

Wogan

Wogan is a priest of *Freya*, the goddess of autumn harvest and winter wolves. He oversees a wooden temple on a hill surrounded by a palisade with three scores of acolytes tending to the sick and the wounded. The hill is covered in simple huts and long houses dug into the ground so that all you see are their earthen roofs overgrown with grass.



As is soon apparent, Wogan knows how to wash wounds and set bones but as is also apparent, his healing is non-magical. He only uses magic to lift the spirits of those around him. And yet everybody knows that he is a powerful spell caster. People simply don't quite know *what* he can do or where he learned his skills. All they know is that he likes to surround himself with wolves and he likes watching the moon.

Wherever Wogan goes he is accompanied by a loyal companion: a white wolf nearly as big as pony. This is the winter wolf *Frostbite*, HD 5+1 AC 4 bite 1d10 (1-4/6) or breath of ice 2d6 for 5m (5-6/6) F6 MV 15; immune to cold; magical cold only deals half damage; magical fire deals +1 per damage die; speaks.

The Book of the Winter Wolf

Joyful dog (1) gives anybody you touch a flash visions of puppies and happy dogs running around. This vision lifts their spirits and restores 1d6+1 hit points, up to their maximum.

Locate creature (1) gives you a supernatural sense of smell for an hour. You can tell what kind of creatures walked over the ground or touched the surface you're sniffing. You can track them. You recognise anybody you've previously smelled with this supernatural sense. You can track creatures if you keep your nose to the ground.

Wolf tongue (1) allows you to talk to all sorts of wolves, dogs and hyenas for an hour.

Night vision (2) grants you and your pack (up to twenty people) the ability to see 60ft in moonlight or starlight. The only place your eyes still cannot penetrate is the absolute darkness underground.

Silent paws (2) grants you and your pack (up to twenty people) the ability to run silently for 8h, if and only if you're not wearing metal armour.

Wolf howl (2) is a supernatural howl that alerts all the wolves within a mile or two. These wolves understand the short message you have sent and act upon it, if they can. In forests, mountains, ruins, savannas, or swamps 3d6 wolves appear in 10min and stay for up to an hour, if you want (HD 2+1 AC 7 1d6 F1 MV 18).

Ice gate (3) weakens the veil of the world separating Jötunheim from your current realm anywhere within 20ft of you. You can fill this space with a snow up to 5ft high. Anybody caught in the area except for you must save vs. paralysis or be swept off their feet and buried by the snow. One buried, victims are immobilised and suffocate in 10min unless dug out by others. For the next 10min, anybody in the target area can walk over to Jötunheim, if they want to. Note that when in Jötunheim without appropriate equipment and clothing, the cold kills you in 2h. If you cast this spell in Jötunheim, you can cross over to Midgard, the

realm of humans. The gate leads to the patch of snow nearest to your last location on Midgard. If you have never been to Midgard, it's a random, snow-covered mountain.

Werewolf (3) turns you into a werewolf: immune to normal weapons. You can fall from incredible heights without taking damage. Fire and ice won't harm you. Only silver or magic weapons can hurt you – or spells. Additionally, your natural AC goes down to 5 if it isn't better, and you can bite for 1d10, if you want.

Wolf pack (3) turns you and your pack (up to twenty people) into ordinary wolves: HD 2+1 AC 7 1d6 F1 MV 18. The wolf's hp may not exceed the target's current hp. All targets can turn back to their true form whenever they want, or when they are reduced to 0hp. Any hp lost as a wolf remain lost when returning to their true form.

Call of the wolf (4) summons 2d6 intelligent *shadow wolves* from the void between the realms. These stay for 10min: HD 2+1 AC 7 1d6 F1 MV 18; surprise foes on 1-5 in 6; only harmed by magic or magic weapons.

Dreamtime (4) gives you and your pack (up to twenty people) access to the distant past, or maybe a past that never was, a time when humanity and wolves learned to hunt together, like sisters and brothers, one pack, one family. A place outside of time. This is where the big hounds hunt, this is where the immortals tread – the ones that simply never went back. They decided to remain here, where the glaciers are thick and strong and the tundra stretches forever. You can spend as many days and months and years here as you want. You age appropriately but still return to the present, if you return. By moving around in the Dreamtime, you also move your point of return.

To dust (4) transforms you and all you designate within 10ft into dust. Unwilling targets must save vs. spells or be turned to dust. If a wind blows, the dust is picked up and settles in a neighbouring region. Roll a die to determine the current wind direction when it has not been established. Use a d10 to determine where you are being blown: 1 = North, 3 = East, 5 = South, 7 = West, 9 and 10 = nowhere. Use a d8 when using a hex map. If you are blown out to sea, you are all going to drown, so don't do that. If there is no wind, you can call up a gust of wind to blow the dust for 60ft in a particular direction. There, you can lie in dust form for up to 8h.

Bone binding (5) is an ancient ritual by which you can boil away your flesh, and bind your own bones, turning yourself immortal. The spell slot for this spell is permanently bound to your bones and no longer available. You can no longer be healed but if your pieces are re-assembled, you are restored within a week. You can never be killed, your bones cannot be broken, nor can they be burned, but they can be ripped apart and buried in far away places to break your power. Your soul, your senses, your power of speech, and your ability to cast spells remains bound to your skull for all eternity. And you *know* where your remaining bones are.

Imprisonment (5) allows you to put a dent in reality and seal off a pocket of time and space, imprisoning a target unless they save vs. spells. For the imprisoned, time passes by their body requires neither food nor drink, nor does it age. Thus, they cannot be resurrected, nor can they be recalled from an afterlife. The prison weakens within a day unless you spend 10min fortifying it for a year and a day. If you spend a day fortifying it, the prison lasts for a thousand years unless the seals are broken. Describe the seals and how they must be broken for this to occur.