

**A PRACTICAL
GUIDE TO FORGING
FOR
YOUNG DWARVES**



THIS TOME CONTAINS THE INFORMATION NEEDED BY NOVICE BLACKSMITHS TO FIRST GRASP THE BASICS OF THE SVARTALVHEIM FORGES, AND HOW TO USE THAT INFORMATION IN ORDER TO CREATE HEILVAPIN.

HEILVAPIN CAN ONLY BE FORGED FROM THE EMPOWERED ORE THAT CAN BE MINED HERE IN SVARTALVHEIM. THESE BLESSED WEAPONS COULD NOT EXIST IF IT WASN'T FOR THE MYSTIC NATURE OF OUR HOMELAND, OR THE SKILLS THAT WE DWARVES HAVE HONED OVER COUNTLESS GENERATIONS.



THIS ORE CAN BE FOUND IN FIVE DIFFERENT VARIETIES HERE IN THE DEPTHS OF SVARTALVHEIM, DIFFERENTIATED BY THE VEINS OF COLOR IN THE ROCK.

RAUÐROÐÓT ARE THE STONES TINGED WITH RED
GRÆNNAYTTR ARE THE STONES TINGED WITH GREEN
BLÆRDE ARE THE STONES TINGED WITH BLUE
YØSEYÐIR ARE THE STONES TINGED WITH YELLOW

AND RAREST OF ALL, GULLGRJØT ARE THE STONES THAT HAVE VEINS OF SILVER AND GOLD SET WITHIN. GULLGRJØT CAN BE USED IN THE PLACE OF ANY OF THE OTHER COLORS OF ORE DURING FORGING.

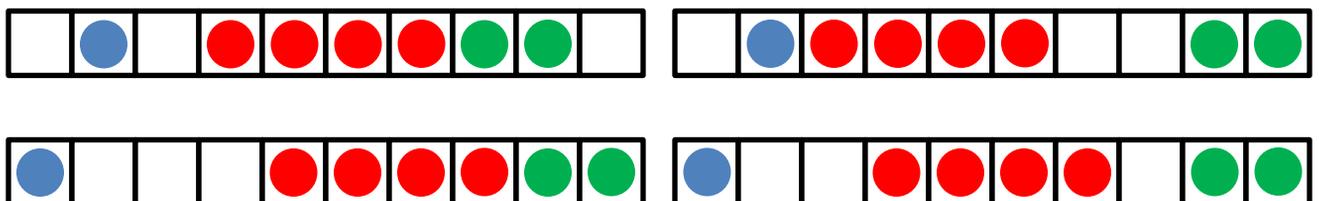
ALL OF THESE MAGICAL ORES ARE USED IN THE FORGING OF HEILVAPIN, AND EACH IS UNIQUE AND IRREPLACEABLE IN THE DESIGN OF THESE WEAPONS.

BECAUSE OF OUR IMMORTAL WAR WITH THE BLACK ELVES, THE SECRETS OF HOW TO FORGE HEILVAPIN MUST REMAIN PROTECTED. TO THAT END, WE HAVE DEvised WAY TO ENCODE ALL OF OUR FORGING PATTERNS, AND IN ORDER TO LEARN HOW TO FORGE YOU MUST COME TO LEARN THE WAY TO READ THESE SECRET BLUEPRINTS.

ALL HEILVAPIN PATTERNS INVOLVE ARRANGING NUGGETS OF ORE ON A TEN BY TEN GRID, ETCHED INTO THE FORGE ITSELF.

IT IS RARELY THE CASE THAT EVERY PART OF THAT GRID WILL BE FILLED, BUT THE NUMBER AND PLACEMENT OF EACH KIND OF ORE MUST BE EXACTLY CORRECT IN ORDER FOR THAT WEAPON TO BE CREATED.

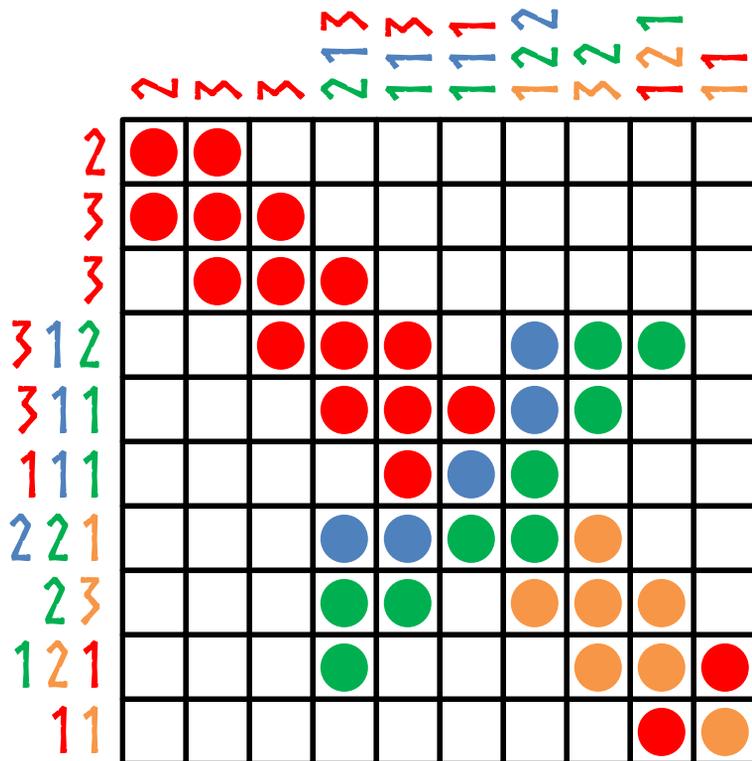
ON THE TOP AND SIDE OF THE GRID, THE CODE FOR THE PATTERN OF THAT HEILVAPIN WILL BE PLACED. THE CODE GIVES YOU TWO VITAL PIECES OF INFORMATION. THE NUMBERS AND COLORS OF ALL OF THE ORE THAT NEEDS TO BE PLACED IN THE ROW OR COLUMN OF THE GRID THAT LINES UP WITH THE NUMBERS. THE NUMBERS THEMSELVES INDICATE HOW MANY CONSECUTIVE PIECES OF THAT COLOR ORE ARE IN THE ROW, AND THE ORDER OF THOSE COLORS AS WELL. SO IF A ROW WAS TO HAVE THE NUMBERS 1 4 2 THEN THE PLACEMENT OF ORE IN THE ROW COULD BE ONE OF THE BELOW EXAMPLES.



THESE ARE BUT A FEW OF THE POSSIBILITIES THAT THAT COMBINATION COULD YIELD.

BECAUSE THE PATTERN DOES NOT REVEAL WHERE THE GAPS BETWEEN COLORS ARE, OR HOW BIG THOSE GAPS ARE, YOU CAN ONLY TRULY DECODE THE PATTERN IF YOU COMPARE AND CONTRAST THE NUMBERS ON THE SIDES WITH THE NUMBERS ON THE TOP.

A CORRECTLY SOLVED PATTERN WILL SATISFY THE CONDITIONS FOR BOTH, AS SHOWN BELOW.



WHEN THE ENTIRE PATTERN HAS BEEN FILLED OUT, STRIKE THE FORGE WITH A SMITHY HAMMER. AS A NOVICE, THE SIMPLE HAMMER THAT YOU HAVE BEEN GIVEN WILL DO LITTLE MORE THAN ALLOW THE HEILVAPIN TO MELD TOGETHER AND FORM IF THE PATTERN IS CORRECT. MORE ADVANCED SMITHY HAMMERS, HOWEVER, GIVE THEIR WIELDERS ABILITIES THAT CAN MAKE THE FORGING PROCESS EASIER.

IF YOU STRIKE THE FORGE, AND THE PATTERN IS INCORRECT, THE MAGICAL NATURE OF THE FORGE WILL REVEAL TO YOU WHICH COLUMNS AND ROWS NEED NOT BE ALTERED. BEWARE, HOWEVER, IF YOU WERE TO STRIKE AN INCORRECT PATTERN TOO MANY TIMES, THE FORGING OF THE HEILVAPIN WILL FAIL AND YOU WILL LOSE ALL OF THE ORE YOU ARE COMMITTING TO THE TASK.

IF YOU STRIKE THE FORGE AFTER ALL OF THE ORE HAS BEEN PROPERLY PLACED, THE MAGICAL ENERGIES WILL GATHER TOGETHER AND THE ORE WILL DISAPPEAR, LEAVING BEHIND A COMPLETED HEILVAPIN IN ITS PLACE.

WITH THESE RUDIMENTARY INSTRUCTIONS, YOU NOW HAVE THE MOST BASIC UNDERSTANDING OF HOW TO USE A SVARTALVHEIM FORGE.

THEY ARE EASY TO LEARN, YET MASTERING THEM CAN EASILY CONSUME THE LONG LIFETIME OF A DWARF. GOOD LUCK, YOUNG ONE.

