

ALDPOR

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Overview

Descriptions

Aldpor is a high mythic historical fantasy world, set in the early medieval ages. The project started in 2023, July. Magic is subtle, and is not flashy/dramatic.

The current year is 973. Fantastical elements should correspond from the Late Viking Ages to the Late Roman Period, with subtle elements from the 11th - 12th century.

Medieval Stasis

The gods want to see competition and progress in strength. Still, new technology can be developed, but they will likely be lost due to thieves, bandits, and war. Technology is currently comparable to earth's 1st to 10th century, will develop until the highest point of technology is comparable to earth's 12th - 14th century.

Ancestries

Cold elves evolved from moon elves, and humans evolved from cold elves.

Dwarves had human ancestors. They have a greater ambition than humans, making them desire more wealth and power. So they took on mining, as it was the safest way to gain gold, silver and crystals without danger. From long periods of time being in dark areas and mining, their skin has gone very white, and their hair has gone very blonde or red, brighter than most humans. They also have the same lifespan of humans. They are more likely to worship Jalfar, or Hirulfyr.

Dwarves have multiple kings. Each king usually handles a part of the kingdom, like a pantheon. One of the dwarvish king will be the king's leader. Examples: One king handles the kingdom's army, one handles imports and exports, one handles economy etc.

Elves are more likely to worship Parhrügi, Hirulfyr, Lünanyr, or any of the three moons, but moon elves will not worship An.

Magic

Magic is subtle, and is not flashy/dramatic.

Magic items exist in this world, and there are two ways of making one. The first way is by soaking the item in potion, and the second way is by casting Imbuement on the item.

Druids are like normal people, except for a few things: they are vegetarian (NOT vegan!), and they are most likely to worship Talmundur, or less commonly Lünanyr.

Types of Magic

- **Druidic magic** is basically wizard magic without study and using fey's magic instead of directly accessing the Plane of Magic.
- **Seer magic** is when you take the essence of any god other than **Parhrügi** to make magic. Some people are innately seers by leaning towards **Lünanyr** or **Hirulfyr**, such as Vielthöri Aldriandel.
- **Sorcery** is when you can make simple magic happen by whim, by being magically attuned to **Jalfar**.
- **Wizard/Arcane magic** is when you make access the **Plane of Magic** by speaking in **Primordial**, doing gestures, and holding materials.
- People who are born magically attuned to a god are rare, being around one in a million (literally, no pun intended).

Lifespans of Common Races

| | |
|-----------------|-----|
| Human | 100 |
| Dwarf | 100 |
| Cold Elf | 130 |
| Moon Elf | 200 |
| Orc | 60 |

Astronomy, Cosmology, and Religion

Astronomy

There are three moons in Aldpor, each are worshiped by mainly elves, and centaurs. Once every few decades, An rubs past on Lûn's surface, causing a bright flash and some small meteors. The rocks that fall are usually collected for potion-making.

- **An (AHN)** **An** is a yellow moon. **An** means **Sulfur** in Primordial.
- **Lûn (LOON)** **Lûn** is a white moon. **Lûn** is a moon elvish spelling of **Lun**, which means **Silver** in Primordial.
- **Vel** **Vel** is a blue moon. **Vel** means **Water** in Primordial.

Gods

There a total of 5 gods in Aldpor.

Gods listed below have their names in **Dagsvaldian**, so if you are playing as a **non-Dagsvaldian** character, watch out for any misunderstandings or the such.

Hirulfyr (HIR-RUL-FEER)

- Hirulfyr is the God of Emotions.
- Hirulfyr's symbol is a drop of water.
- **Other names:** Himarir (Aodesvu), Hirnest (Hendril), Ainassare (Rànûdel), Hiiruldir (Banod, Glomdur), Hegetsen (Mornesvid)

Lünanyr (LOO-NAN-NEER)

- Lünanyr is the God of Life, Death, and Nature.
- Lünanyr's symbol is a four-pointed star.
- **Other names:** Lûnania (Aodesvu), Lunara (Hendril), Lomathelis (Rànûdel), Luunakir (Banod, Glomdur), Lorazin (Mornesvid)

Jalfar (YAL-FAR)

- Jalfar is the God of Creation and Destruction.
- Jalfar's symbol is an eye.
- **Other names:** Yulvis (Aodesvu), Yorgarar (Hendril), Yiisessil (Rànûdel), Yorvar (Banod, Glomdur), Edorfil (Mornesvid)

Parhrügi (PAR-HROO-GEE)

- Parhrügi is the God of Magic.
- Parhrügi's symbol is a circle, surrounded by 7 smaller circles, symbolizing each school of magic.
- **Other names:** Pöldànis (Aodesvu), Parletha (Hendril), Pönanis (Rànûdel), Padhuuki (Banod, Glomdur), Plakisael (Mornesvid)

Talmundur (TAL-MUN-DER)

- Talmundur is the God of Nature, Tempest, and Luck.
- Talmundur's symbol is an upside down Dagsvaldian T rune.
- **Other names:** Talûsa (Aodesvu), Tereven (Hendril), Tànûssiel (Rànûdel), Tadhuundar (Banod, Glomdur), Tsakasten (Mornesvid)

Races

Races of Men, intelligent races, or humanoid races, are the main inhabitants of Aldpor.

Centaur

Centaur's originated from Furnalfa, and now has kingdoms on the main continent of Aldpor.

General body features and personality traits

- Most are **territorial** and **unfriendly** towards **dwarves**.
- Eyes are **pupiless**.

Racial Abilities

- Much **faster** travel speed.

Body features

- **Height:** Average is **220** centimeters.
- **Weight:** Average is **450** kilograms.
- **Body:** A horse of any breed.
- **Skin:** Color of oak wood.
- **Hair:** Black to dark brown.
- **Fur:** Grows over their human torso, stops at hands and neck. Same color as their lower half's fur color.
- **Eyes:** Black, brown, green, blue, or gray.

Cold Elf

They're elves who live in the cold.

General body features and personality traits

- Eyes are **pupiless**.
- Most are **calm** and **reserved**.
- Hair grows at **normal** rate, facial hair grows **slower**, no armpit hair or body hair.

Racial Abilities

- Has natural **darkvision** up to **10** meters.

Body features

- **Height:** Average is **170** centimeters.
- **Weight:** Average is **55** kilograms.
- Earlobes are long.

Variant 1 (Snow)

- **Skin:** Very light skin, or very pale blue skin.
- **Hair:** Black, blond, brown, white, or golden.
- **Eyes:** Brown, green, blue, gray, light yellow, or golden.

Variant 2 (Wood)

- **Skin:** Brown (like wood).
- **Hair:** Black, brown, or white.
- **Eyes:** Black, brown, green, golden, red, or orange.

Dwarf

Exactly how you would imagine them: short, stout, likes to live near/inside stone, and likes to drink alcoholic drinks.

General body features and personality traits

- Most are **humorous** and like to play **pranks**.
- Hair grows **slightly faster** than normal.
- **Height:** Average is **110** centimeters.
- **Weight:** Average is **60** kilograms.

Variant 1 (Red metals: copper, brass, and bronze)

- **Skin:** Very light grayed skin, or very pale skin.
- **Hair:** Red, or actually red (more like maroon or blood color).
- **Eyes:** Brown, golden, orange, or red.

Variant 2 (Jewelry and rock)

- **Skin:** Very light grayed skin, or very pale skin.
- **Hair:** Blond, red, brown.
- **Eyes:** Blue, green, golden, gray.

Man

They're just us.

General body features and personality traits

- **Skin:** Ranges from brown to bright skin.
- **Hair:** Black, blond, red, or brown.
- **Eyes:** Black, brown, green, blue, or gray.

Moon Elf

They're elves who live in the Forests of Rànûdel.

General body features and personality traits

- Eyes are **pupiless**.
- Most are **calm** and **reserved**.
- Hair grows at **normal** rate, facial hair grows **slower**, no armpit hair or body hair.

Racial Abilities

- **Keen** sense of **balance**.

Body features

- **Height:** Average is **170** centimeters.
- **Weight:** Average is **55** kilograms.
- Ears are **pointed**, and **close** to the head. The **tip** of the ears generally end at **mid-forehead**, and doesn't go back farther than the back of the head.
- **Skin:** Very light/pale blue to a darker very light/pale blue.
- **Hair:** Dark purple, or white.
- **Eyes:** Blue, gray, or purple.

Orc

Orcs come from the small island directly below the main continent.

General body features and personality traits

- Most are **competitive**.

Racial Abilities

- **Keen** sense of **smell**.

Body features

- **Height:** Average is **190** centimeters.
- **Weight:** Average is **100** kilograms.
- **Skin:** Green to yellowish green.
- **Hair:** Black to brown.
- **Eyes:** Black, brown, green, blue, or red.

Kingdoms

There are many kingdoms on Aldpor's main continent.

Aodesvu

Government: Constitutional Monarchy

Race Majority: Moon Elf, Elfmen

Culture type: Elvish and Roman

Population: 4000 in villages/towns, 30,000 people in Yūsathu Gandathu, 34,000 in total

Main language: Aodesvic

Other languages: Rànûdan

Ruler: Aodovash

Important villages (*about 20 settlements with an average population of 200 people each*)

- Brustashar
- Fiytharna
- Gaodum Mus
- Pendlas Mus

Cities

- Yūsathu Gandathu (*30,000 people, including 500 soldiers and 100 guards*)

YŪSATHU GANDATHU

Yūsathu Gandathu looks like a middle eastern city built on a hill, with it's houses in a similar manner to Hendril. The hill is surrounded by forest like all other Aodesvic settlements, and it has a wooden wall 8 meters high that surrounds the city. The city is about two thirds the size of Jollantil.

PENDLAS MUS

Pendlas Mus is a small town surrounded by a wall completely made of 10 meters high. Houses are made of wood instead of stone, and has a roof unlike Hendric houses. The roofs are made of wooden boards. There is no sort of defensive structure on the wall. Just outside the town and off the

road that leads into it is just thick forests. Pendlas Mus, unlike other villages, has a wall, and they have 20 guards.

Aodesvu has 500 men in their army, and each village has around 10 guards. Soldiers and guards live in their garrisons.

Soldiers/Guards: An orange tunic, black surcoat, will provide shoes if needed. Their weapon is a spear, and a Norman kite shield.

Archers: An orange tunic, black surcoat, will provide shoes if needed. Their weapon is a bow, with flint-headed arrows.

Lookouts: An orange tunic, black surcoat, will provide shoes if needed. Their weapon is a crossbow, with flint-headed bolts.

CULTURE

Preferred weapons

- Light Crossbow
- Liuyuedao
- Spatha
- Spear

Preferred metals

- Crucible steel
- Flint (*Fletching*)
- Iron
- Silver
- Steel

Gems, gemstones and crystals

- **Crystal/White opal** Associated with **Lûn**, and believed to be associated with **Lûnanyr** and life.
- **Emerald** Associated with nature.
- **Jade/Malachite** Believed to be associated with druidry.

Banod

Government: Elected Diarchy

Race Majority: Dwarf (*Red metals and jewelry variants*)

Culture type: Slavic

Population: ~2300 people

Main languages: Banodic

Rulers

- **Olk** Rules economy, imports, exports, and trading.
- **Norad** Rules military, the law, and criminal punishment.
- **Yarandin** Major King.

Castles/fortresses

- Banod
- Dakuutaz

BANOD

The castle of Banod is a fortress built on a peak on a steep, snowy mountain. It's outer walls are made of stone, while the structures inside are wooden. The main entrance is a road up the mountain with some carved stairs on the steep parts. The castle also extends down into the ground about 30 meters, making extra space. The underground is basically a second district, full of markets, shops, inns, and taverns, and other services, because it doesn't get snowy there in the winter. The houses underground are also made of the stones mined from digging the underground. If you follow the path down the underground, and turn right (which is the other side of the castle), and keep walking, you eventually end up at the end of the road which has a large hole out of the mountain. The side has some wooden boards to protect people from falling out and down the mountain, with small thin windows to allow some sort of ventilation. (think Edinburgh Castle, but it's surrounded by lower mountains and the houses inside are made of wood)

Houses are mostly similar to a small viking cabin, with turf roofs. Houses built underground are made with thatched roofs instead.

The population of Banod is 2000 people, and they have around 40 people as guards, and 5 for lookouts. Lookouts will patrol the walls.

Banod doesn't have additional settlements or villages other than Dakuutaz.

DAKUUTAZ

Dakuutaz is a fortress built on top of a nearby peak, and also uses stone walls and has the same height as Banod. Dakuutaz holds 300 soldiers, 10 guards, and 5 lookouts. Lookouts will patrol the walls.

UNIFORMS

Soldiers/Guards: An iron-only coppergate helmet, chainmail hauberk, gray tunic (elbow length), and a brown tunic (to wrists), will provide shoes if needed. Their weapon is a spear, and a wooden buckler.

Archers/Lookouts: An iron-only coppergate helmet, gray tunic (elbow length), and a brown tunic (to wrists), will provide shoes if needed. Their weapon is a crossbow, with iron-headed arrows.

CULTURE

Preferred weapons

- Axe
- Light crossbow
- Shortsword
- War hammer

Preferred metals

- Brass
- Bronze
- Gold
- Iron

Dagsvald

Government: Feudal Absolute Monarchy

Race Majority: Human

Culture type: Dagsvaldian/Norse

Population: 40,000 in settlements, 200 in fortresses, 1500 in Thuryngard, ~41,700 people in total

Main languages: Dagsvaldian

Other languages: Esrel

Ruler: Palfar Thoskar II

Important villages (*400 settlements, average 100 people each village*)

- Argonlav (*150 people, under Antulreg*)
- Baserdol (*100 people*)
- Elkvin (*50 people, under Ynfrünar*)
- Lismerlav (*150 people, under Düangurdol*)

Cities

- Thuryngard (*1500 people, including 20 guards patrolling the walls, 20 patrolling the town, 10 lookouts, and 15 king's guards*)

Towns in Thuryngard

- Thalmundol (*600 people*)
- Kagindet (*500 people*)
- Vilsnagur (*400 people*)

Important castles/Fortresses (*about 10 in total, 10 guards and 15 servants in each fortress other than Thuryngard*)

- Thuryngard
- Ynfrünar
- Antulreg
- Düangurdol

THURYNGARD RING FORTRESS

This castle is a large ring fortress made of stone, built on the top of a hill. The castle contains a city made of three towns: **Thalmundol**, **Kagindet**, and **Vilsnagur**. The outer wall has a diameter of about 500 meters. The inner wall is built on higher terrain, which is elevated up about 6 meters.

The inner wall is approximately 100 meters. There are three buildings inside, where the king's house is built to the back, it's side facing the main gate while two smaller ones are built on the side. They are made of stone instead of wood.

The outer wall wall is much farther from the ring fortress, which fits three towns (or districts). The houses in these districts are made taller and larger, unlike the village houses. These houses did not require additional support beams that were on an angle. The outer walls are about 6 meters high. Outside the outer walls, are surrounded by a boreal forest.

In the inner ring, there is a large longhouse built with mostly stone, except for the roof and the top triangle wall part of the roof. The ring of the castle is generally reserved for only the king, his family, guards, and nobles).

There are 20 guards patrolling the outer ring, 20 guards patrolling the towns, 10 archers/lookouts, and 15 king's guards. There are also to watch towers with thatched roofs, 10 meters up instead of 6. To get up there is a ladder at the back of the watch towers, and each tower is stationed one archer.

MILITARY

Dagsvald has around 2000 men in their army, but most live in their homes.

OTHER FORTRESSES

These fortresses are smaller ring fortresses about 100 meters in diameter. Each fortress has 10 guards and 15 servants, and also has some farms on the outer area. Inside are kept cattle, sheep and chickens, which the servants tend to.

A jarl would live in each ring fortress, and will oversee the ring fortress and nearby settlements, such as trade, and has power over them to make sure all goes well. They can also enforce laws, gather troops, and build/build in settlements.

A hersir/cheiftain would live in each settlement, and has power over what to build and other things like hosting local events.

CULTURE

Preferred weapons

- Atgeir
- Axe
- Longaxe/Dane Axe
- Longbow (*Self bow, no recurving*)
- Spear
- Viking/Frankish swords

Preferred metals

- Crucible steel
- Flint (*Fletching*)
- Gold
- Iron
- Silver

Gems, gemstones and crystals

- **Amber** Believed to repel evil spirits, associated with **Jalfar**
- **Fire Opal** Believed to be associated with **Talmundur**

Esrelu

Government: Elected Noocracy

Race Majority: Cold Elf

Culture type: Norse-Elvish

Population: 16,000 people in villages, 800 people in towns, ~16,800 people

Main language: Esrel

Other languages: Dagsvaldian

Ruler: Queen Ildiyre

Important villages (*200 settlements with about 80 people in each*)

- Irbalûind (*100 people*)
- Minbaslûind (*40 people*)
- Sölenzâeth (*80 people*)
- Vesesvala (*50 people*)

Castles

- Hathössali

Towns

- Darlûind (*500 people*)
- Ilkindel (*300 people*)

HATHÖSSALI

This castle is a large ring fortress made of stone, built on top of a small circular hill about 5 meters above the ground. This hill is surrounded by wooden spikes that protrude outwards. The diameter is approximately 80 meters, and the buildings inside are made of stone instead of wood. Inside the ring fortress, there are four longhouses with turf roofs built in a square in the center of the ring fortress. One for the queen and her family, two for servants and guards, and one for storage.

MILITARY

Esrelu has around 600 people in their army, but most live in their homes.

UNIFORMS

Soldiers, guards: Don't be naked, don't be stupid, and have a weapon and you're in, although you must wear a simple wood bead necklace.

Hathössali guards: An iron nasal helmet, a chainmail hauberk, a blue viking cloak, a wood bead necklace like the one for the soldiers (must be wearing on top of cloak), and will provide a flanged mace, longbow (self bow), and flint-headed arrows.

CULTURE

Preferred weapons

- Atgeir
- Flanged mace
- Spear
- Viking/Frankish sword

Preferred metals

- Crucible steel
- Flint (*Fletching*)
- Gold
- Iron
- Silver

Gems, gemstones and crystals

- **Jade/Malachite** Believed to be associated with druidry
- **Labradorite** Associated with **Vel**
- **Obsidian** Believed to be associated with death or the void

Glomdur

Government: Elected Diarchy

Race Majority: Dwarf (*Red metals and jewelry variants*)

Culture type: Slavic/Banodic

Population: 20,000 in villages, 10,000 in the city, ~30,000 people in total

Main languages: Banodic

Other languages: Hendric

Rulers

- **Garv** Rules economy, imports, exports, and trading.
- **Raldan** Rules law, and criminal punishment.
- **Borog** Rules military, and war.
- **Thand** Major King.

Important villages (*about 200 settlements, average population 100*)

- Bazam Azarmogsie (*200 people*)

CITY OF GLOMDUR

The city of Glomdur is built on a mountain cliff, with a long stone staircase leading up to the entrance. Each house is carved into the stone, with it's doorway leading outside the cliff. Because of unfortunate placement, the shadow of the mountain makes it very dark in the morning, so torches are placed along the staircase and in front of houses.

The outside of Glomdur looks like a bunch of staircases and curtain walls that hug the cliff face, with windows and wooden walls that lead into the houses inside.

MILITARY

Glomdur has around 2200 people in their army, 10 in each settlement, and 200 in Glomdur. Each settlement has around 10 guards, and Glomdur has 80 guards.

UNIFORMS

Soldiers: A leather nasal helmet, and a dark gray tunic. Their weapon is a spear, and a wooden buckler.

Archers/Guards: A leather nasal helmet, and a dark gray tunic. Their weapon is a crossbow, with flint-headed bolts.

CULTURE

Preferred weapons

- Axe
- Light crossbow
- Shortsword
- War hammer

Preferred metals

- Brass
- Bronze
- Gold
- Iron

Heirfgria

Government: Noocracy

Race Majority: Centaur

Culture type: Centaur

Population: ~6,000 centaurs

Main language: Sylvendric

Other language: Rànûdan

Ruler: Gorflock

Preferred weapons

- Longaxe/Dane Axe
- Longbow (*Self bow, no recurving*)
- Light Crossbow
- Obsidian-tipped arrows
- Scimitar

Preferred metals

- Flint (*Fletching*)
- Iron
- Silver

Gems, gemstones and crystals

- **Crystal/White opal** Associated with **Lûn**, and believed to be associated with **Lûnanyr** and life
- **Emerald** Associated with nature
- **Jade/Malachite** Believed to be associated with druidry
- **Labradorite** Associated with **Vel**, and believed to be associated with **Parhrügi** and magic
- **Obsidian** Believed to be associated with death or the void
- **Onyx** Associated with death

Hendril

Government: Elected autocracy

Race Majority: Human

Culture type: Roman/Byzantine

Population: 15,000 people in towns, 70,000 people in cities, 85,000 people in total

Main languages: Hendric (English)

Ruler: Taevus

Important towns (*50 settlements, each town with about 300 people*)

Bantusea

Forthias

Gellervail

Zenixras

Cities

Jollantil (*Capital city, 50,000 people, including 1200 soldiers and 150 guards*)

Viroth (*20,000 people, including 700 soldiers and 90 guards*)

Important fortresses (*15 fortresses total*)

Gavalor

Haedroval

Woparias

JOLLANTIL

Jollantil is a city built against a mountain cliff, with a stone wall about 5 meters high surrounding it. Houses are in the style of middle eastern houses, specifically Jerusalem during the 1st century, but the walls are built using common gray stone instead of sandstone/limestone.

GAVALOR, HAEDROVAL AND WOPARIAS

These fortresses are small stone fortresses about 30×30 meters in size.

MILITARY

Hendril has 2500 men in their army, about 40 in each fortress, 1200 in Jollantil and 700 in Viroth. Soldiers live in their garrisons.

UNIFORMS

Spearman/Guard: A spearman would have a leather nasal helmet, white tunic, gray pants, will provide shoes if needed. Their weapon is a spear and a norman kite shield.

Archer/Lookout: An archer would have a leather nasal helmet, white tunic, gray pants, will provide shoes if needed. Their weapon is a longbow, flint-headed arrows, and a knife.

Palace Guard: A palace guard would have an iron nasal helmet, yellow surcoat, hauberk, red tunic, and will provide shoes if needed. Their weapon is a spear and a norman kite shield.

CULTURES

Preferred weapons

- Longbow
- Flanged mace
- Spatha
- Spear

Preferred metals

- Flint (*Fletching*)
- Gold
- Iron
- Silver

Gems, gemstones and crystals

- **Amber** Believed to repel evil spirits, associated with **Jalfar**
- **Jade** Associated with **Vel**

Neshoz

Government: Noocracy

Race Majority: Orc

Culture type: Neshozic

Population: ~30,000 orcs

Main languages: Neshozic

Ruler: Nonakat

Rànûdel

Government: Elected Geniocracy

Race Majority: Moon Elf

Culture type: Moon Elvish

Population: 15,000 people in settlements, 3000 people in Emeröreslu, ~20,000 people in total

Main languages: Rànûdan

Ruler: King Vasolas

Important villages (*300 settlements, about 50 people in each*)

- Ailenfliiwem
- Qwalu Dasin
- Pûsa Dasin
- Talithtom

Cities

Emeröreslu (*3000 people, including 200 soldiers and archers, 10 lookouts, and 15 palace guards*)

TOWNS/VILLAGES

Rànûdel is located inside the Forest of Rànûdel.

Qwalu Dasin and Pûsa Dasin are built along the coast of the forest, while Talithtom and Ailenfliiwem is built in a lower, flatter part of the forest where it isn't as mountainous and jagged as the other areas.

EMERÖRESLU

Emeröreslu is built around a karst on the top of a hill, and is about 70 meters high from the top of the hill to the top of the karst. The hill area which isn't jagged allows for a large town built around this karst, which is around the same size of every district in Dagsvald combined. A wooden wall is built around this town, which is about 10 meters high. No towers or other fortifications are built on this wall, because the watchers and lookouts are primarily on the stairs/pathway that lead upwards to the palace.

The palace is the top of the karst. The main building is a circular wooden structure about 25 meters in diameter, with a thatched conic roof. This building is three floors high. The first floor is the throne room and two long tables, that can fit 12 people each (6 on each side). The throne also has a smaller table for the king when there is a feast/banquet. The two long tables are at the side, so there is a direct path to the throne. The throne is set on an elevated platform with stairs that lead up to it. To the right side is a staircase that is built against the wall. On the second floor are the rooms for the king and his family, and on the third floor is storage space.

There is wooden railing around the top of the karst, to prevent people from falling off.

A banquet can hold at most 24 people, excluding the king and queen.

Two smaller circular buildings are built on the left and right side of the main building. They have two floors, with a conical thatched roof like the main building. The first floor of the one on the right is the kitchens and storage, while the second floor are space for servants. There are ten servants who live here. The building on the left are for palace guards, archers (they are also the lookouts), and guests.

On the bottom, houses are usually single floored. Some houses may be two floored, but no more than that. Some houses are built on the way up to the karst, which are usually the houses of nobles.

MILITARY

Emeröreslu has 200 soldiers, and 25 guards. Each village has around 5 guards. Soldiers live in their homes.

UNIFORMS

Soldier/Guard: A soldier would have an aqua gambeson, brown tunic, brown pants, and leather shoes. Their weapon is a spear and a Norman kite shield.

Palace Guard: A palace guard would have a leather nasal helmet, aqua gambeson, light gray surcoat with Rànûdan's flag on it, brown tunic, and brown pants. Their weapon is a ji halberd (double crescent variant).

Archer/Lookout: An archer would have an aqua gambeson, light gray surcoat with Rànûdan's flag on it, brown tunic, and brown pants. Their weapon is a spear, and a longbow (self bow) with obsidian-headed arrows.

CULTURE

Preferred weapons

- All bows
- Guandao (*Only for the wealthy*)
- Ji
- Monk's spade (*Only for the wealthy*)
- Obsidian-tipped arrows
- Sabers (*Liuyuedao*)
- Spear

Preferred metals

- Crucible steel
- Iron
- Obsidian (*Fletching*)
- Silver
- Steel

Gems, gemstones and crystals

- **Emerald** Associated with nature
- **Jade/Malachite** Believed to be associated with druidry
- **Labradorite** Associated with **Vel**, and believed to be associated with **Parhrügi** and magic
- **Obsidian** Believed to be associated with death or the void
- **Onyx** Associated with death

Vatakond

Government: Noocracy

Race Majority: Centaurs

Culture type: Centaur

Popilation: ~10,000 centaurs

Main language: Sylvendric

Other languages: Rànûdan

Ruler: Klivahon

Known Settlements

- Ainattor (*Ruined*)
- Antaragen (***Dagsvaldian** captured, now a **Dagsvaldian** outpost*)
- Bravogen (*150 centaurs, 20 are guards*)
- Kornatias (*100 centaurs, 10 are guards*)

CULTURE

Preferred weapons

- Longaxe/Dane Axe
- Longbow (*Self bow, no recurving*)
- Light Crossbow
- Obsidian-tipped arrows
- Scimitar

Preferred metals

- Flint (*Fletching*)
- Iron
- Silver

Gems, gemstones and crystals

- **Crystal/White opal** Associated with **Lûn**, and believed to be associated with **Lûnanyr** and life
- **Emerald** Associated with nature
- **Jade/Malachite** Believed to be associated with druidry
- **Labradorite** Associated with **Vel**, and believed to be associated with **Parhrügi** and magic
- **Obsidian** Believed to be associated with death or the void
- **Onyx** Associated with death

Vuntarla

Government: Absolute Monarchy

Race Majority: Cold Elf, Elfmen, Human (Uncommon)

Culture type: Dagsvaldian/Norse

Population: ~500 people

Main language: Esrel, Dagsvaldian

Ruler: King Sûvisgarn

Cities

- Vuntarla (*500 people, 40 are guards*)

VUNTARLA

Vuntarla is a tiny castle that holds a town, perched on a high hill near the ocean. It is about 80 meters in width and height, and it's walls are 5 meters high and 4 meters thick, and are filled with earth, with no covering above, so the floor of the walls is grass. To get up to the walls, there is a slope made of earth inside the castle which lead up to the walls. The walls are also slightly on an angle so the stones used to build the walls don't collapse. The houses inside are made of wood, and the main "keep" is just a viking longhouse, surrounded by an inner curtain wall, made of wood.

Houses follow the same style as Dagsvald.

Guards live in their homes.

CULTURE

Preferred weapons

- Atgeir
- Axe
- Longaxe/Dane Axe
- Longbow (*Self bow, no recurving*)
- Spear
- Viking/Frankish swords

Preferred metals

- Crucible steel
- Flint (*Fletching*)
- Gold
- Iron
- Silver

Gems, gemstones and crystals

- **Amber** Believed to repel evil spirits, associated with **Jalfar**
- **Fire Opal** Believed to be associated with **Talmundur**

Yûmlathnar

Government: Elected autocracy

Race Majority: Moon Elf

Culture type: Moon Elvish

Population: ~30,000 people

Main language: Rànûdan

Other language: Sylvendric

Ruler: King Thafassil

CULTURE

Preferred weapons

- All bows
- Guandao (*Only for the wealthy*)
- Ji
- Monk's spade (*Only for the wealthy*)
- Obsidian-tipped arrows
- Sabers (*Liuyuedao*)
- Spear

Preferred metals

- Crucible steel
- Iron
- Obsidian (*Fletching*)
- Silver
- Steel

Gems, gemstones and crystals

- **Emerald** Associated with nature
- **Jade/Malachite** Believed to be associated with druidry
- **Labradorite** Associated with **Vel**, and believed to be associated with **Parhrügi** and magic
- **Obsidian** Believed to be associated with death or the void
- **Onyx** Associated with death

Locations and Points of Interest

Talygva

Talygva is the material plane of Aldpor. This is where most of the world's events happen, and where most races and creatures reside.

Desert surrounding Tarib

This desert is a hot desert.

Forests above Hendril, surrounding Woparias and Zenixras (*Hendric Forests*)

These forests are a bright redwood forest, with little undergrowth.

Forests south of Banod, between Glomdur and Banod, and the one surrounding Mornesvid (*Dwarven Forests*)

These forests are mixed forests.

Banodic mountain ranges

These mountain ranges are high mountains that snow at the peaks. The dwarven forests also grow on this mountain range.

Forests near Argonlav and under Esrelu, and west of Glomdur (*Dagsvaldian Forests*)

These forests are made up of two areas. The northern area and the part west of Glomdur is a dark coniferous forest of tall pines, some firs and spruces, and the bottom half is a mixed coniferous forest. The bottom half is a bright coniferous forest with about 50% firs with heavy undergrowth, and 50% tall pines and firs with moderate undergrowth.

Forests on the western island

In the north is a coniferous forest, at the sides are mixed forests, and at the bottom is an oak and beech forest.

Forests surrounding Aodesvu (*Aodesvic Forests*)

This forest is a beech and oak forest, with moderate to little undergrowth, other than green grass that covers the ground.

Mountains in the very north

These mountains are tall mountains covered in snow.

Peninsula southwest of Esrelu

This peninsula is mostly covered with the same forest near Argonlav. There has been rumors of frost dragons living here.

Forests of Rànûdel

The Forests of Rànûdel is a very hilly forest in the west, but very mountainous in the east, which gets so jagged it starts to form karsts. The entire forest consists of tall pines and large oaks. Cool blue mists eternally surround this area, which seems to be bright, giving the sky a glowy look.

This forest contains two moon shrines, a shrine of Lûn and a shrine of Vel.

Sölshaef Forest, snowy taiga near argonlav, and the taiga north of Mornesvid

These forests are snowy coniferous forests. This forest also contains all three moon shrine variants, located in the west.

Heirfgrian Forest

This forest is a dark redwood forest. The main inhabitants are Heirgrian centaurs. This forest contains a shrine of An.

Moon Shrines

These shrines are made of large, light limestone bricks, taking up about a 8 meter square of space and being about 20 meters tall, with a large bell placed at the top of each shrine made of their corresponding moon.

The shrines of **Lûn** uses **silver**, the shrines of **Vel** uses **antimony**, and the shrines of **An** uses **brass**.

Furnalfa

Furnalfa is a plane of fey, or more commonly known as Realm of Pure Nature. It is a never ending dark forest of crooked oak, covered in green moss. The ground is covered with plants, ferns, short grass, and sometimes, rocks. Most of these oaks do not have leaves, and if they do, it is very little, and the leaves are orange. Some areas are brighter than others, and sometimes there are clearings.

Jælheim

Jælheim is the good afterlife.

Hel

Hel is the bad afterlife.

Sotvaryg

Sotvaryg is the Plane of Earth and Stone. It appears to be a dark cavern, made of stone and hard earth, with occasional openings on the ceiling to the outside. The outside is extremely mountainous and inhabitable.

Parhrüvaryg

Parhrüvaryg is a dimension similar to Vorasil. It is an endless world of purple glittering liquid, which is the **magic** of the world. The liquid is most commonly known as **Parhrügi's Tears**. Parhrügi's Tears are extremely volatile, and the speaking of Primordial alters this liquid. If brought back to Talygva, a single vial would be worth **tens** of gold.

Vorasil and Maresil

Vorasil and Maresil are dimensions, which overlap each realm in Aldpor's cosmology. Vorasil is the Ethereal Plane, and Maresil is the Astral Plane.

VORASIL

Vorasil is the Ethereal Plane. While you are in this plane, you are incorporeal, and invisible to others not in the Ethereal Plane. There is no gravity in this plane, and you can move as if you are swimming.

MARESIL

Maresil is the Astral Plane, and is also the plane where souls need to go through in order to reach their afterlife. There is no gravity in this plane, and you can move up to running speed just by thinking. While you are in this plane, you are incorporeal, and invisible to others not in Maresil. If a soul is unable to traverse this plane, it is sent back to it's body and rises as a **draugr**.

Potions

Overview

Potions are concoctions and mixtures of different items dissolved into water, and powered by a magic catalyst.

Two amethyst gorbries as ingredients usually applies the effects of a spell, but only if the spell has a material component.

Example: Potion of Mage Armor has two amethyst gorbries, and a handful of cobweb. A handful of cobweb is the material component for mage armor.

Brewing Steps

These steps will show you how to brew a potion.

- Get a container. Lets suppose it's a cauldron, since ingredients below are assumed a the potion is being brewed in a cauldron.
- Add water, then add a catalyst. Make sure the catalyst is fully submerged.
- If you have magical water, you do not need a catalyst.
- Add ingredients. Ingredients also must be fully submerged.
- Make sure the water isn't a slop, and must be at least as 'watery' as syrup.
- Boil it. This will take an hour.
- You enhance the effects by leaving it boiling for another few hours, which will increase it's potency by about 25 percent.
- Let it sit for at least 6 hours for the ingredients to fully dissolve before using.

Based on the amount you drank, the potion could last from minutes to hours. A small vial could last 10 minutes, and a wine bottle of potion could last hours.

Soaking

You can soak various materials in potion to give them potion effects. This is how most 'magic' items are made, also the most common method. The other, less common but more powerful method is by directly giving the item magic by using the spell **Imbuement**.

Soaking times

- **Sand, dirt, powder:** Dump it in the potion to make a slop
- **Cloth:** Just dip it in
- **Wood:** 4 hours
- **Stone:** 6 hours
- **Meat:** 5 minutes
- **Plant:** 10 minutes

Catalysts

A catalyst is required to make a potion. Without a catalyst, a "potion" would just be a gross mixture that might make you sick.

A catalyst is a magical object/liquid that is what makes the potion's effect. Any nonliving thing that has an innate magical connection can be considered a catalyst.

Here are a list of catalyst examples

- The snow, or foliage where an intense magical battle happened.
- The foliage near a magical creatures' lair.
- The grass from a magic academy's training grounds.
- The water from an ancient magical well.
- The core of a slain elemental.
- Water attuned to a god or moon.
- Flesh of a prolonged zombie.

Basically anything that suffered either long-term magical activity, or short-term intense magical activity (*Meaning: Fire bolting or using illusory script the ground a few times isn't going make it magical.*)

Potions and Concoctions

Here is a list of potions and concoctions that are in Aldpor. This isn't a complete list, therefore more may be added in the future.

Catalytic Concoction

- **Appearance:** It is transparent and purple, with blue streaks, and seems to be eternally filled with glitter. It also glows in the dark.
- **Usage:** Soak in object, works best in an orb.
- **Effect:** It will quicken spell casting, only for the person attuned to it.
- **Downside:** It only works with spells that are given to the object, and only the person attuned to the object can use it.
- **Components:** Three amethyst gorbries, and a drop of Parhrügi's Tears.

Curing Potion

- **Appearance:** The potion is a clear liquid, with white specks floating around, like dandruff or lemon fibers.
- **Usage:** Drink. Only take small doses after each meal, or you could instantly go out cold.
- **Effect:** It will kill diseases, viruses, fungi, sicknesses, amoebas, parasites, poison etc.
- **Downside:** Weakens you, makes you feel tired and sleepy if used a lot, also destroys undigested food. (makes you more hungry)
- **Components:** Three duck feather, handful of dirt (any type of soil except sand and clay), and a handful of small pieces of wood (or wood chips, or wood powder).

Darkvision Potion

- **Appearance:** The potion is completely black with some glowing streaks of blue.
- **Usage:** Drink.
- **Effect:** Lets you see in the dark.
- **Components:** Chopped bits of fermented moonshroom, and a handful of moss.

Energy Potion

- **Appearance:** The potion is a pale green slop.
- **Usage:** Drink.
- **Effect:** It gives you energy, same way that food gives you energy, except you instantly gain it.
- **Downside:** You don't get to taste the delightful taste of real food.
- **Components:** A practal gorbry, and pinch of rye flour.

Ekraldi's Concoction

- **Appearance:** The potion is a clear liquid.
- **Usage:** Drink.
- **Effect:** Fatigue, dizziness, loss of concentration, and sometimes paralysis.
- **Components:** Handful of dark lichen, an Ekraldi's toadstool chopped into pieces.

Potion of Animal Conjuration

- **Appearance:** The potion is a gray-brown slop.
- **Usage:** Make it hit things at high speeds. (Throwing, dropping, launching etc.)
- **Effect:** Creates one animal exactly like the spell Conjure Animals, corresponding to the wooden figurine.
- **Components:** Two amethyst gorbries, and a carved wooden figurine of the animal to conjure.

Potion of Frostcoating

- **Appearance:** The potion is a silvery liquid that glows in the dark.
- **Usage:** Make it hit things at high speeds. (Throwing, dropping, launching etc.)
- **Effect:** Potion coats and sticks to surfaces. When the potion touches any solid surface, it then turns into a frost coating similar in effect to Cold Snare.
- **Components:** Two amethyst gorbries, a handful of a mixture of moss, handful of silver powder.

Potion of Mage Armor

- **Appearance:** The potion is a blue liquid that glows in the dark.
- **Usage:** Drink.
- **Effect:** Gives the effects of Mage Armor.
- **Components:** Two amethyst gorbries, and a handful of cobweb.

Regeneration Potion

- **Appearance:** The potion is a pale honey-colored liquid.
- **Usage:** Pour small amount onto a wound. Must be absorbed into the wound to work. Can be also drank, to heal any damaged organs.
- **Effect:** Evaporates wasted blood, and speeds up cell regeneration rate up to 10 times.
- **Downside:** Can cause cancer if used too much.
- **Components:** Eight basil leaves (no stem), eight red tulip petals, and gecko tail.

Sickening Potion

- **Appearance:** The potion is a half clear pale brown liquid.
- **Usage:** Somehow get it into the body.
- **Effect:** Makes target feel sick. Symptoms: Dizziness, and nausea.
- **Components:** A picked tail of a rat, and a cockroach wing.

Sparkfire Ale

- **Appearance:** This thing is just ale with sparkfire potion properties.
- **Usage:** Drink.
- **Effect:** Tastes like a mix of ale and a really strong soda (shouldn't hurt you when it is drunk).
- **Components:** Instead of making the potion the traditional way, you add the sparkfire potion ingredients with the ale ingredients together with a catalyst.

Sparkfire Potion

- **Appearance:** The potion is an orange liquid.
- **Usage:** Make it hit things at high speeds. (Throwing, dropping, launching etc.)
- **Effect:** Explodes in shower of sparks. Pretty much harmless with small amounts.
- **Components:** Handful of sulfur powder, pinch of sand, pinch of iron powder, pinch of rust.

Tarfire Grenade

- **Appearance:** The potion is a orange liquid with black streaks.
- **Usage:** Make it hit things at high speeds. (Throwing, dropping, launching etc.)
- **Effect:** Explodes in a burst of fire.
- **Components:** Sparkfire Potion, tar.
- **Brewing:** Add tar after the sparkfire potion is made.

Waterbreathing Potion

- **Appearance:** The potion is a clear liquid.
- **Usage:** Drink.
- **Effect:** Creates oxygen in lungs, allowing underwater breath.
- **Components:** Handful of rust, and three crushed okras.

Magic System

Overview

Wizards have a lot of spells, but unlike druids, seers, and sorcerers, some of their spells must be woven first before speaking the incantation.

Sorcerers can ignore the Verbal and Material components **only** for spells marked as 'basic' or 'minor'.

Here's an example of a wizard casting the classic Fireball spell:

The man in the dark brown tunic started to wave his fingers around a small area in front of his chest. A blob of blue started to appear around his hands, connecting them like a spider web. In no time, he had finished the casting. "Xòk-al." He pushed the aura forwards as it turned into a ball of flame, and it shot forwards at a high speed, engulfing the zombies in a ball of fire.

Types of Magic

- **Druidic magic** is basically wizard magic without study and using fey's magic instead of directly accessing the Plane of Magic.
- **Seer magic** is when you take the essence of any god other than **Parhrügi** to make magic. Some people are innately seers by leaning towards **Lünanyr** or **Hirulfyr**, such as Vielthöri Aldriandel.
- **Sorcery** is when you can make simple magic happen by whim, by being magically attuned to **Jalfar**.
- **Wizard/Arcane magic** is when you make access the **Plane of Magic** by speaking in **Primordial**, doing gestures, and holding materials.
- People who are born magically attuned to a god are rare, being around one in a million (literally, no pun intended).

Components

- **Verbal (V)** An incantation you must speak/chant when casting the spell.
- **Somatic (S)** An intricate gesture you must perform, such as weaving a spell, doing rituals like drawing circles or coating something in powder.
- **Somatic Gesture (SG)** A simple gesture such as pointing, touching, or reaching, perhaps accompanied with a strange, static gesture with your other hand.
- **Material (M)** The materials required in order to cast the spell.

Visuals

Visuals of most magic are extremely simple and subtle, and will be just either flashes of light, glowing, auras, mists, or something elemental.

If the spell doesn't explain the visual effect, then that spell has no visual effect.

For example: Control Plant does not specify any visuals, therefore Control Plant does not have any visuals.

Classes

Classes are a way to sort magic by their power, effectiveness, but most importantly how complex they are to learn.

Minor magic

- Magic that **doesn't require** much study (Little to no knowledge of a target)
- **Less than 4 days** of study and practice to learn
- Most attacks equivalent to **a punch** to a **few punches**, does **little damage** to wood shields, generally safe behind one
- Pure magical force is faintly visible, colored white
- Can be cast **indefinitely**

Basic magic

- Magic that requires a **moderate** amount of study (Brief to some knowledge of a target)
- **4 days to 2 weeks** of study and practice to learn
- Most attacks equivalent to **a weapon's hit** to the **chest**, does **some damage** to wood shields, probably safe behind one
- Pure magical force is faintly visible, colored white or blue
- Can be cast **indefinitely**

Major magic

- Magic that require a **lot** of study (Biologist/scientist level knowledge of a target)
- **2 weeks to 1 month** of study and practice to learn
- Most attacks equivalent to **three weapon's hit** to the **chest**, does lots of damage to shields, probably best not to try and block with a shield
- Pure magical force is colored blue
- Can be cast **6 times** before resting

Powerful magic

- Magic that is **very powerful** (Same as major magic, and perhaps some philosophical things)
- More than **1 month** of study and practice to learn
- Most attacks could **one hit** or **two hit** humanoid races, could possibly just obliterate wooden shields, just don't get hit and you're probably fine
- Pure magical force is very visible, colored blue
- Can be cast **3 times** before resting

Study means something you have experience/knowledge unless the spell description says otherwise. If the knowledge required is a creature or animate thing, then you must also have knowledge of it's anatomy.

Druids and Sorcerers are not required to study extensively for spells like **Magic Circle** or **Protection from Evil and Good**.

Abjuration

Arcane Lock (basic)

| | |
|----------------------|--------------------------------------|
| Casting time: | instantaneous |
| Range: | touch |
| Requirements: | V, SG |
| Duration: | lasts until lock breaks or dispelled |

An object with a lock is magically locked, and feels oddly cold. Objects large enough such as castle gates, portcullis or the door of a giant cannot be locked. You can also set a password, which must be spoken to the lock. If the password is correct, the spell is inactive for 1 minute, or until the door is shut again.

This spell creates a flash of light originating from inside the lock, and a sharp crack sound when locked. If the password is said correctly, the lock only makes a soft bang.

In order to use this spell, you must know how the same type of lock you are going to lock (or something similar) works.

Arcane Unlock (basic)

Casting time: instantaneous

Range: touch

Requirements: V, SG

An object with a lock that is under the Arcane Lock spell is dispelled of that spell. If the lock was non-magically locked and magically locked, then you must cast this spell again to unlock it because the first cast removes the magical lock. Objects large enough such as castle gates, portcullis or the door of a giant cannot be targeted.

This spell creates a quick flash of light originating from inside the lock, and a sharp crack sound when unlocked.

In order to use this spell, you must know how the same type of lock you are going to unlock (or something similar) works.

Counterspell (basic)

Casting time: instantaneous

Range: 40 meters

Requirements: V

With a word or two, you can interrupt basic and minor spell concentration of a creature you can see in range. More practice and experience with using this spell can turn it's class into major or powerful, and can counter any spell that has a class of your counterspell's class or lower. At powerful, the counterspell can counter almost every magic.

Dispel Magic (major)

Casting time: 6 seconds

Range: 40 meters

Requirements: V, S

Choose a creature, an object, or a magical effect that's class is major or lower in range that you can see. If you chose a creature or object, all magical effects placed on it are dispelled. If it is a magical effect, then that magical effect is dispelled.

In order to use this spell, you must have studied the same school of magic before, and have some knowledge on it.

Greater Restoration (major)

Casting time: 30 seconds

Range: touch

Requirements: V, S

You touch a creature. You can perform one action:

- End a curse on the target, including the attunement to a cursed item if so.
- End an effect that has made the target physically or mentally weaker.
- Remove or repel something that has charmed or possessed the target.

Mage Armor (basic)

Casting time: 10 seconds

Range: touch

Requirements: V, S, M (*a handful of cobweb*)

Duration: 1 hour

A blue mist forms around the body of a creature you touch, which will cause them to resist all sort of attacks that do not target the mind, life or soul.

Magic Circle (major)

Casting time: 20 seconds

Range: touch

Requirements: V, S, M (*a chalk and glass powder which the spell consumes*)

Duration: 1 hour

You use a chalk to draw a magic circle of 3 meters radius on the ground, then sprinkle glass powder over the entire circle. Then you speak the incantation of this spell. The circle starts to glow blue.

Choose one of the following you have studied before: elementals, fey, and undead (undead includes demons).

The chosen type cannot physically enter or leave the circle, or mentally effect those on the other side.

Protection from Evil and Good (major)

Casting time: 3 seconds

Range: touch

Requirements: V, S, M (*a vial of water spiritually aligned or attuned to Lünanyr or Hirulfyr which is consumed on use*)

Duration: concentration up to 10 minutes

Until the spell ends, a target you touch is immune to charming or possession from any of the following creatures you have studied before: celestials, fiends, fey.

If the target is already charmed or possessed, then the target is able to break out.

Lesser Restoration (basic)

Casting time: 30 seconds

Range: touch

Requirements: V, S

You touch a creature and can end either one disease or poison afflicting it. You must have studied the disease or poison, and must know how it works before you cast the spell.

Shield (basic)

Casting time: instantaneous

Range: N/A

Requirements: V, SG

Duration: concentration up to 30 seconds

A blue spectral bowl-like shape 1 meter in diameter pops out of your fist for a second, blocking any direct strikes as if the shield was solid. If something huge or heavy (like a catapult rock or falling bricks) hits this, the spectral shield dissipates, providing no protection and the spell ends.

Conjuration

Banishment (powerful)

Casting time: 6 seconds

Range: 20 meters

Requirements: V, S, M (*piece of amber with a volume of at least 20cm³*)

Duration: concentration up to 1 minute

A creature you can see that is alive within range is banished to its home plane. If the target is native to the current plane, then sent to a demiplane instead.

If the target is sent to a demiplane, then it is incapacitated, and remains there until the spell ends.

If the target is sent back to its home plane, then if the spell ends before the 1 minute duration ends, it reappears back to its spot where it was banished from. Otherwise, the target doesn't return.

When the target is banished, it disappears with a subtle flash of rainbow light and a popping noise.

Conjure Animals (major)

Casting time: 6 seconds

Range: 20 meters

Requirements: V, S, M (*carved figures that has the basic appearance of the animals to conjure*)

Duration: concentration up to 1 hour

You conjure animals that appear in a space you choose withing range. You have 8 points to spend, you can conjure:

- **Bear:** 8 points
- **Moose:** 8 points
- **Elk:** 6 points
- **Fox:** 4 points
- **Wolf:** 4 points
- **Hawk/Eagle:** 4 points
- **Boar/Pig:** 2 points
- **Deer:** 1 point
- **Hare:** 1 point
- **Crow/Raven:** 1 point

The conjured animals are friendly to you and anyone you choose, and you can verbally command them to do actions that do not directly harm themselves. They will automatically defend themselves from hostility.

If an animal conjured by this spell dies, it disappears in a puff of lively green mist.

Conjure Elementals (major)

| | |
|----------------------|----------------------------|
| Casting time: | 6 seconds |
| Range: | 20 meters |
| Requirements: | V, S |
| Duration: | concentration up to 1 hour |

You conjure elementals that appear in a space you choose withing range. You can conjure any two of these: fire elemental, ice elemental, earth elemental. You can also conjure one stone elemental instead.

The only exception is that you must have studied the elementals before to summon it.

The conjured elementals are friendly to you and anyone you choose, and you can verbally command them to do actions. They will automatically defend themselves from hostility. Then your concentration ends, they crumble into pieces (or melt or dissipate or whatever depending on the type of elemental) and disappear.

Conjure Woodland Beings (major)

| | |
|----------------------|----------------------------|
| Casting time: | 6 seconds |
| Range: | 20 meters |
| Requirements: | V, S |
| Duration: | concentration up to 1 hour |

You conjure **fey** creatures that appear in a space you choose withing range. You have 8 points to spend, you can conjure:

- **Centaur:** 4 points
- **Dryad:** 4 points
- **Satyr:** 2 points
- **Sprite:** 1 points

The conjured fey are friendly to you and anyone you choose, and you can verbally command them to do actions that do not directly harm themselves. They will automatically defend themselves from hostility.

If a fey conjured by this spell dies, it disappears in a puff of lively green mist.

Create Golem (major)

Casting time: 5 minutes

Range: 5 meters

Requirements: V, SG

Duration: 1 week

You point at any loose material, such as sand, pebbles, dirt, gravel, any powder, or a mix of any of the listed. You must also chant, and make a gesture with your other hand. During spell casting, the material slowly flies into place, forming a **medium humanoid golem** of that material. If your spell casting is interrupted, the unfinished golem simply collapses back to the ground. Materials that are 'pure', for example dirt that isn't mixed with anything, usually provides better results than mixed material. If someone casts this spell targeting the same material and the same spot as you, that person speeds up the spell casting.

When the **golem** is created, it is friendly to you, and you can verbally command them to do actions.

A golem only dies if both arms are destroyed, it loses balance, or it's torso is halved with a space of at least 5 cm apart. It is also very resistant to slashing and piercing. If it is hit with a bludgeoning weapon, or a small explosion, debris does not connect back to the golem.

When the golem dies, or the spell ends, it will simply crumble and collapse back to the ground.

Entangle (minor)

Casting time: 6 seconds

Range: 30 meters

Requirements: V, S

Duration: concentration up to 1 minutes

Choose a 5 meter radius of area you can see within range. Vines and plants sprout from the ground in that area, turning it into difficult terrain. If there was a creature in that area when you cast it, that creature is restrained by the vines and plants.

Greater Runic Staves (major)

Casting time: 20 seconds

Range: 20 meters

Requirements: V, S, M (*a vial of water spiritually aligned or attuned to Parhrügi and a piece of coal which is consumed on use*)

Duration: until dispelled

You pick a general description that would match targets for this spell, like "men wearing a red surcoat", or "people not wearing shoes", or "people with black hair".

You dip the coal in the water then draw a magical stave on a wooden surface such as a tree, a wooden sign etc, in which the stave glows slightly red. You can choose one of the effects to apply:

- **Helm of Awe:** A target in range that can see this stave gains a boost to their strength and durability, and they are unable to be frightened for the next hour.
- **Fright:** A target in range that can see this stave is frightened for the next five minutes.
- **Repel Dead:** Undead are unwilling to go closer than the range of this spell.
- **Shielding:** This stave has 5 charges. When a projectile enter the range of this spell, and there is empty space between the stave and the projectile, it is blocked by a white shimmering shield, using up one use. When all charges are expended, the stave fades and is non-magical.

The stave's magic will be active until the drawing is destroyed, or dispelled.

In order to draw a stave, you must have studied either some Primordial, Druidic, Sylvan or Sylvendric.

Lesser Runic Staves (minor)

Casting time: 20 seconds

Range: 20 meters

Requirements: V, S, M (*a vial of water spiritually aligned or attuned to Parhrügi and a piece of coal which is consumed on use*)

Duration: until dispelled

You pick a general description that would match targets for this spell, like "men wearing a red surcoat", or "people not wearing shoes", or "people with black hair".

You dip the coal in the water then draw a magical stave on a wooden surface such as a tree, a wooden sign etc, in which the stave glows slightly red. You can choose one of the effects to apply:

- **Gapaldur:** A target in range is physically stronger when bare-handed.
- **Vegvisir:** A target in range is unbothered by difficult terrain for the next 24 hours.

The stave's magic will be active until the drawing is destroyed, or dispelled.

In order to draw a stave, you must have studied either some Primordial, Druidic, Sylvan or Sylvendric.

Mage Hand (minor)

Casting time: 3 seconds

Range: 15 meters

Requirements: V, SG

A half-invisible, shimmering white hand pops out of your hand. You can make this hand fly in any direction at a speed of 2 meters per second. The hand mimics the rotational movement of your hand and fingers, except it cannot move too fast. The hand can move only 20 kilograms of force. Trying to move objects heavier than 20 kilograms, or pushing something against a thing heavier than 20 kilograms causes the spell to end.

Misty Step (basic)

Casting time: instantaneous

Range: 15 meters

Requirements: V

You turn into mist, which then shoots towards a location you can see within range. A picture also works, but the destination specified must also be in range. You then turn back to your form. If the mist's trajectory is blocked, the mist will weave and path find it's way to the destination, which the smallest space it can fit is 1 cubic inch.

Travel by Tree (major)

| | |
|----------------------|------------|
| Casting time: | 6 seconds |
| Range: | 300 meters |
| Requirements: | V, SG |

You touch a tree that is wider than you, and specify a destination. You are then engulfed by the tree's trunk, and is transported to a tree of the same type and size nearest to your destination specified, then you are pushed out of the destination tree's trunk. You can bring an additional creature medium or smaller, or an object you can carry.

If the spell cannot find a tree of the same type and size within range, the spell does nothing. If the nearest tree found is farther than where you currently are, the spell does nothing.

Divination

Arcane Eye (major)

| | |
|----------------------|---|
| Casting time: | instantaneous |
| Range: | 100 meters |
| Requirements: | V, M (<i>piece of labradorite with a volume of at least 20cm³</i>) |
| Duration: | concentration up to 1 hour |

You chant the incantation of this spell. While chanting, you can see through a magical eye that you created by casting this spell. You can choose to move or turn this magical eye in any direction you like, but the eye cannot go through solid objects. The eye moves at a speed of 4 meters per second, and fits in holes at least 1 square inch.

While this spell is active, your eyes must be closed. A creature that can see invisible things see a white wisp-like orb that's about the size of your fist. By opening your eyes, the spell ends.

Detect Evil and Good (basic)

| | |
|----------------------|---------------|
| Casting time: | instantaneous |
| Range: | 100 meters |
| Requirements: | V, SG |

You pick a target you can see within range. You can see whether that target is good, or evil. The target can be anything, from creatures to mere items.

Detect Magic (basic)

| | |
|----------------------|--------------------------------|
| Casting time: | instantaneous |
| Range: | 100 meters |
| Requirements: | V, SG |
| Duration: | concentration up to 10 minutes |

You chant the incantation of this spell. While chanting, only you can see areas of high magical activity which will appear to glow, and you can tell what type of magic it is. In order to use this spell, you must have studied the same school of magic before, and have some knowledge on it.

Detect Thoughts (basic)

| | |
|----------------------|--------------------------------|
| Casting time: | instantaneous |
| Range: | 5 meters |
| Requirements: | V, SG |
| Duration: | concentration up to 10 minutes |

For the duration, you receive mental information of the current thoughts, intentions and emotions of a creature you can see. If the target doesn't have consciousness (such as an animal), you only receive mental information of their intentions and emotions. You can switch creatures, but this requires effort and only the very skilled people can do this. In order to use this spell, you must have studied some anatomy of whatever creature's mind you are trying to read. No study is required if the target is the same species/race as you.

Locate Object (major)

| | |
|----------------------|--------------------------------|
| Casting time: | 30 seconds |
| Range: | 1000 meters |
| Requirements: | V, SG |
| Duration: | concentration up to 10 minutes |

Choose an object in which you know it's appearance, or nature. While chanting, you can sense the direction of where this object is, how far it is, and the direction it's moving if it is.

Scrying (major)

| | |
|----------------------|---|
| Casting time: | 10 seconds |
| Range: | infinite |
| Requirements: | V, M (<i>any opal orb that is white, and has a diameter of at least 5 cm</i>) |
| Duration: | concentration up to 10 minutes |

Choose a specific creature in which you know it's appearance, or nature and mannerisms. The spell creates an invisible sensor in which you can see and hear through, and you can move the sensor anywhere instantly within 4 meters. If the creature moves, then the sensor will move with it, staying in it's location relatively to the creature (doesn't rotate with creature), ensuring it stays within 4 meters from it.

While this spell is active, your eyes must be closed, and you are deaf. You must also hold the orb with both hands. A creature that can see invisible things see a white wisp-like orb that's about the size of your fist. By opening your eyes, the spell ends.

You can also choose a location you remember in place of the creature, but you cannot move the magical sensor.

Seidur (minor)

Casting time: 30 seconds

Range: infinite

Requirements: V, S, M (*a vial of water spiritually aligned or attuned to Talmundur which is consumed on use*)

Duration: 1 day

You describe the appearance of one creature that is within range, or you can choose yourself. You can then choose one of the following:

- You know if the target will be lucky or unlucky over the next week.
- You make your target a little luckier, giving them slight physical and mental strength, and is stronger against disease for the duration.
- You make your target a little unluckier, taking slight physical and mental strength, and is weaker against disease for the duration.

The creature can be your friend, a random guard from a town, the king of a kingdom etc. If the creature cannot be found within range, the spell does nothing. If the target was affected, the target cannot be targeted by another **Seidur** spell again for the next week.

In order to draw a stave, you must have studied either some Primordial, Druidic, or Sylvan.

Enchantment

Animal Messenger (basic)

Casting time: 20 seconds

Range: 10 meters

Requirements: V, SG, M (*a handful of animal food corresponding to the animal picked*)

Duration: 1 day

Choose a creature that is capable of speech such as a crow, raven, or parrot. Speak a message less than 25 words. You then specify a location you have seen, and a general appearance of the recipient. The animal then sets out to the specified location to deliver the message. If it's a flying creature, then the range covers 80 kilometers a day, or 40 kilometers for other animals.

When the animal finds a recipient, it stops somewhere within 3 meters of the recipient, and it speaks the message the way they would say it. For example, a crow sent to say a message will sound like a crow speaking. If the animal dies, then the spell ends. If the spell ends before the animal can find a recipient, the animal resumes it's life, unless it died.

Feign Death (basic)

Casting time: 3 seconds

Range: touch

Requirements: V, SG

Duration: 1 hour

A willing creature you touch falls limp, and is indistinguishable from death, no matter what is tried. The target is also resistant to all damage except those that target the mind or soul.

Hold Person (basic)

Casting time: 6 seconds

Range: 20 meters

Requirements: V, S

Duration: concentration up to 5 minutes

A creature you point at falls down, paralyzed. The creature is unable to move their body, or speak. If you move your finger away from the general direction of the target, the spell ends. In order to use this spell, you need to know the location of their spine. It's possible to just guess the location since most animals/creature's spine is located on their back.

Evocation

Cold Snare (basic)

Casting time: 3 seconds

Range: 40 meters

Requirements: V, S, M (*a handful of a mixture of moss and silver powder, which is consumed on use*)

Duration: 5 minutes

A mote of burning frost shoots out of your hand. If it hits a creature, for the next five minutes, the target will be freezing. If it lands on a surface, it will spread out in a 3 meter radius, providing a slippery surface which is so cold it hurts.

Cure Wounds (basic)

Casting time: 3 seconds

Range: touch

Requirements: V, S

You touch a creature. You can choose up to 3 wounds or one broken limb/bone to heal, and all small cuts are automatically healed. Severed limbs cannot be grown back, but will grow skin over the wound and ease pain if chosen as a wound.

Dragonfire (basic)

Casting time: instantaneous

Range: 10 meters

Requirements: V, SG

Duration: concentration up to 10 seconds

A continuous blast of fire sprays out of your palm in a cone.

Fireball (major)

Casting time: 3 seconds

Range: 50 meters

Requirements: V, S

A streak of orange light flashes from your pointing finger, causing the impact point to burst into a ball of fire in a 3 meter radius.

Fire Bolt (basic)

Casting time: 3 seconds

Range: 40 meters

Requirements: V, S

A bolt of fire shoots out of your pointing finger, and bursts into a little puff of fire on impact.

Ice Storm (major)

Casting time: 6 seconds

Range: 50 meters

Requirements: V, S

An area you can see within range rains down a burst of heavy hail in a 5 meter radius.

Lightning Bolt (major)

Casting time: 3 seconds

Range: 50 meters

Requirements: V, S

A bolt of bright pale blue of lightning connects your pointing finger to a point you are pointing at. Metal armor has almost no protection against this spell, and creatures drenched in water take more damage.

Sparks (basic)

Casting time: instantaneous

Range: 20 meters

Requirements: V, SG

A thin bolt of electricity connects your pointing finger to a point you are pointing at. Creatures drenched in water take more damage.

Magic Missiles (basic)

Casting time: instantaneous

Range: 40 meters

Requirements: V, SG

Three darts of blue magic leap from your fingers one after another, homing onto an object or creature you choose, striking it in a flash of blue.

You can also control the direction it flies in, which means you can set the path of the missiles fly around an obstacle or through an opening to hit the creature. The length of it's path is limited by the range. If you cannot see an individual missile, you lose control of it.

If you can cast this spell with a higher class, major gets you 5 missiles and powerful gets you 7 missiles.

Message (minor)

Casting time: instantaneous

Range: 20 meters

Requirements: V, SG

Duration: concentration up to 10 seconds

Pick a creature you can see within range. You whisper a message, and only that creature and you can hear your voice. The target hears your voice as if they are very close to you. In order to use this spell, you must know the location of their ears (and rotation too).

Moonbeam (basic)

Casting time: 3 seconds

Range: 50 meters

Requirements: V, SG

Duration: concentration up to 1 minute

A thin beam of scorching moonlight shines from your palm until the end of this spell's duration. If whatever it hits has a true form which is tangible, then the thing is reverted to it's true form.

Sulfur Rain (major)

Casting time: 6 seconds

Range: 50 meters

Requirements: V, S, M (*a vial of water spiritually aligned or attuned to Jalfar which is consumed on use*)

An area you can see within range rains down a burst of sulfur about the size of hailstones in a 5 meter radius. The sulfurs explode in a fiery shower of sparks.

Wash of Radiance (basic)

Casting time: instantaneous

Range: 20 meters

Requirements: V, SG

A faint wave of sunlight shoots out of your palm and briefly engulfs a target you can see within range in burning light.

Illusion

Major Illusion (major)

Casting time: 3 seconds

Range: 40 meters

Requirements: V, SG

Duration: concentration up to 10 minutes

Choose a 5 meter cube of space within range. As you chant, you can create an illusion of anything in that area, accompanied by appropriate sound, temperature, smell and illumination. You can choose whether it appears natural or not. However, this spell is unable to produce anything intense enough to hurt or damage, such as blinding light, deafening noise, or a sickening smell, or a temperature that burns. You can also choose change the illusion, cause something in the illusion to happen, or move the illusion to any spot you like as long as it is within range.

If you go further than the range, the spell ends.

Minor Illusion (minor)

| | |
|----------------------|-------------------------------|
| Casting time: | 3 seconds |
| Range: | 40 meters |
| Requirements: | V, SG |
| Duration: | concentration up to 1 minutes |

Choose a 2 meter cube of space within range. As you chant, you can create an illusion of anything in that area, but it is soundless and cannot provide proper temperature and illumination. You can instead cause a sound you have heard before to emit from a point within range, but it cannot be loud enough to rupture ears.

If you go further than the range, the spell ends.

Invisibility (basic)

| | |
|----------------------|-------------------------------|
| Casting time: | 3 seconds |
| Range: | touch |
| Requirements: | V, S |
| Duration: | concentration up to 5 minutes |

A creature or an object that you can hold turns invisible for the duration. If target is a creature and it dies, the spell still remains. If the target is an object and it breaks or is modified, the spell ends.

If the creature picks up any item, or wears anything extra, the additional object is not turned invisible.

Illusory Script (minor)

| | |
|----------------------|--|
| Casting time: | 1 minute |
| Range: | touch |
| Requirements: | V, S, M (a jar of ink mixed with glass shards) |
| Duration: | 5 days |

The user picks a spot on a surface, then traces their finger around that surface. The lines traced on the surface starts to glow a faint blue glow, which is opaque to invisible depending on the time. Lines that exceed a 1 meter radius will fade out. After four days, the spell will fade out until the fifth day, which will be completely gone.

Necromancy

Animate Dead (major)

| | |
|----------------------|------------------------------------|
| Casting time: | 1 minute |
| Range: | 10 meters |
| Requirements: | V, S, M (<i>a piece of onyx</i>) |

A corpse you can see within range that has a size of large or smaller is risen as a **zombie**. If you instead choose a pile of bones, the pile of bones must contain at least half of the creature's bones. For example, you can mix and match the bones of two humanoids, but you cannot use the bones of a horse. The only exception is the skull.

If you cast this at it's empowered version (you also need to have studied and practiced the empowered version too), you raise a **vamerk** instead if you chose a corpse.

In order to use this spell, you must have extensively studied the anatomy of the corpse.

Blight (powerful)

| | |
|----------------------|-----------|
| Casting time: | 3 seconds |
| Range: | 20 meters |
| Requirements: | V, S |

Necromantic energy washes over a living creature you point at, instantly draining a portion of it's vitality. When a target is hit by this spell, a faint puff black mist emits from every inch of their body. Magical plants and trees are weak to this spell, and non-magical plants instantly shrivel up and die.

Speak with Dead (major)

| | |
|----------------------|------------|
| Casting time: | 6 seconds |
| Range: | 10 meters |
| Requirements: | V, S |
| Duration: | 10 minutes |

You target one humanoid corpse that had thought and emotional capability before it died. The corpse comes alive, and you can ask the corpse 5 questions. When five questions have been asked, the spell ends. In order to use this spell, you must have studied the mind of the same type of the corpse's species/race.

When the spell ends, the corpse returns to it's dead state.

Transmutation

Barkskin (basic)

| | |
|----------------------|---|
| Casting time: | 3 seconds |
| Range: | touch |
| Requirements: | V, S, M (<i>bark of any hardwood tree which is consumed on use</i>) |
| Duration: | concentration up to 30 minutes |

A living creature you touch is granted skin hard as the barks of trees. Their skin starts to look exactly like the bit of bark used as the material component.

Control Plant (major)

| | |
|----------------------|-----------|
| Casting time: | 6 seconds |
| Range: | 2 meters |
| Requirements: | V, S |
| Duration: | 5 minutes |

A normal plant of your choosing that isn't a tree and you can see pops out of the ground. It's roots are it's legs, and it's branches are it's arms. The plant is under your control for the duration. Once the spell ends, if the plant is still on ground, the plant roots itself back on the spot. Otherwise, the plant dies.

You can command it to perform one of the following: Attack a target, restrain a target, fetch an object, or interact with an object.

In order to cast this spell, you must have studied either some Druidic, or Sylvan.

Control Water (major)

| | |
|----------------------|--------------------------------|
| Casting time: | instantaneous |
| Range: | 100 meters |
| Requirements: | V, S |
| Duration: | concentration up to 10 minutes |

Choose a body of water up to 20 meter cube of water you can see within range. You can choose any of the actions:

- The body of water flows freely in any direction you want given it sticks to a surface, which can flow up to 4 meters per second. For example, you could make water flow up a wall and across the ceiling, but you can't make the water fly into the air.
- The body of water splashes in any direction you choose except up and down.

Druidcraft (minor)

Casting time: instantaneous

Range: 10 meters

Requirements: V

Duration: 1 hour

You can choose one of the following effects to happen:

- You receive mental information on how the weather will be like for the next 24 hours.
- You instantly make flower blossom, a seed pod open, or a leaf bud bloom.
- An instantaneously faint, short sound happens at a point within range, such as a puff of wind, chirp of a bird, rustle of bushes, or the faint odor of a skunk.

You can have 3 of it's non-instantaneous effects active at a time. If you create another non-instantaneous effect but already have 3 effects active, the oldest effect fades out. You can also choose to remove an effect.

In order to cast this spell, you must have studied either some Druidic, or Sylvan.

Feather Fall (minor)

Casting time: 3 seconds

Range: 10 meters

Requirements: V, SG

Duration: concentration up to 20 seconds

An object or creature you choose start to fall at a slower rate, and will not take fall damage.

Imbuement (powerful)

Casting time: special

Range: touch

Requirements: V, S, M (*a vial of Parhriigi's Tears which will be consumed on use, and the item to imbue spells into*)

Duration: until dispelled

Coat the item you want to imbue the spell into, or a part of the item with will be magical (for example a spearhead, or a sword's blade).

Speak this spell incantation, then immediately start casting the other spell you want to imbue into this item. If this spell has different options to choose from, then when the spell is activated, it will always follow those options. When this spell is cast along with the spell you want to imbue, the spell you want to imbue does not take immediate effect.

The spell you want to imbue the weapon must have a V and SG component, must not require any materials, and must have a tier of 'basic' or 'minor'. You can choose if the magic in the item activates by impact with force, or command.

When imbued, the coated surface starts emitting a faint blue glowy mist like liquid nitrogen (it's not cold).

When activated, the spell usually targets the item that it is imbued into. For example, an item imbued with mage armor gives itself extra protection when activated. If there is damage such as evocation spells, the impacted thing takes the extra damage.

Common spells to imbue include:

- **Dragonfire:** Most commonly set to on impact. Makes the coated surface light on fire.
- **Fire Bolt:** Most commonly set to on impact. Makes the coated surface burst in a small puff of flame.
- **Seidur:** Most commonly set to on command. Mostly used to either boost the luck of one person, or shank the luck of one person.
- **Sparks:** Most commonly set to on impact. Gives the impacted person a bit of electric shock.

Mending (basic)

Casting time: instantaneous

Range: Touch

Requirements: V, SG, M (*two lodestones*)

You touch two ends of broken pieces, and they meld together like it was never broken before. If it was broken into many pieces like glass, you will need to use this spell for each broken piece separately. You cannot mend any metal, stone, or anything harder/denser than that.

Polymorph (major)

| | |
|----------------------|----------------------------|
| Casting time: | 6 seconds |
| Range: | 20 meters |
| Requirements: | V, S |
| Duration: | concentration up to 1 hour |

Choose a living creature you can see within range. You then turn that creature into an animal you have physically seen and studied/worked with for the duration. Common animals like sheep, cattle, or wolf are easy to do, but lesser known animals like horses, big cats and bears are harder. The mentality of the creature will match it's new form, but it remains it's morality. In order to use this spell, you must have studied the anatomy of whatever you are transforming the creature to, and the anatomy of whatever you are transforming.

Prestidigitation (minor)

| | |
|----------------------|---------------|
| Casting time: | instantaneous |
| Range: | 10 meters |
| Requirements: | V |
| Duration: | 1 hour |

You can choose one of the following effects to happen:

- A small illusory trinket appears on your hand for 10 seconds.
- An instantaneously faint, short sound happens at a point within range, such as a puff of wind, sound of glass shattering, footsteps, or voices.
- A 20 centimeter cube of any non-living material is flavoured, warmed, or chilled.
- An object of material is instantaneously cleansed or soiled.
- A candle, campfire, or a spot of flammable material is instantaneously lit or extinguished.
- A small mark or symbol appears on a surface for the duration.

You can have 3 of it's non-instantaneous effects active at a time. If you create another non-instantaneous effect but already have 3 effects active, the oldest effect fades out. You can also choose to remove an effect.

Shillelagh (basic)

| | |
|----------------------|------------------------------|
| Casting time: | 3 seconds |
| Range: | touch |
| Requirements: | V, SG |
| Duration: | concentration up to 1 minute |

A wooden object such as a staff, club, or even a wood plank you touch is imbued with the power of nature, giving it a soft green aura. For the duration, each forceful strike of the object produces a green flash, and whatever it hits suffers a brief poisonous sting that does not actually poison the target struck.

In order to cast this spell, you must have studied either some Druidic, or Sylvan.

Telekinesis (major)

| | |
|----------------------|------------------------------|
| Casting time: | 3 seconds |
| Range: | 40 meters |
| Requirements: | V, SG |
| Duration: | concentration up to 1 minute |

An object or creature you choose hovers in the air for the duration. The target must be 200 kilograms or lower. You can make the object or creature float in a direction at a speed of 2 meters per second.

If the target is moved farther than 20 meters, the spell starts to get weaker, and the target will start to "fall", or feel the effects of gravity and other external forces. If the target is moved farther than the range, the spell ends.