt you descend into a state of soul searching and apathy
- » If broken by fear you have to flee for your life, or fall to your knees in quivering horror
- » If broken by exhaustion you collapse to the ground, too tired to even move
- » If broken by damage you are knocked out or in too much pain to move

Death test: When you have been broken by damage you will have to roll for a death test at a suitable moment. The difficulty is equal to the number of points of damage you have suffered in excess of your Stone value. The death test is rolled using Wind. No abilities may, or need to, be used (you may bet as many **FD** as you wish regardless). If you succeed the death test you survive. If you fail then your **PC** has met his final fate, and passed from the world of Svavelvinter.





✧ HEALING MISERY

All you need to do if you have suffered Misery is to play out a resting scene, after which all of any one kind of Misery is wiped clean. The nature of the resting scene may vary, and depends on the kind of Misery you are recovering from. For example:

- » **Doubt:** You forget your woes through drink and other amusements.
- » **Fear:** You speak to someone you trust, voicing and overcoming your fears.
- » **Exhaustion:** You take a deep bath at the local bath-house, with the accompanying deep scrub and massage.
- » **Damage:** You get your wounds looked after by caring hospital priests or a capable surgeon.

The most important thing for a resting scene to qualify is that your **PC** must have a realistic opportunity to take part in it, which may be difficult if you for example are walking through the catacombs of the ancient city of Fontra Cilor.

✧ OPTIONAL RULE: CONSEQUENCES

To avoid being broken by Misery you may choose to suffer a consequence. A consequence is a severe and long term harm or disability, please see below for examples. By selecting a consequence you may reduce your amount of Misery taken by 1 following a lost conflict test. If you choose to take a permanent consequence you may avoid 2 points of Misery. You may suffer from a maximum total of three consequences at any given moment.

Healing consequences: Even non-permanent consequences may be difficult to recover from. You normally have to retain the consequence for the full gaming session, as well as the following gaming session. The consequences of damage also require skilled medicine or care, or even magical healing.

Consequences of doubt:

- » **Vow:** You promise your opponent something that you must keep.
- » **Melancholy:** Your value for Water counts as 1 for all tests.
- » **Sudden crisis:** You immediately abandon your destiny (which still awards you three **FD**.)



Consequences of fear:

- » **Nightmares:** You suffer one point of fear every night.
- » **Addicted:** You become addicted to a drug.
- » **Phobia:** Every time you meet the object of your phobia you suffer one or several points of fear.
- » **Delusions:** You are convinced of something which is actually patently untrue.

Consequences of exhaustion:

- » You fall and suffer a point of damage.
- » You drop and lose a possession.
- » You get separated from your friends

Consequences of damage:

- » Your weapon is destroyed.
- » Your face is mauled and badly disfigured. You value for Water counts as 1 in rhetorical conflicts.
- » Your eye is badly damaged. For any test requiring good eyesight your blood counts as 1.
- » You suffer severe headaches. You value for Wind counts as 1 for all tests.
- » You lose the use of your arm. For any test requiring two arms your blood counts as 1.
- » You lose the use of your leg. For any test requiring mobility your blood counts as 1.

AND MUCH, MUCH MORE...

The quick start rules above give you a digest of the rules system. What follows is a short introduction to some of the more setting and gameplay related concepts that are found in the game and in the world of Svavelvinter.

✧ SORCERY & DIVINE POWERS

Magic forms its own particular category of abilities in the game. Magic users range from god-fearing priests to devious practitioners of black sorcery. The dividing line is not, however, between good and evil, but rather between those who are preserving the laws and rules inherent in the divine creation and those who try to subvert the divine laws and break free of the laws of creation. Those who preserve creation, or animists, use natural energies in harmony with the world order just as the gods intended it, or are given their





powers directly from the gods they worship. Magicians who subvert creation, on the other hand, use the various currents and flows of magic present in the world freely for their arts, without any regard for the will of the gods, or in open opposition to them. Illusionists, necromancers and demonologists all belong to this group.

Magic in Svavelvinter is wild, unpredictable and dangerous to use. There are no ready-made spell lists; the magic user creates his own spells, based on the numerous examples provided in the game. Every time he casts a spell in the game something will happen; if he fails the spell will backfire on himself or his friends. Subvertive spellcasters run even greater risks. They risk anything from incurring divine wrath and vengeance to accidentally prying lose their own thread in the divine tapestry and thereby instantly deleting themselves from reality, with retroactive effect.

❖ THE GAME OF SHADOWS

A new and innovative campaign tool in the Svavelvinter is the so-called Game of Shadows. Apart from their regular character, each player also controls a so called Shadow Power – a hidden power broker with extensive resources and influence. The plots and intrigues of the Shadow Powers are reflected in a strategy game that uses all of Tracoria as its game board, where the players plot against each other and try to gain influence in the different spheres of the game. The Game of Shadows creates a backdrop for the regular game and provides a feed of dramatic twists and turns and pivotal events that can be used for adventures and scenarios. Each character will always have some sort of bond or connection to one of the Shadow Powers, which gives the Game of Shadows a direct impact on the regular, PC-driven game.

❖ PROPHECIES

Vox Ranzina, the prophecy of the mountain, plays a pivotal part in the story of a classic tracorian adventure, Oraklets Fyra Ögon. The players are driven to figure out what the verses of the prophecy mean to be able to find the sought after oracles. In the new game we have turned this set-up on its head. The gaming group is given the tools to create an ambiguous and multi-layered prophecy – through randomly rolling on a table if this is preferred – and it is then up to the players to decide what the cryptic stanzas actually mean. The players bring about individual lines of verse both in the Shadow Game and in the regular game, and when every line has been explained, then the prophecy – and the campaign – has been completed.



FRIA LIGAN

WWW.FRIALIGAN.SE

CREATOR OF TRACORIA

Erik Granström

RULES DESIGN

Tomas Härenstam

TRANSLATION

Peter Larsson

ART DIRECTION

Christian Granath

LAYOUT

Dan Algstrand

COVER ILLUSTRATION

Magnus Fallgren

INTERIOR ILLUSTRATIONS

Daniel Falck, Per Folmer

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