

# RAGNAROK

## FATE OF THE NORNS



ARCHETYPES COMPENDIUM





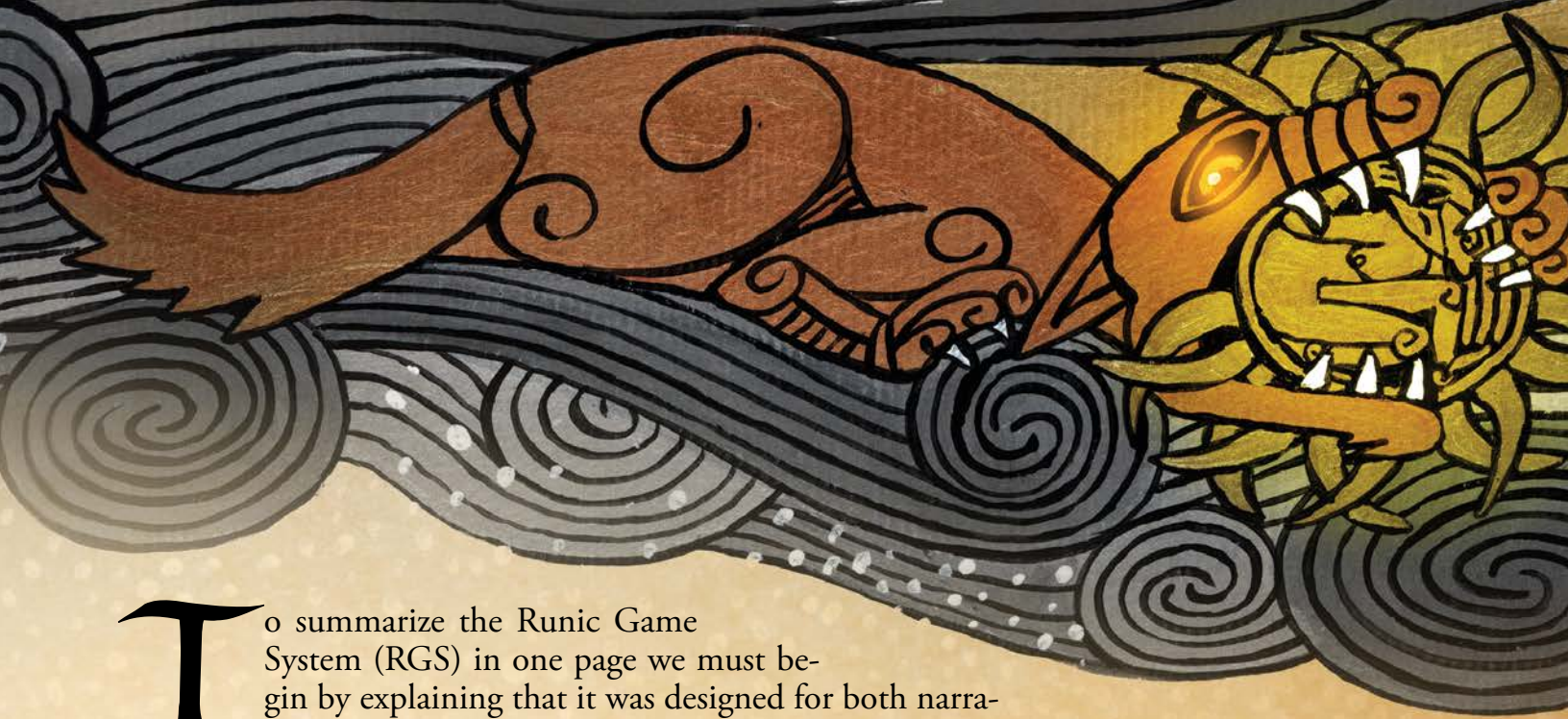


Welcome to Fate of the Norns: Ragnarok - a table-top role-playing game set during the Viking apocalypse. Players take on heroic archetypes and embark on adventures which would shape the outcome of Ragnarok.

This RPG eschews dice and instead resolves all mechanics using the Futhark rune stones. The official website ([www.fateofthenorns.com](http://www.fateofthenorns.com)) lists all current products, mobile apps and free downloads.

Currently the game system has one quick-start-adventure (*Fafnir's Treasure*), a core rulebook, a lore book dealing with the realm of mankind (*Denizens of the North*) and a pair of books detailing the home of the gods and jotuns (*The Illuminated Edda* as well as *Lords of the Ash*).





To summarize the Runic Game System (RGS) in one page we must begin by explaining that it was designed for both narrative and strategic play. Every player has two main attributes:



**Essence:** Everything that you are, life, memory, powers and skills (the runes in your customized rune bag).

**Destiny:** Represents your impact on the world around you (the number of runes you draw from your bag).



Runes are divided into three traits: **red** runes are physical, **blue** runes are mental, and **green** runes are spiritual. The more of a certain colour in your Essence, the higher your trait score.

In RGS there are three levels of crunch and you may move between them seamlessly and at any time:



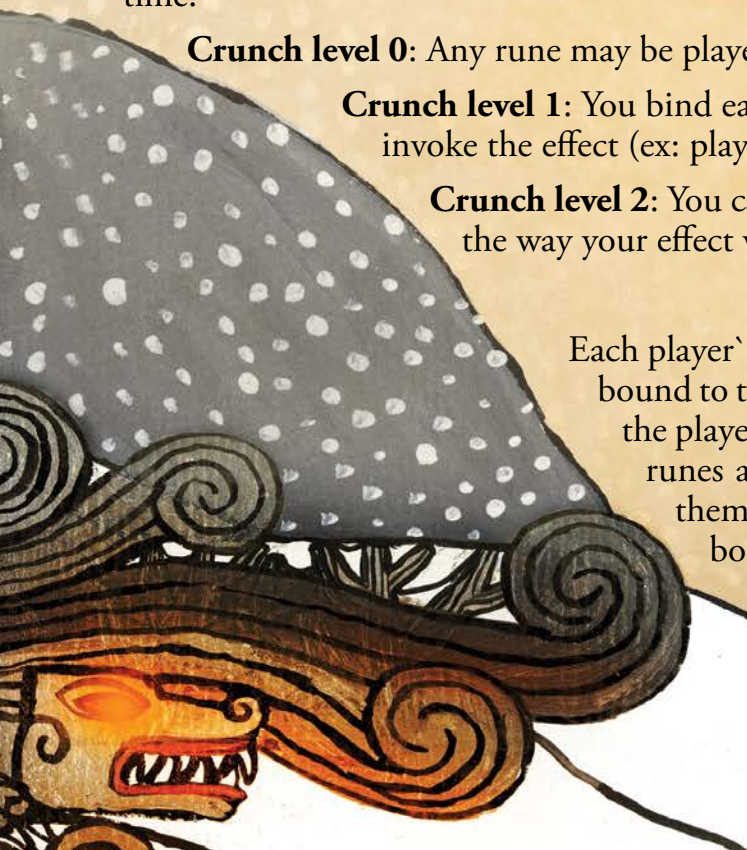
**Crunch level 0:** Any rune may be played for any cinematic action (use your imagination).

**Crunch level 1:** You bind each rune to powers and abilities. Play the symbol to invoke the effect (ex: play the Tiwaz rune to cast a Devour Life spell).

**Crunch level 2:** You can add runes to your initial rune in order to change the way your effect works (ex: add area or range to your effect).

Each player's customized rune bag contains the runes which are bound to their powers and abilities and this bag also doubles as the player's life force (hit points). When damage is assigned, runes are removed from the Essence bag (healing returns them). The player loses access to powers which were bound to those runes, so damage feels very real.

--- That's it!





# Angel of Death

The Angel of Death is a complex and mysterious individual. Her soul has been claimed by Hel, the mistress of Niflheim. Hel chooses only the worthy and sometimes the recipient of the blessing does not get an opportunity to consent. The Angel of Death retains her human appearance but her soul has been altered by Hel. The Angel of Death holds the knowledge of souls and wields mysterious necromatic abilities.

She is a very important figure in the community and is held in very high regard. She oversees all burial rights and is consulted for matters dealing with life after death. The afterlife is of utmost importance, and her skills can help a recently deceased enter one of the heavens. Her relationship with her divine mistress confuses most, as the Angel of Death directs most souls away from Niflheim.

Her knowledge of anatomy makes her every strike lethal, and her knowledge of poisons and disease only adds to her repertoire of death. Most tiptoe around her, as to incur her wrath could mean a quick and sud-

den trip into the next world.

When an Angels of Death die, Hel claims their soul. The afterlife Wyrd is made to see if they become an Aptrgangr, one of Hel's chosen. If the afterlife Wyrd is a failure than they are relegated to the menial duties of a Draugar.

## **Executioner (of the Damned)**

The Executioner of the Damned travels under Hel's iron decree. They are specialized in killing those whom Hel wishes to claim for herself. A killing blow from an Executioner shrouds the soul from the sight of Valkyries, making an ascension to the promised afterlife unlikely.

## **Beckoner (of the Death Maidens)**

The Beckoner of the Death Maidens knows how to commune with Valkyries, the gatherers of the slain. She can call upon their presence so that the worthy warriors are taken up to the heavens. Her powers allow her to increase the level of heroism upon the battlefield.

## **Shepherd (of the Fallen)**

The Shepherd of the Fallen has been entrusted with leading the armies of the damned. Draugar and other nether denizens are on good terms with the Shepherd. They will collaborate with the Shepherd heeding her requests. She will use them to enact her will knowing that they cannot ever die.





# Berserkir

**A** Berserkir is a warrior who is blessed with the anger of the gods. In this rage, he loses all control and becomes a killing machine, striking down foes with the strength of twice four men. They have no need for armour, since neither iron nor fire can touch their skin while in this feverish rage. People have tried calming the fires within a Berserkir consumed with *Modr* by pushing them into vats of ice-cold water, but the water was turned to steam by the fiery anger of the Berserkir's breast. Throwing naked women in the path of a Berserkir has also failed to calm the heavenly rage.

In some cases, a Berserkir has been known to transform himself into a mighty bear. After the rage wears off, the warrior is in a weakened state for a time. It is said that a king sent five Berserkirs to conquer a neighbouring kingdom and they accomplished their task, slaying all of the opponent's armies.

This rage is spiritual in nature, since it is a lesser form of what the god *Thor* possesses.

## Juggernaut

Berserkirs that personify the oncoming storm are known as Juggernauts. They are a purely destructive force that believe the best defence is a strong offence. Most will utterly decimate an opponent before they can mount an effective attack. Those that survive the initial onslaught find themselves on their heels, facing an aggressor that will eventually spell their doom.

## Dreadnought

Berserkirs that are blessed with rage cannot be touched by fire or steel. Dreadnoughts strive to become the most indestructible forces of nature. Their resolve is unwavering and their body is immovable. Most foes retreat knowing that killing a Dreadnought is an almost insurmountable challenge.

## Ursen

Berserkirs that embrace their bear form choose to follow the path of the Ursen. They use their form to gain every advantage over their opposition- size, speed, power and ferocity. Ursen use their tremendous reach to great advantage, swatting opponents about the battlefield.





# Blacksmith

The Blacksmith has talents that many envy. He can create items not only out of metals and stones but also out of wood.

He is a master warrior thanks to his knowledge of weapon creation. Blacksmiths are one of the clan's most valued subjects due to religious taboos around looting corpses. Many blacksmiths worship Dvergar, since their crafting skills are the envy of all.

Some master blacksmiths have created artefacts that clans and kingdoms have gone to war over. They are not bound by their forges: once they surpass apprentice levels, they gain the ability to summon a forge beast to their side, allowing them to craft while travelling.

Creating items, ranging from the mundane to the magical, follows a simple set of rules. The process uses the skill system, and may be attempted by those with no ranks in the required skills. The two principal skills are: Craft and Infuse. Craft allows one to create mundane items of great quality, and infuse allows one to add magical properties to an already crafted item.

## Exemplar

The Exemplar Blacksmith enjoys time in the forge, but enjoys testing and showing off their creations even more. The exemplar judges his creations on the battlefield against items created by other smiths. He pushes himself to ever higher standards and ideals.

## Artificer

The Creator Blacksmith enjoys nothing more than spending as much time and effort in the forge. The focus of an artificer's efforts are to create the most awe inspiring items, far surpassing anything shop owners may be peddling.

## Alchemist

The Alchemist Blacksmith is one who explores the esoteric pleasures of imbuing items with magical properties. These items are sought after as they expand and greatly increase the power of the wielder.



# Druid

**D**ruids follow the way of the woods. Wood is sacred and has a spirit: knowing how to interact with it is a hidden art that goes by the name of Verwandlung and is the sacred property of the druid. Verwandlung involves a hierarchy of different wood that must be fashioned into wands and staves. Wielding the wand or staff made from that wood gives the druid powers associated with that grade of wood. Powers involve and encompass interactions with vegetation as well as with wild animals.

The mightiest of druids become one with the land and have the awe-inspiring power of terra-forming: a druid can change desolate tundra into a verdant mountain range as easily as one dresses in the morning. Druids shun civilization and prefer to dwell in pure nature.

## Warden of the Woods

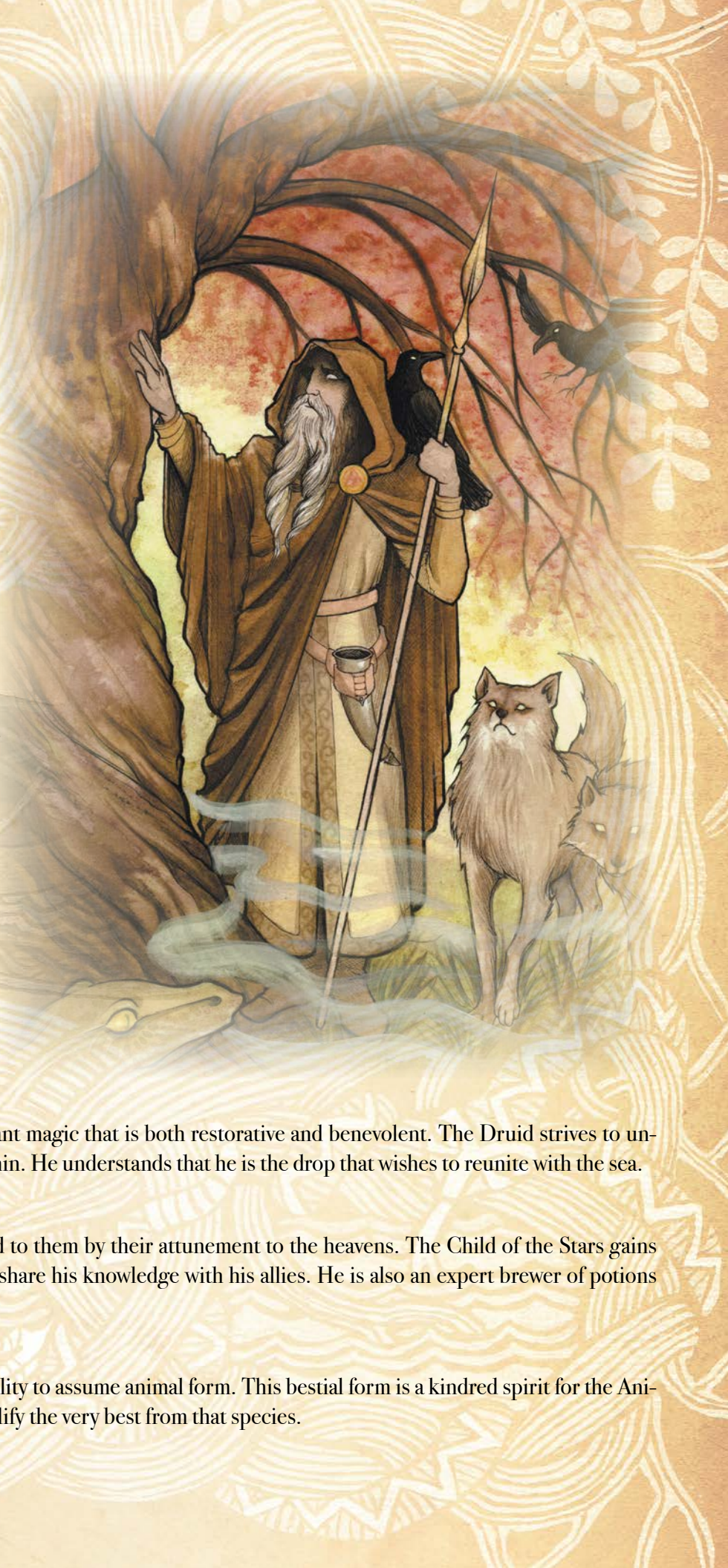
The Warden of the Woods specializes in verdant magic that is both restorative and benevolent. The Druid strives to understand the land and the spirits that dwell within. He understands that he is the drop that wishes to reunite with the sea.

## Child of the Stars

Some Druids have the gift of foresight granted to them by their attunement to the heavens. The Child of the Stars gains insight from the constellations and can easily share his knowledge with his allies. He is also an expert brewer of potions and ointments.

## Animist

This particular Druid has specialized in the ability to assume animal form. This bestial form is a kindred spirit for the Animist. The special affinity allows them to exemplify the very best from that species.





# Fardrengir

The Fardrengir is a travelling soul and a seasoned hunter. She will not stay in a town too long. Her need for adventure, exploration and nature will keep her on the move.

The Fardrengir is a master of the wilderness. Many travellers seek the Fardrengir's guidance in their trek. She can safely navigate even the most difficult terrain. She works towards harmony with all beasts of nature, but that does not diminish the hunter inside her heart.

Fardrengir usually travel with animal companions that are possessed by the realm spirits of Yggdrasil. The companions have consciousness far more evolved than a regular animal. They serve as mounts allowing the Fardrengir to cover vast distances in very little time.

## Farvaldr

The Farvaldr is consumed with wanderlust. They cannot stay in one place for long and through their travels, they have become masters of the wild. Their survival instincts are second to none. Farvaldr are trap specialists, having the ability to rig a lethal trap from almost anything found in the wild. The most successful bounty hunters are the Farvaldr, also known as Striders. Their competition affectionately call them "spiders" rather than "Striders".

## Dyrvaldr

An animal lover at heart, the beast master attracts special mounts with whom they forge an unbreakable bond. They train with these loyal thanes in order to hone their mesmerizing and synchronized manoeuvres. What they achieve together is much more astonishing than what they muster on their own. Depending on the Dyrvaldr's goals, they will choose the right mount that will compliment the skills and powers they require.

## Geirvaldr

The Geirvaldr is the spear master. A hunter who specializes in bows and thrown weapons. The celerity and dexterity of their arms shocks and astonishes onlookers. Besides their uncanny accuracy, the Geirvaldr has the ability to draw and launch an astonishing number of projectiles- be it with bow or javelin.







# Galdur

**R**unes are magical symbols that create a variety of arcane effects. A Galdur is one who has learned how to wield the might of runic magic. Runic magic comes in two forms: the first is speaking the runes while scribing their casting in the air with a finger; the second is carving the symbols into an object or person to bestow the arcane gifts. Learning runes is a very humbling endeavour; most of the time, the runes choose the Galdur, rather than the other way around.

## Enchanter

Enchanter runecasters focus on effects that are persistent. Maintaining magic is a struggle against a very chaotic and strong-willed force; it is a mighty achievement to control runic Essence.

## Sorcerer

Sorcerer runecasters try to create a perfect storm: “The runic apex flashes as lightning, momentary, beautiful, and striking through us...” They live for the glorious moment when they become the instantaneous conduits of the runic source.

## Diviner

Diviners wish to tap into the world behind the veil. Runes are the disembodied third eye that leads them through the curtain into the oceans of pure energy; after basking in it, the Diviner returns with wondrous insight!





# Godi

The moral backbone of the community is the Godi. He advises leaders and common folk on the wishes of their gods/jotuns. A Godi is well respected and honoured. Godis have great responsibility beyond their community to spread the good word to others. They must strive day and night to undo the grip of opposing Godis of unaligned gods/Jotuns. Godis do not normally need to train to acquire their skills. Through communion with their deities, they are bestowed knowledge from their divine patron(s). The knowledge is always aligned with what the patron deity's domain of influence is. For example, a Godi of Ull can easily become the best archer in the whole countryside, performing feats that defy mortal skills.

## Hand of Judgement

The Godi known as the Hand of Judgement exacts the will of their patrons. You find those who are worthy and raise them up. You also find those who oppose your patron's will, and mark them for divine judgment.

## Voice of Wisdom

This Godi who preaches their patron's doctrine is known as the Voice of Wisdom. Through their mystic words, they bring more devotees to their patrons. A large flock will move mountains and enact wonders.

## Exalted

When a patron wishes to direct their will through a mortal vessel, they turn to their Exalted. The Exalted are the most rigorous when it comes down to living the code of discipline prescribed by their patrons. They are elevated because nothing is more important than their patrons.



# Maiden of Ratatosk

**M**aidens of Ratatosk are the girls of mischief, living life fast and fully. They seek adventure and ride those winds, wherever they will take them. Their title is derived from the celestial squirrel named Ratatosk. The squirrel is well known for the strife it has caused by distorting the messages it carries between the celestial eagle and the great dragon Nidhogg. Some adventuring groups have their patience stretched by chaos, strife, and mischief-laden Maidens. However, their contribution to team security is unmatched. Maidens of Ratatosk can easily draw the attention of foes. Coupled with their almost-inhuman ability to avoid damage, they are invaluable to a party's success on the battlefield.

## **Death Dancer**

She uses her dance to inspire her allies and frustrate her foes. Each step in her dance evades blows as her blades seek their mark. Her dance is the flawless mix of death and grace.

## **Scorn Dominatrix**

She is a poison flower in a bed of weeds. Shining, radiant, and deadly, she grows in strength with every increasing foe. Her ability to interrupt opponent strategies is her greatest asset.

## **Aggravatrix**

She aggravates her foes to a point of unbearable frustration. They will do anything in their power to silence her insults and taunts. As their rage boils over, they make mistakes...and she's ready to capitalize on them.





# Missionary

**A**s the Twilight of the gods looms ever nearer, missionaries drive out the demons of a dark age. They stand firm on the teachings of the White God, even if it means putting one's life on the line. They dedicate their lives to bringing peace to war-ravaged peoples and erasing all traces of a dark and bloody past.





The Orlog seek primordial enlightenment from the great void Ginnungagap. The quest for primal and original truth brings them to commune with forces untouchable and unseen to most. As a result, they walk a very fine line between genius and madness. Orlogs tread where danger threatens to consume them, but the rewards are unearthly. They are in pursuit of the very building blocks which formed within the crucible of life- the cradle of Yggdrasil. The Orlog manipulate Void magic- the building blocks which form matter, thought and action. Alfar are the embodiment of that fundamental energy.

The greatest Orlog is the Jotun Vafthrudnir. He was among the first to seek out the great void Ginnungagap and without losing his faculties, has discovered the secrets which lie within- few can boast this feat. Mortals seek to understand one single aspect, Vafthrudnir's mastery encompasses and exceeds all three Orlog sects. Even the very talented Alfar king Frey strives to achieve the same level of comprehension.

Orlog have the capacity to learn how to manifest matter, thought and motion, but in order to be effective, they choose to focus on one above all others.

### **Curator of Dominions**

This Orlog sect is most concerned with the creation of matter and life as well as transformation and mutation. You are the blacksmith of life and realms. You know how to evolve your creation for size, toughness, endurance and presence.

### **Shepherd of Dreams**

This Orlog sect is most concerned with the subconscious reality which guides all things. You are the blacksmith of thought and will. You manifest prominent effects that influence the surrounding world.

### **Sculptor of Breath**

This Orlog sect is most concerned with the impetus that drives action. You are the blacksmith who forges change and the great legacy which follows.

# Orlog





# Sceadugengan

**S**ceadugengan are known as the “dark walkers”. They begin their lives as rogues, living a life of theft, fraud and murder. Life’s ambition drives the rogue to obtain the most for the least amount of effort. Their motto is “when all else fails, steal and backstab”. But while in pursuit of increasingly better concealment, pilfering and assassination techniques, they eventually fall upon the dark lore of the Svart Alfár. This pursuit takes them down a dark road where their psyche and spirit erode and are replaced with greed, envy and lust. Their growing powers are fed by the shadows and darkness, encouraging a penumbral existence. This lore and techniques transform the rogue into a Sceadugengan. The darkness becomes their play-thing. The general population of Midgard is easy prey for seasoned dark walker. Many seek out the Sceadugengan for their clandestine talents and offer lucrative contracts. The Sceadugengan’s powers stem from the dance of light and dark. Despite an adoration for the Svart, the powers of shadow also require the Lios. Some of their powers will take on a life of their own, transforming their very nature to capitalize on the surrounding light and darkness.

## Thief

The Sceadugengan that is driven by greed seeks the path of the thief. Wealth is a motivator, but the thrill of the score is what truly excites her. It is said that in Svartalfheim you can have your sword plucked right out of your hand without even knowing it. The Thief studies the techniques that allow her to secretly pilfer personal effects, even in the heat of combat. No one’s possessions are safe when a Sceadugengan Thief is around.

## Assassin

Most Sceadugengans’ actions are beholden to their shady



moral compass. However the darkest of those belong to the assassins. They are the ones who have embraced their talent and bliss when choking out the flame of life. The combat style that they bring back from the shadow involves the least amount of strikes in order to murder their quarry. Those who are the best in this discipline also melt away after the deed is done, so as to avoid any blame.

## Scoundrel

While the other Sceadugengan pride themselves at stealth, the scoundrel prefers to hide in plain sight. Their mightiest power is their disarming charisma. Replacing the need for nimble fingers and instead relying on flattery, charm and pure presence, the Scoundrel can spin almost any situation into a favourable one. The Svart lore they covet has trained the scoundrels in the art of using others to do their dirty work.



# Seithkona



Seith energy surrounds everyone and everything. Only the witch (or Seithkona) can see and manipulate these energies to cast spells. She channels Seith spirits through her body and coerces them to do her bidding. Seith spirits are benign by nature, but being forced into servitude makes them resentful; as such, the spell results are always negative and destructive. Seith magic is usually not visible and is very deceptive in nature. For some reason, women are better suited for channelling Seith. With the power of alchemy, the Seithkona binds a familiar (benign animals that act as a host for a trapped Seith spirit). The power to wield Seith can be learned by most, but only a few have the drive to conquer this wicked art. All men view this as a shameful practice but respect its might nonetheless.

## Transmuter

A Transmuter Seithkona works her magic to shape the tangible world by invoking the intangible world. Her spirits manipulate shape through painful coercion, bending and deforming matter, which inevitably results in violent and painful transformations.

## Mesmer

A Mesmer pulls the strings of the invisible world: thought, emotion, and faith. She can make puppets of those she targets as hostile spirits take over their bodies. Phantasms, ghostly incorporeal apparitions, dance their illusionary dance to the Seithkona's fancy.

## Necromancer

The Necromancer Seithkona's passion lies in capturing and manipulating spirits that are trapped between Niflheim and the heavens. She forges them into a spiritual weapon that strikes from beyond.



# Skald

The Skald brings colour to most any culture. Skalds are bards that have been blessed by the Mead of Poetry. This mead was made when a magical being named Kvasir was murdered by two Dvergar, and his blood was mixed with honey to produce the magical mead. It was later taken by a giant who kept it all for himself. But Odin stole it, and while flying over the realms of Yggdrasil in eagle form, some of the mead dropped down and touched some living beings. Those beings learned how to weave magical songs called Spell Songs...they go by the name of skalds. They sing battle ballads that unnerve opponents and bolster the morale of their companions... All that they need are their voices, but with instruments, they can bend and shape their magic to astound their audiences.

## Wanderer

Wanderer Skalds devote their life to creating great adventures to feed their sagas. The Wanderer seeks out increasingly dangerous adventures to find his place in history.

## Poet

The Poet skald is one who knows how to have a good time. He woos maidens for a night and earns free ale and his stay at taverns using skills in music and song.

## Mystic

The Mystic skald is intrigued by the Mead of Poetry that granted him his Spell Song powers. He wishes to delve deep into this art to understand its source.





# Stalo

The Stalo is the master of controlled combat manoeuvres. It is said that Odin himself taught the first warriors the ways of the Stalo, and throughout the centuries these skills have been passed down through the chosen bloodlines. The Stalo arts are deeply rooted in history, ritual and tradition. Fathers teach sons the art of chaining attacks with such precision, that they culminate in a crescendo of unstoppable violence. Stalos also carry their tradition in the form of an ancestral weapon. This weapon has been forged to accompany a particular battle art-form. In the darkest hour of Ragnarok, many count on the Stalo's resolve to come to the rescue of the weakest and most downtrodden.

## Striker

The Striker Stalo focuses on optimizing the attack chain they are delivering. They work hard to ensure each blow finds its mark and cannot be easily blocked by opponents. Strikers are at their most lethal when lashing out with a flurry of small yet precise series of attacks.

## Stalwart

The Stalwart Stalo has refined the art of group warfare. They are sought after for shield-walls as their skills are of great benefit to the entire warband. Most allies will fight close to the Stalwart in order to benefit from his expertise and techniques.

## Keeper

The Stalo known as the Keeper invests himself into the ancestral relic of his forefathers. Part warrior, part forge master, he hones the relic's properties to accentuate his fighting style. He understands its past, allowing it to guide his fighting style into something truly synergistic with his weapon.





# Ulfhednar

Ulfhednar embody the ruthless aggression of their patrons Skoll and Hati, whose lives are all about the hunt that leads to the kill, just like their father Fenrir. Their followers adhere to this philosophy with great zeal. They also embody the wolf-pack mentality, knowing how best to work together to hunt down their prey. Destiny promises that after their continuous chase of the sun and moon, Skoll and Hati will catch and devour them! Ulfhednar aggression is unmatched, and will keep opponents on their heels with hardly a chance to think of offensive attack. Scale this by several Ulfhednar working in concert, and you have a veritable unstoppable tide of blades and blood!

## Eater of Eyes

This Ulfhednar (wolf head) clan specializes in removing the eyes of their victims, sometimes in combat. It is said in sacred texts that consuming the organs of one's enemy confers supernatural strength in battle and the ability to absorb their Essence.

## Rager

This Ulfhednar fighter loses control on the battlefield. The release is both ecstatic and cathartic for these warriors. Once gripped by rage, their ferocity is unmatched!

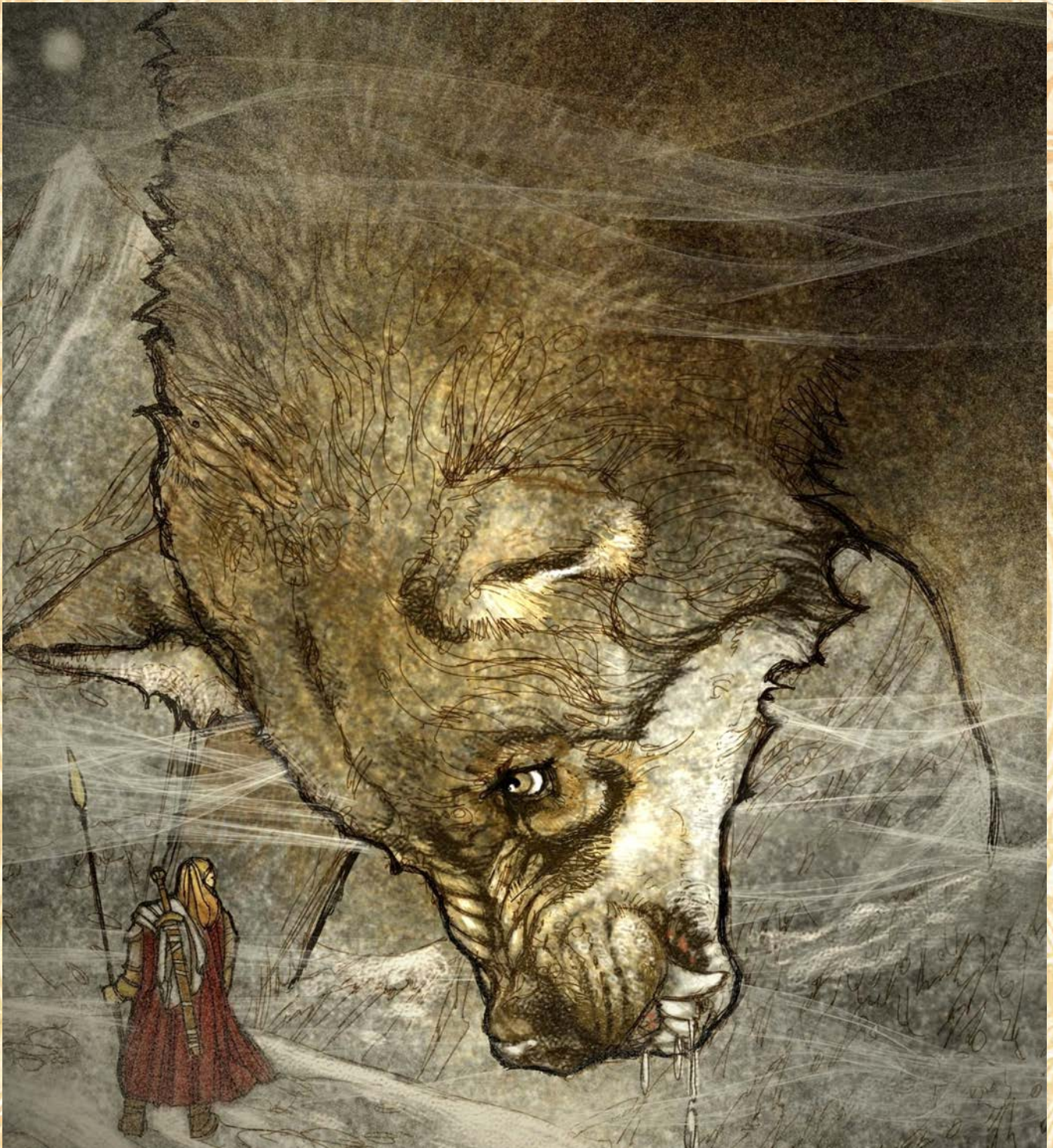
## Wolfen

These Ulfhednar feel that their natural form is that of the wolf. They embrace the dexterity, cunning, and predatory instinct of the wolf spirit.





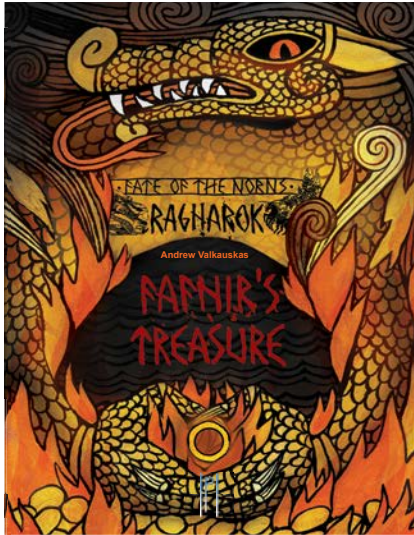
# JOIN THE KICKSTARTER



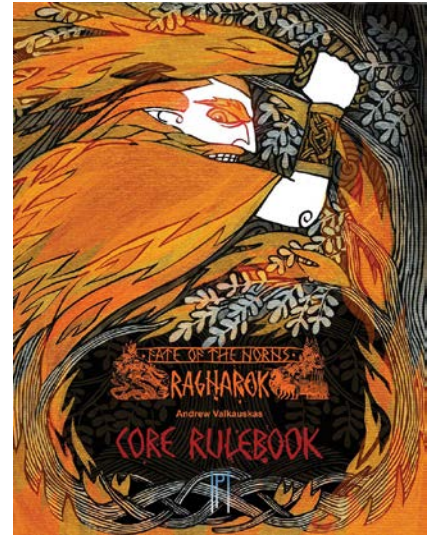
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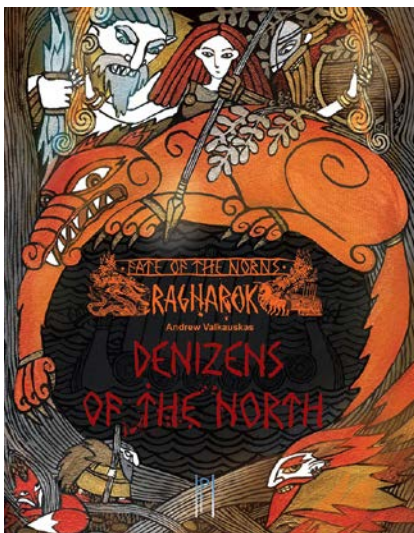




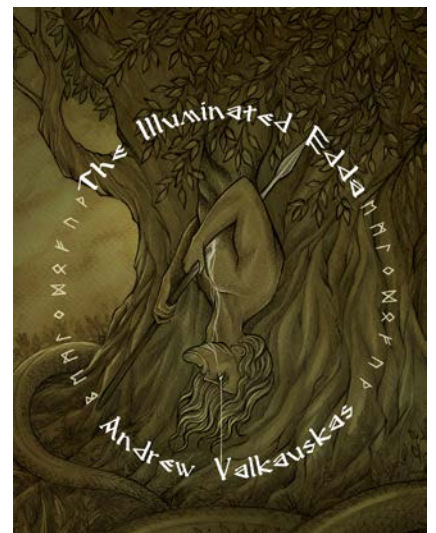
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