

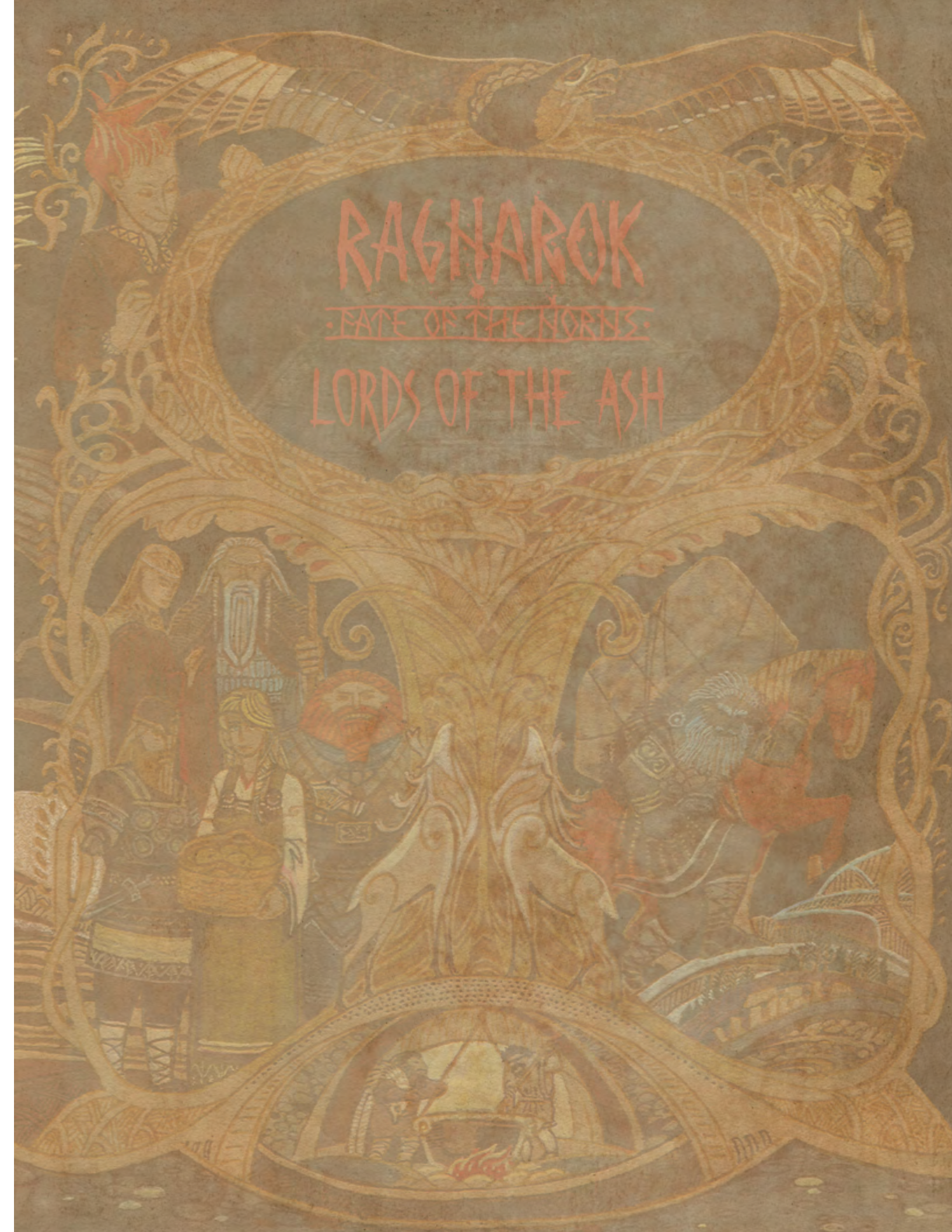


RAGNAROK

FATE OF THE NORNIS

LORDS OF THE ASH

ANDREW VALKAUSKAS



RAGNAROK

FATE OF THE NORNS
LORDS OF THE ASH

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24 Years of Viking mayhem...
Dedicated to the Vikings that come out to play every week!

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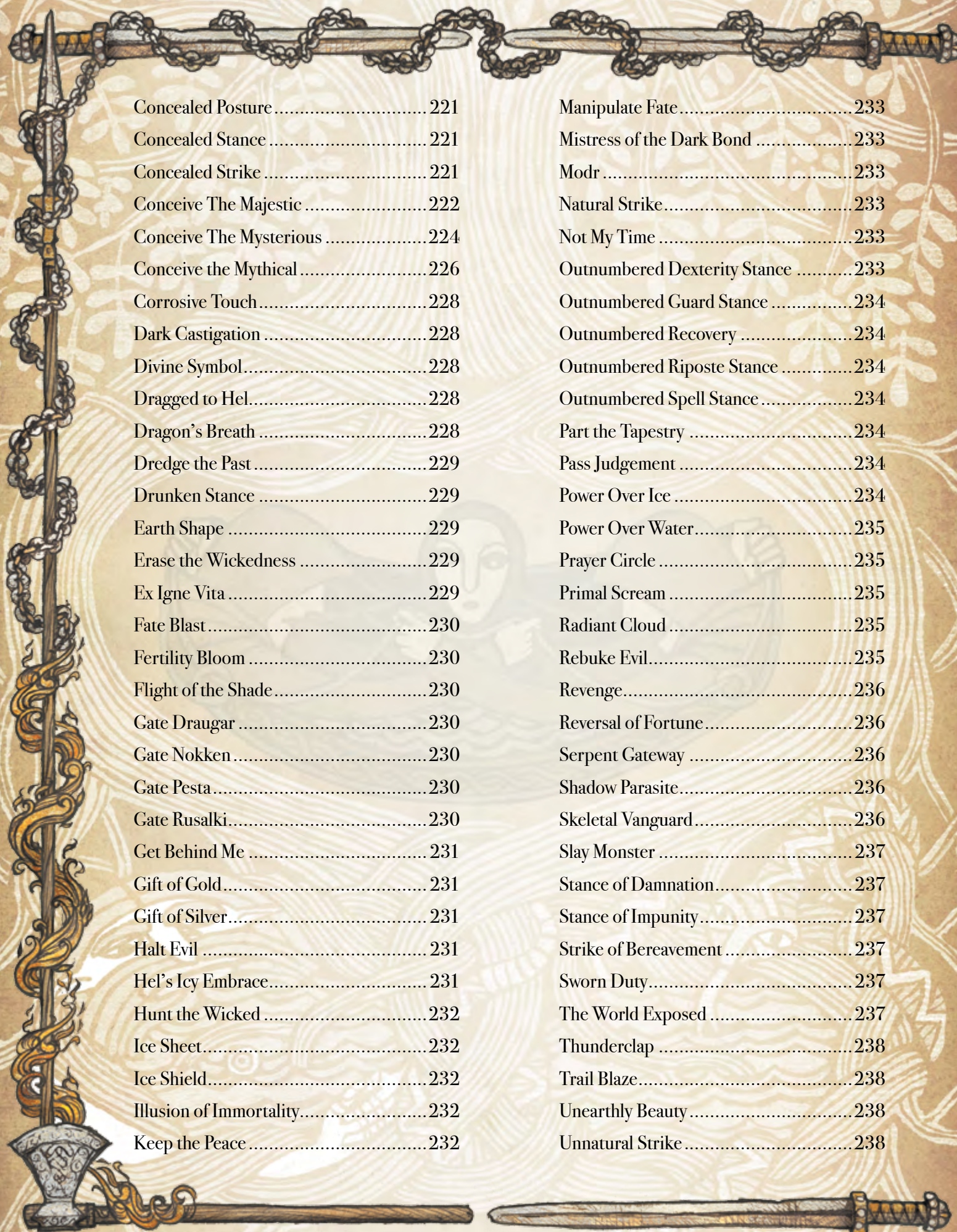
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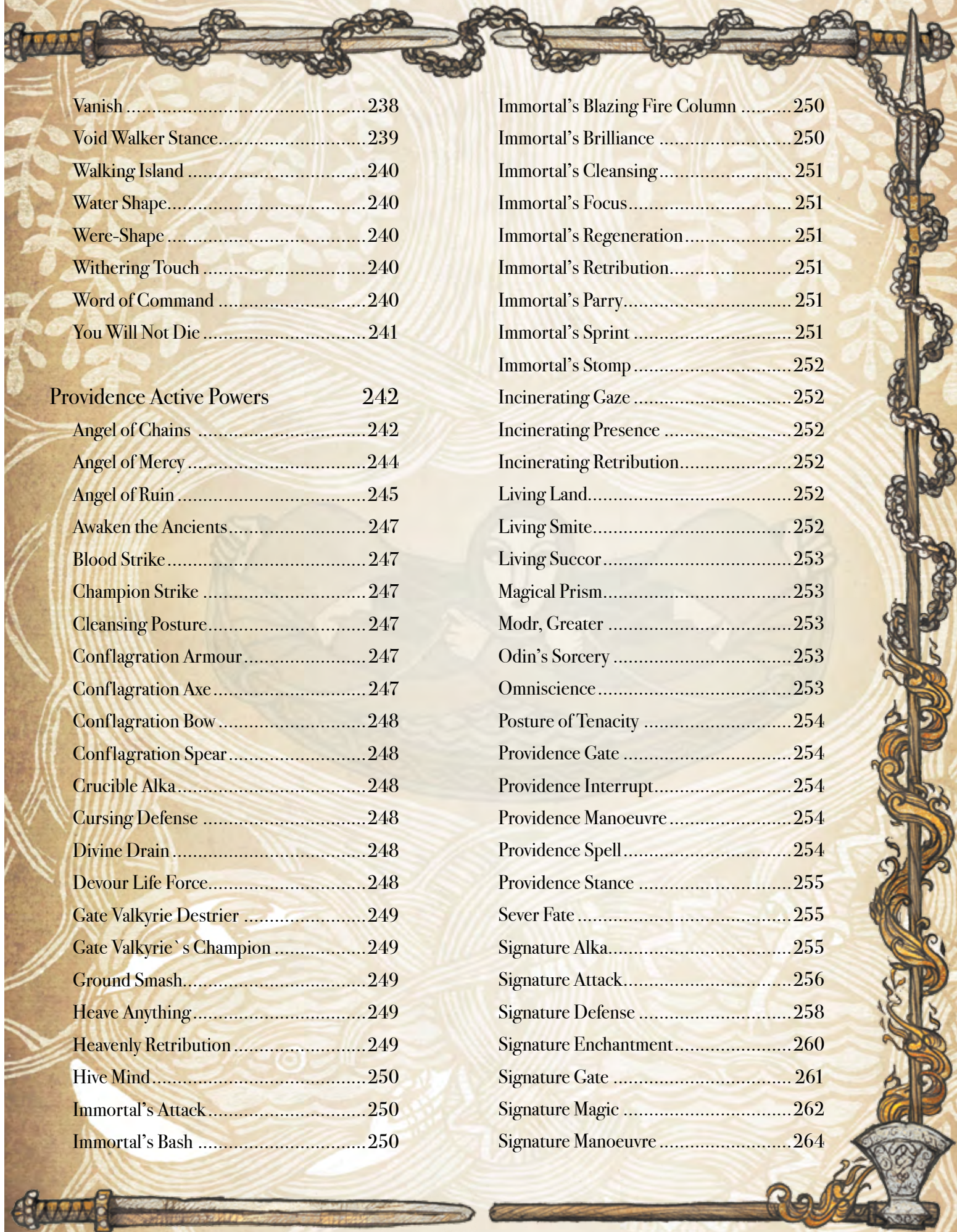
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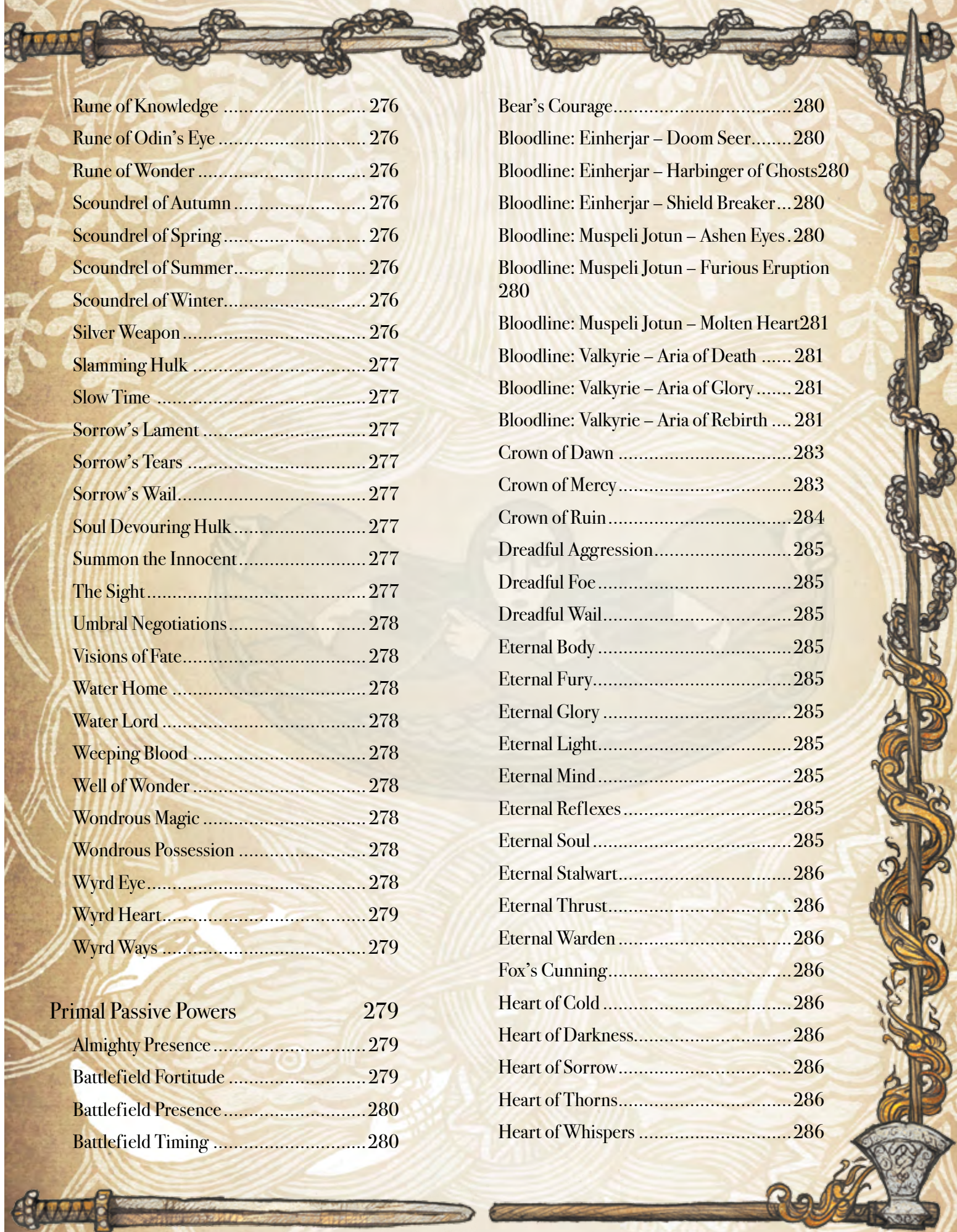


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Introduction

Welcome to the second lore book for the Fate of the Norns: Ragnarok Universe. *Lords of the Ash* is an in-depth exploration of the worlds of gods and giants. It is meant to be read with the Illuminated Edda as the companion book. While *Lords of the Ash* contains all of the materials pertaining to the game rules, the stories and in-depth lore can be found within the pages of the Illuminated Edda. Ownership of the Core Rulebook is mandatory for the content contained within this tome. Ownership of the *Denizens of the North* book is strongly suggested, but it is not absolutely necessary. The intent is that the content contained within this book are a natural progression and extension of the content contained within *Denizens of the North*.

Lords of the Ash has been written with both the Norn, as well as, the player in mind. For the players, the book presents many new playable archetypes and powers. For the Norn, many new monsters and adventures await. Both player and Norn will benefit from the expanded Runic Game System rules evolution.

Without further delay, go forth and learn about the higher powers who rule the high kingdoms of Yggdrasil!

What Has Come to Pass

The Norns are at the apex, peerless in power and legend. These mysterious beings shape all that was, is and will be. They are so far removed from the lives of humans that offerings and veneration have never garnered an answer from these aloof beings. It is said that they have the power to set the fate of both gods and giants. Within the confines of Midgard, which is the realm of mankind, both the gods and the giants hold sway over the human race. It is they who are venerated and worshipped by the men and women of Midgard.

Midgard and mankind were created by the Aesir gods, but humanity was courted by the older Vanir gods as well as the giants. Lesser powers such as the Alfar, Dvergar, and Landvaettir also granted favour to the mortals who chose to venerate them.

In fact, there are many more god factions, but their lore lives in the hearts of those who dwell at the fringes of Mid-

gard. They live within the frontier kingdoms, the ones which straddle Outer Midgard, gods of the Celtic, Baltic and Finn peoples.

The giants are known as the Jotuns. There are two tribes of Jotuns, the primeval Muspeli Jotuns and the more numerous Rime Jotuns. Despite having similar stature, the two tribes have little in common. The differences are much more pronounced than that of the Vanir and Aesir gods.

Timeline

It is said that all things sprung from the Crucible of Life, a misty vortex created within the great void Ginnungagap. This cradle of reality was birthed when a realm of fire and a realm of ice collided. A great war was fought between the forces of light and the beasts of the dark. Muspeli Jotun and Alsvartr clashed and the Jotuns won, albeit a pyrrhic victory. The light and warmth ushered in an era of growth and bounty. The Crucible of Life gave birth to a titanic tree upon whose branches life began.

Yggdrasil is known as the “Cosmic Tree”, and upon its branches hang many wondrous realms. To great scholars it is also known as the “Third Tree of Life” since there were two others which preceded it. Idavigrdir gave life to many ancient peoples who colonized the far reaches of the Great Ocean. Then came Galligarm, a tree whose fruit were the awesomely talented Vanir gods.

But peace and prosperity would not last, as the oppressive rule of the Rime Jotuns began. Only the fledgling Aesir gods had the resolve to end the tyranny. For the killing of Ymir, the progenitor of the Rime Jotuns, the Aesir gods were forever hounded by the vengeful ice giants. But it was also with this great deed that the Aesir established themselves as the most aggressive and successful of divine beings.

The Beginning: Primeval Age

- Muspelheim collides with Niflheim.
- The Muspeli Jotuns trap the Alsvatr in the void, creating the stars.
- The great world devouring dragon, Nidhogg, survives the war.

The Age of Idavigdir

- Idavigdir sprouts from the Crucible of Life.
- The Alfar emerge through the Breach, exploring the Cosmic Tree. They meet Nidhogg in the shadows.
- After four great wars, the Tuatha De Danann become the undisputed rulers of Eriu.
- The Second Great War is fought and from the ashes arises the Great Ocean.

The Age of Galligarm

- The great world tree Galligarm rises from Idavigdir's ashes.
- The Vanir bring prosperity and bounty.
- Ilmatar and Vainaimoinen shape the Eastern Kingdoms.
- Nidhogg leads his brood against the Muspeli Jotuns and the Vanir gods.

The Age of Yggdrasil

- Yggdrasil rises up from the Crucible of Life.
- Ymir and his progeny begin their tyrannical rule.
- The Aesir gods commit the genocide of the Rime Jotun race.
- The Dvergar are created by the Aesir gods.

The Age of Mankind

- The Aesir gods create mankind.
- The progenitors of magic bring the arcane arts to mankind.
- Gods procreate with humans to create divine lineage.
- Nidhogg is imprisoned within Hvergelmir.

The Age of Gods

- The halls of the afterlife are created to keep the souls of the dead.
- Asgard, the golden city of the Aesir, is built atop the great mountain.
- The Aesir and Vanir fight a bloody war amongst themselves.
- Kvasir is created from the truce of the gods and from his blood, the Mead of Poetry is brewed.

The Golden Age

- King Atli's peace reigns supreme over Midgard as kingdoms prosper.
- The legendary Fafnir's Treasure passes into the hands of mortals.
- The Aesir gods Baldur and Hod fight for Nanna.
- The Dwarven Kingdoms rise to prominence.

The Age of Turmoil

- Loki's children are banished by the Aesir gods.
- The Rime Jotuns begin building Naglfar with the toenails of the dead.
- Baldur is slain and Loki is imprisoned.
- Odin is exiled and later returns with new wisdom.

The Twilight of the Gods

- The battle-horns sound, Ragnarok commences!





The Ages of Ragnarok

The end of the world began with the death of King Harald Fairhair, coinciding with the destruction of the sun and moon. The apocalypse did not resolve itself with instant obliteration, instead the brutality is said to unfold over four ages.

930 The Axe Age, where the Sun and Moon are devoured by Skoll and Hati

There are three years of brutal Fimbulwinter, unending darkness and cold.

933 The Sword Age when a new sun is reforged

The new sun brings about the great floods which are exacerbated by Jormungand's thrashing beneath the oceans.

935 Then Wind Age commences with the arrival of the Storjunkiari tribes

The War of Shadow unfolds within the legendary Myrkvid.

939 The Wolf Age draws all opposing forces to the battlefield known as Vigridr

Surt wields Laevateinn, sundering the sky as Yggdrasil is consumed in flames.

The Divine

Many unique and wondrous races populate the cosmic tree Yggdrasil. Within each realm, one race has evolved and ascended to assume the dominant role. This chapter explores these apex species of immortals. More details and listed names appear in the Illuminated Edda.

This chapter introduces many interesting characters and their motivations. The Norn will be able to find story ideas and possible interactions between dwellers and the higher powers. When dwellers use their Omens and Portents skill, the type of messages sent will be shaped by the individual divine beings.

Behold all of the Lords and Ladies of the Ash...





The Norns

The Norns are a mysterious sorority of extremely powerful and secretive beings. These women are said to possess the Loom of Destiny... a magical item capable of commanding the fate of gods, giants and men. Although some hushed whispers theorise that the Alfar cannot be woven into the Tapestry of Fate. Their home is Gimle, a realm attached to both Muspelheim and Asgard. None may enter save the Norn, and for this reason, the Sorority of Providence visit those they wish to speak with.

The origins of the Norns remain a mystery, and they never reveal their secrets. It is rumoured that dead Muspeli Jotuns became the Norns after travelling up from Museplehim to Gimle, but this has never been observed by any of the remaining Muspeli Jotuns.

The Norns have spent the last few centuries weaving policies and orchestrating events which will further their master plan. Gods and Jotuns venerate these women, wishing to curry their favour. However not all of the divine races bend knee to the Norns. The Dvergar see them as the peddlers of snake oil, declaring prophesies which the gullible will enact as self-fulfilling. The Alfar are another divine power which snubs the call of the Norns. What is abundantly clear is that the World Devourer known as Nidhogg cannot be controlled by these all-powerful women.

Mortal man has been fascinated with the Norns ever since the first humans discovered their presence, however all offerings and sacrifices have fallen on deaf ears. The Norns act as if mortals are unimportant, but nothing could be further from the truth. Skuld, Verdandi and Urd are a few names in a larger list of Norns who have forsaken their sorority in order to pursue a more benevolent lifestyle.

This slight has not gone unnoticed by Mogthrasir, queen of the Norn. Despite her cordial demeanour, the renegade Norns watch their backs, knowing that their old queen may very well be plotting their punishments. It is thanks to the renegade Norns that humans can now gain a glimpse at the Tapestry of Fate. The human women who are chosen are called Voelva and they revere the Norns for their power and foresight.

No one truly knows how many Norns there are, since even the renegades keep tight lipped about their sorority. It is entirely unclear if the Norns even age. No other species carries themselves under such an opaque veil of secrecy. The Muspeli Jotuns may have a special bond with the Norns, since Gimle and Muspelheim have been bound since time immemorial, but if such a bond exists, the Mis-

tresses of Fate remain tight lipped.

For more on Gimle, see page 44.

Muspeli Jotun

The Muspeli Jotuns are an ancient race of immortals. They are noble, wise, and true to their word. They age incredibly slowly and they trace their lineage all the way back to the Primeval Age... a time before recorded history. Their numbers have dwindled since the great war against the Alsvatr. Their ancestral home is in Muspelheim granting them unparalleled security, since the realm is highly inhospitable to non-natives.

In their natural appearance, the Muspeli Jotuns stand 30' tall. Their hair burns with eternal fire and their skin is deep red. However, like all Jotuns, they have the ability to alter their size and appearance at will. This is very handy when they wish to blend in. Within moments, they can alter their size between 5' and 90'. Similarly, they can adjust their skin and hair to take on a more human-like appearance. Their skin tone can match that of human mortals or it may extend to almost any colour in the visible spectrum. Often, their appearance may shift to better reflect their mood. A Muspeli Jotun's fiery hair may be extinguished at will. Their hair resembles regular human hair follicles in this form.

Surt is the Muspeli Jotun high king. He leads the Fire Council which is made up of kings and queens who rule their own domains within Muspelheim. Those with great talent are also invited to join the Fire Council. They decide the laws of the land which are passed down to the various domains. Despite their strict laws, there is ample disharmony between the domains. Some stem from personal grudges, while others revolve around differing social structures and local laws.

Surt makes his home in the north, and his personal domain encompasses the lands surrounding the great volcanic mountain known as Surt's Eye. Within his domain lies the great fire lake Glassisvellir. It is here that the fire Valkyries bring the souls of great heroes. It is from these very waters which give birth to the Sons and Daughters of Muspel. Glassisvellir is tended by the great hero Gudmund who ensures that Surt's armies are filled with the most legendary of heroes.

Surt is known by the moniker, "Destroyer of Worlds", because he had once reduced an entire world tree to ashes using his awesome sword, Laevateinn. No one dares use the moniker in his presence, nor suggest that he should



take up the “cursed sword”- as he calls it. Prophecy states that he will once more commit genocide when he destroys Yggdrasil.

King Farbauti and Queen Laufey rule two separate kingdoms since their separation. Their son Loki’s fostering arrangement with the Aesir gods has driven a painful wedge between the parents. As a result, their respective subjects view one another with distrust.

Laufey’s lands lie in the eastern mountain ranges. There she attracts many different creatures who wish to excel in study and the magical arts. Despite the fiery nature of the realm, her dominion is dark, shrouded by the black ash that falls from the many contiguous volcanic eruptions.

King Farbauti’s domain is to the west. He is a great schemer and has no equal in this regard save perhaps Odin himself. Farbauti’s domain includes the legendary Eldr River and the mysterious Mirkvid forest. He confides in no one when it comes to his schemes, not even Laufey his estranged wife. It is clear that most of his plans are culminating during Ragnarok.

The Storm Baron Baghist, who rules the southern kingdom has divided his own realm into city states. Each led by an earl eager to prove their talent and loyalty. Baghist intentionally pits them against one another to ensure that only the best rise to the top. The Storm Baron loves chaos and strife. This, mixed with his dubious moral compass,

makes him a very interesting liege.

For the most part, all of these kings and queens keep out of the affairs of mankind, however other princes are more active on the various theatres upon Yggdrasil. Prince Helblindi and Prince Byleist are such a pair. They are the sons of Farbauti and Laufey and brothers to Loki. They oversee smaller domains since they are more active outside of Muspelheim. They seek glory and recognition throughout the realms of Yggdrasil.

Loki is perhaps the most mysterious of the Muspeli Jotuns. His activities could best be described as erratic and enigmatic. He forged Laevateinn, yet even after such a masterpiece weapon, he never returned to the forge. Beloved by his brethren, he spent most of his life among the Aesir gods. Then true love found him in Jotunheim in the arms of an ice witch named Angrboda. The Norns call him “Jotun of Destiny”, but he does not know what that means. For being complicit in Baldur’s death, Loki was imprisoned in Hvergelmir. Cellmates with Nidhogg, destiny foreshadows his escape.

Compared to the other divine beings, Muspeli Jotuns are very few in number. Nidhogg and the Alsvartr were responsible for the exile of almost all Muspeli Jotuns during the Primeval Age. The stars in the sky represent those who gave themselves in order to rid their world of the Alsvartr darkness. As a result, the remaining Muspeli Jotuns strive

to bolster their numbers.

The Muspeli Jotuns are very active when it comes to recruiting more Valkyries. Competing with Odin, Ran and the others, the Fire Council sends their Sons of Muspel to fight Wight Sovereigns. Defeating the ancient enemy of the Valkyries, the fire giants attract new Death Maidens to their cause.

The Fire Council has always been preoccupied with Nidhogg. His imprisonment in Hvergelmir has not diminished the vigil. While other divine powers have lowered their guard, the fire giants always have a reminder of what the Alsvartr are capable of- every time they look up at the stars.

For more on Muspelheim, see page 49.

Nidhogg and the Alsvartr

Nidhogg and his kin are known collectively as the Alsvartr. These beasts of cold and darkness are a primordial race, native to Niflheim. When Muspelheim and Niflheim crashed within the great void, the clash between Muspeli Jotuns and the Alsvartr was inevitable. The war was costly for both sides. Very few of the Muspeli children remained and Nidhogg was the last of his kind. The remaining Alsvartr were exiled into Ginnungagap by the Muspeli Jotuns who sacrificed their lives.

It is unclear if the Alsvartr age at all. Alone, Nidhogg is still more powerful than the combined might of the present-day gods and Jotuns. His home was in Niflheim, but his consorts lived in Hvergelmir- a dark and dank realm beneath the Crucible of Life. When gods and Jotuns realized that he was an existential threat, all of the divine powers upon Yggdrasil worked together to imprison him in Hvergelmir.

The seal that keeps him trapped will not hold him forever. He has gained tremendous strength by drawing in and devouring the souls of the dead. With each meal, his power grows, and the strongest souls provide Nidhogg with the power he craves. For this very reason, Hel works to keep the souls of the dead out of Niflheim. She instructs her Angels of Death to ensure that the worthy are properly prepared for the Valkyries. While Nidhogg may feast on the weak souls, the strong ones are carried away from his ever-hungering maw.

The great world devourer has had his revenge. Nidhogg has tainted the Void magic which the gods used to create Midgard and mankind. Every time Void magic is used, his taint creates a bridge in Ginungagap which coaxes his

brethren back towards Yggdrasil. The taint could not be undone and posed a threat too great to ignore, so the gods and Jotuns agreed to ban the use of Void magic forever.

Despite their efforts, Nidhogg will eventually break free. Even the Norns have seen the future: after Surt baptizes the worlds in the great conflagration, Nidhogg will rise up from the ashes.



Vanir

The Cosmic Tree, which is known as Galligarm, gave birth to the Vanir gods. Galligarm had grown out of the turbulent waters left by the destruction of the preceding world tree. The Vanir were remarkable beings, the first to create wonders with what the Crucible of Life had given them. Being children of nature, they embodied the aspects of the natural world. Raw, unapologetic, they reflect emotions, thoughts and uncompromising nature of the world around them.

Long ago, the Vanir made their home beneath the boughs of the Cosmic Tree Galligarm. After its destruction, they made a new home upon the branches of Yggdrasil- they named it Vanagard.

The Vanir are loosely organized, and have very few laws governing their realm. For the most part, they are free spirits who abhor structure and any limits imposed on

creativity and expression. By the same token, this makes Vanagard a dangerous realm- a place where the rules of nature are the only governing principles for law and order.

Njord was their king and his twin children Frey and Freya were the most remarkable beings. Talented beyond measure, their potential and creativity surpassed everyone who had ever walked before them. Frey was elevated as the caretaker of Yggdrasil, tasked with opposing Nidhogg's corruption. Freya was one of the four sorceresses chosen to bind Nidhogg to Hvergelmir. Everything the twins touched became more resplendent.

Not everyone was as benevolent, especially Gulveig, the goddess of avarice, jealousy and greed. Her mere presence was enough to set the Vanir gods against one another. Even her kin were unable to suppress her power. For better or for worse, the Vanir were forced to send her away.

Much like the changing seasons, leadership of the Vanir changed. Among these old gods, succession was always based on aptitude, not blood. With three water deities vying for supremacy, the turbulence was felt among all worlds. Eventually Njord was replaced with Aegir as the

king of the Vanir. It was during the war of the gods that the change in leadership took place. When the Aesir and Vanir went to war, Aegir took this opportunity to showcase his power and skill. By the end of the war, it was clear that he would make a more formidable leader.

The Aesir-Vanir war was a drawn out and bloody affair. Many gods lost their lives as both clans vied for supremacy. It was Gulveig who singlehandedly broke the stalemate and brought the Aesir to the negotiation table. As both clans sued for peace, they exchanged hostages to ensure that the peace would last. Njord and his children were sent to the Aesir, and Odin send Hoenir and Mimir to the Vanir.

Many great mortal lineages can be traced back to Vanir blood. As gods they took interest in Midgard and its populace. Nerthus, Ran, Frey and Freya became famous throughout the land. When Ragnarok descended upon Yggdrasil, Aegir was careful to steer the Vanir into a neutral position. Much like nature, their spirit will live-on no matter who wins this war.



Rime Jotun

The Rime Jotuns were the first divine race upon Yggdrasil, the third Cosmic Tree. Their progenitor was Aurgelmir and his realm was bathed in primeval ice known as Rime. He begat his children and they were known as the mighty Rime Jotuns. His kingdom came to an end when his grandsons killed him and drowned his progeny in Ymir's blood. The survivors rebuilt their empire in the dark and cold realm of Jotunheim.

When Bestla chose to be with the Aesir god known as Bor, Aurgelmir was furious. He punished her for lying with an "inferior" Aesir god, but this deed was not lost on her three sons: Odin, Vili and Ve. Aurgelmir was called Ymir by the Aesir gods- which is a derogatory name. The three brothers slew their ancestor and banished the few survivors to the darkest and coldest reaches of Yggdrasil.

In the far-flung reaches, the Rime Jotun race regrouped and forged Jotunheim into their new home. Bergelmir was their leader and he inspired his kin to greatness. They established their dominance over the lesser beings such as ogres and trolls. With the ogres, the Jotuns sired new half-breed offspring which they named ettins. The giant creatures were elevated above the other races living in Jotunheim. Thankful, the ettins served their Rime Jotun overlords without hesitation.

Together, under Bergelmir's instruction, the Rime Jotuns built their very first town which they named Utgard. With hard work, determination and a bevy of ogre and troll labourers, they built Utgard into a thriving and vibrant city. This city brought wealth to the noble Jotun bloodlines, but importantly it restored their legend among the divine races.

With ample prosperity, the various Rime Jotun families carved up the realm, and each Rime Jotun noble presided over their own kingdom. Some kingdoms were humble, while others were ostentatious- a reflection of the ruling family.

One of the more unique kingdoms is the iron wood known as Jarnvid. Angrboda presides over the troll witches who inhabit the wood. Their children are the most terrifying wolves known to both gods and men. The Jarnvid Wolves are teeming with infamous lupines: Fenrir the god devourer, whom the gods had to imprison at Lyngvi. Managarm the titanic, who can effortlessly destroy an entire mortal kingdom. Skoll and Hati who devour the sun and moon and bring about Ragnarok.

The Rime Jotuns are the architects of Ragnarok. The Twi-



light of the Gods is their revenge for the death of Aurgelmir. They have laid siege to Asgard and the Norns have foretold: when Naglfar, Ship of the Apocalypse breaks its moorings, it will sail across the firmament and will reduce Asgard to rubble and ash.

Aesir

The Aesir are at the apex of their power when Ragnarok begins. They are a wondrous race of gods who slew Ymir and ended his reign of terror. They did not limit their membership to having Aesir blood, instead they recruited the brightest and most talented individuals to join their ranks.

The first Aesir was licked out of the primordial Rime by the primeval cow Audhumla. His name was Buri and he had a son whom he begat and named Bor. Bor fell in love with Bestla, a Rime Jotun, and they had three sons: Odin, Vili and Ve. Ymir, the first Rime Jotun, punished Bestla and for that deed the three Aesir brothers murdered their grandfather Ymir. Their grandfather's blood drowned almost all of his offspring, creating an undying hatred for the Aesir in the hearts of the Jotun survivors.

Odin, the All Father, has led the Aesir tribe. Under his



watch, it has grown to prominence. The Aesir are known for many wondrous deeds, and chief among them was the creation of mankind. Five gods used the Void to create humanity as well as their home, Midgard. Those gods were: Odin, Lodur, Hoenir, Vili, and Ve.

The Aesir governance involved a high council of twelve gods and goddesses. Led by Odin, they decided their laws and guided their society. Their culture was one of forward progress. Power, wealth, and influence at any cost. Raiding was encouraged, slavery was permitted and strength was the cornerstone of the philosophy. Trial by combat (holmgangr) would reveal the one who was without guilt. If personal moral principles or ethical dilemmas contradicted the acquisition of power, wealth or influence... then the morals and ethics would be thrown overboard. These guiding principles filtered down to the humans whom they had created.

The path of the sun and moon were managed by the Aesir gods. The light would shine eternal upon their golden city and three realms would receive a night and day cycle: Vanagard, Alfgard, and Midgard. Five worlds would have known only darkness: Niflheim, Jotunheim, Muspelheim, Nidavellir, and Svartalfheim. Muspelheim and Alfgard were the least affected, with the realms providing salient

ambient light.

Their ascendancy put them at odds with the Vanir gods, with whom they had a long and protracted war. It was a stalemate for many years, but finally the Vanir goddess Gulveig was able to drive both sides to the negotiating table. A truce was put into effect and it was sealed with the exchange of hostages. This is how Njord and his children Frey and Freya joined the ranks of the Aesir. To commemorate this event, a giant shrine in was erected in Midgard, at the holy site known as Uppsala.

With those talents, the Aesir were unstoppable and became the apex divine race upon Yggdrasil. It is said that the Norns had colluded by weaving a fate which would preordain the ascendancy of the new gods. But with power came arrogance, and many of the other divine powers began to resent the new gods. The Aesir gods and goddesses did as they wished. The Dvergar were taken advantage of, the Rime Jotuns would receive the light from neither the sun nor the moon, and the Muspeli Jotuns and Vanir had their secrets stolen.

With divine relations cooling, the Aesir found themselves fighting for relevance in Midgard. The other gods and Jotuns were asserting their own influence over mankind.

Humans were a remarkable race and everyone wanted to court them. To reverse the trend, the gods and goddesses spent more time with their mortal worshippers.

Thor was the god of storms, and his talents provided rains for farmers.

Saga was the goddess of wealth and her powers increased the riches of her devoted karls and kings.

Odin promised warriors glory after death so long as they pledged their swords to his cause.

Freya could heal the heart or stir the passions in those who required rekindled romance.

With such talented representatives Midgard would once more come back to the Aesir, however not everything was going according to plan. The Aesir god Hod had tremendous affection for humanity, so much so that he forsook Asgard and lived among mankind. He protected them from divine abuse, and this put him into direct conflict with Baldur. The Bright God had set his sights on a mortal woman named Nanna. He would win her at whatever the cost, but not if Hod had anything to say about it. This confrontation left Hod blinded and paved the road to a second confrontation. In this second one, it would be Baldur who would lose his life.

For a time, Odin was exiled for rape. In his place, Mithotyn ruled Asgard and the Aesir. During this time miracle workers known as Fimafeng began to usurp the role of the Godi. Mithotyn viewed them as a means to capture more worshippers without the arduous time investment. Godi would take years to sow their ideology into the fabric of the populace, but Fimafeng could work quick miracles from the Aesir gods in order to win over those without steadfast conviction.

Now that the sun and moon are no more, the Twilight of the Gods began. All eyes are on the Aesir and the predicament they face. The Rime Jotuns have besieged Asgard and it is prophesied that Loki will sail the longship of the Apocalypse against the gods.

Dvergar

After Aurgelmir was slain, the Aesir gods created the Dvergar race. Similar to other races which were birthed from the corpse, the Dvergar turn to stone when in direct sunlight. This has driven them deep beneath the earth, into a realm they named Nidavellir. The most wondrous





magical relics are forged within these fabled halls. None can exceed the Blacksmithing skills of a Dvergar.

The Dvergar are the youngest of the divine races. By the time the Aesir gods created mankind, the Dvergar had time to build an underground kingdom like no other. Their first king was known as Motsognir and he codified the Artificer's Law. It dictated that every hundred years, the high king's throne would be occupied by the best blacksmith within Nidavellir's borders.

This decree has forged the Dvergar into a very competitive people. They strive to outdo one another through invention and innovation. Their success is fueled by ego and greed. The Dvergar have always known how to best showcase their wares. These talented blacksmiths have gifted some of their best works to famous gods and heroes so that their wondrous creations would become legend in kind.

The Norns have managed to bewitch all of the divine races, save the Dvergar. These dwarves believe that the Tapestry of Fate is no more of a creation than their own swords that help propel warriors into fabled heroes- a simple self-fulfilling prophecy. For this reason, they refuse to subscribe to what the Norns are peddling. As Ragnarok descends upon the World Tree, the Dvergar are selling their wares

to the highest bidders. They act as arms dealers to both the gods and the Jotuns. After all is said and done, they will stand alone as the most powerful and wealthy peoples upon Yggdrasil.

The Dvergar are a very mobile society. They can be found in almost every realm upon Yggdrasil. For this reason, mankind has found them both approachable and relatable. The price of their wares, however, may be out of reach for many. Dvergar creations fetch the highest prices in the realms, but sometimes they are given as an investment. If the Dvergar feels that they can buy the loyalty of a rising legend, and the legend's exploits will bring fame to their creation, then they will bestow the hero with a valuable gift.

The dwarves are venerated for their great skills. They will bestow enlightenment on the godi who choose to follow them.

With the sun was destroyed by Skol and Hati, the Dvergar have been able to move above ground. They have heard that efforts are being made towards building a new sun, and the Dvergar are ready to sabotage any and all efforts in this regard.

Alfar

The Alfar are perhaps the most mysterious divine race aside from the Norns. Emerging from the Crucible of Life, these faerie folk danced around the World Tree. Half migrated and lived in the shadow of Niflheim, and those elves became the Svart Alfar. These beings were dark and frightful in nature, acquiring beastlike traits. The other half danced in the light of Muspelheim and became the Lios Alfar. This folk were bright and joyful, embodying the seasons.

The Lios and Svart Alfar were always at war, their natures in diametric opposition to one another. From the conflict, they birthed new worlds and new realities. Their wars were the seeds of wonders that appeared on both Calligarm and Yggdrasil. Through strife, new worlds were birthed and realities were altered. This disturbed the Norns, who had worked diligently to mold reality in their design.

In the First Age, Laufey transformed the Alfar into different spiritual beings. Reshaping their essence, she turned them into the awesome Vaettir which guard the land, the mystical Fylgia which shepherd all life, and the spectral Valkyries who reap the dead. These wondrous spirits continued to proliferate as their own new species.

It was Frey who showed the Alfar how they could choose to change their essence to become anything they wished. With his counsel, the Alfar took on the form or guise of their choosing. They could mimic any race and once chosen, the form is chosen for life, and the Alfar have tremendously long lifespans.

This is how the Alfar mingled with gods, giants and eventually mankind. Those that remained in their natural form were called the AOs Si, the faerie folk who lived in the Otherworld beyond the Veil. It was the spirit world that mirrored the world known by both gods and men.

With the passage of time, the Alfar bred with mankind, passing down their essence through legendary bloodlines. Alfar blooded mortals were destined for greatness. Even Lios and Svart Alfar lay together on occasion. Nott the Svart Alfar queen seduced the Lios Alfar lord named Delling. Their offspring was a Dokkalfar, a shadow elf, named Dag.

Ragnarok would once more bring Svart against the Lios. The third age of Ragnarok would be known as the War of the Shadow. A battle raging within Myrkvid, reshaping the world for something truly unexpected. Only time will tell what will unfold.

Aos Si

The AOs Si are the Alfar who never assumed corporeal form in the world of men and gods. They did not see a reason to step out of the Crucible of Life. Instead they remain in their natural state in the Otherworld. The Otherworld and the world of gods and men are kindred realities, but at the same time, they are very different. The same can be said about the AOs Si and the Alfar. While both started out from the same source, they have taken a distinctively different approach to living.

The AOs Si can only be seen by someone who has the Sight. All AOs Si, Alfar or faerie folk have the Sight, and those who have Alfar blood in their ancestry can use the Sight under certain special lighting conditions. During the Yule season, the Veil between this world and the Otherworld is thinnest and sometimes those without the Sight may witness the AOs Si and their world.

The AOs Si have their own social norms and etiquette, and most visitors find their customs peculiar. Most oaths and arrangements are made with strict time constraints, usually one year. Some speculate this is because the Veil between the worlds is thinnest during the Yule season.



The Aos Si have kingdoms ruled by kings and queens and one such famous king is Arawn. He rules the kingdom of Annwryn and has enjoyed visiting the world of men and gods. He exchanged kingdoms with Pwyll, prince of the seven Cantevs of Dyved. The exchange lasted one year and involved the killing of a rival king.

To those who have limited interactions with the Aos Si, they appear as a single species. However, if one were to live among them for a while, they would learn that there are many types of Aos Si. One such race is the Morrigan. They are an enigma to those who come from the lands of men and gods. The Morrigan are both many as they are one. There are many Morrigan, but she is also unique. It is a conundrum that mortals cannot comprehend.

The Laumes are another race of Aos Si. They are spirits who can be both benevolent and destructive. Many believe them to be simple witches since that is their appearance when the Veil is thin. However, the Sight will reveal their true nature. Some mortals have made arrangements with them. For certain non-conventional offerings and gifts, the Laumes may imbue mortals with powers they could never have imagined.

This truly remarkable species revealed themselves during the Wing Age of Ragnarok.



Hel

While there have been many creatures with both Rime and Muspeli blood, Hel was like no other denizen upon Yggdrasil. She was special and everyone knew it from a young age. From her romance with Baldur to her murder by Odin, she led a tumultuous existence. Banished to Niflheim as a young girl, she overcame many challenges and persevered to become the mistress of death. Her kingdom of Helheim brought dread to all who heard its name.

It has always been a perilous kingdom filled with unexplained horrors. Hel shared a frontier with Nidhogg the Alsvatr, and because of his breath, her domain was the destination for the souls of the dead. They collected in the venom-filled waters surrounding Nastrond, a hall which was full of serpents and evil. The souls abated Nidhogg's hunger, but devouring the souls of the mighty augmented the Great Serpent's power. Once a day, his power would recover sufficiently, enabling him to defeat the collective might of the divine gods and giants.

For this reason, Hel's resolve was in opposing Nidhogg-working to deny him his meals. She founded a sorority of women who would strive to prepare the souls of the mighty for the Valkyries. They were Angels of Death, Hel's chosen. Carried off by the Valkyries, Hel ensured that Nidhogg was robbed of the regenerative meals he so violently craved.

With the coming of the third age of Ragnarok, Nidhogg no longer needs to feed on the dead. With so much death, Helheim is filled to capacity, unable to receive new souls. The dead can no longer find rest and Lost Souls are left to loiter about Yggdrasil's realms. The Wild Hunt is the only means of ensuring that the Wight Sovereigns do not overpower the Valkyries.

Hel's important role is far from over. As the second half of Ragnarok unfolds, her Angels of Death are the only force opposing the undead horde. Humanity may fear her, but they need Hel now more than ever.





Celtic Gods

The islands created by Idavigrdir's burnt husks were quickly inhabited by the survivors who avoided Laevateinn's flames. One such landmass was named Eriu and Cesair and her kinsmen made it their home. They knew peace for a while, but this land would be contested many times. Each invasion brought a new race of gods. Eriu, now known as Hibernia, would be painted with divine blood before the first of mankind arrived upon its shores.

Beneath Eriu lived a race of sea-giants known as the Fomorians. Their origins are unknown, but they were the first to start a conflict upon the island's shores. It is said that they were the guardians of the Emerald Isle and were tasked with destroying anyone who wished to live there.

The first battle was between Partholon and the Fomorian king, Ciocal Gricenchos. Partholon's army was better trained and drove the Fomorian's beneath the sea from whence they came, but the pestilence that the sea-giants left upon the land killed Partholon and his people.

Then came a god named Nemed, who arrived upon Eriu's shores. They took the clouds and made the lakes and using their magic, they began to cleanse the Fomorian taint which clung to the island. Once more the sea-giants arose

from the depths and once more they were driven back into the sea. Nemed kept some Fomorians as slaves, but soon the roles were reversed and the gods became the slaves. Eventually they revolted, disgusted at having to pay a heavy tribute- every Samhain, when summer would end and winter would come, the gods would have to turn over two thirds of their food, and two thirds of their children. Another battle ensued between Eriu's kinsmen and the Fomorians, but this time the Vaettir of the Sea intervened, smashing the gods and driving them from the island.

Nemed's children had sailed off in different directions. One offshoot of the bloodline became known as the Fir Bolg and the other was known as the Tuatha De Danann.

It would be two-hundred years until the descendants of the gods would return, and the Fir Bolg were the first to return. When they arrived, the sea-giant blight had dissipated and it allowed them to partition the island into five principalities: Ulaid, Lagin, Mumu, Connachta, and Mide. Each principality had their own king, who swore oaths to the high-king.

When the Tuatha De Danann returned to Eriu, they did not expect, nor did they receive a warm welcome from the Fir Bolg. Eochaid mac Eirc was the high-king of the Fir Bolg and he would not share the lands with his estranged kinsmen, the Tuatha De Danann. Danu was the matriarch of the Tuatha De Danann and she and her kinsmen arrived ready for war.

A bloody battle between gods ensued and the Tuatha De Danann were victorious. The Fir Bolg were allowed to remain so long as they lived in Connachta and paid tribute to the Tuatha De Danann... they accepted. The high king who ruled over Eriu's five principalities was named Bres and he was Fomorian blooded. When Nemed's people were slaves of the Fomorians, Bres' ancestor lay with a sea-giant.

Balor was the high-king of the Fomorians and he knew that the might of the Fir Bolg and the Tuatha De Danann would be too much. Instead of direct confrontation, he worked to befriend High-King Bres. He succeeded and began the subjugation of the Tuatha De Danann. These wise gods refused to go quietly into the night and another great war ensued for the soul of Eriu. Balor used his magical eye to lay waste to the armies of the gods, but in the end the Tuatha De Danann were once more victorious. They would become the gods who lived upon the sacred isle.

When the Aesir gods created Midgard, they enveloped the island of Hibernia. When humanity explored their realm, they found the sacred island of the Tuatha De Danann. Mortals called it Hibernia, and those who settled its

five principalities came to learn of the gods who were the stewards of the sacred isle.

The gods play a very important role in the lives of those who live upon Hibernia's shores. The presence of other gods is not tolerated, so when King Sitric conquered Ath Cliath in the name of the Aesir gods, the Hibernian clansmen rallied for the Tuatha De Danann.

It is said that the Fomorians will arise once more as Ragnarok threatens to sunder their beloved island.



Baltic Gods

The gods who shepherd the Baltic Tribes are as mysterious as the tribes themselves. The gods and goddesses rarely involve themselves directly in the affairs of mankind, however they do intercede indirectly on a regular and recurring basis. In addition to the specialized aspects they embody, the Baltic divinities are also called upon during times of war. The Baltic tribes are first and foremost warriors, and as such, their gods and goddesses reflect this martial way of life.

It is very difficult for outsiders to understand the Baltic pantheon due to the closed nature of the clans who populate the Amber Coast. Outsiders are usually treated to the spectacle of invocation only upon the battlefield. It is this theatre of war that outsiders witness the hammer of the Baltic divinities.

There are four high gods and goddesses, each dominant over a tier of the cosmos. The highest tier is the sky, and it is ruled by the high god-known as Andajus. He is known as the great blacksmith, the one who forged all of creation. Below the clouds rules the high-god known as Perkunas. His dominion is between the land and the clouds. He is the great thunder god, bringer of wind and rain. Upon the surface of the world, the high-goddess Zvorune is the undisputed ruler. She is the goddess of the soil, forests and the hunt. All animals and trees are subjects in her kingdom. Beneath the earth is the kingdom of Velnias. He is the horned high-god of the underworld. His dominion oversees the dead, magic and the beasts who live beneath the land.

Each of the high-gods and goddesses have a true-name. A name by which they are evoked. These names are sacred and only used when the need is urgent and dire. Invoking a divinity for what would seem a trivial or self-serving request would not only anger the gods, but would enact a crippling curse upon the foolish mortal. Andajus' true name is Nunadievis. Perkunas is also known as Diviriksas by those who require his intercession. Zvoruna's secret name is Medeina. If Velnias has a true name, no one knows it. He involves himself in the lives of mortals whether they ask for him or not.

Beneath the power of the high-gods are the gods, goddesses, and demi-gods of the Baltic Tribes. Aitvaras, god of the birds has never shied away from humanity's wail. Those possessing true grit can count on him as a staunch ally. The stork is his sacred bird, and is venerated by those living in the Amber Coast. Laime is known as the goddess of luck, and she makes her presence known to those who need a reversal of fortune. It is said that every memorable event has been touched by Laime's kiss.

While some gods are easy to comprehend, Velnias is a truly mysterious agent. While dreadfully powerful and wise, sometimes he lets human heroes get the better of him, and those who prevail rise to become the best of mankind. He shows up and tests great warriors, and sometimes the agent of destruction is the hero's greatest inspiration.

Perhaps the most enigmatic of all are the Laumes. Like the Morrigan, the Laumes are both many as they are one. Some speculate that it is the same entity but its awesome

power allows it to change its appearance and to be in multiple places at once. Usually met on dark moonless nights, encountering a Laume is a sign of impending tragedy. Whether personal, or to someone else, a mortal's life will be inexorably changed after such an encounter. They have been blamed with infant abductions.



Finnish Gods

The gods of the Northeast are many and varied. The high-gods and goddesses are aloof, living beyond the reach of mankind, however, the gods and goddesses prefer to mingle with humanity. Over centuries, this has forged a much more personal relationship amongst humanity and the gods. These close relations have resulted in many having god blood coursing through their mortal veins. Despite the interwoven relationship, the gods and goddesses prefer to let humanity fight for what they desire, rather than capitulate to their worshippers' demands.

The high-god Ukko is the source of clouds, rain, hail, sunshine and darkness. He created the Luonnotars, air maidens who were to be the servants of the gods. The eastern

worlds were created by the high-goddess Ilmatar and her eggs. These lands were further developed by her son, the Vainamoinen. Sampsä Pellervoinen planted all vegetation, bringing life to the shores of the Baltic.

Vainamoinen had a great love for his creations. He loved mankind so much so that he built a glorious kingdom called Kalevala upon the eastern shores of the Baltic Sea. He did all in his power to provide a safe haven for his people, even if that meant angering powerful folk. The animosity between Vainamoinen and Louhi is profoundly bitter and has been fermenting for decades.

Queen Louhi rules the northern kingdom of Pohjola. She is fiercely devoted to her subjects who have built up a town around the mountain home known as the Sariola. She and Vainamoinen had a bitter feud over a magical artifact of great worth known simply as the Sampo. It was a mill capable of creating boundless salt, flour and gold. In their feud, the Sampo was damaged badly and now is only a shadow of its former magnificence.

With Skoll and Hati beguiled by Mistress Louhi, Pohjola is poised to sunder Kalevala and drown it in the Baltic Sea. Will this impending cataclysm bring the high-god Ukko in the conflict? He is the supreme ruler of all that lived below the sky, but he has been absent from the affairs of men for a long time, however, Vainamoinen's life hangs in the balance. Dark times and indiscriminate death await the eastern peoples.

It is said that Ukko awoke and gazed upon Yggdrasil after hearing the plight of his worshippers. There are rumours that he may be forging a new sun and moon to replace the ones destroyed by Skoll and Hati.

Tuonela is the underworld, ruled by a high-goddess named Tuonetar and her husband, Tuoni. Tuoni's Luonnotars are known as Dark Angels, who are sent to cut the life-thread of those whose life has come to an end. When mortals die, their souls are claimed by Tuoni's Luonnotars, and brought to Tuonela for their eternal rest. It is from this realm that all of Midgard can be seen. The dead witness everything that transpires in the land of the living. Those who seek knowledge and possess equal portions of bravery and foolishness will travel down Tuoni's river. Anyone caught by Tuonetar will be tricked into drinking a draught that will imprison them in Tuonela for eternity.

Skraeling Spirits

The spirit-gods of the Skraeling peoples are violent manifestations of the dangers which lie in the northern reaches. They are not benevolent spirits, so instead of worship, the Skraeling seek to pacify, placate and avoid them. The most notorious of these spirits is the goddess Nerrivik. Everyone who inhabits the northern reaches of Midgard learns about the Goddess of the Deep. In the language of the far western reaches of outer Midgard she is called Sedna. Anyone who must travel over water will leave a proper offering at the water's edge. While Nerrivik retrieves the gift, the traveller will avoid her eye.

In the far north, a pair of divine siblings supplant the sun and moon. Seqinek controls the light, and her brother Tatqim controls the dark- they dictate what light the Skraeling will receive. Tatqim's lecherous desires for his fleeing sister is what guides the peculiar night and day cycles.

The goddess Tapasuma judges the spirits of humans and animals. All souls in the dominion of these northern gods and goddesses have their souls transported to Tapasuma's realm of Udlormiut. Sequinek collects the souls and brings them to Udlormiut. There they are judged and returned to live once more in a different human or animal. It is Tatqim who returns the spirits to Midgard. Ancestors may be living in other humans and animals, therefore the

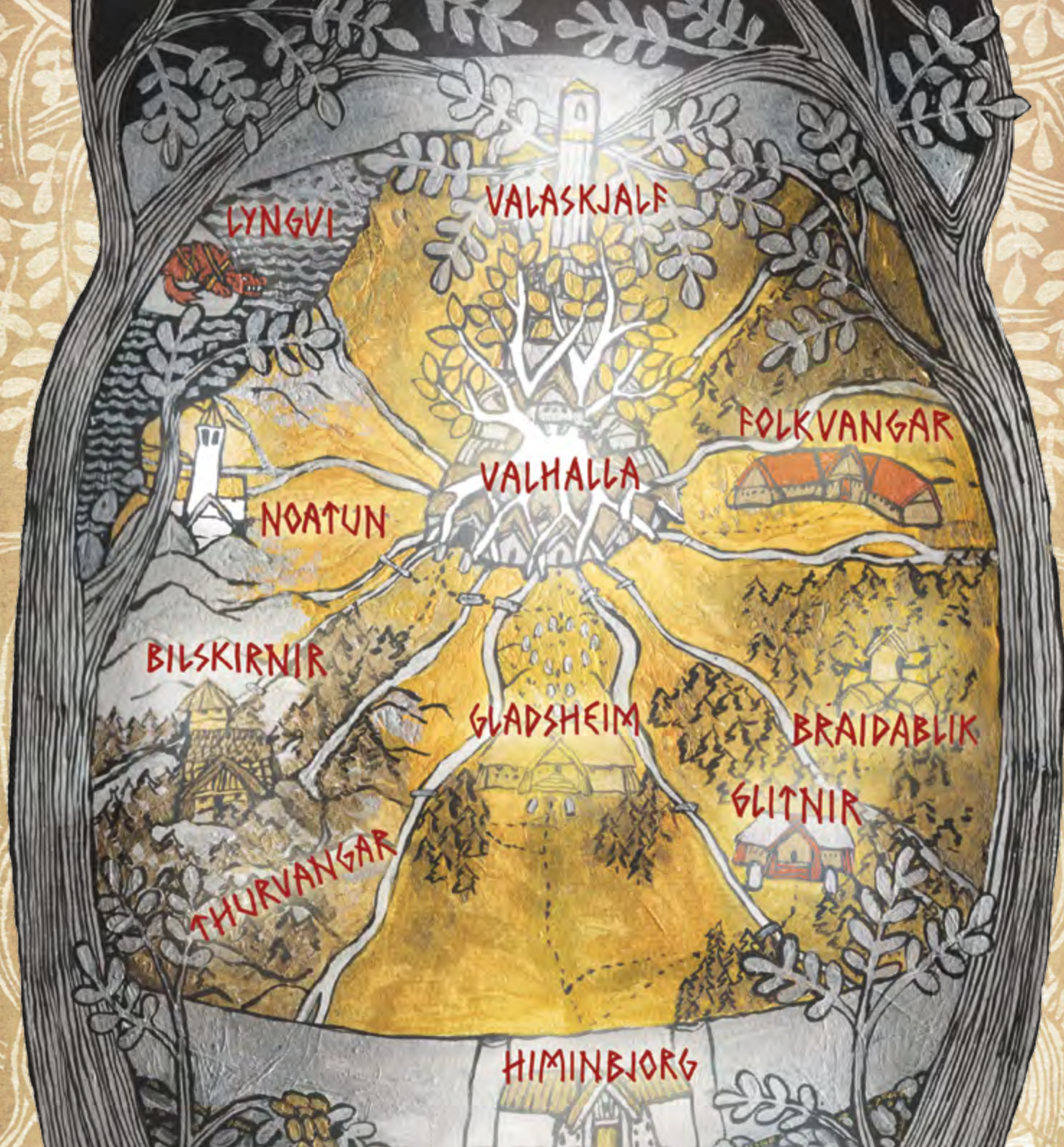
Skraeling approach all life with honour and respect. Taking a life is not done lightly, and animals killed for sustenance are thanked for their lives.

Sila is the goddess of life and death. She is also the spirit of violent winds. It is by her will that a soul is granted the Breath of Life. It is also said that she reclaims that very breath at the time of death. The Breath of Life is what grants living things their consciousness, personality, and speech. Skraeling will placate her with gifts and offerings left far from their homes, in order to keep her destructive winds at bay.

Nunam is Sila's sister, and her dominion is over the lives of trees and vegetation. Her subjects are without the Breath of Life, but are no less important in the eyes of the Skraeling. It is said that her subjects grow upon her divine body, and to fell a tree would be like disrobing the goddess, therefore it is important to placate her. Before cutting trees and picking berries, the Skraeling will honour her with song and tribute.

Pukimna is the goddess of the caribou and reindeer. She is the only goddess of the far north that has ventured into Midgard proper. Mortals such as the Sami of Finnmark have learned about her throughout many generations and have adapted their worship to a form practiced by the Skaelings. The Sami peoples blend the faiths of the Aesir, Vanir, Jotuns and Skraeling spirit-gods.





Locales of Majesty

This chapter will provide maps and game mechanics pertaining to surviving these realms. This includes surviving the elements to navigating particular customs.

Asgard

Location: The realm of the Aesir gods hangs off the top-most branches of Yggdrasil. The golden city sits atop the gigantic Mount Asfell, whose base is connected to Midgard. It oversees the other worlds and prior to Ragnarok, both the sun and moon continuously illuminated the realm.

Population: The Aesir are very selective about who will be able to reside in Asgard. Only members of the clan and their families, are allowed to have halls atop the holy mountain. Golden effigies have been created in order to secure the realm against intruders. Some are allowed to visit for extended periods of time, such as the Dvergar when working on commissions for the gods... but these arrangements are rare and special.

Access/Entry: Entry to the city of the gods from Midgard can be achieved by crossing the rainbow bridge- Bifrost. Bifrost may appear in different places at different times, and sometimes in two places at once, so timing is important. One of the touchdown points for the rainbow bridge in Midgard is at mount Store Skagastolind. This mountain peak lies to the east of the Throne of kings and far to the west of Myrkvid.

Environment

Prior to Ragnarok, Asgard was perpetually lit by both the sun and moon. Dvergar, trolls and other beings created from Ymir's flesh find the environment too hostile, after all, direct sunlight turns them to stone. It was always warm and the city felt safe and secure, but now, with the coming of Ragnarok, Asgard has been under siege. It is nearly impossible to come and go from the city whilst the agents of the Rime Jotuns surround the golden city.

Description

Dubbed the most glorious golden city, Asgard projects opulence, riches and power. Buildings are built with gold and silver and the coffers are overflowing. The mountain top is another realm, thus, the space is altered. Asgard is much larger than the appearance of the peak from below.

The wall built after the great Aesir-Vanir war proved to be impregnable. The gods built large halls upon even larger tracts of land. The result is a city with tremendous sprawl, visiting a neighbour would be a trek without the proper transportation. In Asgard everyone knows everyone, so it is hard for an outsider to sneak into the holy city. Heimdall

takes his role as the guardian of Bifrost very seriously, and uninvited guests feel uncomfortable under the intensity of his scrutiny.

Locales of Interest

Brenna

Lore: Personae- This is Loki's underground hall. He had it built beneath the earth in order to keep his activities a secret. It also made it more hospitable for any visitors who may be susceptible to sunlight.

Lore: Locales- This hall is located in the north eastern regions of Asgard. It is surrounded by dense forest which acts as a roost for the giant golden eagles.

Lore: Arcana- Loki was very paranoid about being watched, In order to secure his own privacy, the hall is littered with magical wards and deadly traps.

Brenna is the name of Loki's subterranean hall. Loki had it custom built by the Dvergar and it is said that those who built it disappeared. As a result, Loki is the only who knows the layout and the secrets contained within. It is said that his hall delves deep into Mount Asfell. Those who have entered his hall without his welcome and permission were horribly maimed by his traps.

Briedablik

Lore: Personae- Briedablik is Baldur's kingdom which he calls home. Ever since his death, his home lays vacant.

Lore: Locales- Baldur's hall is built upon a portal to another realm. The hall stands in the eastern part of Asgard.

Lore: Arcana- No violence is possible in Baldur's kingdom of Briedablik. This is because this realm lies apart from Asgard. Baldur's secret is that he discovered a portal in the east, atop Mount Asfell. This portal led to a world which nullifies all violent intent. It is something that all of the Aesir have experienced when they visited Baldur.

Now that Ragnarok has claimed Asgard, Briedablik remains hauntingly vacant. The doors are unbarred, yet no one enters out of respect.

Eigivetr

Lore: Personae- This forest is Lofn's domain. She makes her home within its groves, and those who visit pay their respects to the goddess of romance. Lofn shares her forest with Iduna. Iduna crafts her own magical trees using the ingredients provided by the grove.

Lore: Locales- This magical forest is in the middle of Asgard proper. Any tree or shrub that is cut will fully regenerate in a matter of hours. This gives the Aesir gods unlimited wood. At the very center of the wood, Iduna's orchard can be found.

Lore: Arcana- This forest is always in full bloom. Flowers colour the landscape and fruit trees bear fruit several times a year. Iduna's orchard produces apples that halt the aging process.

This verdant forest can be found at the center of Asgard. Eigivetr belongs to Lofn, yet Iduna tends to its vegetation. It is here that the gods come for their daily apple. This regular diet ensures that the Aesir gods no longer age.

Fensalir

Lore: Personae- This region belongs to Frigga. It is a welcoming domain and it is open to any and all travellers.

Lore: Locales- This rocky and mountainous region is in the eastern portion of Asgard. It is rather perilous for those who are inexperienced. A traveller can easily fall while navigating the slippery rocky paths.

Lore: Arcana- This region is pulsing with healing magics. The springs can cure all manner of ailment, so those stricken by sickness come to visit Frigga's hot springs.

Fensalir is known as Frigga's dominion. She has built a hall atop a watery and rocky landscape. It is a place filled with hot springs and coloured mineral pools.

Gladshheim

Lore: Personae- The Aesir high-gods congregate in this hall. Over the years the twelve gods selected as high-gods has changed somewhat, but some, like Vili and Ve, have remained since the beginning.

Lore: Locales- There are twelve thrones arranged in a semi-circle. It is here that major issues are discussed. Prior to the building of Gladshheim, the high-gods would meet at Mimir's Well.

Lore: Arcana- This hall is secured against all manner of eavesdropping. Only divine beings can enter this space, mortals cannot cross the threshold.

This marvellous hall houses the thrones of the Aesir gods. Its doors open into a field where the Einherjar fight every day. Gladshheim is a place where laws and decrees are discussed and subsequently pronounced.

Glitnir

Lore: Personae- Forseti and Var own and run this hall. They are the god and goddess of justice and those who must face judgement come before them.

Lore: Locales- Glitnir is in the south east of Asgard.

Lore: Arcana- It is a special hall where lies cannot be uttered. Every statement emerging from someone's mouth must be the truth... the facts that they believe to be the truth.

This hall is also known as the hall of justice. It is rarely used by the Aesir versus one another, but rather to settle claims and disputes with the other divine races. When an Aesir and a Dvergar are in disagreement, they will come to see the arbiters- Forseti and Var. This hall has also been used when someone swears loyalty to the Aesir. A pledge bound in truth is stronger than Dvergar iron.

Laerad

Lore: Personae- The Laerad tree is home to two mythical beasts Eikthirnr the stag and Heidrun the goat. Heidrun grazes on the Laerad's foliage while her udder produces the mead enjoyed in Valhalla. Eikthirnr also nibbles on the tree all the while dew condenses on its antlers and drips down into Hvergelmir.

Lore: Locales- The Laerad grows on fringes of Eigivetr. It stands beside Valhalla, its branches overhanging the legendary hall.

Lore: Arcana- The Laerad's leaves are smelted to produce the red gold ore that Asgard is famous for. Blacksmiths prize this realm ore. The Laerad sheds and regrows leaves very regularly, allowing the Aesir to collect the fallen leaves.

Laerad is the magical tree that overhangs Valhalla. When the Aesir first came to Mount Asfell, they were astounded by the Laerad's snow white bark and striking red gold leaves. It is one of the reasons Odin, Vili and Ve chose this location as their home.

Lyngvi

Lore: Personae- Fenrir is bound to an enormous boulder upon the island. No one else sets foot upon this desolate rock unless they are assigned to guard Fenrir.

Lore: Locales- Lyngvi is a windy barren island in the north-western part of Asgard. It is surrounded by a turbulent lake called Amsvartnir.

ing lake Amsvartnir. Here she and Odin often share some quality mead together while reviewing the Aesir finances.

Valaskjalf

Lore: Personae- This is Odin's hall, but more of a tower than an actual hall.

Lore: Locales- The hall is situated in the northern reaches of Asgard.

Lore: Arcana- The legendary throne Hlidskjalf sits atop this hall. It is an all-seeing throne allowing the ones seated to look into the other worlds that hang upon Yggdrasil. Using Hlidskjalf usually comes at a price, a curse that the viewer must accept.

This is Odin's tower, a hall built of pure silver and atop it sits the all-seeing throne Hlidskjalf. From this throne, the seated person can see into most realms. Very few places are barred from view, but they include, Myrkvid, Gimle, Helheim and Hvergelmir.

Valhalla

Lore: Personae- This is the home of the Einherjar. Odin spends much of his time overseeing the army he is building. The Valkyries employed by the Aesir also call Valhalla their home. A regenerating boar, which is named Sæhrimnir, is cooked continuously within the hall of the dead.

Lore: Locales- Valhalla was built at the center of Asgard. It was erected next to the Laerad tree and in a grove within the Eigivetr forest. The hall faces Gladsheim, and between these halls the Einherjar spar.

Lore: Arcana- Valkyries bring the souls of dead heroes, then Odin uses his necromantic magics to turn the soul into an immortal killing machine. These souls are now fully dedicated to the Aesir cause, and their concern for the mortal world is second.

This hall was modeled on Freya's Folkvangar, but Odin made it his own. This has differentiated his Einherjar from Freya's Valin. This hall is incredible in size. There are five-hundred and forty doors and each door was designed so that eight-hundred men could walk out shoulder to shoulder from each one! The décor matched Valhalla's militant theme. Valhalla has bundles of spears for columns and rafters and the roof is thatched with shields. The benches are adorned with mail coats, ensuring that every Einherjar is ready for war.



Lore: Arcana- The boulder, named Gjoll, in the middle of the island is magical. Fenrir is bound by a magical unbreakable chain named Gleipnir.

This is where Fenrir is bound. It is said that the siege of Asgard is simply to free Fenrir. Once free he is powerful enough to tear through the city of the gods unopposed.

Sokkvabekk

Lore: Personae- Sokkvabekk is Saga's home. She is the keeper of treasures for the Aesir. The wealth accumulated for the communal wealth of the Aesir is stored at Sokkvabekk.

Lore: Locales- Sokkvabekk was built upon the cliffs overlooking Amsvartnir. The waves of the lake crash upon the cliffs below. Her home is difficult to reach, and that was by design. The treasures contained within are priceless.

Lore: Arcana- Saga has filled her home with secrets, wards, illusions and traps. She and high-gods are the only ones with access to her many vaults.

Saga acts as the treasurer of the Aesir. When the Aesir return from raids, she collects each god's tribute towards the communal treasure horde. She has a terrace overlook-

Ydalir

Lore: Personas- The forest that surrounds Asgard is a dangerous place. Ull is the master, but his leadership is always contested. The Cloud Skui who were defeated and banished by the Aesir remain in Ydalir. They are violent, visitors are unlikely to receive a warm reception.

Lore: Locales- This forest remains contested. The resentful foes have remained at Asgard's door, anger fermented over the ages. The clouded forest is tough to navigate, the visibility is cut to ten feet or less. The Cloud Skui are not affected by this hindrance.

Lore: Arcana- The war between the original owners of Mount Asfell and the Aesir has left a magical wasteland in Ydalir- the forest surrounding the golden city.

Not every Aesir god wished to be constrained within Asgard's walls. Ull, master of the wilds, was one such god. The forest which surrounds Asgard, Ull calls it home. No one has built anything in this sacred wood.

Gimle

Location: Gimle has always been connected to Muspelheim, but the realm is also connected to Asgard.

Population: The natives of Gimle are the Norns. But ever since the age of Galligarm, some Lios Alfár live there as well. Any outsiders will be caught immediately and will be killed or escorted out, depending on the intruder's behaviour. The Norns can see when a visit will come, unless they are of a species that cannot be woven into the Tapestry of Fate (i.e., Alfár, Alsvatr, etc...). There is a hint of malevolence in the air.

Access/Entry: The entry from Muspelheim is far in the southern reaches of the realm, nestled deep within the Craggy Mountain range. The entry in Asgard is above Valhalla. No one can enter save those invited in by the Norns. Only Gimle's natives can come and go when they choose. There have been mysterious exceptions, such as the Vanir goddess Albruna, as well as, the Lios Alfár.

Environment

Gimle is warm and luminous, everything in the realm sheds heat and light. Shadows cannot exist, making it a nightmare for Svart Alfár and the Alsvatr. Even during Ragnarok, the warmth and light prevailed since the realm never required the sun and moon.

There is a hint of malevolence in the air. The realm is filled with Void magic, but the Norns try to resist its lure.

The Alsvatr taint is like a persistent blemish beneath the beauty. It manifests itself as a momentary lapse in sanity, something the Norns are struggling to resist... and failing.

Description

The Norns have everything their hearts desire, every comfort and need are met by this paradise. Nature's beauty is breathtaking and beyond words. It is no wonder the Norns only leave Gimle when it is absolutely necessary. The landscape is so surreal that in some places it would appear that the laws of nature have been broken.

There exists a sinister undertone to the world, but it is so subtle that few notice it. The Norns have had absolute power for far too long, and that has corrupted their virtue. Add a touch of Alsvatr taint to the mix, and now the Norns make for frightening hosts. Those who are invited to visit never stay long. The menacing vibe's tone becomes more apparent the longer a visitor stays in Gimle.

Locales of Interest

Weaving Hall

Lore: Personas- The Norns sit within this hall weaving the Tapestry of Fate. It is strictly off limits to anyone who's not a Norn. Voaleva's have an uncanny power that allows them to glimpse the tapestry, yet no one can explain how that happens.

Lore: Locales- The Weaving Hall was built close to Gimle's entrance and its giant size rises up into the clouds. The architecture is both awe-inspiring and morbid. Much of the tapestry winds through the hall's many chambers which are adorned with bones. The loom is hundreds of feet tall and stands in the main chamber. The loom also has a bone motif which matches that of the hall. The Tapestry of Fate winds through the hall's thousand rooms.

Lore: Arcana- The loom pulses with Void magic, its essence tainted by Nidhogg. This old hall has absorbed a lot of the Void, and the Norns are either unaware, or choose to ignore that fact. Either way, the madness has touched the Norns, and at times, it reveals itself upon their facial expressions.

This is a sacred hall belonging to the Norns. Very few outsiders have set foot in the hall, and few of those lived to tell their tale. Perhaps it is the bones of uninvited guests which adorn the loom and hall. The Norns work in shifts weaving the Tapestry of Fate. The decisions of what will be woven are discussed elsewhere.



Hvergelmir

Location: Hvergelmir is the realm directly below Yggdrasil, and houses most of Cosmic Trees' roots. It is realm that bridges the divide between Niflheim and Muspelheim.

Population: Hvergelmir is filled with serpents, wyrms, and dragons. The progenitors of the serpentine brood are Nidhogg as well as his consorts: Goin and Moin. Another key lord of the serpentine realm is Grafvollud. He is the father of four terrors named: Grabak, Grafvollud, Ofnir, and Svafnir.

Access/Entry: It is an ancient realm, created by Niflheim's ice and Muspelheim's fire. All legendary water ways will contain a way to enter the realm, however since Nidhogg's imprisonment, the realm has been sealed.

Environment

Hvergelmir is very inhospitable, but add Nidhogg's presence and the realm becomes downright deadly. The realm is very hot and humid, rivers and brooks can be heard

cascading down and around Yggdrasil's roots. Even when the sun was in the sky, no light shone into this dark realm. The humidity and mist quash any natural flames. The only light can come from magical sources.

Everything looks the same in this realm- a continuous vista of roots, mist, and water. Anyone without ranks in the Navigation skill will find themselves hopelessly lost in the winding roots and streams. In order to find one's destination in this accursed realm, they must score at least three successes in their Navigation skill, and this will ensure a timely arrival within eight days. For every success beyond three, the time of arrival will be cumulatively cut in half.

Nidhogg's corrosive breath applies a continuous pain and suffering upon anyone who is without serpentine blood. This translated to 2 runes in Drain at all times for anyone without wyrm ancestry.

Should anyone lay eyes upon Nidhogg within this realm, his appearance will invoke such dread that mortals will suffer an immediate Ultimate Sacrifice +2 and immortals will suffer an immediate Ultimate Sacrifice +1.

Description

Hvergelmir houses most of Yggdrasil's roots. All legendary waterways flow through Hvergelmir. From above, the condensation from Eikthirnir's horns drips down into Hvergelmir, and the Eldr flows out of Muspelheim and into Hvergelmir. All of the major rivers flow out of Hvergelmir: Svol, Gunnthra, Fjorm, Fimbulthul, Slidr, Hrid, Sylg, Ylg, Vid, Leiptr, and Gjoll. These rivers defy gravity and flow out into the other realms.

It is the realm of serpents- an ancient race, perhaps the first to emerge from the Crucible of Life. They were selected by Nidhogg long ago, and their allegiance is unshakable. This ancient race has evolved into three distinct species. The nascent serpents were the first. They are giant versions of the snakes that inhabit Midgard. They were mostly aquatic. As Yggdrasil grew out of the Crucible of Life, wyrms and dragons were two different evolutions. Wyrms are serpentine in shape, they slither on the ground and have the ability to burrow. Dragons are the species which evolved for flight. They are smaller than wyrms, but have large wings which propel them into the sky. Now serpents, wyrms and dragons can be found in all of Yggdrasil's realms.

No one else has settled Hvergelmir. The realm is monopolized by the serpents and their kin. Ratatosk is the only creature that visits regularly, mostly to stir up conflict between Nidhogg and Himinnorn.

Locales of Interest

Loki's Lament

Lore: Personas- Loki was imprisoned within this realm and his wife Sigyn accompanied him. They are not alone, above them a great serpent drips venom upon Loki's head.

Lore: Locales- This location is near the entrance to Hvergelmir, however this does not mean it is easy to get to. It still requires a minimum success of 6 Navigation to locate the vault.

Lore: Arcana- The bindings that hold Loki in place are as indestructible as the tether restraining Fenrir. In addition, the vault negates all manner of spells.

There is a vault within the cavernous network of roots that negates all manner of spells. The walls are formed from densely intertwined roots and the floor is a mix of roots and pools of diluted poison. There is an opening at the top of the vault from which toxic venom drips. Grafvitnir's brood take turns inflicting pain upon the prisoner below.

Nastrond and the Wicked Hall

Lore: Personas- Upon Nastrond, Nidhogg feasts upon the souls that are drawn into Niflheim. The World Devourer calls his council of serpents upon Nastrond, and it is here that Grafvitnir, Goin and Moin are regularly meet.

Lore: Locales- This feeding trough is located next to the threshold of Niflheim. The close proximity allows Nidhogg to inhale the souls which wander Niflheim's desolate landscape.

Lore: Arcana- The Wicked Hall was created with the corpses of serpents who thought to defy Nidhogg. The World Devourer built a visible reminder to those who think to oppose his will. It is rumoured that the lost souls of wyrms, dragons and serpents haunt this plain.

Upon Nastrond, the Wicked Hall stands, its walls woven from the spines of serpents, venom drips from the vent holes and this dreaded hall's gates facing north. Upon the shores, wading in the wild waters are treacherous men, murderers and leeches. Here Nidhogg devours the souls of the dead, much like a ravenous wolf tearing apart a man's flesh.

Jotunheim

Location: Jotunheim hangs upon the roots of Yggdrasil. Prior to the sun and moon being devoured, Jotunheim did not receive any light from either celestial body. The flight paths for Sol and Mani did not take them over Jotunheim.

Population: This is one of the largest realms in existence. It is cold, dark and remote, and only the most hearty call it home. It is filled with ogres, ice skui, wolves, angungri, trolls, ettins and Jotuns. Utgard is the most populated city upon all of Yggdrasil and most of Jotunheim's kingdoms are sizeable.

Access/Entry: Entry to Jotunheim is usually via cold and remote regions. From Midgard there's a well at Svalbard that leads to Jotunheim. The Cornerstone of the World is another portal. In Vanagard, one must travel to high and snowy mountains in order to descend into a lush valley known as Barri. This grove is the meeting point between Vanagard and Jotunheim.

Environment

Jotunheim is excessively cold. Mortals will suffer a continuous 2 runes in Drain unless they have magical and supernatural heat. Even then they will suffer 1 rune in Drain. Only natives of Jotunheim ignore the harsh cold.

Immortals suffer the effect at a much lesser rate. A single rune in drain if without proper magical heat, and with it, the cold is bearable.

All of the vegetation is giant sized. It is not uncommon to walk through forests where trees are a mile tall. Acorns and pinecones are larger than human size and one falling on an unsuspecting mortal could result in death. To gods and mortals, Jotunheim's rivers appear as seas and oceans.

Description

Jotunheim was created out of necessity by the survivors of the great crimson flood. The Jotuns enjoyed a decadent life upon the branches of Yggdrasil, but when Ymir's blood drowned his progeny, the few survivors fled to one of Cosmic Tree's far flung roots. There they built the realm of Jotunheim and within it they repopulated the Jotun race.

For the most part, the denizens of Jotunheim distrust outsiders. It is quite common that visitors from other realms are accosted and sometimes killed. Due to past racial tensions, the Aesir gods and anyone affiliated with them will never receive a warm welcome in Jotunheim.

Not all of Jotunheim is unwelcoming. Utgard is perhaps the most progressive and cosmopolitan city in all of Yggdrasil. All races are welcome under Utgarda-Loki's reign. As ruler, his open markets ensure that anyone willing to put in hard work and ingenuity can gain fame and fortune. Utgarda-Loki is so open-minded, that even the Aesir were once invited as guests to participate in a series of physical and mental challenges.

Locales of Interest

Brimir's Hall

Lore: Personae- Brimir is the owner of the hall. He is a Rime Jotun and welcomes every traveller who passes through. Given the realms which border the Okolnir mesa, the infamous patrons that visit the hall are ruffians and thugs. Brimir himself has a magical sword called Herkir. When pointed at someone it compels them to obey the wielder.

Lore: Locales- Situated atop the Okolnir Mesa in Jotunheim, the hall borders Nidavellir and Hvergelmir. It is a dark place of perpetual night.

Lore: Arcana- Many protective wards have been placed upon the establishment. Some say that Brimir's Hall is more durable than the walls which guard Asgard.

Brimir's hall sits atop the mesa of Okolnir, on the border between Nidavellir, Jotunheim, and Hvergelmir. It welcomes all manner of traveller, no matter how rowdy. It's not a place for the faint of heart. Many nefarious deals are made within these walls.

Ifing River

Lore: Personae- Since the tensions run high between the Aesir Gods and Rime Jotuns, no one makes their home upon the shores of the Ifing.

Lore: Locales- In the past many battles were fought upon its shores, resulting in a grim landscape littered with barrows. The place is also ripe with natural beauty, unspoiled by civilization.

Lore: Arcana- It is said that the dead cannot find rest here. Most push on through the night, preferring to avoid staying the night in such a frightful place.

This river separates Asgard from Jotunheim. This river never freezes and keeps these ancient rivals apart. It is impossibly wide, to most it would appear as a sea or ocean.

Jarnvid

Lore: Personae- Angrboda is the undisputed queen of the legendary forest. Garm is her prized pup, the largest wolf in all existence. It is said that the iron-wood wolves are the offspring of the witches of Jarnvid.

Lore: Locales- Jarnvid is an autonomous kingdom which the Jotuns respect. It is a large and dangerous forest, filled with Seithkonas and Jarnvid Wolves.

Lore: Arcana- It is one of the preeminent places where Seith magic is practiced. It is said that when the witches die, their soul remains in Jarnvid, forever to live on



through possession.

Jarnvid is known as Iron-Wood. It is a dangerous forest to anyone who isn't welcome. The Jarnvid witches practice and innovate the dark arts of the Seith. They also give birth to monstrous wolves known as the Jarnvid Wolves. Their very name dredges up fear in both the hearts of gods and men.

Lyfja & Ettinvidr

Lore: Personas- Fjolsvinn guarded Menglod within Lyfja until the hero Svipdag came to claim her. The population of ettins in the densest in this region.

Lore: Locales- It is situated in the north-western reaches of Jotunheim.

Lore: Arcana- Ettins have mutations that have allowed them to push the bounds of spells and magic.

The ettins had a guardian who welcomed the half-breeds into his kingdom. The king was known as Fjolsvinn and his kingdom was known as the Ettinvidr. It was a wooded kingdom that had many native denizens. From the Angun-gri mushroom folk to the Ice Skui faerie fold who fluttered about. It was atop the mountain at the heart of this wood, where Fjolsvinn erected his golden hall.

Myrkvid

Lore: Personas- It is a dark and cold forest, but it is said that powerful Svart Alfar make their home here.

Lore: Locales- The ice spire that rises above the canopy is said to be Jotun made. Yet no one claims ownership of this haunted tower.

Lore: Arcana- Magic inside the forest will not work as intended. Lost Souls seem to be few, Alkas behave erratically and runes are unreliable. Something has altered the fabric of magic itself.

Myrkvid lies adjacent to the White Valley. This forest is avoided by the locals and it is said that dark and violent beasts live within the haunted wood.

Icetooth Mountains

Lore: Personas- Many ogre and troll tribes lives in these mountains.

Lore: Locales- These are the tallest mountains in all of Jotunheim.

Lore: Arcana- Magical ice is extracted from these moun-

tains. This Rime Ice is used by blacksmiths in the creation of wondrous magical items.

These are the most majestic mountains in all of Jotunheim. They are at the heart of the realm and it is within their valleys that Utgard was built. These peaks are covered in thick forests, making them ideal for hunting and refuge. As a result, many tribes have moved in and called them home. Utgard is the greatest example of this great migration.

Risivid

Lore: Personas- The Risi/Risabarn populate this area. They are industrious by nature and cannot sit still, driven by a desire to create. Laziness is not tolerated here.

Lore: Locales- It is close to both the Ifing River, as well as Brimir's Hall. The land looks like an industrial wasteland-strip-mined and clear-cut.

Lore: Arcana- The place is mined for precious metals and wood. Some metals and wood extracted from this region has magical properties.

The frozen wasteland is situated in the south west of Jotunheim, bordering the Ifing River. Despite its name, Risivid is no longer a forest. Instead it is a region which has been pillaged for natural resources. Black smog blankets the area as charcoal is created to power the forges. It is the home of Risi, who are large humanoids with a rather pleasant disposition. They are welcoming to those who share their passions.

Sky's End

Lore: Personas- Hymir, Tyr's father lives here, a man with an incredible temper. Austri the Dvergar is also imprisoned here. It is a desolate and far-flung place, few wish to visit, even fewer wish to remain. It is silent, the usual wildlife cannot be found here. In the watery regions of this domain, Jormungand can sometimes be found swimming the depths.

Lore: Locales- Hymir's farmstead is filled with wonders. He is a collector of antiquities, rarities, and marvels.

Lore: Arcana- Void magic is strongest here, no place is closer to the great void Ginnungagap.

This legendary place is where the sky meets the world. It is here where Austri stands, holding up the sky. It is here where the edge of Yggdrasil drops off into the Void. Hymir's farmstead can be found here, but a warm welcome may be hard to come by. There was a time when he was a

hospitable host, a time when he sent his son Tyr to join the Aesir, however, Hymir became more reclusive after Thor killed his friend and ally Hrungnir.

Utgard

Lore: Personas- Utgarda-Loki is the ruler of this magnificent city. He allows everyone an opportunity to make a name for themselves in the city. He respects smart and innovative folks, no matter what race they may be.

Lore: Locales- This is the largest and most cosmopolitan city in all of Yggdrasil. It is an incredibly prosperous city, hosting some of the most lucrative markets. It is said that as large as the city may be, the catacombs beneath the city are even larger.

Lore: Arcana- All manner of magic is practiced here, even the banned Void magic still used by reckless Orlogs.

The markets are unfettered by any laws and taxation is left at a minimum. This has brought many merchants and traders to Utgard. It is said that virtually everything can be bought and sold within this majestic city. Rumours about the catacombs below speak of restricted areas where clandestine work is being conducted. Those who bring raw materials into the depths speak of an operation of unimaginable size and scope. They would be right, because it is here that Naglfar's hull is being built.



White Valley

Lore: Personas- Nidhogg's spawn are plentiful here. Wyrms, serpents, and dragons inhabit this dark and desolate landscape.

Lore: Locales- This place is twice as cold as the rest of Jotunheim. It is an ancient place where the Rime is said to contain Nidhogg's taint. As a result, no one wants to see a thaw come in this region.

Lore: Arcana- Signs of ancient Void magic can be found everywhere. Nothing is as it seems... a glacier could easily be an animated, living creation by some ancient Orlog.

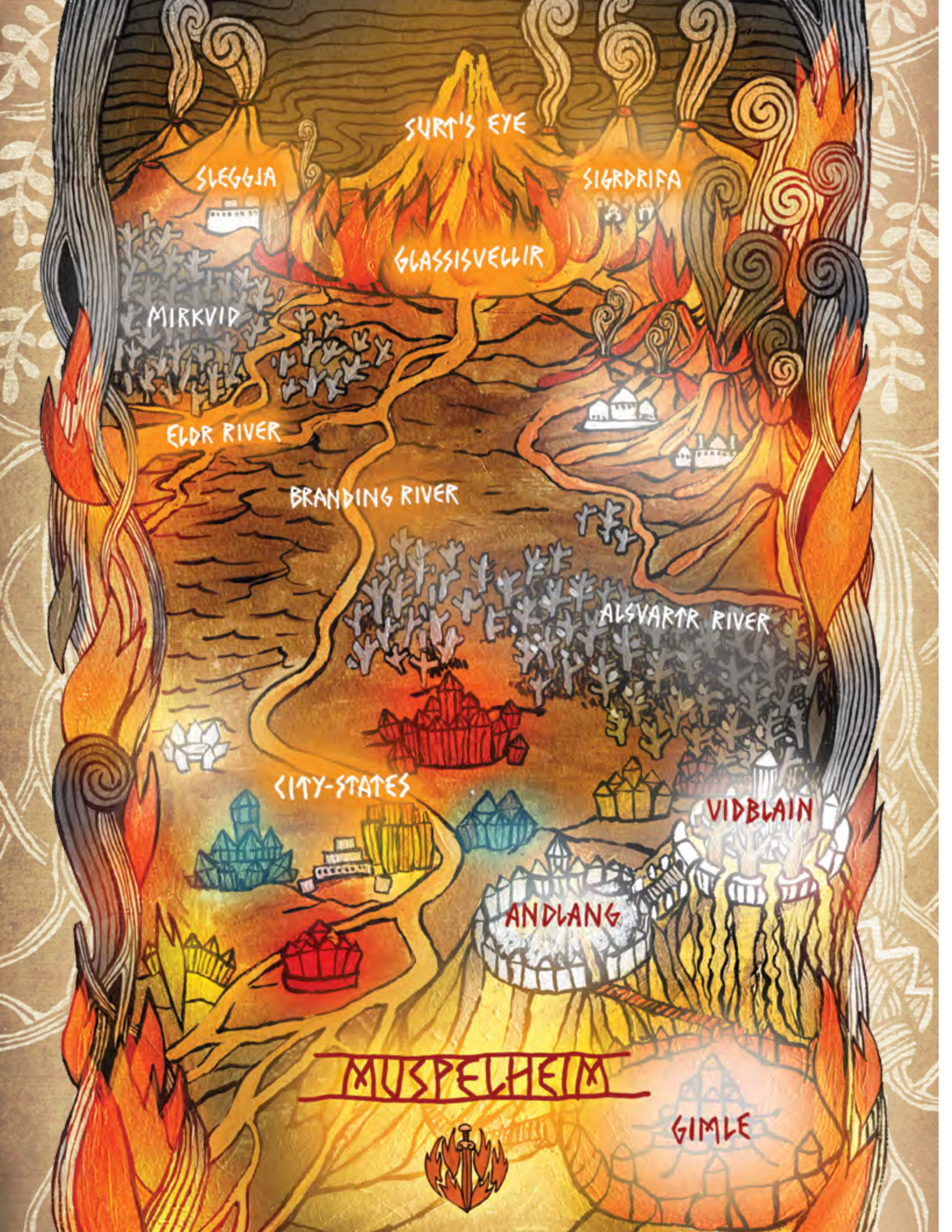
The White valley is the coldest place in Jotunheim. It is the fabled remains of Ymir's kingdom. It is a desolate place, inhabited by fearsome Rime Wyrms. Rime Jotuns speak of the legendary timeless Audhumla, wandering the Rime peaks and valleys. They say that she is possessed by the Alsvartr taint, and that she is best left alone.

Muspelheim

Location: Muspelheim borders on Yggdrasil and the Crucible of Life. It sits opposite to Niflheim. Nidavellir sits upon a root below, and Alfgard upon an overhanging branch. The sun has always been inconsequential to Muspelheim, since the realm burns brighter and hotter. The ashen clouds rising from the gaping volcanoes act as curtains, keeping the light from illuminating the other worlds. While the sun is dead, sun-stones can be used to pick up the faint light emanating from Muspelheim.

Population: The population of Muspelheim is ancient and varied. The Muspeli Jotuns rule the realm, but the Norns direct events from Gimle above. Karsts are large living creatures made from the magma that flows throughout Muspelheim's rivers. Nanus drakes, fire skui and many other exotic species make their homes in this bright and hot realm. There are many kingdoms throughout Muspelheim and most are ruled by the various Jotuns. These kingdoms are populated by natives and foreigners alike, the natives are welcoming, but few foreigners can survive the realm's toxic atmosphere.

Access/Entry: There are several ways to enter Muspelheim, the most notorious in Midgard is Mount Hekla- an active volcano in Islandia. From Muspelheim into Midgard, the most prominent is that of Solheim, granting a convenient portal for the Sons of Muspel. This passage is very well guarded by a legion of Karsts.



SURT'S EYE

SLEGGJA

SIGDRIFA

GLASSISVELLIR

MIRKVID

ELDR RIVER

BRANDING RIVER

ALSVART RIVER

CITY-STATES

VIDBLAIN

ANDLANG

MUSPELHEIM

GIMLE



Environment

Muspelheim is excessively hot and the air is exceedingly toxic. The natives are obviously immune to the harsh effects, but some select species who immigrate can thrive in the heat. The Vanir are one such immortal race, while the Rime Jotuns, despite their immortal status, will not last long in Muspelheim.

To mortals the realm is almost instant death. Every minute mortals must make an Ultimate Sacrifice +1 from the stifling heat. The toxic smoke emitted by the volcanic ash is downright paralyzing, applying a cumulative -1 Destiny per hour. Anyone with heat and light affinity are immune, so passive powers such as "Inversion: Fire" grant this immunity.

Immortals suffer the effect at a much slower rate. Ultimate Sacrifice +1 per hour, and cumulative Destiny -1 per 24 hours. Those with Vanir blood are immune, while Svart Alfar suffer double effect.

Description

Muspelheim's origins are unknown. It is an ancient home of the primeval Muspeli Jotuns and the ancestors have departed in self inflicted exile. Muspelheim is a place of unbearable heat, toxic ash and violent volcanic activity. At the same time, it is boundless in beauty.

The sands in many places are blasted into glass, creating incredible mosaic landscapes. Some places it's fresh and cracks underfoot, while in other places the glass is miles thick. Sand and rocks cover most of the world. Even the "vegetation" is crystalline in nature. Forests are created when crystals emerge from the ground, agitated by the ever-shifting magma beneath the surface. Rivers consist of lava flows. Due to the intense heat, the lava does not cool sufficiently until it reaches the border of the realm. Molten and volcanic eruptions remain the biggest natural threat.

Muspeli cities are built from stone and decorated with gems and crystals. Their construction and appearance are like non-other. Due to the realm's size, the denizens sprawl the construction, making ample use of the space. City squares and plazas are filled with trade and the denizens of the realm. But this glory also has a dark underbelly. The southern city states are encouraged to fight. Baghist demands that the strong emerge from the fracas, and Farbauti runs a slave trade that spans all of Yggdrasil.

Locales of Interest

Alsvartr River

Lore: Personae- This is a desolate region without inhabitants.

Lore: Locales- Nothing has been built upon its shores. This region is considered damned and the locals steer clear of this place.

Lore: Arcana- All spells in proximity of this river becomes a {Void} type in addition to the original type.

It is said that this river was magically tainted by Nidhogg himself. It is darker than the other rivers and it flows into Svartalfheim. The closer it gets to Svartalfheim the darker it gets... as if a taint from the Svart Alfar realm in creeping upstream.

Glassisvellir

Lore: Personae- Gudmund is the keeper of this sacred lake. Ember Keepers are a special unit created to help train the newly reborn Sons of Muspel.

Lore: Locales- This sacred lake can be found in the northern reaches of Muspelheim. It is located at the foot of the mountain known as Surt's Eye. Sleggja is a town built upon the shores of Glassisvellir and it is here where the Sons of Muspel are welcomed by the Ember Keepers.

Lore: Arcana- There are caves nearby which lead to both Midgard and Jotunheim. This allows the Sons of Muspel to travel to these realms without issue. The magic here is similar to the enchantments found in Folkvangar and Valhalla.

Gudmund is the keeper of this mythical lake of fire. Gudmund splits his time between Glassisvellir and Solheim. It is here that Surt's Valkyries bring the souls of Fallen champions. When they bathe in these flames, they emerge as Sons of Muspel.

Myrkvid

Lore: Personae- It is a dark and hot forest, but it is said that powerful Lios Alfar make their home here. No one enters this forest of their own free will. Surt rules the city and the surrounding lands.

Lore: Locales- It is situated in the north west of the realm, just south of Sleggja.

Lore: Arcana- The trees in Myrkvid resemble trees

in other realms. This is in stark contrast to the crystal forests of Muspelheim. It is Yggdrasil which pushed Myrkvid into the realms.

Myrkvid like its counterparts in other realms is a place shunned by the locals. Prior to Ragnarok, many witnessed Lios Alfár travelling from Gimle to Myrkvid. Their migration was never fully understood.

Sigrdrifa

Lore: Personas- Despite having their own kingdoms, the Muspeli Jotuns can be seen here on a regular basis. Surt acts as the administrator of Sigrdrifa.

Lore: Locales- This is the oldest city in all creation. When Muspelheim and Niflheim crashed together in Ginnungagap, Sigrdrifa was already a thriving home to thousands. It is said that this city holds many mysteries yet to be discovered. The exiled elders never had the luxury of time to properly pass down the city's many secrets.

Lore: Arcana- The crystals upon which the city is built provide natural defences against the darkness. The crystals produce as much light as the sun, ensuring a city with virtually no shadows.

This is the capital city of Muspelheim. It is here that the Fire Council meet on a regular basis. It is a city made upon a crystal formation which emerged from Muspelheim's heart. It is a sacred city with a rich and mysterious history. Since the exile of the Elder Muspeli Jotuns, much of the lore has been lost, but the customs live on in the new generation.

Solheim

Lore: Personas- Gudmund is one of the leaders here (see Glassisvellir). He shares this kingdom with his blood brothers, the most renowned one is Hodbrodd and the younger is named Starkad.

Lore: Locales- The kingdom is north of Sogn and south of Trondelag. It is within a day's ride of the Throne of Kings. This was one of the Nibelung bloodline strongholds.

Lore: Arcana- It is a place which bridges Muspelheim and Midgard. The waters of Solheim never froze due to the proximity of the fiery realm.

This is a kingdom in Midgard that is ruled by three blood-brothers. It straddles Muspelheim and the heat and light give this kingdom its name. Unlike his brothers,



Gudmund is an immortal and cannot be permanently killed. As a Son of Muspel he ensures that his kinsmen have an open door to Midgard.

Surt's Eye

Lore: Personas- Despite the name, the highest and most sacred mountain is does not belong to Surt. It is Mogthrasir the Norn who has her hall atop this mountain. When she is not in Gimle, she sits atop Surt's Eye, meeting with important divinities.

Lore: Locales- Surt's Eye is at the very north of Muspelheim. It is the highest active volcano, and its lava runs down into Glassisvellir.

Lore: Arcana- Anyone climbing Surt's Eye will be challenged with illusions. These are not visual tricks played by the hot steam, instead this is a magical defense placed upon the mountain by Mogthrasir.

This sacred mountain is only scaled by those invited by Mogthrasir. The Norn will not tolerate intrusion into her dominion. Surt is the only one who would dare make the ascent without an invitation. When she invites a higher power atop the volcano, they best be prepared for the intense heat. For those who can tolerate the elements, the view is breathtaking. From here, Yggdrasil can be seen in its awesome glory.

Tholley

Lore: Personas- The town is governed by a council of wise men and women. The council members rotate every month, allowing everyone in the town an opportunity to govern their home.

Lore: Locales- This is an ancient yet primitive town. It has spread to include every inch of the island, with a very dense ogre population.

Lore: Arcana- Magic different from their own is viewed with suspicion. The fire-ogres distrust the magical arts.

The island where fire-dwelling ogres live. It rises out of the Brandingi river which runs south through the center of Muspelheim. The ogres have migrated throughout Muspelheim and have integrated with other species, but upon Tholley, only ogres are admitted residence.

Nidavellir

Location: Nidavellir hangs upon one of Yggdrasil's roots. It is next to Muspelheim and below Midgard. The sun never shines upon the realms since 99% of the world is underground. It was created from Ymir's corpse.

Population: The Dvergar are the rulers of this underground realm, but they rule with very little oversight. There are many other species that are native to Nidavellir, but none of them are significant in the eyes of the Dvergar.

Access/Entry: Nidavellir holds a rather central position, having many entrances and exits to all other realms.

Environment

Nidavellir is an underground labyrinth. Those without ranks in the Navigation skill will get lost rather easily. It is mostly dark, yet some areas are illuminated by luminescent fungi and moss. Some regions have been taken over by surface dwellers and those rely on fire for heat and light.

The underworld is very sectarian and battles over scarce resources is commonplace. Paranoia and xenophobia are survival traits for those who have lived here for generations. Those who live in Nidavellir are very creative and talented - a necessity to survive in such a unique biome. Most everyone is skilled in stonemasonry to a level envied by the denizens of other realms.

Description

Nidavellir is Ymir's corpse, which the Dvergar turned into a home. Creatures spawned from Ymir's body have a genetic trait that petrifies them when in direct sunlight. This has made Nidavellir a refuge for Ymir spawn. It is a network of natural, as well as stonemasoned caverns. Some creatures have bodies that can burrow through the earth, while others use tools to create architectural wonders in the depths of Nidavellir.

Locales of Interest

Golden Hall

Lore: Personas- The high-king of the Dvergar rules over this ancestral hall. Every time a new high-king is elected, they and their kin move into the hall.

Lore: Locales- This great hall is built in the middle of Nidavellir, and the other halls and underground towns surround this central seat of power.

Lore: Arcana- All manner of magic can be found here,

from Rune enchantments to realm ores. The Dvergar pride themselves on the collection and advancement of magical creations.

For a long time, the Dvergar worked for the gods hoping to garner their favour in return. They obeyed the Norns and awaited their promised glory. Eventually they became disenchanted and struck out on their own. Fortunes improved and the Dvergar kingdoms became a rising power. Now that Ragnarok is upon the land, the Dvergar act as weapons dealers to those who can pay the best coin. This has made them incredibly rich, rivalling the treasures stored in Asgard.

There are massive vaulted caverns which have been built around the Dvergar kingdom. They are there to keep out burrowing monstrosities that burrow through the stone. This allows the Dvergar to engage the intruders in an open arena where the dwarves retain the advantage.

Ormr's Den

Lore: Personas- Ormr the ancient wyrm prowls Nidavellir, sating its hunger on anyone it can find. It is so powerful that it will slay immortals as readily as mortals who may stray too close to its den.

Lore: Locales- Ormr's den is in the deepest reaches of Nidavellir. It used to have an entry point into Hvergelmir until the serpentine realm was sealed.

Lore: Arcana- The great wyrm's excrement is used to mark his territory. Within these putrid piles, sometimes a great treasure can be found. The greatest magical artifacts survive Ormr's digestive tract and pass back into the world of the living. Hunting for treasure in Ormr's domain is a fool's errand.

Before the realm of Hvergelmir was sealed, a great wyrm known as Ormr slithered into Nidavellir. His innate ability to burrow through the bedrock has allowed him to become the realm's apex predator. No one is safe, since his attacks can come from any direction.

Sandbani

Lore: Personas- This region is shunned by those who turn to stone in sunlight. Iduna was the one who made this place her home, and left a garden which exists to this day.

Lore: Locales- This region lies above the Dvergar city. It is a natural fissure that has appeared and over time it has grown in size due to water erosion.

Lore: Arcana- Iduna's garden has continued to grow de-

spite her absence. There are many wondrous trees, shrubs and plants which have spread throughout the cavern. Most of the vegetation have beneficial effects when turned into potions and poultices, however, some are deadly.

This is a desolate chasm above which sunlight streams into Nidavellir. Since Dvergar cannot survive in sunlight, this place is their death. They avoid it, although Iduna's magical and bountiful gardens grow here.



Vanagard

Location: Vanagard hangs upon the branches of Yggdrasil. Prior to the sun and moon being devoured, Vanagard had a day and night cycle.

Population: Despite initial impressions, this realm is very densely populated. The Vanir are the divine race who govern this realm, and besides them, there are thousands of other species who inhabit this highly diverse realm.

Access/Entry: Entry to Vanagard is usually via underwater portals that lead into the water kingdom of the Vanir. The Cornerstone of the World in Midgard is one non-aquatic portal.

Environment

Vanagard is a very vast watery realm, made up of 80% water, 20% landmass. The landmasses are verdant islands which litter the seascape. Since entry into this realm is via underwater caverns, those who venture here must be equipped to travel underwater. For those mortals who make the journey, the air and land is very hospitable. Some islands have very tall mountains atop which there is snow year-round, but for the most part, the realm has four distinct seasons.

Description

Vanagard is unique in that it has no towns or city centers. Instead all native denizens make their home in the nature around them. They feel no need to build halls or fortresses, instead they live in communion with the nature around them. If dwellings are created, they appear to be in harmony with their surroundings.

Most of the denizens inhabit the depths beneath the waves. There are all manner of aquatic denizen, some are humanlike, but the majority resemble the aquatic life found in the waters of Midgard. The difference between the creatures which inhabit Midgard's waters and those of Vanagard, is their intelligence. The creatures in Vanagard communicate using human-like speech. These fish and crustaceans are incredibly wise, rivalling a mortal's capacity for reason.

The islands are inhabited by various land bound creatures who cannot leave their biomes. As such, each island offers a very unique experience for those who visit. The creatures, customs and ecology would be special and different on each island in the realm.

There are many airborne denizens who populate the skies. They make their nests in the trees which are abundant upon the islands.

The Vanir gods hold dominion in their respective realms. Gods, such as Aegir and Ran, hold their court in the depths of Vanagard, while Almatki and Lytir preside over their respective islands.

Locales of Interest

Cavern of Echoes

Lore: Personae- Loki and Odin were imprisoned here during the Aesir-Vanir war.

Lore: Locales- This network of caverns is nearly impossible to comprehend. Getting lost is almost guaranteed.

Lore: Arcana- These caves are littered with the bones of

those who never managed to escape. They either starved to death or were killed by beasts who hunt in the caves. Magical items can be found since the beasts have no interest in them.

The watery cavern in Vanagard where Odin and Loki were strung up as prisoners during the Aesir-Vanir war. It is a labyrinth of caves where many get lost and may stay lost for days. The Vanir know the layout well and use this place as a prison for hardened criminals.

Drekkjahalla

Lore: Personae- Ran's Chosen populate these halls. They are the greatest heroes who met their end and were embraced by Ran's watery arms.

Lore: Locales- This is the hall of the dead, where Water Valkyries preside. It is located in the deepest waters of Vanagard.

Lore: Arcana- Ran has barred entry to those who do not belong. Her magic is strong enough to keep out both gods and giants.

Ran's underwater hall is the place of legend. Her water Valkyries are tasked with collecting the souls of drowned heroes. It is within the halls of Drekkjahalla where Ran's Chosen preside. No one without her express permission is allowed to enter within. Her walls can withstand whales and her doors can resist Mjolnir's blows.

Grinning Caldera

Lore: Personae- It is rumoured that Gulveig's family lives there.

Lore: Locales- Since the portal's collapse, the place has become barren and devoid of travellers. It is eerily silent and still.

Lore: Arcana- Magic resonates in this place. A tower made of pure magic is said to stand in the vicinity of the caldera.

This was an ancient portal to Muspelheim which was collapsed after strange and mysterious circumstances. Those who visit say that they feel an uncomfortable malevolent presence.

Myrkvid & the Southern Blight

Lore: Personae- Vanagard's creatures have all migrated north. None of the Vanir gods have been able to reverse

the taint. It is said that only Frey would have the knowledge.

Lore: Locales- The lakes and seas in this region have dried up, and all of the vegetation has turned brown. The trees and bushes still seem to live, albeit infected with some plague. In the most southern reaches, a new forest has sprung up, it is dense, dark, and sick.

Lore: Arcana- Magic inside the forest will not work as intended. Lost Souls seem to be few, Alkas behave erratically and runes are unreliable. Something has altered the fabric of magic itself.

With clouds scarcely seen over this region, the southern lands are drying up. The lakes are dry and the seas have receded. The trees and bushes remain, but have taken on a sickly brown colour. At the most southern point, Myrkvid has spread into Vanagard.

Niflheim

Location: Niflheim borders on Yggdrasil and the Crucible of Life. It sits opposite to Muspelheim. Hvergelmir sits upon a root below, and Vanagard upon an overhanging branch. Light and heat have never touched this icy and shadowy realm.

Population: Niflheim was the ancestral home of the Alsvatr, and Nidhogg is the only surviving member of his primordial species. He has been banished to Hvergelmir and was imprisoned there by the gods and giants. Now Hel rules this icy wasteland. It is also populated by the souls of the dead. The dead try to eke out some semblance of a life here. Desperation drives good souls towards evil deeds.

Access/Entry: There are very few passages to and from Niflheim. Hel has ensured that a powerful warden guards every portal. These are immensely powerful beings capable of killing immortals. Garm is the terrifying hound which guards Gniphellir, the Midgard portal.

Environment

Niflheim is near impossible to enter and should someone gain entry, it is impossible to flee. Not only will Hel bar any exit, but Nidhogg's breath will suck anyone wishing to escape the grasp of this icy realm. Even gods and giants cannot defy the nature of this place. Once Nidhogg escapes his imprisonment in Hvergelmir, the chances of escape increase... if only marginally.

All damage in Niflheim is spiritual in nature. If someone is killed in Niflheim, they become a Lost Soul, most of which are sucked in and devoured by Nidhogg. Even the

dead can be killed here, and only oblivion awaits.

Description

Niflheim is unimaginably dark and cold. It is a desolate place with ash like dust underfoot. When the landscape changes, it does so drastically- immense cliffs of ice and black stone shoot into the air. Sound is muffled and echoes are faint. It is a realm without vegetation as Niflheim chokes the life out of everyone and everything.

The dead who arrive in Niflheim must create a new life for themselves. In many ways, they try to mirror their prior lives, however in this new state, they require no sleep nor food. The realm also provides little in terms of shelter and raw materials. It is fortunate that some souls come to Niflheim with whatever belonging that they carried while alive. Now souls fight to claim these rare treasures.

There are others who prowl the landscape, creatures which have grown accustomed to Niflheim and have made it their home. Many suspect that these nightmares are of Svart Alfar origin, who have assumed the form of nightmares and terrors. They were the enemies of the dead until Hel brought order to the chaos.

Everyone in Niflheim revere and fear their mistress Hel. She rules Niflheim with an iron fist, ensuring complete and unwavering loyalty from those in her realm.

Locales of Interest

Helheim

Lore: Personas- Helheim is Hel's kingdom within the realm of Niflheim. It is surrounded by a wall of bones that reaches a hundred feet into the sky. She has no enemies in this realm, so the wall is more a symbol of her power than a defensive measure. The souls of mortals, and even those of gods and giants remain in Hel's servitude.

Lore: Locales- At first Hel brought the dead to Helheim as a way to protect them from Nidhogg's hunger. But soon the kingdom was filled to capacity, and the dead now fill Niflheim.

Lore: Arcana- Magic needs Hel's permission. Spells are impotent without her permission. The living who come to Niflheim may die twice. The first time they become the dead, the next time they die it is oblivion that awaits. Angels of Death have been made aware that Niflheim is getting filled to capacity. Soon the gates will close to the dead, leaving them to terrorize the living.

This is Hel's kingdom, a place she has made into a home. It is a place of grandeur where even the most powerful souls bend knee to their mistress. The hall is unfathom-

ably large as are the walls and gates. Her favoured souls are granted their own halls within the kingdom's walls.

Muspeli Jotun Graveyard

Lore: Personas—The Scorching Legion was the vanguard army of the Elder Muspeli Jotuns. They walked into an Alsvartr trap, and despite putting up a valiant fight, they were completely wiped out.

Lore: Locales—This graveyard lies deep in a remote western portion of the realm. The Alsvartr lured the Scorching legion to a place where retreat would be impossible.

Lore: Arcana—The equipment that the Scorching Legion wore produced incredible heat, light and fire. The victorious Alsvartr loathed everything about these implements and left them where they lay. They were forged by the ingenuity of the Elder Muspeli Jotun, forged by ten thousand years of progress.

Long ago, before Yggdrasil, before Galligarm, even before Idavigrdir, a great war was fought between the Alsvartr and the Muspeli Jotuns. When the Scorching Legion attacked the Alsvartr in Niflheim, the Alsvartr held the decisive advantage and massacred many Muspeli Jotuns. To this day, in a distant corner of Niflheim, their corpses and equipment lay still. No one knows what has become of their souls save Hel herself. Their awesome weaponry and armour remain there, Hel refusing to desecrate their memory. She used their weapons once to chase Nidhogg from her realm, proving their awesome power.

Prophesy states that Tyrfinn will come to Niflheim, and will wake the slumbering Elder Muspeli Jotuns. Once the Scorching Legion arises, the world will never be the same again.

Manala & Tuonela

The River Tuoni lies between the land of mortals and the lands of the gods. Across this dangerous river is the realm of Manala. It is a vast realm with many kingdoms belonging to gods and monsters. The landscapes are varied and divinities live within magical castles. The lowest of the Manala's kingdoms is known as Tuonela.

Tuonela is the underworld, ruled by a high-goddess named Tuonetar and her husband Tuoni. There the dead are judged as they pass through Manala. The more heinous their crimes, the lower they will descend. Where the three arms of the Tuoni river meet, a frightful rock arises, called Kipu-Kivi. In a dungeon beneath that rock,

the worst offenders are imprisoned. The third daughter of Tuoni sits in her throne, grinding her millstone, grinding her subjects until they escape and go forth to torture and slay the children of men.

This is a domain that Hel and the Valkyries cannot contest. There is an agreement between the gods and goddesses of the dead that each will oversee their own domains.

Udlormiut

Udlormiut is the land beyond the sky. Those who die in the far northern reaches of Midgard may be captured by Seqinek and their souls brought into Udlormiut for a time. There their lives would be judged by the goddess Tapasuma. Eventually Tatqim would return the spirit to Midgard and they would begin another life as an animal or human.

This fate can occur to any soul that is plucked by Seqinek, be it mortal or immortal. Tapasuma will decide whether the next life is in a higher state or a lower one. If she is displeased, a dead god or Jotun may find themselves being reborn to human parents. Or a mortal may be reborn as a seal. If she is pleased, the spirit will also be pleased with their next life.

This is a domain that Hel and the Valkyries cannot contest. There is an agreement between the gods and goddesses of the dead that each will oversee their own domains.

The Otherworld

The cosmos is much like an hourglass. The upper portion is the Otherworld, the narrowest point is the Crucible of Life and the bottom portion is the known world of men and gods. Since time immemorial, the essence of the Otherworld has been pouring into the world we know. Between the worlds is a curtain, called the Veil. Travelling against the stream is near impossible, but it is much easier to enter this world. Both worlds are similar, but different.

The Otherworld is the home of the Aes Si. Very few have made the journey beyond the Veil. Frey is the only god to have entered the Crucible of Life, and returned. The same can be said about Pwyll, the prince of the seven Cantevs of Dyved. He and Arawn, an Aes Si, exchanged kingdoms for a year. This experience was profound and it changed Pwyll's soul forever.

The Veil is thinnest once a year, during the Yule season. Some can look beyond the Veil in order to discern the mysteries of what will come to pass. As sand drops

from the top of an hourglass and into the bottom, so do events. It is possible to see the future in the Otherworld. Some speculate that you can live in the future if you travel there from our world. But just as sand in the hourglass, the future there becomes the present-day reality of our universe.

Looking into the Otherworld is much like looking at a warped mirror, full of additional facets and distortions. The land may look the same, but the populace and their villages and towns are in different places and appear surreal and alien- a side effect of looking at things to come.

The Alfar of this world are the Aes Si of the Otherworld. As such, they can pass through the veil unimpeded. For mortals and immortals of our world, there are a few ways to enter the Otherworld, one of which is through Urd's Well. This is a portal that the Norns wish to control at all costs, for they have understood this truth for a very long time. Myrkvid is another portal into the Otherworld, and Nidhogg has finally understood the relationship and entwined destinies of these two realities. It is here that the War of Shadow will unfold in the third age of Ragnarok.



Faith, Customs, and Societies

The gods and giants are the central theme in *Lords of the Ash*, so the exploration of divinity, primordial power and the relationship between mortals and divinity are front and center. Death and the spirit world are also of tantamount importance for all beings wishing to learn about the true nature of the world around them.

The World of Spirits

Everything and everyone has a soul. From the beginning of time, the Norns, the Muspeli Jotuns, and the Alsvatr had souls. Then, later on, everything which sprang from the Crucible of Life was also inhabited with a soul. How souls travelled after death was forever changed when Nidhogg involved himself in the affairs of Yggdrasil and its denizens. The almighty Alsvatr learned how to inhale so as to draw the souls into his unholy maw. It is here that souls went until the Valkyries were created by Laufey, and improved by Freya. The Valkyries were able to save the souls of the bravest and most talented individuals, so they could live on in Folkvangar, and later in other immortal halls.

Laufey, the great Muspeli Jotun, also awakened the spirits of the land known as the Vaettir. These awakened spirits learned to love their bodies and became wardens of the land. Most of the time they rested in contentment, but

when roused to action, they could assume the form of the fearsome Borghild.

Not all souls were restful. Those who died before achieving important goals remained as Lost Souls, haunting the lands of the living. Anger and vengeance driving them to try and achieve those goals, now hopelessly out of reach. It is these spirits which Seith magic harness for its power.

It is Hel who stood up against Nidhogg's tyranny and barred him from the feast. She established Helheim within Niflheim and it there that she receives the souls of those who are abandoned by the Valkyries. It is in her principality, where she keeps the souls safe from oblivion.

But she knows that her kingdom cannot help every soul, and that now, during Ragnarok, her kingdom is full. In her desire to see the souls spared, she sends them back to the land of the living.

It is during the third age of Ragnarok when the dead do not rest. It is during this Wind Age when mankind has started sealing their dead in catacombs designed to keep them imprisoned, so that they do not rise to harry the living. Cremation only creates greater monsters,



intangible beasts who harass the living while they sleep. The dead turn into Marerit, invading dreams with very real nightmares.

Death and the Afterlife

When mortals live their lives, two shadows follow them: the fate of the Norns, and the spectre of Hel. It is said that all of life's deeds and decision have already been woven into the Tapestry of Fate. Knowing this, wise men abolish the notion of fear. They know that to achieve proper immortality, they must prove themselves in the eyes of gods and giants. The Valkyries will only come to witness the deaths of the most heroic and deserving. Those who do not live their lives as exemplars of the virtues set down by their forefathers can expect an afterlife in Helheim.

Truly the worst fate is that of Niflheim. An afterlife filled with darkness, gloom and silence. Mortals believe that this is the worst that awaits them, but they do not realize that Helheim saves them from the alternative- Niddhogg and oblivion. Mortals view Niflheim with such disdain that they do not wish it even upon their worst enemies. That is why the afterlife is sacred, and stealing from the dead is a terrible sin.

Mankind set their sights on loftier afterlives, as Einherjar and Sons of Muspel. In Valhalla and Glassisvellir, there will be much merriment, battle, ale and wenching. Even though both armies are destined to wage war upon the field of Vigridr, it is viewed as the most desirable outcome.

Disir and Fylgia

Disir are the spirits of the ancestors. They are the footprints left by the spirits as they depart to Niflheim or towards greener pastures. Even though a spirit leaves its body, it leaves an echo of itself attached to the descendants. These spirits remain by the living descendants, spurring them onto great deeds and unforgettable legacies. The Disir spirits are an amalgamation of all those who have passed out of the world of the living.

The Disir look out for the family, and wish to ensure that the lineage is strong and enduring. While they harbour the personalities of those that died, they are another entity all together. Their allegiance, thoughts and actions are all about their bloodline. They strive to attract the Fylgia to their living descendants in hopes that the guardian spirits will guide them to legend or infamy.

Fylgias are kith and perhaps kin, to the Valkyries. Like the

Valkyries, the Fylgia are drawn to mortals with great potential. Where the Valkyries reap the souls of great men and women, the Fylgia help mortals achieve greatness. They teach them, protect them, and lure them towards conflict. It is from struggle that great heroes arise.

Worship

The Viking people of Midgard are extremely polytheistic. Most do not subscribe to religious zeal, instead they worship out of pragmatism and practicality. When setting off on a sea voyage, they will leave an offering (Faining) to a patron of the Sea- such as Njord or Aegir. These same people will leave a Faining to Odin when setting off for war. And when time comes for the harvest, they will perform a blood sacrifice (Blot) to Thor or Frey. While gods and giants may occupy the highest orders of divinity, they can be aloof and uncaring at times.

In order to get more immediate help, mortals sometimes turn to land spirits (Land Vaettir), Alfar and Dvergar for help. Although also divine, they are less aloof and more prone to answer the prayers of mortals.

Mortal worship could easily cross over between Gods and Jotuns. After all, Odin's grandfather was the primeval Jotun named Ymir. Many Aesir were of Jotun blood, and so veneration of Gods and Jotuns was widespread throughout history. However, with every passing century, the schism grew wider, as both factions became more polarized.

The White God

Even prior to Ragnarok, the Vikings of Midgard had heard of the New Faith. A new divinity known as the White God had arisen. His evangelists from the south proclaimed his Good Word, and missionaries came to the north in hopes of gaining converts to the New Faith.

The Vikings of Midgard were open to the idea of a new god that they could add to their already large list of divinities. Like well travelled merchants, they asked the missionaries to list the specialties of the White God. They would make offerings when his specialties would prove useful. Unlike the traditional polytheistic norms of Midgard, the New Faith demanded that no other gods stand before the White God. He would answer all their needs.

In many ways, this faith was a rebellion against the old traditions. Blot was frowned upon, and instead, tithes were suggested. The sprinkling of blood was replaced with holy water. Burial was made out to be more desirable than cre-

mation. Women were viewed as people rather than property exchanged in arranged marriages. It took men with great charisma and wisdom to bring about change. Some of the great missionaries of the past were Saint Columba, Saint Patrick, Saint Bede and Saint Cuthbert. They were men who sought to build bridges of understanding between the peoples of Midgard.

At first the missionaries came in peace, building monasteries in search of contemplation and dialogue. Bridges were built with local chiefs, but when doors were closed to them, the Crusaders followed- the word was replaced with the sword. This was the main catalyst for the building of the great Danevirke. When Ragnarok descended upon the land, traditional disputes slid into open warfare.

The Hof

A Godi is one who has devoted themselves to understanding the higher powers (i.e. Divine beings). They cultivate a relationship based on worship, sacrifice and reward. Most Godi are nomadic, and travel to spread the word about their patrons.

Sedentary Godis, however, will build a temple called a Hof and dedicate it to their various patrons. The Hof is a gathering place where prayers are made and a place for Faining and Blot. Most often the hof is an outdoor arena, but increasingly with Ragnarok in full swing, the hofs have become guarded structures. Built from timber or stone, they are meant to be a powerful and visual reminder that the divine powers still require devotion.

Since Godis are very polytheistic in their patrons, so too are the hofs, reflecting their builder's intent. For example, the great Hof at Uppsala was built to venerate Thor, Odin, and Frey. Since its construction, it has been a beacon to anyone who wishes to appease three divinities with a single pilgrimage.

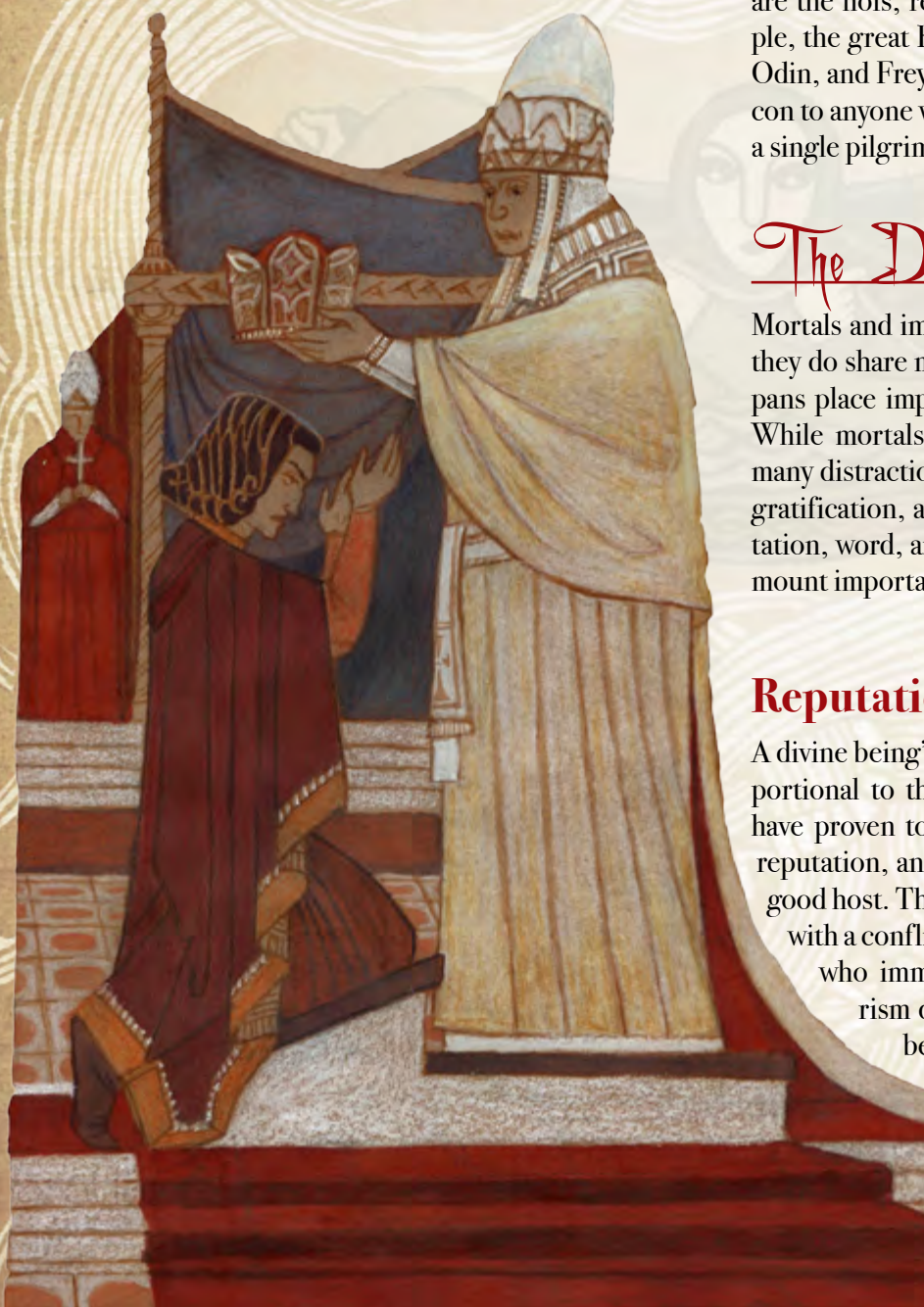
The Divine Order

Mortals and immortals are driven by priorities, although they do share many similar ones. Those with longer lifespans place importance of different aspects of existence. While mortals wish to emulate the lives of the divine, many distractions lead them to pursue wealth, immediate gratification, and their own egos. As an immortal, reputation, word, and your ability to repay debts are of tantamount importance.

Reputation

A divine being's ability to sway their peers is directly proportional to their reputation. Their past decisions that have proven to be correct is one way to increase one's reputation, another is to share one's wealth and being a good host. Those who can take the high road when faced with a conflict also increase their reputation, but those who immediately resort to vengeance and barbarism diminish their own status. Bridge building between enemies and lifting up one's peers brings one some tangible prestige.

Perhaps the greatest impact on one's reputation is the building of a lasting



legacy- a legacy that the creator can be proud of. The Aesir's creation of mankind and Midgard cannot be ignored by their peers. The success and growth of Midgard and humanity reflects well upon their creators.

One of the interesting aspects of personal honour is that of "reputation by association". Those with whom you keep company will affect your own reputation. Those who have lost personal prestige will find themselves alone.

Word

Sometimes gods and giants seem to speak slowly, with measure and forethought. This may make them out to be aloof and serious folk, but in fact something else is behind this contemplation. Being true to one's word carries immeasurable weight. Speaking falsehoods or being unable to fulfill one's promises hurts the immortal's prestige. That is why immortals weight their words carefully before speaking them. Those who make hollow promises or speak shallow words will be ignored by their peers.

Gifts and Debts

One's reputation rises as an immortal bestows gifts and favours upon others. An immortal, who receives favour from another, naturally loses status in the eyes of their peers. Those divine beings are quick to repay their debts in order to restore their standing. Immortals will ask for help when needed, that is to say that they will not avoid it when necessary, but they will be eager to repay the debts.

Sparing someone may seem risky as a mortal, but to an immortal this is a great way to generate worth among peers. Those spared the divinity's wrath or death will spread word of the benevolent deed. Therefore, killing mortals, an easy task, is often overlooked, and mercy with a debt is often chosen as the right course of action. More glory will be assured as the favours, most often repaid as holy quests, further the name of the divinity.

Other Pantheons and Ragnarok

Ragnarok has had a massive impact upon Yggdrasil and its people. Reading the *Core Rulebook* and *Denizens of the North* it is clear how the populace of Midgard views the apocalypse, but how about Outer Midgard? How about other divine pantheons?

Outer Midgard

The lands that surrounded Midgard were as affected by Fimbulwinter as Midgard itself. During the First Age of Ragnarok, the Crusaders invaded Midgard because they

had heard the heathen population speak of Fimbulwinter. The defenders of the New Faith wished to understand what sorcery could afflict humanity with eternal winter and night. Fimbulwinter lasted three years, until the second sun was reforged and launched into the firmament.

During the Second Age, Outer Midgard was released from Fimbulwinter's clutches, and the clash between Pope John XII and Emperor Otto the Great of the Holy Roman Empire was inevitable. If the players did not get involved in the conflict, Emperor Otto was victorious and chased Pope John the XII out of Rome. He then installed his chosen man, Pope Leo as the successor. The powers in the south rebelled and deposed Leo, and after a synod Pope Benedict V was elected. This caused Emperor Otto to return at the end of the Second Age, and besiege the holy city of Rome.

This also had implications in Midgard. If the players did not get involved in King Harald's succession, then Haakon the Good has defeated King Erik Bloodaxe, and the New Faith is spreading like wildfire throughout the land.

The Norn has an opportunity to play up a reverse conversion of Outer-Midgard, as Viking myth comes to pass. It is very conceivable that more pagans arise in the south once Ragnarok has shown its true colours. Having Viking missionaries heading south is a very interesting story arc that could be explored.

The White God

The book of Revelations may shine a light upon another apocalypse. Have the four horsemen, the seven trumpets, and the great red dragon arrived to the land of mankind? It is entirely up to the Norns to decide if this is the apocalypse of the New Faith or if these events are to come at a later date.

The Missionary player archetype brings a new perspective to the end times. Is this a trial for the Vikings? A test they need to pass? Or is this an all-encompassing apocalypse that threatens to involve everything the Missionaries believe in? Missionaries are peaceful and prefer dialogue, making the player dynamic a very interesting one. Philosophical Vikings?

Other Pantheons

The Inuit spirits are used to cold and darkness, do they even blink at Fimbulwinter? The Skraeling mythology does not have an apocalypse narrative, so it can easily be folded into the Norse end times.

During the Second Age, the Celtic gods have moved to participate in the War of Shadow. They are among the first

to join the conflict, long before the Aesir and Vanir even take notice.

The Finnish and Baltic gods instead turn their attentions on Midgard. They have direct impact on the destiny of mankind. The conflict between Louhi and Vainamoinen reach a crescendo by the end of the Second Age. One of the two kingdoms will be obliterated, the players will help influence that outcome.

Yule

Yule is a very special time of the year. It is a time for friends and family to get together and a period of contemplation at year's end. It is also a time of dread, when horrible terrors haunt the night. During the nights of the Yule season the barriers between worlds thins significantly. This makes the undead restless and dangers are plentiful upon the open roads.

Bragarfull

"I vow upon my name, upon my blood-line, and upon my Disir, that I will ensure that my blood-brother ascends the throne of Rogaland before the end of Yule." – A solemn vow

On the Yule-night there is a custom where brave men will swear vows to one another. The ritual is called the Bragarfull. Usually a hand is placed on a sacred object or animal when the words are spoken. This builds a bond between

members of a War-Band, but it also attracts the notice of Valkyries.

Once per year, during the Yule season, if a dweller is involved in a Bragarfull, they gain a +1 Afterlife Wyrd bonus. The Norn will take note, and when the inevitable death comes knocking, the player will get one extra rune pull.

The Veil, the Alfar, and Myrkvid

It is when the Otherworld and the world we know are at their closest to one another.

The Aes Si come to our world, and become the Alfar we know. They are divine beings who have deep interest in humanity- both benevolent and malevolent. They take on human form and live among us, and are almost impossible to detect. Once here, they use their vast power to influence the fate of the world, and the Norns are helpless. The Alfar cannot be woven into the Tapestry of Fate. As more and cross the Breach, increasingly Yggdrasil's populace are at the mercy of the Aes-Si.

Nidhogg knows this, and his chewing upon Yggdrasil's roots has caused a tumor to grow upon the Cosmic Tree. A tumor known as Myrkvid. This dark wood has spread into every world which hangs upon Yggdrasil, and it is where the Veil is thinnest. The great World Devourer has tainted the Alfar there, and these Svartalfar march to the beat of Nidhogg's black heart.





It is prophesied that the Veil will thin increasingly throughout the Third Age of Ragnarok, and that at the dawn of the Fourth Age, the War of Shadow will spill out into the worlds of gods and men.

The Wild Hunt

"Every Yule season, we will ride together. We will harvest the best souls and we will slay any Wight Sovereigns who stand in our way. We will claim their souls are the sweetest treasure. We will bring rest to the agitated Haugbui and we will reap the lost souls which haunt their communities. They will hear us coming. They will fear us knowing what awaits them. Mankind will learn that during this season, after sunset, it will be safest indoors and behind barred and hallowed doors." - The All Father

During the Yule season, the barriers between worlds thins. It is then that spirits come to visit the living, the Aesir emerge from the Otherworld and it is when the Wild Hunt occurs.

The end of the year brings spirits back to their old haunts, harassing the living. Draugar wander the land while Haugbui drag victims into their barrows. At the apex of this spiritual army are the Arch-Wight Sovereigns. Their power has grown exponentially since the coming of Ragnarok. They rival the influence of gods and giants, attracting their own breed of worshippers. Their threat cannot be ignored. That is why Odin, surrounded with his Valkyries

and Einherjar, ride forth on the Wild Hunt.

Immortals who can beat a Wight Sovereign earn great reputation from their peers. If the Wild Hunt fails, the spirit world may pose an unforeseen threat in the Fourth Age of Ragnarok.

Holmgangr

A Holmgang is a one-on-one duel where two warriors face off in a fight to the death. There are several rules which are usually established before the formal duel.

Who are the two combatants?

At what time must the combatants arrive?

What weaponry is allowed?

While some rules of engagement can be set, the outcome is always a fight to the death.

What is the sacred space of the Holmgang? No one is allowed to leave the space until there is a conclusive outcome.

What are the implications for the winning side? Usually the result of the Holmgang will have a meaningful impact on the lives of those allied to the combatants.

Organizations

Hammers of the Gods

The heroes dedicated to breaking the siege of Asgard. Their symbol is Thor's hammer, Mjolnir. When the siege began the Hammers of the Gods tried to break it by force. Attacking the Ogres, Ettins and Jarnvid wolves which surround the golden city was a disastrous endeavour. More than half of the order died, and yet the siege continues well into the Second Age. Now, the Hammers of the Gods look to use subterfuge. They create underground passages to allow for the flow of supplies and the ability of the Einherjar to move in and out of the city. Using the Golden Eagles of Mount Asfell, the Hammers of the Gods create safe corridors through the sky and around the land siege.

There are those who prefer to remain confrontational and upon the front lines, they are sent to attack the Guild of Nails. They must stop the creation of Naglfar, for the airship of the apocalypse is said to be so mighty, that if it sails, it will reduce Asgard to rubble.

The Guild of Nails

The Guild of Nails is a highly secretive cult devoted to the Rime Jotun cause. Their symbol is a cart wheel that represents their structural order. They have a range of responsibilities, from gathering the toenails of the dead to building the various components of Naglfar. There are three known echelons in the organization, very few know about the fourth.

Agents

Agents are the lowest echelon of the organization. They perform non-mission critical tasks and are never introduced to the truth about the larger picture. Their motivation is money. Agents are hired for tasks such as collecting toe-nails from the dead.

Guild of Nails members

These members know a small portion of the overall picture, but they have dedicated their lives to the cause. They receive orders from the Silent Council (see below) and are willing to lay down their lives for Naglfar. This echelon makes up the bulk of the membership and that is the reason the whole organization is called the "Guild of Nails". They hire and pay the Agents for the menial tasks.

Silent Council

The Silent Council understand the big picture, but are

assigned to the construction of only a single piece of Naglfar. Collectively they oversee the creation of all components of the ship, but they do not know the details of each other's work. They take their orders from the Ship Masons (see below). The Silent Council have voluntarily cut out their own tongues in order to keep silent if ever interrogated with torture. They communicate using the "silent tongue" skill which becomes useless when bound during interrogation. They will not divulge the secrets even after death- the Wight Sovereigns who guard build site are ready to devour their souls.

The Ship Masons

There are a few founding members and they know the whole truth. They insulate themselves by using the Silent Council as the "bosses" of each spoke in the wheel. They will act as Guild of Nails members if they are ever suspected of being part of the organization. They hold powerful sway in their respective kingdoms and some have even infiltrated the highest ranks of the enemy.

Disciples of the Great Serpent

The clan of Nidhogg and the Alsvartr is ever-growing. Word is spreading that while Ragnarok may feature a showdown between gods and giants, the menace in the background holds all of the power. There are two reactions from those who learn about Nidhogg: either they are terrified and want to forget what they learned, or they wish to serve the great power with hopes of recompense.

The Godi of Nidhogg are a frightful bunch, exploring magic that has long been forbidden. They forge Snake Effigies using a corrupted version of Rune magic. As Nidhogg reveals himself to the world, there is no doubt that his cult will grow.

Orlog Demi-Gods

Orlog are the careless mortals who seek the power of the Void. Despite the taint, they wish to harness Ginnungagap in order to create new life. During Ragnarok the Taint upon the Void has never been more pronounced. Besides madness, the Orlog also manage to create wondrous and terrifying creatures... some of which have power that rivals that of the gods.

These monstrous creations attract their own followers and cults spring up around every insane Orlog. The demi-gods are revered and the monstrosity is eager to show its power. The First Age may have seen a dozen of these beings, by the close of the Second Age, there are hundreds appearing all over the land.

Expanded Game Rules

RGS Clarifications

Lords of the Ash introduces some new features to the Fate of the Norns: Ragnarok game.

Multiple Void Rune Powers

With the introduction of the new Godi archetype as well as the concept of Bonus boards, a Void rune can have more than a single power bound to it. When the Void rune is played for a power invocation, and more than a single power is bound to it, the player must declare which single power is being evoked.

Bonus Board

The concept of a Bonus board shows up on some Disir rewards. It is a list of bonus gameplay effects that can be unlocked when a dweller achieves any multiple of 5 levels (level 5, 10, 15, etc). Unlocking benefits on the bonus is no different than a power or skill board- that is you start in the center and unlock adjacent squares with no diagonal movement permitted.

There are some differences however. Bonus boards can have any type of benefit: power, skill or even magic items. If an Active power is unlocked from the bonus board, it is assumed to be bound to the Void rune. If it is a Passive power or a skill, it is assumed to behave like a denizen Base power.

Knockback

Attempting to Knockback an opponent who is larger than you is a losing proposition. The larger they are the harder they are to move- basic common sense. Anyone attempting to push someone who is larger will move them only half the distance (ie. Weak Knockback). It is impossible to move something that is twice your size.

Interrupts

Interrupts are an important part of RGS, and this section clarifies some of the more common questions surrounding these types of actions:

Q- Can I interrupt a spell caster from two hexes away if I have Aura of Influence (Passive power)?

A- Yes

Q- Can I interrupt someone using the reach of my weapon?

A- No, you really need finesse and full body contact to interrupt.

Q- Can I interrupt an archer?

A- Sure, why not?

Attributes (Base Powers)

Attributes have shown up in previous books under denizen “base powers”. In Lords of the Ash we formalize the concept of base powers a.k.a. “Attributes”.

Quadruped was the only attribute defined in the Core Rulebook (page 129) and Flight explanations were added in Denizens of the North (page 347). Attributes for denizens and dwellers now become a formal taxonomy in the RGS.

All appropriate denizens from previous books may have attributes added at the Norns’s discretion. Should the Norn choose, some attributes could be extended to dwellers if circumstances warrant.

The Norn should recalculate “Base Level” for creatures which appear in the *Core Rulebook* as well as *Denizens of the North*.

Aos-Si

Base Level modifier: +1

All Aos-Si can perfectly see and interact with other Aos-Si. Alfar are one with the Aos-Si and both can see one another without issue.

The Aos-Si live in the otherworld and cannot be seen without special skills or circumstance. To anyone without the Aos-Si attribute, they are considered to have Stealth rating 8 for purposes of Perception and even if they can be spotted, they are hard to discern and are considered to have Shroud 4. This Shroud cannot be negated, nor decreased without specific skills and powers meant to spot the Aos-Si.

The Sight is a skill/power that allows one to see those beyond the Veil. Those with this skill or those with Alfar blood will negate all penalties regarding the Aos-Si under specific light conditions- a narrow window at dawn or at dusk.

During the Yule season, the Veil is partially lifted and the penalties are halved (Stealth 4 and Shroud 2).

Omens and Portents have a chance to reveal the Otherworld, and during these visions the Aos-Si may be revealed.

Aquatic

Base Level modifier: +1

Aquatic denotes a creature which is at home in and under water. The creature does not require air, can move in water without penalties and can float in place (without expending runes to tread water). Quadruped bonuses will extend Aquatic movement just as they do for the Flight attribute (Denizens of the North page 347).

Ascended

Base Level modifier: +1

An Ascended being is one which was mortal, but through death or other drastic means has achieved a new state of reality. They have access to all possessions which were consecrated by an Angel of Death and buried with them, or immolated upon their funeral pyre. These possessions encompass equipment, livestock, slaves and other worldly possessions owned by the Ascended being. Burial and epitaph rules are discussed on page 82.

Aware

Base Level modifier: +1

Aware creatures cannot be robbed of their senses. They are immune to the Blind condition and have perfect sensory 360-degree awareness within a 60' radius. They do not have extra senses beyond the human spectrum, therefore they do not gain bonuses against Shrouded opponents.

Domain

Base Level modifier: +1

This base power can be assigned to denizens with "Lair" type equipment. The creature's home or immediate domain is treacherous and will be a hazard to the combatants who are not of this Domain. Examples are swamps that drag combatants into the mud, lava flows that create fire alphas upon the battlefield, etc. The Domain receives its own initiative tile and when its turn comes up, all foreign combatants must deal with the environmental effect. Every effect will have an appropriate counter (i.e., Counter P).

Flight

Base Level modifier: +1

The creature can fly or hover in mid-air. Flying creatures move at the same rate as they would move on the ground. Quadrupeds that obtain the flight attribute will move at double their base movement while in flight.

Ghostly

Base Level modifier: +1

A ghostly creature can pass through combatants and terrain without any hindrance. A ghostly combatant may share the same hex as another combatant. When the ghostly combatant is struck with a spell, everyone it shares a hex with, also get affected by the spell. A ghostly combatant takes half damage from physical attacks, but double damage from Spiritual attacks. A ghostly creature's basic attacks are physical in nature and suffer a -1 penalty. Any Spiritual damage dealt by the Ghostly creature, be it from manoeuvres or spells (or any other type) is increased by +1. A ghost is limited to picking up and resolving only 1 Alka bead per Move action, even if they pass over many more.

God Blood

Base Level modifier: +5

This Attribute does not necessarily imply immortality. It simply means someone with god blood in their recent ancestry.

A God is a being which has the ability to forge new life forms and realities. As a result, they have access to Void Magic which touches all disciplines.

Immortal

Base Level modifier: +3

An Immortal gains Divine Potence (see page 88). This represents their ability to survive incredible violence and ailments, and should they succumb to the threat, they will be reborn at their Place of Rebirth (see page 90).

All mortal Active powers gain the {Providence} type. Several Meta tags change on mortal powers: Multi becomes Cluster, and Area become Expanse.

When Immortal's produce offspring with created beings such as mortal humans, they may pass on some traits to their offspring. This is usually in the form of Disir boards which the offspring may discover as they age. These beings gain access to the new Divine Touched dweller upgrade (page 67) when choosing Dweller upgrades (page 134 in the Core Rulebook).

Immortal denizens are considered to have an MDP of 1 and an Achievement score of 1 (see Immortals page 86).

Jotun Blood

Base Level modifier: +2

This Attribute does not necessarily imply immortality. It simply means someone with Jotun blood in their recent ancestry.

A Jotun has the ability to adjust their size at will. Their smallest size is 4 and their largest size is determined by their DP and Disir levels.

Max Size = Denizen Level + Disir Level + Max Divine Potence

During combat changing size takes mere moments and can be done during Upkeep.

Legend (X)

Base Level modifier: +X

Legend is a special attribute that rates someone's fame throughout the land. It increases with every heroic deed that becomes local legend. The Legend attribute allows one to leverage bonuses on social interactions. A legendary individual could potentially add the Legend rating to skills such as Negotiation, Etiquette, and others if the Norns deem the legend would influence the interaction.

Light Soul

Base Level modifier: +2

This being is made from the luminescence shed by the Crucible of Life. It pulses with vitality, gaining a Size +1. It can travel quickly and will be able to travel over water, through walls and trees. It will also be able to fly. Double the movement speed, grant flight and ignore terrain for movement. If it carries a rider, it confers the ignoring of terrain upon the rider. It cannot exist without light. It must remain within the luminous range of a light source or it will die and return to the Crucible of Life.

Primal Being

Base Level modifier: +2

A Primal Being is one which was begotten from the Crucible of Life. This is a distinction with most other life forms which were begotten upon one of the realms of Yggdrasil or created by gods who used Void magic. These Primal Beings have no ancestry or creator per se. Their bodies are spiritual in nature, made from the same essence as the World Tree. It is an essence that gave the Alfar their form, and Valkyries the ability to subsume other life forms. These beings have the ability to shape their appearance, size and shape through ritual and the understanding of the building blocks of the universe.

While most make their home in the Otherworld, many have traveled through the Breach. Most Primal Beings have learned how to adapt their life-force in order to better fit in with the worlds they visit and inhabit. This is usually accomplished by the use of some powers and/or skills. Vaettirs will assume avatar form using the land which they call home, essentially becoming a Borghild when needed. Valkyries will snare a mortal and subsume their life-force. While in that altered shape/state, they do not gain any benefits conferred by this "Primal Being" attribute. But when they revert to natural form, they receive several inherent benefits and hindrances.

While in their natural state:

To mortals they have effective Shroud 4 which cannot be reduced.

They can shape their appearance, size and shape at will.

They take half damage from Physical sources but take double damage from Spiritual sources.

They move through physical matter as a fish would move

through water.

Dwellers only: their Void and Valknutt runes become bound to Crucible Alka (Active power), Primal Presence (Passive power) and Learned (Skill)

A mortal witnessing a Primal Being for the first time will be forced to perform an Ultimate Sacrifice +1 from the immeasurable shock and awe. Subsequent viewings will not trigger this effect.

Supernatural

Base Level modifier: +0

Supernatural is a new keyword found in some power and skill descriptions. It refers to any creature or being alien to Midgard (ie. the creature's home realm is one other than Midgard). In terms of species identification, if it's not present in present day Earth, it can be considered "Supernatural".

The Base Level modifier is +0 for this attribute.

Twilight Vision

Base Level modifier: +1

Perfect vision in absolute darkness.

Ymir-Kith

Base Level modifier: +0

Some beings were created from Ymir's corpse. Those creatures turn to stone while exposed to the sun (or an equivalent light and heat source from Museplheim). In the stone state, they are virtually indestructible. They have Essence equal to their level times 100, and a PF vs. all damage types equal to their level times 10. They cannot be afflicted with any conditions while in their petrified state. Once the sun no longer shines directly upon them, they revert back to their normal form.

Due to their immortal heritage, Ymir-Kith also gain Divine Potence at higher levels. At level 20, they gain



their first DP, and then another +1 every 10 levels.

Composite & Slot Boards

Composite boards are 7x7 or 5x5 power and/or skill boards which begin with undefined corners. These vacant cells are filled with specific types of Slot boards. For example, the Godi archetype has Composite power and skill boards whose corner slots are to be filled with Patron Slot boards.

The Composite board has a “+” pattern of predefined powers/skills. These are called Origin powers and skills. Origin powers and skills are provided and immutable.

In most cases, Composite boards must be fully filled in with Slot boards before they are usable. Exceptions to this rule will be explicitly called out.

By default, Composite boards used by Dwellers will lock out the outer ring until a Fylgia is chosen. The Godi composite board has the outer ring greyed out, so placement of Slot boards will be important. Exceptions to this default rule will be specifically called out. By default, Denizen Composite boards will not have a locked outer ring requiring a Fylgia.

Figure 1. 7x7 Player archetype Composite board (dark grey cells are Origin powers/skills, white cells are for 3x3 Slot boards)

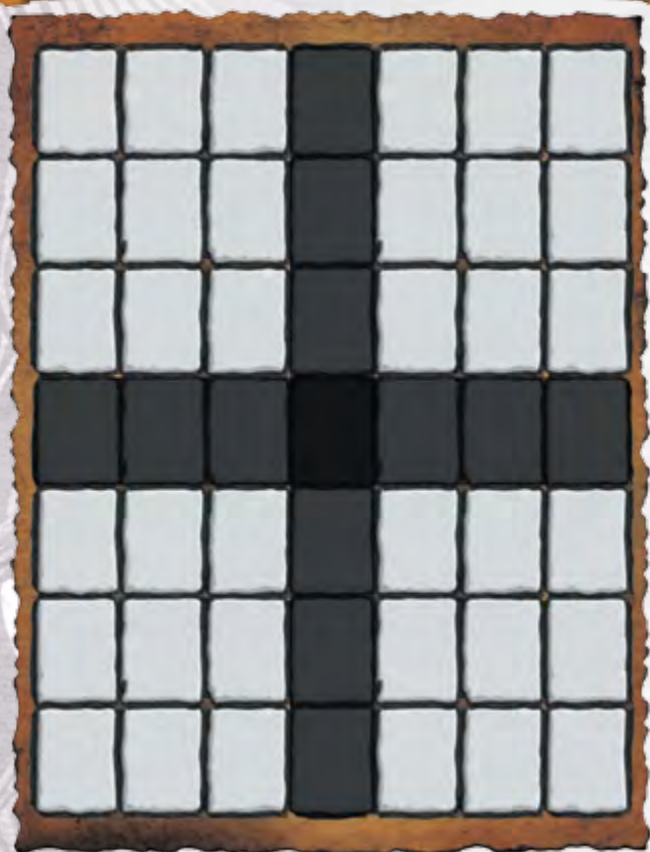


Figure 2. 7x5 Denizen/Thane Composite board (dark grey cells are Origin powers/skills, white cells are for 2x2 Slot boards)



Figure 3. 7x3 Slot board and 2x2 Slot board



Actions

Contingency Actions

A further clarification for contingencies is made here. There are many areas left for interpretation when a Norn must allow or disallow a particular contingency action. There are a few helpful guidelines:

- Generally, allow only one rune-chain at any given time in the contingency pile (not counting Dodge defensive meta runes)
- Do not allow a player to leapfrog other players by setting up their main action after the first combatant does something during their Action phase. Contingencies need to be meaningful and have a personal implication. A typically bad example would be “I cast this Alka with 7 Amplifies when that combatant moves (that combatant being the first in initiative, and not being anywhere near the person declaring the contingency).
- When declaring a contingency try and ensure this doesn't create a situation where an attack or spell will be cast during Upkeep. Avoid allowing any triggers which may resolve the contingency action during Upkeep. You do not want Upkeep turning into another Action phase.

Generic and Cinematic Actions

Following the release of Lords of the Ash, Generic actions will be referred to as both “Generic” and/or “Cinematic” actions interchangeably. The phrase “Cinematic action” if more evocative and descriptive of what a combatant can do. Cinematic actions now have a new elaborated and clarified mechanic to help adjudicate the rune cost:

Whenever someone wishes to perform a Cinematic (Generic) action, they verbally state what they wish to do. For every verb in the description, 1 rune must be played (any Trait). If the action is something that would be deemed to be difficult or unlikely, a specific Trait must be played.

Example: Fjori wishes to leap across the table, knock the candle into the flaming oil and push the larger opponent into the flames. This has three verbs- “leap”, “knock”, and “push”, necessitating the play of 3 runes. However, the last action is against a more powerful opponent (larger), so the 3rd rune will have to be Physical.

Effects

Focus

A few more clarifications about when to apply Focus.

- Focus does not boost Divine Potence.
- Focus will boost free Counters generated by spell Active powers.

Aura

In order to keep Aura powers in check against vastly more powerful denizens, a new optional rule may be added stipulating that someone may not be affected by the same Aura more than once when resolving a rune-chain. This will keep a single Galdr from defeating a divine denizen in single round by overwhelming them with a massive Beckon Yggdrasil evocation.

Example: Odin is standing upon the battlefield surrounded by a dozen einherjar, all within 10'. A single Galdr can send forth an amplified Beckon Yggdrasil into the crowd, bombing everyone with many Aura effects forcing all adjacent combatants take Aura damage each time someone incurs the Aura condition- including Odin. The crowd can only take damage from Aura once, even though many adjacent combatants will trigger Aura.

Knockback

Knockback is usually countered by playing a Physical rune per hex someone wishes to counter.

If the victim of a knockback is thrown against a stationary object, the victim will suffer Physical damage of 1 DF per hex they cannot move through. This damage is reduced normally with PF and Defend actions.

If the victim of a knockback is thrown against another combatant, both will be knocked back at half the rate (1 hex per 2 Knockback). They will also suffer 1 DF of Physical damage per hex that they travel in this way.

Note: Knockback works differently for immortals (see Immortal Combat on page 92).

Active Powers

Alkas

Dismissing During Cleanup

Alkas are dispelled only during the Cleanup phase. Whomever has Alkas in place, when the Cleanup phase rolls around, they get an opportunity to dispel an Alka in its entirety if they wish. Every bead of that type of Alka is removed. If the caster has two or more types of Alkas in play, they may release some types while leaving others in play.

Alkas in Three-Dimensions

When playing with miniatures on a battle-mat, situations may arise where Alkas may be placed in 3 dimensions. For example the need may arise when: someone wishes to fill in a hallway up to the ceiling when dealing with flying enemies, or perhaps calculating how many adjacent water Alkas surround a combatant.

If one must calculate adjacent Alkas in three-dimensions, apply this rule: Calculate the surrounding Alkas in 2-D only, then add +1 if there is at least 1 Alka token below, and another +1 if there is another Alka token above. Do not attempt to calculate the complete sphere of Alkas (especially if dealing with Aura of Influence and a power like Verwandlung), not only will it be needlessly time consuming, but the game engine formulas are designed for 2-D space. The intent is that 3D will grant up to a +2 bonus with a very quick check.

Water Alkas

Lords of the Ash introduces a new type of Alka called the “water Alka”. It represents regular water (with all regular side effects of water), but this regular water also observes the magical properties of Alkas (not affected by gravity and so on and so forth...). It had some special exceptional properties listed below:

- Water Alkas are never consumed when a combatant moves through them. They can only be dismissed by the caster during the Cleanup phase.
- Should this water Alka be turned into a portal (by playing 5 or more Amplify metas), the resulting portal will lead to Vanagard.
- Should this Alka be stacked vertically, it will create deep water for humans (2 hexes deep / 10' deep). This will introduce the environmental modifiers for underwater combat (see page “Aquatic & Underwater

Combat” on page 96).

- Water Alkas can be given a current strength were anyone within the current will be moved during their Upkeep step a number of hexes equal to the current strength. Default current strength is 0, but with every Amplify meta, the Alka caster may choose to create a current rather than adding more Alka tokens, thus adding their Mental Trait to the current strength.

Interrupt

With the advent of immortals, {Interrupt} powers are more plentiful. As a result, a rule tightening is required on how to resolve multiple interrupts called in response to an Active power. If multiple interrupts are declared in response to the rune-chain, they are resolved in the order that they are called out.

Interrupts may not be played in response to another {Interrupt}. They can only be played in response to an Active power that allows an individual to play a valid interrupt.

Gate

Gate isn't a new power type, but with the introduction of the Orlog as well as immortals, some extra clarifications are in order:

- Gate allows for multiple creatures to be gates via a single {Gate} power. That level must be split between as many creatures as the caster would like (minimum level 3 per creature).
- Gated creatures cannot have a level that exceeds 60

Transformation

Transformation and Gate

When gating in a creature or transforming into a creature, the caster must perform a Minor Sacrifice for each Base Level.

Transformation and Death Transformation

If you are Transformed into a creature who has Death Transformation, and then you die, interesting things can happen... but they don't. Do you really want to go down that rabbit hole? Death Transformation is ignored if you are already Transformed. That brings us to...

Transformation and Transformation

You may not have multiple Transformations upon you. Once you are Transformed, you cannot Transform again without first returning to your real form.

New Types of Active Powers

Faith

Faith are a new type of Active power which are granted to followers of the White God (missionaries, crusaders, etc). These powers represent the power of the White God or saint amplifying the effect. Faith powers aren't spells, so they cannot be interrupted and do not gain any bonuses from Focus, instead they gain a bonus equal to the Miracle condition intensity. All numerical values that appear in Faith powers are boosted by the current Miracle condition intensity. Unlike Focus, Faith bonuses are included when playing Amplify metas.

There are a few attributes Faith will not boost: Faith, Condition intensities, Flow, Focus, and Wyrd.

Void

Some practitioners of magical arts have discovered the magic which governs the building blocks of the universe. This magic is known as Void Magic since its origins come from Ginnungagap itself. The related powers are marked as the {Void} type. This energy became visible only to the most astute when it coalesced in the crucible of life, the space between Muspelheim and Niflheim. The "steam" within the crucible gave birth to Yggdrasil the cosmic tree. The currents of Void magic swirl around Yggdrasil coalescing to create primordial life (Ymir, Audumbla, etc) and it exists in a form which enables those who understand, to use it to create more life and conscious realities.

Most things in the known universe have been created either by "spontaneous creation" or as a result of Void magic. The beauty and perfection of a tree, its lifecycle, it's vitality and its ability to manifest *Verwandlung* came about as a result of Void magic- Void magic created other types of magic. Most Void spellcaster initiates create monstrosities due to their lack of finesse and inability to repel the "madness" (see page "Optional Role-Playing for Void powers" on page 74). Orlog have coined the phrase "the madness" to mean the inexplicable "presence" and "force" which seeks to infest, manipulate and subvert their Void use. This alien presence seeks to hijack the creation for some inexplicable purposes is a very real and omnipresent threat. The force seems to come out of Ginnungagap from a distant and unknown origin. Some have proposed that it is the willpower of the ancient Alsvatr which return on the currents of Void magic. The impact on the caster is pronounced as they struggle against "the madness" that wishes to exert their influence upon the

worlds of Yggdrasil.

Alfar are the living embodiment of Void energy and they act as magnets that give Void energy motion and purpose. The two polar Alfar are known as the Lios and Svart (light and dark). Their contention is what swirls the Void magic making it come alive with purpose and destiny.

Gods have a talent in seeing and manipulating Void magic, but mortals may only grasp small portions of this incredible power, and even then, it may consume them. Spells conjured by Void magic are raw and more unpredictable, but usually have a much more pronounced effect. The greatest practitioners of Void Magic are Vafthrudnir, Frey, Odin, Vili, Ve, Lodur, and Hoenir. For example: Odin and his brothers created mankind, Lodur and Hoenir refined them by instilling passion and logic.

There are many branches of knowledge within Void magic:

- The knowledge of how to create all forms of life. This involves creating something out of the Void, giving it a cycle of birth, growth and death. A primary example would be a plant, but a humanoid fetus would also fit into this sphere of wisdom.
- The knowledge of how to manifest spirit, consciousness and thought. Examples would include curses upon places, hallowed ground, dream/nightmare space, a vaettir, or a Disir spirit. These effects are bound to a location and as a result are stationary or they are bound to some other life-form.
- The knowledge of how to bestow motion, change and consequence. This includes animating a body or granting motion to a spirit. Change can also occur when someone says "I love you" or when someone swears a blood brother oath. This change may be immediate or it will reveal itself over time.
- The manipulation of destiny and the preordained. This includes unchangeable events and the logical process of thought. How one arrives at a conclusion based on their life experiences is a good example of this cause-and-effect.

More branches of knowledge exist, but they are beyond mortal understanding. Orlog and Voelva can utilize Void magic, but the Alfar play with its nature. The Dvergar understand the principles of Void magic. They are crafters of a different sort, using more tangible ingredients in their creations, but the process is very similar. As a result, Dvergar refuse to believe the Norns about the outcome of Ragnarok- they know the Alfar can change the preordained. To them, destiny is but a construct- albeit a very

complex one.

Void magic is a violent art. Adrenaline, conflict and strife are all required in the casting of Void magic, much like the violent struggle between Lios and Svart Alfar. For this reason, Void magic may only be performed during combat and will not manifest if the struggle isn't real and deadly.

Void has a sub-type called Creation magic (see below). When Void magic is used in order to conceive new a new reality or life, that new creation, if conscious will have its own will and agenda, but it will have a positive disposition towards its creator. The game Norn is free to decide who controls the creation, either the Norn or the Orlog player. This could come down to how many Animal Empathy ranks and are there enough to control their creation, or will it be the Norn who plays the runes for the creation.

{Void} Mechanics

Void powers manifest themselves by using the building blocks of the universe. As such, they are magic in its purest form. Void spells have two sets of meta tags. The first is for the player, the second called the "Reverberating Meta" is for the Norn (encapsulated by the < > symbols). The Reverberating Meta set represents the cosmos contributing random elements to the spell. This almost always includes "the madness" (represented by the Gloom meta) which looks to ensnare the Void practitioner.

When the Void spell rune-chain is played the universe asserts its influence in the form of the Norn playing a number of runes equal to the Void spell rune-chain length. If the Norn pulls a matching Trait sequential pair (PP, MM or SS), then the cosmos and/or madness has infested the spell. Every pair of Traits pulled in sequence will result in an alteration to the initial {Void} rune-chain as defined by the Reverberating meta. By default, unless otherwise specified, the Reverberating metas are:

<Amplify, Abate, Gloom>



PP = A free Amplify meta has been added to the effect

MM = See the Abate meta tag for details (page "Abate" on page 78)

SS = See the Gloom meta tag for details (page "Gloom" on page 80)

The Norn is encouraged to create special Reverberating Meta combinations for special situations and locations.

Example: An Orlog plays Gate Ancestor with an Ampli-

fy and Permanency meta tag. The Norn draws 3 runes in sequence and gets P, M, M. The pair of M runes means that an Abate meta tag has been triggered and the Norn removes the Permanency meta tag from the Rune-chain. After the Norn has made the adjustments to the initial rune-chain, then adjusted rune-chain triggers. In this case there will be no cost to the caster related to the Permanency meta tag since the meta wasn't there when the chain triggered.

Example: The player rune-chain has 4 runes. The Norn pulls M, S, S, S. In this result the first 2 S runes are paired, and the last S rune does not have a pair.

Optional Role-Playing for Void powers

Void powers wouldn't have "the Madness" associated with them if the Alsvartr had never been exiled, or if the time period being played was unfolding after the Alsvartr have returned. But in most campaigns, the Void magic will be inexorably tied to "the Madness".

Learning a Void spell is a far from trivial. When a dweller binds a new rune to a {Void} power, "the Madness" will encroach on the Orlog and a +1 "Madness" Possession intensity will be added. The spellcaster is burdened with depression, hallucination, erratic behaviour and suicidal tendencies. So being in someone's care is essential.

When a {Void spell} is invoked, a minor madness may take hold and the Orlog should be role-played in an erratic state for the next combat round.

Creation Spells/Alkas/Gates

Creation spells are a sub-type of Void magic- all Void magic mechanics apply to Creation magic spells. Creation magic spells have a special set of creation rules associated with them.

{Creation Spell} Mechanics

Creating life is just like gating a creature on the battlefield, except the creature's board is custom made using a Composite board and some Slot boards. The Composite board is defined by the {Void Creation Gate} active power, and the Slot boards are learned via the "Life Elements (X)" skill. The other difference is that {Void Creation Gate} active powers usually have a Permanency meta tag. This allows the caster the option to keep the creation as a permanent new being.

Life forms created by Void Creation magic will not obey their creator as gated or summoned creatures would. They will however have a positive rapport with their creator. Every Animal Empathy rank will increase the close-

ness of this empathic bond.

After the battle, if the creation was made permanent with the Permanency meta tag, then it will exist until killed or it dies from old age. How long it sticks around is based on the Animal Empathy skill as well as the level difference between Orlog and the creation.

Table1: Creature Allegiance	
Animal Empathy Skill Check	Duration
Less than 2	Leaves Immediately
2-3	1 Hour
4-5	1 Day
More than 5	2 Days

After a creation leaves, it sets out to procreate and build an entire species. Since they are alone, their process to beget children will be similar to what occurred when Ymir spawned his brood (they were spontaneously begotten out of his body). Void magic allows for progenitors to spawn the first few generations of descendants via spontaneous creation from their own bodies.

Example: Svanir wishes to create a lifeform which is stationary but sucks out the life energy from those around it. He builds his creation in the following manner...

Divine

The Godi wield Divine powers. Divine Active powers are gifts granted by deities who are mighty and powerful. The Godi seldom devote themselves to only one deity. Most serve several gods or giants from a given pantheon, while some will even serve more than a single pantheon.

The Godi chooses 1 to 4 divine patrons to whom they will devote themselves. They place the divine patron's 3x3 Slot power/skill board into one or more of the corner quadrants of the Godi Composite board. If the divine patron has more than a single Composite Board available, then the player must choose which board appears in that slot. Depending on the location slotted, the location/order of the powers/skills will vary. If a Godi chooses to follow less than 4 divinities, then they must slot a divine patron's board more than once. If they have patrons who

offer more than one Slot board, they may choose to slot different ones in different corners.



The player decides into which quadrant a divine patron's board will fall. Powers/skills that fall into the outer Fylgia ring are locked to any dweller who doesn't have a Fylgia.





Figure 4. Above is an example of a Godi choosing 4 patrons: Idun, Thor, Sif and Frey.

Figure 5. Example 2: Below is an example of a Godi choosing 3 patrons: Thor, Sif and Ull. The repeating Ull 3x3 board retains the same power/skill positions (denoted by the numbers)





Figure 6. Above is an example of a Godi choosing only 1 patron: Ull.

The quadrants chosen for each patron must remain the same for Active and Passive powers, as well as skills. For this reason, the placement location is very important.

The limitations of which patrons may be selected boils down to the patron's code of discipline. When selecting multiple patrons, patrons with conflicting codes of discipline may not be chosen. It is in the Godi's best interests to choose divine patrons who coexist in harmony. It will be much easier for the Godi to curry favour when the patron interests are similar.

Most patrons have 2 codes of discipline, and a 3rd one is applicable if the game unfolds during Ragnarok (most likely the case).

It is very important for a Godi to remain true to their patron's code of discipline. Divine patrons disposition will fall into 3 categories: angered, uncaring, pleased. A new dweller will start a campaign with all patrons at the uncaring level. Performing a proper Faining will cause a patron

to become pleased. Not following the patron's code of discipline will reduce the patron's happiness by 1 level per infraction. A Blot is required to move a patron's disposition from angered to uncaring.

ANGERED



Blot

UNCARING



Faining

PLEASED

Patrons also have rules concerning sacrifice (faining and blot).

A patron who is pleased will bind a power or skill rank to the Godis' Void rune. When the Void rune is played, it may be used for any *one* of the bound powers (see Multiple Void Rune Powers on page "Multiple Void Rune Powers" on page 66). For Passive powers and skills, the effect is continuous.

ANGERED



Contradicted the code of discipline

UNCARING



Failed to follow the code of discipline

PLEASED

An angered patron will apply a -1 to all skill checks (except Blot/Faining).

{Divine Spell} Mechanics

Every time a Divine power is used, it triggers the Godi's specialization Passive power.

Every power on patron boards are considered to have the

{Divine} type in addition to any other types listed. This descriptor is disabled for powers granted by an angered patron.

In the rare cases that a patron should die, or decide the Godi is no longer worthy, the Godi's powers and skills granted by the patron are lost. Treat these runes as unbound, only generic actions are possible. It is the Godi's duty to then find another willing patron, prove themselves worthy (taking up a quest for the new patron) so that the new patron's power and skill boards may be used.

Providence

Providence powers are only available to those with a Maximum Divine Potence (MDP) greater than zero.

Providence powers apply a bonus to all valid numerical values in an Active power, with exceptions noted below. Number written out as a word are not boosted by the bonus. The bonus is equal to the Trait score that matches the rune played as the root of the Active power. This bonus is applied before resolving the meta tags (if any).

There are a few numerical values that Providence will not boost: Divine Potence, Faith, Condition intensities, Flow, Focus and Wyrd.

Example: Immortal's Bash (If your DP > 0, perform an Attack action with +1 DF bonus and apply Knockback [Counter P]) has been bound to the Tiwaz rune. The Son of Muspel's Physical Trait is 5. When Immortal's Brilliance is activated, before the meta tags are applied, add 5 to the damage bonus for a total bonus of +6.

Passive Powers

Summon

It can be argued that there is a special bond between a dweller and their summoned thane. If that is the case, then the Norn may apply two modifiers on the relationship:

Grant the dweller and the thane some communication shortcuts, like a special whistle to call out commands to the thane.

If the thane should ever die, the dweller is grief-stricken and must perform an Ultimate Sacrifice +1.

New Passive Powers

Bloodline

A dweller and denizen cannot have more than a single Bloodline Passive power. The first one obtained is the only one which will be active, no matter how another may have been obtained.

Primal

Immortal Passive powers are known as Primal. They cannot be used if MDP = 0, so it is useless to infuse them into magical items that are to be used by mortals.

Skills

Infuse

There are many new archetypes which have been introduced in this book. Along with those archetypes are numerous new powers and skills. Here are the adjustments:

- As a general rule of thumb, any archetype that requires Disir levels may not have their powers infused by anyone without Divine Potence.
- Immortal board powers may only be infused by someone who has Divine Potence. The power donor must also have Divine Potence.
- Angel of Death powers may never be infused.
- Mortals holding an item infused with DP or immortal powers will be burned at a cumulative Ultimate Sacrifice +1 per round. An immortal may loan an item to a mortal, but the immortal consecrate the item by permanently losing 1 MDP until the item is returned.

Crafting and Miniaturize

Clarification: Crafting and Miniaturize are two different skill checks, independent of one another.

Meta Tags

Abate

Playing the Abate meta tag on your own {Interrupt} rune-chain allows you to remove the last meta tag runes (right-

most) in the rune-chain that you were responding to with your {Interrupt} power. The removed rune is immediately returned to the Essence bag.

The effect of the rune which was removed is nullified immediately upon the use of the Abate {interrupt}. From this point onward, the effect should be adjusted to reflect this new reality. If the power is one which involves multiple actions, previous actions should remain “as-is” (do not go back and retroactively change the results; example Death Charge).

If an Abate meta appears on an offensive rune-chain, then if a defense is mounted, the last defensive meta played will be Abated. If no defensive metas are played, then the Abate on the offensive rune-chain has no effect.

Example: A Wight Sovereign casts Soul Transfer {Seith Spell} with 1 level of Possession being used to ass an Amplify meta and two runes played as a pair of Amplify Meta tags. The defender uses 3 Abate metas in their {Interrupt} defense. They remove the last 2 Amplify meta tags, but cannot remove the virtual meta tag from Possession nor can they remove the root rune.

Area

Area is not a new meta, but it is being redefined to allow for a greater flexibility. When the Area meta is played, the invoker of the meta must choose one shape for the area:

- The standard sphere (Core Rulebook page 105)
- A Cone shape (below)



Cluster

By default, an Active power will target one combatant. The Cluster meta will expand the reach of the effect to anyone adjacent to the target (immortal definition of 15').

For harmful effects, the combatant using this Meta will not receive the effect even if they are within the total area of effect. If the effect is beneficial, then the combatant using this Meta may choose to receive the effect.

Every additional Cluster Meta will increase the area around the target: Adjacent to Nearby, and eventually Distant (see page “Immortals Upon the Battlefield” on page 92).



Echo

The Echo meta isn't new, but it has a more prominent role within the pages of this book. If two runes are morphed in order to produce the right Trait for an Echo meta, then both runes will be placed into Drain when the Echo resolves.

Expanse

Some Active powers will target the one who initiates the power (target self). The Expanse meta will expand the reach of the effect to anyone adjacent to the initiator of the power (immortal definition of 15').

For harmful effects, the combatant using this Meta will not receive the effect even if they are within the total area of effect. If the effect is beneficial, then the combatant using this Meta may choose to receive the effect.

Every additional Expanse Meta will increase the area around the initiator: Adjacent to Nearby, and eventually Distant (see page "Immortals Upon the Battlefield" on page 92).



Fortify

Defensive Meta (can be triggered more than once)

Fortify helps deal with area damage. If you are caught in an area effect as a result of an Area meta or an Aura effect, this meta will halve the damage received. Each additional instance of this meta will shield and apply the damage reduction to another combatant who is standing in your rear arc (the 3 immediate hexes behind you). This meta can be placed only on shields.

Gloom

The Active power adds 3 free metas (1 of each Trait type) and inflicts +1 intensity to "the Madness" Possession condition [Counter: none] (see page "The Madness" on page 81) to the individual evoking the power. If they

are already at intensity 4, then "the Madness" will affect an adjacent combatant.

When the Madness condition increases upon a combatant by a Gloom meta during a combat, the Norn should include a brand new combatant which only the combatant who triggered the Gloom can see. This combatant is a shade with Taunt 4 which only affects the combatant in question. The shade hallucination could be any creature with a level equal to half the combatant's level. The damage effects of the shade are very real and can kill the combatant, and thus must be dealt with expeditiously. The Norn can make the shade a single hit monster (once hit it dissipates forever) or the Norn can make it a much more challenging design.

When Gloom applies "the Madness", it will also apply the same Possession condition intensity on all creatures on the battlefield which have been recently created by {Void Creation Spell} (last 24 hours).

If Gloom adds another Permanency meta, the Permanency cost must be paid an extra time.

Permanency

As soon as the Permanency meta tag is played, the effect remains indefinitely, and the rune-chain is returned to the Essence bag (same as when a Maintain meta tag is released). Powers with the Permanency meta tag will specify under what conditions the effect may end. A Permanency meta tag also requires the initiator to perform an Ultimate Sacrifice +2. This sacrifice cost doubles for each other Permanency meta tag was already played in the last 24 hours.

Example: If this is the third Permanency being used in the last 24 hours, then the Ultimate Sacrifice is +8 (double and then double again).

Implications of Permanency

If a Permanency is placed upon an Alka rune-chain, then the Alka remains in place forever.

If a Permanency is placed upon the a Gate effect, then the creature has been brought to this place without a means to return home.

If a Permanency is placed upon the creation of a new species, then a new species is born. Usually a new species will magically birth children without the need for a mate. Much like Ymir spawned his own progeny. A new species will also be intriguing to other races, and out of morbid curiosity, the new creation may be placed into dangerous

situations.

If a Permanency is placed upon a Shapechange or Transformation power, then the new shape remains forever. This is extremely traumatic in the case of a Transformation. Transformation replaces powers and abilities including natural abilities such as speech. The fact that memories remain makes it especially traumatic.

Removing Permanency Effects

Special spells and effects may dispel the magical binding. They are few and rare. It is said that the longer the permanency is in effect, the harder it is to break apart with these special spells. There are rumours that inverted magic used by the Alfar has the ability to dissolve such bindings.

Implications of Permanency

Should someone begin to create wondrous and benevolent effects which affect wealth and living standards, word will begin to spread. During Ragnarok, news of this type would spread a thousand times quicker. The attention received may not be something desirable, so every Permanency should be considered carefully.

Range

The Range meta used by immortals and Providence/Primal powers works somewhat differently. If the area of effect is Adjacent, then adding a Range meta will increase it to Nearby. A second one will make it Distant. For complete information go to page “Immortals Upon the Battlefield” on page 92.

New Conditions

The Madness

The Madness is the manifestation of desire by extraordinarily powerful immortals. The Muspli Jotuns exiled the Alsvatr at a great cost in order to save the denizens of Yggdrasil. Of the Alsvatr, only Nidhogg remains, the others are sealed in their starry prisons on the other side of Ginungagap. But they hunger to return and the vessel which they have chosen is Void magic. It is a powerful current which they wish to ride back to Yggdrasil. The Alsvatr don't need their physical forms in order to return, it is enough to return in consciousness, and they will rebuild their bodies using Void Creation magic.

On the playmat, this condition is marked and tracked on the Possession condition location. “The Madness” is stronger than other types of possession and will force Lost Souls out of the host body (reset the Possession counter). “The Madness” has a very strict and rigid agenda:

- Win the battle by any means necessary
- Help Nidhogg's followers above all others
- Spread the use of gloom
- Seek lore relating to the Alsvatr
- Seek out the Svartalfar
- Free Nidhogg
- Hasten the return of the exiled lords known as the Alsvatr
- Recruit loyal and obedient followers
- Establish a kingdom which awaits the return of the exiled lords.

Since the primary agenda is to win the battle, “the Madness” possession allows the host to play their own runes unless there is a conflict of interest- ie. The host is fighting against followers of the Alsvatr (Nidhogg). Possession caused by “the Madness” also boosts Seith Magic as per the normal possession rules.

Outside of combat, however, the possession will have a more pronounced effect. This type of possession is more nefarious than standard Possession. It cannot be diminished via powers or skills. Only the passage of time will alleviate “the Madness”. Every 24 hours (or another interval determined by the Norn), “the Madness” Possession will diminish by 1 intensity. While the host is gripped by “the Madness”, they will work to enact the agenda outlined above.

Some players may be incapable of role-playing “the Madness” agenda. In those cases the Norn should step in and hijack the dweller from time to time and play out some of the actions.

At intensity 4 the victim devotes their life in its entirety to the return of the Alsvatr. The victim will continuously seek to maintain “the Madness” at maximum intensity, even if it means casting Void spells upon allies. Some say that at this stage, one of Alsvatr have returned and dwell within the victim.

Miracle

Miracle uses the Curse condition zone on the play-mat in order to track its intensity. Access to the Miracle condition is granted by special powers and skills. Every time the dweller or denizen follows a Commandment (or abstains from one of the Deadly Sins) when it is inconvenient for them to do so, they gain a +1 intensity to the Miracle condition. At intensity 4 an Intervention will occur when the dweller or denizen is in dire need- the Norn or the player may evoke the effect, however the Norn is the one who determines the effect. An Intervention can take on many forms and will always be important/life-changing/awesome.

example: The missionary has Miracle at intensity 4. They are about to be slain by an enraged jarl. The player invokes the Intervention, and the Norn decides that the jarl spares the dweller's life.

example: The missionary has Miracle at intensity 3. A town is disease ridden and there is very little food. Despite not having eaten for days, the Missionary comes across some food, but decides to forego their portion and they donate it to a starving mother and child. The Norn decides that this will increase the Miracle intensity to 4. Later the Norn invokes an intervention attributed to the Missionary dweller as the town's disease is mysteriously cleansed.

Once an Intervention has occurred, reduce the Miracle condition intensity by 1 (down to intensity 3).

The breaking one of the 11 Commandments or partaking in one of the 7 Deadly Sins will diminish the Miracle condition intensity by 1 (or more, depending upon the Norn's discretion).

The 11 Commandments:

1. Thou shalt love thy neighbour as thyself.
2. Thou shalt not have any other gods before me
3. Thou shalt not make unto thee any graven image
4. Thou shalt not take the name of the Lord thy God in vain
5. Remember the Lord's day, to keep it holy
6. Honour thy father and thy mother
7. Thou shalt not kill
8. Thou shalt not commit adultery
9. Thou shalt not steal
10. Thou shalt not bear false witness against thy neighbour

11. Thou shalt not covet

The 7 Deadly Sins:

1. Lust
2. Gluttony
3. Greed
4. Sloth
5. Wrath
6. Envy
7. Pride

Afterlife and Disir Level

In the *Lords of the Ash*, Disir and the afterlife come to center stage.

Afterlife

Valkyrie dwellers may help mortal war-band members when they die. This is no guarantee that the soul will be accepted into one of the heavens, but it does help when a Valkyrie vouches for the soul she has brought to the gates.

If a Valkyrie dweller brings another mortal dweller's soul to the heavens upon death/funeral, then the Norn draws 2 extra runes when determining the Afterlife Wyrð.

Burial and Epitaph

Will so many new options for Disir level progression, dweller death and their funeral rights are more important than ever. Upon a player's dweller ascending, the player should write down all of the epic deeds the dweller achieved while alive. Then they should take note of the burial method (interment or cremation) and all of the possessions passed into the next life. This become important should a future dweller have the "Ascended" attribute (see page "Ascended" on page 67).

Ascended Dweller

An Ascended being has access to all items buried or cremated along with their corpse. There are pros and cons for the burial ceremony chosen.

Burial:

- Burial is a good way to honour those who have very large estates which will be accompanying them on their journey.
- A specific tomb/crypt/barrow needs to be erected, which carries addition cost and effort.
- All items left at the burial can be accessed from either the burial site or the place of rebirth (Valhalla or Glassisvellir).
- Any new items consecrated and left at the tomb become available to the ascended dweller.
- Items left at the burial may be stolen by evil and unscrupulous grave robbers. The Ascended being would be alerted to anyone removing their possessions from their crypt. Once removed, the dweller loses access to them.

Cremation:

Immolated possessions do not carry the same risk, but also to not gain the same benefits which a tomb or barrow would bestow.

- Cremation must destroy the body and items in their entirety (coal will be required to achieve high temperatures).
- All items cremated along with the body instantly travel to the place of rebirth (Valhalla or Glassisvellir).
- No more items may be passed onto the ascended dweller at a later date.
- All items are secure in the place of rebirth (Valhalla or Glassisvellir).

Epic Retirement

Rather than have a dweller die and possibly get brought to one of the ascended halls, a player may choose the option of epic retirement. This is where the dweller is permanently retired and the player gets an Afterlife Wyrð just as if the dweller had died. Success means the dweller now becomes an important denizen (who is controlled by the Norn) in the world and may show up as a recurring ally/enemy in future adventures.

In-Game Afterlife Bonuses

The Norn should also consider adding Afterlife Wyrð bonuses as rewards for exceptional play. For example,

should a Godi of Frey restore his temple at Uppsala as a personal quest, going above and beyond what the group's quest goals may have been, then the Norn may grant a +2 Afterlife Wyrð bonus. This bonus should be kept secret, and when the dweller eventually dies, the Norn would grant the player an additional 2 draws when performing their Afterlife Wyrð.

Other Ascended Options

The scope of this book covers halls belonging to Odin and Surt. However, should you feel adventuresome, you may choose to flesh out Folkvangar (Freya's dominion), Drekkjahlalla (Ran's underwater hall) or some other afterlife mechanics for Celtic, Baltic, or Skraeling gods/spirits.

Dweller Creation

Lifepath System

Oftentimes the players will create dwellers with elaborate histories, only to never get to draw them into the game. The cause may be a Norn who has too much to manage (rich histories for six players) or a Norn who does not see how the history can play into the planned storyline.

The first problem is easy to handle. Players should present a cue card to the Norn listing a single-story element that could be interesting to both the player and the Norn. This would limit the number of story variables the Norn would have to deal with.

The second problem is harder to resolve. It should involve a deeper discussion of how the two could intersect. Perhaps the history has evolved and will intersect with the Norn's plot in a different way than first intended. The key is having a good dialogue between player and Norn.

Lifepaths for Followers of the White God

The missionary will have slightly different backstory than your typical Viking. The table below is meant to solidify the Missionary's background in the world of Midgard. One rune should be drawn in order to determine the Missionary's past.



Table2: Missionary Lifepath

Rune

History



You were sent by Aethelstan to spy on the peoples of the Great Isles. Over time you grew to respect them.



You were a founding member of a cloistered monastery on some remote island. Once day raiders discovered your religious outpost and you left with them.



A chieftain from Midgard was visiting Emperor Otto. The Holy Roman Emperor suggested that you return with the chieftain in order to teach him more about the New Faith.



You were captured near the Danevirke and subsequently tortured. A war-band took pity on you and purchased you from the slave trader.



You have been proselytizing around the Baltic when a community took you in. You taught them about the White God and performed many sacraments.



You had a disagreement with the Abbot of Iona and were sent away to repent on your sins.



You have been chasing out demons and monsters from terrified communities in Islandia, in the process gaining positive notoriety.



Your miraculous visions have taken you north beyond the Danevirke.



You were chased out of the Baltic lands, but found a welcoming home in Pohjola. You were welcome to stay so long as you kept your beliefs to yourself.



Your charisma has allowed you to approach a powerful king. He has taken you in as one of his advisors.



You married a young couple in Trondelag, but the local Godi accused you of breaking tradition and custom. You and the couple were banished.



You travelled to an abbey of great renown. As soon as you arrived, you received a miracle, and were marked with Stigmata.



You ingratiated yourself to a town in Norrland when you helped them bury the dead after a bloody war with their neighbours.



You have always been outspoken and true to your convictions, even if it lands you in hot water. You were imprisoned in Strathelyde until the king of Alba paid your ransom. How you owe him your life.



You had the honour of travelling for a time with Haakon the Good, heir to the throne of Norveig.



You join a group of crusaders as they claim land in the name of the Holy Roman Emperor. You quickly realize this path of violence is not the way to win the hearts and minds of Midgard.



To atone for a grievous sin, you have taken a vow of silence and celibacy. It is nearing its end.



You are chased by a blood-thirsty warband that wishes to see you suffer. You believe that they are possessed by demons and sent to test your resolve.



In a monastery, you kept busy rewriting important manuscripts. One day your hand was possessed and you wrote for an hour, as if possessed. No one understands what you wrote in some strange language. You have departed with the manuscript, seeking answers.



The power of the White God flowing through you has begat miracles, and now the locals believe you to be a new pagan god. Not wishing to confuse them, you fled in the middle of the night.



You travelled to a reclusive monastery in order to expand your training. They were an order of flagellants who showed you a new perspective on the natural order of the universe.



You met a kindred spirit in another missionary and spent months travelling together. Then one night, he disappeared.



You spent a time in Uppsala learning about the gods and giants. As a result, you are amicable and approachable by various Godi.



Long ago you were a crusader, and your hands were stained in the blood of hundreds. At a moral crossroads, you became a missionary to atone for your sins.



Wyrd 2 more times and keep both results

Disir Level Rewards

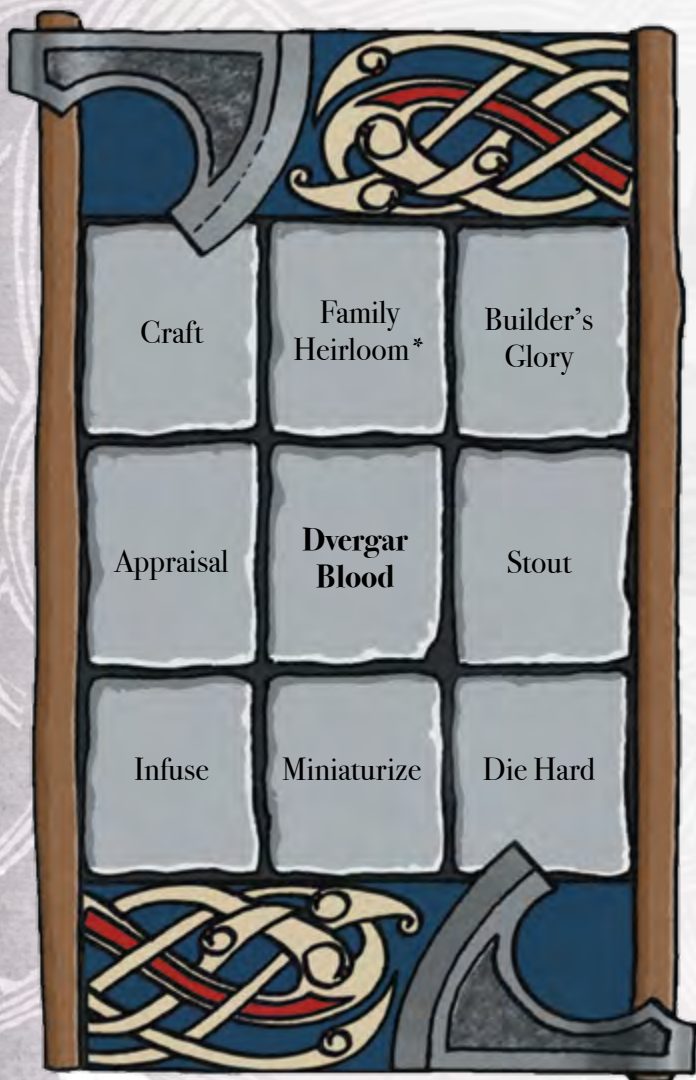
In the Core Rulebook, several dweller upgrades are listed on page 134 for players with a Disir level greater than zero. More are added below. Some grant access to special Bonus boards, that behave similarly to Power and Skill boards (see Bonus Board on page “Bonus Board” on page 66).

Dvergar Blood

Requirement: 3 or more dwellers in the heavens

Cost to buy: 2 levels

Benefits: Somewhere in your ancestry, your bloodline was touched by an immortal Dvergar. Gain access to the Dvergar Blood Bonus board (below).



* A family heirloom can be a weapon, shield, armour or accessory. It will have a QR equal to 75% of the dweller's current level. The QR can be spent on Craft attributes only.

Specialized Hero

Requirement: 2 or more dwellers in the heavens

Cost to buy: 3 levels

Benefits: You may fill your own 3x3 board with a personalized selection of powers and skills. In all, three boards should be created, one for Active powers, another for Passive powers and the last for Skills. Every 6 levels you can chose a power and skills from these personal boards.

Valkyrie Blood

Requirement: 2 or more dwellers in the heavens

Cost to buy: Base level of the denizen + 1

Benefits: You are a child of a Valkyrie. Since Valkyries are known to subsume human lives, they can also get pregnant and can give birth. Someone who is a child of a Valkyrie can read the surface thoughts of others. The Sense Motive skill gains an inherent +1 bonus and the result of the skill check not only grants intent, but also up to three surface thoughts running through the person's mind. A child of a Valkyrie also gains better insight into the future and so they gain an inherent +1 bonus to the Omens/Portents skill. Lastly they get to pull 1 extra rune when they perform their Afterlife Wyrd.

Half-Breed

Requirement: 4 or more dwellers in the heavens

Cost to buy: Base level of the denizen

Benefits: You may choose any humanoid denizen species that could have conceived with a human (Norn approval required). You gain half of the Base Powers (round up and chosen by player) and average the size between both species. Whenever you gain a level, you may dip into these boards for powers or skills (instead of your other boards- ie. Archetype and other Disir).

Dweller Leveling

When you gain new dweller levels, you already get two options:

- For 1 level, you may increase your Essence
- For 2 levels, you may increase your Destiny

Now a 3rd option becomes available:

- For 2 levels, you may unbind a rune in order to rebind it to a new set of powers/skills

For 2 levels, you can unbind a rune from your power/skill boards and rebind it to a new cell (must be a legal option—i.e., adjacent to a power/skill you’ve already unlocked). This option becomes very important for high level campaigns when Essence is nearing or at 24, and dwellers have assumed more than one archetype. This allows a player to unbind older powers and re-use the runes to advance further when moving through multi-Archetype boards.

Immortals

While immortals may seem more powerful than mortals, mankind is special in other ways. Mortals are more nuanced in their ability to interact with the world around them. An immortal may effortlessly blanket the battlefield in destruction (ex: Expanse Meta tag), but they will destroy everything in that area. Humans are more discerning and accurate (ex: Area Meta tag) but it requires much more effort to achieve the scale that immortal can affect. Some may even see mortals exceeding what immortals can do—this is why many divinities admire Midgard’s human race.

Creating an Immortal Dweller

The immortal rules have been designed from the group up in order to be friendly for online play. All powers, effects, and number management has been designed with players getting together online.

Select Ascended Dweller

When selecting an immortal archetype that has the “Ascended” attribute, it will require the player to take one of their old dwellers which succeeded their Afterlife Wyrd and remake them as an Ascended Immortal (Einherjar and Son of Muspel).

When selecting an immortal archetype that has the “Primal Being” attribute (i.e., Valkyrie), it will require the player to create a brand-new dweller which has just subsumed a mortal life-force. A Valkyrie may subsume any being that is not a Missionary, nor an Angel of Death. The dweller must have as many levels as required by the Norn for the given campaign. The dweller’s levels will be used to bind a mortal archetype.

Adjust the Level

The level of your immortal dweller must be paid out of your total available dweller level. The dweller who has died must have their level adjusted for the current campaign in which they will be participating. If the ascended dweller is lower level than the adventure/campaign that they will be joined, then they must be leveled up to the average dweller level in the group. Similarly, if the ascended dweller is higher level than the adventure/campaign that they will be joined, then they must have some levels removed. Removing levels entails a combination of reducing Destiny and/or reducing Essence and removing runes/powers/skills from the dweller.

Example: Jane is making a Valkyrie dweller and the Norn has asked everyone to make level 15 dwellers. The archetype requires her to pay 5 levels for the archetype so she will have 10 levels to spend on Essence and Destiny.

Bind the Valknutt Rune

The player must select one of the immortal archetype’s specializations and the Valknutt rune is used to bind the Trait, powers and skill (see page “Valknut Rune” on page 87 for more about the Valknutt rune).

Rebind Essence to Immortal Boards

A fraction of the Essence which was previously bound to mortal boards can be unbound and re-bound to powers and skills found on the immortal archetype’s board. The maximum allowable runes are equal to the Disir level minus four.

Example: The Norn has asked everyone to make level 15 dwellers. Bob had an old level 17 Stalo who died and ascended as an Einherjar many months ago. If he uses this dweller, he will need to remove 6 levels from that dweller build (-2 levels because it was too high to begin with, and secondly an Einherjar costs 4 levels). Bob will spend 11 levels buying Essence and Destiny for his Einherjar. Since Bob is Disir 5, he gets to rebind 1 rune from the Stalo board and rebind it to the Einherjar board.

Set Providence

All mortal Active powers gain the {Providence} type. Several Meta tags change on mortal powers: Multi becomes Cluster, and Area become Expanse.

Set Divine Potence

See page “Divine Potence” on page 88.

Godi Immortals

When a hero dies upon the battlefield, sometimes the Valkyrie’s choice may override their own convictions. In a twist of fate, a follower of the Aesir may end up in Glas-sivellir. Thankfully most mortal memories and allegiances are forgotten when the immortal experiences rebirth. Their thoughts and allegiance are for their new birth-home and kinsmen.

When a Godi dies and is brought to an immortal hall, it is possible that one or more of their Patrons are on the opposing side of the conflict. In those cases, the Patrons will abandon the newly reborn immortal Godi and it is up to the Godi to choose new Patrons from among the divinities that inhabit his new home.

Depending on the timeline, some gods such as the Vanir may still be on the fence in terms of who they’ll back. In those cases, the Patrons remain until a decision is made.

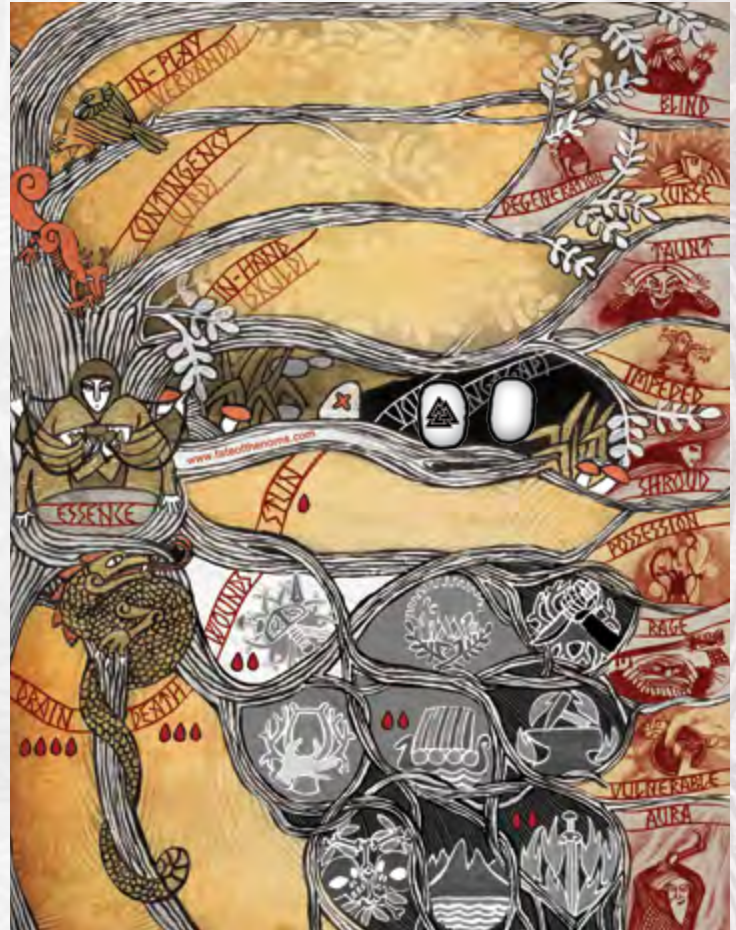
Valknut Rune

The Fate of the Norns rune set has a Valknut rune which is put to use in conjunction with the new immortal rules found in Lords of the Ash. The Valknut rune behaves in the same way the Void rune does. When selecting a specialization for one of the immortals (Einherjar, Son of Muspel, or Valkyrie), the Valknut rune is used for the specialization binding. This allows for the old specialization to remain using the Void rune.

The Valknut rune resides in the Void pile when not in use. When a dweller must Wyrd (for any reason such as combat or a skill check), both the Void and the Valknut are drawn into the In-Hand pile. During the Cleanup phase, the Valknut rune returns to the Void pile unless it is part of a Maintained or Open rune-chain.

The Valknutt rune may also be used to activate magic items. Items infused with Immortal powers may only be evoked using the Valknutt.

Unlike the Void Rune, the Valknutt rune may be rebound more than once. Every time the immortal gains a level, they may rebind the Valknutt rune to a different specialization for their chosen archetype. This choice will be binding until they achieve a new dweller level.



Divine Potence

Divine Potence is the representation of a great being's divinity and immortality. The higher the value, the more miraculous their ability and the harder they are to kill. The Divine Potence rules below override the Divine Potence rules in the Core Rulebook.

Divine Potence (DP) is represented on the game table by tokens. Player controlled Einherjar, Sons of Muspel and Valkyries have access to DP. Any higher power, including Norn-controlled denizens who have access to DP, will accrue these tokens.

- **Maximum Divine Potence (MDP):** The maximum Divine Potence attainable at any given time
- **Base MDP is calculated = Disir level - 4**
- **Current Divine Potence (CDP):** The current Divine Potence after some of it has been spent or lost

Note: MDP may be increased (see page "Increasing Maximum Divine Potence" on page 89).

Spending Divine Potence

An immortal begins combat with a number of CDP equal to their MDP. When DP is spent to perform actions or power certain effects, the CDP is reduced by the DP cost of the effect. An immortal cannot spend DP they do not have, so CDP must be equal or greater than the DP cost of the effect.

No more than 1 DP token may be added to a single action or rune-chain.

Options in combat:

- 1 DP token may be spent to add any valid meta tag to an Active power rune-chain. Valid Meta tags are those already listed for the power in question. The rune-chain cannot have any Open or Maintain metas.
- 1 DP token may be spent to perform an Attack, Defend (during Action phase only), or Move action (during Upkeep or Action phase only).
- 1 DP token may be spent to take 1 rune from the lower damage piles (Stun, Wounds or Death) and place it back in their Essence bag. While conscious and as an {Interrupt} before resolving the damage.
- 1 DP token may be spent to perform a [Counter] against an undesirable effect.
- 1 DP token may be spent to reduce the cost in overcoming Blind or Shroud. Each DP is equivalent to a rune.

- 1 DP token may be spent to reduce 1 intensity of a condition affecting you.
- 1 DP token may be spent to add +1 success to a skill check.

Options out of combat:

- 1 DP token may be spent to understand someone who is speaking a language you do not know.
- 1 DP token may be spent to take 1 rune from the lower damage piles (Stun, Wounds or Death) and place it back in their Essence bag.
- 1 DP token may be spent to add +3 to a skill check.
- 2 DP tokens may be spent to receive divine inspiration (an answer to a dilemma)

Regaining Divine Potence

CDP can be increased in a number of ways. The first is painful, and involves the immortal taxing their body in order to draw in more DP. It is important to note:

- CDP may never exceed MDP
- While $CDP < MDP$, an immortal may perform an Ultimate Sacrifice +1 to gain +1 DP

DP regenerates naturally:

- **DP naturally regenerates at 1 point per hour**

Some immortals are considered deities, because they have attracted mortal followers. The number of worshippers increased the DP regeneration rate. When worshippers perform a Faining the immortal immediately regenerates 1 DP. Based on the total number of worshippers, an averaged Faining rate can be determined from the table

Table3: DP Through Faining	
Number of Mortal Worshippers	DP Restored
0	0 per hour
1-10	1 per 30 minutes
11-100	1 per minute
100-1000	1 per combat round

below. Due to game world circumstances, the Norns may alter the Faining rate.

Note: For every 1000 worshippers, regeneration increases by a cumulative +1 per combat round

An immortal with godi followers may expect to receive blots. Every 24 hours, it is assumed that some worshipper, somewhere, has performed a blot. A blood sacrifice will restore CDP to maximum (MDP). The Norn will choose the time when this will occur.

Draining Divine Potence

Some attacks and some weapons have the capability to lower the CDP in others. This is usually frowned upon within the immortal community. There is an unspoken rule that such powers or items are not to be used without a profound reason. Anyone who would use such means to permanently kill another immortal will have a stigma attached to them within the immortal community.

Slaine weapons hunger for Divine Potence (see page “Divine Potence” on page 88). These terrifying weapons are used sparingly by the immortal community.

Increasing Maximum Divine Potence

The base maximum Divine Potence (MDP) is derived from the Disir level, as a result Disir levels must be augmented into order to increase the starting MDP. In addition, Immortals may increase their MDP through worshippers, accomplishments, as well as legend and infamy.

Worship

Some immortals strive to improve the universe around them. When they touch the lives of mortals, they may end up attracting a following. When these mortals devote themselves to their patrons, the immortal gains many divine benefits. Higher powers gain tangible benefits from worship in the form of DP regeneration (see page “Increasing Maximum Divine Potence” on page 89) and bonus MDP.

- **Immortals gain a permanent +1 MDP level per 90 worshippers.**

Immortals may worship other immortals, but it has no effect upon divine rewards. For the immortal to receive the bonuses, only mortal worship will fuel the divine rewards.

Granted Power/Skill

A fraction of the worshippers will be godis. The immor-

tal will bestow upon their godis a custom granted power or skill. Gods and Jotuns may bestow any mortal active or passive power. Einherjar and Sons of Muspel only have the option of bestowing a skill in which they possess the highest skill rank. In case of tie, they may choose which skill their worshippers will receive.

The bestowed power or skill can be revoked at any time should the immortal be displeased with the worshipper. Godi who have lost the blessing of their patron may restore their favour with a suitable blot.

Faining and Blot

When worshippers perform blots and fainings, the immortal receives bonuses. A Faining will increase the DP by +1, while a Blot will restore the DP to maximum (MDP). The averaged frequency of fainings and blots are determined by the total number of worshippers.

Performing a blot or faining is a time intensive ritual and cannot be performed during combat. For this reason, immortals will not be entering battles with worshippers acting as DP batteries. The acts are spontaneous and occur when followers complete their devotional activities. For averaged DP regeneration rates see page “Regaining Divine Potence” on page 88.

Infamy & Fear

If you are feared by many, and your evil deeds make others fear mentioning your name. By burning down a village and sending the survivors into exile, an immortal may gain infamy.

- **+1 MDP per 90 beings who genuinely fear or hate you.**

Accomplishments

When you build something great, and word of your deed spread far and wide, your legend grants you DP. If you ravage and destroy someone’s home town, your vile deeds grow your infamy. Any of the following accomplishments would grant a permanent +1 MDP:

- Your worshippers erected a shrine in your honour that is greatest one ever erected in your name.
- Per higher level immortal you killed permanently (must be 1 on 1 combat)
- Saved a beleaguered outpost and its inhabitants from destruction

- Play a leading role in fulfilling one of the Norn prophecies (Loki's escape, Baldur's death, etc...)

Powers Granted by Divine Potence

Detection

Any dwellers or denizens who have access to DP can sense DP in others. The exact number is never known, but the Norns can grant a rough estimate such as "You feel the man on the other side of the table is an immortal, with significantly greater power than your own."

The range is about a 1 mile radius. When someone with DP enters a town, the Norn may tell them that they sense a few others in town with DP.

The only way to identify an immortal with certainty is by eye-contact. When two individuals with DP look into each others' eyes, they will recognize the immortal spark.

Skill Boost

MDP represents acquired knowledge due to exposure to new environments, experiences and viewpoints. MDP also represents the augmentation of body, mind and soul when the rebirth takes place. As a result, MDP is added as a bonus to all skill checks.

When doing a skill check for a skill you do not possess, Wyrd as usual, but to the result, add your MDP as a bonus. It is important to know that this is a "bonus" and not a skill "rank". In some cases, the situation requires a minimum skill rank, so a bonus will not fulfill the requirement.

Having at least 1 rank in a skill will add MDP as bonus ranks rather than a bonus. So, having 1 rank in the Craft skill and having 3 MDP will net the immortal 4 ranks in the Craft skill.

Aging

Immortals age at a rate much slower to that of mortal species. Gods have an average lifespan of 1000 years, as do Rime Jotuns. Vanir gods live longer, perhaps until 2000 years. Musepeli Jotuns and Norns live as long as 3000 years. Dvergar can live up to 300 years. Other species like Alfar and Valkyries are much harder to track and assess because they change form so often. No one truly knows if a return to the Crucible of Life is a death, or just a passage to another phase of their lives.

After rebirth, Einherjar can live another 200 years, but they manage to extend that by partaking in Iduna's mag-

ical apples. The orchard is plentiful and provides for Odin's army. On the other hand, Sons of Muspel can live to nine-hundred years and they do not have access to Iduna's creations in order to extend their vitality.

Breath and Poison

Immortals can also hold their breath for one hour per MDP, and they are completely immune to poison.

Blot and Faining

When a mortal performs a faining or blot in order to please their patron, the immortal will be aware. If the immortal concentrates for a moment, they will be able to see the god performing the sacrifice as well as the nature of the sacrifice.

Hearing Your Name

When someone mentions your name, you can hear them no matter where they are. You will hear the sentence which was uttered in conjunction with your name.

Immortal Death

Immortals have a tether or "umbilical cord" to a place in the world which gave them initial life. This is represented by Divine Potence. While Divine Potence is greater than zero, their link is active. If Divine Potence drops to zero, they lose all connection to their birth-place.

When immortals "die" while their Current Divine Potence (CDP) is greater than 0 will be reborn at their birth place. For Einherjar it's in Valhalla while Sons of Muspel will return to Glassisvellir. The process of rebirth takes time, roughly an hour. If they have "died" in the past 24 hours, the duration is cumulatively doubled for each time they died in the last 24 hours.

If an immortal dies while Divine Potence is zero, their soul travels to Niflheim. It is a destiny which they cannot escape, no matter how powerful they might have been while alive.

Example: Sigurd has died 3 times in the last 24 hours. He has died again, so his rebirth will take 8 hours.

Immortal Trauma

When an immortal is reborn, they have a period of adaptation where they turn their handicaps into super-powers.

Not only does the trauma of death haunt the newly reborn immortal, but their new forms also heighten emotions and senses. When playing an immortal that was recently reborn, the player will need to choose a trauma/handicap for their dweller. Perhaps it is tied to the circumstances surrounding their death. The players should role-play the handicap they have chosen, both in and out of combat.

Real Life Illness or Trauma Option

Another interesting option for role-playing could be that a player chooses a real-life illness or trauma that they or a loved one is suffering through. Perhaps one of the player's siblings has returned from a war abroad and suffers from PTSD. This could be a great opportunity to try and work out what they are going through from their perspective.

Einherjar

Einherjar are born into a body which is defined by strong emotions- Anger, Love, Jealousy, or Despair, etc... At the onset, they tend to be a victim of those feelings. Those emotions are much deeper and profound to an Einherjar, well past the limits of human feeling. If a human felt anger from a scale of 1 to 25, Einherjar would feel anger on a scale of 1 to 100. The overwhelming sentiments tend to be a strong handicap, because when the Einherjar begin to feel, they are drawn deeper into that particular emotion, and sometimes they feel that they cannot stop this compelling vortex that threatens to consume them. Imagine the first time you feel love at 26, then when you think it can't feel more profound, you find yourself at 30, then 40. By 75 you feel like you have lost yourself, a prisoner of that emotion. When you're approaching 100, a newly reborn Einherjar can feel that even the gods cannot remedy their plight.

The good news is that Einherjar learn to live with this new scale, and eventually they learn to master their emotions. Mastering doesn't mean halting their intensity, but rather channeling the intensity into everything they do. They party harder, they are stronger fighters, they resist defeat when everyone else would have bent at the knee. Their emotions turn them into vessels of power that Gods and Jotuns look upon with great respect. Odin has truly forged a new and exceptional species!

Trauma choices: Anger, Fear, Shame, Kindness, Pity, Indignation, Envy, Love

Perks:

- Gain a +1 rank to a skill you already know

- Gain a free mortal Passive Power (any non-Primal type power)
- Change one Meta tag to another type on a power you possess (Norn must approve the change)
- When faced with the old trauma emotion, out of combat gain a +1 To skill checks, and in combat raise or lower a condition intensity by 1 during Upkeep.

Sons of Muspel

Sons of Muspel are reborn into new bodies when they rise out of Glassisvellir. These bodies are hyper-sensitive to all stimuli. Sounds are amplified to a point where you can hear grass grow. The visible spectrum is quadrupled, the Son of Muspel can see in darkness, they can see heat, they can see life, and they can see the spirit world. The spirit world is visible and pronounced. Scent and taste go off the charts, better than any dog- the Son of Muspel can recognize a dozen olfactory traits left behind by someone who was in the hall a week ago. All of these stimuli are maddening to someone who has just been reborn. They want to curl up into a fetal position in a dark quiet cave- this is normal. But with time and training, adjusting to the new spectrum of senses, these powers become indispensable to the Son of Muspel.

The reason Sons of Muspel go on training pilgrimages throughout the worlds of Yggdrasil is because they must familiarize themselves bombarded with every stimulus ever created by Yggdrasil. If they are to be the wardens of the Great Cosmic Ash, they must learn to recognize it in all things. With time and training, Sons of Muspel are capable of feats which make them appear as though they bend the laws of reality- they can appear in several places at the same time, they can manipulate space and may call upon the Vaettir of the land in order to produce earth shattering events. It is no surprise that Gods and Jotuns alike are in awe of what trained Sons of Muspel can achieve. Surt has re-forged mankind into its next evolution.

Trauma choices: Light, Sound, Taste/Smell, Touch, Ranged Sense (cold, vibration, etc)

Perks:

- Gain a +1 rank to a skill you already know
- Gain a free mortal Passive Power (any non-Primal type power)
- Change one Meta tag to another type on a power you possess (Norn must approve the change)
- When faced with the old sensory trauma, out of com-

bat gain a +3 Perception bonus, and in combat gain 1 free meta tag per combat round.

Effects of Trauma

The Trauma level begins at 4. While under the effect of the trauma/handicap, the dweller suffers a -1 penalty to Destiny per Trauma level. When the Destiny value is required for a calculation (i.e. Blind, Shroud, etc...) then the Trauma affected Destiny value is used (lower modified value).

Achievements and Mastering Trauma

To improve on their ability to process external stimuli, Sons of Muspel must fail and learn. At the end of a game session where the Son of Muspel has been overstimulated, the Norn may reduce the Trauma level by 1 and grant the dweller an Achievement. The Norn must feel that the player role-played the Trauma in an authentic manner.

When an immortal is reborn they begin with Trauma 4 and Achievement 0. After four Achievements, the Destiny penalty would be zero and the trauma would no longer plague the dweller (Trauma 0 and Achievement 4). No more Achievements may be obtained when Trauma has been cleared.

When a dweller has gained an Achievement, they may spend it to gain any one of the perks listed for their archetype. The same perk may be selected more than once for repeat Achievements. Achievements also scale some powers and skills, turning a learning experience into a real advantage.

Achievements and MDP

Whenever an Achievement is gained, the dweller's MDP increases by +1.

Valkyries and Achievements

Valkyries do not start with Trauma, but they do receive +1 Achievement per heroic soul brought into Valhalla or Glas-sisvellir. The Norn must weigh if the soul was truly a worthy one. The Valkyrie's Achievement score cannot exceed 4.

Immortals Upon the Battlefield

When it comes to combat, immortals have an unfair advantage over mortal combatants- but not in all ways. Immortals have the ability to act and affect on a much grander scale than mortals, however it does come at a cost. Most attacks and spell effect will have areas of effect with a lot less precision than that of a mortal. While a mortal can strike with precision, an immortal's strike will devastate a much larger portion of the battlefield.

The mechanical implications are that immortals use different meta tags. Immortals use the Expanse meta tag instead of the Area meta tag. They also use the Cluster meta tag instead of the Multi meta tag.

Immortals also gain base attributes based on their Trait scores. Their Passive powers boost certain attributes such as natural PF and DF right from the start.

Generic / Cinematic Actions

For players who wish to play at the "quick and easy" level of play: when Generic and Cinematic actions contain numeric values, they gain bonuses equal to MDP and the Providence bonus equal to the Trait matching the rune that was played. Also, the Norn may allow actions to receive appropriate meta tags (Range and/or Amplify).

Immortal Range and Area

Immortal range and area are defined differently from mortal archetypes. While mortals may achieve much better finesse, immortals can achieve greater areas of effect with little effort. Distances are defined as follows:

Adjacent

Adjacent range is defined as 3 hexes (15'). Any melee weapon regardless of reach (whether is greater or less) will strike anyone within adjacent range.

Nearby

Nearby range is defined as the whole region within 10 hexes (50') around the combatant executing this Meta tag. This includes allies and enemies. It also includes all structures, innocent bystanders, vegetation, etc.

Distant

Distant is defined as the whole region up to an including the farthest combatant involved in the conflict. At a minimum, it is 20 hexes (100') around the combatant executing this Meta tag. Depending on how far the farthest combatant may be, this can increase the range all the way up to 40 hexes (200'). This includes allies and enemies. It also includes all structures, innocent bystanders, vege-



tation, etc.

There may be powers that need conversion when used by an immortal. Any mention of “hexes” or 5’ increments needs to fit into the 3-area paradigm. For example, an immortal with the Untouchable passive power, will reduce the range categories by one.

Attacks and Range/Reach

When immortals attack, they ignore the weapon’s Reach value. Instead melee weapons can strike any Adjacent target. Thrown weapons can strike anyone within Nearby range. Ranged weapons can strike anyone within Distant range.

Movement

When an Immortal performs a Move action, they may move up to anywhere Nearby, so long as they can trace an unblocked path in order to get there. If they have the Quadruped attribute, then the distance increases to Distant.

Conditions

Several conditions receive some changes based on how immortals function. First and foremost, immortals cannot reduce condition intensities by performing Minor Sacrifices.

Impeded

Impeded intensities 1 to 3 reduce the immortal’s Move action by 1 range category. At intensity 4, the range category is reduced by 2 and if that brings the Movement lower than adjacent, then they cannot move.

Rage

An immortal in Rage will add their MDP to all Rage bonuses (Move, DF and PF).

Taunt

Taunt intensities 1 to 3 affect everyone Nearby. At intensity 4, even Distant enemies are affected.

Recover

Due to their different nature, immortals do not naturally Recover +1 during the Upkeep phase.

Knockback

Knockback from an immortal will throw the victim backwards until a solid object is struck (Distant is maximum range). If the object struck was Nearby, the victim will gain +1 Vulnerable, but if the object was Distant, then the victim gains Vulnerability +2 [Counter P per intensity].

Alkas

Alkas placed by immortals must be in a straight line only. Default length is Adjacent (2 hexes in a line), and +10 or +20 hexes for one additional and two additional Amplify metas respectively. At three Amplify metas, a portal is created.

Unconscious

When an immortal is rendered unconscious, due to runes being in the Wounds zone and below, then they lose access to their Void and Valknutt runes and may not spend DP. If they regain consciousness, then they regain access to those resources.

Immortal Disir Levels

Disir spirits have a different symbiosis with immortals. The ancestor spirits are fuelled by immortals bolstering the legend of the bloodline. Truly spectacular deeds performed by the immortal will permanently raise the player’s Disir level.

Every 1,000 worshippers will grant a permanent +1 Disir level to the player

Leveling Immortals

When an immortal gains a new level, they get two options which are not available to mortal dwellers:

- 1) They may rebind their Valknutt rune to a different immortal specialization.
- 2) They may rebind a rune from a mortal archetype’s board to their immortal archetype’s board.



Pronouncing Curses

The sagas are riddled with people applying curses on one another. And knowing someone's true name makes the curse stick that much more. When cursing someone, the chance of it sticking depends on the context. By default, the Norn may choose it to be 33% if it would enrich the current story (call a Trait and pull a rune from a full rune-bag, a match is 33%). If the two individuals involved know one another for a while, this increases the chance by +33%. If the true name is invoked with the curse, that adds another +33%. For a 66% chance, call two Traits and a 99% chance is a guarantee.

Swarm Rules

In some cases a player will need to control many creatures. For example: a player may gate many lower level creatures or perhaps have several summoned thanes, or a Norn may wish to play a swarm of low level creatures. Sometimes the standard rules may be too heavy for such a scenario, and it may call for the special "swarm rules". "Swarm" refers to a swarm or crowd of creatures. The only requirement for these rules is that all members of the swarm are the same level and have the same powers. The way swarm works is:

- Decide how many creatures will be in a swarm (example: 10 members).
- Decide the health of each member (example: 3 rune health).
- Use a single Essence bag of runes for the swarm. Put a number of runes in the bag equal to the number of swarm members times the health value (example: 30 runes). More than 1 bag of runes may be used.
- Every time runes are placed in the Death pile, check if a swarm member died (example: every 3 runes in the Death pile, remove 1 member from the swarm).
- Set a Destiny that makes sense. This Destiny will be used to activate all swarm members. Destiny is reduced every time one or more swarm members die. (example: 5 Destiny runes, every 2 members dying will reduce the Destiny by 1)
- When you play a rune for an action or power, you must assign actions to one member of the swarm. If using miniatures, pick a swarm member miniature on the battlefield. Swarm members must remain adjacent to

one another when possible. For simplicity, a member knocked back out of the swarm could be considered "dead" (unless players abuse this).

- Healing the swarm means reinforcements have arrived (unconscious or dead members don't rise once downed)
- Conditions Intensities: The swarm gains the passive powers which resist conditions (Core Rulebook page 283). One instance of the passive powers are granted to the swarm per 2 members of the swarm. If an effect causes the swarm to gain more condition intensities than the combined resistance, then every member of the swarm received the condition intensity. (example: the swarm of 10 members means that the swarm has 5 instances of- Resistance to Impeded, Resistance to Blindness, Resistance to Degeneration, Resistance to Possession, Resistance to Vulnerable. It would require at least 6 intensities to affect the swarm, and then the whole swarm would receive the condition. If members of the swarm die, then the resistances are adjusted accordingly).
- Mental damage: When a swarm receives Mental damage, divide the damage by the number of members (round up). If more than 1 member received Mental damage, as a result of an Area or Multi meta for example, multiply the final number by the number of members hit.

These swarm rules can also be used for creatures with many limbs (krakens), many heads (ettins) or arms.

Wyrd

With the advent of the Angel of Death player archetype, it is now possible to Wyrd runes from more than 1 source. This necessitates a more robust ruling of how Wyrd works. Wyrd is a "smart draw" system where the player may choose after each rune pulled where the next rune will come from. The player does not need to state beforehand how many runes will be drawn from each source.

Norn Disir Levels

Norns are at a disadvantage when they step back in the role of a player because the time spent being a Norn did not net them any Disir levels. Well no more! For every 90 hours

being a Norn, the player gains an automatic Disir level. This way when they return to the player side of the table, they will not find themselves at a disadvantage. Norns typically get much better insights into the game world and the lore, so they will find themselves ready to play archetypes which are normally reserved for higher Disir levels because of required lore in order to play properly. Gaming groups can unanimously agree to alter the hours required for a Disir level given the player rate of death and ascension as well as the Norn's mastery of the subject-matter.

Prophecy

Certain archetypes, characters and denizens will have the ability (or profess to have the ability) to foretell the future. This is a very powerful ability that can alter the course of your adventures, and thus should be used sparingly. Before the game begins, the players should all agree what role prophecies will have in their world- after all prophecy means less player agency (choice and ability to alter the story-line). The Norn should always be given veto powers as most of the work in building and maintaining a cohesive story rests upon their shoulders. But they should listen to the player s, considering their opinions on the effect of prophecy on the game- especially if players are in a position to shape prophecy.

When dealing with prophecy, there are no rules on how one will state and manage the preordained. This makes things harder, but it also allows for great latitude. When someone must state a prophecy, there are a few best practices:

- Never spell out an upcoming event in full detail
- Avoid stating the obvious (ex: In the upcoming war, there will be death)
- Try and use kennings (or mythic metaphors) for nouns and verbs (Thor replaced with "rolling thunder of the heavens")
-

Size

Massive creatures were introduced in Denizens of the North, but even larger beasts are possible with Lords of the Ash. When a creature is smaller they are harder to hit. For every 3 size categories smaller, the larger creature must overcome an intensity of Shroud in order to strike

the smaller creature. This cost does not stack with normal Shroud, instead the attacker must deal with the higher of the two values.

New Combat Options

RGS combat is both structured and very open to free-form elements. There are many different player styles and just as many Norn styles, that predicting outcomes is almost impossible. Some groups like combat to be easy and fast, while others prefer protracted strategic battles. Some Norns are deadly, while others are benevolent and forgiving. Some players espouse Generic/Cinematic actions, while others savour every Active power they play. Simply put, RGS encompasses the all of the necessary variables that allow for this diversity. In order to foster new flavours of combat, we introduce the "combat options" section. This section suggests new combat rules which could add spice to your battlefield. All of the following options are obviously optional.

Subdual Damage

Sometimes you want to knock someone out rather than kill them. This will require much more finesse on the part of your attacks. You may choose to pull your punches when dealing Physical damage- you apply only half damage per attack, but the runes stop at the bottom of the Wounds track, right above the Death pile. This makes it tremendously easier to knock someone out rather than kill them.

Double Turn

The double-turn combat option changes the dynamics of the Action phase. At higher levels (30+) very long Destiny chains may prove to be too detrimental, especially when the initiative allows one side to get a few combatants going first. Action phases can also take longer for each combatant at those higher levels. In order to keep lick-based lethality in check, as well as keeping turns short and frequent, the "double turn" rules are proposed.

When it's the combatants turn to resolve their action during the Action phase, they are limited to a minimum of 1 rune-chain and up to a maximum of only 2 rune-chains. If they wish to "pass", they can use their minimum action to put a rune in the Contingency pile and declare it for defense. This way everyone is forced to use some of the runes at their disposal with every pass.

The Action phase restarts after every combatant has per-

formed one or two actions. This repeats until no one has any usable actions left. Then the combat round proceeds to the Cleanup phase.

Charge Rules

If you charge upon a mount in a straight line, after travelling 4 hexes you gain a +1 DF to your attack per hex travel before performing your Attack action.

Aquatic & Underwater Combat

With the advent of shapeshifting into aquatic beasts, the introduction of water alphas and more aquatic monsters, it is fitting to present some helpful guidelines for conducting underwater combats. Anyone with the “Aquatic” attribute can ignore the hindrances presented below:

- In water (shallow or deep) Move actions (regular and weak) have the numbers halved.
- In deep water, during Upkeep a rune must be played for treading water.
- In waters with currents, anyone in deep water will be moved a number of hexes equivalent to the current strength (to be determined by the Norn).
- During combat, one’s breath can be held for a single round underwater with a bonus of +1 round per rank in the Swim skill.
- Being underwater and failing to have breath results in drowning damage. Drowning damage is applied on Upkeep and results in a variable (random) amount of damage that increasingly gets worse. The Norn draws

a rune from a full bag of runes to determine damage this round.



No damage



Take half your level in unavoidable damage (resolved similarly to Degeneration)



Take your level in unavoidable damage

For each additional round without breath, the stakes increase. P runes now deal half your level, M runes deal your level and S deals one-and-a-half times your level. This pattern increases every round (add 50% more damage).

Drunkenness

Depending on how much someone drinks, they may get penalties as well as some bonuses. Every rank of the Drinking/Wenching skill will negate one level of drunkenness. Your tolerance for alcohol and your ability to party is higher than the average Viking.

Table4: Drunk Effects

Drunken Level	State	Effect
0	Sober	None
1	Tipsy	Skill check difficulties raised by 1, DF +1 on attack actions
2	Drunk	Skill check difficulties raised by 2, DF +2
3	Sloshed	Skill check difficulties raised by 3, Destiny -1 (minimum 1), DF +3
4	Unconscious	Unconscious



New Advanced Playable Archetypes

Lords of the Ash introduces five new mortal archetypes and three new immortal archetypes. These new player options are for experienced players and require higher Disir levels.

Angel of Death

Minimum Disir Level: 3

Base Level: +1 (*spend 1 dweller level when selecting this archetype*)

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 sudden trip into the next world.

When an Angels of Death dies, 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.

	EXECUTIONER	BECKONER	SHEPHERD
Trait	Physical	Mental	Spiritual
Active	Dragged to Hel	Ballad of Champions	Gate Draugar
Passive	Sorrow's Tears	Sorrow's Wail	Sorrow's Lament
Skill	Sneak	Lore: Poison	Commune with Dead

Bind Haugbui

Blight

Skeletal
Vanguard

Shadow Strike
[Amplify Multi
Echo]

Sun and Moon

Chant of Skuld

Gate Pesta

Hel's Icy
Embrace

Armageddon
Strike
[Amplify Multi
Cannibalize]

Desperation
Attack
[Amplify Multi
Echo]

Cleansing
Attack
[Amplify Multi
Echo]

Flight of the
Shade

Beckon
Svartalfheim

Beckon Plague

Fylgia's
Rallying Strike
[Amplify Echo
Area]

Conjure
Weapon

Lunging Attack
[Amplify Multi
Echo]

Strike of
Bereavement
[Echo Amplify
Amplify]

Beckon
Niflheim

Dark
Juxtaposition

Unearthly
Resilience

Stance of
Impunity

Cleansing
Sprint [Echo
Amplify
Amplify]

Run to Shadow

**ACTIVE
POWERS**

Nether Touch

Arcane Shield

Soul Chains

Ice Aura

Soul Twist
[Range Echo
Amplify]

Stance of
Darkness

Cleansing
Block [Echo
Amplify
Amplify]

Dark
Castigation

Spirit Lance

Soul Transfer

Soul Barbs

Shadow Step
[Range Echo
Range]

Spirit Power
Stance

Perfect Parry

Stance of
Damnation

Unnatural
Strike [Echo
Amplify
Amplify]

Soul Shroud

Withering
Touch

Power
Overwhelming
[Echo Amplify
Amplify]

Wrack
[Echo Range
Amplify]

Ride of the
Valkyries

Repositioning
[Amplify
Amplify Echo]

Spiritual
Abortion

Illusion of
Immortality



Niflheim's Embrace

Companion in Destiny

Insight

Bestow Illumination

Resistance to Impeded

Spiritual Discretion

Niflheim's Boon

Dance of Autumn

Summon the Innocent

Spirit Domination

Arcane Reach

Barrow Home

Summon the Innocent

Companion in Magic

Resistance to Degeneration

Untouchable

Carried by Blood

Unbreakable Body

Alka Kinship

Angered Spirit

Resistance to Vulnerable

Bestow Conviction

Tribal Blood

Combat Awareness

PASSIVE POWERS

Spiritual Conduit

Nether Pact

Bestow Faith

Resistance to Possession

Unbreakable Soul

Render Helpless

Precision

Brutalize

Desperation

Keen Senses

Leaping Striker

Summon the Innocent

Offering to Hel

Blend into Shadow

Stubborn

Summon the Innocent

Misery Loves Company

Niflheim's Celerity

Essence of the Ghost

Rune of the Darkstitched

Dark Shape

Weeping Blood

Resistance to Blindness

Niflheim's Might

Commune with
Dead

Perception

Commune with
Dead

Sneak

Commune with
Dead

Intimidate

Commune with
Dead

Survival: Urban

Commune with
Dead

Read and Write

Peak
Performance

Lore: Poison

Commune with
Dead

Commune with
Dead

Intimidate

Commune with
Dead

Burial

Commune with
Dead

Lore: Arcana

Commune with
Dead

Feather Fingers

Verbal
Manipulation

Survival: Urban

SKILLS

Sense Motive

Lore: Poison

Silent Tongue

Commune with
Dead

Intimidate

Commune with
Dead

Perception

Commune with
Dead

Lore: Arcana

Commune with
Dead

Lore: Arcana

Commune with
Dead

Sneak

Omens /
Portents

Lore: Locales

Commune with
Dead

Lore: Poison

Commune with
Dead

Disguise

Commune with
Dead

Silent Tongue

Commune with
Dead

Omens /
Portents

Commune with
Dead

Godi

Minimum Disir Level: 3

Note: The Godi is a composite archetype. The full power and skill boards are assembled from several sub-boards (patron boards) that are slotted into the Godi boards. See Composite archetypes on page "Composite & Slot Boards" on page 70 and Divine Magic on page "Divine" on page 75.

Reminder: The outer ring is meant for the Fytlgia, so slot board placement is very important.

The moral backbone of the community is the Godi. They advise leaders and common folk on the wishes of their patron(s) (Gods / Jotuns / legendary beasts). A Godi is well respected and honoured because of their wisdom. Rather than trying to proselytize, Godis live their lives as paragons of their patron's dominions and aspects. It is their deeds and how they carry themselves that inspires interest in the higher powers they worship. Godis strive day and night to undo the grip of opposing Godis of enemy deities.

Godis may represent more than a single patron. Most Godis will revere up to four different deities. 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 Judgment

The Godi known as the Hand of Judgment exacts the will of their patrons. You hunt those who have upset your deity. You also find those who oppose your patron's will, and mark them for divine judgment. The higher powers you serve help you pass judgment upon the unworthy.

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. Their power comes from the words of power that their patrons have taught them.

Exalted

The Exalted will live their lives as near-perfect paragons of their deities. These Godi go out of their way to serve their communities in order to display their patron's benevolence. Their patrons grant them magical symbols which are the embodiment of their patron's domains.



	HAND OF JUDGEMENT	VOICE OF WISDOM	EXALTED
Trait	Physical	Mental	Spiritual
Active	Pass Judgement	Word of Command	Divine Symbol
Passive	Blessing: Tyrant	Blessing: Sage	Blessing: Healer
Skill	Intimidate	Perform	Craft

			Stitch Destiny {Divine Spell}			
			Catharsis {Divine Spell}			
			Apples of Idun {Divine Spell}			
Fylgia's Rallying Strike	Power Attack	Lunging Attack	ACTIVE POWERS	Arcane Shield {Divine Spell}	Drain Life {Divine Spell}	Chant of Skuld {Divine Spell}
			Cleansing Block			
			Retreating Parry			
			Ride of the Valkyries {Divine Spell}			

Bestow
Conviction

Companion in
Life

Resistance to
Degeneration

Bestow Faith

Companion in
War

Resistance to
Blindness

**PASSIVE
POWERS**

Resistance to
Possession

Companion in
Magic

Bestow
Wisdom

Resistance to
Vulnerable

Companion in
Destiny

Bestow Insight

Sense/Motive

Blot/Faining

Omens/
Portents

Blot/Faining

Blot/Faining

Read and Write

SKILLS

Blot/Faining

Negotiation

Lore: Locales

Blot/Faining

Lore: Arcana

Lore: Persona

Missionary

Minimum Disir Level: 3

Note: A Missionary cannot have a Fylgia, but the outer-ring of the power and skill boards is open to all Missionary dwellers.

A Missionary is granted access to the Miracle condition.

As 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 Missionary will stamp out the darkness while bringing illumination to the masses. The most devout Missionaries invoke miracles in the name of their White God.

While crusaders would have a hard time standing shoulder to shoulder with Midgardians, the Missionaries are without reservation. They seek to build bridges with those of differing faiths and perspectives. Dialogue always trumps the sword. Oftentimes conversion comes from inspiration. Many see the lives of the Missionary and wish to learn more about their cause.



Malleus Maleficarum (the Hammer of Witches)

The Hammer of Witches seeks to rid the world of all manner of supernatural beasts. They study esoteric and occult sources to better understand their prey. When those monstrosities come into the realm of mankind, the Hammer of Witches is there to banish or destroy them. He is more wolf than lamb. They also known by many other names: Myth Hunter, Witch Hunter, Exorcist and Justicar.

Vox Dei (the Voice of God)

The Voice of God puts his own life in God's hands as he travels into the world of pagans in order to spread the Good Word. His weapons are his ideals, and his tools are his words. He avoids conflict and would rather die than take another's life. His success is measured in the souls he has converted for the White God. He can easily shrug-off and dismiss the supernatural as fanciful fairy-tales. The darkness cannot silence the Voice of God.

Palatinus (Paladin)

God's Sword is one who has embraced peace over bloodshed, however he won't hesitate to raise the sword when defending the innocent. He is the good shepherd who ensures justice and equality for all. God's Sword will be slow to anger, but if and when the righteous fury comes, it manifests as blazing divine wrath. His power comes from beyond, and those who witness are forever changed.

	MALLEUS MALEFICARUM	VOX DEI	PLATINUS
Trait	Physical	Mental	Spiritual
Active	Slay Monster	Keep the Peace	Sworn Duty
Passive	Silver Weapon	Power of Disbelief	Cloak of Protection
Skill	Lore: Personas	Etiquette	Sense Motive

Word of God
(Cerebral
Chains) {Faith}

Sweeping Trip
{Faith}

Halt Evil

Superior Parry
{Faith}

Hunt the
Wicked

Armoured
Reflex {Faith
Interrupt}

Light of God
(Presence of
the Ultimate
Shield Maiden)
{Faith Stance}

Conjure
Weapon
{Faith}

Cerebral
Shroud {Faith}

Boar's Posture
{Faith}

Bull Rush
{Faith}

Purge
Vulnerability
{Faith}

Invigorate
Spirit {Faith}

Vengeful Parry
{Faith}

Rebuke Evil

Purge
Crippling
{Faith}

Versatile
Combat
Manoeuvre
{Faith}

Regenerating
Block {Faith
Interrupt}

Rapid Recovery
{Faith}

Purge Foreign
Spirits {Faith}

Run Away
Laughing
{Faith}

Furious Sprint
{Faith}

Aggressive
Stance {Faith
Stance}

Cleansing
Block {Faith
Interrupt}

**ACTIVE
POWERS**

Evasive
Manoeuvre
{Faith
Interrupt}

Apples of Idun
{Faith}

Cerebral
Chains {Faith}

Blessed is
Thine Flock

Purge
Blindness
{Faith}

Repositioning
{Faith}

Cleansing
Sprint {Faith}

Enchant Flesh
{Faith}

Purge
Degeneration
{Faith}

Get Behind Me

Light of the
Righteous
(Throw Dirt)
{Faith}

Howl, Rally the
Pack {Faith}

Arcane Shield
{Faith}

Retreating
Parry {Faith}

Mental Celerity
{Faith}

Catharsis
{Faith}

Roll into
Position
{Faith}

Ex Igne Vita

Trip {Faith}

Prayer Circle

Life
Overwhelming
{Faith}

Erase the
Wickedness

Unearthly
Resilience
{Faith}

Tears of God
(Geyser of
Living Water)
{Faith Alka}

Dance Away

Unbreakable
Soul

Resistance to
Blindness

Stout

Holy Spirit

Thriving in the
Crowd

Unencumbered
Dodger

Deflect
Aggression

Fellowship
of the Silver
Shields

Companion in
Destiny

Tactical
Advantage

Drive Back

Carried by
Blood

Fueled by the
Crowd

Untouchable

Misery Loves
Company

Bestow Faith

Aura of
Influence

Cornered
Ferocity

Defy the Crowd

Resistance to
Vulnerable

Constitution

Tactician

Favour Defense

**PASSIVE
POWERS**

Nimble

Bastion

FleetFooted

Resistance to
Degeneration

Keen Senses

Companion in
Death

Nature's Child

Bestow
Conviction

Price of
Progress

Resistance to
Possession

Unbreakable
Body

Rallying Pack
Howl

Agility

Protector

Insight

Fellowship of
the White Hare

Dance of
Autumn

Turn the Blade

Combat
Awareness

Work in
Concert

Die Hard

Resistance to
Impeded

Unbreakable
Mind

Aura of Peace

Lore: Arcana

Verbal
Manipulation

Perception

Negotiation

Etiquette

Sense Motive

Lore: Locales

Sense Motive

Tracking

Endurance

Lore: Locales

Escape

Sneak

Lore: Personas

Etiquette

Disguise

Perception

Etiquette

Athletics

Hunting/
Trapping

Perception

Negotiation

Survival: Urban

Read and Write

SKILLS

Sense Motive

Navigation

Negotiation

Perception

Verbal
Manipulation

Lore: Personas

Negotiation

Animal
Empathy

Survival:
Wilderness

Etiquette

Lore: Personas

Blessed Relic

Perform

Brew

Repair
Equipment

Lore: Locales

Sense Motive

Lore: Locales

Sense Motive

Etiquette

Negotiation

Perception

Verbal
Manipulation

Lore: Arcana

Orlog

Minimum Disir Level: 4

Orlogs 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 very 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.

Odin, Vili, and Ve were among the first to use Void magic in order to create life. Seeing an imperfect creation, Hoenir and Lodurr were the ones who added logic and passion to mankind. 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. Frey, the Alfar king, was another immortal who discovered the correlation between Ginnungagap and the Alfar.

Mere mortals struggle to understand but a single aspect of Void magic. Orlogs 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. Others view Orlog as erratic, dangerous, and insane... after all, they claim that Midgard is round!



Sculptor of Breath

This Orlog sect is mostly 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.

Curator of Dominions

This Orlog sect is mostly 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. You can inflict blights upon the land as much as you can consecrate a holy space.

Shepherd of Dreams

This Orlog sect is mostly concerned with the impetus that drives action. You are the blacksmith who forges change and the great legacy which follows. A natural form is meant to be transformed. It is meant to evolve by your very whim.

	SCULPTOR OF BREATH	CURATOR OF DOMINIONS	SHEPHERD OF DREAMS
Trait	Physical	Mental	Spiritual
Active	Conceive the Majestic	Void Walker Stance	Were-Shape
Passive	Master of Puppets	Master of Reality	Master of Gloom
Skill	Life Elements	Lore: Locales	Lore: Personas

Field of Poppies
{Void Alka}

Yggdrasil's
Presence {Void
Spell}

Touch the
Essence {Void
Spell}

Conjure
Weapon {Void
Spell}

Recuperating
Sever
Hamstring

Recuperating
Wounding
Attack

Field of
Quagmires
{Void Alka}

Visage of
Horrors {Void
Spell}

Conceive the
Mythical

Sunder Mind
{Void Spell}

Regenerating
Attack

Shadow Strike

Beckon
Svartalfheim
{Void Alka}

Power Over
Wind {Void
Spell}

Sun and Moon
{Void Spell}

Spirit Lance
{Void Spell}

Conceive the
Mysterious

Cleansing
Attack

Versatile
Combat
Manoeuvre

Retreating
Parry

Evasive
Manoeuvre

Howl, Skoll's
Victory {Void
Spell}

Soul Twist
{Void Spell}

Purge Foreign
Spirits {Void
Spell}

**ACTIVE
POWERS**

Earth Shape

Cleansing
Block

Raven's Posture

Ice Aura {Void
Spell}

Sly Stance

The Nightman
Cometh {Void
Spell}

Arcane Shield
{Void Spell}

Shadow Step
{Void Spell}

Catharsis {Void
Spell}

Unearthly
Resilience
{Void Spell}

Stitch Kindred
{Void Spell}

Beckon
Jotunheim
{Void Alka}

Regenerating
Block

Invigorate
Spirit {Void
Spell}

Water Shape

Beckon
Muspelheim
{Void Alka}

Chant of Skuld
{Void Spell}

Air Shape

Imposing
Barrier {Void
Spell}

Armageddon
Strike

Power
Overwhelming
{Void Spell}

Perfect Parry

Apples of Idun
{Void Spell}

Spiritual
Abortion {Void
Spell}

Tap the Source

Fangs

Rune of Bones

Spiritual
Conduit

Giant Size

Aura of
Influence

Possessed

Resistance to
Degeneration

Resistance to
Possession

Resistance to
Blindness

Well of Spirits

Nether Pact

Die Hard

Offering to Hel

Dark
Consultation

Spirit
Domination

Constitution

Barter with
Spirits

Witch Blood

Nature's Child

Penumbral
Ring

Alabaster
Magician

Enchanted
Prowess

Combat
Awareness

**PASSIVE
POWERS**

Alka Kinship

Unholy
Armoury

Dance of
Autumn

Unbreakable
Mind

Unbreakable
Body

Unbreakable
Soul

Companion in
Life

Give Haste

Keen Senses

Unencumbered
Dodger

Striker

Deflect
Aggression

Rune of Srying

Companion in
War

Stout

Assassin's
Reflexes

Hover

Burrow

Verdant Size

Destroyer Hide

Companion in
Destiny

Titanic Size

Tactical Pause

Fae-Kin

Life Elements

Read and Write

Animal
Empathy

Omens /
Portents

Animal
Empathy

Read and Write

Life Elements

Rune: Scorn
Pole

Life Elements

Perception

Lore: Locales

Survival:
Wilderness

Life Elements

Rune: Scorn
Pole

Sense Motive

Commune with
Dead

Animal
Empathy

Lore: Arcana

Animal
Empathy

Commune with
Dead

Endurance

Lore: Personas

Omens /
Portents

Lore: Locales

SKILLS

Lore: Personas

Lore: Arcana

Lore: Locales

Endurance

Commune with
Dead

Animal
Empathy

Omens /
Portents

Animal
Empathy

Commune with
Dead

Sense Motive

Read and Write

Life Elements

Survival:
Wilderness

Lore: Personas

Perception

Life Elements

Read and Write

Life Elements

Rune: Scorn
Pole

Animal
Empathy

Lore: Arcana

Animal
Empathy

Rune: Scorn
Pole

Life Elements

Voelva

Minimum Disir Level: 4

The Voelva are the disciples of the Norns. They can look upon the Norn's Tapestry of Fate indirectly. A mortal cannot look at the tapestry directly, for it would be like looking at the sun- their eyes and mind would go blind. The Voelva look upon the shadows and reflections cast by the Tapestry of Fate, that is why omens and portents are highly symbolic and cryptic in nature. Volur (plural Voelva) are practitioners of a specialized form of Void magic. Void magic taps into the very building blocks which form matter, thought, action and destiny. The Alfar are the embodiment of that fundamental energy. Voelvas are also practitioners of both Rune and Seith magic. Void magic shapes all... Tangible and intangible, visible and invisible, chaos and the preordained. It is said that Norns use Void magic to weave the Tapestry of Fate. Voelva who tap into the great void known as Ginungagap have a chance of going mad due to the gloom. Wisely they specialize in only one discipline of the Void, Hamingja- the ability to see and manipulate fortune. The Voelva are nomadic, so it takes a lot to keep these women tied to one place. When someone comes to see a Voelva for advice, it is never cheap. In fact, respectable Voelvas are courted by karls and jarls throughout the last who wish to use Voelva insight in order to grow their kingdoms. During the 3rd and 4th ages of Ragnarok, Voelvas should be allowed to swap one skill from the Voelva skill board and replace it with an instance of Ritual Corpse Magic. This reflects the changing attitudes of the Norns.



While male Voelvas are very rare, but they do exist and are known as Vitki.

Raven Seer

The Raven Seer is the fortune teller of mankind. She can see people's auras and discern their true nature. She can also see their fate, whether she relates the news in a different matter all together. Her wisdom tells her: little can be gained by knowing what is to come when you cannot change it.

Seer of Dusk

This Seer of Dusk is especially talented in seeing the details about past events. Her visions are so detailed, just as if she was a participant in the event in question. Her perceptions are so heightened that she can taste motivations and smell thoughts and intentions. Events which have already happened become an open book to this Voelva.

Seer of Dawn

The Seer of Dawn is knowledgeable of the Alfar and their salient abilities to manipulate fate. She is conscious that the future is far from preordained, especially when Norns and Alfar hold such great sway. She cannot create preordained events, but can guide and shape present and upcoming events in order to bend the future.

	RAVEN SEER	SEER OF DUSK	SEER OF DAWN
Trait	Physical	Mental	Spiritual
Active	The World Exposed	Dredge the Past	Manipulate Fate
Passive	Past Remembered	Visions of Fate	Enveloped by Destiny
Skill	Distaff (Omens / Portents)	Distaff (Lore: Personas)	Distaff (Lore: Locales)

Catharsis
{Rune Spell}
[Amplify
Range Combo]

Purge
Degeneration
{Rune Spell}
[Amplify
Range Combo]

Purge Foreign
Spirits {Rune
Spell} [Amplify
Range Combo]

Sun and Moon
{Seith Spell}
[Amplify
Range Combo]

Soul Twist
{Seith Spell}
[Amplify
Range Combo]

Possess
Opponent
{Seith Spell}
[Amplify
Range Combo]

You Will Not
Die

Purge
Blindness
{Rune Spell}
[Amplify
Range Combo]

Mistress of the
Dark Bond
{Seith Spell}

Arcane Stance

Dark
Juxtaposition
{Seith Spell}
[Range
Maintain
Cannibalize]

Soul Shroud
{Seith Spell}
[Amplify Multi
Cannibalize]

The Nightman
Cometh {Seith
Spell} [Amplify
Amplify
Amplify]

Soul Barbs
{Seith Spell}
[Amplify
Range
Combo]

Purge
Crippling
{Rune Spell}
[Amplify
Range Combo]

Agonizing
Vortex {Seith
Spell}

Chant of Skuld
{Seith Spell}
[Amplify
Range
Cannibalize]

Soul Transfer
{Seith Spell}
[Amplify
Range
Cannibalize]

Seith Frenzy
{Seith Spell}
[Amplify
Amplify
Maintain]

Soul Chains
{Seith Spell}
[Amplify
Range Echo]

Spirit Lance
{Seith Spell}
[Amplify
Range
Combo]

Purge
Vulnerability
{Rune Spell}
[Amplify
Range Combo]

Power Over
Stone

Devour
Thought {Rune
Spell} [Amplify
Range
Cannibalize]

ACTIVE
POWERS

Not My Time

Shadow Step
{Seith Spell}
[Range Range
Cannibalize]

Syphon Soul
{Seith Spell}
[Amplify
Range
Combo]

Cerebral
Shroud {Rune
Spell} [Amplify
Range Combo]

Power Over
Wind

Power Over Fire

Wrack {Rune
Spell} [Amplify
Range
Cannibalize]

Invoke the
Shadows {Seith
Spell} [Amplify
Range
Cannibalize]

Shade of the
Darting Fox
{Shade Seith
Spell}

Gift of Silver

Cerebral Twist
{Rune Spell}
[Amplify Range
Combo]

Visage of
Horrors {Rune
Spell} [Amplify
Range
Cannibalize]

Sunder Mind
{Rune Spell}
[Amplify
Amplify
Cannibalize]

Muspeli
Nightmares
{Rune Spell}
[Amplify
Range
Cannibalize]

Shade of
Piercing Eyes
{Shade Seith
Spell}

Shade of
Whispers
{Shade Seith
Spell}

Part the
Tapestry

Apples of Idun
{Rune Spell}
[Amplify
Range Combo]

Cerebral
Chains {Rune
Spell} [Amplify
Range Combo]

Cerebral Barbs
{Rune Spell}
[Amplify
Range Combo]

Fate Blast

Gift of Gold

Shade of the
Darkening Sky
{Shade Seith
Spell}

Reversal of
Fortune



Wyrd Ways

Rune of Divine
Blessing

Rune of
Leadership

Rune of Odin's
Eye

Rune of the
Darkstitched

Been There
Done That

Wyrd Heart

Nifflheim's
Embrace

Rune of Bones

Rune of
Retribution

Rune of
Reinforcement

Rune of Blood

Rune of Scrying

Arcane Drums

Nifflheim's
Celerity

Rune of Storms

Rune of
Wonder

Rune of Fate

Rune of Mead

Wondrous
Magic

Rune of
Knowledge

Nifflheim's
Boon

Alabaster
Magician

Arcane Reach

**PASSIVE
POWERS**

Blend into
Shadow

Run into the
Light

Aura of
Influence

Shadow of
Memory

Angered Spirit

Well of Wonder

Possessed

Blood Ring

Penumbral
Ring

Shadow of
Illicit Deeds

Pain Eases
Anguish

Witch Blood

Wondrous
Possession

Umbral
Alliance

Nether Pact

Hallucinations
of Power

Umbral
Negotiations

Wyrd Eye

Shadow of the
Ice Raven

Shadow of
Hvergelmir

Selective Spirit

Hamingia

Shadow of the
Ice Wolf

Destiny's
Embrace

Omens / Portents	Rune: Scorn Pole	Commune with Dead	Lore: Personas	Commune with Dead	Rune: Scorn Pole	Omens / Portents
Rune: Scorn Pole	Omens / Portents	Swim	Lore: Locales	Tracking	Omens / Portents	Rune: Scorn Pole
Commune with Dead	Survival: Wilderness	Omens / Portents	Lore: Arcana	Omens / Portents	Verbal Manipulation	Commune with Dead
Feather Fingers	Navigation	Read and Write	SKILLS	Etiquette	Negotiation	Intimidate
Commune with Dead	Survival: Urban	Omens / Portents	Perception	Omens / Portents	Perform	Commune with Dead
Rune: Scorn Pole	Omens / Portents	Silent Tongue	Sense Motive	Animal Empathy	Omens / Portents	Rune: Scorn Pole
Omens / Portents	Rune: Scorn Pole	Commune with Dead	Appraisal	Commune with Dead	Rune: Scorn Pole	Omens / Portents



Immortal Archetypes

In this chapter you will find full fledged versions of the Einherjar and Son of Muspel archetypes. As well, you will also find a new one called the Valkyrie which becomes available at Disir 6.



Einherjar

Minimum Disir Level: 5

Base Powers: Ascended, Immortal

Base Level: +4 (spend 4 dweller levels when selecting this archetype)

Place of Rebirth: Valhalla

Every great hero wishes to have a place in Valhalla. They wish to have their souls taken up to Odin's hall by the fabled Valkyries. For the All Father to use his necromantic magic to transform their souls into the mighty Einherjar. In Valhalla they spar, honing their skills for the coming final battle. They also drink the mead that flows from Heidrun's udders and feast upon a regenerating boar known as Sæhrimnir.

With the coming of Ragnarok, they are sent on important quests for the gods. The first days as Einherjar are troubling; adjusting to an immortal shell can be unsettling for the soul, and memories of their violent death haunt the heroes. Emotions can run wild, leading to unpredictable moods and venomous reactions. But with time, the Einherjar come into their own, embracing a fighting prowess of unsurpassed magnitude.

The Einherjar will retain the most profound memories of its previous life. A rule of thumb would be one major event per year.

Hammer of the Gods

The Hammer of the Gods is the direct and unapologetic instrument of war. They fear no one. They refuse to back down. They are relentless and they get into their opponent's faces. The Hammer of the gods is driven by anger, shame and indignation.

Spirit Wolf

Spirit Wolves succeed in getting into the minds of their enemies by understanding the nature of all beasts. These Einherjar can see the intended action just by witnessing how muscles tighten in preparation for the movement. With lightning reflexes, they react by tapping into their divine nature. Spirit Wolves are driven by friendship, kindness and envy.

Raven Caller

Raven Callers are known for their affinity with the magical realm and spirit world. They grab hold of magic, and their essence infuses their spellcraft. Their foes never quite know what they are in for due to the Spirit Wolves vast talents and resources. Spirit Wolves are driven by love, pity and fear.



	HAMMER OF THE GODS	SPIRIT WOLF	RAVEN CALLER
Trait	Physical	Mental	Spiritual
Active	Blood Strike	Heavenly Retribution	Magical Prism
Passive	Bloodline: Einherjar – Shield Breaker	Bloodline: Einherjar – Doom Seer	Bloodline: Einherjar – Harbinger of Ghosts
Skill	Brawling	Lore: Arcana	Omens / Portents

Divine Drain

Providence
Gate

Providence
Interrupt

Providence
Manoeuvre

Providence
Spell

Providence
Stance

Divine Killing
Strike

Providence
Stance

Odin's Sorcery

Cleansing
Posture

Immortal's
Parry

Cursing
Defense

Thorgerd and
Irpa's Reprisal

Providence
Gate

Providence
Spell

Odin's Sorcery

Champion
Strike

Immortal's
Attack

Immortal's
Focus

Modr, Greater

Providence
Interrupt

Providence
Manoeuvre

Posture of
Tenacity

Ground Smash

**ACTIVE
POWERS**

Immortal's
Sprint

Heave
Anything

Providence
Manoeuvre

Providence
Interrupt

Immortal's
Cleansing

Unmitigated
Cleansing

Immortal's
Bash

Immortal's
Regeneration

Valhalla's
Brotherhood

Providence
Spell

Providence Gate

Odin's Sorcery

Unmitigated
Healing

Sky Smash

Valhalla's
Armoury

Valhalla's
Stance

Providence
Stance

Divine Killing
Strike

Providence
Stance

Providence
Spell

Providence
Manoeuvre

Providence
Interrupt

Providence
Gate

Divine Drain



Almighty Presence

Mortal Mimicry

Mortal Mimicry

Mortal Mimicry

Mortal Mimicry

Mortal Mimicry

Almighty Presence

Mortal Mimicry

Eternal Stalwart

Battlefield Presence

Iron Archer

Eternal Reflexes

Eternal Thrust

Mortal Mimicry

Mortal Mimicry

Heart of Sorrow

Fox's Cunning

Eternal Body

Bear's Courage

Heart of Cold

Mortal Mimicry

Mortal Mimicry

Dreadful Wail

Battlefield Fortitude

PASSIVE POWERS

Eternal Fury

Masochistic Defense

Mortal Mimicry

Mortal Mimicry

Heart of Darkness

Eternal Soul

Eternal Warden

Battlefield Timing

Heart of Thorns

Mortal Mimicry

Mortal Mimicry

Dreadful Aggression

Eternal Light

Iron Mage

Eternal Mind

Summon Thane

Mortal Mimicry

Almighty Presence

Mortal Mimicry

Mortal Mimicry

Mortal Mimicry

Mortal Mimicry

Mortal Mimicry

Almighty Presence

Divine Infusion

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine Infusion

Divine
Inspiration

Short Fuse

Sneak

Perception

Swim

Realm Ore

Divine
Inspiration

Divine
Inspiration

Survival: Urban

Athletics

Intimidate

Peak
Performance

Craft

Divine
Inspiration

Divine
Inspiration

Perform

Brawling

SKILLS

Repair
Equipment

Appraisal

Divine
Inspiration

Divine
Inspiration

Lore: Locales

Drinking/
Wenching

Lock Bash

Endurance

Infuse

Divine
Inspiration

Divine
Inspiration

Lore: Arcana

Lore: Personas

Hunting/
Trapping

Omens/
Portents

Brew

Divine
Inspiration

Divine Infusion

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine Infusion

Sons of Muspel

Minimum Disir Level: 5

Base Powers: Ascended, Immortal

Base Level: +4 (spend 4 dweller levels when selecting this archetype)

Place of Rebirth: Glassisvellir

Warrior-heroes of legends who died in battle were chosen by Valkyries and brought to Glassisvellir to become Sons of Muspel. Once they emerge from the lake of fire and are reborn into a new immortal body, the Sons of Muspel undertake a pilgrimage throughout the worlds of Yggdrasil to hone their skills for all realms and against all types of foes. Once the pilgrimage is complete, they achieve oneness with the world-tree Yggdrasil, which gives them omniscience and cosmic resilience. The first days as a Son of Muspel are difficult. The body is extraordinarily sensitive to all elements, including the spectrum of sound and sight. In time, however, this sensitivity is transformed into an awareness that resembles precognition. Sons of Muspel retain their human appearance from their past life, but they are also “fire touched”. Their eyes will take on a golden sheen. The veins beneath their skin will resemble lava flows and this will become more pronounced when they are angry. Then in the heat of battle, their skin will shine like the embers upon a log which has been bathing in flames. Once they have mastered their new form, their hair will blaze like the eternal fires of Muspelheim, certifying their nature and appearance. The Son of Muspel will retain the most profound memories of its previous life. A rule of thumb would be one major event per year.



Wildfire Warrior

Wildfire Warriors tirelessly hunt the enemies of the Muspeli Jotuns. Physical senses and the vision of Fate are two defining extraordinary senses for this specialization. They can hear, see, taste and smell with uncanny accuracy. When you look upon another, you look past their physical form and see them as images upon the Tapestry of Fate. Their actions are threads you can sever and reweave into your own destiny.

Eternal Light

The Eternal Light Sons of Muspel take a vow to protect Yggdrasil and protect it from all harm. Thought and Time are two defining senses for this specialization. They understand the nature of Yggdrasil and they tap into the sacrosanct sap which runs through its core. With a shared consciousness, these Sons of Muspel can use time as both weapon and armour. The Cosmic Tree is living, the Great Ash has a will and the Eternal Light will enact its holy edict.

Keeper of the Flame

Keepers of the Flame are the ones who vow to keep Nidhogg’s darkness at bay. Spirit and Space are two defining senses for this specialization. They rally the forces of nature which have sprung from the Crucible of Life against the coming dark tide. They understand the Yggdrasil is part of everything and when they work through the Cosmic Ash then they work upon all of the worlds. They can call upon the Vaettir for assistance and they can appear anywhere they wish to be.

	WILDFIRE WARRIOR	ETERNAL LIGHT	KEEPER OF THE FLAME
Trait	Physical	Mental	Spiritual
Active	Transcendental Strike	Hive Mind	Awaken the Ancients
Passive	Bloodline: Muspeli Jotun - Furious Eruption	Bloodline: Muspeli Jotun – Ashen Eyes	Bloodline: Muspeli Jotun – Molten Heart
Skill	Perception	The Sight	Learned

Divine Killing
Strike

Providence
Gate

Providence
Interrupt

Providence
Manoeuvre

Providence
Spell

Providence
Stance

Divine Drain

Providence
Stance

Crucible Alka

Immortal's
Regeneration

Unmitigated
Cleansing

Immortal's
Focus

Immortal's
Cleansing

Providence
Gate

Providence
Spell

Posture of
Tenacity

Conflagration
Spear

Unmitigated
Healing

Conflagration
Bow

Incinerating
Retribution

Providence
Interrupt

Providence
Manoeuvre

Omniscience

Cleansing
Posture

**ACTIVE
POWERS**

Immortal's
Brilliance

Omniscience

Providence
Manoeuvre

Providence
Interrupt

Incinerating
Gaze

Conflagration
Armour

Champion
Strike

Conflagration
Axe

Incinerating
Presence

Providence
Spell

Providence Gate

Immortal's
Attack

Immortal's
Parry

Immortal's
Stomp

Immortal's
Blazing Fire
Column

Heave
Anything

Providence
Stance

Divine Drain

Providence
Stance

Providence
Spell

Providence
Manoeuvre

Providence
Interrupt

Providence
Gate

Divine Killing
Strike



Almighty Presence	Mortal Mimicry	Mortal Mimicry	Mortal Mimicry	Mortal Mimicry	Mortal Mimicry	Almighty Presence
Mortal Mimicry	Temporal Body	Eternal Fury	Eternal Light	Battlefield Fortitude	Temporal Shift	Mortal Mimicry
Mortal Mimicry	Eternal Mind	Masochistic Defense	Fox's Cunning	Iron Mage	Violent Growth	Mortal Mimicry
Mortal Mimicry	Eternal Glory	Battlefield Timing	PASSIVE POWERS	Eternal Body	Heart of Whispers	Mortal Mimicry
Mortal Mimicry	Eternal Soul	None Can Hide	Battlefield Presence	Iron Archer	Eternal Stalwart	Mortal Mimicry
Mortal Mimicry	Nullifying Wish	Ratatask's Paths	Dreadful Foe	Eternal Reflexes	Yggdrasil's Heart	Mortal Mimicry
Almighty Presence	Mortal Mimicry	Mortal Mimicry	Mortal Mimicry	Mortal Mimicry	Mortal Mimicry	Almighty Presence

Divine Infusion

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine Infusion

Divine
Inspiration

Lore: Arcana

Lore: Locales

Navigation

Intimidate

Realm Ore

Divine
Inspiration

Divine
Inspiration

Lore: Personas

Omens/
Portents

Animal
Empathy

Verbal
Manipulation

Craft

Divine
Inspiration

Divine
Inspiration

Negotiation

Sense Motive

SKILLS

Repair
Equipment

Appraisal

Divine
Inspiration

Divine
Inspiration

Commune with
Dead

Read and Write

Perception

Tracking

Infuse

Divine
Inspiration

Divine
Inspiration

Perform

Silent Tongue

Sneak

Survival:
Wilderness

Brew

Divine
Inspiration

Divine Infusion

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine
Inspiration

Divine Infusion

Valkyrie

Minimum Disir Level: 6

Base Powers: Primal Being, Immortal

Base Level: +5 (spend 5 dweller levels when selecting this archetype)

Place of Rebirth: Crucible of Life – You return to the birthplace of creation. Your natural essence is ready to seek out a new host whom you will be able to subsume.

A Valkyrie is an agent of death. These mystical and mythical spirits were birthed from the Void, which is where the light and darkness clashed. Valkyries are drawn to battle and can see and manipulate the spiritual world as easily as the material world. They move to where destiny requires them to be, whether it is serving Odin in bringing the dead into Valhalla, working to bolster the ranks of the Sons of Muspel when they waded into battle against the Alsvatr, or fulfilling their own personal agendas.

Valkyries are powerful awe-inspiring spirits who thirst for emotion and experiences. These spirits are fascinated and drawn to humanity and have the ability to subsume the life of humans. They merge with the mortal, taking on their form and drinking their memories. The mortal consciousness remains, sometimes it is in harmony with the Valkyrie, other times it can be at odds. In some instances, the Valkyrie and the mortal consciousness are aware of each other, but other times it may be that one or the other live on opposite sides of a coin flipping through the air. A mortal may suddenly be amazed by powers which erupt in times of emotional distress, unaware that a Valkyrie has subsumed them. Other times a Valkyrie may fight to suppress the host's desires. Most often, when a Valkyrie chooses a new host, they choose one with whom harmony is achievable.

The longer a Valkyrie lives a mortal's life, the more memories they uncover within their subsumed host's

consciousness. Disir 6 Valkyries are new Valkyries, just learning how to co-exist with someone they have subsumed. As a result, it is possible for the original consciousness to be the dominant one for a while. However, Valkyries are quick learners and they will soon overpower even the most assertive mortal consciousness.

There have been numerous times when Valkyries have chosen to live out their lives as a princess or heroine. While Valkyries prefer to take the form of female mortals, it is not unheard of for them to subsume males as well. Valkyries have been known to take on human form out of intense infatuation with a mortal hero(ine). Those who have been rebuffed by the object of their affection have gone on to perform dishonorable deeds out of scorn.

The only way for them to return to their natural and primal form is by the death of their host. When a Valkyrie dies while subsuming a life, it reverts to its natural form and begins to search out another body and soul to subsume as its own. There have been cases where the Valkyrie did not care for the soul it liberated from its mortal shell upon death. In those cases, those souls have become Lost Souls and some Lost Souls have been so overtaken with rage and the need for revenge, that they walked down the dark path of the Wight Sovereign.

Wight Sovereigns are the natural enemies of Valkyries. They feed on souls which Valkyries cherish and most Wight Sovereigns have a very intimate and personal conflict with Valkyries due to how they were treated while subsumed by the agents of death. The Valkyries have a special role when it comes to the Wild Hunt.

The Valkyrie will retain the most profound memories of its previous life. A rule of thumb would be one major event per year.

A player does not play a Valkyrie in its natural form, rather the dweller played is one of the subsumed lives.



The Harvester of Souls

The Valkyrie known as the harvester of souls has a natural inclination to seek war and death. Upon the battlefield, they love to witness the best warriors and mages doing battle. They are particularly drawn to them after death, wishing to share their company and possibly bring them to their fated destination. Harvester of Souls are most likely to be under the employ of a God or Jotun collecting great souls. These Valkyries also partake in the annual Wild Hunt in order to reap the rewards of this recurring cosmic event. They are governed by sorrow and awe.

Swan Maiden

Swan maidens are drawn to the beauty of humanity. They seek to understand the complex and beautiful range of emotions which humans are capable of. Valkyries can only feel one emotion at a time, but when they subsume a human mortal shell, they can feel mixed and concurrent emotions. They strive to live out most of their existence fitting in with other life forms, believing that the universe is constantly evolving and improving and they must not be left behind as a primitive life form within the Crucible of Life. They are governed by bliss and love.

Blazing Avenger

The Valkyrie known as the blazing avenger embraces the path of war and conflict. A war is raging and these Valkyries cannot sit on the sidelines. They are very well aware of the precarious state of Yggdrasil and the Crucible of Life and have resolved to do everything in their power to avert the impending cataclysm. They use their talents to wage the war or to support those who fight the good fight. Blazing avengers are eager to take on the deadliest of foes, they are the ones who hunt Wight Sovereigns. Blazing Avengers are governed by rage and fury.

	HARVESTER OF SOULS	SWAN MAIDEN	BLAZING AVENGER
Trait	Physical	Mental	Spiritual
Active	Angel of Chains	Angel of Mercy	Angel of Ruin
Passive	Bloodline: Valkyrie - Aria of Death	Bloodline: Valkyrie - Aria of Rebirth	Bloodline: Valkyrie - Aria of Glory
Skill	Commune with Dead	Commune with Dead	Commune with Dead

Signature Stance	Signature Transform	Signature Shapechange	Odin's Sorcery	Odin's Sorcery	Signature Gate	Signature Alka
Signature Manoeuvre	Omniscience	Unmitigated Healing	Immortal's Sprint	Sky Smash	Omniscience	Signature Manoeuvre
Signature Attack	Unmitigated Cleansing	Cursing Defense	Champion Strike	Crucible Alka	Posture of Tenacity	Signature Attack
Signature Defense	Immortal's Regeneration	Immortal's Cleansing	ACTIVE POWERS	Gate Valkyrie Destrier	Gate Valkyrie Champion	Signature Defense
Signature Magic	Immortal's Parry	Heave Anything	Immortal's Brilliance	Cleansing Posture	Ground Smash	Signature Magic
Signature Enchantment	Omniscience	Immortal's Focus	Immortal's Attack	Immortal's Bash	Omniscience	Signature Enchantment
Signature Gate	Signature Alka	Odin's Sorcery	Odin's Sorcery	Signature Stance	Signature Transform	Signature Shapechange

Mortal Mimicry

Ratatosk's
Paths

Mortal Mimicry

Iron Archer

Mortal Mimicry

Yggdrasil's
Heart

Mortal Mimicry

Heart of
Whispers

Eternal Soul

Dreadful Wail

Eternal Glory

Heart of
Darkness

Eternal
Reflexes

Nullifying Wish

Unbudging
Stalwart

Heart of Cold

Battlefield
Fortitude

Crown of
Amber

Battlefield
Presence

Dreadful Foe

Mortal Mimicry

Eternal Thrust

Eternal Fury

Crown of Mercy

**PASSIVE
POWERS**

Crown of Dawn

Eternal Body

Eternal
Warden

Mortal Mimicry

Dreadful
Aggression

Battlefield
Timing

Crown of Ruin

Bear's Courage

Fox's Cunning

Mortal Mimicry

None Can Hide

Eternal
Stalwart

Heart of
Sorrow

Eternal Light

Heart of
Thorns

Eternal Mind

Masochistic
Defense

Mortal Mimicry

Temporal Shift

Mortal Mimicry

Iron Mage

Mortal Mimicry

Temporal Body

Mortal Mimicry

Divine Infusion

Divine
Inspiration

Divine
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Denizens

This chapter includes many more denizens who herald from Asgard, Jotunheim, Muspelheim, Vanagard, Nidavellir, and Niflheim. Lords of the Ash includes two more forge beasts for the Blacksmith, and two more mounts for the Fardrengir.

Base Powers

The denizens are listed with new Attributes which are fully explained on page “Attributes (Base Powers)” on page 66.

Base Level

The base level is included in the denizen’s overall level. For example: if a Norn wished to make a level 20 denizen, and the chosen denizen’s base level was +4, then the Norn would only have 16 levels with which to buy Essence and Destiny.

Size/Move

This is the denizen’s size and move. It may be altered with Passive powers which increase size. Reminder: unarmed damage has a DF equal to Size -3.

Equipment Type

The Equipment Types are the following:

None: The denizen does not carry any equipment

Martial: The denizen will have weapons and armor for itself and possibly

Fay: The denizen will most likely have magical items with infused Active or Passive powers.

Lair: The denizen not only has Martial or possibly Fay gear, but also has a treasure reserve in their lair nearby.

Immortal Denizens

Some of the denizens in this chapter are immortals. They will share powers and skill similar to immortal dweller archetypes. They begin combat with at maximum Divine Potence. Should a power scale based on Achievement, assume the achievement of 1.

Ancient Borghild

The land has a soul and its known as a Vaettir. The first land created by the Crucible of Life is inhabited by the most ancient of Vaettir. When such a spirit takes corporeal form, it is known as an Ancient Borghild. They are experienced, powerful and wise.

They will aid those who work to preserve the world tree Yggdrasil. Most of the time they slumber, and occasionally they wake in order to grant advice to powerful beings. Some manifest themselves as mountains, others as storms, while others take on more exotic appearances. Among their ranks are the four Ancient Vaettir of Islandia: the eagle Gammur, the dragon Dreki, the bull Gridungur and the giant Bergrisi.

These all powerful Vaettir manifestations are immortal, and have Divine Potence. All of their Active powers are {Providence} type.

Ancient Borghilds are seasoned practitioners of magic. The Norn may choose to template all spells by a certain type such as {Seith}, {Verwandlung}, {Rune}, etc.

Base Powers: Immortal; Earthquake: During Upkeep, everyone on the battlefield gains +1 intensity to the Impeded condition [Counter P] (this effect scales by the Ancient Borghild's MDP).

Base Level: +8 (+3 levels per additional +1 Divine Potence)

Size/Move: 8/8

Equipment Type: None



Sun and Moon	Sweeping Trip	Living Succor	Soul Shroud	Spirit Lance
Ride of the Valkyries	Stitch Kindred	Living Land	Living Smite	Wrack
Catharsis	Apples of Idun	ACTIVE POWERS	Bone Snapper	Any "Beckon X" Active power from the Core Rulebook
Frost Breath	Aggressive Assault	Natural Strike	Drain Life	Any "Beckon X" Active power from the Core Rulebook
Chant of Skuld	Mauling	Reckless Whirlwind Attack	Lunging Attack	Nether Touch

Keen Aptitude	Keen Aptitude	Fae-Kin	Keen Aptitude	Keen Aptitude
Keen Aptitude	Battlefield Fortitude	Verdant Size	Eldritch Hulk	Keen Aptitude
Ancient Blood	Slamming Hulk	PASSIVE POWERS	Mind Eater Hulk	Unencumbered Dodger
Keen Aptitude	Earth Bender Hulk	Benevolent Hulk	Soul Devouring Hulk	Keen Aptitude
Keen Aptitude	Keen Aptitude	Fangs	Keen Aptitude	Keen Aptitude

Lore: Locales	Lore: Personas	Lore: Personas	Lore: Personas	Lore: Personas
Lore: Locales	Lore: Personas	Lore: Personas	Lore: Personas	Lore: Personas
Lore: Locales	Lore: Locales	SKILLS	Lore: Arcana	Lore: Arcana
Lore: Locales	Lore: Locales	Lore: Arcana	Lore: Arcana	Lore: Arcana
Lore: Locales	Lore: Locales	Lore: Arcana	Lore: Arcana	Lore: Arcana

Angungri

Native to Jotunheim, these hearty fungal folk look like humanoid mushrooms. They span from 1' in height to a towering 20', but they are small in proportion to everything else in Jotunheim. They are very smart and social while their society is based on very rigid and peculiar etiquette. They can be very militaristic towards their enemies and their close bond make them a major threat in large numbers.

Base Powers: Twilight Vision (perfect vision in darkness)

Base Level: +1

Size/Move: 4

Equipment Type: Martial



Conjure Weapon	Defensive Stance	Devour Thought {Spell Song} [Amplify Area Open]	Enchant Flesh	Howl, Skoll's Victory
Ice Aura	Analytical Fortress Stance	Stitch Kindred {Spell Song} [Maintain Area Maintain]	Piercing Attack	Beckon Jotunheim
Insulting Parry	Stitch Destiny {Spell Song} [Maintain Area Maintain]	ACTIVE POWERS	Cerebral Chains {Spell Song} [Amplify Area Open]	Arcane Shield
Life Overwhelming	Apples of Idun	Mask of Mockery	Catharsis {Spell Song} [Amplify Area Open]	Chant of Skuld
Conjure Troll Illusion	Mental Celerity	Perfect Parry	Purge Degeneration	Cleansing Block

Keen Aptitude	Keen Aptitude	Dance of Winter	Keen Aptitude	Keen Aptitude
Keen Aptitude	Dance of Summer	Penumbral Ring	Verdant Size	Keen Aptitude
Carried by Song	Nature's Child	PASSIVE POWERS	Keen Senses	Precision
Keen Aptitude	Stout	Untouchable	Keen Aptitude	Keen Aptitude
Keen Aptitude	Keen Aptitude	Turn the Blade	Keen Aptitude	Keen Aptitude

Craft	Survival: Wilderness	Omens/ Portents	Survival: Wilderness	Navigation
Survival: Wilderness	Repair Equipment	Survival: Wilderness	Sneak	Survival: Wilderness
Lore: Locales	Perception	SKILLS	Silent Tongue	Silent Tongue
Perform	Lore: Arcana	Perform	Lore: Arcana	Perform
Animal Empathy	Perform	Etiquette	Perform	Hunting/ Trapping

Destrier, Valkyrie

These celestial horses were birthed from the Crucible of Life. They appear as shimmering steeds- perfect equine specimens in every way. Their manes burn with heatless flames and their hooves create sparks as they gallop across the wind. Their eyes look malevolent, black, reflecting the stars.

With boundless energy, they race across the sky. Life most creatures birthed from the Crucible of Life, they return there upon their death, only to be reborn. Some have the uncanny ability to recoallesce right where they died, making them frightful foes.

They are mysteriously drawn to conflict and enjoy carrying a worthy champion. Valkyries and these destriers share a special bond, which allows the Valkyries to instantly gate one into their location. A Valkyrie Destrier has an unnatural capacity for riders. In addition to the Valkyrie, it can carry an extra rider per 6 levels.



Base Powers: Light-Soul, Immortal

Base Level: +5

Size/Move: 5/10

Equipment Type: None

Stitch Kindred	Purge Vulnerability	Purge Crippling	Purge Foreign Spirits	Rapid Recovery
Feral Pounce	Apples of Idun	Run Away Laughing	Field of Quagmires	Flare
Death Charge	Crucible Alka	ACTIVE POWERS	Ride of the Valkyries	Furious Sprint
Mauling	Boar's Posture	Analytical Fortress Stance	Run to Shadow	Regenerating Block
Power Over Wind	Catharsis	Cleansing Sprint	Invincible Sprint	Evasive Manoeuvre

Keen Aptitude	Keen Aptitude	Essence of the Ghost	Keen Aptitude	Keen Aptitude
Keen Aptitude	Bestow Illumination	Fleet Footed	Ancient Blood	Keen Aptitude
Giant Size	Dance Away	PASSIVE POWERS	Resistance to Impeded	Unencumbered Dodger
Keen Aptitude	Agility	Timely Mount	Death Transformation (Valkyrie Destrrier)	Keen Aptitude
Keen Aptitude	Keen Aptitude	Faithful Mount	Keen Aptitude	Keen Aptitude

Endurance	Endurance	Endurance	Endurance	Endurance
Endurance	Endurance	Endurance	Endurance	Endurance
Lore: Locales	Lore: Locales	SKILLS	Lore: Locales	Lore: Locales
Athletics	Athletics	Athletics	Athletics	Athletics
Athletics	Athletics	Athletics	Athletics	Athletics

Doudarord (Spirald Shadow)

It is said that during the full moon, these heralds of bereavement emerge from Svartalfheim during the full moon. They travel across Yggdrasil searching for their quarry, relentless in intent and pursuit. Doudarord are the creation of Hel and the Svart Alfar lords and ladies. Kings in other realms pay generously for Doudarord assassination services.

They appear as pale, lanky and imposing cloaked figures. Beneath their cloaks are humanoids who seem to have been coated in dark grey ash. Their ability to jump between shadows allows them to use their chain-spears with aggravating effectiveness. They often hunt in packs, a warband of death. A pair of Spirald shadows will impale their victims from opposite sides and will then pull on their chains, ensuring that the victim is stuck in the middle. Then the chain drains the lifeforce from the snared victim by extracting its blood which heals the Doudarord in the process.

Once their victims are dead, the Doudarord disembowel the corpses and consume the organs. The bodies are taken back to their domains and are prepared for the drying process. This makes their homes an horrific charnel ground. Bodies are burned and the Doudarord rub ashes into their skin. This grants them powers similar to the Creature Reliquary of the blacksmith, but rather than an item, it is they who get possessed. This ritual also erases the essence of the deceased, when they are attached to the Doudarord, they are hidden from Valkyries. They become Lost Souls who reveal the secrets beyond the Veil- an oracle for the Doudarord. These lamenting souls can be heard wailing around the Doudarord domains.

It is rumoured that some of the Doudarord have transcended death, and cannot be killed. This is what makes them the most relentless and fearless hunters, the most frightful predators in the cosmos. Wise men surmise that they share the same creation as Tanngrisnir and Tanngrjostr.

Base Powers: Twilight Vision; Ritual Corpse Magic (skill)

Base Level: +2

Size/Move: 4/4

Equipment Type: Spirald Shadow chain spear (see page "Spirald Shadow Chain Spear" on page 322)



Superior Parry	Weapon Stance	Raging Attack [Amplify Amplify Piercer]	Throw Weapon	Projectile Ricochet Technique
Purging Tirade	Recuperating Wounding Attack [Amplify Amplify Piercer]	Raging Charge	Wounding Attack [Amplify Amplify Piercer]	Run to Shadow
Beckon Svartalfheim	Stance of Darkness	ACTIVE POWERS	Shadow Step	Catharsis
Furious Onslaught [Amplify Amplify Piercer]	Cerebral Twist	Vanish	Soul Twist	Enchant Flesh
Howl, Skoll's Victory	Dragged to Hel	Rend Flesh	Cold Bolt	Precision Attack [Amplify Amplify Piercer]

Keen Aptitude	Keen Aptitude	Stubborn	Keen Aptitude	Spirit Domination
Keen Aptitude	Keen Senses	Scoundrel of Winter	Brutalize	Keen Aptitude
Ancient Blood	Scoundrel of Autumn	PASSIVE POWERS	Raging Cohort	Enter Rage
Keen Aptitude	Blend Into Shadow	Scoundrel of Summer	Scoundrel of Spring	Keen Aptitude
Greater Transformation (Doudarord)	Keen Aptitude	Possessed	Keen Aptitude	Keen Aptitude

Ritual Corpse Magic	Commune with Dead	Sneak	Commune with Dead	Ritual Corpse Magic
Sneak	Sneak	Sneak	Sneak	Sneak
Commune with Dead	Sneak	SKILLS	Sneak	Commune with Dead
Commune with Dead	Tracking	Tracking	Tracking	Commune with Dead
Commune with Dead	Commune with Dead	Sneak	Commune with Dead	Commune with Dead

Dragon, Catacomb

These dragons make their homes in Nidavellir, but their origins can be traced back to Hvergelmir. Their cousins are the wyrms and serpents of Hvergelmir. These dragons can grow to immense size, and their hides are covered in preternatural brass scales. Although most have wings, Catacomb Dragon wings are more for displays of intimidation. Dragons from other realms, however, have fully functional wings. Catacomb Dragons can slither at tremendous speeds. Like all members of their kind, they have tremendously powerful “breath attacks.”

Since Catacomb Dragons are normally solitary creatures outside of Hvergelmir, they have adapted themselves when outnumbered by their foes. This makes them increasingly more terrifying against larger warbands. They are powerful Seith practitioners who are unafraid of external possession. When they open themselves up, it is the essence of the Alsvartr. During that time, Nidhogg acts through them. Equally terrifying is their ability to go into rage. Their spines act as barbed spears against anyone who’d come to close.

Catacomb dragon hearts are filled with avarice. As a result, they work hard to amass tremendous wealth. They guard it with ferocity, and use their intellect and rage to chase off any would-be thieves who may wander too close to their lair. Dvergar and dragons often clash in the catacombs of Nidavellir.



Base Powers: Quadruped; Twilight Vision; Possession always invites the essence of the Alsvartr

Base Level: +5

Size/Move: 8/8

Equipment Type: Lair x 2

Rapid Recovery {Seith Spell}	Seith Frenzy {Seith Spell}	The Nightman Cometh {Seith Spell}	Reckless Aggressive Assault	Reckless Raging Attack
Needle Storm {Seith Spell}	Outnumbered Riposte Stance	Visage of Horrors {Seith Spell}	Outnumbered Guard Stance	Trample
Unearthly Resilience {Seith Spell}	Dragon's Breath	ACTIVE POWERS	Mauling	Reckless Whirlwind Attack
Muspeli Nightmare {Seith Spell}	Outnumbered Dexterity Stance	Outnumbered Recovery {Seith Spell}	Outnumbered Spell Stance	Obliterating Blow
Purge Vulnerability {Seith Spell}	Venomous Bite	Swallow	Reckless Lunging Attack	Raging Charge

Keen Aptitude	Keen Aptitude	Devour Faith	Keen Aptitude	Keen Aptitude
Keen Aptitude	Fac-Kin	Possessed	Titanic Size	Keen Aptitude
Aura of Influence	Unencumbered Dodger	PASSIVE POWERS	Fangs	Enter Rage
Keen Aptitude	Earth Bender Hulk	Slamming Hulk	Eldritch Hulk	Keen Aptitude
Keen Aptitude	Keen Aptitude	Verdant Size	Keen Aptitude	Keen Aptitude

Intimidate	Survival: Wilderness	Omens/Portents	Commune with Dead	Negotiation
Intimidate	Endurance	Sense Motive	Lore: Arcana	Lore: Locales
Intimidate	Intimidate	SKILLS	Lore: Locales	Lore: Personas
Intimidate	Intimidate	Perception	Lore: Personas	Lore: Arcana
Perception	Perception	Perception	Perception	Perception

Effigy: Serpent

The Disciples of the Great Serpent have the recipe of how to create these effigies made from a writhing mass of black adders. They are used on assassination missions. Under the cover of darkness, they are almost imperceivable. When they strike, they deliver special mixture toxins which render their victims helpless. Those who are marked for death rarely escape the Galdr who serve the great serpent Nidhogg.

The essence of the Void fuels the runes which power these adders. As a result, when the runes upon the adder come close to other runes, the other runes power-down while the adder's runes remain active. No one understands why Nidhogg's magic changes the way runes work within the known universe.

Base Powers: The rune enchantments on the adder do not cancel out when in proximity with identical runes on the victim. Only the victim's runes will power down; Twilight Vision.

Base Level: +2

Size/Move: 5/5

Equipment Type: None



Channeling {Manoeuvre}	Power over Wind	Mauling	Purge Blindness	Rapid Recovery
Acidic Spit	Snare	Power Attack	Aggressive Assault	Purge Crippling
Flying Charge	Lunging Attack	ACTIVE POWERS	Backstab	Predatory Stance
Furious Sprint	Catharsis	Piercing Attack	Shadow Step	Imposing Barrier
Leaping Attack	Repositioning	Shadow Strike	Dark Juxtaposition	Ice Aura

Keen Aptitude	Agility	Precision	Dance of Winter	Keen Aptitude
Favour Offense	Unencumbered Dodger	Sadist	Fangs	Keen Senses
Bully	Render Helpless	PASSIVE POWERS	Pounce	Leaping Striker
Stout	Dance of Spring	Brutalize	Dance of Summer	Blend into Shadow
Keen Aptitude	Rune of Blood	Rune of Mead	Rune of Shielding	Keen Aptitude

Perform	Tracking	Silent Tongue	Tracking	Perform
Athletics	Perform	Tracking	Perform	Sneak
Escape	Athletics	SKILLS	Sneak	Lore: Personas
Athletics	Perform	Perception	Perform	Sneak
Perform	Perception	Lore: Locales	Perception	Perform

Ettin

Ettins are the result of Jotuns mating with Ogres. This type of union is not uncommon but birth defects are common. Mutations may include multiple heads, limbs, or eyes which grant benefits, but conversely reaction time and cognitive processing is impaired. Ettins are held in high regard within the Jotunheim hierarchy. After Rime Jotuns, they command the most respect. Unlike many of denizens of Jotunheim, Ettins are very artistic and musically inclined.

Holding the title of earl, Ettins dominate the lesser races of Jotunheim. Through their blood they receive Divine Potence and that is what solidifies their claim. Odin sends his Einherjar to challenge their might and authority, hoping to destabilize Jotunheim. Ettins make formidable adversaries and on many occasions, they ground the bones of the Aesir emissaries.

Mutations: Draw 2 runes, no mutation on non-matching pairs



Extra Eye: Combat Awareness (Passive power); More than 3 eyes grants +1 to Perception per extra eye.



Extra Head: Ability to perform +1 extra spell song at once (all {spells} are changed to {Spell Song} type)



Extra Arm: Same effect as Hand of Tyr (Active power always maintained)



Extra Leg: Movement rate doubled



Base Powers: Immortal; Jotun Blood – Can alter size by +/- 50% in seconds (in combat as a free action during Upkeep) and equipment magically alters as well (DF and Parry scales by same amount); Inversion Ice (Passive power); Twilight Vision;

Base Level: +13 (+3 levels per additional +1 Divine Potence)

Size/Move: 12/12 (minimum 6, maximum 18 or larger with additional Passive powers)

Equipment Type: Martial (artisans, will have 1 exceptional item at QR 75% of level)

Immortal's Focus	Ice Aura	Imposing Barrier	Chant of Skuld {Spell Song}	Awaken the Ancients
Cold Bolt	Ice Shield	Ice Sheet	Catharsis {Spell Song}	Apples of Idun {Spell Song}
Cleansing Attack [Amplify Multi Proficiency]	Reckless Lunging Attack [Amplify Multi Proficiency]	ACTIVE POWERS	Throw Weapon	Ballad of Champions {Spell Song}
Raging Attack	Raging Charge	Unnatural Strike	Weapon Stance	Life Overwhelming
Ground Smash	Pained Strike	Illusion of Immortality	Death Charge	Immortal's Gaze

Divine Potence	Keen Aptitude	Bear's Courage	Keen Aptitude	Divine Potence
Keen Aptitude	Eternal Glory	Enter Rage	Eternal Fury	Keen Aptitude
Eternal Mind	Battlefield Fortitude	PASSIVE POWERS	Benevolent Hulk	Eternal Glory
Keen Aptitude	Bear's Courage	Cloak of Protection	Titanic Size	Keen Aptitude
Divine Potence	Keen Aptitude	Heart of Cold	Keen Aptitude	Divine Potence

Divine Infusion	Infuse	Craft	Repair Equipment	Tracking
Craft	Craft	Brawling	Navigation	Lore: Locales
Drinking/ Wenching	Endurance	SKILLS	Intimidate	Survival: Wilderness
Lore: Arcana	Negotiation	Hunting/ Trapping	Perception	Lore: Personas
Commune with Dead	Survival: Urban	Perform	Sense Motive	Omens/ Portents

Folded Shadow

These shapeshifters from Svartalfheim act as sentries and scouts, ambushing unsuspecting prey. They are masters of disguise and can easily appear as a dark rug or tattered black curtains. This gives them an advantage of first strike, no matter how well prepared their adversaries may be. When attacking, they manifest limbs or tentacles to reach out to their prey. Their bodies appear as gaping holes into nothingness and their bodies reflect no light- a very jarring sight!

The Svart Alfar employ them as guards in Svartalfheim, but sometimes they can be met elsewhere. They do seem to be drawn to Myrkvid. Many believe that these creatures were created by Void magic, and are in fact a portal into Ginnungagap. Perhaps they are a conduit to the Alsvatr? Wise men postulate that their behaviour mimics those of the Haugbui.

Folded Shadows fight until killed, they will never retreat, nor will they accept surrender. They make no sound and as a result have earned the moniker "Silent Killer". Their most terrifying ability is to subsume the shadow belonging to a traveller, this way they can move about undetected, attached to the traveller's shadow much like a parasite. Only powerful fully ambient light will eliminate all shadows, thus revealing the presence of a Folded Shadow.

Base Powers: Twilight Vision; Ambush, always surprises victims, even if victims are fully aware of the Folded Shadow's presence (gain 1 free round of attacks); Shadow Parasite (Active Power bound to all runes)

Base Level: +1

Size/Move: 4/4

Equipment Type: Lair



Raging Charge	Raging Attack	Blight	Sundering Blow	Catharsis
Beckon Plague	Concealed Posture	Concealed Strike	Concealed Stance	Agonizing Vortex
Dark Shape	Stance of Darkness	ACTIVE POWERS	Shadow Step	Flight of the Shade
Primal Scream	Vanish	Illusion of Immortality	Spiritual Abortion	Dark Castigation
Withering Touch	Unnatural Strike	Strike of Bereavement	Armageddon Strike	Mistress of the Dark Bond

Keen Aptitude	Keen Aptitude	Sadist	Keen Aptitude	Keen Aptitude
Keen Aptitude	Scoundrel of Autumn	Brutalize	Scoundrel of Summer	Keen Aptitude
Enter Rage	Keen Senses	PASSIVE POWERS	Tap the Source	Blend into Shadow
Keen Aptitude	Scoundrel of Winter	Shadow of the Ice Raven	Scoundrel of Spring	Keen Aptitude
Keen Aptitude	Keen Aptitude	Stubborn	Keen Aptitude	Keen Aptitude

Sneak	Sneak	Sneak	Sneak	Sneak
Sneak	Sneak	Sneak	Sneak	Sneak
Perception	Perception	SKILLS	Lore: Persona	Lore: Arcana
Disguise	Disguise	Disguise	Disguise	Disguise
Disguise	Disguise	Disguise	Disguise	Disguise

Forge Beast: Van-Folk

When the world tree, Yggdrasil, was new, young Frey and Freya found themselves alone. Njord often left for travel. Nothing is known of their mother. Instinctively the Freya understood they would need teachers and guardians, so her power created the Van-Folk. They are humanoid animals and come in all shapes and sizes. They have an incredible talent for infusing magic because their bodies are filled with eldritch energy. Some appear as humanoid mice, rabbits, badgers, while others are more exotic, such as ravens, serpents and beetles. They are very curious and genuinely friendly. Blacksmiths who focus on crafting will seek out these creatures as companions for infusions. To this day the sibling Gods hold nothing but kindness for their former guardians, to cross the Van-Folk is to cross them.

A blacksmith who chooses to partner with a Van-Folk should personally specialize in crafting. The Van-Folks' excellent infusing allows their partner to excel in crafting, making it a dream pairing.

Base Powers: none

Base Level: +0

Size/Move: 4/4

Equipment Type: Martial



Gift of Silver	Roll into Position	Regenerating Block	Vengeful Parry	Unearthly Resilience
Primal Scream	Disarming Parry	Cleansing Block	Superior Parry	Defensive Stance
Run Away Laughing	Versatile Combat Manoeuvre	ACTIVE POWERS	Apples of Idun	Cleansing Sprint
Throw Dirt	Disarm	Cleansing Attack	Sundering Blow	Aggressive Stance
Sweeping Trip	Bull Rush	Regenerating Attack	Flying Charge	Destroyer of Crowds

Companion in Blood	Fellowship of White Hare	Aura of Influence	Fellowship of Magic Eye	Bestow Insight
Companion in Death	Quick Draw	Spirit Warrior	Bestow Wisdom	Nature's Child
Companion in Destiny	Crafter's Promise	PASSIVE POWERS	Equipment Mastery	Bestow Illumination
Companion in War	Combat Awareness	Cerebral Warrior	Bestow Conviction	Protector
Die Hard	Fellowship of Hel's Ice Hand	Keen Aptitude	Fellowship of the Silver Shields	Bestow Faith

Infuse	Repair Equipment	Infuse	Appraisal	Infuse
Bestow Skill: Miniaturize	Infuse	Bestow Skill: Miniaturize	Infuse	Bestow Skill: Miniaturize
Infuse	Silent Tongue	SKILLS	Bestow Skill: Silent Tongue	Infuse
Bestow Skill: Craft	Infuse	Bestow Skill: Miniaturize	Infuse	Bestow Skill: Craft
Infuse	Bestow Skill: Craft	Infuse	Bestow Skill: Craft	Infuse

Forge Beast: Risabarn

The Risabarn, sometimes called Risi, herald from Jotunheim. They are diminutive jotuns who are said to be the mixed offspring of jotun and dvergar blood. They have an uncanny talent for crafting wondrous items and their passion for crafting outweighs all other wants and desires. This is fortunate for their neighbors, because they can be terrifying warriors if pressed into a corner- albeit clumsy. After touching and manipulating metals and non-living wood for several minutes, they can either temporarily shift the consistency and density to that of wet snow, or they can temporarily shift it to a state which is as brittle as ice. They love to partner up with a blacksmith in order to achieve greater mastery in their craft.

A blacksmith who chooses to partner with a Risabarn should personally specialize in infusing. The Risabarns' excellent crafting allows their partner to excel in infusion, making it a dream pairing.

Base Powers: none

Base Level: +0

Size/Move: 4/4

Equipment Type: Martial



Bear's Posture	Aggressive Stance	Cleansing Block	Defensive Stance	Boar's Posture
Mobile Stance	Desperation Attack	Reckless Power Attack [Amplify Multi Proficiency]	Reckless Bull Rush [Amplify Multi Proficiency]	Predatory Stance
Cleansing Attack [Amplify Multi Proficiency]	Reckless Lunging Attack [Amplify Multi Proficiency]	ACTIVE POWERS	Reckless Whirlwind Attack [Amplify Multi Proficiency]	Throw Weapon
Regenerating Block	Reckless Wounding Attack [Amplify Multi Proficiency]	Reckless Thundering Blow [Amplify Multi Proficiency]	Reckless Aggressive Assault [Amplify Multi Proficiency]	Hamstring
Destroyer of Crowds	Satisfying Attack [Amplify Multi Proficiency]	Trample	Sly Stance	Flanking Attack [Amplify Multi Proficiency]

Martial Prowess	Keen Aptitude	Cornered Ferocity	Quick Draw	Martial Prowess
Combat Awareness	Giant Size	Spirit Warrior	Giant Size	Keen Aptitude
Tactical Pause	Crafter's Promise	PASSIVE POWERS	Equipment Mastery	Tribal Blood
Keen Aptitude	Martial Prowess	Cerebral Warrior	Martial Prowess	Desperation
Giant Size	Frenzy	Carried by Blood	Keen Aptitude	Giant Size

Craft	Repair Equipment	Craft	Appraisal	Craft
Bestow Skill: Miniaturize	Craft	Bestow Skill: Miniaturize	Craft	Bestow Skill: Miniaturize
Craft	Silent Tongue	SKILLS	Bestow Skill: Silent Tongue	Craft
Bestow Skill: Infuse	Craft	Bestow Skill: Miniaturize	Craft	Bestow Skill: Infuse
Craft	Bestow Skill: Infuse	Craft	Bestow Skill: Infuse	Craft

Fossegrimen

The Fossegrimen are musical spirits, which inhabit waterfalls in all realms. Each of these spirits are bound to a particular waterfall and act as wardens and caretakers for the lands which surround the falls. The Fossegrimen are master musicians and are adapted to breathe, sing and play musical instruments underwater. They are equally adept out of the water, but remain perpetually wet, leaving puddles and brooks in their wake.

These musical spirits resemble corporeal green men and women, yet very wispy and translucent. Their perpetually wet skin swirls about like the turbulent currents of their homes- the waterfalls. It is said that these creatures guard the gateways that lead beyond the veil, to the lands inhabited by the Aos Si. The Fossegrimen will be convivial if the proper gifts and etiquette are observed, however beware their wrath to anyone who might insult them.

There is nothing that the Fossegrimen enjoy more than the taste of cooked meat. Sadly, due to their watery nature, they are unable to prepare cooked meat for themselves. This is why they rely on others to bring them delicious cooked mutton. In return, they agree to teach their musical skills to others.

Mentoring- Grant a +1 skill boost that will last 24 hours. Those who know spell songs will also be granted a bonus Area meta on their Spell Songs during the next battle.

Base Powers: Aquatic, Mentoring

Base Level: +1

Size/Move: 4/4

Equipment Type: Fay (magical string instrument with QR 75% of level)



Water Shape	Retreating Parry	Superior Parry	Gate Nokken	Gate Rusalki
Whirlwind Attack	Aqua Armour	Beget Water	Aqua Axe	Field of Quagmires
Power Attack	Lunging Attack	SKILLS	Geyser of Living Water	Rusalki Song
Bone Snapper {Spell Song} [Amplify Area Open]	Water Shield {Spell Song} [Amplify Area Open]	Power Over Water {Spell Song} [Amplify Area Open]	Apples of Idun {Spell Song} [Amplify Area Open]	Arcane Shield {Spell Song} [Amplify Area Open]
Drain Life {Spell Song} [Amplify Area Open]	Frost Breath {Spell Song} [Amplify Area Open]	Howl, Blood Fang {Spell Song} [Amplify Area Open]	How, Skoll's Victory {Spell Song} [Amplify Area Open]	Possess Opponent {Spell Song} [Amplify Area Open]

Keen Aptitude	Keen Aptitude	Warrior of Song	Keen Aptitude	Keen Aptitude
Keen Aptitude	Suave Singer	Water Lord	Song Smith	Keen Aptitude
Stout	Water Home	PASSIVE POWERS	Superb Swimmer	Nature's Child
Keen Aptitude	Carried by Song	Gliding Dodger	Master of Kennings	Keen Aptitude
Keen Aptitude	Keen Aptitude	Fae-Kin	Keen Aptitude	Keen Aptitude

Athletics	Swim	Lore: Arcana	Swim	Sense Motive
Swim	Perform	Swim	Perform	Swim
Perception	Swim	SKILLS	Swim	Survival: Wilderness
Swim	Perform	Swim	Perform	Swim
Animal Empathy	Swim	Lore: Arcana	Swim	Negotiation

Huldra / Huldu

The Huldra come from the mountains of Vanagard. They resemble human beings in every regard except for their tails. Some tails are bovine while others are fox-like. Males are called Huldus and females are known as Huldras. Since the females are more adventurous, they venture most often into Midgard, so their species is thought to be all female.

The most obvious characteristic of the Huldra is their passion. Many wrongfully confuse that as promiscuous sexuality. Whatever their endeavour, they will invest their heart and soul. Success results in manic behaviour while failure plunges them into depression. This headstrong attitude drives them to perfection. Their zealous persistence may border on self-entitlement.

The Huldra's most distinguishing physical characteristic is that their backs have a tree hollow. An obvious cavity which is lined in tree bark. They never reveal why their bodies have this strange cavity. Huldra prefer to be nude, but if they dress to conceal their identity, Huldra prefer to dress in provocative clothes.

They have farmsteads in Vanagard and the cattle on their farms is a peculiar blue. The music they play is cheerful and fascinating and they have a tremendous zeal and talent for magical trinkets and baubles. They love to seduce humans, both men and women. Some have even been known to steal babies. Beware those who venture into the lands of the Huldra, for not everything is as it seems.

Base Powers: Always in a Bewitchment stance (Active Power)

Base Level: +1

Size/Move: 4/4

Equipment Type: Fay



Chant of Skuld	Cerebral Twist	Cerebral Chains	Devour Thoughts	Ode to Vanagard
Touch the Essence	Arcane Shield	Apples of Idun	Mental Celerity	Imposing Barrier
Backstab	Cleansing Attack	ACTIVE POWERS	Melody of Discord	Evasive Manoeuvre
Invoke the Shadows	Lunging Attack	Run to Shadow	Dark Juxtaposition	Invigorate Spirits
Shade of Whispers	Mimicry	Run Away Laughing	Hand of Tyr	Shade of Night and Day

Fac Kin	Suave Singer	Price of Progress	Arcane Reach	Channel the Unseen River
Alabaster Magician	Invoker's Charity	Carried by Song	Work in Concert	Song Smith
Aura of Influence	Keen Senses	PASSIVE POWERS	Fleet Footed	Untouchable
Blend into Shadows	Dance Away	Agility	Unencumbered Dodger	Deflect Aggression
Bestow Wisdom	Companion in Blood	Striker	Companion in War	Bestow Conviction

Perform	Drinking/ Wenching	Disguise	Drinking/ Wenching	Repair Equipment
Drinking/ Wenching	Craft	Sense Motive	Perception	Drinking/ Wenching
Etiquette	Verbal Manipulation	SKILLS	Sneak	Feather Fingers
Drinking/ Wenching	Swim	Silent Tongue	Athletics	Drinking/ Wenching
Survival: Wilderness	Drinking/ Wenching	Escape	Drinking/ Wenching	Tracking

Giant Golden Eagle

Giant Golden Eagles are native to the mountaintop upon which the city of Asgard was built. These eagles are like no others, because they have four massive wings which carry them through the air. They have the ability to remain in place much like hummingbirds. They have been assimilated into the Aesir world and they act as scouts and guards for the holy city of the gods. Their ferocity and keen eye make them an ideal guardian over the skies of Asgard.

They can carry a rider and act as a mount for anyone deemed worthy. Their eggs are sought after and can fetch a mighty price upon the black market. They would never be sold on the open market in fear that the Godis dedicated to the Aesir gods would take grave and violent offense.

Base Powers: Flight, Quadruped

Base Level: +2

Size/Move: 4/8

Equipment Type: None



Cleansing Attack	Attack from Above	Stand of Presence	Eye Rake	Chant of Skuld
Cleansing Block	Superior Parry	Feral Pounce	Evasive Manoeuvre	Disarming Parry
Radiant Cloud	Purge Blindness	ACTIVE POWERS	Apples of Idun	Power Over Wind
Goad	Trample	Raging Charge	Reckless Power Attack	Reckless Lunging Attack
Howl, Heart of Fury [Amplify Area Area]	Mauling	Raging Attack	Reckless Aggressive Assault	Reckless Raging Attack

Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude
Natural Fortify	Natural Dodge	Natural Eldritch	Natural Deflect	Natural Absorb
Fangs	Leaping Striker	PASSIVE POWERS	Harbour Grudge	Unencumbered Dodger
Champion of Summer	Enter Rage	Furious Cohort	Resistance to Blindness	Giant Size
Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude

Athletics	Perception	Athletics	Perception	Athletics
Short Fuse	Athletics	Perception	Athletics	Perception
Tracking	Short Fuse	SKILLS	Perception	Tracking
Short Fuse	Athletics	Perception	Athletics	Perception
Athletics	Perception	Athletics	Perception	Athletics

Glaistig

Glaistigs appear as fauns; they are human-like, but with goat haunches and legs. It is said that their ancestry can be traced to the Lios Alfar. They are filled with creative talent and their ability to forge wondrous items is only rivaled by the Dvergar. But unlike the Dvergar, the Glaistig do not part with their creations. In fact, they believe that others are out to rob them, and this has infected their character with paranoia. As a result, most are solitary creatures.

Since the buildup to the War of Shadow, many of these creatures have been drawn into Myrkvid. Their ability to see shades of light and colour in unmatched, granting them heightened perception. They also make their homes in the most remote and inhospitable places, ensuring that they receive very few guests.



Base Powers: Domain

Base Level: +1

Size/Move: 4/4

Equipment Type: Lair (QR equipment equal to the Gailstig's level).

Throw Dirt	Strike Weapon	Furious Sprint	Disarm	Roll into Position
Trip	Outnumbered Riposte Stance	Run Away Laughing	Outnumbered Guard Stance	Retreating Parry
Sundering Blow	Flying Charge	ACTIVE POWERS	Outnumbered Recovery	Cleansing Block
Whirlwind Attack	Outnumbered Dexterity Stance	Versatile Combat Manoeuvre	Outnumbered Spell Stance	Riposte
Cleansing Attack	Sundering Blow	Superior Parry	Disarming Parry	Regenerating Block

Keen Aptitude	Keen Aptitude	Combat Manoeuvrability	Keen Aptitude	Keen Aptitude
Keen Aptitude	Tactician	Tactical Advantage	Fleet-Footed	Keen Aptitude
Die Hard	Combat Awareness	PASSIVE POWERS	Keen Senses	Blend into Shadow
Keen Aptitude	Defy the Crowd	Bastion	Fuelled by the Crowd	Keen Aptitude
Keen Aptitude	Keen Aptitude	Attuned Weapon	Keen Aptitude	Keen Aptitude

Craft	Miniaturize	Craft	Miniaturize	Craft
Dvergar Engineering	Craft	Repair Equipment	Craft	Dvergar Engineering
Craft	Infuse	SKILLS	Infuse	Craft
Dvergar Engineering	Craft	Realm Ore	Craft	Dvergar Engineering
Craft	Miniaturize	Craft	Miniaturize	Craft

Huldufolk

The Huldufolk are the hidden folk of Myrkvid. They live beyond the Veil. They are the Aos Si who have settled the haunted woods and in the process, were transformed by the nature of the forest. They are invisible to normal sight, only Aos, Siand Alfar can see these faeries. Sometimes, humans gain glimpses into their world when they look for omens or portents.

The Huldufolk appear as small and slender humanoids with large eyes and dilated pupils. Their hair is cloudlike and their ears are pointed. Their skin is so pale that its almost translucent, that their veins and arteries are revealed. The older Huldufolk who have spent centuries in Myrkvid have acquired other qualities. Some are deformed by bestial traits, while others take on more insect-like characteristics. The most venerable of their kind appear equally split between humanoid and monstrosity.

These denizens have created wondrous towns and settlements within the dark wood, but these structures can only be seen by the Alfar and other Aos Si. It is claimed that mortals who have Alfar blood can also witness and explore these wonders nestled deep within Myrkvid. To these half-breeds, the Huldufolk may appear when the lighting is just right.

Base Powers: Aos Si

Base Level: +1

Size/Move: 4/4

Equipment Type: Martial



Hoary Huldufolk

These corrupted creatures share Nidhogg's hunger and evil, as well as the nightmarish qualities of the Svart Alfar. Hoary Huldufolk seek to devour the lives and souls of those who venture into Myrkvid. They are immortal so long as they remain in Myrkvid, and have been known to devour foolish Einherjar and Sons of Muspel on rare occasions.

Base Powers: Aos Si; Immortal

Base Level: +4

Size/Move: 4/4

Equipment Type: Lair

Purge Foreign Spirits	Regenerating Block	Cleansing Block	Disarming Parry	Beckon Svartalfheim
Catharsis	Apples of Idun	Superior Parry	Shadow Step	Despoil the Flesh
Field of Quagmires	Bone Snapper	ACTIVE POWERS	Run to Shadow	Run Away Laughing
Regenerating Attack	Piercing Attack	Stance of Darkness	Recuperating Wounding Attack	Recuperating Sever Hamstring
Purge Blindness	Purge Crippling	Cleansing Attack	Recuperating Furious Onslaught	Recuperating Blinding Strike

Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude
Keen Aptitude	Stubborn	Brutalize	Keen Senses	Keen Aptitude
Keen Aptitude	Blend into Shadow	PASSIVE POWERS	Bully	Keen Aptitude
Keen Aptitude	Pounce	Misery Loves Company	Sadist	Keen Aptitude
Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude

Lore: Locales	Sneak	Rune: Scorn Pole	Intimidate	Lore: Personas
Sneak	Swim	Tracking	Perception	Sneak
Rune: Scorn Pole	Survival: Wilderness	SKILLS	Survival: Urban	Rune: Scorn Pole
Sneak	Silent Tongue	Verbal Manipulation	Feather Fingers	Sneak
Disguise	Sneak	Rune: Scorn Pole	Sneak	Lore: Arcana

Hraesvelgr (Corpse Swallower)

These colossal skeletal masses acts as the “custodians” of Niflheim. They torment the souls of the damned with their incessant wailing and wind. If they slay anyone non-native to Niflheim, their souls will be damned to Niflheim. Valkyries cannot touch a soul tainted by the Hraesvelgr. The Hraesvelgr looks like a huge pile of shambling bones with the ability to assume many forms. One of their most cherished forms is that of a giant eagle. When at rest, the Hraesvelgr enjoys looming over the ashen plains as a towering bone monolith.

Base Powers: Flight; Quadruped; Twilight Vision

Base Level: +5

Size/Move: 6/12

Equipment Type: None



Destroyer of Crowds	Attack from Above	Feral Pounce	Mauling	Power Overwhelming {Seith Spell}
Ice Aura {Seith Spell}	Swallow	Trample	Catharsis {Seith Spell}	Purge Blindness {Seith Spell}
Lunging Attack	Nether Touch	ACTIVE POWERS	Claim Souls (Possess Opponent) {Seith Spell} [Amplify Multi Amplify]	Spirit Bastion Stance
Syphon Soul {Seith Spell}	Soul Shroud {Seith Spell}	Soul Barbs {Seith Spell}	Soul Chains {Seith Spell}	Unearthly Resilience {Seith Spell}
The Nightman Cometh {Seith Spell}	Soul Twist {Seith Spell}	Spirit Power Stance	Spirit Lance {Seith Spell}	Spiritual Abortion {Seith Spell}

Keen Aptitude	Keen Aptitude	Giant Size	Keen Aptitude	Keen Aptitude
Keen Aptitude	Tactician	Titanic Size	Keen Senses	Keen Aptitude
Fangs	Nifflheim's Might	PASSIVE POWERS	Nifflheim's Celerity	Nifflheim's Embrace
Keen Aptitude	Spirit Domination	Nifflheim's Boon	Possessed	Keen Aptitude
Keen Aptitude	Keen Aptitude	Tactical Advantage	Keen Aptitude	Keen Aptitude

Commune with Dead	Commune with Dead	Commune with Dead	Commune with Dead	Commune with Dead
Commune with Dead	Perception	Lore: Arcana	Endurance	Commune with Dead
Commune with Dead	Perception	SKILLS	Endurance	Commune with Dead
Commune with Dead	Perception	Lore: Personas	Endurance	Commune with Dead
Commune with Dead	Commune with Dead	Commune with Dead	Commune with Dead	Commune with Dead

Karst

Karsts appear as massive lava giants. They travel beneath the earth and burst onto the surface, surprising their foes. Their natural habitat is within Muspelheim and they act as border sentries for the realm. Their bodies are humanoid, but like lava, they are fluid and they can surprise their foes by altering their shape. Standing dozens of feet taller than most other races, the heat they emit is stifling and deadly. Karsts burn everything in their path and their colossal size allows them to lay waste to vast swaths of the battlefield. They can bring any weapon into being as a natural extension of their bodies. Many Karsts enjoy shaping themselves into four-armed giants wielding a fiery bardiche executioner's axe.



Base Powers: Inversion: Fire, Domain

Base Level: +5

Size/Move: 8/8

Equipment Type: None

Power Overwhelming	Rapid Recovery	Catharsis	Cleansing Sprint	Invigorate Spirit
Night of the Long Knives	Power Attack	Beckon Muspelheim	Snare	Enchant Flesh
Muspeli Nightmare	Conjure Weapon	ACTIVE POWERS	Fire Aura	Cerebral Shroud
Power Over Fire	Recuperating Wounding Attack	Attack from Above	Purge Blindness	Unearthly Resilience
Sundering Blow	Predatory Stance	Death Charge	Purge Foreign Spirits	Life Overwhelming

Keen Aptitude	Keen Aptitude	Death Transformation Lesser (Karst)	Keen Aptitude	Keen Aptitude
Keen Aptitude	Brawler of Spring	Titanic Size	Brutalize	Keen Aptitude
Stout	Burrow	PASSIVE POWERS	Alka Kinship	Alka Mastery
Keen Aptitude	Hunter's Heart	Destroyer Hide	Deflect Aggression	Keen Aptitude
Keen Aptitude	Keen Aptitude	Keen Senses	Keen Aptitude	Keen Aptitude

Brawling	Survival: Wilderness	Brawling	Survival: Wilderness	Brawling
Survival: Wilderness	Intimidate	Survival: Wilderness	Perception	Survival: Wilderness
Survival: Wilderness	Survival: Wilderness	SKILLS	Brawling	Brawling
Brawling	Perception	Brawling	Intimidate	Brawling
Survival: Wilderness	Brawling	Survival: Wilderness	Brawling	Survival: Wilderness

Krampus

The Krampus is a seasonal monster that inhabits southern Midgard. These foul creatures emerge in winter to terrorize the populace around the Yule season. They're always encountered on moonless nights when the world is at its darkest. Ragnarok's Axe Age was their time, which is when they struck terror into the hearts of mankind.

Krampus are very large humanoids with goat legs and heads. Their hooves are cloven and their fur is black and matted with the blood of their victims. Their maws are lined with teeth and their eyes are malevolent.

These monsters feed off the fear they create in others. They carry chains which they use to signal their arrival. Those who know must fight the fear that mounts within their hearts. Krampus are masters of misery, knowing how to inflict pain and sorrow. They will first strike the weakest and most loved-of the children. As the parents grieve and yearn for revenge, the Krampus will burn down their homes. As they lament their fate, the Krampus will scatter them in the darkness, allowing fear to take hold. Only when fear begins to flirt with despair, will the Krampus emerge from the darkness in order to lay low a once proud warrior.

They were cursed and exiled from Muspelheim long ago by Surt and the Fire Council. Once they walked in light, now they find solace in darkness. They live in the shadows of Svartalfheim, but they emerge when darkness descends upon the other worlds.

Base Powers: Twilight Vision; Quadruped

Base Level: +3

Size/Move: 5/10

Equipment Type: Martial; Magical Krampus Chain (see page "Magical Krampus Chain" on page 318)



Soul Barbs	Spirit Lance	Howl, Skoll's Victory	Soul Chains	Spiritual Abortion
Soul Shroud	Soul Twist	Soul Barbs	Syphon Soul	Nether Touch
Dark Juxtaposition	Shadow Step	ACTIVE POWERS	Shade of Whispers	Wrack
Flying Charge	Lunging Attack	Stance of Darkness	Roll into Position	Superior Parry
Power Overwhelming	Power Attack	Run Away Laughing	Evasive Manoeuvre	Catharsis

Keen Aptitude	Keen Aptitude	Channel the Unseen River	Keen Aptitude	Keen Aptitude
Keen Aptitude	Fleet-Footed	Alabaster Magician	Dance Away	Keen Aptitude
Iron Mage	Ancient Blood	PASSIVE POWERS	Blend into Shadow	Tactical Advantage
Keen Aptitude	Shadow of Illicit Deeds	Shadow of Hvergelmir	Arcane Reach	Keen Aptitude
Keen Aptitude	Keen Aptitude	Shadow of Niflheim	Keen Aptitude	Keen Aptitude

Sneak	Verbal Manipulation	Verbal Manipulation	Verbal Manipulation	Feather Fingers
Sneak	Sneak	Verbal Manipulation	Feather Fingers	Feather Fingers
Sneak	Sneak	SKILLS	Feather Fingers	Feather Fingers
Sneak	Sneak	Disguise	Feather Fingers	Feather Fingers
Sneak	Disguise	Disguise	Disguise	Feather Fingers

Mareritt

The Mareritt are terrifying creatures who invade people's dreams. Their nature makes them particularly frightening because their victims do not face them on a conventional battlefield. Conventional swords and spells have no place in the Dream World. The Mareritt are the souls of the cremated, the souls who have been turned away from Hel's gates. They return to the land of the living in order to harangue the living.

The Mareritt appear as dark manifestations of someone's worst nightmares. The appearance can vary greatly, but the dark nature is omnipresent. The Norn is encouraged to change the power and skill boards as needed. The loadout presented is an approximation of powers which are thematic and punishing.

Dream World- The dream world is a battlefield in one's mind. Every time the victim goes to sleep, they are attacked by the Mareritt. The Mareritt will draw in any other victims who are sleeping nearby. There will be one Mareritt for every victim. A victim who is facing a Mareritt in the Dream World cannot be awoken by any means until the combat is over. The first nightmare, the Mareritt level will be equal to the victim's. Every subsequent dream, the level will increase by a cumulative +1. If the victim "dies" in the Nightmare, then they suffer -1 Destiny until they return to the Dream World. A victory will reduce the Destiny penalty by 1, but another loss will apply a cumulative -1. To rid oneself of a Mareritt, a Voelva must be consulted. Each Mareritt has a unique weakness, and that weakness must be discovered and exploited in order to force it to return to Svartalfheim. Once Destiny is at 0, all Spiritual damage in Drain remains after the victim wakes up. It is possible to die after several encounters with the Mareritt!

Base Powers: none

Base Level: +0

Size/Move: 4/4

Equipment Type: Norn's decision



Raging Attack	Goad	Death Charge	Hamstring	Raging Charge
Acidic Spittle	Lunging Attack	Conjure Weapon	Flying Charge	Formulating Attack
Arcane Shield	Mobile Stance	ACTIVE POWERS	Power Attack	Analytical Fortress Stance
Mental Celerity	Cleansing Attack	Mauling	Feral Pounce	Wolf Posture
Conjure Troll Illusion	Cleansing Block	Trample	Venomous Bite	Evasive Manoeuvre

Keen Aptitude	Keen Aptitude	Raging Cohort	Keen Aptitude	Keen Aptitude
Keen Aptitude	Keen Aptitude	Hover	Keen Aptitude	Keen Aptitude
Unencumbered Dodger	Fangs	PASSIVE POWERS	Hunter's Heart	Giant Size
Keen Aptitude	Keen Aptitude	Tactician	Keen Aptitude	Keen Aptitude
Keen Aptitude	Keen Aptitude	Rune of Leadership	Keen Aptitude	Keen Aptitude

Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Survival: Wilderness
Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Survival: Wilderness
Survival: Wilderness	Survival: Wilderness	SKILLS	Survival: Wilderness	Survival: Wilderness
Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Survival: Wilderness
Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Survival: Wilderness

Mount: Guardian Bear

Guardian bears are well - known protectors of Vanagard. Most have white fur, and are at as much ease above water as they are below. They are much larger than their Midgard cousins and have an affinity with riders. Many Fardrengir seek these as mounts. They work to keep their rider safe and have many abilities which prove their talents. When angered, they can be a terrifying foe, able to outrun most prey.

These giant bears have magical powers that enable them to truly shine upon the battlefield. Many seek these bears as mounts, but very few are worthy for such a fine thane.



Base Powers: Quadruped

Base Level: +4

Size/Move: 7/14

Equipment Type: None

Unleash the Beast	Superior Parry	Stitch Kindred	Aggressive Assault	Apples of Idun
Regenerating Block	Cleansing Block	Mount's Synergy	Aggressive Stance	Whirlwind Attack
Feral Pounce	Protector	ACTIVE POWERS	Lunging Attack	Trample
Retreating Parry	Evasive Manoeuvre	Versatile Combat Manoeuvre	Power Attack	Mauling
Roll into Position	Vengeful Parry	Attack from Above	Bear's Posture	Cleansing Attack

Keen Aptitude	Keen Aptitude	Companion in Destiny	Keen Aptitude	Keen Aptitude
Keen Aptitude	Timely Mount	Learn Power	Faithful Mount	Keen Aptitude
Bestow Wisdom	Seeker of Winter	PASSIVE POWERS	Brawler of Spring	Hunter's Heart
Keen Aptitude	Attuned Mount	Unencumbered Dodger	Bestow Conviction	Keen Aptitude
Keen Aptitude	Keen Aptitude	Fangs	Keen Aptitude	Keen Aptitude

Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Survival: Wilderness
Survival: Wilderness	Survival: Wilderness	Survival: Wilderness	Brawling	Brawling
Endurance	Endurance	SKILLS	Brawling	Brawling
Endurance	Endurance	Swim	Brawling	Brawling
Endurance	Endurance	Swim	Perception	Perception

Mount: Night Wolf

Night wolves are giant wolves, which trace their lineage back to Svartalfheim. Their black fur and ability to pass undetected is as frightening as their onslaught. They are much larger than their Midgard cousins and have an affinity with riders. Many Fardren-gir seek these as mounts, and work well in when subterfuge is necessary. They are incredibly smart and can be trained to understand gestures and sounds. Some say it is not the rider who picks the wolf, but rather the wolf who picks their rider.

Night wolves can cast cash spells, taking many opponents by surprise. They are also very dextrous and can manoeuvre very difficult terrain.

Base Powers: Quadruped

Base Level: +3

Size/Move: 6/12

Equipment Type: None



Visage of Horrors	Beckon Svartalfheim	Invoke the Shadows	Flight of the Shade	Unleash the Beast
ShadowStrike	Shade of the Dark Mother	Mount's Synergy	Howl, Blood Fang	Run Away Laughing
Trample	Flying Charge	ACTIVE POWERS	Repositioning	Lunging Attack
Purge Crippling	Cleansing Attack	Feral Pounce	Invoke the Shadows	Apples of Idun
Rapid Recovery	Attack from Above	Cleansing Block	Formulating Attack	Mauling

Keen Aptitude	Keen Aptitude	Unencumbered Dodger	Keen Aptitude	Keen Aptitude
Keen Aptitude	Timely Mount	Learn Power	Faithful Mount	Keen Aptitude
Fangs	Blend in Shadow	PASSIVE POWERS	Scoundrel of Autumn	Scoundrel of Spring
Keen Aptitude	Attuned Mount	Scoundrel of Summer	Hunter's Heart	Keen Aptitude
Keen Aptitude	Keen Aptitude	Scoundrel of Winter	Keen Aptitude	Keen Aptitude

Survival: Wilderness	Sneak	Survival: Wilderness	Sneak	Survival: Wilderness
Sneak	Survival: Wilderness	Sneak	Athletics	Sneak
Survival: Wilderness	Sneak	SKILLS	Sneak	Athletics
Sneak	Perception	Sneak	Athletics	Sneak
Survival: Wilderness	Sneak	Perception	Sneak	Athletics

Nisser

The Nisser are hybrids between the Alfar and the Dvergar. They share many paternal traits, but have also evolved to become a very special and unique denizen. From the Alfar, they have acquired the ability to hide in plain sight and their capricious personality. Their strong work ethic comes from their Dvergar ancestry.

To those who can see them, they appear as diminutive folk, about the height of short sword. Tall Nisser would stand about half the height of a Dvergar. They have white hair and dress in loud colours.

Nisser love to help others, and will work tirelessly so long as they are thanked and rewarded. Their etiquette revolves around feeling needed and appreciated. If this feeling wavers, their retribution can be brutal. Mortals may jump at the opportunity to receive free labour, but with time most regret the arrangement, for keeping a Nisser happy is a very intensive affair.

When pressed to fight, they prefer to lure their prey into traps and use their superior numbers to their advantage. If they plan to face their host, they will sabotage their weapons and armour first, then lure the unsuspecting victim into their snares. Unless the host understands Nisser etiquette, they won't even know that they are being targeted for revenge.

Nisser are nomadic in nature, except for Niflheim and Hvergelmir, they can be found in all realms that hang upon Yggdrasil. When they settle for a time, their traps provide them with both food and protection. Nisser are omnivorous, and will eat anything and anyone.



Base Powers: Twilight Vision, Domain.

Base Level: +0

Size/Move: 2/2

Equipment Type: Lair

Shade of Night and Day	Roll into Position	Touch the Essence	Sun and Moon	Mesmerizing Gaze
Night of the Long Knives	Trap-Tangle	Superior Parry	Throw Dirt	Chant of Skuld
Trap-Lacerations	Trap Incapacitation	ACTIVE POWERS	Flying Charge	Apples of Idun
Defensive Stance	Trap-Spikes	Trip	Snare	Arcane Shield
Stitch Destiny	Lunging Attack	Versatile Combat Manoeuvre	Wolf Posture	Stitch Kindred

Keen Aptitude	Keen Aptitude	Untouchable	Keen Aptitude	Keen Aptitude
Keen Aptitude	Keen Aptitude	Blend into Shadow	Keen Aptitude	Keen Aptitude
Fellowship of the White Hare	Work in Concert	PASSIVE POWERS	Fae-Kin	Unencumbered Dodger
Keen Aptitude	Keen Aptitude	Fuelled by the Crowd	Keen Aptitude	Keen Aptitude
Keen Aptitude	Keen Aptitude	Fellowship of the Silver Shields	Keen Aptitude	Keen Aptitude

Endurance	Feather Fingers	Rune: Scorn Pole	Lore: Locales	Lore: Personas
Navigation	Silent Tongue	Repair Equipment	Perform	Lore: Arcana
Sneak	Craft	SKILLS	Read and Write	Verbal Manipulation
Omens / Portents	Negotiation	Etiquette	Perception	Tracking
Escape	Lore: Poison	Survival: Urban	Athletics	Brew

Nokken

The Nokken are the princes of lakes and rivers. They are known to court Summer Rusalki, as well as, humans. They are very fickle when choosing romantic companions. Unwanted advances can result in sudden and unexpected death. When angered, they can transform into giants who resemble islands. Despite being most common in Midgard, they trace their lineage to Vanagard. When they leave the safety and confines of the water, they prefer to shapechange into wild animals. Nokken excel in the arts of spell songs. Fishermen often perform fainings to Nokken in order to improve their catch.



Base Powers: Aquatic

Base Level: +1

Size/Move: 4/4

Equipment Type: Fay

Invigorate Spirit {Spell Song} [Amplify Area Open]	Devour Thought {Spell Song} [Amplify Area Open]	Roll into Position	Arcane Shield {Spell Song} [Amplify Area Open]	Walking Island
Mental Celerity {Spell Song} [Amplify Area Open]	Aqua Axe	Chant of Skuld {Spell Song} [Amplify Area Open]	Boar's Posture	Catharsis {Spell Song} [Amplify Area Open]
Muspeli Nightmares {Spell Song} [Amplify Area Open]	Cleansing Attack	ACTIVE POWERS	Water Shield	Sunder Mind {Spell Song} [Amplify Area Open]
Cerebral Shroud {Spell Song} [Amplify Area Open]	Field of Quagmires	Cerebral Barbs {Spell Song} [Amplify Area Open]	Aqua Armour	Cerebral Chains {Spell Song} [Amplify Area Open]
Wild Shape	Apples of Idun {Spell Song} [Amplify Area Open]	Cleansing Sprint	Cerebral Twist {Spell Song} [Amplify Area Open]	Enchant Flesh

Die Hard	Combat Awareness	Water Home	Companion of War	Dance of Spring
Suave Singer	Enchanted Prowess	Gliding Dodger	Unbreakable Mind	Keen Senses
Songsmith	Carried by Song	PASSIVE POWERS	Superb Swimmer	Agility
Master of Kennings	Warrior of Song	Unencumbered Dodger	Nature's Child	Bestow Insight
Dance of Winter	Companion of Life	Water Lord	Bestow Wisdom	Dance of Summer

Animal Empathy	Endurance	Escape	Survival Wilderness	Swim
Perform	Perform	Sense Motive	Swim	Swim
Navigation	Verbal Manipulation	SKILLS	Swim	Swim
Perform	Perform	Survival Wilderness	Swim	Verbal Manipulation
Lore: Personas	Sense Motive	Lore: Arcana	Swim	Swim

Ogre

Ogres make up the majority of denizens that populate Jotunheim. They appear as rather obese giants, with little to no body hair. Their skin is a pale blue and they identify themselves with woad tattoos. They follow a strict hierarchy and are tribal in nature. Rulers are replaced by challengers and chosen by combat. When a Rime Jotun chooses to lie with an Ogre, their resulting offspring are Ettins.

The Rime Jotuns are the patrons to Ogres, and the species maintain a tight bond with each other. Ogres venerate the Rime Jotuns, building altars and performing sacrifices. An Ogre army is truly a terrifying sight to behold. The more damage they take, the more ferocious they become. The fact that they are clumsy fighters only speeds them towards a blood frenzy.



Base Powers: none

Base Level: +3

Size/Move: 7/7

Equipment Type: Martial

Unnatural Strike	Rapid Recovery	Furious Onslaught	Raging Charge	Throw Dirt
Reckless Bull Rush	Reckless Lunging Attack	Reckless Raging Attack	Natural Strike	Eye Rake
Reckless Thundering Blow	Reckless Power Attack	ACTIVE POWERS	Desperation Attack	Hamstring
Reckless Aggressive Assault	Reckless Whirlwind Attack	Reckless Wounding Attack	Predatory Stance	Head Bash
Purge Vulnerability	Purge Crippling	Purge Blindness	Purge Foreign Spirits	Sweeping Trip

Keen Aptitude	Keen Aptitude	Unstoppable Aggression	Keen Aptitude	Keen Aptitude
Keen Aptitude	Desperation	Blood Drinker	Carried by Blood	Keen Aptitude
Raging Cohort	Enter Rage	PASSIVE POWERS	Blood Lust	Unbreakable Mind
Keen Aptitude	Frenzy	Cornered Ferocity	Companion in Death	Keen Aptitude
Keen Aptitude	Keen Aptitude	Unbreakable Soul	Keen Aptitude	Keen Aptitude

Brawling	Brawling	Brawling	Brawling	Brawling
Endurance	Brawling	Brawling	Brawling	Drinking / Wenching
Endurance	Endurance	SKILLS	Drinking / Wenching	Drinking / Wenching
Endurance	Intimidate	Intimidate	Intimidate	Drinking / Wenching
Endurance	Intimidate	Intimidate	Intimidate	Intimidate

Pesta

The Pesta is a carrier of disease and harbinger of death. These creatures are extremely rare and when one makes an appearance, the fallout is catastrophic. Just their presence is enough to start a deathly chain reaction. When people receive news that Pesta is coming, most flee as quickly as possible. She appears as a sickly old woman with hobbled movement and wearing mud and blood caked robes. Her skin is covered with boils, cysts, and tumors and when they rupture the blood is highly infectious. Fighting a Pesta is always a losing proposition. When she speaks a dark cloud of flies escape her mouth. She seems to enjoy having conversations with those she has killed. Her eyes are tainted by cataracts which do not diminish her perception. It is said that this creature was birthed in Niflheim.



Base Powers: Sorrow's Tears (Passive power)

Base Level: +1

Size/Move: 4/4

Equipment Type: Fay (magical rake or broom)

Soul Chains {Seith Spell}	Soul Barbs {Seith Spell}	Beckon Niflheim	Spirit Lance {Seith Spell}	Soul Twist {Seith Spell}
Soul Shroud {Seith Spell}	Shadow Step {Seith Spell}	Beckon Plague	Channeling {Seith Spell} [Amplify Range Area]	Sunder Mind {Seith Spell}
Stance of Darkness	Beckon Yggdrasil	ACTIVE POWERS	Visage of Horrors {Seith Spell}	Sun and Moon {Seith Spell}
Soul Transfer {Seith Spell}	Dark Juxtaposition {Seith Spell}	Spiritual Abortion {Seith Spell}	Corrosive Touch	Syphon Soul {Seith Spell}
Rend Flesh {Seith Spell}	Invoke the Shadows {Seith Spell}	Unearthly Resilience {Seith Spell}	Seith Frenzy {Seith Spell}	The Nightman Cometh {Seith Spell}

Oppose the Crowd	Keen Aptitude	Die Hard	Keen Aptitude	Hover
Keen Aptitude	Rune of the Darkstitched	Fae-Kin	Selective Spirit	Keen Aptitude
Spirit Domination	Unencumbered Dodger	PASSIVE POWERS	Stubborn	Insistence for Blood (via any Active power)
Keen Aptitude	Niflheim's Boon	Tactician	Alka Kinship	Keen Aptitude
Burrow	Keen Aptitude	Stout	Keen Aptitude	Aura of Influence

Commune With Dead	Commune With Dead	Commune With Dead	Commune With Dead	Commune With Dead
Commune With Dead	Hag-Ridden	Commune With Dead	Intimidate	Commune With Dead
Commune With Dead	Commune With Dead	SKILLS	Commune With Dead	Commune With Dead
Commune With Dead	Intimidate	Commune With Dead	Hag-Ridden	Commune With Dead
Commune With Dead	Commune With Dead	Commune With Dead	Commune With Dead	Commune With Dead

Sidankar Sif-Guard

The Sidankar are ancient creatures who live atop Mount Asfell. They have devoted their lives to the goddess Sif. Waist down, they have the body of a horse, and waist up that of a human. They have pledged their beauty to their mistress, and as a result their heads have no faces. The magical devotional ritual has erased their facial expressions forever.

To compensate for their lack of expressions, they have beautiful long golden hair that they arrange in very long braids. At the end of those braids they attach sharp weaponry, allowing them to strike opponents by tossing their hair. They prefer close combat, frowning on those who'd use a bow. They lack mouths, but can speak and sing by vibrating their larynx. The musical range is truly unbelievable. Their culture raises them to be noble and solemn.

They guard Sif's home, unwavering defenders of Asgard. Daily the Sidankar consult the Omens and Portents, and are thus rarely surprised.

Base Powers: Quadruped, Aware, Braids (Hand of Tyr always in effect)

Base Level: +3

Size/Move: 4/4

Equipment Type: Martial; Braid weapon has a QR equal to 50% of the overall denizen level



Illusion of Immortality	Mistress of the Dark Bond	Raging Attack	Stitch Kindred	Gift of Gold
Perfect Parry	Primal Scream	Radiant Cloud	Mobile Stance	Death Charge
Catharsis {Spell Song} [Amplify Area Open]	Blinding Light	ACTIVE POWERS	Flying Charge	Lunging Attack
Cerebral Chains {Spell Song} [Amplify Area Open]	Drain Life {Spell Song} [Amplify Area Open]	Cold Bolt	Insulting Parry	Flanking Attack
Uncarthy Beauty {Spell Song} [Amplify Area Open]	Arcane Shield {Spell Song} [Amplify Area Open]	Howl, Rally the Pack {Spell Song} [Amplify Area Open]	Regenerating Block	Thunderclap {Spell Song} [Amplify Area Open]

Die Hard	Mob Mentality	Quick Draw	Leaping Striker	Running Jab
Tactician	Combat Awareness	Giant Size	Fleet-Footed	Unbreakable Body
Constitution	Unencumbered Dodger	PASSIVE POWERS	Nimble	Stout
Unbreakable Mind	Combat Manoeuvrability	Agility	Protector	Unbreakable Soul
Suave Singer	Songsmith	Fae-Kin	Warrior of Song	Master of Kennings

Navigation	Intimidate	Sense Motive	Endurance	Repair Equipment
Perception	Perform	Omens / Portents	Perform	Perception
Sense Motive	Omens / Portents	SKILLS	Omens / Portents	Sense Motive
Perception	Perform	Omens / Portents	Perform	Perception
Survival: Wilderness	Lore: Personas	Sense Motive	Lore: Locales	Tracking

Skui, Ice

Unlike many of their brethren, the Ice Skui are rather large for their species. They stand as tall as a human but their features are delicate like that of their kin. These Skui are at home in the cold reaches of Jotunheim. They are numerous, inhabiting much of the land, sky, and arctic waters of the realm. They are mischievous, with sadistic tendencies. Some clans even keep slaves. They are opportunists and greed runs deep in their blood. It is said that Gulveig spent a time with them, and her taint has remained ever since. They prefer ranged weapons and spells.

Base Powers: Aquatic, Flight

Base Level: +0

Size/Move: 2/2

Equipment Type: Fay



Frost Breath	Ice Shield	Shadow Strike	Power Over Water	Ice Aura
Ice Sheet	Cold Bolt	Bewitchment	Power Over Ice	Power Over Wind
Natural Strike	Lunging Attack	ACTIVE POWERS	Disarm	Evasive Manoeuvre
Cerebral Chains	Beckon Jotunheim	Apples of Idun	Posture of Tenacity	Goad
Chant of Skuld	Cerebral Shroud	Channeling	Ride of the Valkyries	Stitch Kindred

Keen Aptitude	Keen Aptitude	Dance of Winter	Keen Aptitude	Keen Aptitude
Keen Aptitude	Dance of Spring	Keen Senses	Dance of Summer	Keen Aptitude
Unencumbered Dodger	Fae-Kin	PASSIVE POWERS	Nether Pact	Penumbral Ring
Keen Aptitude	Gliding Dodger	Stout	Alabaster Magician	Keen Aptitude
Keen Aptitude	Keen Aptitude	Leaping Striker	Keen Aptitude	Keen Aptitude

Perform	Animal Empathy	Perform	Drinking/Wenching	Perform
Escape	Perform	Athletics	Perform	Lore: Personas
Feather Fingers	Hunting/Trapping	SKILLS	Hunting/Trapping	Feather Fingers
Lore: Arcana	Perform	Lock-Picking	Perform	Lore: Locales
Perform	Perception	Perform	Rune: Scorn Pole	Perform

Skui, Water

Many believe that Vanagard may be the only realm without Skui, but they would be dead wrong. Water Skui are masters of disguise, able to blend into the waters surrounding them. They can mimic a watery form to hide in the depths of Vanagard or they can assume a translucent body in order to disappear in the skies above. When angered, their most terrifying ability to shape change into other terrifying beats. These abilities keep them as Vanagard's best kept secret.

Water Skui are the guardians of Vanagard, testing those who dare to enter their realm. They will transform into a mighty beast in order to scare intruders, chasing them out of Vanagard. However, those who persevere will be allowed to remain. These confrontations are seldom lethal in nature.

Base Powers: Aquatic

Base Level: +0

Size/Move: 3/3

Equipment Type: Fay



Transform (Winter Rusalki)	Water Shield	Transform (Dreyri)	Beget Water	Transform (Polar Kraken)
Aqua Armour	Howl, Skoll's Victory	Transform (Black Skeleton)	Earth Shape	Geyser of Living Water
Transform (Snow Serpent)	Acidic Spittle	ACTIVE POWERS	Transform (Wolf)	Transform (Giant Spider)
Aqua Axe	Water Shape	Transform (Stone Effigy)	Air Shape	Run Away Laughing
Transform (Polar Bear)	Bestow Gills	Transform (Hrokkvir)	Power Over Water	Transform (Troll)

Keen Aptitude	Keen Aptitude	Tactical Advantage	Keen Aptitude	Keen Aptitude
Keen Aptitude	Fae Kin	Gliding Dodger	Keen Senses	Keen Aptitude
Boon: Transformation	Resistance to Degeneration	PASSIVE POWERS	Blend into Shadow	Fangs
Keen Aptitude	Unencumbered Dodger	Water Home	Water Lord	Keen Aptitude
Keen Aptitude	Keen Aptitude	Boon: Shapechange	Keen Aptitude	Keen Aptitude

Feather Fingers	Swim	Animal Empathy	Swim	Disguise
Sense Motives	Athletics	Swim	Escape	Survival: Wilderness
Intimidate	Swim	SKILLS	Swim	Perception
Verbal Manipulation	Lore: Arcana	Swim	Lore: Locales	Tracking
Hunting/ Trapping	Swim	Lore: Personas	Swim	Sneak

Skui, Cloud

Cloud Skui are the native folk of the mountain upon which Asgard was built. Their indomitable spirit is what drew the attention of the Sons of Bor. They are immensely talented in the magical arts and have talents when facing an armed opponent. They did not go quietly into the night when the Aesir came to conquer. They put up a fight which the Aesir remember to this day, but they did lose against the gods and were scattered to the lower portions of the mountain. This left the Skui resentful and vindictive. The forests at the base of the mountain are shrouded in perpetual mists because of these diminutive folks. They blend into the cloud and fog, making them hard to notice by visitors upon the mountain.

They find it hard to trust outsiders and their xenophobia tends to swing their initial reactions towards hostility. They rage with vengeance and seek to devour the souls of those who walk into their domain. The Aesir are content to have such ferocious beasts guarding the base of their realm.

Base Powers: Flight, Line of sight is never affected

Base Level: +2

Size/Move: 4/4

Equipment Type: Martial (3 items of QR equal to 50% of level: weapon, shield and accessory)



Haugbui Cloud Skui

The Cloud Skui that have fallen when the Aesir took Mount Asfell remain as Haugbui. Their burning desire to reclaim the mountain have ensured that their souls would be restless and tethered to the mountain. Such Skui have access to both the “Skui, Cloud” boards as well as the “Haugbui” boards found in the Core Rulebook.

Shadow of Youth {Shadow Spell}	Shadow of Niflheim	Attack from Above	Flanking Attack	Purge Degeneration
Shadow of Illicit Deeds	Shadow of Memory	Backstab	Catharsis	Purge Crippling
Invoke the Shadows	Radiant Cloud	ACTIVE POWERS	Superior Parry	Purge Blindness
Visage of Horrors	Cerebral Shroud	Gift of Silver	Run Away Laughing	Purge Vulnerability
Dark Juxtaposition	Cerebral Twist	Gift of Gold	Stitch Kindred	Purge Foreign Spirits

Keen Aptitude	Keen Aptitude	Blend into Shadow	Keen Aptitude	Keen Aptitude
Scoundrel of Spring	Shadow of Youth	Shadow of the Ice Wolf	Shadow of the Ice Raven	Scoundrel of Autumn
Fae-Kin	Shadow of Illicit Deeds	PASSIVE POWERS	Shadow of Niflheim	Unencumbered Dodger
Scoundrel of Summer	Shadow of Faith	Shadow of Hvergelmir	Shadow of Memory	Scoundrel of Spring
Keen Aptitude	Keen Aptitude	Stout	Keen Aptitude	Keen Aptitude

Sneak	Silent Tongue	Verbal Manipulation	Lore: Arcana	Sneak
Sense Motive	Sneak	Verbal Manipulation	Sneak	Tracking
Sneak	Feather Fingers	SKILLS	Escape	Sneak
Perception	Sneak	Verbal Manipulation	Sneak	Hunting/ Trapping
Sneak	Navigation	Verbal Manipulation	Survival: Wilderness	Sneak

Utburden

When an infant is left to die of exposure, neglect, or murder, it may rise up as an Utburden. These frightful little undead look unsettling and benign, but only until they are ready to mete out their revenge, then they become truly terrifying. Days before the attack, they will surround the town with Scorn Poles cursing those within. They will then wander into a town, looking like an exhausted little child in ragged clothing.

They will try to corral as many victims as possible around them by singing a sad song or trying to pique the curiosity of onlookers in other ways. They may bestow boons upon the greedy. Once a sizable crowd has gathered, their song will turn sinister as they exact their revenge upon humanity. There is no bargaining with these righteously hateful beings.

Some Angels of Death take on an Utburden companion. These Angels of Death don't reveal their motivations, but some speculate it is a benevolent act of mercy. It is best not to anger Angels of Death or the Utburden with such questions!

Base Powers: Companion in Blood (Passive power); Companion in Magic (Passive Power)

Base Level: +0

Size/Move: 2/2

Equipment Type: Fay



Howl, Skoll's Victory	Spirit Power Stance	Frost Breath {Spell Song} [Amplify Area Open]	Spirit Bastion Stance	Possess Opponent
Sun and Moon	Onyx Skin (Enchant Flesh) [Maintain Amplify Amplify]	Ice Aura	Boar's Posture	Spirit Lance {Spell Song} [Amplify Area Open]
Swords to Snakes {Spell Song} [Amplify Area Open]	Bone Snapper {Spell Song} [Amplify Area Open]	ACTIVE POWERS	Purging Tirade	Rend Flesh {Spell Song} [Amplify Area Open]
Soul Shroud {Spell Song} [Amplify Area Open]	Imposing Barrier	Drain Life {Spell Song} [Amplify Area Open]	Invoke the Shadows	Soul Twist {Spell Song} [Amplify Area Open]
Channeling {Spell Song} [Amplify Area Open]	Shadow Step	Soul Barbs {Spell Song} [Amplify Area Open]	Wrack {Spell Song} [Amplify Area Open]	Mesmerizing Gaze

Keen Aptitude	Tactician	Suave Singer	Tactical Advantage	Keen Aptitude
Fueled by the Crowd	Aura of Influence	SongSmith	Penumbral Ring	Project Voice
Cornered Ferocity	Bastion	PASSIVE POWERS	Unencumbered Dodger	Companion in Blood
Incite Strife	Defy the Crowd	Bestow Conviction	Bestow Faith	Dance Away
Keen Aptitude	Thriving in a Crowd	Tap the Source	Untouchable	Keen Aptitude

Perform	Perform	Perform	Perform	Perform
Perform	Perform	Perform	Perform	Perform
Verbal Manipulation	Verbal Manipulation	SKILLS	Verbal Manipulation	Verbal Manipulation
Rune: Scorn Pole	Rune: Scorn Pole	Disguise	Rune: Scorn Pole	Rune: Scorn Pole
Rune: Scorn Pole	Rune: Scorn Pole	Disguise	Rune: Scorn Pole	Rune: Scorn Pole

Wolf, Jarnvid

These ironwood wolves are legendary throughout the realms. They are born to the witches of Jarnvid and despite being native to Jotunheim, they can be found anywhere throughout Yggdrasil. They have a divine nature and have a natural talent that allows them to slay divine beings- permanently! They resemble gigantic arctic wolves, with shaggy white fur. They are so large that they stand above the treeline when hunting in Midgard.

Many divine powers come to Jarnvid in hopes of procuring an Iron Wood Wolf pup. Jarnvid Wolves are tremendous guards for a divine homestead. Those that grow up in the wilds of Jotunheim come to acquire a taste for Einherjar blood.

Base Powers: Quadruped; Immortal; Jotun Blood

Base Level: +16

Size/Move: 10/20

Equipment Type: None



Unmitigated Cleansing	Cleansing Posture	Immortal's Attack	Immortal's Bash	Immortal's Retribution
Champion Strike	Immortal's Stomp	Immortal's Sprint	Immortal's Cleansing	Immortal's Regeneration
Unmitigated Healing	Devour Life Force {Providence Manoeuvre} [Amplify Amplify Amplify]	ACTIVE POWERS	Divine Drain	Providence Manoeuvre
Freezing Retribution (Incinerating Retribution)	Posture of Tenacity	Sever Fate	Modr, Greater	Providence Stance
Providence Spell	Signature Stance	Signature Attack	Signature Manoeuvre	Providence Manoeuvre

Divine Potence	Keen Aptitude	Raging Cohort	Keen Aptitude	Divine Potence
Keen Aptitude	Eternal Fury	Dreadful Aggression	Eternal Body	Keen Aptitude
Heart of Cold	Fox's Cunning	PASSIVE POWERS	None Can Hide	Heart of Thorns
Keen Aptitude	Violent Growth	Titanic Size	Giant Size	Keen Aptitude
Divine Potence	Keen Aptitude	Versant Size	Keen Aptitude	Divine Potence

Perception	Perception	Tracking	Tracking	Tracking
Navigation	Endurance	Tracking	Tracking	Tracking
Sense Motive	Athletics	SKILLS	Perception	Perception
Swim	Intimidate	Tracking	Tracking	Tracking
Perception	Perception	Tracking	Tracking	Tracking

Wyrms, Rime

Wyrms make their homes in Jotunheim, but their origins can be traced back to Hvergelmir. Their cousins are the dragons and serpents of Hvergelmir. Ice wyrms populate the most remote regions of Jotunheim. Their exceptionally hard scales are coated by the primordial Rime which covered Ymir's ancient kingdom.

They are solitary creatures and they're fiercely territorial. Anyone trespassing on their land best escape their notice. Running away is not an option once a Rime Wym has been alerted to the presence of an intruder. They use their many legs to propel themselves across the landscape at tremendous speeds. They surprise their enemies by burrowing beneath the earth just as quickly, attacking their prey from below.

Base Powers: Inversion: Ice (Passive Power); Quadruped (x2)

Base Level: +9

Size/Move: 10/30

Equipment Type: Lair



Rapid Recovery {Seith Spell}	Seith Frenzy {Seith Spell}	The Nightman Cometh {Seith Spell}	Reckless Aggressive Assault	Reckless Raging Attack
Needle Storm {Seith Spell}	Outnumbered Riposte Stance	Visage of Horrors {Seith Spell}	Outnumbered Guard Stance	Trample
Unearthly Resilience {Seith Spell}	Dragon's Breath	ACTIVE POWERS	Mauling	Reckless Whirlwind Attack
Muspeli Nightmare {Seith Spell}	Outnumbered Dexterity Stance	Outnumbered Recovery {Seith Spell}	Outnumbered Spell Stance	Obliterating Blow
Purge Vulnerability {Seith Spell}	Venomous Bite	Swallow	Reckless Lunging Attack	Raging Charge

Keen Aptitude	Keen Aptitude	Devour Faith	Keen Aptitude	Keen Aptitude
Keen Aptitude	Fac-Kin	Possessed	Titanic Size	Keen Aptitude
Aura of Influence	Unencumbered Dodger	PASSIVE POWERS	Fangs	Enter Rage
Keen Aptitude	Earth Bender Hulk	Slamming Hulk	Eldritch Hulk	Keen Aptitude
Keen Aptitude	Keen Aptitude	Verdant Size	Keen Aptitude	Keen Aptitude

Intimidate	Survival: Wilderness	Omens/Portents	Commune with Dead	Negotiation
Intimidate	Endurance	Sense Motive	Lore: Arcana	Lore: Locales
Intimidate	Intimidate	SKILLS	Lore: Locales	Lore: Personas
Intimidate	Intimidate	Perception	Lore: Personas	Lore: Arcana
Perception	Perception	Perception	Perception	Perception

Divine Patrons

The Patron Slot boards below are to be fitted into the Godi archetype Composite boards (see Divine page “Divine” on page 75). For more on Composite and Slot boards, see page “Composite & Slot Boards” on page 70.

The Godi archetype can choose up to 4 patrons from the ones listed below. The only restriction in combinations will stem from contradictory Codes of Discipline. A Godi cannot select two patrons who impose contradictory behaviour.

Each Patron has the following breakdown:

- A quick summary of the Patron.
- A description of how the Godis behave when in the service of their patron.
- Clan lists their current affiliation during the Second Age of Ragnarok. For some patrons, their allegiance may have changed more than once.
- Status described any major events that may influence how the patron’s relationship to their Godi.
- The Granted Power that the Patron bestows upon the Godi when then are pleased (see Divine on page “Divine” on page 75).
- The strict Code of Discipline that must be observed by the Godi
- The type of sacrifice that must be performed to properly honour the Patron
- The Domain Slot Boards that are available to the Godi. The Godi must select one of the Domain options and place it into the Godi Composite board. If the God is chosen to occupy more than a single position in the Composite board, then either the same Domain or another

Aegir



Aegir is the High-King of the Vanir gods. His dominion is that over water and victory. He is both shrewd and wise. Aegir can change shape at will. Aegir has a jovial manner, preferring celebration over war.

Aegir’s Godi prefer to lead using kindness and generosity, but if push comes to shove, like their god, they can be terrifying in battle.

During festivities, learn about others, so if pushed to war, you can use that knowledge against your foes. The greatest shrine in Aegir’s honour can be found on the island of Hlesey in Jutland.

Clan: Vanir

Status: He has remained neutral in the conflict between the Aesir and the Jotuns.

Granted Power: Enter Rage (Passive power)

Code of Discipline:

- Resolve differences and disagreements with a meeting of the minds.
- Ensure that celebrations strengthen bonds between those in attendance.
- During Ragnarok, Aegir carefully positions the Vanir as a neutral force, so his Godis must do the same.

Blot & Faining:

- Faining: When preparing a feast, an extra portion of food and drink must be set aside in Aegir’s honour.
- Blot: A dozen sea creatures must be captured, killed, and then thrown back into the sea as a blood offering.

Domain Slot Boards:

- Sea Kingdom
- Festive Revelry

Albruna

Albruna is a Vanir goddess of divination. She can project her sight for hundreds of leagues and she can detect the unseen using more senses than that of a human. She can even see forwards and backwards in time. She appears as a stoic woman, adorned in pearl white garments.



Albruna's Godi have one eye on the present and another on the future. Their motto is to always be prepared. Steps forward must be guided by foreknowledge of what is to come. Albruna has many shrines in Jutland and many come to perform a faining in exchange for insight and wisdom. Albruna is a demanding patron.

Clan: Vanir

Status: She has been using her powers to assess Nidhogg's next movements.

Granted Power: Hamingja (Passive power)

Code of Discipline:

- Aid your allies with premonitions, even if they will bring hardship.
- Do not try to change what is preordained.
- During Ragnarok: The Godi must prepare for the Third Age of Ragnarok.

Blot & Faining:

- Faining: Time must be devoted to contemplation. At dawn and dusk, Albruna demands 30 minutes of contemplation.
- Blot: Albruna demands the blood of her enemies, especially Nidhogg's disciples.

Domain Slot Boards:

- Dark Wizardry
- Magi

Alcis Twins

These brothers represent liberty and prosperity. The Alcis Twins preside over the elk herds and their brethren, the reindeer. They appear as effeminate males who adorn themselves with elk skins and antlers.



Alcis Twin shrines can be found between Jutland and Norrland. Those who wish to have great bounty, or throw off the shackles of an oppressor will turn to the Alcis twins. Godi of the Alcis Twins make it a point to know the land and all of its denizens, and strive to have an understanding of the relationships between all things.

Clan: Vanir

Status: They are mostly absent from the Ragnarok conflict, preferring to stay in communion with their lands and people.

Granted Power: Nature's Child (Passive power)

Code of Discipline:

- Understand before acting or speaking.
- Take action only when the outcome outweighs the cost
- During Ragnarok, oppose those who seek to impose their will upon others

Blot & Faining:

- Faining: Anything the Godi feels is an appropriate tribute
- Blot: Erect a stone shrine in their honour

Domain Slot Boards:

- Hunter
- Beast

Almatki



Almatki is the Vanir god of honour and justice. Almatki doesn't respond well to oath-breakers, so his name is invoked by those swearing oaths and pledging allegiance. He is a tall and imposing figure with an air of authority about him. He is rarely found without his battle gear.

Almatki's Godi are well known to be impartial and fair arbiters in disputes. They are good listeners and speak only after deep reflection. They are stern and do not indulge in idle gossip. They are called upon by kings when important judgments must be made.

Clan: Vanir

Status: He has led armies to confront the Svartalfar.

Granted Power: Sense Motive (Skill)

Code of Discipline:

- Never tell a lie. Defend honest folks who need legal representation.
- Shun those who use deceit to get their way
- During Ragnarok: Stand against the shadow and the Svartalfar

Blot & Faining:

- Faining: When paid for legal counsel, invest 10% to Almatki's glory
- Blot: Spill the blood of a liar and a cheater

Domain Slot Boards:

- Law & Justice
- War

Alvaldi



Alvaldi is one of the wealthiest Rime Jotuns- owning untold riches, sprawling lands, and throngs of subjects. Many come to Alvaldi when they are down on their luck. He is selective in his benevolence, investing only in those who could extend his power and influence. He has his eyes on the throne of Jotunheim.

His Godi follow Alvaldi's teaching. They will help those who in turn can return helpful favours. Nothing is given without first ensuring that more will be received at a later date. Investment in power is the first and most important doctrine.

Clan: Rime Jotun

Status: Alvaldi plans to replace Bergelmir as the high-king of the Rime Jotuns.

Granted Power: Stitch Kindred (Active power)

Code of Discipline:

- Help others only if it will bring you benefit
- Seek power and glory, raising your own status
- During Ragnarok, be a leader of men, do not follow other leaders. Undermine Bergelmir's Godi.

Blot & Faining:

- Faining: Reinvest all new wealth into attaining higher glory in Alvaldi's name
- Blot: In a public manner, humiliate and spill the blood over your enemies.

Domain Slot Boards:

- Brute
- War

Angrboda

Angrboda is the undisputed ruler of Jarnvid and oversees the many witches and wolves who dwell within. With Loki she had the legendary children known as Fenrir, Jormungand and Hel. She has a special relationship with magicians of renown. Many who yearn to improve their arcane arts seek her out.



Angrboda's Godi are unflinchingly loyal. They also seek to learn the art of Seith magic in conjunction with their own divine rites. Many seek out the her Godi in order to gain apprenticeship. Sometimes the Godi take on pupils, albeit at a steep price. Angrboda's Godi are close allies to Laufey's Godi.

Clan: Rime Jotun

Status: She seeks to rescue her lover Loki and her son Fenrir.

Granted Power: All Spells become {Seith Spells} in addition to other types (Special)

Code of Discipline:

- Learn magical arts and always keep an open mind- nothing is taboo.
- Never put another patron's needs ahead of Angrboda's.
- During Ragnarok: Work tirelessly against the Aesir. Oppose their Godi in every way.

Blot & Faining:

- Faining: At least once a day, find a way to pervert the Aesir cause in any way
- Blot: Spill the blood of an Aesir Godi upon a grove dedicated to Angrboda

Domain Slot Boards:

- Dark Wizardry
- Ice Blade

Asvid

Many galdr come from all over Jotunheim to learn from him. Asvid is open with his teachings and only asks his pupils to hone their skills for the Twilight of the Gods. He is a stern yet benevolent teacher. His hair is very long and hangs in a myriad of braids. Asvid's body is covered in runic tattoos, many recognizable to even learned Galdr.



His Godi work to spread knowledge among the allies of the Jotun. They freely assist their brethren, ensuring that their collective strength is a force to be reckoned with. The Godi strive to best the Godi of the Aesir in every way, and prior to Ragnarok had friendly competitions. Since Fimbulwinter, the competitions have turned deadly.

Clan: Rime Jotun

Status: Preparing the army that is being sent to reinforce the siege of Asgard

Granted Power: All Spells become {Rune Spells} in addition to other types (Special)

Code of Discipline:

- Teach your skills to those whom you consider friends
- Raise up those around you, your status is measured by their success
- During Ragnarok: Oppose the Aesir Godi in every way.

Blot & Faining:

- Faining: Instead of selling magical relics, they should be donated to a good cause that furthers Asvid's teachings.
- Blot: A owl, which is a symbol of wisdom, must be sacrificed at his altar.

Domain Slot Boards:

- Magi
- Brick

Baghist



Baghist is the conflagration. He is unpredictable and deadly. He does as he pleases and follows his whims. His overwhelming power is more than enough of an offset for any trouble he may get into.

The Godis of Baghist live for the moment. They follow their whims, emotions and intuition without much thought. They feel

that instinct supersedes logic and reason. They are powerful albeit erratic allies. They work to discover latent talents within other and then they foster and help bring hone them to perfect supremacy.

Clan: Muspeli Jotun

Status: During Ragnarok, Baghist hunts the disciples of Nidhogg

Granted Power: Offering of Fire (Passive Power)

Code of Discipline:

- Achieve greatness by seizing the moment
- Help others reach their potential and break down any hesitation they may have
- During Ragnarok, light yourself on fire and let destiny take you where it wills

Blot & Faining:

- Faining: Burn whatever you think your lord may appreciate
- Blot: Light yourself on fire and burn all of your enemies

Domain Slot Boards:

- Brute
- Fire & Blood



Beli

Beli enjoys tests of strength and believes that he is the embodiment of physical prowess. Whenever possible he challenges others to wrestling competitions. When Frey approached Gerd and wished to take her away, Beli opposed him and challenged him to a duel.

Those who are about to enter a physical challenge pay homage to Beli. His Godi spend most of their time honing their bodies into perfect specimens. They also train for Holmgangs and are sought out by those who have been challenged. They will offer advice and training for a price.

Clan: Rime Jotun

Status: Participating in the siege of Asgard.

Granted Power: Might (Passive power)

Code of Discipline:

- Spend much of every day devoted to self improvement
- Challenge adversaries to one-on-one combat
- During Ragnarok: Destroy the followers of the Asgardians

Blot & Faining:

- Faining: burn a wooden weapon at the end of every week
- Blot: Ritual slaying of a bull

Domain Slot Boards:

- Might
- Stone Peacekeeper

Bergelmir

Bergelmir is the high-king of Jotunheim. He has worked tirelessly to rebuild the Jotun race in the dark and cold realm of Jotunheim. Bergelmir appears as a wise old ruler, with a calm demeanor. However, his eyes betray a fiery spirit that thirsts for revenge.



His Godis meet with roy- a l
bloodlines in order to keep the lineage i n t a c t .
They work tirelessly in bringing important individuals together, building powerful alliances. His Godi act as king makers and the creators of powerful unions between kingdoms. They have played a great role in the rise of many powerful kingdoms within Jotunheim.

Clan: Rime Jotun

Status: Presides over Jotunheim

Granted Power: Chant of Skuld (Active power)

Code of Discipline:

- Befriend people in powerful positions
- Forge powerful alliances between those who will work in Bergelmir's best interest
- During Ragnarok, work to bring the Vanir to the side of the Rime Jotuns

Blot & Faining:

- Faining: On a weekly basis, bury 10% of personal wealth as a donation to your patron. Mark the site with a special and secret symbol so Bergelmir's agents will collect the tithes.
- Blot: A creature from Asgard must be sacrificed in Bergelmir's honour.

Domain Slot Boards:

- Guardianship
- Law & Justice



Baldur

Baldur is the god of peace and dialogue. She wishes to avoid conflict when possible, and in his hall Briedablik, no violence is permitted. His mother, Frigga, asked all things to not harm her beloved son.

The Godis of Baldur are peacemakers. They work to bring wars to an end using dialogue rather than swords. They are master negotiators and work to understand regional politics and societal ills. Just like their patron, Baldur's godis wish to become invincible.

Clan: Aesir

Status: Baldur dies right before Ragnarok, and is condemned to Helheim. His Godi must seek new Patrons.

Granted Power: Blinding Light (Active power)

Code of Discipline:

- Work to stop all ongoing violence and conflict
- Use violence as a last resort
- During Ragnarok: His Godis lose all powers right before Ragnarok

Blot & Faining:

- Faining: Burn the weapons of those who ended a feud or conflict
- Blot: Place your life at risk by attempting to stop the most violent conflict you are aware of

Domain Slot Boards:

- Brick
- Stone Peacekeeper



Bragi

Bragi is the god of poetry, mead and good times. The famous cheer "Bragi provides!" is attributed to him. It is exclaimed by the host of the festive gathering, right before the first sip.

The Godis of Bragi are usually met at variable levels of inebriation. It is rare to find one without a clouded head. Despite their love for mead and poetry, they work hard to ensure that festivities are to be remembered. Many chieftains seek out the advice of these Godi when preparing an important and memorable feast.

Clan: Aesir

Status: The grim reality of Ragnarok has presented new challenges to the god. He works to keep Asgard's spirits high, despite the siege.

Granted Power: Drunken Stance (Passive Power)

Code of Discipline:

- Prepare feasts and ensure that they will be remembered
- Travel with heroes and compose poems about their great deeds
- During Ragnarok: During Filbulwinter, gather and preserve honey, grains, and other key ingredients used in the creation of alcohol.

Blot & Faining:

- Faining: Brew a batch of ale in Bragi's honour
- Blot:

Domain Slot Boards:

- Festive Revelry
- Songs & Poetry

Brimir

He owns the legendary feasting hall which is perched on the mesa of Okolnir on the border between Nidavellir, Jotunheim and Hvergelmir. This hall and his hospitality are well known throughout the worlds which hang upon Yggdrasil. He is the patron of brewers and those who wish to put on great celebrations.



Brimir is not one to seek out Godi work-ship. He is perfectly happy to host a festive hall, even during the dark times of Ragnarok. None the less, many mortals are impressed with Brimir and seek him out as a patron. His staunch neutrality and his unapologetic passion for festivities makes him a natural magnet for Godis.

Clan: Rime Jotun

Status: He spends his time within his festive hall.

Granted Power: Drinking / Wenching (Skill)

Code of Discipline:

- Refrain from involving yourself in politics
- Always foster a festive mood
- During Ragnarok: Godis should avoid the conflict and remain brotherly to their neighbours.

Blot & Faining:

- Faining: He refuses to accept gifts from his godis.
- Blot: He would be mortified if someone performed a Blot in his name.

Domain Slot Boards:

- Festive Revelry
- Stone Peacekeeper

Byleist

Byleist is very cunning; He speaks only when necessary and watches and remembers everything. One of his titles is the Steady Flame, burning slowly but consistently, with surprising and very successful results. Byleist's appearance does not reveal his racial heritage, allowing to pass as a god or even a mortal.



Those who require discipline, such as soldiers and elite mercenaries will pay homage to Byleist. His Godi is shrewd and calculating, ensuring that every action brings more power and glory to their patron. These Godi are often highly sought after by chieftains and kings, due to their loyalty and strategic thinking.

Clan: Muspeli Jotun

Status: Unknown, he has been travelling the worlds of Yggdrasil with secret intent.

Granted Power: Disguise (skill)

Code of Discipline:

- Your word is your bond, expect that from other as well
- Never rush into a situation without alternate plans. Think before acting.
- During Ragnarok: When Byleist comes calling with a request, his Godi better drop everything into order to help him with his plans

Blot & Faining:

- Faining: Find great men and recruit them into Byleist's service
- Blot: Byleist will send a vision regarding whose blood must be spilled

Domain Slot Boards:

- Darkness Whispers
- Fire & Blood

Elli

Elli is known as the Jotun crone old age. She holds dominion over the aging process, even for the gods and Jotuns. Her tremendous powers enfeeble the mind and wither the soul. Those she favours, Elli blesses them with a longer life. She is the goddess of Inescapable Fate.



Her godi focus on time and age, attending births, coming of age ceremonies as well as funerals. They hold an important role in Rime Jotun society and are accorded great respect. They dress in drab grey clothes, representing that everyone will one day face the dust of Niflheim. Even Einherjar and Sons of Muspel will eventually die and face Hel's judgement.

Clan: Rime Jotun

Status: She moved her abode to Utgard since the start of Fimbulwinter.

Granted Power: Despoil the Flesh (Active power)

Code of Discipline:

- Perform all the proper coming of age ceremonies when in Jotunheim
- Weaken the position of the gods in the world of mankind
- During Ragnarok: Actively hunt the Godi of the Aesir

Blot & Faining:

- Faining: Burn an offering of baby teeth once a week
- Blot: Spill the blood of an animal with exceptional longevity.

Domain Slot Boards:

- Leech
- Soul Grip

Eitri



Eitri is the greatest of Dvergar blacksmiths. His skills are perhaps only second to Brokk, his brother, but that is debatable. He seeks personal glory only through the adulation of those who benefit from his wondrous creations. Eitri works to ensure that all of the Lords of the Ash come to him for commissions.

The Godi of Eitri pride themselves on their craft. They divide their time between exalting the greatness of their patron as well as creating their own magnificent magical artifacts. By their wondrous items, they bring honour and glory to their patron.

Clan: Dvergar

Status: In Utgard, creating expensive weaponry for both the gods and the giants

Granted Power: Realm Ores +1 (Skill)

Code of Discipline:

- Devote yourself at being the best at your craft
- Negotiate the best prices - never waste your wealth
- During Ragnarok: Sell your wares to the highest bidder

Blot & Faining:

- Faining: Melt 20% of your wealth as a donation to Eitri
- Blot: Melt down your most prized creation

Domain Slot Boards:

- Hammer & Anvil
- Brick



Farbauti

Farbauti is the consummate strategist, making him an extremely effective leader of the Muspeli war council. He planned Loki's fostering in order to fulfill a much bigger plot, so he is ready to pay any cost for ultimate victory. He is charismatic, proven warrior and a slave trader.

Strategists come to Farbauti's Godi for advice and blessing. Those who seek assistance in love also seek out his Godi. Answers are not immediately forthcoming, as the Godi work out the best plan of attack. Replies are usually a well thought out plan involving several misdirection techniques.

Clan: Muspeli Jotun

Status: He is Muspelheim overseeing his slave trade. He plan for Asgard's utter destruction is already in motion.

Granted Power: War Tactics (Skill)

Code of Discipline:

- Listen and learn all you can; information is power. Gain it through charm rather than force.
- Craft elaborate plans that take every eventuality into consideration.
- During Ragnarok: Amass wealth through any means necessary

Blot & Faining:

- Faining: Burn a wooden weapon effigy as a token tribute
- Blot: Give all of your wealth to Farbauti in a burnt offering

Domain Slot Boards:

- War
- Beauty

Frey

He is perhaps the most talented among all of the Aesir and Vanir gods. He is known as the king of the Alfarr and his benevolent magic is critical to the well being of Yggdrasil. Frey has many children who have gone on to become notable kings in Midgard- this dynasty is known as the Yngling clan.



Frey's Godi are passionate and benevolent. Sometimes, the passion hinders the work that they must achieve, but their patron does not chastise them for this. The Godi are sought after for fertility in crops, animal husbandry and human descendants.

Clan: Aesir

Status: Frey is with the Lios Alfarr, trying to understand the War of Shadow.

Granted Power: Fertility Bloom (Active power)

Code of Discipline:

- Let passion guide you, logic may steer you astray from matters of the heart
- Bring fertility to everything and everyone around you
- During Ragnarok: Learn what you can about the War of Shadow which threatens the Lios Alfarr.

Blot & Faining:

- Faining: Give into your passions at least once per day
- Blot: Sacrifice a wolf in a grove that has been consecrated to Frey

Domain Slot Boards:

- Life
- Beauty



Freya

Freya is the goddess of heroes, beauty and riches. Her hall of Folkvangar claims half of the dead collected by the Valkyries. She works tirelessly to save the dead from Nidhogg's maw. She is also the goddess who embodies beauty and free love. Love will always trump war.

Freya's Godi are peacemakers and diplomats. They are social by nature, with great charisma and hygiene. In the absence of an Angel of Death, Freya's Godi are also consulted in matters of death and the afterlife. They are usually found in the company of cats.

Clan: Aesir

Status: She looks to being dialogue between the Gods and Jotuns, hoping to resolve Ragnarok without further bloodshed.

Granted Power: Unearthly Beauty (Active Power)

Code of Discipline:

- Don't be a prude
- Make love not war; find a creative solution in order to avoid needless violence.
- During Ragnarok: She travels often between Asgard, Utgard and Sigdrifa- trying to bring peace to the land.

Blot & Faining:

- Faining: Burn a lock of hair over a scented open flame
- Blot: The blood of three dogs must be shed to regain her favour

Domain Slot Boards:

- Soul Grip
- Beauty



Frigga

Frigga is the queen of the Aesir gods. Other goddesses look to her for approval and permission. She is stern yet benevolent. She is farseeing, understanding the far-reaching consequences for immediate action. She is mother to all, and her healing knows no limits.

Frigga's Godis hold important roles within the community. They are healers, midwives and mentors. They are slow to anger and would rather spend their time learning and teaching. Frigga refuses to receive Blots, but her Fainings are more demanding.

Clan: Aesir

Status: She cares for the wounded in Asgard.

Granted Power: Brew (Skill)

Code of Discipline:

- Aid those in need, even those who would have wished harm upon you
- Take care of children, especially orphans
- During Ragnarok: Work to support the other Aesir Godi

Blot & Faining:

- Faining: Her Godi must learn something new every single day, and must teach a pupil at least once a week.
- Blot: None

Domain Slot Boards:

- Life
- Guardianship

Gulveig

Gulveig is the incarnation of avarice. When great avarice consumes mighty hearts, she is reborn. Wherever she goes, she ignites jealousy, paranoia, avarice and sloth. She was the secret weapon of the Vanir gods. Some say she is more powerful than all of the Vanir combined.



Gulveig's Godi covet wealth and seek to acquire as much as possible. They fend for themselves since their actions do not attract many friends. Those who are drawn to her Godi are merchants and warlords who wish to amass their own wealth. By paying tribute to her Godi, the worshippers expect their fortunes to increase by even greater numbers.

Clan: Vanir

Status: Now that Fafnir's treasure has been found, she is once more reborn.

Granted Power: Ancient Blood (Passive power)

Code of Discipline:

- Stir up greed and avarice in the hearts of others
- Amass tremendous wealth
- During Ragnarok: Stay out of the conflict and find ways to profit from it

Blot & Faining:

- Faining: Bury 10% of all new wealth acquired as a tribute to Gulveig
- Blot: Sacrifice the blood of another Godi

Domain Slot Boards:

- Mind Theft
- Soul Grip

Heimdall

Heimdall is the guardian of the Bifrost Bridge. He has keen senses and can even hear the grass growing. As a result, he can detect the treachery which unfolds within Asgard. Born of 9 mothers, he wields Gjallarhorn and will blow it when the Jotuns come to attack Asgard.



The Godis of Heimdall are the heralds of the coming darkness.

They remain vigilant and guard against the influence of the Jotuns, especially Loki's Godi. They are protective of their communities, investing themselves in the maintenance of peace and security.

Clan: Aesir

Status: He guards Bifrost without fail

Granted Power: Perception (Skill)

Code of Discipline:

- Investigate crimes and evil-doers
- Perform your sworn duties and responsibilities with the highest level of excellence
- During Ragnarok: Actively oppose the followers of Loki and the Rime Jotuns

Blot & Faining:

- Faining: Blowing a horn on a bridge then throwing it into the waters below
- Blot: Horned animals must be sacrificed in his honour

Domain Slot Boards:

- Guardianship
- War

Helblindi

He is the patron of brave warrior. He is the bravest of all Muspli Jotuns, some may say that he is so fearless that it makes him reckless. He has his hall and seat of power at the end of the Eldr river; repelling the serpentine menace from Hvergelmir. Helblindi and Nidhogg have a long history of animosity and violence.



Helblindi's facial scar was delivered by the great World Devourer when they fought toe-to-toe in the Alfar Wars. His Godi also self-inflict a facial scar to commemorate their patron's bravery. Helblindi's Godi are known for their unflinching courage, and that is why Kings hire them for the toughest of quests.

Clan: Muspeli Jotun

Status: Helblindi visits Hvergelmir and Myrkvid, ensuring that Nidhogg does not threaten the denizens of the World Tree.

Granted Power: Outnumbered Dexterity Stance (Active power)

Code of Discipline:

- Never back down from a fight when something/someone threatens your home or your family
- Inspire others to be courageous upon the battlefield
- During Ragnarok: Hunt down and kill Nidhogg's allies

Blot & Faining:

- Faining: Reopen your facial wound once a week in his honour
- Blot: Burn a dozen live snakes in Helblindi's honour

Domain Slot Boards:

- War
- Fire & Blood

Hyrrokkin



Hyrrokkin is part of the secrecy-sworn architects of Naglfar.

Hyrrokkin is a master spy who has infiltrated the Aesir for many years now. Hyrrokkin appears as a red headed Jotun with an athletic body. Her face is almost always frowning. She rides a giant wolf with vipers for reins.

Hyrrokkin's Godis are not only master builders, but also deceptive spies, able to blend in with the enemy. Kings value such talents and are ready to pay handsomely for such a cunning infiltrator. The Godis

Clan: Rime Jotun

Status: Embedded within besieged Asgard, she awaits her Farbauti's signal.

Granted Power: Verbal Manipulation (Skill)

Code of Discipline:

- Never reveal your true intentions and put on a charming face.
- Be a craftsman who will make your community proud to have you.
- During Ragnarok: She is biding her time before creating an opening, and letting in the saboteurs who will undoubtedly cripple the Asgard defenders.

Blot & Faining:

- Faining: Every week, burn a small effigy of a longship.
- Blot: Spill the blood of someone who slanders blacksmiths.

Domain Slot Boards:

- Hammer and Anvil
- Mind Theft

Iduna



Iduna is the keeper of the sacred orchard. She cares for the tree which bears apples which retard the aging process. She has the stature of a Dvergar, with the graceful features of an Alfar. She has an uncanny talent for crafting and splicing plants in order to create new plants with ground-breaking magical properties.

Iduna's Godi are never forgotten. They strive to get noticed by their deeds and creations. They are often leaders of communities and inspire others to do more with their lives. Always the optimists, these Godi are sought out by kings wishing to build morale in their men.

Clan: Aesir

Status: She tends to her garden in Asgard.

Granted Power: Dvergar Engineering (Skill)

Code of Discipline:

- Do not settle for what has already been done; instead innovate and improve.
- Rise to the occasion, never be ordinary, but always extraordinary
- During Ragnarok: Find a way to weaken or break the siege of Asgard

Blot & Faining:

- Faining: Create alcohol from fermenting fruits and offer a filled horn to your patron
- Blot: Spill the blood of a Troll or other foul predator of Nidavellir

Domain Slot Boards:

- Hammer & Anvil
- Life

Laufey

Laufey is the matron of magic. She has a keen interest and talent in every type of magic and goes out of her way to discover any that may have eluded her studies. She teaches those within whom she sees talent and great potential. She is also the unseen puppet master who pulls the strings of power.



The Godis of Laufey are the caretakers of esoteric and occult knowledge. They seek to preserve and expand the knowledgebase of the arcane arts, even if it means exposing long forgotten dangerous and forbidden arcana. They are close allies to Angrboda's Godi.

Clan: Muspeli Jotun

Status: She is working with others, trying to free her son and grandchildren.

Granted Power: Black Flame (Active power)

Code of Discipline:

- Seek arcane knowledge at all costs
- Create and nurture a tight-knit fellowship who share a passion for the arcane arts
- During Ragnarok: Work to free Loki from imprisonment

Blot & Faining:

- Faining: Transcribe an magical incantation and burn the parchment as an offering to Laufey
- Blot: Spill the blood of those who destroy knowledge

Domain Slot Boards:

- Dark Wizardry
- Soul Grip

Loki

Loki is the patron of underdogs, fire and deceit. He has helped the gods as much as he has hindered them. His animosity towards the gods has grown throughout the centuries and this is reflected in his followers. He is the Jotun of Destiny and his time is coming at Ragnarok.



Those who are neglected, ridiculed or ingnored within their home communities usually gravitate towards becoming godis of Loki. They seek justice through sneaky and indirect means. Their spiritual symbol is fire, reflecting Loki's Muspeli nature.

Clan: Muspeli Jotun

Status: Once he is freed from Hvergelmir he returns to the Muspeli Jotuns and rejoins his kin.

Granted Power: Trail Blaze (Active power)

Code of Discipline:

- Hide your allegiance and true motives
- Help the isolated, downtrodden and less fortunate
- During Ragnarok: Work to free Loki and undermine the efforts of the Aesir gods and their Godi

Blot & Faining:

- Faining: Light a fire dedicated to Loki and burn a lock of hair or fur belonging to an adversary (live or dead)
- Blot: Spill the blood of a godi of Haimdall

Domain Slot Boards:

- Darkness Whispers
- Mind Theft

Lytir

Lytir is the god of omens and prophecy. Lytir can see the future and many kings seek his blessing to improve their reign. He obtains many of his secrets by pulling back the Veil and consulting the dead. They see things mortal and even divine eyes cannot see.

Like most Vanir gods, he has a consecrated wagon which is drawn by cattle. These wagons are created by his wandering Godi who travel from kingdom to kingdom, consulting jarls and kings. With each stop, they are showered with gifts for a chance to consult the Godi with the vision.

Clan: Vanir

Status: Having learned what had happened between Vafthrudnir and Odin, Lytir is searching for the Jotun's son.

Granted Power: Not My Time (Active power)

Code of Discipline:

- Never stays in one place, you learn more by travelling and experiencing the world
- Embrace new cultures and learn about their magic and technology
- During Ragnarok, do not pick sides in the conflict

Blot & Faining:

- Faining: Create a cart that will carry Lytir's tithes. Once per week the Godi are allowed to spend 50% of the treasure onboard
- Blot: The blood of someone who accused your order of "profiteering from lies"

Domain Slot Boards:

- Magi
- Soul Grip



Magni

Magni is the personification of strength. He is the son of Thor and Jarnsaxa and he's proven to be the strongest among gods. Some may have better fighting techniques, but none can match him for raw strength. He is known to invent many games which test physical strength and prowess.

The Godis of Magni strive to be the strongest among their peers. They see strength as a valuable currency with which to negotiate, maintain peace and get their way. Due to their eagerness to show off physical strength, godis of magni usually fight unarmed or with melee weapons.

Clan: Aesir

Status: Magni stands upon Asgard's wall, fighting the invaders

Granted Power: Might (Passive power)

Code of Discipline:

- Challenge others to feats of strength
- Leverage your strength in all social transactions
- During Ragnarok: Help break the siege of Asgard and destroy the Jotun fortifications

Blot & Faining:

- Faining: When winning a wager from a feat of strength, offer it to Magni
- Blot: Face something dangerously more powerful than yourself and beat it using your strength alone

Domain Slot Boards:

- Might
- Brute

Mimir

Mimir is the Jotun patron of wisdom and knowledge. He tends his well at the base of the Cosmic Tree Yggdrasil. All who wish to partake in its mind-altering water must leave a sizeable sacrifice. He prides himself on wisdom, which keeps him above any petty tribal conflicts involving the gods and giants.



Mimir's Godi must make a pilgrimage to Mimir's Well at least once in their lives. It changes them forever and reveals the secret of the cosmos. These Godi focus on the big picture, the major world shaping events that will affect tens of thousands of people.

Clan: Rime Jotun (but rather independent)

Status: Mimir tends to his well

Granted Power: Learned (Skill)

Code of Discipline:

- Do not involve yourself in petty squabbles and affairs
- Dedicate your time contemplating how you can affect major world events
- During Ragnarok, involve yourself with Naglfar, Loki's escape and the War of Shadow

Blot & Faining:

- Faining: sacrifice all petty thoughts to Mimir's Well
- Blot: Maim yourself at Mimir's Well

Domain Slot Boards:

- Wisdom
- Magi



Nerthus

She is the powerful goddess of farming, peace, and hospitality. She espouses tradition and ritual, deviating from her prescribed norms can mean swift death. She has little patience for fools, but is generous with those who are good to their neighbours, labour over their fields and live a peaceful life.

Her shrines and artifacts are so sacred that only her Godi are permitted to touch and enter these sanctified spaces. Cows are sacred and must be bred, raised and slaughtered using strict ritual. If anyone else should break this cardinal rule, they will be killed and sacrificed upon her altars.

Clan: Vanir

Status: She awaits Njord's return to the Vanir.

Granted Power: Spiritual Abortion (Active Power)

Code of Discipline:

- Foster a productive, respectful and peaceful lifestyle
- Show no mercy to those who threaten the social order
- During Ragnarok, those who seek war will find death by your hand

Blot & Faining:

- Faining: Throughout the year, sacred cows must be bred and reared
- Blot: Spill the blood of one who disrespects the age-old customs

Domain Slot Boards:

- Stone Peacekeeper
- Guardianship

Njord



Njord is the Vanir god of the sea. He looks out for his children and performs deals which place his family in positions of power and influence. He has tremendous power over the sea and its inhabitants. Long ago he has the lord of the Vanir gods, but now he belongs to the Aesir clan.

The Godis of Njord believe in the power of fellowship and family. They also have powers over water, as well as benefits when within water. Godis of Njord are skilled at political maneuvering as well as controlling the powers of the sea and the denizens within.

Clan: Vanir

Status: Returns to the Vanir during the Second Age of Ragnarok

Granted Power: Gate Rusalki (Active power)

Code of Discipline:

- Help preserve and grow aquatic biomes
- Insert yourself (and your allies) into positions of power and influence
- During Ragnarok, ingratiate yourself with the powerful, those most likely to win the wars

Blot & Faining:

- Faining: Offer up cooked fish
- Blot: A ship must be burnt and sunk into shallow waters

Domain Slot Boards:

- Sea Kingdom
- Wind



Odin

Odin is the All Father of the Aesir Gods. He values knowledge, power, as well as swift and decisive action. The ends justify the means, and magic is a mighty tool regardless of social taboos. He is the progenitor of mankind, and the bringer of the Mead of Poetry.

Odin's Godi are musically inclined; they are almost professional skalds. They seek knowledge at every opportunity and work tirelessly to bring power and glory to the Aesir. His Godi actively seek and acquire power, and will use any means necessary. Odin's chosen do not waste time with commoners, instead they spend time cultivating relationships with kings.

Clan: Aesir

Status: Odin wanders the land, looking for allies to break the siege of Asgard.

Granted Power: Suave Singer (Passive power)

Code of Discipline:

- Seek out the ones who wield the levers of power in their respective kingdoms
- Seek knowledge and wisdom, no matter the cost
- During Ragnarok, ensure that the Aesir triumph over their enemies

Blot & Faining:

- Faining: Each day either hone your battle-prowess, or acquire new wisdom and skills
- Blot: A ritual blood-eagle of a man who has betrayed his people

Domain Slot Boards:

- Songs & Poetry
- Dark Wizardry

Ran

Ran is the queen of the Vanir, mistress of the deep. Her underwater hall is known as Drekkjahalla, and it is home to the drowned heroes of legend. She commands a host of water Valkyries, and the beasts of the deep are her subjects. She respects might and has no time for the weak.



Those who set out upon the sea seek the guidance of her Godi. A proper tribute in silver will obtain the proper blessings. R a n ' s most sacred shrine is in Gnipalund, and many travel there before the raiding season. Her Godi prefer to travel by sea rather than overland, making good use of their powers.

Clan: Vanir

Status: Ran urges her people to choose a side in the coming final battle.

Granted Power: Ice Aura (Active Power)

Code of Discipline:

- Be the hunter rather than the hunted. The bold catch their supper.
- Ensure that intentions are clearly stated and well known by all
- During Ragnarok: Direct the Vanir followers to choose a side, the meek will not be remembered

Blot & Faining:

- Faining: "Bury" a corpse in a lake or at sea, at least once a week
- Blot: Sacrifice someone who has no hope of dying upon the battlefield (illness or age)

Domain Slot Boards:

- Sea Kingdom
- Hunter

Sinmara



Sinmara is the keeper of the apocalypse... the blade known as Laevateinn. It is the sword that destroys worlds, and Sinmara is entrusted with keeping it from Surt. By her hand and by her voice, the worlds and its people remain safe. Without her, utter annihilation of all things is preordained.

Sinmara's Godi are not numerous. Those who obsess about the end of the world discover this brave Muspeli Jotun. Then they fall in love with her resolve and love for Yggdrasil and its worlds. Her kindness yes unshakable willpower lives in the hearts of her Godi. They work to prevent Ragnarok from unfolding as it was prophesied by the Norns.

Clan: Muspeli Jotun

Status: She meets with Surt regularly, but keeps the location of Laevateinn a secret.

Granted Power:

Code of Discipline:

- Act responsibly for the greater good, even if it is not the popular choice
- Your moral compass is not to be compromised when lives are at stake
- During Ragnarok, derail the Norn's prophecy by any means necessary

Blot & Faining:

- Faining: Once a month, torch the throne of a warlord who oppressed his people
- Blot: Spill the blood of a ruthless warlord who preyed on the weak

Domain Slot Boards:

- Wild Flame
- Darkness Whispers

Surt

Surt is the High- King of the Muspel Jotuns as well as the guardian of Muspelheim. He is one of the few survivors after the war with the Asvartr and he was instrumental in the binding of Nidhogg. His other responsibility, which he does not enjoy, is to burn the Cosmic Tree once it has succumbed to the gloom.



Surt's Godi place duty above all else, even if it pains them to perform their sworn oaths. They follow Surt's commandments to the letter. The Godi stand shoulder to shoulder against Nidhogg and his brood, but when the Snake Sigil has claimed a village, it must be cleansed- the populace slain and the homes burnt to the ground.

Clan: Muspel Jotuns

Status: He stands watching - one eye upon Nidhogg's movements and the other he keeps upon Asgard.

Granted Power: Blinding Light (Active power)

Code of Discipline:

- Keep an eye on your enemies, always know their intentions.
- Place duty above all else, even if it is not pleasant
- During Ragnarok: Be responsible for your people, and guide them to the best outcome

Blot & Faining:

- Faining: Burn anything related to Nidhogg and his cult
- Blot: Sacrifice Nidhogg's followers upon a consecrated funeral pyre

Domain Slot Boards:

- Wild Flame
- Law & Justice



Thor

Thor is the Aesir thunder god. He is the unflinching defender, standing against those who would threaten the vulnerable. When gripped by Modr, which is an unquenchable rage, nothing can withstand his wrath. He shepherds the farmers, granting rain to those who pray for his favour.

The Godis of Thor are warriors who embody his battle rage, farmers who ask for the rain, or leaders who value his noble spirit. His Godi are active enemies of the Rime Jotun Godi and there have been many battles over the past few centuries.

Clan: Aesir

Status: Looking to find and destroy Naglfar

Granted Power: Modr (Active power)

Code of Discipline:

- Distrust followers of the Jotuns and the White God
- Help those who have benevolent and noble professions (farmers, blacksmiths, etc)
- During Ragnarok: Slow or prevent the creation of Naglfar

Blot & Faining:

- Faining: Wooden tools must be burned as an offering
- Blot: The heads of Jotun worshippers must be burned during a storm

Domain Slot Boards:

- Thunderstorm
- Wind

Skadi



Skadi is the Rime Jotun patron of mountains, winter and the hunt. She is a wandering soul that is open to trying any experience presented before her. This has made her stronger and wiser, someone any divine clan would be honoured to call sister.

Skadi's Godi are nomadic. They stop into villages and cities to learn about the people and their customs. They also impart some of their vast knowledge for a tithe. Many wander off into the wilderness to find these well-travelled and wise Godi.

Clan: Aesir (formerly Rime Jotun and then Vanir)

Status: She is using her knowledge to take the fight to the Rime Jotuns

Granted Power: Ice Sheet (Active power)

Code of Discipline:

- Use the elements of cold and ice to your advantage
- Learn about your enemies, they may have more in common with you than you think
- During Ragnarok: Discover the truth about fate and destiny

Blot & Faining:

- Faining: Wooden tools must be burned as an offering
- Blot: The heads of Jotun worshippers must be burned during a storm

Domain Slot Boards:

- Ice Blade
- Hunter



Ull

Ull is the god of winter and the hunt. He is a marvelous archer and it is said no prey can foil his tracking expertise. He is also the patron of skiers and explorers. He has been careful to stay neutral in most conflicts and expects his followers to do the same.

The Godis of Ull are master archers, hunters and skiers. They avoid taking sides when possible, but remain loyal to friends. They assume the rolls of provider and bounty-hunter for most communities. They live in the wilderness and protect it from exploitation.

Clan: Aesir

Status: Travels across Yggdrasil

Granted Power: Throw Weapon (Active power)

Code of Discipline:

- Live in the wilderness, hone your skills for survival
- Live an epic life by hunting prey that is greater than you
- During Ragnarok: Protect the land from over-exploitation

Blot & Faining:

- Faining: Cremate the first hunt of the day as an offering to Ull
- Blot: Hunt down and slay the most dreadful beast in the area and dedicate it to Ull

Domain Slot Boards:

- Hunter
- Beast

Active Powers

Agonizing Vortex

Metas: [Amplify Area Maintain]

Type: {Spell}

Description: Create a vortex of negative energy as your soul becomes a conduit to Niflheim.

Combat Effect: Deal DF +2 Spiritual damage. For every Rune in Drain, increase apply +1 intensity to the Degeneration condition [Counter S].

Out-of-Combat Effect: While wounded you escape notice. For some reason people ignore you and your pain.

Air Shape

Metas: [Maintain Maintain Maintain]

Type: {Shapechange}

Description: You can shapechange into a creature which inhabits the skies above Asgard or Muspelheim.

Combat Effect: You Shapechange into a Asgard Golden Eagle while clear skies or a Muspelheim Fire Owl if weather is stormy. You may Perform a Minor Sacrifice +2 in order to choose your shape. You lose your weapons and armour (absorbed into your new form) but you gain:

Asgard Golden Eagle: Move +5, DF +2, Pierce +2, Parry +2 and gain Flight. Every rune in your Essence is bound to the Lunging Attack Active power in addition to any other powers they may be already bound to.

Muspelheim Fire Owl: Focus +3, Move +1 and gain Flight. Every rune in your Essence is bound to the Muspeli Nightmares Active power in addition to any other powers they may be already bound to.

Your size remains unchanged. Base movement and unarmed attack damage is calculated based on size. All active and Passive powers remain unchanged (Passive powers need to be applied to new attributes). Once Shapechanged, another combatant may equip you with

one Accessory item.

Out-of-Combat Effect: You will change shape into one of the above forms every full moon for the duration of the night (once per month).

Aqua Armour

Metas: [Maintain Maintain Maintain]

Type: {Spell}

Description: You harness the water around you in order to form a protective barrier.

Combat Effect: Create a wave that swats away incoming attacks. Gain a PF vs Physical damage equivalent to half the number of aquatic hexes which are adjacent to you.

Out-of-Combat Effect: Holding a container of water between your hands, you can boil a gallon of water in a minute.

Aqua Axe

Metas: [Maintain Maintain Maintain]

Type: {Spell}

Description: You harness the water around you in order to form an aquatic weapon.

Combat Effect: Create a weapon out of the water around you. The DF and Parry of the weapon are equivalent to 1 plus the half number of aquatic hexes that are adjacent to you. Your range and reach are defined by the body of water's boundaries, and you may only strike opponents who are within the same body of water as you.

Out-of-Combat Effect: You can instantly dry your body and clothing.

Ballad of Champions

Metas: [Amplify Area Open]

Type: {Spell Song}

Description: You sing a song which inspires those upon the battlefield towards heroic death.

Combat Effect: Apply the Rage condition with a +1 intensity [Counter M] and grant the “Furious Cohort” Passive power until end of turn [Counter M]. You are affected by the spell unless you perform a Minor Sacrifice +1 (you may also play individual counters).

Out-of-Combat Effect: You can see other people’s Fylgias, pinpointing legends in the making.

Beckon Plague

Metas: [Amplify Amplify Amplify]

Type: {Alka Spell}

Description: You blanket the land in a pestilence. The toxic taint from Hvergelmir is set loose upon the land.

Combat Effect: Perform an Ultimate Sacrifice +1 and create an Alka of 4 hexes that inflicts +1 intensity to the both Impeded and Degeneration conditions [Counter P per condition], and deals 3 Spiritual DF. Whenever someone consumed one of your Alka tokens, you Heal +1.

Out-of-Combat Effect: You are naturally resilient to disease.

Beget Water

Metas: [Amplify Amplify Amplify]

Type: {Alka Spell}

Description: You bring water into being, suddenly flooding the battlefield. The water is contained by invisible magical retaining walls, so it may be summoned on any terrain.

Combat Effect: Following Alka rules, place 8 tokens on 8 hexes to indicate water. Anyone passing through those spaces may only perform Weak Move actions unless they possess Passive powers which grant bonuses

when in water. Unlike Alkas these water hexes are not consumed when a combatant passes through them. They may only be dispelled by the caster or the caster losing consciousness.

Out-of-Combat Effect: You may create water at a rate of 1 gallon per minute. It springs forth from your hands.

Bestow Gills

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Description: You and your chosen allies are at home in water. You grow gills and your hands and feet slightly deform in order to allow more agile and efficient swimming.

Combat Effect: You pass through water without penalties. You may also breathe underwater. While underwater and in this stance, you are especially resistant to physical harm, gain +2 PF.

Out-of-Combat Effect: You pass through water without penalties. You may also breathe underwater.

Bewitchment

Metas: [Amplify Amplify Amplify]

Type: {Divine Stance}

Description: The recipients of your spells are charmed by you. Even if the spell is detrimental, it leaves your victims in a state of euphoria afterwards.

Effect: When you cast a spell, you may perform a Moderate Sacrifice +1 in order to apply 1 intensity of the Charm condition to 1 recipient of your spell. If you affected more than a single target with your spell, you may perform additional sacrifices to affect more targets. As usual, Amplify amplifies the sacrifice, the number of default targets and condition intensity.

Out-of-Combat Effect: Gain +1 to social skill checks when dealing with spell casters.

Bicker

Metas: [Range Multi Open]

Type: {Manoeuvre}

Description: You can escalate the tension in the room.

Combat Effect: Target combatant gets a +1 to their Taunt condition [Counter M]. This special Taunt application forces all combatants to see the target combatant as hostile, even combatants who would normally be considered allies (mark the condition with a special token).

Out-of-Combat Effect: You have an uncanny ability to know how to push someone's buttons, aggravating them and driving them to anger.

Bind Haugbui

Metas: [Range Amplify Permanency]

Type: {Spell}

Description: Hel allows you to curse a spirit, creating a Lost Soul. You've delayed or prevented another soul from entering Niflheim.

Combat Effect: Target a combatant who died during the current combat. It rises once more as a Haugbui (treat as a Gate power) with +6 levels. For the remainder of this combat, it will be at Rag 4 and will use "Syphon Soul" as its Active power and will rely on "Death Transformation, Greater (Haugbui)" as its Passive power. It is bound to this battlefield (cannot move further than 500' from their corpse) and will not rest until the one who invoked this curse is dead. Once combat is over, Rage is reduced to 0 intensity and the Haugbui may be created as a denizen with a level equal to the deceased combatant's level and using the Haugbui powers and skills found in the *Core Rulebook* page 206. A Haugbui will never move its own corpse. If a player's dweller was cursed with this power, their allies may carry their corpse for them. They will play a Haugbui until they kill the one who inflicted the curse upon them or that individual dies from other causes. Once the curse is broken the dweller may perform their afterlife Wyrd as usual.

Out-of-Combat Effect: Haugbui will not attack you unless provoked. You may parlay with a Haugbui and understand the reason behind their curse.

Black Flame

Metas: [Range Range Amplify]

Type: {Spell}

Description: You can understand, copy and improvise magic spells that you witness.

Combat Effect: While adjacent to an ally, you copy and bind a Spell they performed earlier this combat round. You bind the cloned Active power to another rune you possess In-Hand. The binding lasts until end of turn so this power may not be maintained. An Amplify meta tag allows you to bind another spell to another rune In-Hand.

Out-of-Combat Effect: If you witnessed someone succeed in a skill check within the last few minutes, you will gain a +1 bonus if you attempt the same skill.

Blessed is thine Flock

Metas: [Amplify Range Area]

Type: {Faith}

Description: Your devotion to a higher power manifests itself as a benevolence towards your fellow man.

Combat Effect: Remove 1 intensity from a detrimental condition (Blind, Degeneration, Impeded, Possession or Vulnerable) and Heal another combatant equal to the Sacrifice cost you pay (Minor = +3, Moderate = +5, Major = +7 and Ultimate = +9).

Out-of-Combat Effect: When you put others before yourself, others take notice and remember.

Blight

Metas: [Maintain Maintain Amplify]

Type: {Spell}

Description: You are toxic to those around you. Niflheim's blight washes out of your pores.

Combat Effect: Whenever you are the recipient of an Attack action, your body releases a toxic cloud damaging all adjacent combatants DF +1 S. When you are struck, you have an option to perform 1 Ultimate Sacrifice +1 in order to boost the DF by +2 S and the area by +2 hexes.

Out-of-Combat Effect: You may change your demeanor

to be very repulsive to others, driving people away from you.

Blinding Light

Metas: [**Amplify** **Area** **Area**]

Type: {Spell}

Description: You begin to radiate a blindingly white luminescence. You blind those around you and become harder to see.

Combat Effect: Apply +1 intensity to the Blind condition [Counter P] and self apply the Shroud condition with +1 intensity.

Out-of-Combat Effect: You may turn an object you hold into a bright light source, illuminating as much as a bright torch.

Cold Bolt

Metas: [**Amplify** **Amplify** **Multi**]

Type: {Spell}

Description: You fire a bolt of pure cold from your outstretched hand.

Combat Effect: Apply +1 intensity to the Impeded condition [Counter P] and to a target up to 50' (10 hexes) away.

Out-of-Combat Effect: You can move through deep snow without a penalty.

Concealed Posture

Metas: [**Maintain** **Amplify** **Maintain**]

Type: {Manoeuvre}

Description: Your disguise makes you particularly insidious.

Combat Effect: After you are damaged, you may perform a Minor Sacrifice +2 to apply Shroud upon yourself. If you are at maximum Shroud and have at least 2 ranks in Disguise, you inflict the Blind condition to a combatant within reach [Counter M].

Out-of-Combat Effect: While trailing someone within line of sight, you may add half your ranks in Disguise to

your Tracking skill when attempting to follow without being noticed.

Concealed Stance

Metas: [**Amplify** **Amplify** **Amplify**]

Type: {Stance}

Description: Your disguise allows you several advantages upon the battlefield.

Combat Effect: Right after you receive damage, you may perform a weak Move action. If you perform a Minor Sacrifice +1, you may add a Move bonus equal to your ranks in Disguise.

Out-of-Combat Effect: When no one is looking directly at you, you may leave the area by performing a Sneak skill check with a +2 bonus.

Concealed Strike

Metas: [**Amplify** **Amplify** **Amplify**]

Type: {Manoeuvre}

Description: Your disguise allows your first strike to be exceptionally lethal.

Combat Effect: Perform an Attack action with a +2 DF bonus for every 3 ranks of the Disguise skill. This attack may only work on opponents who are unaware of your true nature.

Out-of-Combat Effect: You are exceptional at hiding from your opponents. All Perception checks against you are performed at a -2 penalty.



Conceive The Majestic

Metas: [Permanency Amplify Amplify] ❖ [Amplify Abate Gloom]

Type: {Void Creation Gate Spell}

Description: You create a new life form using the currents of Ginnungagap. Describe the appearance of your new life form when you invoke this power. You value physical prowess above all else.

Combat Effect: You birth a brand new life-form with +6 levels and the following Composite Board. Starting size is 4 and for every Amplify meta, the size can be adjusted by +/- 1. The slot boards are chosen from the Domain Slot Boards chapter (page “Domain Slot Boards” on page 298).

Out-of-Combat Effect: You gain a +1 bonus to lore based skill checks if they involve the creation of the known universe.



			Brutalize			
			Pounce			
			Render Helpless			
Constitution	Furious Cohort	Enter Rage	PASSIVE POWERS	Giant Size	Keen Senses	Die Hard
			Lunging Attack			
			Fangs			
			Might			

			Tracking			
			Hunting/ Trapping			
			Survival: Wilderness			
Animal Empathy	Perception	Sense Motive	SKILLS	Intimidate	Lore: Personas	Escape
			Athletics			
			Endurance			
			Brawling			

Conceive The Mysterious

Metas: [**Amplify** **Permanency** **Amplify**] ♦ [**Amplify** **Abate** **Gloom**]

Type: {Void Creation Gate Spell}

Description: You create a new life form using the currents of Ginnungagap. Describe the appearance of your new life form when you invoke this power. You value subterfuge above all else.

Combat Effect: You birth a brand new life-form with +6 levels and the following Composite Board. Starting Move is 4 and for every Amplify meta, base Move can be adjusted by +2. The slot boards are chosen from the Domain Slot Boards chapter (page “Domain Slot Boards” on page 298).

Out-of-Combat Effect: You gain a +1 bonus to lore based skill checks if they involve people/places/magic that are specifically obfuscated.



			Power Over Wind			
			Defy the Crowd			
			Agility			
FleetFooted	Stealthy Striker	Blend into Shadow	PASSIVE POWERS	Incite Strife	Running Jab	Leaping Striker
			Cloak of Protection			
			Ancient Blood			
			Unencumbered Dodger			

			Feather Fingers			
			Survival: Wilderness			
			Lore: Arcana			
Escape	Silent Tongue	Sneak	SKILLS	Sense Motive	Perception	Verbal Manipulation
			Athletics			
			Brawling			
			Omens/ Portents			

Conceive the Mythical

Metas: [**Amplify** **Amplify** **Permanency**] ❖ [**Amplify** **Abate** **Gloom**]

Type: {Void Creation Gate Spell}

Description: You create a new life form using the currents of Ginnungagap. Describe the appearance of your new life form when you invoke this power. You value magical talents above all else.

Combat Effect: You birth a brand-new life-form with +6 levels and the following Composite Board. Starting Focus is 0 and for every Amplify meta, Focus can be increased by +1. The slot boards are chosen from the Domain Slot Boards chapter (page “Domain Slot Boards” on page 298).

Out-of-Combat Effect: You gain a +1 bonus to lore based skill checks if they involve magic.



			Arcane Mobility			
			Seeker of Worlds			
			Eye of Fire			
Alabaster Magician	Arcane Reach	Eye of Air	PASSIVE POWERS	Eye of Water	Nether Pact	Penumbral Ring
			Eye of Stone			
			Fac-Kin			
			Arcane Drums			

			Survival: Urban			
			Omens/ Portents			
			Read and Write			
Disguise	Perform	Etiquette	SKILLS	Navigation	Negotiation	Repair Equipment
			Lore: Arcana			
			Lore: Locales			
			Lore: Personas			

Corrosive Touch

Metas: [Amplify Amplify Amplify]

Type: {Manoeuvre}

Description: Your touch destroys crafted and forged items. You regenerate every time you destroy.

Combat Effect: You touch an adjacent crafted item which gains the “damaged” condition [Counter P]. The item’s QR must be lower than 6. Every Amplify meta increases the threshold by another +6 levels.

Out-of-Combat Effect: Your sweat is corrosive, causing you to damage your own clothing and equipment over time. You may force your hands to sweat profusely, this allows you to dissolve 1 oz of metals per minute. This will not affect items which have been crafted by a Blacksmith having a Fylgia.

Dark Castigation

Metas: [Amplify Amplify Amplify]

Type: {Interrupt}

Description: Your soul acts as a conduit from Niflheim, bringing down Hel’s wrath.

Combat Effect: Perform an Defend action with a +3 Parry bonus per rune in your Drain pile and then you get to move a number of hexes equal to the number of runes in your Drain pile.

Out-of-Combat Effect: When performing an action which would make Hel proud, you gain a +1 bonus to your skill check.

Divine Symbol

Metas: [Amplify Maintain Maintain]

Type: {Divine Spell}

Description: You bring forth your deity’s majestic symbol. It may be a sword, a suit of armour, or even a crown. It appears out of nothingness and adorns you, revealing your patron’s presence to those around you.

Combat Effect: Choose one shape when you learn this power, that symbol cannot be changed. To use the symbol’s benefits, it must be equipped. If it is an accessory, it grants Focus +1 per 5 dweller levels. If it is

a shield, it adds +3 Parry or Evade +1, stacking every 5 dweller levels. If it is armour, it adds +2 PF vs. Physical, or +1 PF vs. Mental, or +1 vs. Spiritual, stacking every 5 dweller levels. If it is a melee weapon, it has DF +2 and Reach +1, stacking every 5 dweller levels. If it is a ranged weapon, it has DF +1 and Range 10, stacking every 5 dweller levels.

Out-of-Combat Effect: You are never without your divine symbol. You may bring it into being at any time while your patron is not angered.

Dragged to Hel

Metas: [Amplify Amplify Amplify]

Type: {Alka Spell}

Description: You send the souls of the unworthy to Niflheim. Skeletal hands reach up from the ground and attempt to inflict a shameful death. They work to immobilize, disarm and kill a warrior so that Valkyries don’t detect the death.

Combat Effect: Perform an Ultimate Sacrifice +1 and create an Alka of 4 hexes that inflicts +1 intensity to the Impeded condition [Counter P], attempts to disarm the combatant [Counter P] and deals 3 Spiritual DF. A disarmed weapon falls to an adjacent hex. If the hex contains this Alka, the weapon may be passed from skeletal hand to skeletal hand and end up in any hex which contains this alka (so long as the alka path is contiguous).

Out-of-Combat Effect: Standing over someone who is sleeping, every hour you can inflict an Ultimate Sacrifice +1 upon them without waking them.

Dragon’s Breath

Metas: [Amplify Area Area]

Type: {Seith Spell}

Description: You can exhale some type of element (ice, fire, electricity, etc) from your maw. The damage it deals scales by your size.

Combat Effect: This area effect is in a “cone” shape (see page “Area” on page 79) and deals damage based on your size. The spell begins with a free Area meta and deals +2 Physical damage per 2 Size.

Out-of-Combat Effect: You can smell those who enter your home/lair. Gain a +3 Perception bonus when detecting intruders.

Dredge the Past

Metas: [Amplify Area Multi]

Type: {Void Spell}

Description: You bring up the single-most traumatic experience in someone's life... and then you make it worse.

Combat Effect: Deal +2 Mental damage as well as +2 Spiritual damage. You may pay an Ultimate Sacrifice +1 in order to add an intensity of Vulnerable +1 [Counter M] and an intensity of Impeded +1 [Counter M].

Out-of-Combat Effect: You may look into someone's eyes. So long as they look back into your eyes, you may witness their past using Hamingja (see revised Omens / Portents skill on page "Omens / Portents" on page 293).

Drunken Stance

Metas: [Amplify Amplify Amplify]

Type: {Divine Stance}

Description: You make use of your inebriated state.

Effect: Suffer none of the ill effects of inebriation, including not passing out at drunken level 4. Gain a Move and DF bonus equal to drunken level.

Earth Shape

Metas: [Maintain Maintain Maintain]

Type: {Shapechange}

Description: You can shapechange into a creature which inhabits the depths of Nidavellir or the wilds of Jotunheim.

Combat Effect: You Shapechange into a Nidavellir Cave Wyrms while below ground or a Jotunheim Ice Boar if above ground. You may Perform a Minor Sacrifice +2 in order to choose your shape. You lose your weapons and armour (absorbed into your new form) but you gain:

Nidavellir Cave Wyrms: Evade +2, Size +2 and become

Quadruped. Every rune in your Essence is bound to the Field of Quagmires Active power in addition to any other powers they may be already bound to.

Jotunheim Ice Boar: DF +4, Pierce +2, PF +1 M, Move +2 and become Quadruped. Every rune in your Essence is bound to the Raging Attack Active power in addition to any other powers they may be already bound to.

Your size remains unchanged (unless specified). Base movement and unarmed attack damage is calculated based on size. All active and Passive powers remain unchanged (Passive powers need to be applied to new attributes). Once Shapechanged, another combatant may equip you with one Accessory item.

Out-of-Combat Effect: You will change shape into one of the above forms every full moon for the duration of the night (once per month).

Erase the Wickedness

Metas: [Amplify Amplify Amplify]

Type: {Faith Alka}

Description: You blot out the presence of other faiths and beliefs.

Combat Effect: Create an alka of 8 hexes that removes other alka tokens. After this power resolves, remove all alka tokens produced by this power.

Out-of-Combat Effect: Gain a +1 skill bonus to Negotiation and Verbal Manipulation when discussing matters of religion and faith.

Ex Igne Vita

Metas: [Amplify Range Multi]

Type: {Faith}

Description: Life comes from fire. You create a retribution against those who harmed the innocent.

Combat Effect: When you target someone who is wounded (runes in the damage track) they gain +1 intensity to the Aura condition [Counter S] and receive a Heal +2. If they are Bloodied when they receive this effect, then their Aura is raised to maximum intensity.

Out-of-Combat Effect: Those who have been marginalized are consoled by your words. They receive a +2 bonus on their next social skill check related to

restoring their reputation.

Fate Blast

Metas: [Amplify Range Area]

Type: {Void Spell}

Description: You channel your destiny in a powerful vortex of magical energy that rips apart the life force of others and feeds it into a regenerative well for yourself.

Combat Effect: Deal an amount of Spiritual damage equal to the number of Spiritual runes in this rune-chain, deal an amount of Mental damage equal to the number of Mental runes in this rune-chain, deal an amount of Physical damage equal to twice the number of Physical runes in this rune-chain. Heal yourself an amount equal to the length of this spell's rune-chain.

Out-of-Combat Effect: Perform an Untimate Sacrifice +1 in order to penalize someone else's Omens/Portents skill check by 2. This person must be within line of sight.

Fertility Bloom

Metas: [Amplify Amplify Amplify]

Type: {Alka}

Description: You create a verdant, pleasant smelling pasture of magical flowers.

Combat Effect: Create a Alka of 4 hexes. Anyone stepping into the hex will Heal +4. While you stand beside the Alka, anyone performing an attack action upon you will suffer a free Abate meta against their Attack action (this will consume the Alka bead next to you).

Out-of-Combat Effect: You increase the chance of fertility in people, beasts and crops.

Flight of the Shade

Metas: [Amplify Amplify Amplify]

Type: {Manoeuvre}

Description: You move like a shadow.

Combat Effect: Perform an Ultimate Sacrifice +1 to perform a Move action with a +3 bonus and gain +2 intensity to the Shroud condition.

Out-of-Combat Effect: Gain a +1 Sneak bonus if there is a corpse within 50'.

Gate Draugar

Metas: [Maintain Amplify Range]

Type: {Gate}

Description: Hel provides you with minions.

Combat Effect: Gate a Dragar with +6 levels.

Out-of-Combat Effect: You may summon an obedient Draugar to perform mundane tasks.

Gate Nokken

Metas: [Maintain Amplify Range]

Type: {Gate/Alka Spell}

Description: A pool of water appears and a Nokken emerges.

Combat Effect: Gate a Nokken with +3 levels and place 4 tokens on 4 hexes to indicate water. Anyone passing through those spaces may only perform Weak Move actions unless they possess Passive powers which grant bonuses when in water. Unlike Alkas these water hexes are not consumed when a combatant passes through them. They may only be dispelled by the caster or the caster losing consciousness.

Out-of-Combat Effect: When interacting with denizens who make their home under water, you gain a +1 bonus to social skill checks.

Gate Pesta

Metas: [Maintain Amplify Range]

Type: {Gate}

Description: You keep strange company.

Combat Effect: Gate a Pesta with +6 levels.

Out-of-Combat Effect: You may cure someone of disease by performing an Ultimate Sacrifice +1.

Gate Rusalki

Metas: [Maintain Amplify Range]

Type: {Gate/ Alka Spell}

Description: A pool of water appears and a Rusalki emerges. During spring and summer, you gate a Summer Rusalki, in the Fall and winter you gate a Winter Rusalki.

Combat Effect: Gate a Rusalki with +3 levels and place 4 tokens on 4 hexes to indicate water. Anyone passing through those spaces may only perform Weak Move actions unless they possess Passive powers which grant bonuses when in water. The current season determines the type of Rusalki. Unlike Alkas these water hexes are not consumed when a combatant passes through them. They may only be dispelled by the caster or the caster losing consciousness.

Out-of-Combat Effect: When interacting with denizens who make their home under water, you gain a +1 bonus to social skill checks.

Get Behind Me

Metas: [Amplify Abate Echo]

Type: {Faith Interrupt}

Description: You move with a greater purpose, to save others without regard for your own safety. Luckily a higher power is looking out for you.

Combat Effect: Perform a Minor Sacrifice +1 to do a Defend action for an adjacent ally with a +1 Evade bonus.

Out-of-Combat Effect: When attempting to gain the trust of others, your words are soothing and reassuring.

Gift of Gold

Metas: [Multi Multi Amplify]

Type: {Void Spell}

Description: You may gift someone else your boon of good fortune.

Combat Effect: Targets of this spell Wyrd 1 rune if they have a rune-chain in Contingency.

Out-of-Combat Effect: You sense those who have the stench of death. If someone has killed another of their own species within the last 24 hours, you will smell them if they come within 30 feet.

Gift of Silver

Metas: [Multi Multi Maintain]

Type: {Void Spell}

Description: When you are targeted with benevolent effects, you may have those effects also trigger on those you have gifted with this boon.

Combat Effect: When you cast this spell, choose 1 ally within 10'. When you receive any beneficial effects from Active and Passive powers, you may have them trigger on anyone you have targeted in this bond. Range is important only when this power is cast, once this bond is in place, the bond will continue to distribute benevolent effects no matter where the combatants have gone. All effects retain their duration (until end of turn unless a Maintain meta has been played).

Out-of-Combat Effect: You bestow good fortune on another. Once per day you can have someone try again on a failed skill check.

Halt Evil

Metas: [Amplify Multi Area]

Type: {Faith}

Description: You can stop evil in its tracks.

Combat Effect: If you have at least 1 intensity in the Miracle condition then to a Supernatural foe, you deal +1 Spiritual damage, +1 intensity to the Impeded condition [Counter S] and +1 intensity to the Blind condition [Counter S].

Out-of-Combat Effect: When learning about supernatural beings, you are especially resilient to any occult traps hidden within the lore.

Hel's Icy Embrace

Metas: [Area Amplify Area]

Type: {Spell}

Description: Hel giveth while she taketh away.

Combat Effect: Heal +4 and reduce a condition intensity by 1. Anyone affected by this power may perform an Ultimate Sacrifice +1 to add an Area or Amplify to the effect (this benefits everyone). Every

participant is limited to only one Ultimate Sacrifice.

Out-of-Combat Effect: When you are cremating/burying someone, you gain a +1 rank to skills which aid you in the preparation (Negotiation, Verbal Manipulation, Appraisal, etc)

Hunt the Wicked

Metas: [Amplify Multi Weapon]

Type: {Faith}

Description: Evil cannot hide from your righteous fury.

Combat Effect: If you have at least 1 intensity in the Miracle condition you perform an Attack action on a Supernatural foe dealing +1 Spiritual damage, and you ignore 1 intensity of the Shroud condition.

Out-of-Combat Effect: When in dimly lit environments or in darkness, your eyes pick up the glow emitted by Supernatural beings.

Ice Sheet

Metas: [Amplify Amplify Amplify]

Type: {Alka Spell}

Description: You magically freeze the humidity in the air, creating a sheet of ice.

Combat Effect: Following Alka rules, place 8 tokens on 8 hexes to indicate ice. Anyone on those spaces are affected by Vulnerability +1 (can be temporarily suppressed for 1 attack action by playing a P rune after an attack) unless they possess powers (Active or Passive) which grant bonuses when adjacent to ice. Anyone who possesses powers (Active or Passive) which grant bonuses when adjacent to ice double their movement rate while traveling over the ice Alka. Unlike standard Alkas these ice hexes are not consumed when a combatant passes through them. They may only be dispelled by the caster or the caster losing consciousness.

Out-of-Combat Effect: You may create ice at a rate of 1 cubic inch per minute. It springs forth from your hands.

Ice Shield

Metas: [Amplify Maintain Maintain]

Type: {Spell}

Description: You gain extra protection when adjacent to ice.

Combat Effect: If you are adjacent to ice, you may perform a Minor Sacrifice +1 and gain PF +2 P.

Out-of-Combat Effect: Your tolerance for cold is six fold that of an average human.

Illusion of Immortality

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Description: You send part of your soul to Niflheim in exchange for agility and speed.

Combat Effect: When you are attacked, you may perform an Ultimate Sacrifice +1 in order to Wyrd 1 rune.

Out-of-Combat Effect: While you have runes in Drain, you understand languages you don't normally know. This ability doesn't allow you to speak those languages.

Keep the Peace

Metas: [Amplify Area Abate]

Type: {Faith Interrupt}

Description: You have little interest in participating in any fights. If a fight breaks out, you use your actions in order to end the fight with the least amount of bloodshed possible.

Combat Effect: Perform a Weak Defend action for yourself or anyone within the area of effect of this power and apply the Charm condition with a +1 intensity upon the attacker. After the Defend action, you Heal +1.

Out-of-Combat Effect: Since you woke up, if you have not taken part in any violence, you gain a +1 bonus to your skill checks.

Manipulate Fate

Metas: [**Amplify** **Amplify** **Amplify**]

Type: {Void Interrupt}

Description: You set the stage for a future event.

Combat Effect: When you play this from your hand, you evoke the power of 1 rune-chain you or an adjacent ally has placed in contingency. The rune-chain in contingency does not trigger, this active power clones the contingency power's effect and triggers all metas placed in that contingency's rune-chain. For every Amplify added to this power, you can trigger a different rune-chain in contingency.

Out-of-Combat Effect: You may ask for a few drops of blood from someone wishing to know their fate. You place them on your runes and perform Hamingja (see revised Omens / Portents skill on page "Omens / Portents" on page 293).

Mistress of the Dark Bond

Metas: [**Amplify** **Maintain** **Amplify**]

Type: {Spell}

Description: When most of your soul has been committed to Hel, you awaken new might.

Combat Effect: For every rune in Drain, gain +1 Focus. While this spell is active, Heal +2 whenever you perform an Ultimate Sacrifice.

Out-of-Combat Effect: You have great relations with Angels of Death and Voelvas. You have much in common to talk about and they enjoy your dark sense of humour.

Mood

Metas: [**Amplify** **Amplify** **Amplify**]

Type: {Spell}

Description: You are blessed by the anger of the gods—more precisely by Thor's foul mood.

Combat Effect: Apply +1 intensity to the Rage condition and you may reduce the intensity of a Condition that affects you.

Out-of-Combat Effect: Your strength and endurance

are doubled when you are angry.

Natural Strike

Metas: [**Amplify** **Multi** **Weapon**]

Type: {Manoeuvre}

Description: You attack using your instincts.

Combat Effect: Perform an Attack action and if the defender has the Shroud condition, treat it as if it was 1 intensity lower for the purposes of paying the cost.

Out-of-Combat Effect: People cannot hide from you. Gain +1 to Perception skill checks when looking for someone actively hiding from you.

Not My Time

Metas: [**Amplify** **Maintain** **Amplify**]

Type: {Void Spell}

Description: You wrinkle the Tapestry of Fate so that a magical effect ignores you.

Combat Effect: Until the end of turn, you get +1 free Counter against an undesirable effect with a specified Counter cost. Until the end of turn you also get +1 Abate meta on any one Defend action you perform.

Out-of-Combat Effect: The fates are looking out for you. Once a day you may choose to ignore a failed skill check, and instead try to Wyrd a second time.

Outnumbered Dexterity Stance

Metas: [**Amplify** **Amplify** **Amplify**]

Type: {Stance}

Description: While outnumbered, you are driven to move out of danger.

Combat Effect: While you have no other allies upon the battlefield, you gain a Move bonus equal to +2 per enemy within 60', and you also gain a +2 Parry per enemy within 60'.

Outnumbered Guard Stance

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Description: While outnumbered, you are tougher and more resilient.

Combat Effect: While you have no other allies upon the battlefield, for every opponent within 60', you gain a +2 PF bonus vs. Physical damage.

Outnumbered Recovery

Metas: [Amplify Amplify Amplify]

Type: {Spell}

Description: While outnumbered, your healing is fueled by your desperation against stacked odds.

Combat Effect: While you have no other allies upon the battlefield, you Heal +4 per enemy within 30'. You also reduce the intensity of one detrimental condition by 1 per enemy within 30'.

Outnumbered Riposte Stance

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Description: While outnumbered, you counter attack when struck.

Combat Effect: While you have no other allies upon the battlefield, whenever you are struck with an Attack action, after it resolves, you may perform an immediate free Attack action upon the attacker with a +2 DF bonus. Your reach must be sufficient to strike your target. You may not use this power upon someone whom you have already attacked this combat round.

Outnumbered Spell Stance

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Description: While outnumbered, your spell casting becomes more determined and tenacious.

Combat Effect: While you have no other allies upon

the battlefield, if your enemies attempt to interrupt your spell casting, they must play +1 additional rune to do so per ally they have upon the battlefield.

Part the Tapestry

Metas: [Range Amplify Range]

Type: {Void Spell}

Description: You look at someone else's destiny, and you beseech the Norns to divide their fate.

Combat Effect: Look at a combatant's runes In-Hand [Counter S]. For every rank in your Omens / Portents skill, you may force the combatant to put 1 rune back in their Essence bag (This is not considered damage and cannot affect the Void rune). All runes put back must share the same Trait.

Out-of-Combat Effect: You may perform an Ultimate Sacrifice +1 in order to gain a +1 bonus to Omens/ Portents.

Pass Judgement

Metas: [Range Amplify Multi]

Type: {Divine Spell}

Description: You mark another, bringing forth the wrath of the gods.

Combat Effect: Apply +1 intensity to the Curse condition [Counter S] in order to weaken the subject when they take any damage. When the victim receives damage, for every intensity of this Curse condition, the damage is increased by +2 for Physical and +1 for Mental or Spiritual. This condition is treated as any other harmful condition (degeneration, blind, etc) for the purposes of removal or status.

Out-of-Combat Effect: You may perform an Ultimate Sacrifice +1 in order to penalize someone else's skill attempt by 1.

Power Over Ice

Metas: [Amplify Amplify Maintain]

Type: {Rune Spell}

Description: Your skin pales as painful ice coats your

body. Your swift movements create a blast of ice shards that fly in the direction of your movements.

Combat Effect: Your Attack actions add +1 Mental DF of unimaginable cold damage. You may perform a Minor Sacrifice to extend the range of the blast beyond the initial target by 1 hex. Minor Sacrifice +1 for 1 additional hex, or Minor Sacrifice +2 for 2 additional hexes, or Moderate Sacrifice +1 for 3 additional hexes.

Out-of-Combat Effect: Your grasp can freeze water. 1 pint of water per minute will turn to ice if touched by your frigid hands.

Power Over Water

Metas: [Amplify Range Echo]

Type: {Rune Spell}

Description: Water obeys your every command.

Combat Effect: You may evoke this power in order to drench and adjacent combatant in water [Counter P], or you may evoke this power to animate the water that touches another combatant. Animated water can be made to boil (+1 Degeneration) or it can be made to envelop and push the limbs (+1 Impeded) or it can be made to press into the eyes (+1 Blind). A +1 Condition intensity may be countered by playing a Physical rune.

Out-of-Combat Effect: You may create a pint of water out of thin air with every minute of silent meditation. This water appears below your outstretched hand.

Prayer Circle

Metas: [Area Maintain Amplify]

Type: {Faith}

Description: You begin a holy chant that bolsters the faith of other like minded individuals.

Combat Effect: All who have at least 1 intensity in the Miracle condition, immediately Heal +4 and gain a +1 Evade bonus on the next active power this combat round.

Out-of-Combat Effect: When performing a skill check that will further the cause of the White God, you may perform an Ultimate Sacrifice +1 in order to gain a +1 bonus on the skill check.

Primal Scream

Metas: [Maintain Maintain Maintain]

Type: {Void Manoeuvre}

Description: Your scream pierces the battlefield. The void awakens around you and your abilities explode upon the battlefield. Simple attacks cause shockwaves. Spells rain down from the firmament blanketing most of the battlefield.

Combat Effect: Choose one spell, manoeuvre or interrupt per combat round that will benefit from this posture. Spells gain +1 free Area meta (if applicable), Manoeuvres gain +1 free Multi meta (if applicable) and Interrupts gain +1 free Abate meta. The spell, manoeuvre or interrupt can also apply a knockback of +2 [Counter P] if you so choose.

Out-of-Combat Effect: You have omniscience in a radius equal to your level. You can perfectly hear, see and smell anything in that space.

Radiant Cloud

Metas: [Amplify Amplify Amplify]

Type: {Alka}

Description: You tap the power which flows out of the mountain upon which Asgard stands.

Combat Effect: Create an Alka of 4 hexes that creates a dense cloud which obstructs line of sight, and grants +1 Focus for the next spell cast and an instantaneous Heal +1.

Out-of-Combat Effect: You can disperse non-magical fog and mist within 60' of yourself. The process takes several minutes.

Rebuke Evil

Metas: [Area Area Maintain]

Type: {Faith}

Description: You create an aura that damages otherworldly beings.

Combat Effect: Only to Supernatural beings, deal 2 Mental damage bypassing up to 2 points of M defense and apply the Degeneration condition with a +1 Intensity [Counter S].

Out-of-Combat Effect: Within a 60' radius, you detect the presence of Alkas and portals to other realms.

Revenge

Metas: [Range Range Range]

Type: {Divine Spell}

Combat Effect: Deal an amount of Physical damage equal to half the Heal you last cast.

Out-of-Combat Effect: You get a +1 skill bonus when performing an opposed skill check against someone who has wronged your friend.

Reversal of Fortune

Metas: [Range Range Range]

Type: {Void Interrupt}

Description: With this awe inspiring power, you touch the Tapestry of Fate and move a thread ever so slightly.

Combat Effect: Target a combatant who just played a rune-chain. Perform a Minor Sacrifice +1 if the combatant is equal or lower level, otherwise perform an Major Sacrifice +1. The victim's action is halted and must be redone with a different result. The same power cannot be invoked again, and the combatant must use the runes from that rune-chain and create an entirely different result using those runes. This power cannot be used on a Defend action.

Out-of-Combat Effect: If you are alone, and your last action led to personal disaster (without influencing anyone else's fate), you may perform an Ultimate Sacrifice +4 in order to roll back time a few seconds to before your action took place (no more than 5 seconds).

Serpent Gateway

Metas: [Area Area Maintain]

Type: {Void Spell}

Description: You transform all magic in the area to be Void Magic.

Combat Effect: All spells cast in the area of effect are transformed into {Void Spells} instead of their normal type. Casters may counter this effect by performing an

Ultimate Sacrifice +1 per spell they wish to preserve. This spell targets a 10' radius by default.

Out-of-Combat Effect: You dream of the imprisoned Alsvart.

Shadow Parasite

Metas: [Maintain Maintain Maintain]

Type: {Manoeuvre}

Description: A dweller or denizen whose nature has been touched by the great void Ginnungagap has the ability to subsume the shadow belonging to another being.

Combat Effect: Attach yourself to another combatant [Counter S]. When that combatant moves, you move as well, always staying adjacent to them. When finishing their Move actions, they must ensure that there is space for you adjacent to them, otherwise they cannot move into such a space. When you attack the combatant to whom you are attached, you bypass part of their defense. They may only perform Weak Defend actions against you. When you are struck for damage, half of the damage is dealt to your host and half to you.

Out-of-Combat Effect: Gain +1 to skill checks involving Sneak or Disguise when you are under dim lighting conditions (above and beyond the normal environmental bonuses).

Skeletal Vanguard

Metas: [Maintain Maintain Maintain]

Type: {Shapechange}

Description: Your presence represents your commitments to Hel. Your outward appearance turns skeletal in appearance as you take on a powerful spectral transformation.

Combat Effect: You shapechange into a skeletal winged beast. You lose your weapons and armour (absorbed into new form) but gain the Passive power "Essence of the Ghost" (*Core Ruelbook* page 275), Flight, Spiritual DF: +3 and Parry +3. Your initial size remains the same as your native form, but it increases by +1 every Cleanup phase if you attacked a foe that round. Base movement

and unarmed attack damage is calculated based on size. All Active and Passive powers remain unchanged (Passive powers need to be applied to the new attributes).

Out-of-Combat Effect: For every quest that you perform (and complete successfully) for Hel or one of her official servants, she will intercede for you in your darkest hour. If you are about to suffer a fatal wound (non-combat related, such as falling off a tall cliff due to a botched climb skill check), she will avert the fall.

Slay Monster

Metas: [Amplify Multi Weapon]

Type: {Faith Manoeuvre}

Description: You have studied your monstrous prey and know how to strike it effectively.

Combat Effect: Perform an Attack action and receive a +2 DF and +2 Pierce bonus versus Supernatural foes.

Out-of-Combat Effect: You can detect the presence of Supernatural beings within a number of feet equal to your dweller level.

Stance of Damnation

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Description: Your soul, which has been partially torn out of your body, grants you supernatural prowess.

Combat Effect: When entering this stance, perform an Ultimate Sacrifice +1. Every time you perform a Defend action, you may apply 1 condition of your choice upon the attacker (all except Curse) [Counter: S].

Out-of-Combat Effect: If someone gets the better of you in some contested skill check, you receive a +1 bonus in your next challenge with them (must be a different skill).

Stance of Impunity

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Description: Your soul, which has been partially torn out of your body, grants you protections in the mortal world.

Combat Effect: When entering this stance, perform an Ultimate Sacrifice +1. When you perform a Defend action, gain +2 Evade and +1 Parry.

Out-of-Combat Effect: When examining a corpse, you gain a +1 Perception bonus. This helps to discern such things as foul-play, time of death, etc...

Strike of Bereavement

Metas: [Amplify Echo Weapon]

Type: {Manoeuvre}

Description: Your soul acts as a conduit from Niflheim, creating a surge of positive energy.

Combat Effect: Perform a Weak Attack action with a +1 DF and everyone within 10' (2 hexes) heals +7 for each rune they have in Drain.

Out-of-Combat Effect: When performing an action which would make Hel proud, you gain a +1 bonus to your skill check.

Sworn Duty

Metas: [Amplify Amplify Amplify]

Type: {Faith Interrupt}

Description: You must defend the innocent and the weak.

Combat Effect: If an adjacent ally is attacked, you may perform a Weak Defend action. You may then heal yourself or the adjacent ally by +1. If the attacker is within reach, you may choose to immediately strike them with a Weak Attack action that knocks them back +1 hex (+5') [Counter P].

Out-of-Combat Effect: The meek and oppressed seek you out and petition you for protection.

The World Exposed

Metas: [Maintain Maintain Maintain]

Type: {Void Spell}

Description: You are omniscient in a small radius around yourself.

Combat Effect: While this spell is in effect, you gain

the following Passive powers: Combat Awareness, Untouchable, Agility, Keen Senses, and Tactician.

Out-of-Combat Effect: While studying someone's palm, or divining using runes while holding a personal effect belonging to an individual, you can witness their future using Hamingja (see revised Omens / Portents skill on page "Omens / Portents" on page 293).

Thunderclap

Metas: [Amplify Area Multi]

Type: {Spell}

Description: Lightning rains down from the sky, knocking your foes off their feet.

Combat Effect: If under open skies (not in a building or underground), deal +3 P damage and cause a push back of 2 hexes (20') [Counter P per hex] and inflict the Vulnerable condition with a +1 intensity [Counter P].

Out-of-Combat Effect: You may summon strong winds within a few minutes within a 1 mile diameter (70 mph). By performing an Ultimate Sacrifice +1 you can make them gale force (110 mph)

Trail Blaze

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Description: Your movements kindle and burn the ground beneath your feet.

Combat Effect: When you perform a Move action, leave +1 Alka token with Degeneration +1 and Blind +1.

Out-of-Combat Effect: Envelop your skin in a shell of flickering flames that repels the cold and illuminates a 6 hex (30') radius around you.

Unearthly Beauty

Metas: [Area Area Amplify]

Type: {Spell}

Description: You flaunt your beauty and stun others upon the battlefield. They consider joining your side upon the battlefield.

Combat Effect: Deal +2 Mental damage and apply +1 intensity to the Charm condition [Counter M].

Out-of-Combat Effect: Your beauty is astounding and when you flaunt it, you gain a +1 bonus to social skill checks when involving someone who could potentially be sexually attracted to you.

Unnatural Strike

Metas: [Amplify Multi Weapon]

Type: {Manoeuvre}

Description: Your body and soul break as you defy reality and strike with extreme violence, surprising your foes.

Combat Effect: Perform an Ultimate Sacrifice +1 to perform an Attack action with a +3 Reach (or +30 Range), +3 DF and +2 Pierce.

Out-of-Combat Effect: If you need to move suddenly, you can move twice the distance in half the time. This burst can be performed once per hour at most.

Vanish

Metas: [Amplify Amplify Amplify]

Type: {Spell}

Description: You remove yourself from this reality for a predetermined amount of time. Your body, mind and soul depart to a mysterious dimension in which you remain in physical stasis until the time runs out.

Combat Effect: You teleport yourself from the battlefield and into a pocket dimension. There you remain in physical stasis, unable to move. All effects (conditions, maintained abilities, etc) stop affecting you while in stasis. You remain in stasis for a minimum of 1 combat round and up to the maximum rounds based on the number of Amplify metas played. You can look upon the battlefield as if it were illuminated by daylight, but you cannot hear any sounds. You may return at the start of any combat round up until the maximum rounds permitted. For every round beyond the maximum you must perform an Ultimate Sacrifice +3.

Out-of-Combat Effect: You can blink out of existence for several minutes up to your level. While blinked out, you are in the stasis described in the Combat Effect

above. This exhausts you and you must perform an Ultimate Sacrifice +1 per minute departed.

Void Walker Stance

Metas: [Amplify Amplify Amplify]

Type: {Void Stance}

Description: You may shape the Alkas you bring into being. You can blend Alkas from different worlds and create your own world bending effects.

Combat Effect: While in this stance, the Spiritual meta is changed to Permanency for every Alka Active power you invoke. The Alka also adds another bonus Source effect. You get to spend 2 QR worth of effects while

creating the new Source Effect from the options below. For every Amplify you get an additional +2 QR worth of effects.

Out-of-Combat Effect: You perform a ritual that dismisses an Alka which has been made permanent. It takes a number of minutes equal to the level of the caster.

Notes:

- The Norn and the player are encouraged to create more effects together (Norn having the final word for approval).
- The bonus source effect is set when the stance is played, so it's the same bonus source effect for every Alka which is invoked while in this stance. When the stance is released, the bonus source effect remains on the Alka's to which it was added.
- An Alka which has been made permanent never has its beads consumed.

Table5: Void Walker Stance

QR	Effect
1	The Alka produces light which illuminates 30' around the Alka
1	Heal +1
1	Recover +2
1	Deal damage DF +1 P
2	Deal damage DF +1 M or S
1	Pierce +2
1	Move +1 or -1
3	Boost Focus +1
1	+1 Boost to Parry or Physical DF (choose one)
4	Boost Evade +1
4	Every bead of this Alka blocks sight, movement, or sound (choose one)
4	Apply 1 intensity of a detrimental condition (Degeneration, Impeded, Vulnerable, Blind)
4	Teleport: by stepping on an Alka bead, a combatant may move to any other bead within the Alka
4	Line of sight may weave and bend while a trajectory is drawn through the Alka
4	Gated creatures gain/lose 6 levels while in the Alka (remove Destiny before Essence)
4	Arena of Peace: Someone wishing to perform an Attack action must perform a Major Sacrifice +1
4	Arena of War: All weapons gain +6 DF
4	Arena of Fervor: While in the Alka, Shroud, Taunt or Rage are considered at 1 intensity higher (choose one)
4	Arena of Souls: When Possession is applied, an extra intensity is applied, but the victim can choose the disposition of the spirits which possess them.
7	Draw +1 rune when you Wyrld
8	+1 on Afterlife Wyrld when someone dies or is buried in this consecrated space

Walking Island

Metas: [Maintain Maintain Maintain]

Type: {Transform}

Description: You assume the awesome size and shape of a Borghild.

Combat Effect: You transform into a Borghild.

Out-of-Combat Effect: You gain a +1 Perception check when in water.

Water Shape

Metas: [Maintain Maintain Maintain]

Type: {Shapechange}

Description: You can shapechange into a creature which inhabits the waters of Vanagard or Hvergelmir.

Combat Effect: You Shapechange into a Vanagard Blood Whale while in fresh water or a Hvergelmir Sea Serpent if in salt water. You may Perform a Minor Sacrifice +2 in order to choose your shape. You lose your weapons and armour (absorbed into your new form) but you gain:

- Vanagard Blood Whale: Size +2, DF +3, Pierce +4, PF +1 P, Parry +1, and gain Aquatic (can breathe underwater). Every rune in your Essence is bound to the Swallow Active power in addition to any other powers they may be already bound to.
- Hvergelmir Sea Serpent: Move +2, Parry +2, Focus +2 and gain Aquatic (can breathe underwater). Every rune in your Essence is bound to the Water Shield Active power in addition to any other powers they may be already bound to.

Your size remains unchanged (unless specified). Base movement and unarmed attack damage is calculated based on size. All active and Passive powers remain unchanged (Passive powers need to be applied to new attributes). Once Shapechanged, another combatant may equip you with one Accessory item.

Out-of-Combat Effect: You will change shape into one of the above forms every full moon for the duration of the night (once per month). You can remain outside of water, but movement will be difficult and/or impossible.

Were-Shape

Metas: [Amplify Amplify Amplify]

Type: {Void Stance}

Description: You have tremendous control over how your body evolves during the shape change process. You retain the best of your original physiology, you gain the best attributes of the new shape changed form, and you add additional benefits.

Combat Effect: If you perform a Shapechange while in this stance, you control every aspect of the final physiology. This allows you to keep all equipment you had equipped while in the new form. It also adds +2 QR worth of benefits from the table below. If you cease maintaining this stance, the bonus ceases and any equipped items merge into your Shapechanged form. All powers activated while Were-Shape is in effect gain the {Void} type so long as they have an Amplify Meta tag.

Out-of-Combat Effect: By concentrating for a few seconds, you may take on the form granted by any shapechange abilities you have. This will last as long as you want it to.

Withering Touch

Metas: [Amplify Amplify Amplify]

Type: {Spell}

Description: You see someone's age and choose to accelerate it.

Combat Effect: Deal +2 S damage and apply Degeneration with +1 intensity per rune in your Drain pile. Each intensity of the Degeneration condition may be countered by playing a Spiritual rune.

Out-of-Combat Effect: You can discern someone's age perfectly.

Word of Command

Metas: [Range Amplify Area]

Type: {Divine Spell}

Description: You force your will upon another being.

Combat Effect: Deal +1 M damage and apply +1

Table6: Were-Shape Benefits

QR	Benefit
1	+1 DF, +1 Parry, +1 Move, Size +1, or Pierce +2 (choose one)
1	During Upkeep: Recover +2 or Heal +1 (choose one)
2	Physical PF +1
3	+1 Focus, Mental PF +1, or Spiritual PF +1 (choose one)
4	Evade +1, Flight, or Quadruped (choose one)
4	Aquatic: Can breathe underwater
5	Extra attacking limb/head: Wield another weapon or free Amplify on Active powers (choose one)

intensities of the Possessed condition [Counter M]. You get to control how the Possession runes are used. During the cleanup phase, anyone who was affected by this power has their Possession condition intensity reduced to 0.

Out-of-Combat Effect: On a failed skill check involving convincing (Negotiation or Verbal Manipulation for example), you may perform an Ultimate Sacrifice +1 to try again.

You Will Not Die

Metas: [Range Range Maintain]

Type: {Void Interrupt}

Description: You wind your fate around someone else's strand of destiny.

Combat Effect: Heal +4. If the target of the spell should receive lethal damage this combat round, the damage is assigned to the caster of this spell instead. By default, this effect will persist until the end of round. The effect may be released prematurely only if the Maintain meta is played at the time of casting (releasing the meta will cease the effect immediately).

Out-of-Combat Effect: If you were to ever die while trying to save another's life, you gain +1 to your Afterlife Wyrd.



Providence Active Powers

This section contains all active powers related to the immortal dwellers and denizens. Providence powers cannot be used by combatants who have 0 MDP, so infusing a Providence power on an item to be used by a mortal is a useless endeavour.

Angel of Chains

Metas: [Amplify] [Range] [Cluster] [Expanse] [Open] [Maintain] (choose 3 and assign to Traits)

Type: {Providence Spell Song} or {Providence Seith Spell} or {Providence Verwandlung Spell} or {Providence Rune Spell} or {Providence Void Spell}

Description: Create your own signature spell.

Combat Effect: From the available options, you must select the type of power it is as well as assign three metas to the power. When you bind this power, you must create your own signature active power with a burst/instant effect using 8 QR from the table below. You may apply some conditions of when the power can be used. Those restrictions apply negative values which increase the total amount of QR for your power. You may only select one Sacrifice effect and if you do, you cannot have a Heal or Recover in the power.

You must choose an effect:

Table7: Angel of Chains Effect

QR	Effect	Note
-1	Deal 1 Physical Damage	
-2	Deal 1 Mental Damage	
-2	Deal 1 Spiritual Damage	
-4	Apply or remove 1 intensity of a condition	Beneficial condition to self/ally, or detrimental condition to enemy
-1	Heal +1	
-1	Recover +2	
-2	Knockback	[Counter P]
-10	Wyrd 1 rune	
-4	Shift Initiative by +/- 1	If applied on an enemy [Counter M]
-4	Teleport Nearby	
-4	Switch places with another combatant	[Counter S]

Optionally you may select any modifiers:

Table8: Angel of Chains Modifier

QR	Modifier	Note
-4	Built in Meta tag	The built in Meta triggers along with the spell effect
-1	Scale the effect by Achievement level	
-2	Scale the effect by Combat round	
-3	Scale by MDP	
-1	Scale by your Size	Increase multiplier by +x1 per 5 size categories

Optionally you may select some drawbacks which may increase your overall QR pool:

Table9: Angel of Chains Drawbacks

QR	Drawbacks	Note
1	CDP > 0	
2	CDP equals 0	
4	Consume 1 intensity	Consume 1 intensity of a beneficial condition
2	You are Bloodied	
1	Minor Sacrifice +1	
1	You have rune chain being Maintained	Maintain or Open meta In-Play

Notes:

- Your power is complete once all of your QR has been spent.
- Once the signature move has been created, it cannot be changed.
- The visual description of this power should be written up by the player.

Out-of-Combat Effect: You can subsume any mortal of equal or lesser character level. The victim has no counter to this ability. Once subsumed, you merge into a single life-force, only to be separated upon death. Certain archetypes cannot be possessed: Angel of Death, Missionary and Godi because they are under the spiritual protection of a benevolent patron.



Angel of Mercy

Metas: [Amplify] [Range] [Cluster] [Expanse] [Open] [Maintain] (choose 3 and assign to Traits)

Type: {Providence Spell Song} or {Providence Seith Spell} or {Providence Verwandlung Spell} or {Providence Rune Spell} or {Providence Void Spell}

Description: Create your own signature buff spell.

Combat Effect: From the available options, you must select the type of power it is as well as assign three metas to the power. When you bind this power, you must create your own signature active power with a buff effect that lasts for the combat round using 2 QR from the table below. You may apply some conditions of when the power can be used. Those restrictions apply negative values which increase the total amount of QR for your power. You may only select one Sacrifice effect and if you do, you cannot have a Heal or Recover in the power.

You must choose at least 1 effect:

Table10: Angel of Mercy Effect

QR	Effect
-1	+1 Physical DF on Attack actions
-2	+1 Mental DF on Attack actions
-2	+1 Spiritual DF on Attack actions
-4	Flight
-1	Parry +1 on Defend
-2	PF +1 vs. Physical
-3	PF +1 vs. Mental
-3	PF +1 vs. Spiritual
-4	Evade +1 on Defend

Optionally you may select any modifiers:

Table11: Angel of Mercy Modifier

QR	Modifier	Note
-4	Built in Meta tag	The built in Meta triggers along with the spell effect
-1	Scale the effect by Achievement level	
-2	Scale the effect by Combat round	
-3	Scale by MDP	
-1	Scale by your Size	Increase multiplier by +x1 per 5 size categories

Optionally you may select some drawbacks which may increase your overall QR pool:

Table12: Angel of Mercy Drawbacks

QR	Drawbacks	Note
1	CDP > 0	
2	CDP equals 0	
4	Consume 1 intensity	Consume 1 intensity of a beneficial condition
2	You are Bloodied	
1	Minor Sacrifice +1	
1	You have rune chain being Maintained	Maintain or Open meta In-Play

Notes:

- Your power is complete once all of your QR has been spent
- Once the signature move has been created, it cannot be changed.
- The visual description of this power should be written up by the player.

Out-of-Combat Effect: You can subsume any mortal of equal or lesser character level. The victim has no counter to this ability. Once subsumed, you merge into a single life-force, only to be separated upon death. Certain archetypes cannot be possessed: Angel of Death, Missionary and Godi because they are under the spiritual protection of a benevolent patron.

Angel of Ruin

Metas: [Amplify] [Abate] [Cluster] [Cannibalize] [Echo] [Weapon] (choose 3 and assign to Traits)

Type: {Providence Manoeuvre} or {Providence Interrupt}

Description: Create your own signature Manoeuvre or Interrupt.

Combat Effect: From the available options, you must select the type of power it is as well as assign three metas to the power. When you bind this power, you must create your own signature active power with a built-in action using 8 QR from the table below. You may apply some conditions of when the power can be used. Those restrictions apply negative values which increase the total amount of QR for your power. You may only select one Sacrifice effect and if you do, you cannot have a Heal or Recover in the power.

You must choose an action:

Table13: Angel of Ruin Effect

QR	Effect
-6	Attack action
-3	Weak Attack action
-6	Defend action
-3	Weak Defend action
-4	Move action
-4	Cinematic/Generic action (Cannot be any one of the ones already listed in this table)

Optionally you may select any bonus effects:

Table 14: Angel of Ruin Bonus Effect

QR	Bonus Effect	Note
-2	Knockback	[Counter: P]
-5	Disarm	[Counter: P]
-1	Pierce +2	
-1	Parry +1	
-4	Evade +1	
-1	DF +1	
-4	Apply or remove 1 intensity of a condition	Beneficial condition to self/ally, or detrimental condition to enemy
-4	Shift Initiative by +/- 1	If applied on an enemy [Counter M]

Optionally you may select any modifiers:

Table 15: Angel of Ruin Modifier

QR	Modifier	Note
-4	Built in Meta tag	The built in Meta triggers along with the spell effect
-1	Scale the effect by Achievement level	
-2	Scale the effect by Combat round	
-3	Scale by MDP	
-1	Scale by your Size	Increase multiplier by +x1 per 5 size categories

Optionally you may select some drawbacks which may increase your overall QR pool:

Table 16: Angel of Ruin Drawbacks

QR	Drawbacks	Note
1	CDP > 0	
2	CDP equals 0	
4	Consume 1 intensity	Consume 1 intensity of a beneficial condition
2	You are Bloodied	
1	Minor Sacrifice +1	
1	You have rune chain being Maintained	Maintain or Open meta In-Play

Notes:

- Your power is complete once all of your QR has been spent
- Once the signature move has been created, it cannot be changed.
- The visual description of this power should be written up by the player.

Out-of-Combat Effect: You can subsume any mortal of equal or lesser character level. The victim has no counter to this ability. Once subsumed, you merge into a single life-force, only to be separated upon death. Certain archetypes cannot be possessed: Angel of Death, Missionary and Godi because they are under the spiritual protection of a benevolent patron.

Awaken the Ancients

Metas: [Amplify Amplify Maintain]

Type: {Providence Gate}

Description: You awaken the slumbering Ancient Vaettir. You have an understanding with them so that they will do your bidding.

Combat Effect: Gate an Ancient Borghild with +6 levels. If your CDP > 0, then Heal +1.

Out-of-Combat Effect: You have a +3 bonus to Etiquette, Negotiation and Verbal Manipulation skill checks when interacting with Vaettir and Borghild.

Blood Strike

Metas: [Amplify Cluster Weapon]

Type: {Providence Manoeuvre}

Description: You are fueled by the pain and suffering of your fellow war-band members. You are their light and shining beacon, but to your foes you are a terror to behold. You are the storm in the darkness, the blood tide of revenge.

Combat Effect: Perform an Attack action with DF+1 per Achievement. You may spend a DP to gain Rage +1. You may spend a DP to gain Aura +1.

Out-of-Combat Effect: When dealing with warlords and men who attain power through violence, you gain a +1 skill bonus to all applicable interaction skills.

Champion Strike

Metas: [Amplify Cluster Weapon]

Type: {Providence Manoeuvre}

Description: Your attacks allow you to see within the mind of the enemy.

Combat Effect: Perform an Attack action with Knockback, and Heal +1 if your CDP > 0.

Out-of-Combat Effect: When tensions run high, you can discern the levels of your opponents. You may assess a number of opponents equal to your Mental trait.

Cleansing Posture

Metas: [Amplify Maintain Maintain]

Type: {Providence Manoeuvre}

Description: Your motions and actions shake off your illnesses and conditions.

Combat Effect: Every time you play a rune-chain, if your CDP = 0, you may Perform a Minor Sacrifice +1 to remove 1 intensity per Achievement from a detrimental Condition which affects you (Blind, Degeneration, Impeded, Vulnerable, Possessed).

Out-of-Combat Effect: When you must seek forgiveness from another, you gain +1 to your relevant social skill checks.

Conflagration Armour

Metas: [Amplify Maintain Amplify]

Type: {Providence Spell}

Description: Arcane metal plates materialize around your body.

Combat Effect: So long as you have at least 1 DP you gain a bonus +1 Parry. The bonus is multiplied by the combat round count.

Out-of-Combat Effect: You can suppress your physical immortal attributes, allowing you to better fit in with the mortal races.

Conflagration Axe

Metas: [Amplify Maintain Maintain]

Type: {Providence Spell}

Description: A blazing axe appears in your hand. As light as fire, it is easily wielded one-handed.

Combat Effect: A slashing weapon one size smaller than you materializes in your hand. The DF is equal to your size minus one, it has Pierce +2 and hits with a free Cluster meta with every attack. The DF, Pierce and Cluster intensity are multiplied by the combat round count.

Out-of-Combat Effect: You can create a fire in the palm of your hand with the equivalent attributes of a torch.

Conflagration Bow

Metas: [Maintain Amplify Maintain] 1

Type: {Providence Spell}

Description: A bow made of pure light appears in your hand. It creates molten arrows when the bow-string is pulled back.

Combat Effect: A range weapon two sizes larger than you materializes in your hands. It will require both hands to wield properly and can strike Distant targets. The DF is equal to your size minus two, Pierce +2, and hits with a free Piercer meta with every attack. The DF, Pierce and Piercer intensity are multiplied by the combat round count.

Out-of-Combat Effect: You can double the intensity of fires around you, or you can snuff them out (within 30').

Conflagration Spear

Metas: [Maintain Maintain Amplify]

Type: {Providence Spell}

Description: A spear made of crackling lightning appears in your hands. It is long and requires both hands in order to wield properly.

Combat Effect: A melee weapon two sizes larger than you materializes in your hands. It will require both hands to wield properly. The DF is equal to your size +2, it can strike Nearby opponents and applies 1 intensity of the Degeneration condition with every attack. The DF and condition intensity are multiplied by the combat round count.

Out-of-Combat Effect: Those within 30' of a flame cannot hide their deceit from you. Gain +2 ranks to the Sense Motive skill check in these situations.

Crucible Alka

Metas: [Amplify Amplify Amplify]

Type: {Providence Alka}

Description: You can tap into all worlds. Your Alka can be any Alka power known to mankind.

Combat Effect: Perform an Minor Sacrifice +1, to create an Alka. This Alka may be any that is available to mortals.

The number of Alka tokens created is boosted by +1 (before meta tags). If the Alka is used to create a portal, it leads to the Otherworld. Unless they are Alfar or Aos-Si, anyone going through the portal must perform an Ultimate Sacrifice +1.

Out-of-Combat Effect: You know all Alkas and portals on sight. You can identify them and their effects/destination realm with 100% precision.

Cursing Defense

Metas: [Amplify Amplify Amplify]

Type: {Providence Interrupt}

Description: You attempt to evade an attack all while cursing and damning your opponent to Hel.

Combat Effect: Perform a Weak Defend action with a +1 Parry bonus per your Achievement level. Pull one random rune from a full bag and Abate all metas of the Trait you pulled from the attackers rune-chain.

Out-of-Combat Effect: When in an opposed skill challenge, you may make your adversary re-Wyrd their skill check. You must honour the second result.

Divine Drain

Metas: [Amplify Range Amplify]

Type: {Providence}

Description: You exert your superiority by intimidating another immortal.

Combat Effect: If you have at 0 DP, you gain 1 DP and you drain another combatant's DP by 1 [Counter S].

Out-of-Combat Effect: You sense portals into other realms. You detect the presence of portals within a 30 mile radius. You can sense if you are getting closer or further away.

Devour Life Force

Metas: [Amplify Expanse Amplify]

Type: {Providence Spell}

Description: You drain the life force from those around you.

Combat Effect: If your CDP > 0, you deal DF 4 Spiritual damage and Heal +1.

Out-of-Combat Effect: Draugar, Haugbui and other Niflheim spawn leave you alone unless you attack them.

Gate Valkyrie Destrier

Metas: [Maintain Amplify Maintain]

Type: {Providence Gate}

Description: You can summon your personal mount. This celestial horse can take you anywhere and can fly through the sky without need for rest. It knows where the gates are between realms allowing you to visit may distant and exotic lands.

Combat Effect: Gate a Valkyrie Destrier with +6 levels. If your CDP > 0, then Heal +1.

Out-of-Combat Effect: You can summon and maintain this mount outside of combat at will. It will always have at least 1 Destiny.

Gate Valkyrie's Champion

Metas: [Amplify Range Maintain]

Type: {Providence Gate}

Description: You can summon your personal champions who owe you a blood debt, after all you brought them immortality. This champion will someone from your past, either an Einherjar or a Son of Muspel.

Combat Effect: So long as you have CDP > 0, you Gate a champion (Einherjar or Son of Muspel) with +3 levels. Every Amplify increases the level by +6.

Out-of-Combat Effect: By closing your eyes, you can see through the eyes of anyone whom you have brought to Valhalla or Glassisvellir.

Ground Smash

Metas: [Amplify Expanse Range]

Type: {Providence Manoeuvre}

Description: You forego attacking your enemies directly. Filled with anger, you smash the ground sending ripples that damage nearby combatants.

Combat Effect: You perform a melee Attack action and strike the ground at your feet and the damage ripples through the ground towards all Adjacent combatants. Anyone in the hex you strike and within the area created with your meta tags takes the Attack and all effects associated to the attack. After the attack, you must perform a Minor Sacrifice +2 due to the aftershocks underfoot.

Out-of-Combat Effect: When you fail to intimidate someone, you gain +2 to the Brawling skill check if you choose to fight.

Heave Anything

Metas: [Amplify Amplify Amplify]

Type: {Providence Manoeuvre}

Description: You can throw anything you get your hands on.

Combat Effect: You may throw any object that is up to double your size. This Weak Attack action deals its size in damage. Your range is Distant. Throwing a combatant will deal the same damage to the combatant. Unwilling subjects can Counter by playing a Physical rune. If objects are sparse, you can forage and find something up to your Achievement in size, even if it's a lump of ground below you (the Norn will describe what is found).

Out-of-Combat Effect: Throwing a projectile at a small target always succeeds, even at ludicrous distances, so long as you have line of sight.

Heavenly Retribution

Metas: [Amplify Amplify Amplify]

Type: {Providence Stance}

Description: You see the guilt in the minds of those who wronged you, even if they don't sense the infinitesimal emotion which lurks at the backs of their minds. You use it against them as you unleash your retribution.

Combat Effect: While in this stance, your next rune-chain will gain a free Cluster meta for each time you or an Adjacent ally were targeted by a foe this round. When you release this Stance, you gain +1 Taunt per Achievement level.

Out-of-Combat Effect: Those who wronged you or

stabbed you in the back have guilt that you can exploit. You gain a +1 skill bonus to any and all skills relating to this guilty person.

Hive Mind

Metas: [Amplify Amplify Amplify]

Type: {Providence Stance}

Description: Your mind ignores time and can stop it in order to do wondrous things with the consciousness of others.

Combat Effect: You may join minds with +1 other adjacent ally who is within +1 hex of you and not already part of a hive mind (including any instances of yourself if you are in Temporal Body form). While this stance is in place, one per round, you can exchange Initiative order with anyone else who is willing and in the hive. When anyone in the hive is dealt Mental damage, someone else may opt to take all of it. Anyone in the hive at maximum intensity Rage may never harm others in the hive. When someone in the hive performs an Active power, anyone else in the hive may choose to instantly perform a Major Sacrifice +2 in order to clone the Active power rune-chain and trigger it right after the initial one resolves. It resolves with new targets (if valid ones can be chosen) and the same meta tags. A maximum number of cloned actions allowed per combat round is equal to the Achievement level of the stance initiator.

Out-of-Combat Effect: When you are faced with any time sensitive task, you as a player cannot be rushed by the Norn, take all the time to deliberate the pros and cons with other players at the table. They act as an expanded consciousness that you can tap into for ideas.

Immortal's Attack

Metas: [Amplify Cluster Weapon]

Type: {Providence Manoeuvre}

Description: Your body surges with divine rage.

Combat Effect: Perform an Attack action with a damage bonus equal to 1+ your Achievement level.

Out-of-Combat Effect: You have the strength of twice-four men. You may bend, lift and break stuff equivalent to eight men doing the same.

Immortal's Bash

Metas: [Amplify Cluster Weapon]

Type: {Providence Manoeuvre}

Description: You harness your inner might and your mighty blows knock others from their feet.

Combat Effect: If your DP > 0, perform an Attack action with +1 DF bonus and apply Knockback [Counter P].

Out-of-Combat Effect: You can push something which is 10 times your size as if the object or being was the same size as you.

Immortal's Blazing Fire Column

umn

Metas: [Amplify Cluster Range]

Type: {Providence Spell}

Description: You summon fire columns which burst out of the ground, scorching everyone in the area.

Combat Effect: Strike a number of Adjacent targets equal to 1 + Achievement level. Each target receives +1 intensity to the Degeneration condition and takes +2 Mental damage. The Range meta will increase the target selection and Cluster will affect everyone around the target.

Out-of-Combat Effect: You can super-heat your body to the same intensity as a flame of equal size. Anyone and anything not touching you will smoulder and burn.

Immortal's Brilliance

Metas: [Amplify Expanse Amplify]

Type: {Providence}

Description: Your body becomes a source of bright light. Enemy combatants have a hard time targeting you due to your blinding brilliance.

Combat Effect: While you have at least 1 DP, gain Shroud +2 and Heal +1.

Out-of-Combat Effect: You can have any portion of your body turn into a light source. A finger will grant a mild 5' light source while your entire body will illuminate a radius of 90'.

Immortal's Cleansing

Metas: [Range Expanse Amplify]

Type: {Providence Spell}

Description: You cleanse pollution and wickedness wherever you find it.

Combat Effect: If your CDP > 0, reduce the intensity of a Condition by -1 and Heal +5.

Out-of-Combat Effect: You can purify water by your simple touch (10 gallons per minute).

Immortal's Focus

Metas: [Amplify Expanse Amplify]

Type: {Providence Spell}

Description: You have an unbelievable talent for magic. So much so that you heal anyone who is touched by your benevolence.

Combat Effect: If your CDP = 0, grant +3 Focus and Heal +1.

Out-of-Combat Effect: You are talented when it comes to building halls and other protective structures. You can create one out of half of the required materials and with double the glamour. You do not need to pass a Craft skill check to create good looking halls.

Immortal's Regeneration

Metas: [Amplify Amplify Amplify]

Type: {Providence}

Description: You reach out into the swirling vortex of Ginungagap and draw Divine Potence back into your being.

Combat Effect: If CDP = 0, then gain +1 DP, and Heal +2.

Out-of-Combat Effect: You may identify someone with Divine Potence even if they don't meet your gaze, so long as they are lower level than you are.

Immortal's Retribution

Metas: [Amplify Amplify Amplify]

Type: {Providence Manoeuvre}

Description: They had the gall to attack you. You race towards your enemy, delivering a devastating blow.

Combat Effect: If your CDP > 0, and you've already been attacked this round, perform a Move action and then an Attack action. If you strike from behind, you Heal +1.

Out-of-Combat Effect: You are placed in leadership positions when called upon to bring about change. Your ability to lead inspires others.

Immortal's Parry

Metas: [Amplify Amplify Amplify]

Type: {Providence Interrupt}

Description: Your senses allow you to perceive danger quicker than mortals. This gives you an edge when dealing with incoming damage, especially when you are at your most vulnerable.

Combat Effect: Perform a Defend action with a +2 Parry bonus, if you have 0 DP then the bonus increases to +4.

Out-of-Combat Effect: When you set your eyes on a weapon, you can detect if it has any DP depleting properties. You also get a +1 skill bonus to Lore: Arcana when discerning the powers of a magical item.

Immortal's Sprint

Metas: [Amplify Amplify Amplify]

Type: {Providence Manoeuvre}

Description: Your body surges with divine speed.

Combat Effect: Perform a Move action and Heal +1. You also grant an Adjacent ally a free Move action (before or after you have moved).

Out-of-Combat Effect: You are so fast that when you focus on running, you are as fast as the fastest horse in Midgard.

Immortal's Stomp

Metas: [Amplify Amplify Amplify]

Type: {Providence Manoeuvre}

Description: Your barrel through the battlefield, knocking everyone over.

Combat Effect: Perform a Move action and you may pass through other combatants, but must end your movement on an empty hex. Apply the Vulnerable condition with +1 Intensity [Counter P] for every opponent you moved through. If you are larger than your opponent then they fall over and must spend a rune to get up.

Out-of-Combat Effect: You can smash the ground and cause tremors that travel 100' per MDP. At the epicenter, small unstable structures may very well collapse.

Incinerating Gaze

Metas: [Amplify Range Amplify]

Type: {Providence Spell}

Description: Your eyes penetrate the darkness and scatter the shadows.

Combat Effect: So long as you have at least 1 DP, Heal +1, reduce the Blind Condition on yourself by 1 intensity and remove 1 intensity from the Shroud condition on another Adjacent combatant [Counter P].

Out-of-Combat Effect: You can detect hidden people and objects. Gain +1 rank to the Perception skill when looking for a known object and gain +1 rank when opposing someone else's Disguise and Sneak skill checks.

Incinerating Presence

Metas: [Amplify Amplify Maintain]

Type: {Providence Spell}

Description: Your allies wish to stand within your blessed aura. As they are affected, benevolent fires cover their skin as they join the sacred union.

Combat Effect: So long as you have at least 1 DP, perform a Minor Sacrifice +1 to grant +1 Evade to yourself or an adjacent ally.

Out-of-Combat Effect: When you perform benevolent acts, word of your grace spreads quickly.

Incinerating Retribution

Metas: [Amplify Amplify Echo]

Type: {Providence Interrupt}

Description: A powerful shockwave is released when you brace yourself for the blow.

Combat Effect: So long as you have at least 1 DP you may perform this Defend action. Your Aura condition is reduced to 0 intensity and then raised by +1 intensity (triggering the effect) and all opponents who take the Aura damage receive Knockback.

Out-of-Combat Effect: You make others second guess their decision to antagonize you. When performing an Intimidate skill check, you can Wyrd twice and use the better of the two results.

Living Land

Metas: [Amplify Expanse Maintain]

Type: {Providence Spell}

Description: Your body merges with the land around it, granting it boons based on size and divinity.

Combat Effect: So long as your DP > 0, Heal equal to your one half your Size +1, and gain a PF vs Physical equal to a quarter your Size +1. These bonuses are multiplied by your MDP.

Out-of-Combat Effect: You merge with the land beneath you. You can hear and see anything within 300' as if you were standing right there.

Living Smite

Metas: [Amplify Expanse Amplify]

Type: {Providence Spell}

Description: Your attacks reflect the land which you embody.

Combat Effect: Perform an Attack action with a DF bonus equal to 1 + half your Size. If you are larger than your opponent, inflict +1 intensity of a condition based on the land around you:

- Mostly water = Impeded
- Mostly desert/heat = Degeneration
- Mostly stone = Vulnerable
- Mostly open air = Blind

The bonuses are multiplied by your MDP.

Out-of-Combat Effect: Normal fire and normal frigid temperatures do not affect you. It must be magically and unnaturally cold for you to feel any discomfort.

Living Succor

Metas: [Amplify Expanse Maintain]

Type: {Providence Spell}

Description: Your distress call is answered by the land and its denizens.

Combat Effect: While Bloodied and having a CDP of 0, the land around you whips up in a frenzy defending you by applying an Abate meta on every Adjacent detrimental rune-chain that could potentially affect you. Every time a rune is Abated, the victim also suffers +1 Mental damage after their rune chain resolves.

Out-of-Combat Effect: You hear the distress and alarm of native fauna in a 300' radius around you. You may never be surprised unless the threat does not panic local fauna.

Magical Prism

Metas: [Amplify Amplify Amplify]

Type: {Providence Stance}

Description: You have mastery over different types of magic. You can transmute one form of magic into another.

Combat Effect: When you enter this stance and cast subsequent spells, you may change one type of magic into another. When casting a spell, you must declare what type of spell changes to another type. Valid spell types are: {Song}, {Seith}, {Verwandlung}, {Rune}, and {Void}. You also gain a Focus bonus equal to your current Achievement level.

Out-of-Combat Effect: When you witness a magical

enchantment (spell with Permanency) you may perform an Ultimate Sacrifice +1 to disenchant it if it was cast by a lesser magician. If the spell caster was of higher level, your cost increases by the level difference. It takes 1 minute of ritual disenchantment per level of the original spell caster.

Modr, Greater

Metas: [Amplify Amplify Amplify]

Type: {Providence Spell}

Description: You have witnessed Thor's rage and you've got to get you some of that!

Combat Effect: Apply +1 intensity to the Rage condition and you may reduce the intensity of a Condition that affects you. You may voluntarily take as many Minor Sacrifices as you'd like as you play this power. If you have Achievement 4, then gain Furious Cohort for the rest of the combat.

Out-of-Combat Effect: Your strength and endurance are quadruple when you are angry.

Vdin's Sorcery

Metas: [Amplify Amplify Amplify]

Type: {Providence Stance}

Description: You have been trained in the magical arts by none other than Odin himself!

Combat Effect: If your CDP = 0, you gain an intensity of Flow every time you cast a spell.

Playing this stance does not remove other instances of this stance in play. If you enter this stance while already being in this stance, your next spell gains a +3 Focus bonus for each other copy of this stance in play.

Out-of-Combat Effect: You gain +2 ranks to Lore: Arcana when deciphering spells and magical effects.

Omniscience

Metas: [Amplify Amplify Amplify]

Type: {Providence Stance}

Description: You become one with your surroundings. Your body melds with the air and land. Your

consciousness spreads around the battlefield. Your Soul sees all souls without the need of your eyes.

Combat Effect: So long as you have at least 1 DP you gain an intensity of Flow every time someone targets you.

Playing this stance does not remove other instances of this stance in play. If you enter this stance while already being in this stance, you immediately Wyrd 1 for each other copy of this stance in play. You may also move your Initiative marker anywhere in the order.

Out-of-Combat Effect: If you push your Soul partially out of your body, you can read the surface thoughts of others. Perform an Ultimate Sacrifice +2 in order to gain +2 bonus on Sense Motive checks, while you have runes in Drain.

Posture of Tenacity

Metas: [Amplify Maintain Maintain]

Type: {Providence Manoeuvre}

Description: You shake off your opponents, evade their traps and thwart their plans.

Combat Effect: You gain +2 free Counters this combat round.

Out-of-Combat Effect: You are especially lucky. Every time something terrible will befall you, there is a 33% chance that you turn it into an advantage.

Providence Gate

Metas: [Special]

Type: {Providence Gate}

Description: You improve upon mortal gate abilities.

Combat Effect: When you first gain this power, choose any mortal Active power that is a Gate. It cannot be one bestowed by an archetype specialization. This power becomes that power, and this power's metas are the same as the mortal power's metas, with two exceptions: Area metas become Expanse metas, and Multi metas become Cluster metas. The power also gains the {Providence} type.

Out-of-Combat Effect: You can recognize any mortal gate when you see it performed. No need to spend mental runes to try and understand it.

Providence Interrupt

Metas: [special]

Type: {Providence Interrupt}

Description: You improve upon a mortal interrupt.

Combat Effect: When you first gain this power, choose any mortal Active power that is an Interrupt. It cannot be one bestowed by an archetype specialization. This power becomes that power, and this power's metas are the same as the mortal power's metas, with two exceptions: Area metas become Expanse metas, and Multi metas become Cluster metas. The power also gains the {Providence} type.

Out-of-Combat Effect: You can recognize any mortal interrupt when you see it performed. No need to spend mental runes to try and understand it.

Providence Manoeuvre

Metas: [Special]

Type: {Providence Manoeuvre}

Description: You improve upon a mortal manoeuvre.

Combat Effect: When you first gain this power, choose any mortal Active power that is a Manoeuvre. It cannot be one bestowed by an archetype specialization. This power becomes that power, and this power's metas are the same as the mortal power's metas, with two exceptions: Area metas become Expanse metas, and Multi metas become Cluster metas. The power also gains the {Providence} type.

Out-of-Combat Effect: You can recognize any mortal manoeuvre when you see it performed. No need to spend mental runes to try and understand it.

Providence Spell

Metas: [Special]

Type: {Providence Spell}

Description: You improve upon a mortal spell.

Combat Effect: When you first gain this power, choose any mortal Active power that is a Spell. It cannot be one bestowed by an archetype specialization. This power becomes that power, and this power's metas are the same

as the mortal power's metas, with two exceptions: Area metas become Expanse metas, and Multi metas become Cluster metas. The power also gains the {Providence} type.

Out-of-Combat Effect: You can recognize any mortal spell when you see it performed. No need to spend mental runes to try and understand it.

Providence Stance

Metas: [Special]

Type: {Providence Stance}

Description: You improve upon a mortal stance.

Combat Effect: When you first gain this power, choose any mortal Active power that is a Stance. It cannot be one bestowed by an archetype specialization. This power becomes that power, and this power's metas are the same as the mortal power's metas, with two exceptions: Area metas become Expanse metas, and Multi metas become Cluster metas. The power also gains the {Providence} type.

Out-of-Combat Effect: You can recognize any mortal stance when you see it performed. No need to spend mental runes to try and understand it.

Sever Fate

Metas: [Amplify Cluster Weapon]

Type: {Providence Manoeuvre}

Description: You devour the fate of others. You look past their physical form and attack their image upon the Tapestry of Fate.

Combat Effect: While you have at least 1 DP, perform a Minor Sacrifice +1 to perform an Attack action and reduce the other combatant's DP by -1 [Counter S].

Out-of-Combat Effect: When you look upon someone, you may perform an Ultimate Sacrifice +1 and you will see the great deed that they will accomplish today. The individual must be lower level otherwise the Ultimate Sacrifice becomes +3.

Signature Alka

Metas: [Amplify] [Sight] [Stutter] [Maintain] (choose 3 and assign to Traits)

Type: {Providence Alka}

Description: Create your own signature Alka power.

Combat Effect: From the available options, you must select the effects for the Alka as well as assign three metas to the power. When you bind this power, you must create your own signature active power with Alka effects using 8 QR from the table below. You may apply some additional costs to creating the Alka. Those costs apply negative values which increase the total amount of QR for your power. You may only select one Sacrifice effect and if you do, you cannot have a Heal or Recover in the power.

You must choose at least 1 benevolent or detrimental effect.

Detrimental effects:

Table 17: Signature Alka Effect

QR	Effect
-1	Deal 1 Physical damage
-2	Deal 1 Mental damage
-2	Deal 1 Spiritual damage
-4	Apply +1 intensity to a detrimental condition

Benevolent Effects:

Table 18: Signature Alka Effect

QR	Effect
-1	Heal +1
-1	Recover +2
-4	Apply +1 intensity to a benevolent condition
-3	Focus +1
-10	Wyrd 1 rune

Optionally you may select one cost which will increase your overall QR pool:

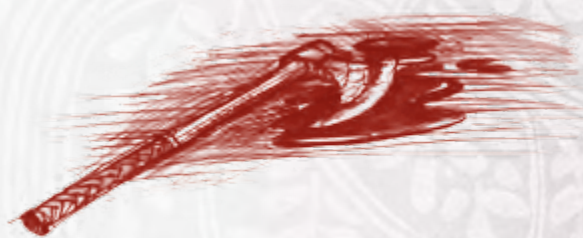
Table19: Signature Alka Cost

QR	Cost
-1	Minor Sacrifice +1
-2	Minor Sacrifice +2
-3	Moderate Sacrifice +1
-4	Major Sacrifice +1
-5	Moderate Sacrifice +2
-6	Major Sacrifice +2
-7	Ultimate Sacrifice +1

Note:

- Your power is complete once all of your QR has been spent
- Once the signature move has been created, it cannot be changed.
- The visual description of this power should be written up by the player.

Out-of-Combat Effect: The player and the Norn should agree upon a suitable out of combat effect relating to this power.



Signature Attack

Metas: [Amplify] [Abate] [Cluster] [Cannibalize] [Echo] [Weapon] (choose 3 and assign to Traits)

Type: {Providence Manoeuvre}

Description: Create your own signature manoeuvre.

Combat Effect: From the available options, you must assign three metas to the power. When you bind this power, you must create your own signature active power with a built-in action using 8 QR from the tables below. You may apply some conditions of when the power can be used. Those restrictions apply negative values which increase the total amount of QR for your power. You may only select one Sacrifice effect and if you do, you cannot have a Heal or Recover in the power.

You must choose an action:

Table20: Signature Attack Effect

QR	Effect	Note
6	Attack action	
3	Weak Attack action	
4	Move action	
1	Knockback	Choose a Trait for the Counter
1	DF +1	
5	Disarm	Choose a Trait for the Counter
1	Pierce +2	
4	Apply or remove 1 intensity of a condition	Beneficial condition to self/ally, or detrimental condition to enemy
4	Shift Initiative by +/- 1	If applied on an enemy [Counter M]

Optionally you may select some drawbacks which may increase your overall QR pool:

Table21: Signature Attack Drawbacks

QR	Drawback
-2	While Bloodied
-1	You have a condition at maximum intensity
-1	While maintaining an Active power (Maintain or Open)
-2	While you have at least 1 rune in Drain
-1	You have already been attacked this round
-1	Wearing no armour
-1	Wielding no weapons
-1	You have just performed a Move or Attack action (choose one)
-1	Per 2 ranks in a skill (state exact skill)
-1	You are larger than the target or on higher ground (choose one)
-2	Consume 1 intensity of a beneficial condition (state exact condition)
-1	Minor Sacrifice +1
-2	Minor Sacrifice +2
-3	Moderate Sacrifice +1
-4	Major Sacrifice +1
-5	Moderate Sacrifice +2
-6	Major Sacrifice +2
-7	Ultimate Sacrifice +1

Note:

- Your power is complete once all of your QR has been spent
- Once the signature move has been created, it cannot be changed.
- The visual description of this power should be written up by the player.

Out-of-Combat Effect: The player and the Norn should agree upon a suitable out of combat effect relating to this power.



Signature Defense

Metas: [Amplify] [Abate] (choose 3 and assign to Traits)

Type: {Providence Interrupt}

Description: Create your own signature interrupt.

Combat Effect: From the available options, you must assign three metas to the power. When you bind this power, you must create your own signature active power with a built-in action using 8 QR from the tables below. You may apply some conditions of when the power can be used. Those restrictions apply negative values which increase the total amount of QR for your power. You may only select one Sacrifice effect and if you do, you cannot have a Heal or Recover in the power.

You must choose an action:

Table22: Signature Defense Cost

QR	Cost
6	Defend Action
3	Weak Defend action
2	Perform a Defend action for an adjacent ally



Optionally you may select any modifiers:

Table23: Signature Defense Modifier

QR	Modifier	Note
4	Move action	
1	Knockback	Choose a Trait for the Counter
1	Parry +1	
5	Disarm	Choose a Trait for the Counter
2	PF +1 P	
2	PF +1 M or S	Choose one
4	Evade +1	
4	Apply or remove 1 intensity of a condition	Beneficial condition to self/ally, or detrimental condition to enemy
4	Shift Initiative by +/- 1	If applied on an enemy [Counter M]

Optionally you may select some drawbacks which may increase your overall QR pool:

Table24: Signature Defense Drawbacks

QR	Drawback
-2	While Bloodied
-1	You have a condition at maximum intensity
-1	While maintaining an Active power (Maintain or Open)
-2	While you have at least 1 rune in Drain
-1	You have already been attacked this round
-1	Wearing no armour
-1	Wielding no weapons
-1	You have just performed a Move or Attack action (choose one)
-1	Per 2 ranks in a skill (state exact skill)
-1	You are larger than the target or on higher ground (choose one)
-2	Consume 1 intensity of a beneficial condition (state exact condition)
-1	Minor Sacrifice +1
-2	Minor Sacrifice +2
-3	Moderate Sacrifice +1
-4	Major Sacrifice +1
-5	Moderate Sacrifice +2
-6	Major Sacrifice +2
-7	Ultimate Sacrifice +1

Note:

- Your power is complete once all of your QR has been spent
- Once the signature move has been created, it cannot be changed.
- The visual description of this power should be written up by the player.

Out-of-Combat Effect: The player and the Norn should agree upon a suitable out of combat effect relating to this power.



Signature Enchantment

Metas: [Amplify] [Range] [Cluster] [Expanse] [Open] [Maintain] (choose 3 and assign to Traits)

Type: {Providence Spell Song} or {Providence Seith Spell} or {Providence Verwandlung Spell} or {Providence Rune Spell} or {Providence Void Spell}

Description: Create your own signature buff spell.

Combat Effect: From the available options, you must select the type of power it is as well as assign three metas to the power. When you bind this power, you must create your own signature active power with a buff effect that lasts for the combat round using 2 QR from the table below. You may apply some conditions of when the power can be used. Those restrictions apply negative values which increase the total amount of QR for your power. You may only select one Sacrifice effect and if you do, you cannot have a Heal or Recover in the power.

You must choose at least 1 effect:

Table25: Signature Enchantment Effect

QR	Effect
-1	+1 Physical DF on Attacks
-2	+1 Mental DF on Spells
-2	+1 Spiritual DF on Spells
-4	Flight
-1	Parry +1 on Defend
-2	PF +1 vs. Physical
-3	PF +1 vs. Mental
-3	PF +1 vs. Spiritual
-4	Evade +1 on Defend



Optionally you may select some drawbacks which may increase your overall QR pool:

Table26: Signature Enchantment Drawbacks

QR	Drawback
-2	While Bloodied
-1	You have a condition at maximum intensity
-1	While maintaining an Active power (Maintain or Open)
-2	While you have at least 1 rune in Drain
-1	You have already been attacked this round
-1	Wearing no armour
-1	Wielding no weapons
-1	You have just performed a Move or Attack action (choose one)
-1	Per 2 ranks in a skill (state exact skill)
-1	You are larger than the target or on higher ground (choose one)
-2	Consume 1 intensity of a beneficial condition (state exact condition)
-1	Minor Sacrifice +1
-2	Minor Sacrifice +2
-3	Moderate Sacrifice +1
-4	Major Sacrifice +1
-5	Moderate Sacrifice +2
-6	Major Sacrifice +2
-7	Ultimate Sacrifice +1

Note:

- Your power is complete once all of your QR has been spent
- Once the signature move has been created, it cannot be changed.
- The visual description of this power should be written up by the player.

Out-of-Combat Effect: The player and the Norn should agree upon a suitable out of combat effect relating to this power.

Signature Gate

Metas: [Amplify] [Maintain] (choose 3 and assign to Traits)

Type: {Providence Gate}

Description: Create your own signature Gate.

Combat Effect: When you bind this power, you must create your own signature Gate by choosing a creature from the known worlds. When you evoke this power, you must pay a Minor Sacrifice cost equal to its base level.

Out-of-Combat Effect: The player and the Norn should agree upon a suitable out of combat effect relating to this power.

Signature Magic

Metas: [Amplify] [Range] [Cluster] [Expanse] [Maintain] [Open] [Echo] [Cannibalize] (choose 3 and assign to Traits)

Type: {Providence Spell Song} or {Providence Seith Spell} or {Providence Verwandlung Spell} or {Providence Rune Spell} or {Providence Void Spell}

Description: Create your own signature burst spell.

Combat Effect: From the available options, you must select the type of power it is as well as assign three metas to the power. When you bind this power, you must create your own signature active power using 8 QR from the tables below. You may apply some conditions of when the power can be used. Those restrictions apply negative values which increase the total amount of QR for your power. You may only select one Sacrifice effect and if you do, you cannot have a Heal or Recover in the power.

You must choose one or more effects:



Table27: Signature Spell Effect

QR	Effect	Note
-1	Deal 1 Physical Damage	
-2	Deal 1 Mental Damage	
-2	Deal 1 Spiritual Damage	
-4	Apply or remove 1 intensity of a condition	Beneficial condition to self/ally, or detrimental condition to enemy
-1	Heal +1	
-1	Recover +2	
-2	Knockback	[Counter P]
-10	Wyrd 1 rune	
-4	Shift Initiative by +/- 1	If applied on an enemy [Counter M]
-4	Teleport Nearby	
-4	Switch places with another combatant	[Counter S]

Optionally you may select some drawbacks which may increase your overall QR pool:

Table28: Signature Spell Drawbacks

QR	Drawback
-2	While Bloodied
-1	You have a condition at maximum intensity
-1	While maintaining an Active power (Maintain or Open)
-2	While you have at least 1 rune in Drain
-1	You have already been attacked this round
-1	Wearing no armour
-1	Wielding no weapons
-1	You have just performed a Move or Attack action (choose one)
-1	Per 2 ranks in a skill (state exact skill)
-1	You are larger than the target or on higher ground (choose one)
-2	Consume 1 intensity of a beneficial condition (state exact condition)
-1	Minor Sacrifice +1
-2	Minor Sacrifice +2
-3	Moderate Sacrifice +1
-4	Major Sacrifice +1
-5	Moderate Sacrifice +2
-6	Major Sacrifice +2
-7	Ultimate Sacrifice +1

Note:

- Your power is complete once all of your QR has been spent
- Once the signature move has been created, it cannot be changed.
- The visual description of this power should be written up by the player.

Out-of-Combat Effect: The player and the Norn should agree upon a suitable out of combat effect relating to this power.



Signature Manoeuvre

Metas: [Amplify] [Abate] (choose 3 and assign to Traits)

Type: {Providence Manoeuvre}

Description: Create your own signature manoeuvre.

Combat Effect: From the available options, you must assign three metas to the power. When you bind this power, you must create your own signature active power with a built-in action using 8 QR from the tables below. You may apply some conditions of when the power can be used. Those restrictions apply negative values which increase the total amount of QR for your power. You may only select one Sacrifice effect and if you do, you cannot have a Heal or Recover in the power.

You must choose an action:



Table29: Signature Manoeuvre Action

QR	Action
4	Move action
4	Cinematic / Generic action that is not a move, nor attack or defend.

Optionally you may select any modifiers:

Table30: Signature Manoeuvre Modifier

QR	Modifier	Note
4	Move action	
1	Knockback	Choose a Trait for the Counter
1	Parry +1	
5	Disarm	Choose a Trait for the Counter
2	PF +1 P	
2	PF +1 M or S	Choose one
4	Evade +1	
4	Apply or remove 1 intensity of a condition	Beneficial condition to self/ally, or detrimental condition to enemy
4	Shift Initiative by +/- 1	If applied on an enemy [Counter M]

Optionally you may select some drawbacks which may increase your overall QR pool:

Table31: Signature Manoeuvre Drawbacks

QR	Drawback
-2	While Bloodied
-1	You have a condition at maximum intensity
-1	While maintaining an Active power (Maintain or Open)
-2	While you have at least 1 rune in Drain
-1	You have already been attacked this round
-1	Wearing no armour
-1	Wielding no weapons
-1	You have just performed a Move or Attack action (choose one)
-1	Per 2 ranks in a skill (state exact skill)
-1	You are larger than the target or on higher ground (choose one)
-2	Consume 1 intensity of a beneficial condition (state exact condition)
-1	Minor Sacrifice +1
-2	Minor Sacrifice +2
-3	Moderate Sacrifice +1
-4	Major Sacrifice +1
-5	Moderate Sacrifice +2
-6	Major Sacrifice +2
-7	Ultimate Sacrifice +1

Note:

- Your power is complete once all of your QR has been spent
- Once the signature move has been created, it cannot be changed.
- The visual description of this power should be written up by the player.

Out-of-Combat Effect: The player and the Norn should agree upon a suitable out of combat effect relating to this power.



Signature Shapechange

Metas: [Maintain]

Type: {Providence Shapechange}

Description: Create your own signature Shapechange.

Combat Effect: When you bind this power, you must create your own signature active power using 16 QR from the tables below. Your size remains unchanged. Base movement and unarmed attack damage is calculated based on size. All Active and Passive powers remain unchanged (Passive powers need to be applied to new attributes).

You must choose one or more attributes:

Table32: Signature Shapechange Attributes

QR	Attribute
1	+1 DF on unarmed Attack actions
1	+2 Pierce on unarmed Attack actions
2	Knockback on Attack actions
1	+1 Parry
4	Evade +1
1	Recover +2 (triggers during Upkeep)
1	Heal +1 (triggers during Upkeep)
2	Physical PF +1
3	Mental PF +1
3	Spiritual PF +1
3	+1 Focus
4	Flight
4	Aquatic
4	Quadruped
2	Size +1

Note:

Your power is complete once all of your QR has been spent

Once the signature move has been created, it cannot be changed.

The visual description of this power should be written up by the player.

Out-of-Combat Effect: The player and the Norn should agree upon a suitable out of combat effect relating to this power.

Signature Stance

Metas: [Amplify]

Type: {Providence Stance}

Description: Create your own signature Stance.

Combat Effect: When you bind this power, you must create your own signature Stance using 2 QR from the table below. You may apply some conditions of when the power can be used. Those restrictions apply negative values which increase the total amount of QR for your power. You may only select one Sacrifice effect and if you do, you cannot have a Heal or Recover in the power.

You must choose an effect from table 33 (ont he right).

Optionally you may select some drawbacks which may increase your overall QR pool:

Table33: Signature Stance Drawbacks

QR	Cost
1	When you enter the stance, perform a Minor Sacrifice +1
2	When you enter the stance, perform a Minor Sacrifice +2
3	When you enter the stance, perform a Moderate Sacrifice +1
4	When you enter the stance, perform a Major Sacrifice +1
2	While you are Bloodied
1	While you have rune chain being Maintained and/or Open

Note:

- Your power is complete once all of your QR has been spent
- Once the signature move has been created, it cannot be changed.
- The visual description of this power should be written up by the player.

Out-of-Combat Effect: The player and the Norn should agree upon a suitable out of combat effect relating to this power.

Table34: Signature Stance Effect

QR	Effect	Note
-1	Your actions add Knockback	[Counter P]; Choose Attack or Defend action
-5	Your actions add Disarm	[Counter P]; Choose Attack or Defend action
-1	Your Attack actions gain Pierce +2	
-1	Your Attack actions add DF +1	
-1	Your Defend actions gain Parry +1	
-4	Your Defend actions gain Evade +1	
-4	Your actions apply or remove 1 intensity of a condition	Beneficial condition to self/ally, or detrimental condition to enemy; Choose Attack or Defend action
-4	Your actions shift Initiative by +/- 1	If applied on an enemy [Counter M]; Choose Attack or Defend action
-1	Your Attack action grants you Flow +1 if the opponent is Bloodied	
-1	Your Defend action grants you Flow +1	
-4	Your actions grant you a +1 intensity to a benevolent condition	
-4	Your actions allow you to impose a +1 intensity to a detrimental condition upon an opponent	[Counter P]; Choose Attack or Defend action

Signature Transform

Metas: [Maintain Maintain Maintain]

Type: {Providence Transform}

Description: Create your own signature Transform.

Combat Effect: When you bind this power, you must create your own signature Transform by choosing a creature from the known worlds. When you evoke this power, you must pay a Minor Sacrifice cost equal to its base level.

Out-of-Combat Effect: The player and the Norn should agree upon a suitable out of combat effect relating to this power.

Sky Smash

Metas: [Amplify Cluster Weapon]

Type: {Providence Manoeuvre}

Description: You leap high into the air and then smash down upon your opponent, driving them into the ground below. Stuck partially in the ground, they suffer impediment and clear vulnerability to further attacks.

Combat Effect: You perform a move action, leaping into the air performing a Major Sacrifice +1 as you land

upon your foe paying a Major Sacrifice per distance travelled (Adjacent +1, Nearby +2, Distant +3). You then perform an Attack action, dealing an extra +4 damage per distance travelled. If you struck a Nearby foe, you also apply +1 intensity Impeded condition to your foe. If you travelled Distant, you also apply an additional +1 intensity to the Vulnerable condition.

Out-of-Combat Effect: You can leap across any chasm so long as you see the other side.

Thorgerd and Irpa's Reprisal

Metas: [Amplify Amplify Amplify]

Type: {Providence Gate}

Description: Should the proper price be paid, a calamity will befall your enemies. Thorgerd and Irpa are the unmistakable goddesses of death, while they won't stick around, they'll make sure your enemies won't either. They arrive in the form of giant wolves.

Combat Effect: If your CDP is greater than zero, perform an Ultimate Sacrifice +2, to Gate a pair of Jarnvid Wolves with +6 levels. Their MDP is equal to yours times your Achievement.

Out-of-Combat Effect: Yo

Transcendental Strike

Metas: [Amplify Cluster Weapon]

Type: {Providence}

Description: Your body is a weapon because it manifests in the spirit and conscious realms as well. You are especially crippling against mortals as well as immortals who have lost their inherent divinity.

Combat Effect: While CDP > 0, perform an unarmed physical Attack action that also deals +1 MDF and +1 S DF. If the target of your attack has DP < 1, then the attack deals +2 additional Physical damage.

Out-of-Combat Effect: You and/or your lineage has a ferocious reputation, you gain a +2 Etiquette bonus when visiting a hall belonging to another immortal.

Unmitigated Cleansing

Metas: [Amplify Cluster Range]

Type: {Providence Spell}

Description: You remove the impurities from your system.

Combat Effect: If CDP > 0, you remove 1 intensity from up to two different conditions [Counter S]. The intensity is multiplied by Achievement.

Out-of-Combat Effect: You can apply magical cleansing at will outside of combat, curing all detrimental conditions.

Unmitigated Healing

Metas: [Amplify Cluster Range]

Type: {Providence Spell}

Description: You most almost all wounds.

Combat Effect: Heal +7 to a number of Adjacent targets equal to Achievement.

Out-of-Combat Effect: You can apply magical healing at will outside of combat, curing all damage save Spiritual.

Valhalla's Armoury

Metas: [Amplify Amplify Amplify]

Type: {Providence Spell}

Description: You may summon any personal equipment from Valhalla.

Combat Effect: You instantly equip 1 weapon, armour and accessory of your choice. These personal items must be yours and located in your Place of Rebirth. You may also reverse the effect and magically teleport any 1 piece of equipment to your Place of Rebirth. When summoned, these items appear in your possession, but must be equipped in order to be used. The size restriction of any item is equal to three times your Achievement. Every Amplify meta tag sends or brings and item.

Out-of-Combat Effect: You are never without what you need (so long as you've stocked your personal armoury). This power is usable outside of combat as well.

Valhalla's Brotherhood

Metas: [Amplify Expanse Amplify]

Type: {Providence Spell}

Description: You call upon your brothers when you are in need.

Combat Effect: 1 Nearby immortal ally may receive a free move in order to come to your side. Expanse increases the range to Distant and Amplify increases the number of allies who are summoned. They can ignore your request by playing a Mental rune to Counter. When they arrive, they may perform a free weak Attack action on any Adjacent enemy. They receive a DF bonus equal to your Achievement.

Out-of-Combat Effect: When you send out your distress call, Einherjar within 90 miles will hear your call.

Valhalla Stance

Metas: [Expanse Expanse Expanse]

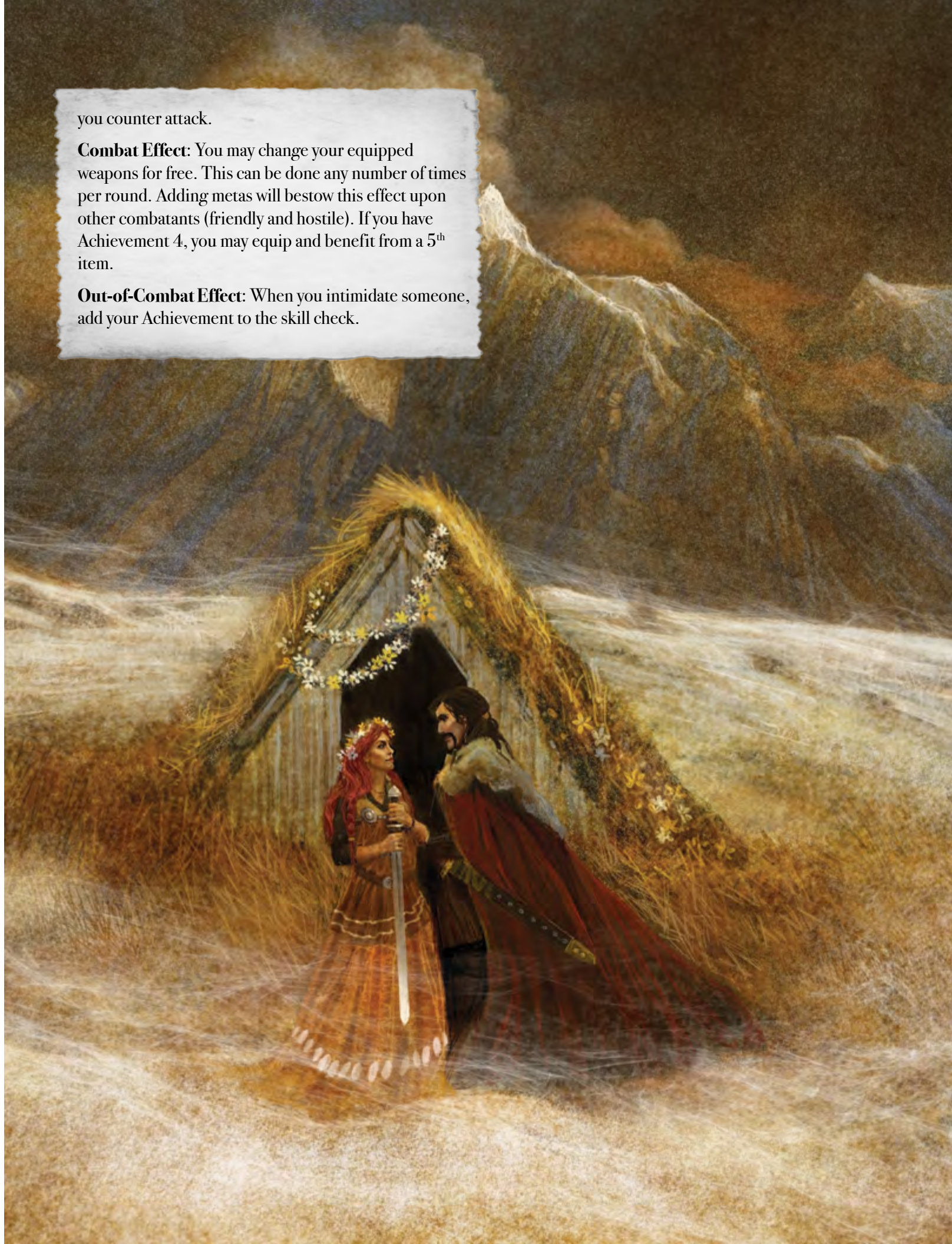
Type: {Providence Stance}

Description: You may change your equipped weapons at lightning speed. This includes switching to shields when you are attacked, then switching back to weapons when

you counter attack.

Combat Effect: You may change your equipped weapons for free. This can be done any number of times per round. Adding metas will bestow this effect upon other combatants (friendly and hostile). If you have Achievement 4, you may equip and benefit from a 5th item.

Out-of-Combat Effect: When you intimidate someone, add your Achievement to the skill check.



Passive Powers

Ancient Blood

Type: {Enchantment}

Description: Your ancestry can be traced to beings of great power. You rely on your innate power rather than on modern man made creations. As a result, your body has a natural defense against physical, mental and spiritual attacks.

Effect: If you wear no armour, gain an Evade +1 . This increases by +1 for every 8 levels.

Arcane Drums

Type: {Enchantment}

Description: Your spells gain tempo and power and you cast them upon the battlefield.

Effect: Spells get a range bonus equal to the number of runes in your In-Play and Contingency piles before the spell rune-chain is played.

Arcane Mobility

Type: {Enchantment}

Description: Your spells fuel your movement if you push yourself beyond your limits.

Effect: When you declare a Spell action, you may perform a Minor Sacrifice +1 to perform a Weak Move before you cast.

Barrow Home

Type: {Enchantment}

Description: You know how to draw power from the dead.

Effect: While within 1 mile of a grave, gain Focus +1. While standing within 30' of a grave, the bonus increases to +2.

Been There Done That

Type: {Enchantment}

Description: Every time you recast the same spell, you make it more potent.

Effect: If you cast a Spell which you have cast earlier this round (either because it's bound to more than one of your runes or you used an Echo meta), the next casting gains a cumulative free Meta tag (one of the available ones).

Benevolent Hulk

Type: {Enchantment}

Description: You are not only massive, but your body is radiates a regenerative vibe.

Effect: When casting spells, gain a +1 Heal bonus at Size 8, and then an additional +1 Heal bonus every 3 levels.

Blessing: Healer

Type: {Enchantment}

Description: Higher powers use your vessel for spreading benevolence.

Effect: Whenever you play a {Divine} power, heal +1 to all allies within 2 hexes (10').

Blessing: Sage

Type: {Enchantment}

Description: Higher powers use your vessel for knowledge.

Effect: Whenever you play a {Divine} power, allies within 2 hexes (10') may move by 1 hex (5') for free.

Blessing: Tyrant

Type: {Enchantment}

Description: Higher powers use your vessel for domination.

Effect: Whenever you play a {Divine} power, one ally within 2 hexes (10") may shift +/-1 position in the Initiative rank.

Blood Ring

Type: {Enchantment}

Description: Spill blood and bond with others.

Effect: Perform a Minor Sacrifice +1 during Upkeep in order to add 1 free Multi meta to a spell which has that meta listed as an option. This rune chain cannot have a Maintain nor Open meta.

Boon: Shapechange

Type: {Enchantment}

Description: You feel more familiar in your alternate form, gaining bonuses.

Effect: While Shapechanged, gain +1 Move, and PF +1 versus Physical damage

Boon: Transformation

Type: {Enchantment}

Description: While Transformed, you retain some semblance of your former-self.

Effect: The rune that this Passive power is bound to will retain its Active power and Skill. The rune will have two Active powers bound to it (1 from original form and 1 from new form) and when played, you must choose which power it evokes. The Skill will add to the repertoire of skills known.

Cloak of Protection

Type: {Enchantment}

Description: You push yourself to any extent in order to

protect the ones you swore to shield from harm.

Effect: Perform a Minor Sacrifice +1 to add one free Abate meta to a Defend action you are performing.

Dark Shape

Type: {Enchantment}

Description: You embrace the darkness and become a shadow. This giant amorphous miasma floats towards its enemies grasping them with its wispy tentacles.

Effect: When you attain maximum Shroud, you shapechange into a shade. You lose your weapons and armour (absorbed in the new form), but you gain: Ghostly, Size +1. Every combat round you get 1 free Move action. Every combat round you get 1 free Defend action. The first generic Attack action of every round grants you Aura +1.

Destiny's Embrace

Type: {Enchantment}

Description: Your soul is fed by the deeds of great men.

Effect: During Upkeep, Heal +1 per rune drawn by adjacent combatants this turn.

Destroyer & Fide

Type: {Enchantment}

Description: Your body is caustic to weapons.

Effect: Every time a weapon strikes you, the attacker must play a Physical rune to counter their weapon getting the "damaged" status.

Divine Potence

Type: {Enchantment}

Description: You are filled with divine spirit.

Effect: Gain Divine Potence +1

Drunken Brawling

Type: {Feat}

Description: When you're drunk, anything you can grab becomes a weapon.

Effect: If you are drunk, add +1 DF when using an improvised weapon per drunken level (0-4).

Drunken Songs

Type: {Feat}

Description: Your voice is fueled by the excellent mead.

Effect: If you are drunk, add 5' range per level of drunken level (0-4).

Earth Bender Hulk

Type: {Enchantment}

Description: You are not only massive, but your body is woven together with magic. The larger you are, the more potent your spells.

Effect: When casting spells, gain a +1 to Physical damage at Size 8, and then an additional +1 to Physical damage every size category.

Ebon Armoury

Type: {Enchantment}

Description: You are Hel's trusted handmaiden and she grants you a clear status symbol.

Effect: Your equipment, while worn, is always considered to be made from Death Bone realm ore. Draugar recognize your status and do not harass you.

Elritch Hulk

Type: {Enchantment}

Description: You are not only massive, but your body is woven together with magic. The larger you are, the more potent your spells.

Effect: When casting spells, gain a +1 Focus at Size 8, and then an additional +1 Focus every 3 sizes.

Enveloped by Destiny

Type: {Enchantment}

Description: Your foresight was especially accurate.

Effect: The first time a rune-chain triggers from Contingency, resolve it and then return it back into Contingency.

Eye of Air

Type: {Enchantment}

Description: You have no need of enchanted items in order to fuel your spells. You have an innate talent for powering Mental effects.

Effect: When you cast a spell that deals Mental damage, you add +2 DF.

Eye of Fire

Type: {Enchantment}

Description: You have no need of enchanted items in order to fuel your spells. You have an innate talent for powering Physical effects.

Effect: When you cast a spell that deals Physical damage, you add +4 DF.

Eye of Stone

Type: {Enchantment}

Description: You have no need of enchanted items in order to fuel your spells. You have an innate talent for powering healing effects.

Effect: When you cast a spell that Heals damage, you gain a +2 Heal bonus.

Eye of Water

Type: {Enchantment}

Description: You have no need of enchanted items in order to fuel your spells. You have an innate talent for powering spiritual effects.

Effect: When you cast a spell that deals Spiritual damage, you add +2 DF.

Giant of Fire

Type: {Enchantment}

Description: Your pain rips at your body, mixing with your rage, transforming your physical being into a giant of molten rock.

Effect: During Upkeep, if your Degeneration condition and Rage condition are at maximum intensity, you Shapechange into a Magma Giant. You lose your weapons and armour (absorbed into your new form) but you gain: Size +15, Pierce +2, and gain the Inversion: Fire Passive power. Your Physical runes are bound to the Wounding Attack Active power in addition to any other powers they may be already bound to. Your Mental runes are bound to the Fire Aura Active power in addition to any other powers they may be already bound to. Your Spiritual runes are bound to the Active power in addition to any other powers they may be already bound to. Your size remains unchanged. Base movement and unarmed attack damage is calculated based on size. All active and Passive powers remain unchanged (Passive powers need to be applied to new attributes). Once Shapechanged, another combatant may equip you with one Accessory item. During Cleanup, if your Essence bag is empty, you may choose to revert back to your normal form.

Give Haste

Type: {Enchantment}

Description: You grant your creations immediate action.

Effect: After you complete your {Gate} Active Power, grant your gated creature(s) an immediate {Interrupt} speed Cinematic (Generic) action.

Hallucinations of Power

Type: {Enchantment}

Description: Your insight into the future grants you additional power.

Effect: Gain a +1 DF bonus on Attack actions per 2 ranks in the Omens/Portents skill.

Hamingja

Type: {Enchantment}

Description: You have contact with the Tapestry of Fate, shifting the light so that a different fortune is reflected.

Effect: On the first round of combat, during the Wyrð phase, if you don't like your runes In-Hand, you may put them back into your Essence bag in order to re-Wyrð. Also when performing the Omens/Portents skill, you gain access to the more potent version using Hamingja.

Healer's Remorse

Type: {Enchantment}

Description: Your frustration at continuously healing your allies boils over and you channel your positive energy into an attack upon your enemies.

Effect: When you perform a Heal, you may perform a Minor Sacrifice +1 in order to deal Physical damage to an adjacent enemy equal to half the amount of your Heal.

Holy Spirit

Type: {Enchantment}

Description: You are filled with the Holy Spirit.

Effect: During Upkeep, you may gain Possessed +1 and the Possessing Spirit is friendly and adheres to Miracle doctrine and ethics (see page "Miracle" on page 82). While possessed by the Holy Spirit, other Possessions and Charm effects are ignored. Faith powers invoked by the spirit gain Miracle bonuses and are boosted by an additional +1. During the Cleanup phase, Heal an amount of damage equal to the intensity of the Holy Spirit condition.

Inversion: Fire

Type: {Enchantment}

Description: Your body is heat. Your nemesis is cold.

Effect: Fire and heat sources heal you instead of dealing damage. You take double damage from cold and ice sources. Degeneration is considered "neutral" damage and never has a type associated with it.

Inversion: Ice

Type: {Enchantment}

Description: Your body is cold. Your nemesis is heat.

Effect: Ice and cold sources heal you instead of dealing damage. You take double damage from fire and heat sources. Degeneration is considered “neutral” damage and never has a type associated with it.

Insistence for Health

Type: {Feat}

Description: You gain momentum as you heal your allies, increasing your own potential.

Effect: Gain +1 Flow when you Heal someone to who is Bloodied.

Master of Reality

Type: {Enchantment}

Description: Your life force is bolstered by the presence of your thanes.

Effect: When a Void spell triggers an Abate meta from the Reverberating meta, you may perform an Moderate Sacrifice +1 in order to ignore it.

Master of Gloom

Type: {Enchantment}

Description: You are especially talented in resisting the madness.

Effect: When the Gloom meta triggers granting you a free meta from each Trait, you get to apply +1 additional free meta of your choice.

Master of Puppets

Type: {Enchantment}

Description: You are very attuned to your creation and may act though it.

Effect: Your creation resolves its Upkeep phase as it enters the battlefield. During your Action phase you

may activate your creation. It may activate its powers and perform Generic actions.

Mind Eater Hulk

Type: {Enchantment}

Description: You are not only massive, but your powerful consciousness matches your girth.

Effect: When casting spells, gain a +1 Mental damage bonus at Size 8, and then an additional +1 Mental damage bonus every 2 sizes.

Natural Absorb

Type: {Feat}

Description: You know how to enhance your defenses naturally, without the need for equipment.

Effect: When you perform a Defend action, you may play one or more runes as Absorb metas.

Natural Deflect

Type: {Feat}

Description: You know how to enhance your defenses naturally, without the need for equipment.

Effect: When you perform a Defend action, you may play one or more runes as Deflect metas.

Natural Dodge

Type: {Feat}

Description: You know how to enhance your defenses naturally, without the need for equipment.

Effect: When you perform a Defend action, you may play one or more runes as Dodge metas.

Natural Ditch

Type: {Feat}

Description: You know how to enhance your defenses naturally, without the need for equipment.

Effect: When you perform a Defend action, you may play one or more runes as Eldritch metas.

Natural Fortify

Type: {Feat}

Description: You know how to enhance your defenses naturally, without the need for equipment.

Effect: When you perform a Defend action, you may play one or more runes as Fortify metas.

Offering of Fire

Type: {Enchantment}

Description: You set yourself ablaze in order to pay homage to the Muspeli Jotuns.

Effect: During Upkeep, if you suffer from the Degeneration condition due to being on fire, on your next Spell, Manoeuvre or Interrupt rune-chain gain +2 Focus (if it is a {Spell}) or +3 to DF and Parry (if it is a {Manoeuvre}), or a +2 Parry and +1 Evade bonus (if it is an {interrupt}). This bonus scales per intensity of the Degeneration condition which afflicts you (so long as you are on fire).

Pain Eases Anguish

Type: {Enchantment}

Description: Other suffering pains in comparison to having your soul torn out of your body.

Effect: If you have a rune in Drain, all non-Ultimate Sacrifice costs are reduced by 1 category (Major becomes Moderate, Moderate becomes Minor). Minor Sacrifices cannot be reduced, instead the amount of runes is eased (Minor Sacrifice +2 becomes Minor Sacrifice +1, with a minimum of 1).

Past Remembered

Type: {Enchantment}

Description: Your past has changed, and you can use that to your advantage.

Effect: You can revise the condition which you stated

after you placed a rune-chain in Contingency. This can be done once per round.

Power of Disbelief

Type: {Enchantment}

Description: Your body, mind, and soul shut out the supernatural. As long as you choose not to engage it, the supernatural may not lay a finger upon you.

Effect: You automatically ignore any Supernatural being whose level is lower than the combined value of your dweller level and your Faith condition intensity. An ignored creature may not interact with you in any direct manner. They may not push you, throw or swing anything at you, cast a spell on you or even shout at you. They may only affect you in a very indirect manner (judged by the Norn). For example, they may light a longhouse on fire and if you're within it, you may burn. Your actions will also ignore the Supernatural being, but indirect actions may affect them. Your area of effect powers will exclude anyone you have ignored by this power.

Project Voice

Type: {Feat}

Description: You know how to project your voice.

Effect: Your spell song active powers gain a free Area meta for every 8 ranks of the Perform skill.

Revision

Type: {Feat}

Description: You can change your mind or renew your potential to perform the same actions.

Effect: Once per turn, you may move a Rune-chain from In-Play to your Essence bag, or a Rune-chain from Contingency to In-Hand

Revitalize

Type: {Feat}

Description: Your heals afford you insights on the other combatants, allowing you to time your actions.

Effect: During the Cleanup phase, if you healed someone this turn, you can shift +/-2 positions in Initiative.

Run Into the Light

Type: {Enchantment}

Description: You shed the darkness and move into position.

Effect: Once per turn, during your Upkeep or Action phase, you may Consume 1 intensity of Shroud in order to move 3 hexes (15').

Rune of Knowledge

Type: {Rune Enchantment}

Description: You look into your past experiences in order to shape the spells available to you.

Effect: During Upkeep, you may exchange a rune In-Hand with a rune In-Play which is being used as a meta tag. The Traits on both runes must match.

Rune of Odin's Eye

Type: {Rune Enchantment}

Description: Your openness to omens and portents solidifies your relationship with the runes.

Effect: Gain a +1 Focus on Rune Spells per 6 ranks in your Omens / Portents skill.

Rune of Wonder

Type: {Rune Enchantment}

Description: You understand the potential of a power which is released just at the right time.

Effect: A rune-chain which triggers from your Contingency pile when the condition is met will receive a free Meta tag as it is resolved.

Scoundrel of Autumn

Type: {Feat}

Description: While hidden you are much more adept at defense.

Effect: Defend actions gain a +1 Parry bonus per 2 ranks in the Sneak skill.

Scoundrel of Spring

Type: {Feat}

Description: Your ability to hide aids in the damage you inflict upon the unsuspecting.

Effect: Attack actions gain a +1 DF bonus per 2 ranks in the Sneak skill.

Scoundrel of Summer

Type: {Feat}

Description: You know how to move unseen through the shadows.

Effect: Move actions gain a +1 bonus per 2 ranks in the Sneak skill.

Scoundrel of Winter

Type: {Feat}

Description: While hidden you know to strike at the right moment.

Effect: During the Upkeep phase, move +/- 1 position in the initiative order per 2 ranks in the Sneak skill.

Silver Weapon

Type: {Feat}

Description: You know how to deal with supernatural beings.

Effect: While fighting against a Supernatural foe, you may double the meta effects for the Weapon meta as well as any of the defensive metas (Absorb, Deflect, Dodge, Eldritch).

Slamming Hulk

Type: {Enchantment}

Description: You can't help it, your immense size knocks folks around when you touch them.

Effect: Your Attack actions gain a Kockback +1 at size 8, and an additional +1 per size category [Counter P per knockback]. The Kockback effect is reduced by the opponent's size. If you are larger than your opponent, you can smash them into the ground. They must spend a rune to dig themselves out per 4 successful Knockback.

Slow Time

Type: {Enchantment}

Description: You can slow time for a few seconds.

Effect: This power works only if you are the only one who possesses it within 100'. You get a free round of actions before the first round of combat begins (all combatants go through all the combat phases, but only the combatant with this power gets to perform their Action phase).

Sorrow's Lament

Type: {Enchantment}

Description: You share your mistress Hel's lament. You discover power in anguish, driving your violence to new heights.

Effect: When you Wyrd you may opt to Wyrd from Drain instead of Essence. Runes taken from Drain are chosen, and runes taken from Essence are random. During Upkeep, grant adjacent allies DF +1 on Attack actions for every rune in your Drain pile (bonus lasts until the cleanup phase).

Sorrow's Tears

Type: {Enchantment}

Description: You share your mistress Hel's lament. You discover power in anguish, increasing your speed.

Effect: When you Wyrd you may opt to Wyrd from Drain instead of Essence. Runes taken from Drain are chosen, and runes taken from Essence are random. During

Upkeep, grant adjacent allies Move +1 on Move actions for every rune in your Drain pile (bonus lasts until the cleanup phase).

Sorrow's Wail

Type: {Enchantment}

Description: You share your mistress Hel's lament. You discover power in anguish and your reaction times are greatly amplified.

Effect: When you Wyrd, you may opt to Wyrd from Drain instead of Essence. Runes taken from Drain are chosen, and runes taken from Essence are random. During Upkeep, grant adjacent allies Parry +1 on Defend actions for every rune in your Drain pile (bonus lasts until the cleanup phase).

Soul Devouring Hulk

Type: {Enchantment}

Description: You are not only massive, but your soul is just as ravenous as it is large.

Effect: When casting spells, gain a +1 Spiritual damage bonus at Size 8, and then an additional +1 Spiritual damage bonus every three sizes.

Summon the Innocent

Type: {Enchantment}

Description: Every town has dark secrets where children are horribly mistreated. You may raise them from the dead and help them exact their revenge upon the living.

Effect: Gain an Utburden thane at level 3. If you already have this thane, then multiple instances of this Passive Power boost the level by another +3.

The Sight

Type: {Enchantment}

Description: You can see beyond the Veil into the worlds of the Aos Si. You can hear and understand the songs from both the Seelie and Unseelie courts.

Effect: You may see creatures and places that lie beyond

the Veil. You may look into the Otherworld and may interact with them using their language. You are drawn towards the parting of the Veil, to the places where both worlds meet and you may cross over into the other realm.

Umbral Negotiations

Type: {Enchantment}

Description: You have sway with the nether powers. You can strike bargains with those who whisper in your ear.

Effect: During Upkeep, you may swap 1 rune in Drain with a rune in Hand. This power can be used at will outside of combat.

Visions of Fate

Type: {Enchantment}

Description: The ability to glimpse at the Tapestry of Fate allows you a rare and unique insight into the magic you weave.

Effect: During Upkeep, you may ask the Norn a question about someone or some spell effect in your line of sight, such as “does he want to hurt me?”, or “what is that Alka?”, or “how fast can they move?”, or “what power did he put in contingency?”. The Norn must answer truthfully.

Water Home

Type: {Enchantment}

Description: Your abilities are improved when you are partially or fully submerged.

Effect: While in water, gain a +1 Parry bonus per 2 ranks in the Swim skill.

Water Lord

Type: {Enchantment}

Description: Your ferocity is improved when you are partially or fully submerged.

Effect: While in water, your Attack actions gain a +1 DF bonus per 2 ranks in the Swim skill.

Weeping Blood

Type: {Enchantment}

Description: You radiate pestilence and death.

Effect: Whenever you receive an intensity in a condition, you may perform an Ultimate Sacrifice +1 in order to apply 1 intensity of Degeneration to all combatants within 10' (2 hexes) [Counter S].

Well of Wonder

Type: {Enchantment}

Description: While you retain some of your power, it fuels your other endeavours.

Effect: Gain a free Range or Area meta on your first applicable spell (must be listed as a spell option) of the round so long as you have a rune-chain in your Contingency pile.

Wondrous Magic

Type: {Enchantment}

Description: While you plan for the future, your spells benefit immediately.

Effect: Gain a +1 Focus while you have a rune-chain in the Contingency pile.

Wondrous Possession

Type: {Enchantment}

Description: Your plans cannot be derailed by foreign spirits.

Effect: Runes in your Contingency pile cannot be used by spirits possessing you. You cannot place runes into Contingency if they are already taken by a possessing spirit.

Wyrd Eye

Type: {Enchantment}

Description: You pay for your lot in life, but that lot pays dividends in other ways as well.

Effect: When you meet the condition for a rune-chain in your Contingency pile, as it triggers, you may either add or remove a rune from that rune-chain. The rune added or removed can be In-Play or In-Hand.

Wyrd Heart

Type: {Enchantment}

Description: You pay for your lot in life, but that lot pays dividends in other ways as well.

Effect: During Upkeep, Heal +1 for every rune in your Contingency pile.

Wyrd Ways

Type: {Enchantment}

Description: You pay for your lot in life, but that lot pays dividends in other ways as well.

Effect: For each pair of runes in your Contingency pile, gain PF +1 vs Physical damage.



Primal Passive Powers

Almighty Presence

Type: {Primal}

Description: You have come into your own as an immortal, you show off your signature ability.

Effect: Choose an action type from: Attack, Defend or cast a Spell. Choose one of the following:

- Once per round, you may perform the chosen action type with a free Meta tag of your choice. The Meta tag chosen must make sense with the action (Norn's discretion).
- Once per round, when you perform the chosen

action type, apply a +1 intensity to a condition upon yourself or 1 Adjacent combatant [Counter S]

Battlefield Fortitude

Type: {Primal}

Description: You do not get pushed around easily when facing powerful brutes.

Effect: Ignore the first Knockback you receive every combat round per MDP.

Battlefield Presence

Type: {Primal}

Description: You make your presence known upon the battlefield.

Effect: As you play your first rune chain of the combat round, you may perform a free Move action before or after the resolution of your power.

Battlefield Timing

Type: {Primal}

Description: You strike at the most opportune time, causing your foes to curse your name.

Effect: During Upkeep, shift +/- 1 in the Initiative order. This bonus is multiplied by your MDP.

Bear's Courage

Type: {Primal}

Description: Your pain drives you to unrestrained rage.

Effect: When Bloodied, you immediately gain 1 intensity of Rage per MDP

Bloodline: Einherjar - Doom

Seer

Type: {Bloodline Primal}

Description: Odin has enchanted your bones, reinforced your soul and steadied your mind.

Effect: While CDP > 0, gain a +2 PF vs P, +1 PF vs M & S, Parry +1, Focus +1, and Heals that you grant and receive gain a +1 bonus. These bonuses are multiplied by your MDP. You gain access to the Dodge defensive meta.

Bloodline: Einherjar - Har-

binger of Ghosts

Type: {Bloodline Primal}

Description: Odin carves runes on your tongue, allowing you to speak the forbidden words.

Effect: While CDP > 0, gain a +2 PF vs P, +1 PF vs M & S, Parry +1, and Evade +1. These bonuses are multiplied by your MDP. You gain access to the Eldritch defensive meta.

Bloodline: Einherjar - Shield

Breaker

Type: {Bloodline Primal}

Description: Odin's necromancy has altered your being, making your muscles grow their own muscles.

Effect: While CDP > 0, gain a +2 PF vs P, +1 PF vs M & S, Parry +1, and Heals that you grant and receive gain a +4 bonus. These bonuses are multiplied by your MDP. You gain access to the Deflect defensive meta.

Bloodline: Muspeli Jotun -

Ashen Eyes

Type: {Bloodline Primal}

Description: By bathing yourself in Glassisvellir, you have opened your eyes to the worlds.

Effect: While CDP > 0, gain a +2 PF vs P, +1 PF vs M & S, Parry +1, Focus +1, and Heals that you grant and receive gain a +1 bonus. These bonuses are multiplied by your MDP. You gain access to the Dodge defensive meta.

Bloodline: Muspeli Jotun -

Furious Eruption

Type: {Bloodline Primal}

Description: By bathing yourself in Glassisvellir, you have purged the darkness from your soul.

Effect: While CDP > 0, gain a +2 PF vs P, +1 PF vs M & S, Parry +1, and Heals that you grant and receive gain a +4 bonus. These bonuses are multiplied by your MDP. You gain access to the Deflect defensive meta.

Bloodline: Muspeli Jotun -

Motten Heart

Type: {Bloodline Primal}

Description: By bathing yourself in Glassisvellir, you have hardened your being.

Effect: While CDP > 0, gain a +2 PF vs P, +1 PF vs M & S, Parry +1, and Evade +1. These bonuses are multiplied by your MDP. You gain access to the Eldritch defensive meta.

Bloodline: Valkyrie - Aria of Death

Type: {Bloodline Primal}

Description: Your terrifying spirit articulates bone-chilling chants.

Effect: Every time you are targeted by any effect (friendly or hostile), after the rune-chain resolves, you may trigger the Devour Life Force Active power for free. You do not add Meta tags, and if you don't already have Immortal's Retribution bound to one of your runes, the Providence bonus does not get added. You may do this once per round per MDP. You also gain a +2 PF vs P, +1 PF vs M & S all of which scales by MDP.

Bloodline: Valkyrie - Aria of

Glory

Type: {Bloodline Primal}

Description: Your courageous spirit sings exalted anthems.

Effect: Every time you are targeted by any effect (friendly or hostile), after the rune-chain resolves, you may trigger the Immortal's Retribution Active power for free. You do not add Meta tags, and if you don't already have Immortal's Retribution bound to one of your runes, the Providence bonus does not get added. You may do this once per round per MDP. You also gain a +2 PF vs P, +1 PF vs M & S all of which scales by MDP.

Bloodline: Valkyrie - Aria of

Rebirth

Type: {Bloodline Primal}

Description: Your pure spirit's voice projects the songs of heroes.

Effect: Every time you are targeted by any effect (friendly or hostile), after the rune-chain resolves, you may trigger the Immortal's Cleansing Active power for free. You do not add Meta tags, and if you don't already have Immortal's Retribution bound to one of your runes, the Providence bonus does not get added. You may do this

Table35: Crown of Amber Benefits

QR	Benefit
1	Immediately Heal +1
1	Re-equip yourself with new weapons, shields or accessories (not armour)
1	First Defend action this combat round gains a +1 Parry bonus
4	First Defend action this combat round gains a +1 Evade bonus
1	First Attack action this combat round gains a +1 DF bonus
4	Perform a Move action
4	Reduce a Condition intensity by -1
4	Gain +1 to a Condition of your choice
4	+1 Parry (triggers on next Defend action)

once per round per MDP. You also gain a +2 PF vs P, +1 PF vs M & S all of which scales by MDP.

Crown of Amber

Type: {Primal}

Description: Your body shimmers with light as you chase away Ginnungagap. The Crucible of Life fills every fiber of your being.

Effect: Create your own signature Passive power. This power triggers once per Upkeep. You have 4 QR to spend on effects in the table below. Negative values increase the amount of QR you have to spend. You may

Table36: Crown of Dawn

QR	Benefit
1	+1 DF, Knockback, or Pierce +2 (choose one; triggers on next Attack action)
1	+1 Parry (triggers on next Defend action)
1	Recover +2 or Heal +1 (choose one; triggers during Upkeep)
2	Physical PF +1 (triggers the next time you are attacked)
3	+1 Focus (triggers on your next spell rune-chain)
3	Mental PF +1, or Spiritual PF +1 (choose one; triggers the next time you are attacked)
4	Evade +1 (triggers on next Defend action)
8	Grant skill a +1 skill bonus (or +2 for a specific skill)
-1	Targeting from behind
-2	While Bloodied
-1	You have a condition at maximum intensity
-1	While maintaining an Active power
-2	While you have at least 1 rune in Drain
-1	You have already been attacked this round
-1	Wearing no armour
-1	Wielding no weapons
-1	You have just performed a Move or Attack action (choose one)
-1	You are larger than the target or on higher ground (choose one)
-1	Consume an intensity of a beneficial condition (state exact condition)
-2	CDP equals 0
-1	CDP > 0
-1	Minor Sacrifice +1
-2	Minor Sacrifice +2
-3	Moderate Sacrifice +1
-4	Major Sacrifice +1
-5	Moderate Sacrifice +2
-6	Major Sacrifice +2

only select one Sacrifice effect.

Crown of Dawn

Type: {Primal}

Description: Your being radiates Yggdrasil's essence. The Cosmic Tree extends tendrils of light to envelop you from harm. These tendrils weave an iridescent mail coat around your body.

Effect: Create your own signature Passive power. This power triggers once per Upkeep. You have 4 QR to spend on effects in the table below. Negative values increase the amount of QR you have to spend. You may only select one Sacrifice effect.

Crown of Mercy

Type: {Primal}

Description: Your soul cries out for beauty and humanity. You wish to fit into their midst and experience all that their lives have to offer. You burst with light as swan feathers surround you like a winter storm. Anyone caught in this plumage are affected by your power.

Effect: Create your own signature Passive power. This power grants effects which last for the duration of the round. If there are costs which need to be paid (such as Sacrifice and Consume), they must be paid during Upkeep in order to gain the effects of the remainder of the round. You have 1 QR to spend on effects in the table below. Negative values increase the amount of QR you have to spend. You may only select one Sacrifice effect.

Table37: Crown of Mercy

QR	Benefit
1	Summon a denizen with +3 levels (choose the denizen with 0 Base Level)
6	Apply a negative condition upon an adjacent opponent [Counter P] when you attack them (choose one)
1	Add +3 levels to your Gate powers
1	Equipped items have a virtual +1 QR when comparing them for breaking
1	After you get attacked, or you attack, you get a free Weak Move action (choose one)
1	Knockback [Counter P]
1	Gain 1 Flow after performing an Attack, Defend or Move action (choose one)
4	Bestow a condition on your first Attack, Spell, Defend, Move per round (choose 1 condition and 1 trigger action)
-5	Consume an intensity from a beneficial condition (Taunt, Rage, Shroud, Aura)
-1	You have a condition at maximum intensity
-1	While maintaining an Active power
-2	While you have at least 1 rune in Drain
-1	You have already been attacked this round
-1	Wearing no armour
-1	Wielding no weapons
-1	You have just performed a Move or Attack action (choose one)
-1	You are larger than the target or on higher ground (choose one)
-1	Consume an intensity of a beneficial condition (state exact condition)
-2	Have at least 1 DP
-6	Have exactly 0 DP

Crown of Ruin

Type: {Primal}

Description: Your eyes turn black as you draw yourself out of the well of souls. Your anger and envy fuel you. You drink in the pain upon the battlefield and you breath out your death dealing fury.

Effect: Create your own signature Passive power when you bind your Void rune to this power. This power grants effects which last for the duration of the round. If there are costs which need to be paid (such as Sacrifice), they must be paid during Upkeep in order to gain the effects of the remainder of the round. You have 1 QR to spend on effects in the table below. Negative values increase the amount of QR you have to spend. You may only select one Sacrifice effect.

Table38: Crown of Ruin

QR	Benefit
1	+1 DF, +1 Knockback, or Pierce +2 (choose one)
1	+1 Parry
1	+1 Move
2	Physical PF +1
3	+1 Focus
3	Mental PF +1, or Spiritual PF +1 (choose one)
4	Evade +1
-2	While Bloodied
-1	Targeting from behind
-1	You have a condition at maximum intensity
-1	While maintaining an Active power
-2	While you have at least 1 rune in Drain
-1	You have already been attacked this round
-1	Wearing no armour
-1	Wielding no weapons
-1	You have just performed a Move or Attack action action (choose one)
-1	You are larger than the target or on higher ground (choose one)
-1	Consume an intensity of a beneficial condition (state exact condition)
-2	Have at least 1 DP
-6	Have exactly 0 DP
-1	Minor Sacrifice +1
-2	Minor Sacrifice +2
-3	Moderate Sacrifice +1
-4	Major Sacrifice +1
-5	Moderate Sacrifice +2
-6	Major Sacrifice +2

Dreadful Aggression

Type: {Primal}

Description: Your heart lights up as conflicting passions consume your mind.

Effect: During Upkeep, gain Rage +1. This bonus is multiplied by your MDP.

Dreadful Foe

Type: {Primal}

Description: Your eyes turn black as you draw yourself out of the well of souls. Your anger and envy fuel you. You drink in the pain upon the battlefield and you breathe out your death dealing fury.

Effect: During Upkeep, gain Aura +1. This bonus is multiplied by your MDP.

Dreadful Wail

Type: {Primal}

Description: Your mouth contorts as your words defile all that is sacred. Your enemies turn their focus upon you.

Effect: During Upkeep, gain Taunt +1. This bonus is multiplied by your MDP.

Eternal Body

Type: {Primal}

Description: Your attacks are bolstered by your divine nature.

Effect: Gain +1 PF vs Physical damage if you've already been attacked this round. This bonus is multiplied by your MDP.

Eternal Fury

Type: {Primal}

Description: Your attacks are bolstered by your divine nature.

Effect: Gain +1 DF on your Attack actions. This bonus is multiplied by your MDP.

Eternal Glory

Type: {Primal}

Description: Your mind understands the foundations of all types of magic.

Effect: Gain +1 Focus. This bonus is multiplied by your MDP.

Eternal Light

Type: {Primal}

Description: Your body radiates in a blinding light when your divinity has left your body.

Effect: Heal effects you receive or grant gain a +1 bonus. This bonus is multiplied by your MDP.

Eternal Mind

Type: {Primal}

Description: Your attacks are bolstered by your divine nature.

Effect: Gain +1 PF vs Mental damage while you are Bloodied. This bonus is multiplied by your MDP.

Eternal Reflexes

Type: {Primal}

Description: Your body instinctually reacts when danger is present.

Effect: Gain +1 Parry. This bonus is multiplied by your MDP.

Eternal Soul

Type: {Primal}

Description: Your attacks are bolstered by your divine nature.

Effect: Gain +1 PF vs Spiritual damage while you are Bloodied. This bonus is multiplied by your MDP.

Eternal Stalwart

Type: {Primal}

Description: You shrug off the most obvious attack.

Effect: Evade +1 versus the first damage you face in a round. This bonus is multiplied by your MDP.

Eternal Thrust

Type: {Primal}

Description: Your attacks penetrate even the most resilient armour.

Effect: Gain +1 Pierce on all attack actions and on all types of damage. This bonus is multiplied by your MDP.

Eternal Warden

Type: {Primal}

Description: Your divine body mends itself.

Effect: During Upkeep, you Heal +4. This bonus is multiplied by your MDP.

Fox's Cunning

Type: {Primal}

Description: Your enemies fail to assess your sneakiness upon the battlefield, underestimating your guile.

Effect: Abate 1 meta per MDP from the first {Manoeuvre} or {Spell} that targets you each combat round.

Heart of Cold

Type: {Primal}

Description: You have been rebuilt with Odin's necromancy. Each action is calculated for destruction.

Effect: Your first Attack action inflicts +1 intensity to the Impeded condition. This bonus is multiplied by your MDP.

Heart of Darkness

Type: {Primal}

Description: You have been rebuilt with Odin's necromancy. Each action is calculated for destruction.

Effect: Your first Attack action inflicts +1 intensity to the Blind condition. This bonus is multiplied by your MDP.

Heart of Sorrow

Type: {Primal}

Description: You have been rebuilt with Odin's necromancy. Each action is calculated for destruction.

Effect: Your first Attack action inflicts +1 intensity to the Vulnerable condition. This bonus is multiplied by your MDP.

Heart of Thorns

Type: {Primal}

Description: You have been rebuilt with Odin's necromancy. Each action is calculated for destruction.

Effect: Your first Attack action inflicts +1 intensity to the Degeneration condition. This bonus is multiplied by your MDP.

Heart of Whispers

Type: {Primal}

Description: You have been rebuilt with Odin's necromancy. Each action is calculated for destruction.

Effect: Your first Attack action inflicts +1 intensity to the Possession condition. This bonus is multiplied by your MDP.

Iron Archer

Type: {Primal}

Description: Your archery skills afford you extra opportunities while in melee range.

Effect: Interrupting your range Attack actions costs 1 extra rune.

Iron Mage

Type: {Primal}

Description: Your spells are hard to stop.

Effect: Interrupting your {Spell} rune-chains costs 1 extra rune.

Masochistic Defense

Type: {Primal}

Description: You push your body, forcing it to resist the assault.

Effect: You may perform a Major Sacrifice +1 in order to perform a Counter (any one Trait). You may do this a number of times per round equal to your MDP.

Mortal Mimicry

Type: {Primal}

Description: Your Fylgia reminds you of the skills available to mankind.

Effect: Choose any mortal Passive power when you select this Passive power. Multi metas become Cluster, and Area metas become Expanse.

None Can Hide

Type: {Primal}

Description: When you exhaust your Divine Potence, you see everyone occupy a place in the tapestry of Fate rather than the living world.

Effect: While DP is zero, within Nearby area, you can see everything and everyone from any angle as if you were viewing them under ideal lighting (still apply Blind and Shroud conditions). For every Achievement level, your costs to overcome Blind and Shroud are reduced by 1 rune.

Nullifying Wish

Type: {Primal}

Description: Your understanding of the universe allows you to take an aspect of the world and have it disappear from reality for a brief moment.

Effect: During Upkeep, you may choose one inanimate aspect of the battlefield (ie. A tree, river, wooden hall, etc), it will disappear from your reality, but will remain for everyone else. If you target an object that is equipped (or carried) by a combatant, they may counter by playing a Spiritual rune. This will allow you to walk through the space it used to occupy. It will also allow you to shoot an arrow through the object that used to be there. If it is on a weapon belonging to an opponent, it will negate the incoming damage (treat as an unarmed attack). The item will return into your reality at the end of your Action phase.

Ratatosk's Paths

Type: {Primal}

Description: You have learned some of Ratatosk's tricks on how to best navigate Yggdrasil's branches. You add your own flair with fire bursts announcing your departure and arrival.

Effect: During Upkeep, you may choose to teleport to your place of rebirth. You will remain there until your Action phase. When it is your Action phase, you begin at your place of rebirth. While there, you may spend runes for actions such as changing equipment or casting healing upon yourself. Then you declare that you are returning, at which time you may reappear within Distant range of your original location. You may then spend your remaining runes affecting the battlefield around you.

Summon Thane

Type: {Primal}

Description: You summon a faithful companion.

Effect: Summon any creature that has a Base Level beneath your MDP value. It gains +3 levels and becomes your faithful thane.

Temporal Body

Type: {Primal}

Description: Your body and mind are able to be in two places at once.

Effect: During Upkeep, if you have 0 DP, you may appear in more than one place at the same time. If you choose to do so, you get to place a second initiative tile (where you choose) and second miniature on the battlefield (if using minis) for your dweller in an adjacent position. You still have a single pool of Destiny and Essence, but you can be in two places at once and may act at two moments in time. When a rune-chain is played for a power or cinematic/generic action, you assign it to one of your bodies. You may choose to act on either initiative, or both. This does not grant multiple triggers of Passive powers, but you may choose the powers which trigger during each initiative tile. Either body can be struck in order to deal damage to you, however you do not take double damage/conditions if both are struck in a single attack/power. You can dispel any extra instances of yourself, down to a single instance during the Cleanup phase. This Passive triggers a number of times equal to your Advantage level.

Temporal Shift

Type: {Primal}

Description: You rewind time for yourself. Everything else remains as is, but your body jumps back to a previous state.

Effect: Once per combat round, right after another combatant's rune-chain resolves, you may perform an Ultimate Sacrifice +1 in order to ignore the rune-chain's effect upon you (others remain affected).

Unbudging Stalwart

Type: {Primal}

Description: You have trained to make your body impervious- you no longer need to dodge.

Effect: Your Parry value is reduced by half, but opponent Pierce against you is also reduced by half. The division is the last operator applied. This ability cannot be "turned-off".

Violent Growth

Type: {Primal}

Description: The violence around you increases your size.

Effect: During Upkeep, while violent enemy combatants are Nearby, you may gain a cumulative Size +1 per MDP. Once this condition is no longer met, you return to normal size.

Yggdrasil's Heart

Type: {Primal}

Description: Your essence is in harmony with Yggdrasil's life-force.

Effect: When you are struck with an attack, Perform a Minor Sacrifice +1 and draw a random rune from a full rune bag. On a red Physical rune you take no damage since the World Tree has taken it for you (keep track of that damage). You do take other effects such as Knockback, conditions, etc.... On the next Upkeep phase, all of the damage taken by World Tree the previous round returns to hit you in one large damage pool. You may perform Defend actions to deal with this damage.



Skills

Lords of the Ash brings forth new skills which will be used by the new denizens and player archetypes. Many of these skills deal with the spirit world.

Blessed Relic

[Difficulty +2, Spiritual]

The Blessed Relic skill may only be attempted by someone who has faith and devotion in the White God. In all respects except two, this skill functions the same as the Craft skill (see *Denizens of the North* page 329).

The first difference is that Blessed Relic may never create an item with Focus. Instead that modifier becomes Faith at a cost of 3 QR, but instead of ore, this requires a holy reliquary- a body part of a saint (usually a tooth or hair clipping) or a cutting of his garments (4 square inches of material removed from a vestment). This entails a visit to the final resting place of such a powerful missionary and the sacrosanct and solemn retrieval of the required reliquary.

The second difference is that a dweller or denizen possessing Miracle 4, using this skill may bless one item belonging to a believer so long as they undertake a quest. A blessing will imbue the item with a Faith modifier until a quest is completed and so long as the recipient's Miracle condition remains above 0. A very broad or vague quest will provide a +1 bonus, but a more focused quest will grant a higher bonus. A sample range is provided below:

Table39: Blessing Bonuses

Blessing Bonuis	Cost
+1	"Convert the peoples of Jagvald"
+2	"Convert the chieftain and his entourage in the town of Jagvald"
+3	"Seek out the final resting place of a saint and return with a holy reliquary"
4+	"Seek and destroy the banshee which terrorized the abby last night"

One cannot self-appoint a quest nor bless their own items.

Bloodsmithing

[Difficulty +3, Spiritual]

Bloodsmithing is similar to Creature Reliquary as it involves using a sentient body in the crafting process. However, Creature Reliquary requires a corpse whereas Bloodsmithing begins with a living being, and throughout the process the being is drained of all their blood. This form of crafting raises many moral questions. Ever since the Dvergar brothers Fjalar and Gallar used the blood of Kvasir in the Mead of Poetry, the practice of Bloodsmithing has been banned throughout the realms. In reality, the practice was driven underground and is still in practice today.

The Bloodsmithing skill is to determine how much of the victim's blood has been successfully extracted and suffused during the forging process. The higher the level of the victim the higher quality blood is used. The number of successes is the Blood bonus and is calculated as follows:

$$\text{Blood bonus} = (\text{Level of victim} / 10) + \text{number of skill successes} - \text{difficulty}$$

The Blood bonus then adds to all Craft, Infuse, Miniaturize skill checks.

Blot/Faining

[Difficulty +2, Spiritual]

Faining deals with a burnt or drowned offering. The item is almost always an item of value. Someone who has ranks in this skill will know how to properly perform the sacrifice (knowing the appropriate tribute). Fainings would be performed on a regular basis in order to maintain good relations with a higher power. A Godi will use fainings to curry favour with their patron.

Blot deals with a blood sacrifice. This offering is usually an animal, but sometimes it may be human or non-human as well (non-human defined as a higher consciousness being native to a realm outside of Midgard; ie. troll). Someone who has ranks in this skill will know how to properly perform the sacrifice. A blot is used to grab a divine being's

attention and beg for forgiveness. A Godi will use this skill in order to appease an angered patron deity.

Example: Farmers have desecrated a nature shrine to Frey by tearing-up the stones in order to make room for farm land. That first year the crop rots and the farmers realize the error of their ways. They perform a blot using their prized bull as the offering.

Burial

[Difficulty +2, Spiritual]

Burial is by far the most important skill to someone who has died. They hope that their remains will be handled and prepared with care so that they may continue their journey into the promised afterlife. The burial skill imparts a certain knowledge of how spirits operate and how to govern their flow after they have departed mortal life.

Every 5 successes in this skill check allow the deceased an extra afterlife rune pull. An Angel of Death utilizing this skill is automatically granted free 1 success if her specialization matches how the deceased perished.

Distaff (X)

[Difficulty +2, Spiritual]

Voelva can create and bind a personal wand or staff to their family’s guardian spirits called the Disir. Wands and staves carry their respective properties which are based on their family lineage. Voelva may only own and wield one such instrument at any given time. Creating a new wand or staff irrevocably disenchant the previous one.

Creating a wand or staff requires a minimum player Disir level of 1 as well as the skill check against a difficulty of 2. If the Voelva decides to create a Wand (it will always grow/shrink and remain 1-handed with a size attribute of half the wielder’s size), then its QR is equal to 50% of the Voelva’s level. If the Voelva creates a staff (it will always grow/shrink and remain 2-handed with a size attribute of the wielder’s size +2) then the QR is equal to 75% of the Voelva’s level. Using the “Weapon Attribute” table found under the Craft skill, the QR is spent on effects which will be assigned to the staff or wand. The wand is treated as a “weapon” and “accessory”, while the staff is treated as a “weapon” and “shield” for the purposes of effect restrictions.

The Distaff reach is variable. It has a maximum reach is equal to the QR but it normally remains at a reach equal to the size of the item. It will extend in an instant and can retract in the same amount of time.

While the Distaff is equipped, it adds 1 rank of the listed “X” skill (in brackets).

It also has salient powers based on the Disir level of the individual. Every Disir level grants 1 QR which can be spent on the table below. Unless otherwise mentioned, each salient power may be used once per hour.

Table40: Distaff

QR	Benefit
1	The Distaff will point to the most legendary/infamous person in the room (highest Disir level).
1	The Distaff grants the wielder 60’ night vision
1	The Distaff will overcome any language barriers by allowing the wielder to speak and understand any mortal language.
2	By touching someone lower level than you, you can make someone forget the last 5 minutes of their life.
2	By touching someone lower level than you, you can make them tell the truth
2	By touching someone lower level than you, you can change their disposition by 1 level from their current level (hostile <-> untrusting <-> neutral <-friendly-> devoted)
3	Change the skill granted by the Distaff to any skill with a Difficulty modifier of +0 or +1
3	Grant an Afterlife bonus of Wyrđ +1

Divine Infusion

[Difficulty +3, Spiritual]

You have the ability to infuse an item with your own Divine Potence. A success in the skill check means that you have successfully infused the item with DP. It now receives the “Divine” attribute and cannot benefit any further from this skill. Each instance of this skill allows you to place 1 point of DP into an item (regardless of QR). Having 3 instances of this skill will allow you to infuse 4 DP into the item should you succeed the skill check.

The DP stored in the item act as a spare DP reservoir for an immortal. Once per round, during Upkeep, the wielder of the equipped Divine item may play their Valknutt rune in order to gain 1 DP. This is subtracted from the total in the item. A Divine item with zero remaining DP cannot be used until it has regenerated. Divine items regenerate DP at the same rate as the wielder. When a point is regenerated, the wielder will choose whether it goes into their personal pool, or back into the item.

Mortals touching a weapon infused with DP will instantly be wracked in pain, gaining 4 ranks of Degeneration. They will not be able to counter it, nor reduce it so long as they hold the item. Some sadistic mortals have used Divine Potence weapons as instruments of torture.

Divine Inspiration

[N/A]

When you receive this skill, it becomes any other skill known to mortals. You may choose any skill that has a difficulty rating less than your MDP. You may not choose the same skill twice in a row (maximum rank progression is capped to 1 per 2 levels). This skill may never be Infused into a magical item.

Hag-Ridden

[Difficulty +3, Spiritual]

You invoke a curse which summons hags from Svartalfheim to beset your victim while they sleep. The night hags have the ability to wrack the victim’s body and mind until they both irreparably break, if the victim isn’t helped, death may occur. Casting this curse is time consuming and requires a pact with the night hags. They must be bartered with until both

parties agree on the payment. The payment is never pleasant but becomes more bearable with each skill success.

Table41: Payment Contract

# of Extra Successes	Payment
0	They demand the life of someone close to you
1	You must give up your most prized possession
2	You will receive a later visit from them for a request which you must accept!
3+	They demand a trinket retrieved from a bright realm that they cannot reach (Alfgard)

Casting the hex on the victim requires eye contact for just an instant. The counter is done subconsciously and automatically, but the victim remains unaware of the hex regardless of the outcome. The counter requires the defender to Wyrd a number of spiritual runes equal to the level of success. Failure to do so means the curse has taken hold. A failed attempt may not be reattempted until the caster has gained a new dweller level.

The curse has the following effect: when the victim falls asleep, the hags come to harangue the victim, causing seizures to both the body and mind. Every hour that the victim sleeps, an amount of Spiritual damage is dealt equal to the skill check’s level of success. The victim will not wake under any circumstances until the natural sleep cycle has passed (6 to 8 hours). If someone is present, they may Wyrd to reduce the damage inflicted by 1 point for every Physical rune they pull.

There is no way to lift the curse, but it ends by itself once it runs its course. The number of consecutive nights depends on the intensity of the curse.

Table42: Nights Assailed

Number of Successes	Number of Consecutive Nights
1-3	1
4-6	2
7-9	3
10+	4

Subsequent nights do double the damage dealt from the previous night.

Learned

[Difficulty +0, Mental]

An individual who is learned will have access to knowledge which would normally be unattainable to someone with their race, status, upbringing, etc. This would pertain to knowing words in an obscure language, or having knowledge on a relic deemed holy by a society of beings from another realm of existence. This skill cannot be used as a substitute for any existing “Lore” skills (such as “Lore: Arcana” or “Lore: Personas”) but rather it is used for knowledge which would not be covered by an existing Lore skill.

Life Elements

[N/A]

This skill cannot be attempted untrained. You gain access to a blueprint of creation. Gain a new Domain Slot Board (page “Domain Slot Boards” on page 298) which can be placed into Void Creation Composite boards.

Omens / Portents

[Difficulty +1, Spiritual]

This skill allows someone to discern eldritch signs and their meanings. During the dark times of Ragnarok, destiny has been woven tightly by the Norns: portents of the future are plentiful...if one knows how to read them. Success indicates that the dweller knows that the sign is an omen and not a random worldly occurrence. Additional success allows the dweller to glean more details about future events from the omen. The Difficulty Rating is determined by the Norn.

Norn driven omens may come in the form of a dream, a sudden vision or hearing a specific sound in the distance. Omens may also be initiated by players having their dwellers cast runes, enter an herb-induced trance, interpreting bone/blood drops or reading someone’s palm. The Norn and the players are encouraged to come up with thematic actions in order to resolve this skill.

For every rank in Omens/Portents the dweller may learn the true meaning behind 3 omen-related key words. It is best to choose words pertaining to different scenarios so that a wider range of omens will be made clear. This will

be a shared dictionary between the player and the Norn. When performing an Omens / Portents skill check, for every success, the Norn will use one of the agreed upon words for the meaning. The Norn will also use many more words which may mean something different than one of the established meanings in the table below, but will none the less choose words carefully so that they convey reasonable meaning. An astute player should be able to decipher some if not most of the cryptic portent.

Table43: Signs and Meanings

Sign	Meaning
Owl	Someone’s mind and/or intentions
Tooth	Death
Sudden disappearance	Manipulation
Looking down	You should set your sights on loftier goals
Aches and pains	Someone or something is obstructing the path forward
Acorn	Strength and durability
Sense of fear	An imminent challenge
Sky and clouds	The need for creativity
Alcohol	There will be a significant distraction or detractor
Amber	Benevolence and/or shelter
Rat	Sickness of the mind or body. Personal detriment.
Jewelry or ancient place	Tradition, values and ritual observance
Apple	Abundance
Baby	New beginnings, renewal, rebirth
Bad Breath	Hasty words will be spoken which lead to negative consequences
Barking or baying of hounds	An enemy. Hatred. Impending conflict.
A fence or wall	The need for unity. Strength in numbers. Organized achievement.
Living vegetation	You will advance or find achievement through others
Dead vegetation	Your goals can only be attained by your own doing
Venom or poison	A punishment, inflicted by others or self-inflicted
Boat or longship	Vast expanses. Great lengths. Immense efforts.
Skeleton	More maturity, growth, refinement and thought required.
Opposing colours or concepts	Witness and/or experience the best and the worst.
Slave and/or slavery	There is someone else running the show. You and/or those you witness are unwitting pawns.

Omens / Portents is a very deep and complex skill, it's hard to learn and impossible to master. A more potent viewing reveals someone's Hamingja (fortune). This is a very deep use of the skill, and can only be performed by those who have powers or skills which explicitly state "Hamingja" as an effect.

Note: Hamingja has a possibility of derailing both the Norn's narrative as well as the player's agency. Before using these game-changing rules, the play group needs to agree to the new role-play dynamics that Hamingja will introduce. Everyone must be prepared to accept the consequences of these fate based mechanics and their results.

Hamingja is a multifaceted aspect of destiny and the pre-ordained. It represents someone's fortune, their future, but at the same time it encompasses inevitable events and their consequences.

When Hamingja is used to read someone's fortune:

1. Perform an Ultimate Sacrifice +1
2. Perform an Omens / Portents skill check.
3. Insanity: Pull 2 runes, if both are Spiritual, apply 1 intensity of The Madness.
4. Wyrd 1 rune to determine the Fate.
5. For every 5 successes in the skill, Wyrd once on the Context table to get a hint as to when, where or how it will happen.

This Fate is immutable. It will happen. The Norn is responsible to ensure that it occurs given all of the parameters, and the players must accept the outcome and role-play it to the best of their ability.

If this is done on a Norn's denizen, then the Norn will need to factor this into the story in some way.

When Hamingja is used to understand the past:

1. Perform an Ultimate Sacrifice +1
2. Perform an Omens / Portents skill check.
3. Insanity: Pull 2 runes, if both are Spiritual, apply 1 intensity of The Madness.
4. Per skill check success, you may ask the Norn some information about someone's past. The Norn must answer truthfully. The answer must contain symbolism rather than literal description, but the symbols must genuinely reflect the truth of the matter in question.

When Hamingja is used to see into the future:



1. Perform an Ultimate Sacrifice +1

2. Perform an Omens / Portents skill check.
3. Insanity: Pull 2 runes, if both are Spiritual, apply 1 intensity of The Madness.
4. Per skill check success,

Table44: Fate

Rune	History
	You will lose a dear friend
	You will lose an item or relic of great worth
	Your homestead or your base of operations will suffer greatly
	A friend will turn into a foe
	You will fail an important quest
	You will let someone down. Their pain will endure. It will grow your infamy
	You will sentenced to outlawry by an important court/case
	You will lose a family member or a family member you did not know will become your rival
	You will build a hall
	You will be visited by an agent of a higher power
	You will discover new lands
	One of your actions will <fill in the blank>
	You will be hated by many, but loved by a few who wield great influence
	Someone will let you in on a secret which will change your life
	One of your actions will majorly affect the lives of hundreds of people
	A higher power will forsake you, another will take interest in you
	You will make a new lifelong friend
	Someone will bestow upon you a relic of awesome power
	You will become the hero to a people
	You will make peace with an enemy, forging a valuable alliance
	You will complete an important endeavour in a way that shapes your reputation into that of a legend
	You will track down and capture/kill an infamous menace
	Someone will offer to cooperate with you. If you accept you will be showered in good fortune.
	You will fall in love
	You will die very soon!

Table45: Context

Rune	History
	In a forest
	On a beach
	In a hall
	On a mountain
	In a town square
	In a cave
	Upon the open waters
	Upon a battlefield
	In the next two nights
	In the next week
	In the next month
	At night
	After a meal
	After a battle
	After waking
	While indisposed :-)
	You will be alone
	You will be surrounded by many
	It will occur as a result of love
	It will occur as a result of hate
	It will occur as a result of a joke
	Fire is involved
	Water is involved
	Someone else will share in your fate, albeit at a much lesser degree
	An Alfar has bent the fate or the context. Norn draws another rune in secret on one or both tables.

Preternatural Mental Prowess

[Difficulty +0, Physical]

If you have this skill you may attempt it once per day. After you awaken from a restful slumber, and have performed a few minutes of intense mental meditation, you may perform a skill check. For every success in this skill check, you may choose a Spiritual or Physical rune from your Essence, and assign that symbol as dual trait rune- the rune symbol retains their original trait, but the rune symbol also acts as a Mental rune as well (for purposes of skill checks and meta tags). The effect lasts for 24 hours.

Preternatural Physical Prowess

[Difficulty +0, Physical]

If you have this skill you may attempt it once per day. After you awaken from a restful slumber, and have performed a few minutes of intense spiritual meditation, you may perform a skill check. For every success in this skill check, you may choose a Metal or Spiritual rune from your Essence, and assign that symbol as dual trait rune- the rune symbol retains their original trait, but the rune symbol also acts as a Physical rune as well (for purposes of skill checks and meta tags). The effect lasts for 24 hours.

Preternatural Spiritual Prowess

[Difficulty +0, Physical]

If you have this skill you may attempt it once per day. After you awaken from a restful slumber, and have performed a few minutes of intense spiritual prayer, you may perform a skill check. For every success in this skill check, you may choose a Metal or Physical rune from your Essence, and assign that symbol as dual trait rune- the rune symbol retains their original trait, but the rune symbol also acts as a Spiritual rune as well (for purposes of skill checks and meta tags). The effect lasts for 24 hours.

Ritual Corpse Magic

[Difficulty +4, Spiritual]

Ritual magic is a long and arduous process, and cannot be performed during combat. The ritual requires that the ashes of a corpse be rubbed into one's skin. By doing so, the magic will be unleashed upon the caster. The recipient of these powers must perform each and every step in this ritual in order for it to work. The uninitiated (no skill ranks) cannot perform this rite.

First the corpse must be properly prepared. The organs must be removed and all liquids drained from the body. This must be done while the corpse is fresh. Then the corpse must be rubbed with special ointments and dried in the open air for several weeks. Finally, it is consumed by a sacred fire and the ashes are ready for use. This process is misunderstood by many, because according to the practitioners, this process elevates the soul into a perpetual state of return. No more than the ashes of a finger are required to activate the magic, so very often the corpses will be stores away upon charnel grounds and saved for future use.

There are special methods of applying the ashes, but once properly applied they are bound to the recipient until they are washed away with sacred water. Preparing the water requires a skill check with a difficulty of 1. No other liquid is capable of removing the ashes from the magician.

The magic is activated when the recipient of the ashes becomes possessed, it matters not how the magician is possessed. It is then that the soul which is bound to them returns to the land of the living. Being granted the body of the practitioner immediately makes it a friendly and benevolent spirit who will be a staunch ally to the magician. This Possession condition is very different than the standard one. Instead of using the magicians own runes, the possessed soul returns with its own Destiny and Essence.

Consult the Corpse Table on next page.

Note: The Essence and Destiny are determined by the level of the corpse when it died. Every 10 levels increases the Essence and Destiny. Every intensity of the Possessed condition adds a free meta tag to the spirit's rune chains. The number of ranks in the skill also limits the maximum power that can be harnessed from the ashen spirit.

The Sight

[N/A]

Someone without ranks in the Sight may not attempt this skill check. The Sight grants someone the ability to see the Otherworld and the Aos-Si which inhabit it. Those with Lios Alfar blood can view the Otherworld and its denizens as the sun hits the horizon, and only until it dips below the horizon. Those with Svart Alfar blood have a similar window of opportunity at dawn.

Table46: Corpse Table

Corpse Level	Essence / Destiny	Required Skill Rank
Up to 10	2/2	1
20	3/3	2
30	4/4	3
40	5/5	4
Etc	Etc	Etc



Domain Slot Boards

This chapter contains dozens of Slot boards to be used with the Godi archetype as well as the Orlog Life Elements skill. Each domain presents 1 Active power board, 1 Passive power board and 1 Skill board (vertically and in that order).

Beast

Raging Charge	Blood-Wolf Form	Frenetic Charge
Raging Attack	Mauling	Feral Pounce
Howl, Hati's Victory	Whirlwind Attack	Superior Parry

Might	Fangs	Ancient Blood
Giant Size	Unencumbered Dodger	Die Hard
Drive Back	Unarmed Power	Stout

Intimidate	Athletics	Endurance
Survival: Wilderness	Brawling	Animal Empathy
Tracking	Perception	Escape

Beauty

Devour Thought	Unearthly Beauty	Possess Opponent
Spiritual Abortion	Ley Lines of Power	Despoil the Flesh
Visage of Beauty (Visage of Horrors)	Shade of Piercing Eyes	Shade of Night and Day

Barter with Spirits	Resistance to Possession	Bestow Wisdom
Enchanted Prowess	Defy the Crowd	Price of Progress
Untouchable	Arcane Reach	Insight

Animal Empathy	Perform	Drinking/Wenching
Etiquette	Sense Motive	Verbal Manipulation
Intimidate	Negotiation	Lore: Personas

Brick

Versatile Combat Manoeuvre	Enchant Flesh	Arcane Shield
Bear's Posture	Defensive Stance	Unearthly Resilience
Purge Vulnerability	Armoured Reflex	Power Over Stone

Drive Back	Unbreakable Mind	Stout
Rune of Reinforcement	Turn the Blade	Unbreakable Body
Bastion	Cornered Ferocity	Constitution

Drinking/ Wenching	Repair Equipment	Endurance
Sense Motive	Escape	Intimidate
Perception	Athletics	Escape

Brute

Reckless Power Attack	Pained Strike	Power Attack
Aggressive Assault	Trample	Desperation Attack
Reckless Whirlwind Attack	Wounding Attack	Whirlwind Attack

Might	Giant Size	Favour Offense
Striker	Temper Rage	Rune of Storms
Silence the Crowd	Drive Back	Martial Prowess

Repair Equipment	Survival: Wilderness	Intimidation
Swim	Brawling	Drinking/ Wenching
Athletics	Hunting/ Trapping	Endurance

Dark Wizardry

Beckon Muspelheim {Rune Spell} [Echo Amplify Amplify]	Ley Lines of Power {Verwandlung Spell}	Dark Juxtaposition {Seith Spell}
Fire Aura	Despoil the Flesh {Void Spell}	Stitch Kindred {Rune Spell}
Melody of Discord (Sunder Mind) {Spell Song} [Amplify Area Open]	The Nightman Cometh {Seith Spell}	Mimicry

Rune of Scrying	Channel the Unseen River	Arcane Reach
Die Hard	Puppet Master	Blend in Shadow
Enchanted Prowess	Witch Blood	Keen Senses

Sense Motive	Lore Arcana	Commune with the Dead
Perception	Verbal Manipulation	Silent Tongue
Lore: Arcana	Read/Write	Disguise

Darkness Whispers

Weapon Stance	Invoke the Shadows	Shade of Malevolence
Visage of Horrors	Shadow Strike	Soul Transfer
Shade of the Toxic River	Shade of the Dark Mother	Shade of the Lost Ship

Blend into Shadow	Keen Senses	Shadow of Faith
Shadow of Illicit Deeds	Shadow of Niflheim	Shadow of Hvergelmir
Running Jab	Shadow of Memory	Shadow of the Ice Wolf

Silent Tongue	Sneak	Lore: Poison
Sneak	Perception	Sneak
Athletics	Sneak	Escape

Festive Revelry

Reckless Power Attack	Cerebral Barbs {Spell Song} [Amplify Area Open]	Cerebral Chains {Spell Song} [Amplify Area Open]
Reckless Whirlwind Attack	Analytical Power Stance	Howl, Blood Fang {Spell Song} [Amplify Area Open]
Reckless Thundering Blow	Howl, Rally the Pack {Spell Song} [Amplify Area Open]	Apples of Idun {Spell Song} [Amplify Area Open]

Rune of Mead	Drunken Songs	Master of Kennings
Enchanted Prowess	Drunken Brawling	Carried by Song
Warrior of Song	Suave Singer	Song Smith

Verbal Manipulation	Perform	Lore: Personas
Perform	Drinking/ Wenching	Perform
Brawling	Perform	Survival: Urban

Fire & Blood

Flame Blade (Conjure Weapon) -4 Parry but weapon meta: "Immolate" Degeneration +1	Beckon Muspelheim	Cleansing Attack
Howl, Hati's Victory	Reckless Whirlwind Attack	Stitch Destiny
Regenerating Attack	Reckless Power Attack	Sundering Blow

Giant of Fire	Render Helpless	Misery Loves Company
Brutalize	Frenzy	Keen Senses
Bully	Desperation	Insistence for Blood

Endurance	Intimidate	Short Fuse
Verbal Manipulation	Brawling	Athletics
Omens / Portents	Perception	Drinking / Wenching

Guardianship

Cleansing Block	Defensive Stance	Lunging Attack
Repositioning	Evasive Manoeuvre	Rapid Recovery
Howl, Blood Fang	Roll into Position	Superior Parry

Defy the Crowd	Combat Awareness	Cornered Ferocity
Bastion	Protector	Aura of Influence
Companion in Destiny	Keen Senses	Companion in War

Endurance	Perception	Sense Motive
Perception	Sense Motive	Perception
Sense Motive	Perception	Endurance

Hammer & Anvil

Sundering Blow [Amplify Multi Proficiency]	Cleansing Attack [Amplify Multi Proficiency]	Lunging Attack [Amplify Multi Proficiency]
Precision Attack [Amplify Multi Proficiency]	Versatile Combat Manoeuvre	Power Attack [Amplify Multi Proficiency]
Superior Parry	Cleansing Block	Disarming Parry

Combat Awareness	Attuned Weapon	Protector
Summon Forge Beast	Artisan's Pride	Summon Forge Beast
Cerebral Warrior	Martial Prowess	Spirit Warrior

Miniaturize	Infuse	Appraisal
Craft	Negotiate	Craft
Repair Equipment	Infuse	Dvergar Engineering

Law & Justice

Desperation Attack	Superior Parry	Power Attack
Stitch Destiny	Riposte	Stitch Kindred
Apples of Idun	Flanking Attack	Lunging Attack

Bestow Conviction	Turn the Blade	Bestow Wisdom
Blood Drinker	Companion in Death	Desperation
Carried by Blood	Cornered Ferocity	Misery Loves Company

Etiquette	Sense Motive	Commune with Dead
Sense Motive	Read & Write	Sense Motive
Lore: Personas	Sense Motive	Lore: Locales

Leech

Regenerating Attack	Sun and Moon	Regenerating Block
Devour Thought	Drain Life	Life Overwhelming
Cleansing Block	Howl, Rally the Pack	Cleansing Attack

Nature's Child	Companion in Life	Defy the Crowd
Rune of Blood	Rallying Pack Howl	Constitution
Blood Drinker	Work in Concert	Die Hard

Tracking	Athletics	Swim
Endurance	Perception	Survival: Urban
Navigation	Survival: Wilderness	Sense Motive

Life

Mental Celerity	Howl, Rally the Pack	Life Overwhelming
Catharsis	Apples of Idun	Invigorate Spirit
Stitch Kindred	Rapid Recovery	Run Away Laughing

Bestow Illumination	Die Hard	Companion in Life
Rallying Pack Howl	Nature's Child	Stout
Rune of Blood	Constitution	Work in Concert

Brewing	Lore: Personas	Omens / Portents
Survival: Urban	Brewing	Sense Motive
Survival: Wilderness	Perception	Brewing

Ice Blade

Touch the Essence	Ley Lines of Power	Frost Breath
Imposing Barrier	Ice Shield	Raven's Posture
Ice Aura	Power Overwhelming	Beckon Jotunheim

Enchanted Prowess	Alabaster Magician	Alka Kinship
Keen Senses	Tap the Source	Attuned Weapon
Inversion: Ice	Seeker of Winter	Enchanted Prowess

Endurance	Brawling	Etiquette
Navigation	Intimidate	War Tactics
Survival: Wilderness	Athletics	Endurance

Hunter

Piercing Attack [Amplify Multi Piercer]	Howl, Rally the Pack	Sweeping Trip [Amplify Multi Amplify]
Beckon Jotunheim	Boar's Posture	Run Away Laughing
Cleansing Attack [Amplify Multi Piercer]	Recuperating Sever Hamstring [Amplify Multi Piercer]	Flying Charge [Amplify Multi Piercer]

Hunter's Heart	Striker	Archer's Sight
Mighty Arm	Stout	Fleet Footed
Tactician	Attuned Weapon (Ranged)	Tactical Advantage

Endurance	Survival: Wilderness	Repair Equipment
Tracking	Perception	Survival: Wilderness
Lore: Locales	Tracking	Sneak

Magi

Geyser of Living Water	Arcane Stance	Flare
Touch the Essence	Raven's Posture	Power Overwhelming
Ley Lines of Power	Syphon Soul {Seith Spell}	Catharsis {Seith Spell}

Nether Pact	Witch Blood	Hover
Alabaster Magician	Nether Pact	Enchanted Prowess
Seeker of Worlds	Penumbral Ring	Assassin's Reflexes

Read and Write	Lore: Arcana	Omens/Portents
Lore: Arcana	Omens/Portents	Lore: Arcana
Verbal Manipulation	Lore: Arcana	Negotiation

Might

Snare	Disarm	Mobile Stance
Cleansing Sprint	Power Attack	Power Overwhelming
Versatile Combat Manoeuvre	Thundering Blow	Sundering Blow

Pounce	Might	Spiritual Warrior
Might	Unarmed Power	Might
Cerebral Warrior	Might	Die Hard

Endurance	Brawling	Athletics
Brawling	Preternatural Physical Prowess	Brawling
Intimidate	Brawling	Escape

Mind Theft

Roll into Position	Run to Shadow	Cerebral Barbs
Mobile Stance	Goad	Visage of Horrors
Riposte	Run away Laughing	Cerebral Shroud

Dance Away	Combat Awareness	Dance of Spring
Blend into Shadow	Agility	Bestow Wisdom
Dance of Summer	Stubborn	Bestow Insight

Verbal Manipulation	Feather Fingers	Sense Motive
Perform	Disguise	Perform
Sense Motive	Sneak	Verbal Manipulation

Sea Kingdom

Gate Nokken	Water Shield	Bestow Gills
Aqua Axe	Beget Water	Field of Quagmires
Geyser of Living Water	Aqua Armour	Apples of Idun

Water Home	Constitution	Unbreakable Mind
Aura of Influence	Gliding Dodger	Superb Swimmer
Die Hard	Untouchable	Water Lord

Swim	Verbal Manipulation	Swim
Sense Motive	Negotiation	Etiquette
Swim	Lore: Personas	Swim

Songs & Poetry

Sunder Mind {Spell Song} [Amplify Area Open]	Cerebral Twist {Spell Song} [Amplify Area Open]	Devour Thought {Spell Song} [Amplify Area Open]
Howl, Rally the Pack {Spell Song} [Amplify Area Open]	Muspeli Nightmares {Spell Song} [Amplify Area Open]	Howl, Skoll's Victory {Spell Song} [Amplify Area Open]
Run Away Laughing	Analytical Power Stance	Lunging Attack

Master of Kennings	Dance of Spring	Carried by Song
Dance of Summer	Suave Singer	Dance of Winter
Warrior of Song	Alabaster Magician	Song Smith

Perform	Survival: Urban	Perform
Negotiation	Perform	Verbal Manipulation
Perform	Drinking/Wenching	Perform

Soul Grip

Soul Barbs	Soul Chains	Spirit Bastion Stance
Soul Shroud	Howl, Skoll's Victory	Soul Twist
Spirit Power Stance	Sun and Moon	Spirit Lance

Angered Spirit	Bestow Conviction	Nether Pact
Arcane Reach	Whisper of Souls	Penumbral Ring
Rune of Blood	Keen Senses	Spirit Domination

Commune with Dead	Commune with Dead	Commune with Dead
Commune with Dead	Lore: Arcana	Commune with Dead
Commune with Dead	Commune with Dead	Commune with Dead

Stone Peacekeeper

Unearthly Resilience	Life Overwhelming	Bear's Posture
Regenerating Block	Arcane Shield	Cleansing Block
Power Over Stone	Enchant Flesh	Defensive Stance

Unbreakable Body	Dance Away	Resistance to Vulnerable
Unencumbered Dodger	Untouchable	Resistance to Degeneration
Turn the Blade	Stout	Die Hard

Lore: Locales	Sense Motive	Etiquette
Survival: Urban	Negotiation	Perception
Intimidate	Verbal Manipulation	Lore: Personas

Thunderstorm

Aggressive Stance	Regenerating Attack	Sundering Blow
Raging Attack	Thunderclap {Divine Spell}	Invoke Rage
Reckless Power Attack	Raging Charge	Unearthly Resilience

Might	Drive Back	Bully
Unstoppable Carnage	Enter Rage	Blood Lust
Furious Cohort	Unstoppable Aggression	Martial Prowess

Athletics	Brawling	Athletics
Endurance	Intimidate	Endurance
Brawling	Drinking/Wenching	Brawling

War

Superior Parry	Stance of the Violent Avalanche	Wounding Attack
Stance of the Blood Brotherhood	Power Attack	Aggressive Assault
Cleansing Block	Stance of the Spring of Inspiration	Backstab

Combat Awareness	Insistence for Time	Insistence for Blood
Martial Prowess	Tactician	Insistence for Humility
Die Hard	Stout	Insistence for Subtlety

Verbal Manipulation	War Tactics	Perception
War Tactics	Lore: Locales	War Tactics
Repair Equipment	War Tactics	Lore: Personas

Wild Flame

Conjure Weapon	Death Charge	Muspeli Nightmares
Power Over Fire	Beckon Muspelheim	Yggdrasil's Presence
Flame Strike (Flare)	Touch the Essence	Fire Aura

Stout	Giant Size	Rune of Blood
Eye of Fire	Inversion: Fire	Channel the Unseen River
Tactician	Alabaster Magician	Untouchable

Athletics	Rune: Scorn Pole	Perform
Brawling	Intimidate	Perception
Drinking / Wenching	Endurance	Hunting / Trapping

Wind

Vaulting Attack	Flying Charge	Run Away Laughing
Raging Charge	Mobile Stance	Lunging Attack
Whirlwind Attack	Repositioning	Retreating Parry

Agility	Fleet-Footed	Carried by Blood
Running Jab	Leaping Striker	Dance Away
Combat Manoeuvrability	Quick Draw	Tactical Advantage

Swim	Athletics	Endurance
Athletics	Survival: Wilderness	Athletics
Endurance	Athletics	Navigation

Wisdom

Ley Lines of
Power

Power
Overwhelming

Raven's Posture

Touch the
Essence

Syphon Soul

Mistress of the
Dark Bond

Radiant Cloud

Arcane Shield

Arcane Stance

Shadow of the Ice
Raven

Wondrous Magic

Insight

Bestow
Illumination

Price of Progress

Combat
Awareness

Fae-Kin

Arcane Reach

Barrow Home

Lore: Arcana

Lore: Personas

Lore: Locales

Read and Write

Omens /
Portents

Commune with
Dead

Lore: Arcana

Lore: Personas

Lore: Locales

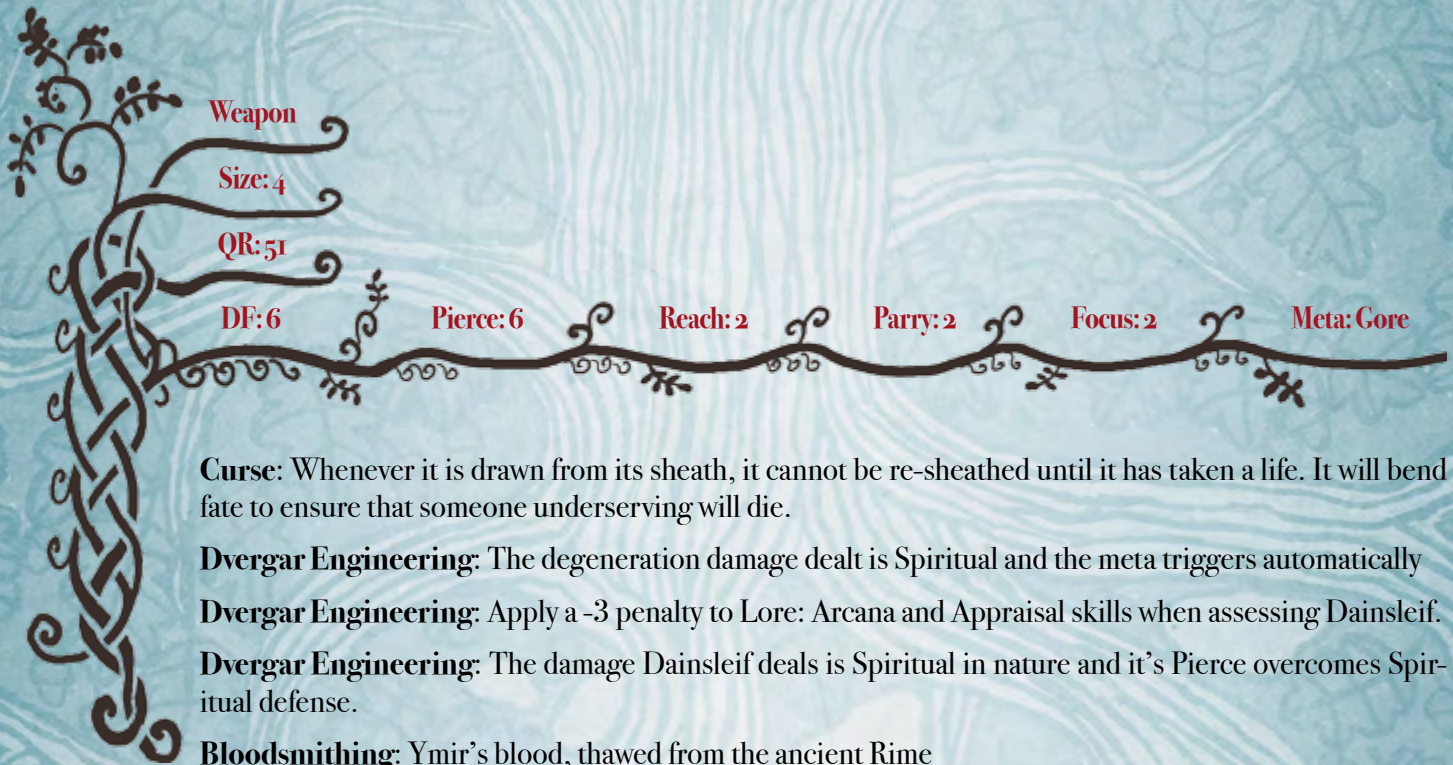




Relics of Power

The gods and giants have commissioned many wondrous artifacts from the Dvergar. Some were gifts, presented in the hopes of currying favour and prestige, while others came at great cost. While the Dvergar may be the most famous for their exquisite talents, other blacksmiths have proven to be equally resourceful and talented.

Dainsleif (Tyrfing)



Curse: Whenever it is drawn from its sheath, it cannot be re-sheathed until it has taken a life. It will bend fate to ensure that someone underserving will die.

Dvergar Engineering: The degeneration damage dealt is Spiritual and the meta triggers automatically

Dvergar Engineering: Apply a -3 penalty to Lore: Arcana and Appraisal skills when assessing Dainsleif.

Dvergar Engineering: The damage Dainsleif deals is Spiritual in nature and it's Pierce overcomes Spiritual defense.

Bloodsmithing: Ymir's blood, thawed from the ancient Rime

Tyrfing was created by the Dvergar for an infamous dwarven assassin with a sinister purpose. It was forged using Bloodsmithing and by suffusing Ymir's blood which had been recovered from the Rime. The darkest powers would manifest under the moonlight, and it was built for Dvergar hands, but instead passed into the hands of mankind. It shone with moonlight and granted no quarter whenever it was unsheathed. The first to own it was King Sigrlami of Gardariki and over the centuries it passed from owner to owner, leaving a legacy of death. Its last owner was Angantyr, king of Reidgotaland. He did not want Tyrfing to blight his descendants, so he hid it from them. It is in this way that Tyrfing passed into obscurity.

When it resurfaced it came into King Hogni's possession. It had no name, so he named it Dainsleif. His Valkyrie daughter Hild took the sword and, every night, used it to reanimate the dead warriors upon the battlefield of Hiadining. Among the dead were her father and her lover.

It is said that this sword will influence the outcome of Ragnarok.



Gleipnir

Dvergar Engineering: Pierce is only half as effective (If another effect already halves Pierce, then stacking this effect will divide by 3 instead of 2)

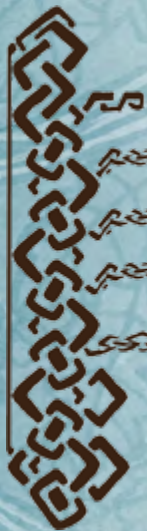
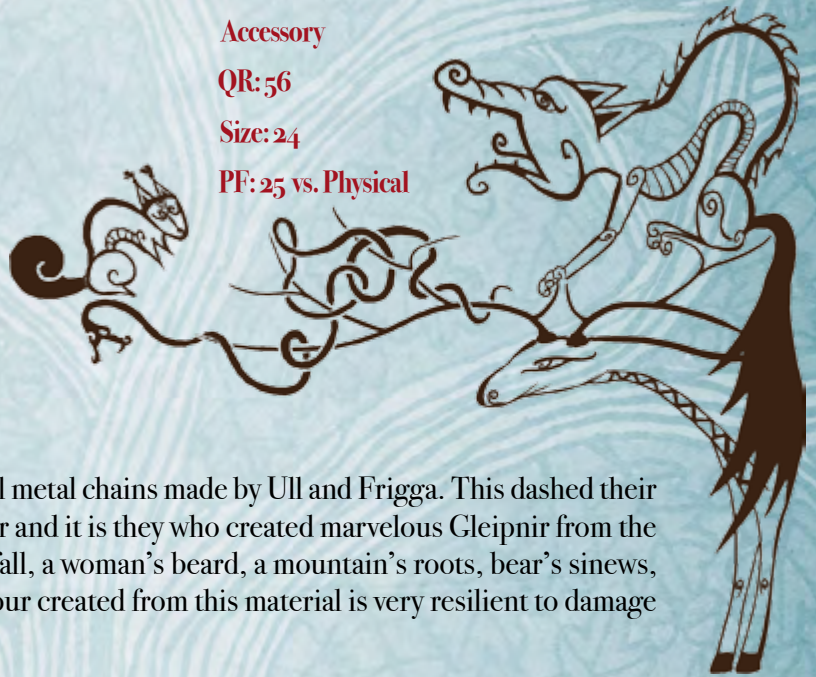
This fabric ribbon is exceedingly deceiving. What appears as an ordinary strip of cloth, is in fact the most indestructible material known to the gods. When the Aesir set out to restrain Fenrir, they underestimated his strength. He broke through several metal chains made by Ull and Frigga. This dashed their hopes for a quick solution. Freya visited the Dvergar and it is they who created marvelous Gleipnir from the most esoteric ingredients: the sound of a cat's footfall, a woman's beard, a mountain's roots, bear's sinews, the breath of a fish, and finally a bird's spittle. Armour created from this material is very resilient to damage and even piercing weapons.

Accessory

QR: 56

Size: 24

PF: 25 vs. Physical



Weapon

Size: 4

QR: 70

DP: 8

DF: 16

Pierce: 16

Reach: 4

Parry: 2

Focus: 9

Meta: Spirits

Gungnir

Dvergar Engineering: Unlimited throwing range (limited only by line of sight)

Dvergar Engineering: Anyone under the throwing arc of this spear will receive +1 intensity to Blind condition [Counter S]

Realm Ore: Yggdrasil's Wood - Anyone pierced by this wood will incur an automatic weapon meta of Possession +1 [Counter P]. The spirits will be haunting and wise, engaging the victim's consciousness with powerful visions. This results in the runes being used to process the new-found knowledge (put into In-Play with no visual effect).

Odin's spear was given to him by Loki, and was forged by the sons of Ivaldi. Gungnir is regarded as one of the great treasures of Asgard. It was whittled from wood provided by the Great Ash. Gungnir may be thrown any distance and blinds anyone beneath it. When Odin wished to have Helgi as an Einherjar, he leant Gungnir to Dag. When Dag faced Helgi upon the battlefield, Gungnir easily delivered the killing blow.

Yggdrasil's enchanted wood has special properties which allow for a spiritual journey. Odin pierced himself with Gungnir in order to gain knowledge, and when Helgi was struck, he instantly knew the fate that awaited him. A victim struck upon the battlefield will appear paralyzed and catatonic, overwhelmed with the knowledge that the spirit world has revealed.



Laevateinn

Weapon

Size: 24

QR: 95

DP: 9

DF: 16

Pierce: 16

Reach: 4

Parry: 2

Focus: 9

Meta: Spirits

The damage type is "fire" (for powers affected by specific element)

Dvergar Engineering: Meta tag automatically triggers upon an Attack action.

Infuse: Sundering Blow (Active power)

Muspeli Jotun Engineering: The attributes of the weapon double each combat round. The Cluster meta range also doubles every round.

Laevateinn was forged by Loki, wielded by Surt and is now guarded by Sinmara. This sword is known as the World Destroyer. Farbauti goaded his son Loki into creating a veritable weapon of mass destruction. It was not Loki's intent to create such a destructive force, and once the Trickster God witnessed its lethality, he forever gave up the blacksmithing art. When Surt used Laevateinn awesome power, it was as a last resort. He knew that he could not be trusted with such a weapon, so he entrusted it in to Sinmara's care. She is now the guardian who watches over the World Destroyer.

Laevateinn doubles in power every combat round, and this effect cannot be negated. All direct numerical values (DF, Parry, etc), and implied numerical values (meta tag range) are affected by this power. The longer this weapon is used, the greater the devastation.

Magical Krampus Chain

Weapon

Size: 6

QR: 20

DF: 3

Pierce: 2

Reach: 6

Parry: 0

Focus: 3

Meta: Knockdown

Dvergar Engineering: The wielder strikes fear into the hearts of their enemies. Anyone attempting to strike the wielder must take a damage penalty if they suffer from the Vulnerable condition. Vulnerable intensity 1-3 the attacks deals only 50% of the damage, and at intensity 4, the damage dealt is 25% of actual. [Counter: P]

Curse: If the wielder is not a Krampus, an Ultimate Sacrifice must be paid upon equipping this weapon. Then with every attack, a Minor Sacrifice +1 must be paid.

These magical chains were forged by unknown hands in an unknown forge. Even most Dvergar do not understand their creation techniques. While most often found in the hands of the frightful Krampus, some brave and fool-hearty Ulfhednar and Berserkirs make use of these punishing instruments of death. On the other hand, many an Angel of Death enjoy possessing such a weapon.



Mimir's Well

Mimir's Well is one of the most sacred sites in all of Yggdrasil. It is a place of calm, contemplation, and wisdom. Situated at the base of Yggdrasil, it is far from all realms which hang upon the branches and roots. When Mimir grew tired of living among his kin in Jotunheim, he specifically chose a remote and mystical place. Sun shines in this grove only a few short hours per day. Many rivers flow through these woods, on their way to Hvergelmir below.

The well itself is both living and magical. It is a place where Nidhogg scored a deep wound in Yggdrasil's bark. From the ever-flowing wound, both remedy and poison flow. Mimir built a well in order to capture the conflicted boreal blood. The well is in need of constant care, for little can contain the Yggdrasil's blood.

For those who wish to visit, the site is not easy to reach, since Mimir only wants the wise to find their way. He has obscured the paths around his grove. Those who make the pilgrimage come for a drought of the Cosmic Tree's tainted nectar. It is a costly affair, because a precious gift must be made at the well before Mimir will allow one to partake in the tainted elixir. He explains that what you receive is proportional to what you leave as a gift, and a gift must be something intimate to you. Odin learned much, but it cost him his own eye which he left in the well as a tribute to Yggdrasil.



Weapon

Size: 12

QR: 72

DP: 9

DF: 40

Pierce: 24

Reach: 2

Parry: 0

Focus: 9

Meta: Knockback

Infuse: Sever Fate (Active Power)

Dvergar Engineering: Set Items see below

Curse: Must have a Physical Trait of 8 to lift Mjolnir, and a Physical Trait of 10 to wield properly

Mjolnir, Megingjörd & Jarngreipr

Dvergar Engineering: Set Items (30 QR) – when Mjolnir, Megingjörd and Jarngreipr equipped together, they gain the following powers:

- Dvergar Engineering: No matter how far Mjolnir is thrown, it will return to the wielder
- Dvergar Engineering: Removes the curse effect from Mjolnir
- Pierce +56

Thor's hammer Mjolnir, was forged by Brokk and Sindri and is judged by the Aesir to be the finest magical weapon they have ever seen. This is despite Loki's efforts to sabotage Mjolnir's construction, resulting in a shortened handle and shaft. Megingjörd is the iron girdle that was created to help boost the wearer's strength enough to lift Mjolnir. Jarngreipr was the iron glove created to allow Mjolnir to be thrown and caught upon its magical return. The most terrifying aspect is this set of items is that it has killed more immortals than any other weapon.

Jarngreipr **Size: 12** **QR: 22**

Accessory

Evade +4

Infuse: Thunderclap [Amplify Area Multi] {Providence Spell} (Active power)

Dvergar Engineering: Set Items (see left)

Megingjörd **Size: 12** **QR: 22**

Accessory

Move +14

Infuse: Modr, Greater

Dvergar Engineering: Set Items (see left)



Slaine Weapons

Slaine weapons are weapons which devour Divine Potence. They are real threats to immortals because they will diminish an immortal's Divine Potence. Should an immortal be killed while Divine Potence is at zero, their souls are condemned to Helheim. Immortals have unanimously agreed that these weapons should be destroyed, and the few that are allowed to exist, should only be used under the most dire circumstances.

During the second age, the Age of Idavigdir, the high-king of Eriu was known as Slaine. In order to rule with absolute power, he devised weapons that would hunger for the blood of gods. These weapons were forged in the bowels of his castle and were forever known as Slaine weapons.

Thor is probably the immortal who has the worst reputation in this regard. His hammer Mjolnir is a legendary Slaine weapon. Thor has killed many Rime Jotuns with Mjolnir which has the ability to drain DP. Some of his kills were justified, but the majority are seen as unnecessary and reckless. As a result, many doors are closed to him among immortals. Many shun him and refuse to help him when he asks for aid.

Spiral Shadow Chain Spear

Weapon

Size: 6

QR: 47

DF: 6

Pierce: 6

Range: 40

Parry: 0

Focus: 0

Meta: Gore

All damage dealt by the weapon is Spiritual [QR 12]

Dvergar Engineering: Gore meta triggers automatically on the Attack action. More Weapon metas may be played in order to add more condition intensities [QR 6].

Dvergar Engineering: When the barbed spear damages the opponent, it will lodge itself into its victim [Counter: P]. In order to remove the weapon, the victim must play a Physical rune if their Physical trait is less than the wielder, or 2 Physical runes if the wielder's Physical trait is higher [QR 2].

Dvergar Engineering: When someone impaled upon the weapon suffers their Degeneration damage during the Upkeep phase, the wielder instantly heals the damage the victim suffered [QR 4].

Realm Ore: Red Gold [QR 6]

Curse: If the wielder does not have at least 6 ranks in the Sneak skill, this spear's magical effects will not manifest.

These magical spears are attached to enchanted chains which are tethered to the wielder's wrist. Oddly these Red Gold weapons are sought after and collected by agents of the dark. These spears are usually thrown, and the chain is used for follow-up attacks.

The Excavator

Accessory

QR: 4

When an intrepid group of adventurers travelled west in order to settle Gronland, they brought many provisions and equipment, but forgot to pack any shovels. When they arrived, they found out their horrible mistake, and despaired- how would they dig into the hard and frozen soil? Then a mysterious shovel appeared upon their ship. Had they packed it and forgot about it? After their encampment was built, they looked for their only shovel, but it was nowhere to be found. Rumours said that it had surfaced in one of the Skraeling villages, and the settlers sent out a war-band to retrieve it from the thieves, however, the truth was much more disturbing than a simple theft.

The shovel that refuses to be found, and appears in times of dire need is known as the Excavator. Brought into being by the mighty Orglog known as Bryll, the Excavator is a shovel with no equal- literally. It has consciousness, powers and ambitions. It left its creator long ago in order to find meaning.

Tooth of Saint Bede

Accessory

QR: 4

Saint Bede was a Missionary with incredible willpower, faith and devotion. Many settlements and conversions to the New Faith are thanks to his tireless efforts. When he died, his teeth were extracted and brought to various monasteries throughout Western Midgard. This holy relic would be placed in a shrine of great honour, in order to remind the abbot and the monks that White God's blessings are with them. By praying before this holy relic, the pilgrim gains a Miracle bonus of +1. This bonus is cannot be imparted again from this particular reliquary until the pilgrim has visited each holy site containing Saint Bede's other holy reliquaries.





Heroes of Legend



In this section, you will find an extensive list of Viking heroes and legendary personalities who have ascended to become Einherjar, Valin or Sons of Muspel. For immortal campaigns, you get to fight side-by-side with (or against) the legends! They may have achieved greatness in life, but they have continued to build their legend in the afterlife as well. In some rare cases, however, some of these heroes have been drawn down into Niflheim- here you will find their tragic tale.

Valin are the dead who are brought by the Valkyries to Folkvangar, Freya's field of the dead. The field was created in a way that souls who linger upon its pastures will regrow a new body around the soul. They are also known as Champions of Vanagard.

Sons of Muspel are brought by the Valkyries to Glassisvellir and the Einherjar are brought to Valhalla. Usually the mortal's allegiance is taken into consideration when they are plucked by the Valkyries. For example, a mortal who worships Surt would be taken by one of Surt's Fire Valkyries, but in some cases, Odin may want the soul, and the soul may be contested by Odin's Valkyrie. Should she win, the soul may end up in Valhalla.

Ragnarok occurs in the 10th century, so all of the characters below have been long dead. Under each legendary figure you will find their dates (when their great deeds were recorded), sources (for further reading), status (Einherjar, Valin, or Son of Muspel), and a short synopsis of their impact upon the Fate of the Norns universe.

Angantyr

7th century

The Saga of Heidrek the Wise

Son of Muspel

Angantyr was the son of King Arngrim and Eyfura. He had eleven siblings, and all were Berserkirs who earned their legend through battles and raiding- they were unbeatable. Once day the twelve brothers were to travel to battle with an enemy, and Angantyr had an omen predicting their doom. When he told his father, King Arngrim bequeathed upon him the legendary sword Tyrting. With the help of the sword, the brothers killed an entire army, but ultimately fell to the opposing prince. He was buried with Tyrting, and lay undisturbed until his daughter Hrevor came to claim it from his barrow.

Aslaug the Volsung

8th century

The Sagas of Ragnar Lodbrok

Einherjar

Aslaug was the daughter of Sigurd and Brynhild. She was Ragnar Lodbrok's third wife and they had four sons: Ivar the Boneless, Sigurd Snake-Eye, Hvitserk and Ubba. She poured her efforts in raising her children as heroes. Aslaug did not shy away from clashing with Ragnar, nor about going to war. While she lived, she led armies into battle and defended her lands with zeal. When they attacked Earl Eystein of Svealand, she led an army of 1500 men overland while her sons attacked from the sea.

Beowulf the Mighty

6th century

Beowulf

Valin

Beowulf was the king of a kingdom which only lives on in memory. To become the king of the Geats, Beowulf had to prove himself. He did so by killing two monstrous trolls who were terrorizing king Hrothgar's kingdom. Upon ascending the throne of the Geats, Beowulf bolstered his own legend by fighting a terrifying dragon. He was mortally wounded, and with his passing, his kingdom also passed into memory. Geatland has been replaced with the current kingdom of Ranrike. Beowulf's bloodline lives on in the Ylfing dynasty.

Bjorn Ironside

9th century

The Sagas of Ragnar Lodbrok; Tale of Ragnar's Sons

Son of Muspel

Bjorn was the son of Ragnar Lodbrok and Aslaug the Volsung. His father grew jealous of Bjorn's accomplishments and set King Eystein against his sons. Aslaug and her sons brought war to Eystein's doorstep and established themselves as powers that deserve respect. Like his father, his name is known throughout Midgard, but Bjorn Ironside is also infamous in Outer-Midgard. He pillaged down the coast from Francia, then attacked the Papal States of the south. When he returned, he was more



worldly than any Viking to date. He was a self-made man who chose his own path in life, and even after death.

Frodi

8th century

Gesta Danorum; Poetic Edda

Einherjar

King Frodi's reign of Jutland will never be forgotten—Frodi's peace stretched across most of Midgard. Frodi is part of the Skjoldung clan. Odin helped Skjoldung's son Skjold become jarl of Gotland. Skjold married the goddess Gefjun and their son was Fridleif and his grandson was Frodi. Frodi wished to keep the peace so he set two giant-women to work a magical mill that could grind out whatever he wanted. He ordered them to create a lasting peace throughout the land. While they obeyed, all of Midgard settled into an era of prosperity. But the giant-women grew bored and resentful. They churned out an army that ended Frodi's life, and the peace along with it.

Gunnar Hamundarson

10th century

Njal's Saga

Muspeli Jotun

Gunnar was bellowed in Islandia. He was physically gifted, with inhuman strength and dexterity. He was a adept with most weapons, but his favourite was the atgeir. He was handsome, and his charm matched his good looks. He was calm, well mannered and even tempered. He had a great love for his homeland and performed many benevolent deeds for his kinsmen. He was close friends with Njal the Lawspeaker, who one day warned him about violence against certain powerful clans. He ignored this sage advice and was subsequently marked for death. Instead of fleeing, he remained to fight them, having no desire to put his life above his homeland. Despite killing many of his attackers, he was eventually overpowered and killed.

Harald Fairhair

10th century

Heimskringla

Einherjar

Harald Tanglehair was known for his wild and tangled mane. He said that it brought him luck, and he was not wrong. Hoping to win the heart of a fair maiden who was set on marrying a great man, Harald conquered the petty kingdoms of Norveig, unifying them under his banner. No one had ever accomplished such a great feat in the history of Midgard. Harald Fairhair died in his bed, which would normally fail to attract the Valkyries, since they scour battlefields for proper heroes. Odin made an exception in Harald's case and sent a Valkyrie to fetch the king's soul.

Harald Wartooth

7th century

Gesta Danorum

Einherjar

He was the legendary king of Svealand, Jutland, Ranrike and Rogaland. He was so successful upon the battlefield that he grew to old age. Fearing death in his sleep and a fate in Niflheim, he organized a battle between his well-respected foe King Sigurd Ring. All he wanted was to die upon the battlefield so that Odin could claim him for Valhalla. It is said that Odin himself came down to the Battle of Bravalla in order to personally kill and claim King Harald Wartooth as a prized Einherjar. Upon his ascension to Valhalla, he was raised to a trusted circle of Einherjar chosen for the most important missions. Before Ragnarok he was entrusted to guard Fenrir and ensure that he does not escape.





Hervor Angantýrsdóttir

7th century

The Saga of Heidrek the Wise

Daughter of Muspel

Hervor was Angantyr the Berserker's daughter. She visited his barrow and demanded her inheritance—Tyrfing, sword of legend. Despite his protests and warnings, she left with her prize. A headstrong woman, Hervor was a force to be reckoned with, even before she acquired Tyrfing. Once she did, she became truly dangerous, leaving corpses in her wake. She became famous throughout the land, and eventually married a man who enjoyed her spunk. They had two sons, the older was named after his grandfather, Angantyr. The younger was Heidrek, and a trouble-maker like his mother. After a heinous deed, Heidrek was exiled, and his mother gave him Tyrfing, fearing for his safety.

Heidrek the Wise

7th century

The Saga of Heidrek the Wise

Son of Muspel

Heidrek was Hervor's son, and Angantyr's grandson. Like his mother, he had a foul attitude and unquenchable fire in his heart. His wicked deeds resulted in the his clan sentencing him out outlawry. His mother gave him a magical sword that would protect him from those who could not kill him with impunity. Alone and desperate, he became a more noble man. He joined the court of a king named Harald, a very wise man and beloved leader. When Heidrek discovered that his liege was paying tribute to an overlord, he became incensed. This overlord was a rude and hated despot. Using his skill and sword, Heidrek led his warband and slew the overlord and his army. He led his army on many more successful conquests in the west.

Ivar the Boneless

9th century

The Sagas of Ragnar Lodbrok; Tale of Ragnar's Sons

Einherjar

Ivar was the son of Ragnar Lodbrok and Aslaug the Volsung. Like his father, his name is known across Mid-

gard, and feared in Outer-Midgard. He led the great Heathen army in their invasion of the Great Isles. They sacked the eastern kingdoms aligned with the New Faith. Expanding their kingdoms into the eastern Great Isles, the sons of Ragnarok Lodbrok took their revenge for the death of their father. In the end Ivar captures his father's killer, King Aella of Northumbria and kills him using the Blood Eagle ritual. Despite his physical handicaps, his mental acuity, wisdom, willpower and cunning made him into one of the greatest heroes of his age.

Ragnar Lodbrok

9th century

The Sagas of Ragnar Lodbrok; Gesta Danorum; Krakumal

Einherjar

Ragnar was a legend among his people, and a scourge to those of Outer-Midgard. Ragnar's most telling accomplishment was the raid upon Paris and the subsequent sacking of this Frankish city. Frankish King Charles the Bald bribed Ragnar with seven-thousand pounds of silver in order for the Vikings to leave Francia. He then turned his sights on the Great Isles, where he clashed with King Aella and his allies. Ragnar established settlements, ex-

panding his kingdom, but he was ultimately captured by King Aella and thrown into a pit of vipers. Ragnar fought the snakes in the pit, his life's deeds attracting the Valkyries to bear witness to his final hours.

Sigurd "Dragon Slayer" the Volsung

5th century

Poetic Edda

In Helheim

Sigurd was an ancient hero whose legend has never died. His epic deeds are peerless- beginning with apprenticeship with the Dvergar, fighting and defeating a dragon, and inheriting a treasure assembled by none other than Odin and Loki. He went on to liberate the Valkyrie named Brynhild and then became the prize of the Nibelung clan. His death was orchestrated by Brynhild, from misguided jealousy and shame. Sigurd was murdered by his brother-in-law Gutthorm and as a result ended up in Niflheim. Dying in his sleep outweighed all of the great deeds he had achieved in life. This was a tragedy that Brynhild wished to thwart, riding into Helheim in order to save her love.









Starter Vignettes

Lords of the Ash presents several sagas that transport the dwellers through some of the major events unfolding during the Second Age of Ragnarok. The Sword Age has some major events that irrevocably change the lives of both divine beings and mortals. These adventures are geared towards immortal archetypes, tying into the divine conflict.

The Sword Age spans the period 933-935 and includes many more story arcs than those presented in this chapter. The Norn and their players are encouraged to explore the Wrath of Jormungand- a flooding that devastates the coastal towns in Midgard. Equally cataclysmic is the Fall of Asgard, which ushers in the Third Age of Ragnarok.

The structure follows the same format found in *Denizens of the North*. The starter vignettes contain enough information to kick off an epic saga, but will require the Norn to fill in the missing pieces in the later parts of the story. Each starter vignette breaks down the information into eight key sections:

- **Summary:** a quick summary of the overarching plot.
- **Location:** lists the key locales wherein the saga's plot will unfold.
- **Time Period:** sets the time-frame within which the saga should take place. This is important because the starter vignettes span a period of many years. Each saga has outcomes which may greatly impact future sagas.
- **Background:** presents optional background information which help improve the framing of the plot.
- **Main Characters:** presents the list of key denizens that will help propel the plot. Some include strengths and faults.
in the "Legends and Villains" chapter (see page 14).
- **Plot:** outlines the start of the saga. The remainder of the plot remains to be filled out by the Norn.

- Plot
Twist:
like any

good story, not everything is as straight-forward as it seems. This section puts

a hidden spin on the story which may have the players re-assessing all of their assumptions.

- **Fallout:** No story is complete without consequences. This section outlines possible ending scenarios and what they could mean to the broader

Saga 1: Freeing Fenrir

An adventure for Sons of Muspel, but Valkyries are welcome as well. The Norn may permit a rebel Einherjar to join the cause, and such archetypes do exist. Helgi Hundingbani is an Einherjar with no love for the All Father. The Einherjar harbours deep anger and resentment after how Odin treated Helgi's wife- Sigrun the Valkyrie.

Summary

This saga fulfills the prophesy of Fenrir breaking loose during the Sword Age, the Second Age of Ragnarok. Fenrir is freed by a warband which was assembled by one of Loki's supporters. They have watched Loki and his children suffer and they have hatched a plan to set Fenrir free. If the dwellers fail to free Fenrir, he will break free at the end of the Third Age by his own accord.

Location

The adventure begins in either Jotunheim or Muspelheim and concludes in Asgard. Along the way, the adventure may meander through other realms depending on the strategy employed by the dwellers.

Time Period

This adventure unfolds during the Sword Age. Loki is not yet free, and this adventure, should it prove successful, could add a powerful ally when it comes time to free Loki from his prison in Hvergelmir.

Background

History about the binding of Fenrir:

When Loki brought his children to Asgard, the gods were shocked. A wolf, a serpent and a skeletal girl, frightful beasts borne of a frightful mother- Angrboda. Fenrir caused all manner of mischief, and the gods came together to discuss what should be done. Loki was kept out of the discussions since they revolved around his children

and the mother was never considered. They resolved to bind him to a giant rock upon the island of Lyngvi in the north-western waters of Asgard.

The Aesir decided to trick young Fenrir into playing a game of strength. They would tether him with a fetter, and he would prove his strength by breaking it. The first bond created was called Leyding, and Fenrir had no problems breaking it. The second was called Dromi, and it was the very best the gods could muster. Again, Fenrir broke it, but it required him to strain against it. Odin knew that the solution would require the Dvergar. Freya commissioned the Dvergar who knew a thing or two about making unbreakable bonds.

The Dvergar forged Gleipnir from a cat's footfall, a bird's spittle, a woman's beard, a mountain's roots, a bear's sinews and the breath belonging to a fish. These were impossible ingredients which were forged into an impossibly durable fetter. When Fenrir was presented with the next challenge he began to suspect that the gods meant him harm. He insisted that an Aesir god place their hand into his maw as insurance against trickery. Tyr was the only one brave enough to fulfill this duty, knowing full well that if Fenrir could not break the fetter, he would forfeit his hand.

It came to pass that Fenrir was bound upon Lyngvi and Tyr lost his hand. The Aesir gods moved quickly against the other children so as to get to them before news of their sibling's fate could reach them. Odin murdered Hel and then the gods banished Jormungand in Midgard. Angrboda was furious and refused to forgive Loki for the fate of their children. Just before Ragnarok, Loki was captured and bound by the guts of his dead children, those which he sired with his wife Sygin. After Loki's imprisonment, Angrboda's heart softened as she realized that inaction would never serve justice to those who deserved it.

Loki cannot be freed without a much longer adventure, since Hvergelmir has been sealed by four seals in order to keep Nidhogg imprisoned there. The seals were put into place by the rulers of Asgard (Odin), Vanagard (Aegir), Jotunheim (Bergelmir) and Muspelheim (Surt). They were temporarily lifted so that Loki could be placed within Hvergelmir's confines. Now the realm is resealed and the seals are back in their respective realms. Loki is bound below a venomous snake and which the poison hits his face, he shakes with unimaginable agony and his convulsions cause the world tree to shudder. See Vargeisa the Fire Wolf (Denizens of the North page 90) for the one who is driving the effort to free Loki. The dwellers can, however, attempt to free Fenrir with much less effort.

Asgard has been under siege for three years. Morale is grim within the city of the gods. Asgard's impregnable walls are the only thing keeping the dark tide at bay. Trolls, ogres, ettins, Jarnvid Wolves and Jotun eagles have the city surrounded. Bifrost is coated in blood from the continued attempts at breaching the gates. Heimdall is ever-watchful in protecting the main entrance. Einherjar utilize Valkyries and Golden Eagles to ferry them in and out of Asgard when they go on important missions. Each and every time is dangerous since the Jotun eagles will challenge anyone in the skies above Asgard. When he needs to come and go, Thor is the only one mighty enough to smash his way through the siege. Thor is mostly away, since he knows that he must find Naglfar and that he must destroy it. Prophecy states that the armies that will reduce Asgard to ash will sail upon this mighty air-ship. Odin finds a way to go in and out of Asgard, but it involves trickery and illusion.

Main Characters

Odin

He is the All Father, leader of the Aesir gods.

Knowledge: He knows everything which has occurred in great detail. He also knows what is to come, but not at the same level of detail.

Strengths: His ravens fly around Asgard and report anything they see. With the arrival of the Jotun eagles, their flights are much less frequent and cover less territory. They check over the main halls mostly.

Vices: Curiosity and the desire for knowledge is Odin's greatest vice. He will go to almost any lengths to find out what is going on and what will happen. If the dweller arouses Odin's curiosity and attention, they will be tracked down very quickly. Odin also tends to wander Midgard, despite the siege of Asgard.

Allies: All of the Aesir and the Einherjar.

Enemies: Many, but he has ways to mitigate most threats.

Angrboda

She is Loki's mistress and has found place in her heart for forgiveness. She is one of the two higher-powers who will bestow the quest to liberate Fenrir. She has many assets at her disposal. Jarnvid is full of powerful Seithkonas and she is the most powerful of them all.

Knowledge: She has little knowledge of Asgard, but vast knowledge when it comes to magic, wolves and Jotunheim. She will impart what she knows upon those who work for her.

Strengths: She is a powerful Seithkona. She can infuse many powers into magical amulets for the dwellers, transforming them into denizens native to Asgard. She also has the Jarnvid wolves as an army, but most are already at the siege of Asgard. She can command the wolves to help in any way they can.

Vices: She has a weakness for her children and will go to great lengths to help free them. She is willing to part with immense wealth if need be (she has 100,000 Skatt at her disposal).

Allies: Most creatures of Jotunheim.

Enemies: Aesir and the Einherjar.

Laufey

She is the Loki's mother and the grandmother of Fenrir. She has strong reasons to see both set free. She is one of the two higher-powers who will bestow the quest to liberate Fenrir. Within her hall in Muspelheim, she has great assets which she could leverage in the rescue of her children. However, having her as an ally is the most valuable reward since she is on great terms with all of the higher powers in Muspelheim with the exception of her estranged husband Farbauti.

Knowledge: Everything dealing with magic and the realm of Muspelheim.

Strengths: Her magic can create portals into Asgard. The will be closed rather quickly because Heimdall has placed wards alerting him of such intrusions. She can also help the dwellers hide from Einherjar, bestowing upon them magical items infused with Sneak and Shroud.

Vices: She is very curious about magic. Anyone having a power which could be of interest to her will automatically get her attention. She is driven to become the most knowledgeable, not necessarily most powerful, spell-caster in all of the realms.

Allies: The denizens of Muspelheim such as Fire Skui and Karsts, all of the Muspeli Jotuns except Farbauti.

Enemies: Nidhogg

Fenrir

He is bound, and after many years, he is demoralized. It will take time and effort to get him back to his lively state. The only thing that rouses him out of his depression is when the earth shakes due to his father's anguish in the venom realm.

Knowledge: He is more interested in hunting and playing rather than obtaining knowledge.

Strengths: If combat lasts 6 turns, he will wake from his depression and prove to be a ferocious ally (level 68).

Vices: He loves to play and can be distracted rather easily.

Allies: His family.

Enemies: All of the Aesir and all of the Einherjar.

Heimdall

He is the guardian of Bifrost bridge. Attempting to breach the main gate by force would be suicide. He has formed a perfect bottle-neck where his overwhelming forces can cut down anyone trying to cross. He will not engage in any dialogue with anyone who is aligned against them. Heimdall can hear grass growing 1 mile away, so if the team wishes to get into Asgard, they will have to take steps to conceal themselves.

Knowledge: How to protect a dominion from invasion. He is all seeing and knowing when it comes to Asgard. He detects portals and dispels them within a minute. It takes strong magics to hide someone from his senses.

Strengths: War and tactics. He has setup Bifrist in such a way that he can beat an army one hundred times the size of his defending war-band.

Vices: He hates dishonorable people, particularly liars.

Allies: All of the Aesir.

Enemies: Loki and his brood. He refuses to trust Vali and keeps a close eye on him.

Vali Lokisson

He is Loki's son who was transformed into a wolf and bewitched and forced to attack and kill his brother Nari. After the gods pulled the guts out of Nari's stomach, they bound Loki in his son's intestines. After Loki's imprisonment, Sygin went to be with her husband and Vali was left in Asgard to bury the brother he unwittingly killed. He is furious and holds great hatred towards the Aesir.

Knowledge: He knows everyone in Asgard since he was born and raised there.

Strengths: After his bewitchment, he can now shapechange into a Blood Wolf at will. However, he loses his sanity when he does this and goes into rage (Rage 4).

Vices: He will be easily swayed into taking revenge on the Aesir. He will help the dwellers in any way he can so long as the Aesir are made to suffer.

Allies: He has very few allies left in Asgard. Since his family was killed, imprisoned and exiled, he has been a veritable pariah. He has befriended some of the Dvergar who have been hired to come to Asgard and create weapons

and armour for the war.

Enemies: Heimdall doesn't trust Vali because he can sense the anger in Vali's voice. After tempers cooled, the Aesir allowed Vali to stay, so Heimdall cannot move against him without proof.

Jormungand

He has been banished to Midgard and cannot leave this realm. He has been blowing off steam by attacking the coastal Hofs dedicated to the Aesir gods. His thrashing has caused unimaginable flooding. Combined with the thawing snows of Fimbulwinter, most coastal towns in Midgard have been washed away.

Knowledge: He lived in Jotunheim, Asgard and is not in Midgard. He has tremendous knowledge of each realm, especially the waterways.

Strengths: Normally Jormungand is viewed as a gentle giant. Before his banishment to Midgard, he shunned confrontation. His desire to see his father and siblings freed has brought him out of his shell, making him a terrifying foe and a valued ally.

Vices: He will get worked up when reminded of his family's fate. It is a sore spot that will illicit a temper in this usually docile creature of the deep.

Allies: Denizens of Jotunheim

Enemies: The Aesir

Hel

She was banished to Niflheim by Odin's own hand. She cares deeply about her father and siblings. She is not one that is easily approached, so dwellers may meet with her agents throughout Yggdrasil. Angels of Death and Draugar will be acting as her agents if the dwellers attempt to seek her out.

Knowledge: She knows Asgard very well. She knows Odin and Heimdall, and how to avoid their gaze.

Strengths: She is the mistress of death, granting her dominion over the spirit world.

Vices: She has particular animosity towards Odin. Anyone offering to harm him will get into her good graces.

Allies: Denizens of Niflheim. Everyone else fears her.

Enemies: Odin and Nidhogg.

Harald Wartooth (Einherjar)

He was the legendary king of Svealand, Jutland, Ranrike and Rogaland. He was so successful upon the battlefield that he grew to old age. Fearing death in his sleep and a

fate in Niflheim, he organized a battle between his well-respected foe King Sigurd Ring. All he wanted was to die upon the battlefield so that Odin could claim him for Valhalla. It is said that Odin himself came down to the Battle of Bravalla in order to personally kill and claim King Harald Wartooth as a prized Einherjar. Upon his ascension to Valhalla, he was raised to a trusted circle of Einherjar chosen for the most important missions. Before Ragnarok he was entrusted to guard Fenrir and ensure that he does not escape.

Knowledge: War and tactics are his strength. He knows how to engage his foes and he has laid traps for anyone coming to Lyngvi.

Strengths: Upon the battlefield, he can call upon unending recruits. He needs to be avoided, and if he is engaged, he will be able to call in an Einherjar every other turn and a Golden Effigy every turn.

Vices: He loves women and drink. He has a hard time resisting when those options are placed before him. He also has a big ego and will be reluctant to call upon help from peers. Not wanting to be overshadowed, he will rely on lesser minions for aid.

Allies: If he is the last one upon the battlefield, he will call upon an equal level Einherjar for aid. Until that time, he will refrain from looking bad in front of his peers and will summon lesser reinforcements.

Enemies: He has none within Asgard.

Gold Effigies

They are the primary guard sentries littered throughout Asgard. They have low level consciousness and free will, but they do have fantastic loyalty and will follow directions literally. More details about them can be found in the *Core Rulebook* on page 196.

Knowledge: Limited to what was programmed into their minds

Strengths: Unwavering devotion to their programmed objectives

Vices: None

Allies: Creator and anyone programmed to be an ally (All Aesir and Einherjar)

Enemies: anyone programmed to be an enemy (All non-Aesir and non-Einherjar)

- *Reprogramming an Effigy:* All of the runes from the effigy's Essence must be matched by Galdr with the

same runes bound to the "Summon Effigy" Passive power. This is a very hard thing to match, that is why the creator retains almost all control over reprogramming. So for example if the Effigy's Essence consists of the following runes: Fehu, Tiwaz, Jera, Uruz and Dagaaz, then the one attempting to shut them down, must have the "Summon Effigy"

Plot

The plot begins in Jotunheim or Muspelheim, depending on who initiates the quest. The dwellers may realize that there are two women who have a high stake in this mission and may choose to visit both quest initiators.

This is a rather linear quest, with a clear destination of Lyngvi. It can be as short as 2-3 vignettes if the dwellers choose to steam-roll ahead, or may involve many more mid-adventure vignettes should the dwellers choose to prepare before the assault.

Even if the players ultimately fail, Fenrir will escape according to Norn prophesy.

Vignette 1a: The Grandmother's Lament

The Sons of Muspel are summoned to Laufey's hall. She explains the backstory and asks for their help in springing Fenrir free. She offers to provide any necessary equipment they may need upon their adventure. The Norn can offer any custom crafted item up to a QR equal to 50% of the dweller level (Craft skill only). Laufey also provides 10,000 skatt for expenses during the adventure. She will also give the dwellers an amulet that is infused with: Navigation +1 (Skill), Sneak +1 (Skill), and Blend into Shadow (Passive power). She will also setup any meetings with other higher powers, with the exception of Farbauti.

If Laufey is visited after the dwellers meet Angrboda, she will only provide the amulets.

Vignette 1b: Angrboda's Aid

The Sons of Muspel are travelling through Jotunheim and are invited to visit Jarnvid. Angrboda treats them as honoured guests and explains her personal pain: Her son Fenrir has been imprisoned by the Aesir gods. She enlists their aid, and promises them honour and glory in the eyes of the Jotun kingdoms. She will loan them Jarnvid wolves for the journey, and will bestow golden rings. These rings allow them to transform into Golden Effigies (Core Rulebook page 196). This will allow them to slip through Asgard without raising Heimdall's suspicions.

If Angrboda is visited after the dwellers meet Laufey, she will only provide the rings.

Vignette 2a: Learning from Jormungand (optional)

Jormungand will be found in Midgard's waters. He will be eager to help in any way he can when it comes to freeing his brother Fenrir. Talking with him may be problematic as his demeanour will change throughout the conversation. At first, he will be suspicious of any Sons of Muspel who come to see him. He will remain antisocial until his brother is mentioned. From that point on, the timer starts. His anger will grow as thoughts of his imprisoned brother consume his mind and heart. After 10 minutes, he will enter Rage and depart, seeking to kill Aesir followers.

Within that 10-minute window, if the right questions are asked, the dwellers may extract some of the information below:

Loki's hall was built underground. It has a passage that leads to Nidavellir. It is also filled with traps and puzzles, ensuring that intruders die horribly.

The Aesir do not have Einherjar guarding the waterways that leave Asgard. Only Golden Effigies are posted to sound the alarm that enemies will be emerging from the water.

Portals using Alkas are inadvisable since they will be spotted by Heimdall, and a war-band will be sent to dispatch the intruders.

His half brother Vali may be someone worth visiting in Asgard. He will have ways to deal with Harald Wartooth.

Vignette 2b: Learning from Hel (optional)

Since she is in Niflheim, Hel cannot be directly reached for an audience. If word gets out about the dwellers and their intent, she will send a senior Angel of Death or Draugar to parlay with the dwellers. They will not be able to answer many questions, but will be able to offer the information that Hel has sent:

Going over the wall is a dangerous proposition; the Golden Eagles are more powerful than the Giant Eagles of Jotunheim.

There is an entrance through Briedablik (Baldur's hall/realm). It is linked to Alfgard, so passage through there will require diplomacy rather than strength. Briedablik neutralizes all hostilities and violence, so for the Lios Alfar to grant passage, they will need to agree to the request.

Myrkvid is inadvisable since time passes differently (and randomly). If time slows down outside Myrkvid, then it is a desirable outcome, but time can also be faster, and than that would be bad.

His half brother Vali may be someone worth visiting in Asgard. He will have ways to deal with Harald Wartooth.

Vignette 3: Finding a Way In

There are quite a few ways to enter Asgard, but most are heavily guarded by Einherjar and Aesir gods.

Trying to enter through the front door is tantamount to suicide. Heimdall and his elite guard will slaughter an army 100 times their size.

Flying over the wall is very unlikely without a major diversion. The Golden Eagles maintain air superiority and a head-to-head confrontation with them is not advised.

Entering through the waterways will require magic, since the currents are swift and hazardous; some entries require scaling waterfalls. If the golden effigy sentries are alerted, then a welcoming party will await the invaders when they surface.

There is a Myrkvid in Asgard. Like the other Myrkvids found in other realms, they are all connected. Unfortunately, it is very easy to get lost in these dark woods. The passage of time is warped within these woods, making it entirely possible that one might emerge in the next age of Ragnarok, or that perhaps no time has passed. On the plus side, Odin's all seeing throne Hlidskjalf cannot penetrate this shadowy forest's veil.

Travelling through Nidavellir will lead to Loki's hall. While Heimdall and Odin cannot see inside, the traps and riddles may halt all progress.

Travelling through Alfgard will lead to Baldur's abandoned hall, but the Lios Alfar are very set in their ways, and may not allow passage. Since violence is impossible in Briedablik, a cunning tongue will be needed.

The players may also think of ways to use heavily amplified Alkas to create portals into Asgard. However, portals will be detected and dispelled by Heimdall within 60 seconds of opening.

Vignette 4: Meeting with Vali Lokisson (optional)

Vali is in his decrepit hall, drunk and suffering from depression. If the dwellers visit him, they will not only need to sober him up, but will also need to lift his spirits.

He offers information on how Harald Wartooth can be beaten: He loves women and drink. He has a hard time resisting when those options are placed before him. He also has a big ego and will be reluctant to call upon help from peers. Not wanting to be overshadowed, he will rely on lesser minions for aid.

Vignette 5: Freeing Fenrir

The dwellers will likely approach Harald Wartooth in one of three ways, rescue through violence, or the use of subterfuge to sneak Fenrir out of Asgard, or a social interaction playing upon his vices.

Violence option: A battle with Harald Wartooth will be difficult. After all, he is a level 45 Einherjar. He will be able to call in an Einherjar every other turn (starting on round 2) and a Golden Effigy every turn (starting round 1). The Einherjar and Effigies will be the same level as the average dweller level.

Subterfuge option: This can only be achieved if an opposed Sneak skill check can exceed Harald and Heimdall's respective Perception skill check result (10 and 14 respectively).

Social option: If the dwellers appear as Asgard natives (see Angrboda's rings above) and offer him good drink and company, he may be distracted enough for the liberation to go through without a hitch.

Plot Twist

Should the dwellers be struggling to accomplish the quest, another denizen shows up to give them "aid". He is none other than Odin's brother Vili. The dwellers may think the jig is up when they see him, but they will soon realize that Vili is not himself. In fact he has not been himself since the Aesir-Vanir war when he succumbed to the madness of Void magic. Nidhogg's taint has taken hold in this Aesir god, and he now seeks the return of the Alsvartr. He will not divulge this, and instead will offer to help the dwellers.

He offer them a bag of black seeds, claiming that once planted, these seeds will sprout a Svart Tree within minutes. Anyone in it's shadow is concealed from sight (requires 10 Perception successes). Vili is not laying about this power, however he does not tell them the whole truth. Within an hour, they will mature to full sized Hrokkvir and will attack Asgard. This is a double-edged sword. While an army dedicated to the return of the Alsvartr attacks Asgard, the dwellers will receive a much-needed distraction.

Fallout

Once Fenrir is free, he enters Rage 4 and proceeds to trash Asgard. Any Einherjar are devoured and Aesir gods who intercede are grievously wounded and routed. His escape will create a major diversion, and other calamities will befall Asgard. Eventually Fenrir is chased out of Asgard, but he vows to return.

The Sons of Muspel gain much fame throughout the realms, especially in Jotunheim and Muspelheim. The Aesir send Einherjar to track Fenrir and his liberators. The players may find themselves stalked relentlessly by Einherjar looking for revenge.

A cult devoted to Fenrir springs up in Midgard. Fenrir can now congregate his own Godi and will grant them exceptional powers.





Saga 2: Hunting Naglfar

An adventure is designed for Einherjar dwellers, but Valkyries are also welcome. Naglfar is known as the “dreaded ship of the apocalypse”. Naglfar is being built by the Rime Jotuns. It is foretold that this air-ship will fly over Asgard and devastate it from above.

Summary

This saga follows the story of Thor as he seeks to find and destroy the ship of prophesy before it can be completed. He fears that once it is completed, he will be powerless to oppose it. The Aesir have been aware of the ship for many years, ever since Odin received the prophesy from a mysterious voelva. It is said that the ship gains its magical strength because it is forged using the toenails of the dead. For decades, toenails have been gathered by a secretive and mysterious cult devoted to the Rime Jotun cause. The cult members are known as the Guild of Nails and more can be found about them on page “The Guild of Nails” on page 65 of this book.

Those in charge of building the legendary ship have gone to great lengths to hide their activities. Naglfar is being built in sections, and each section is being built at a different location. The Guild of Nails have also created fake construction sites which act as ambushes for followers of the Aesir gods. Higher echelon cult members with knowledge of the locations of the ship cut out their own tongues so that even if tortured, they will not reveal the construction sites. The official construction sites purposely attract Wight Sovereigns so that if death should befall the guild members, their souls will be devoured before they can answer any questions to those who can commune with the dead.

With all of this secrecy, all of these precautions and all of the decoys, it is not hard to understand why Thor has been unable to locate and destroy the dreaded ship of the apocalypse. With the onset of Ragnarok and being no closer to destroying Naglfar, the Aesir gods are worried. Odin has chosen and sent certain talented Einherjar to seek out Thor. They are to work with him in trying to find and destroy Naglfar.

Thor may set his sights high when it comes to the destruction of Naglfar, he wants the entire ship and the whole Guild of Nails destroyed... after all, he is the God of Thunder, Slayer of Jotuns. For Einherjar, locating and destroying just one component will be considered a glorious vic-

tory. Both sides know that Naglfar cannot sail to victory if it remains incomplete.

Location

The adventure unfolds in as many places as there are components and decoys. The adventure will begin in Valhalla, but will quickly take the group to Skiringssal in Midgard. Where the adventure goes from there is entirely up to the dwellers and the Norn. Many parts are scattered throughout the realms, and ambush sites are plentiful. The major locations are as follows:

Skiringssal

Is in Midgard and is the home of the largest market in all of Midgard- it is known as the Kaupang. Skiringssal is a neutral city, welcoming everyone regardless of their religious or political convictions. It has remained neutral even during Ragnarok, when external pressures have tried to push it towards the gods or giants. It is governed by a council of rich merchants who refuse to bow to any king or kingdom. More can be found on page 121 in *Denizens of the North*).

Utgard

Utgard is in Jotunheim. Naglfar’s hull is being built beneath the greatest city of the Rime Jotuns. Almost all of the denizens who live in Utgard are unaware of the massive construction going on beneath their fabled city. The city spans hundreds of miles in all directions, and the hull is being built even larger, so that when the eventual ship rises, it will carry within it the largest and most glorious of the Jotun cities. All of the pieces will be brought to this location when it is time for Naglfar to set sail. At that time it will burst from the ground and fly into the air carrying the army of Jotuns within its colossal hull.

Myrkvid

This is the Myrkvid in Midgard. Within this dark and enchanted wood, no external detection or scrying is possible, both magical and mundane. This is an obvious place for a Naglfar shipyard, but instead the forest is home to one of the fake-build sites as well as a deadly ambush.

Alsvartr River

This river runs through the eastern lands of Muspelheim. It runs toxic with Nidhogg’s venomous breath. It is an ideal locale for one of the Naglfar components being built because of the difficulty in reaching this place. Muspelheim is a natural enemy to the Einherjar and even if they were to breach its borders, the locale is known for especially deadly vapours that blanket the landscape. The crew that

works there must be rotated regularly so they can recover from their physical poisoning before returning to continue their work.

The Ship of the Damned

The oars have been completed long ago and they have been placed upon the Ship of the Damned which sails between Islandia and Gronland. These oars can magically scale to the size of any ship they are mounted upon.

Time Period

This saga unfolds in the Second Age of Ragnarok), circa 935. The hunt for Naglfar began well before Ragnarok and most say that it will end one way or another by the end of the Sword Age. Prophecy states that Asgard will be burning when the Third Age begins.

Background

Odin is eager to see Naglfar destroyed and his son Thor return to the defense of Asgard. He is willing to send smart and talented Einherjar for recon missions in order to help Thor find Naglfar before its completion. It is a fight which is very hard to win because the Rime Jotuns have gone to great lengths to ensure that the ship is completed before the fourth age of Ragnarok. Many whisper in hushed tones that when Naglfar sails, it will herald the coming of the Wolf Age.

Every time Odin offers to help, Thor refuses. It is a matter of pride that he finds the ship by himself. With the coming of Fimbulwinter, Thor has softened his stance on doing it alone. He will want to use the Einherjar as scouts and informants, but when it comes to the action, he will want to take all of the glory. This is a source of contention with the Einherjar, who are eager to prove themselves in Odin's eyes. Most of the Einherjar will refuse to retreat from a fight- after all they are heroes of renown!

Thor and most Einherjar are expecting the ship to be built in the water, or upon a mountain-top where flight will be possible, however they are wrong. The Jotuns have selected the most unthinkable locations imaginable in order to throw off any saboteurs. The dwellers will receive a tip early on in the adventure which allows them to follow leads to these more obscure locales.

It is a well-known secret that Naglfar requires toe-nails for its construction... yes toe nails. That is the reason the gods have always told mankind to bury the dead with toenails properly clipped or to removed entirely. Grave diggers belonging to the Guild of Nails have been active

searching barrows for any nails they can pass on to the ship builders. Most of them are sent to the caves beneath Utgard for Nahlfar's hull.

Prophecy states that it will be Loki who pilots Naglfar against Asgard. Until that day, Hrym has been chosen as the captain. There is a contingent of Einherjar who have been placed at the entrances to Hvergelmir as the plan of last resort. They are Valhalla's grimmest bunch- the Black Platoon. If Naglfar is completed successfully, then if Loki being the captain of the ship is killed while escaping Hvergelmir, perhaps the apocalypse which has been foretold can be lessened.

Buseyra is the original designer for Naglfar, but she has delegated all of the knowledge and work upon her trusted shipwrights. She realizes that if this project is to work, she cannot be the only one with the knowledge and planning. Buseyra decided to invest her body and soul into the project when her dear friend Hyrrokkin was threatened by Thor. The toxic Aesir had to expire, the sooner the better.

Main Characters

Odin

He is the All Fater of the Aesir gods. He received the omen about Naglfar from the unknown voelva. Odin has relayed the relevant news to those who can help stop this fate. Thor, Frigga and Heimdall are all aware of the prophecy in great detail. He is not ready to kill Loki, and suspects that Thor will not destroy it in time.

Knowledge: He knows of the ship, how it is being built and the rough time it will take to complete it. He is happy Thor is on the trail, but is getting exasperated with his failure.

Strengths: Odin thinks outside the box, and plans for disaster. He has a plan B as well as a plan C already in the works.

Vices: The All Father loves knowledge and intrigue. He can often go down a rabbit hole, enticed by the game of discovery. He tips his hat to the Guild of Nails and their ability to create diversions. He sees this as a personal challenge and is eager to meet with the architects of the misdirection.

Allies: The Aesir

Enemies: Most Rime Jotuns

Thor

Thor has been absent from Asgard because he is searching frantically for Naglfar. As a result, Asgard has lost its greatest warrior and is now under siege by the armies of the Rime Jotun. He will take the time to coordinate with the Einherjar, but he will remain focused on his own search. Because he can travel faster than the Einherjar, he will prefer to work alone. He can also take on foes which would make quick work of “green” Einherjar, so he prefers not make the Einherjar a liability.

Knowledge: He knows Jotunheim very well, having hunted and fought in Holmgangs in the past.

Strengths: He is unstoppable, and no one really knows if anything can stop the legendary Thor.

Vices: He is very emotional, so if his buttons are pushed, he can easily fly off the handle. The Guild of Nails has used this to their advantage.

Allies: The Aesir

Enemies: The Rime Jotuns

Aurvandil

He is known as “the bold” and is the husband of the witch Groa. He has gone on many adventures with Thor in Jotunheim. He isn’t a god, and has parents and grandparents of mixed heritage. Aurvandil has the courage to match that of a god or any Jotun. He is very resourceful and has found ways of tracking down information which may lead to the secret building site of Naglfar- ship of terror. He is the one who has a new theory on how the Guild of Nails operates.

Knowledge: He has a lot of knowledge when it comes to Midgard. He is also charismatic and knows how to pump people for information without them knowing.

Strengths: He offsets Thor’s unbridled passion with his own level-headedness.

Vices: His ego and gambling can sink him. He hates having his reputation besmirched and once money is on the table, he cannot look back.

Allies: He is very amicable and makes many friends wherever he goes.

Enemies: Very few, but the ones who have marked him for death are very dangerous.

Buseyra

She is a Rime Jotun and is part of the secrecy-sworn architects of Naglfar. When Thor passed close to the building site of the fabled ship of toenails, she made sure she was seen and fled in the opposite direction, putting herself in danger rather than revealing the shipyard’s location. In flight, she was grievously wounded by Thor. She appears as a crippled woman, unable to walk. She is carried around upon a mighty shield by her thanes, which doubles as her throne. She appears as a rather bookish woman, more interested in naval engineering than her own appearance. Her Godi are strictly devoted to the cause of launching Naglfar successfully. The rest of the “ship masons” who were also injured or killed by Thor were: **Leikin** has his legs broken, **Thrivaldi** was lamed, **Starkad** was overthrown, and **Gjalp** was killed. Thor hit **Keila’s** pate, **Kiallandi** was broken, **Lutr** and **Leidi** were killed. **Hengiankiapta** was hobbled, **Hyrrokkin** and **Svivor** were killed.

Knowledge: She knows everything there is to know about the creation of Naglfar.

Strengths: She is no coward and she leads by example. This has made her followers exceptionally devoted to her and her cause.

Vices: She will do anything to get Naglfar built, including things she may not have normally found tasteful.

Allies: The Guild of Nails

Enemies: No one really knows about her and she likes to stay low-key

Hrym

He is a Rime Jotun and is the master navigator who is chosen to captain the mighty Naglfar, ship of the apocalypse. Some say Loki is better suited, but that is inconsequential since Loki is imprisoned in Hvergelmir. Longship navigators pay homage to Hrym. His godi are trained in longship creation and navigation. Hrym possesses a magical shield with spectacular properties when it is wielded in the vanguard.

Knowledge: He is an exceptional navigator.

Strengths: He is a quick learner and can figure out how to best pilot an airship.

Vices: He is exceptionally insecure and he gets very flustered when Loki is mentioned. He does not want to be replaced. Flattery will win his heart.

Allies: Most navigators in Jotunheim respect him greatly.

Enemies: He has tussled with the law at various ports, and some port authorities would like to get a hold of him.

Vulstagg

Is a powerful merchant prince and warlord. He is a devout Aesir follower and is a close friend of Aurvandil. He has information related to taking on the Guild of Nails head on. He will support a frontal assault however he can.

Knowledge: He is a war hero from the late King Harald Fairhair's army.

Strengths: He has a love for military tactics and prefers to plan brute force assaults.

Vices: He hates weak people, and tormenting them gives him pleasure.

Allies: Ex-military personnel in Skiringssal

Enemies: Those who protect the weak

Ullgrid

She is a powerful black-market runner and Sceaðugengan. She is a devout Aesir follower and a close friend of Aurvandil. She had information on how to infiltrate the Guild of Nails. She will support the dwellers if they choose to infiltrate the organization.

Knowledge: She is a master runner, using her fleet of ships to move illicit goods.

Strengths: She knows many prominent denizens in the black-market underworld.

Vices: She lives to carouse and drink.

Allies: She has very strong connections in every major port in Midgard.

Enemies: There are those on both sides of the law that would love to see her drowned.

Hyrrokkin

She has a signature look: Hyrrokkin rides a giant wolf and the reins are living vipers. Hyrrokkin decided to throw off any suspicion on her involvement with the construction of Naglfar by ingratiating herself to the Aesir. With her knowledge of shipbuilding she was able to help with the release of Baldur's funeral pyre when it got stuck on shore. Thor was infuriated and was ready to kill Hyrrokkin until others interceded, calming the Thunderer down.

Knowledge: He knows the Aesir very well, having lived among them for years. She prefers to hide in plain sight, making herself visually present at each major gathering.

Strengths: She can gather information, and she can give erroneous advice to the Aesir council.

Vices: She loves mortal men, she finds them irresistible. She also likes to be remembered and will try and add flair to her every day routine.

Allies: The Guild of Nails

Enemies: Thor and several others she has intimidated in the past

Plot

The plot unfolds over several scenes, branching in some places. Some vignettes will occur at random points in the story, so it is important that the Norn read all vignettes before beginning the story.

The Ship

To begin with, the ship is being built in nine separate pieces: the hull, the mast, the sail, the rudder & tiller, oars, shields, mast-head, anchor, and stern-post.

Vignette 1: The Hunt Begins

Odin summons the dwellers to his throne. There he tells them to seek out Thor and his helper Aurvandil. They will give them their orders when it comes to tracking down Naglfar. The All Father explains the calamity which will befall Asgard if it is built. He also explains that the ship is being built in parts, and each part is being manufactured in a separate clandestine location. The war-band is allowed to visit the Dvergar in Valhalla in order to obtain three custom crafted items. These items have a QR equal to half the dweller level.

Vignette 2: Skiringssal

Skiringssal is the largest market in Midgard. Anything and everything is for sale in this trading hub, including toenails. The war-band travels to Skiringssal in order to meet an informant named Aurvandil. He has a new theory as to how the Guild of Nails operates. He explains how paranoid they are and how they will act in the way you least expect. All of Thor's obvious attempts have come up empty, and when Thor visited places that would have nothing to do with Naglfar was when he would stumble across the Guild of Nails. He will say that he came across some info that he needs them to further explore. Each time they visit

him with a report, he will have a new tid-bit that he heard about.

Quest Tips:

- Look up some history on “Hyrrokkin”
- Seek Vulstagg
- Seek Ullgrid
- Someone has been asking for toe-nails in the Kaupang
- An agent was captured for some unrelated offense and is being held for trial. Go and interrogate them “unofficially”.
- A Dvergar in Ath-Cliath was asked to create parts of a ship, was it for Naglfar?

It is expected that the dwellers will hit dead ends frequently because of how well the Guild of Nails covers its tracks. The higher up they go, the more abrupt the dead-end. They should go and visit Aurvandil for new leads and he should reassure the war-band that this is to be expected. Hopefully the dwellers will gain some extra insight with each dead-end so that progress is made towards an eventual victory.

Vignette 3: The Ambush

This vignette is not part of a strict order of vignettes. It will trigger any time the Einherjar war-band is led to a false build site. Instead of a shipyard working upon Naglfar, the dwellers will be met with a vicious ambush. Not only will the ambush be tailored for these particular Einherjar (leveraging weaknesses within the party), but the attackers will also be in possession of a Slaine weapon (a weapon that diminishes Divine Potence, see page “Divine Potence” on page 88). These weapons will be a real threat to the Einherjar, enabling the ambushers to permanently kill immortals.

Vignette 4: The Guild of Nails

The dwellers will frequently meet with agents hired by the Guild of Nails members. Most of the time the dwellers will be unaware that they are the enemy. They will provide interesting pieces of information which will either allow them to assess the desires of the Einherjar (on how to better turn them) or they will lead the dwellers in circles (and eventually into an ambush). These agents may sometimes be completely unaware of why they were hired, and may just be doing a job for pay without asking questions.

Guild of Nails members with real information will have

their tongues cut out (self inflicted) and will rely on the silent tongue skill in order to communicate. They are referred to as the Silent Council (see page “The Guild of Nails” on page 65)

Vignette 5: The Warlord

Meeting with Vulstagg after talking with Aurvandil. He will supply a base of operations out of Skiringssal for the dwellers should they heed his advice. Vulstagg and Ullgrid have a mutual respect for one another, but also a healthy disdain for their approach.

Vignette 6: The Rogue

Meeting with Ullgrid after talking with Aurvandil. She will supply a base of operations out of Skiringssal for the dwellers should they heed her advice. Vulstagg and Ullgrid have a mutual respect for one another, but also a healthy disdain for their approach.

Vignette 7: Rime Gorge

Rime Gorge is in the Northern portion of Jotunheim. It is a nine-mile-deep chasm whose walls are coated with primeval ice. Within this chasm is a meeting place for the Guild of Nails. A member of the Silent Council will summon their subordinates to this place to discuss progress and any changes in the plans.

Vignette 8: Following the spokes from the rim

The dwellers will want to follow the guild’s pecking order to find members who have knowledge. They will be confronted with violent resistance and a fight may result in permanent death because of the Wight Sovereigns. Each of the key locations will have a Runic Monolith which has been placed there to devour anyone who dies (even if Divine Potence was greater than zero). Valkyries will have to fight the Wights in order to save any souls.

Vignette 9: Naglfar Shipyard

Eventually, if the dwellers are persistent and resourceful, they should find one of the shipyards building a key component of Naglfar. It will be very well defended and a frontal assault will be gruelling. Equally a sabotage will be very hard since the site is operated like a well oiled machine, very difficult to infiltrate.

Once the part is destroyed, the dwellers will need to confirm that it was indeed a real component, and not some decoy presented by the Guild of Nails.

Plot Twist

The Guild of Nails has been successful so far because they go to tremendous lengths to keep their opponents guessing. Throughout the search the Norn should approach each player individually (usually between sessions) in order to try and bribe them to join the Guild of Nails as an informant. The guild will provide endless compensation for loyalty, but will also have safeguards against any thoughts at double-cross.

They have commissioned the Dvergar to craft pommel stones which reveal if the owner of the stone is true, or if they have broken their oath. These Oathbreaker stones (see below) will be hidden within gifts they will impart upon their agents. If an agent is thinking about breaking their oath, or had already broken their oaths, the Guild of Nails will know.

The Guild of Nails will approach an Einherjar after studying them from afar. Then they will come with the promise of gifts, title or standing, depending on what really entices their potential recruit. Once they have a sworn oath of fealty for certain gifts, tests of loyalty will be required. A trapped item will be given to begin with such as a cursed magical item or a mount loyal to Jotunheim, this way loyalty is measured. Then the recruit will be asked to divert their war-bands to trapped locations where ambushes will await them. Ambushes will be constructed in such a way that agents aren't harmed, nor is their status revealed.

Einherjar war-bands with embedded agents have always been driven to ruin, either by paranoia among themselves, or by lethal ambushes designed to permanently slay the immortals. If the guild sees that the Einherjar war-band are refusing to waver, then they will sow seeds of doubt by spreading stories about prior warbands that had been infiltrated and how they met their doom.

The Norn should work at turning at least one player against the group, but if that fails, the seeds of doubt should be planted within the hearts of the dwellers. Even "allies" they meet throughout the adventure should lead the war-band towards numerous ambushes (either by honest accident, or by the fact that they were agents).

Depending on how the saga is unfolding, the Norn can make Ullgrid and Vulstagg agents of the Guild of Nails.

Oathbreaker Stones

Accessory

QR: 4

Dvergar Engineering: These stones will change colour and texture if the conditions are met. The change will be subtle and someone who knows what they are looking for will need to inspect them no further than 10' away. These magical stones will indicate if the subject is lying (slight shift) or that they are compulsive liars and/or oathbreakers (major change).

The second plot twist is that Odin has begun building his own airship. Rather than a ship that will be used in an attack, he plans to use it in an eventual evacuation of Asgard.

Fallout

Naglfar is world shattering in power, a peerless airship. He who owns it, will have the ability to level even the mightiest of cities. Unless it is destroyed, someone will have the power to scatter their enemies and force them into hiding.

If the dwellers manage to destroy one of the build sites, it will delay the building of the ship. Unless completely destroyed, it will rise in the Third Age.

If the ship is destroyed, it will not change Asgard's Fate. By the start of the Third Age, Surt will lead his Sons of Muspel across Bifrost and they will reduce the golden city to ruins. The Aesir will scatter, as the War of Shadow grips Yggdrasil.





Saga 3: Battle of Brunan-

burh

This is an adventure for an adventuring group which includes at least one Valkyrie. The war-band may consist of mortals and immortals, but the story requires Valkyries in order to bring the plot to fruition. If the players have a hard time understanding how Valkyries could become renegades and rebels, this adventure will have them experience it first hand.

This is primarily a Valkyrie story, but Einherjar and Sons of Muspel are welcome. Einherjar would make more sense because Odin is involved, but considering King Aethelstan and the White god are a common enemy to both gods and Jotuns, the Sons of Muspel could be convinced to join the cause.

Summary

This saga shines the spotlight on the Valkyries in the war-band. They are summoned by Odin to unite and rally the forces against the invasion of the White God in the Great Isles. King Aethelstan marches north, and the kings of house Ui Imair and king Constantine II are the only forces capable to stop the army of the White god. They must be roused from their local problems and made to understand the greater picture- Midgard will fall to the New Faith. Even then, their only chance of success is if they unite in order to stop King Aethelstan's mighty army.

Location

The adventure begins in Asgard, and then moves into Midgard for much of the saga. Each kingdom will have a point of interest for one or more quests. The final battle unfolds in Strathclyde.

Time Period

This adventure unfolds during the Second Age of Ragnarok (circa 935 AD). The new sun has been in the sky for 3-4 years, and the world has adapted. The thaw has brought much flooding to the land.

Background

History about the House of Ui Imair:

In this section, we reveal some of the major past events which have shaped the legacy of the Kings of house Ui Imair. History of the house and its main characters can be found in *Denizens of the North*.

The back-story begins with three central characters, King Sitric Caech of house Ui Imair (King of Hibernia) along with his brothers, Ragnall (King of Northumbria) and Gofraid (King of Strathclyde). Together they have managed to hold the northern reaches of the Great Isles making it a homeland for the northmen. The allied kingdoms of Ui Imair stretch from Jorvik to Ath Cliath and this has been a home for Vikings for a generation.

To the north is Alba, ruled by Constantine II, a devotee of the White God. His kingdom has an uneasy alliance with house Ui Imair. Shrewd diplomacy has ensured peace between Hibernia, Strathclyde, Northumbria to the south and his kingdom of Alba.

Far to the south a new power has arisen in the kingdom of Wessex. King Aethelstan has carved out a foothold on the Great Isles which he has managed to grow through war and cunning. He now marches north looking to claim the remainder of the Great Isles. He has had messengers sail to Alba in order to forge a truce with Constantine II. Their master plan was to use house Ui Imair's own strategy against them. House Ui Imair's strength came from placing family in strategic centers, and ensuring that marriages would be of benefit to the house. King Constantine II and King Aethelstan had cunning women whom they raised and trained for eventual infiltration.

During the first age of Ragnarok, much of the power dynamic changed in the Great Isles. Aethelstan captured the lands to the east, and forged an alliance with the Kingdom of Mercia. He wielded power which was the envy of other Great Isle kings. King Aethelstan promised King Sitric power if he would marry Aethelstan's sister Gwenth. The two married, and King Sitric was granted mercenaries to help fight the clansmen of Hibernia- who were set to overthrow King Sitric from his seat of power in Ath Cliath.

Meanwhile Gorm the Old of Jutland sent his eldest son Canute to Ath Cliath in hopes of securing a bride- one of King Sitric's daughters. While under the hospitality of King Sitric, prince Canute was killed. It is rumoured that Queen Gwenth had organized this in order to destabilize her husband's rule. King Gorm the Old sent assassins to kill King Canute in order to avenge his son's murder. As a result, King Sitric had to abandon his throne and go into

hiding. He handed the throne of Ath Cliath over to his nephew Olaf Gofraidsson who was the son of King Gofraid of Strathclyde.

Olaf was a successful monarch, but he did not have his uncle's wisdom and shrewdness. In a similar move as King Aethelstan, King Constantine II offered his daughter Caithness as a bride to Olaf Gofraidsson. His father Gofraid objected, telling his son that their three kingdoms would stay strong so long as they did not make peace with their enemies. He pointed to the likelihood that Gwenth had sabotaged his cousin's throne, and the same would happen to Olaf if he married Caithness. Olaf ignored his father's warnings and married Caithness. This brought peace between Constantine II and King Olaf. The newly crowned Queen Gwenth went to work right away, building a coalition of jarls who would back her husband in his claim to control more of the kingdoms governed by house Ui Imair.

During the Second Age of Ragnarok, house Ui Imair weakened further as Queen Aethelflaed of Mercia battled with King Ragnall, draining the limited Ui Imair war chest. Queen Aethelflaed had a brilliant mind and virtually unlimited funding via her ally King Aethelstan. Ragnall, drained from perpetual war, was losing control of his kingdom. A venerable and wise powerful jarl stepped in to bring back civil order to Jorvik. His name was Dyfnwall and he was related to Constantine II and was an adviser to King Ragnall. In fact it was King Constantine II of Alba who funded Dyfnwall's success and allowed Dyfnwall to install his son Owen Dyfinwallsson as king. The people backed King Owen and King Ragnall was overthrown.

Constantine II's success in dismantling house Ui Imair has grown his ego. His small kingdom of Alba has now been bolstered with alliances with Strathclyde and Northumbria. His daughter Caithness and his nephew Owen now help consolidate a vast powerhouse in the north. Perhaps enough to challenge King Aethelstan of Wessex.

The story begins with Olaf Gofraidsson as the King of Ath Cliath and King Owen is the King of Strathclyde. King Constantine II remains the king of Alba.

Main Characters

Odin

He is the All Father, leader of the Aesir gods. His hall named Valhalla is the home to the legendary Einherjar-immortal warriors who have been reaped from the battlefield.

King Olaf Gofraidsson

He is a follower of Odin and is the last ruler of house Ui Imair. He currently rules Strathclyde from his seat of power in Ath Cliath. Most other petty kingdoms of the Great Isles have aligned themselves with the White God, so his army is the only one that still feeds recruits to the fabled halls of Valhalla. He wishes to make a name for himself and become the most legendary ruler of house Ui Imair. He is married to Caithness.

King Owen Dyfinwallsson

He currently rules Northumbria from his seat of power in Jorvik. His father is a follower of Hrungrir, while his uncle, Constantine II is a follower of the White God. King Owen had a blended faith where new God and old gods co-exist. He knows that alliances with his neighbours will ensure prosperity for his kingdom. He has an uneasy alliance with the Kingdom of Strathclyde and has blood ties to the Kingdom of Alba.

King Constantine II

King Constantine II has defied all odds. His little kingdom of Alba was surrounded by heathen kingdoms, yet with strategic planning, successful alliances, and a little good fortune, he has managed to weaken all of them while bolstering his own reign. He and his kin now rule all of the northern kingdoms on the Great Isles.

King Aethelstan

With funding and support from Emperor Otto, he is ready to conquer Midgard. He is the spear-point for the invasion, and he has been tremendously successful so far. He has proven himself to be resourceful and versatile in his approach. When needed, enemies are bribed. Other opportunities allow him to use his enemy's strength against them (or beat them at their own game). Lastly he has a vast army with what would seem unlimited reserves.

Hrodr

Hrodr is the Land Vaettir who oversees the western lands of Strathclyde. His lifeforce is bound to the old ways, and he withers when the old divinities are chased from the land by the New Faith. He is already weakened, and the outcome of Brunanburh will determine his lifespan.

More character such as Gorm the Old and the Ui Imair can be found in *Denizens of the North*.

Plot

The plot unfolds over 5 scenes.

Vignette 1: Odin Chooses His Champions

During the first two ages of Ragnarok, Odin had lost a few very good candidates to become his Einherjar. The kings, Sitric, Ragnall and Gofraid had been removed from power before Odin could intervene. Ragnarok had consumed his attention, and three great kings had failed at greatness and could no longer be recruited as mythical Einherjar. He did not want that to occur with the current wardens of the Great Isles- Olaf and Owen. Both have unique qualities which Odin is looking for.

Vignette 2: Meeting the Three Kings

Next the dwellers are ushered to Midgard, to the Great Isles specifically, in order to unite the northern kingdoms. They must speak with each monarch to try and sway them to the side of the Old Traditions. The dwellers will need to learn much of the backstory for each kingdom, in order to best persuade its monarch. Without very good persuasion, it will be very difficult to achieve (the Norn should make it tough on the players, making them earn each and every ally).

Vignette 3: Weakening Wessex (optional)

Valkyries and other immortals are ideal saboteurs. The dwellers may choose to sabotage King Aethelstan's power. They may sow dissent in his court. They may weaken his alliances. They may also demoralize his army. Whatever they do will have to be clandestine, since a frontal assault on Wessex is suicide, even more immortals.

Vignette 4: The Battle of Brunanburh

The dwellers involve themselves in the war, helping the North in their war effort against King Aethelstan's forces. The outcome is directly proportional to the efforts the dwellers put into forging an alliance.

Vignette 5: Odin Intervenes and Changes the Plan

Odin appears at a critical moment and delivers the news summed up in the plot twist.

Plot Twist

At the 11th hour, Odin demands the Valkyrie dweller(s) to grant victory to King Aethelstan because he needs the Northern kings as Einherjar, so they must die in glorious

battle. This is a conflicted moment for the Valkyrie(s) in the group, because following Odin's order will allow the White God to capture all of the Great Isles. Disobeying Odin will likely grant victory to the Northern Viking army, but will undoubtedly enrage the All Father. The players must choose wisely because the repercussions will be grave in either case.

The Norn should know that Odin's decision isn't an easy one, but the skill set these heroes possess is vital in the defense of Asgard at this critical time. No one else in Midgard would be a suitable replacement for these two Einherjar recruits. Odin does not explain himself to the Valkyrie(s)... since well, he never does.

If there are any Einherjar dwellers in the war-band, they may argue that Odin's cause is the right one. Sons of Muspel on the other hand would most likely choose to aid the kings of the north. The Norn should anticipate for this dynamic within the war-band and have a plan.

Fallout

Should King Aethelstan win, the land vaettir known as Hrodr fades away and the Great Isles split Viking Midgard in half. Should the Valkyries disobey the All Father, they are marked for vengeance. They may have to lie low in Myrkvid for a while until his fury blows over.

Saga 4: The Fire Wolf Hunts Four Demons

This saga completes the Cornerstone of the World story arc. This is a longer adventure, designed for an extended campaign that spans several realms. It contains many characters who are fully described in previous books (*Core Rulebook*, *Denizens of the North*, *Seith and Sword*, and *the Illuminated Edda*).

Summary

Vargeisa the Fire Wolf is looking to free her old mentor Loki from his imprisonment within Hvergelmir. When she was young, the Great Trickster fostered her, and to this day she owes him a debt of gratitude.

Long ago, the gods and giants sealed the realm of Hvergelmir when they imprisoned Nidhogg the Alsvatr. The realm is locked with four keys that are required to unlock the seal that prevents anyone going in or out. Each key resides in a different realm: Asgard, Vanagard, Jotunheim and Muspelheim. All four are needed to remove the seal.

The realm was once unlocked by the Aesir gods when they imprisoned Loki for Baldur's murder. By that same rationale, Vargeisa plans to liberate the Trickster God from his prison. The dwellers will join her in collecting the keys and will help free Loki, the Jotun of Destiny.

Location

This adventure begins in Midgard, but soon afterwards the players will find themselves in Asgard, Vanagard, Jotunheim, Muspelheim and finally Hvergelmir. The Norns should read over each location in the "Locales of Majesty" chapter on page "Locales of Majesty" on page 40 to familiarize themselves with the environmental implications for mortal dwellers.

Time Period

This quest can start at any time, but should complete around the end of the Sword Age (second age of Ragnarok). One of the plot twists hints at what is to come in the fourth and final age of Ragnarok.

Background

Vargeisa's is a princess of Pohjola. She is Queen Louhi's sixth daughter, but an unintended curse pronounced accidentally by her mother prevents her from returning. Her Pohjolan lineage has made her strong and her exile has forged her into a resourceful woman, ready to take on the world. In the Fire Wolf's mind, there is no challenge that is insurmountable. As a mortal woman, she has faced down legendary Valkyries- besting them in her many meetings. Her faith and her gods are those of Eastern Midgard: Ilmatar, Ukko, Akka among many others... but her greatest devotion has always been to her mentor Loki.

While she was young, she drifted away from home and suffered many perils. Having a mischievous streak a league long, she gained the attention of Loki, the Great Trickster. She was fostered by him and grew to love her master as a father she never had. For saving her life, she would forever remain in his debt. Loki never demanded such an oath, but she offered it freely.

The Fire Wolf founded three secret organizations in Loki's service.

Angrboda was Loki's first love, together they had three children- Jormungand, Fenrir and Hel. She is a silent helper on Vargeisa's quest to free Loki. Angrboda is a Jotun Seithkona, High Matriarch of Jarnvid. She initially blamed Loki for the fate of their children, but eventually forgave him.

Main Characters

Many of these characters have already been covered in great depths in other books.

Vargeisa

The Fire Wolf is the main character in this story. More can be found about her in *Denizens of the North*.

Loki

He is a Muspeli Jotun by birth, but most of his life was spent as a member of the Aesir gods. More about him can be found in the *Core Rulebook*.

Sigyn

She is Loki's Aesir wife, who chose to be imprisoned with him. She holds the venom away from her husband's body.

Angrboda

She is Loki's old mistress with whom they had three children. She is secretly helping Vargeisa. More about him can be found in the *Core Rulebook*.

Nidhogg

It is an Alsvartr and is better known as the Great World Devourer. He cannot be defeated by the gods and Jotuns, so they imprisoned him in Hvergelmir. More can be found about her in *Denizens of the North*.

Laufey

She is Loki's mother and she cannot forgive Farbauti for sending Loki to the Aesir. Now that Loki is imprisoned, her anger towards Farbauti is uncontrollable. More about him can be found in the *Core Rulebook*.

Farbauti

He is Loki's father and most of Loki's life has been orchestrated by Farbauti. More about him can be found in the *Core Rulebook*.

Agmund

He is the head of the "Eyes of Loki" organization. Vignette 1 may have the dwellers cross paths with Agmund. He is a rather large fellow with a jovial disposition. Some find it disconcerting since he stands in contrast with the misery Ragnarok has brought. He strongly believes in the fate of the Norns and knows in his heart that Loki will win.

Dagny

She is the head of the "Hands of Loki" organization. Dagny is a dour yet beautiful woman. She is lethal, and it becomes very apparent to anyone who dares challenge her authority. Very little occurs in the Hands of Loki that she is unawares. Vignette 1 may have the dwellers cross paths with Dagny.

Frida

She is the head of the "Teeth of Loki" organization. Frida is a wild and loud woman. She has poor hygiene, but her emotionally charged oratory skills steal the show. She organizes the raids upon the Aesir Hofs. She is a Berserkir

with a cohort of lunatics. Some say that they eat their prey, but when confronted with this, Frida usually shrugs and replies: "a fight can really stir the bear's hunger!"

Hildolfr

He is the leader of the elite mercenary group known as the Battle Wolves. Alongside the Jomsvikings, the Battle Wolves are the most renowned mercenary unit in Midgard. He wishes to stake a claim to the entire Cornerstone of the World for the glory of the Aesir gods. He will not negotiate and will not hesitate to use all and any means at his disposal in order to succeed.

Annikki

She is the leader of a warband devoted to the Vanir gods. They have restored Nerthus' shrine in Zealand and now come to claim the Cornerstone of the World for the Vanir gods. Nerthus and Almatki wish to send aid to their worshippers through the portal to Vanagard. She is willing to settle for shared control with someone she can trust so long as she is wholly in charge of the Vanir portal.

Magnus

He is the owner of the mine that dug to the Cornerstone of the World. He negotiated mining rights with the local chieftain named Ingvar. In return for comfort and riches, Ingvar allowed Magnus to mine the mountain range to the north of the outpost. After the Snake Sigil curse he was forced to condemn the mine, and since then most have left Evingard. Magnus remains in Evingard, looking to restart operations (see *Fafnir's Treasure*).

Plot

The plot is non-linear and the keys can be obtained in any order the players choose. However, they must return to Midgard in order to obtain magical items that will allow them to survive in the realms which they plan to visit.

Since this is a long adventure, it is possible that dwellers will level every time one of the vignettes is completed. It is recommended that Vargeisa levels at the same rate. She begins the adventure at level 26. It is up to the Norn to establish her powers and skills. She is a Seithkona and Maiden of Ratatosk and has a Fylgia as well (Norn chooses Vargeisa's archetype specialization).

She avoids battles when she can, but her mischievous na-

ture contradicts her efforts. In battle, she will try to avoid death since she strives to live in order to achieve Loki's liberation. This will place the dwellers in danger and she will support them from the periphery of the fray.

Some vignette events are interrupts which occur at certain predetermined times. The Norn should read through the whole vignette before they begin.

A lot of the information about Asgard can be gleaned from the "Freeing Fenrir" Saga earlier in this chapter.

Vignette 1: Meeting in Midgard

The dwellers cross paths with one of Vargeisa's organizations (Denizens of the North page 140). If one of the dwellers is a Godi of Loki, the introductions will be much easier. If the dweller's alliance is in question, they will be approached for their talents. A series of tests may be used to ensure that the dwellers are the tools Vargeisa needs, or that their loyalties can be secured.

Some opportunities to cross paths:

Vargeisa meets them in Evingard after Fafnir's Treasure and suggests they seek more adventure deep in the mines.

The Teeth of Loki, may eliminate a threat that hangs over the dwellers. Once the favour has been performed, they will ask the dwellers to return the favour by helping one of their "members" (ie. Vargeisa). They will never reveal who they are as an organization unless a Godi of Loki is in the group.

The Eyes of Loki represent disciples of Loki who hold important positions of power. They may use their influence to create a snare for the dwellers, and once captured, Vargeisa frees them from their predicament. Now the dwellers will be in debt to the Fore Wolf.

The Hands of Loki are ready to offer the dwellers lucrative employment as bodyguard mercenaries to a lady who has a tendency to wander into trouble (ie. Vargeisa). They will never reveal who they are as an organization unless a Godi of Loki is in the group.

At the start, she will reveal very little about her goals and motivations. She will not think twice about lying since her Verbal Manipulation skill will most likely double that of any dweller's Sense Motive skill. The dwellers will have to earn her trust if they are to be more than hired mercenaries.

Vignette 2: Angrboda's Aid

The dwellers will soon see that Vargeisa is either extremely lucky, or some greater power is sending her aid. Angrboda will ensure that preparations for the journey to come are easy to come by... almost too easy. When questioned, Vargeisa won't acknowledge that someone is helping her. She is not lying, since Angrboda never showed herself to the Firewolf.

Aid will come in the form of maps, money, convenient passage via longships or Fardrengir scouts. Later in the adventure, if matters become very difficult, Angrboda may send help in the form of an Ogre or Troll Seithkona or a Jarnvid wolf.

As a last resort, Angrboda may involve Jormungand, but that would be only if the dwellers have angered the gods and are under a divine death sentence. Angrboda's priority will always be Vargeisa, the dweller's will be secondary.

Vignette 3: The Vanagard Key

The Vanir, led by Aegir, are still undecided which side they will choose when it comes down to the final battle. One thing Aegir and Ran are sure of, is that they do not wish to see Nidhogg released upon Yggdrasil. Unless a prior player-driven story opened the door to one of the Vanir joining Loki's side, Vargeisa and the dwellers will be hard pressed to find a sympathetic ear in Vanagard. They will need to trick the residents into revealing the location of the key.

Each key is guarded by a terrifying guardian. If Vargeisa is still keeping her mission secret from the dwellers, she will claim that she is hunting this beast as a trophy, and only wants a single item from the treasure hoard.

The Vanagard key is deep beneath the waters of the Vanir realm. Vargeisa and the dwellers will need to find a way to breathe and travel underwater to the monstrosity that guards the key. Along the way, unless they have been granted free passage, they will be challenged by all manner of aquatic being- from Water Skui to Fossegrimmen.

Vignette 4: The Jotunheim Key

The Rime Jotuns are ambivalent to Loki's situation. HE has many friends in this realm, but he also has an equal number of enemies. Angrboda and the forest of Jarnvid will receive Vargeisa and the dwellers with respect and hospitality, but they will play along to how much Vargeisa is willing to reveal. She will set the tone of the conversation.

Each key is guarded by a terrifying guardian. If Vargeisa is still keeping her mission secret from the dwellers, she will claim that she is hunting this beast as a trophy, and only wants a single item from the treasure hoard.

The Jotunheim key is located in the White Valley. It is a place of desolation and unyielding cold. The mountains are the last vestiges of Ymir's primordial rime. The beast that guards the key is the oldest of Rime Wyrms.

Vignette 5: The Muspelheim Key

The Muspeli Jotuns will be the most sympathetic to Vargeisa's requests. At the same time they will refuse to cooperate unless the dwellers have a plan that ensures that Nidhogg does not escape. Unless the plan is fool-proof, they will not risk releasing this monster, no matter how much their hearts break for their estranged kinsman.

The Muspeli Jotuns may be the easiest to convince, but their realm is deadly to mortals. The biggest challenge that the mortals face is how to stay alive in this toxic environment.

Each key is guarded by a terrifying guardian. If Vargeisa is still keeping her mission secret from the dwellers, she will claim that she is hunting this beast as a trophy, and only wants a single item from the treasure hoard.

Laufey will do everything in her power to help, including risking the release of Nidhogg. Her kinsmen suspect as much, so while she will help however she can, unless they have agreed to the arrangement, they will thwart all her efforts. The key is deep beneath the mountain known as Surt's Eye.

Vignette 6: The Asgard Key

Persuading the Asgardians will be near impossible. In fact, if anyone in Asgard determines the nature of the visit, swift death will follow. Loki does have a few allies, but they are very reluctant to help knowing that they are probably being watched by Heimdall. The guardian of Bifrost has taken it upon himself to ensure that Loki rots and does in Hvergelmir.

Asgard will be very hard to breach since it is under siege by the Rime Jotuns. Getting into the city will be very difficult unless they are strongly allied with the Rime Jotuns or the Asgardians. Both have ways to enter the city, albeit at a high risk of discovery and death.

Each key is guarded by a terrifying guardian. If Vargeisa is still keeping her mission secret from the dwellers, she will

claim that she is hunting this beast as a trophy, and only wants a single item from the treasure hoard.

The Asgard key is protected by an Ancient Borghild which is the mountain itself, upon which Asgard was built. It is possibly the most powerful adversary of them all, and trickery and subterfuge are the only option. There are two possible entries into the heart of the mountain, either through the top via Asgard proper, or entering from below via Nidavellir. Ironically, Loki's underground hall is the easiest entry point into the catacombs beneath the golden city of the gods.

Vignette 7: Unlocking Hvergelmir

Once the keys have been assembled the dwellers will invoke the ritual using the keys. Laufey will have shown them how to perform the deed, since she had participated with the creation of the seal and keys.

Hvergelmir is a terrifying place and danger if found around every corner. The Norn should go to great lengths making it a living nightmare.

Loki will be grateful for the release, as will Sigyn. A happy reunion will follow between master and student.

Vignette 6: First Invasion of the Cornerstone

This event is triggered after the Vanir key has been secured. Nerthus and Almatki have given Annikki a holy quest. Annikki must secure the Vanir portal into Midgard at the Cornerstone of the World. Once she has negotiated ownership of the portal, she will be sending denizens of Vanagard into Midgard. If she cannot negotiate the portal rights with the dwellers, then she will fight them for it.

She will be open with her reasons for the claim: The Vanir gods wish to send reinforcements to their worshippers in Midgard. Since the Vanir have not entered the conflict between the Aesir and the Vanir, they have troops to spare. Since the reasons do not encroach on the other divine races, she feels a negotiated arrangement can be made with whomever is holding the Cornerstone of the World.

Vignette 7: Second Invasion of the Cornerstone

The Aesir come to claim the Cornerstone of the World, led by Hildolfr and the Battle Wolves. They wish to secure the portals to other worlds for the Einherjar. This event is triggered after the Aesir key has been secured. If it is the last key, they will work to block the adventurers from entering Hvergelmir.

This vignette involves a more macro-level adventure of how the players will defend the Cornerstone of the World using their allies from Evingard and surrounding lands. It is important that they have established connections with the town and its denizens.

The only bargaining chip the dwellers may have is that Annikki wishes to retain her control, and the Vanir have not pledged support to the Aesir for Ragnarok. Hildolfr may wish to tread more carefully with Annikki in the picture.

Plot Twist

It turns out that Ratatosk has always had a secret when it came to moving from world to world. He did so travelling through Myrkvid. In fact there is a Myrkvid in every realm, and all of them are connected via Yggdrasil. While Ratatosk was visiting Nidhogg, he unintentionally (or intentionally) showed the World devouring serpent how he could slip out of his prison.

The alternative plot involves Nidhogg slipping out of Hvergelmir when the seals are lifted in order to imprison Loki. This lays the blame on the gods and giants rather than upon Ratatosk. Depending on the Norn's prior adventures, it may unfold in yet another way, and it matters little, so long as Nidhogg does escape.

When Vargeisa and the dwellers arrive in Hvergelmir, the big story reveal is that Nidhogg has escaped his imprisonment long ago. He has been living in Myrkvid for years and now Ragnarok may unfold in a very different way than prophesied by the Norns. This sets up the events for the War of Shadow which has already started in Myrkvid.

Also if the players fail to free Loki, then the Trickster god will use the same escape route that Nidhogg used.

###

The second part of the plot twist is that Farbauti had been directing all of these events for a millennium. Loki has been the pivotal centerpiece of Farbauti's great scheme, a plan so important, that Farbauti's marriage to Laufey was sacrificed. Long ago, Mogthrasir the Norn visited Farbauti right after Loki was born, and explained the baby's role in the salvation of the Muspeli Jotuns and the Norn. Ever since then, Farbauti has put his talents to work on ensuring the events occur as required in order to fulfill the required prophesy.

Fallout

Assuming that Vargeisa and the players succeed, they will have made new allies and enemies. The Muspeli Jotuns will welcome them as heroes. By the same token, the dwellers and Vargeisa may very well be blamed for Nidhogg's escape from Hvergelmir. This means many powerful enemies will be hunting the war-band. They will need to seek the safety of Myrkvid, in order to escape magic that can track them down. This will lead them directly into the War of Shadow.

Meanwhile Loki will return to Jotunheim, and will claim his rightful place at the helm of Naglfar. Should Naglfar be destroyed or delayed, Loki will join Surt's invasion of Asgard. Either way, Asgard will be reduced to rubble by the end of the Third Age.





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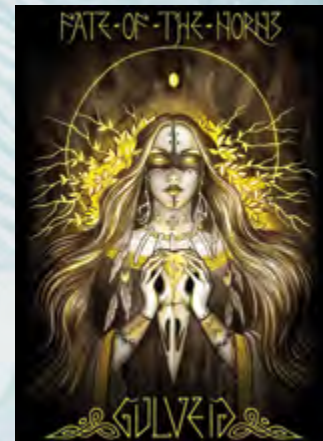
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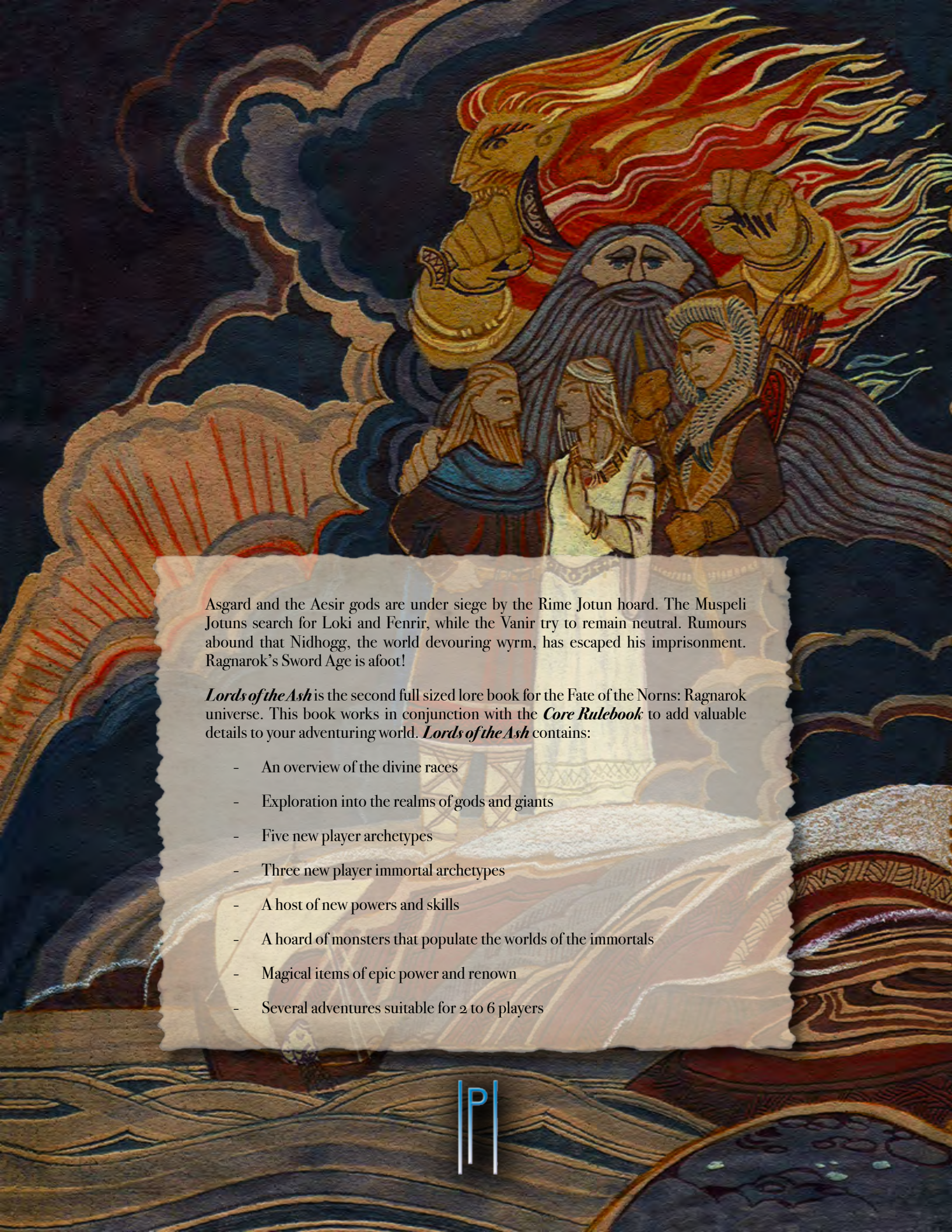
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NOVELS



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Asgard and the Aesir gods are under siege by the Rime Jotun hoard. The Muspeli Jotuns search for Loki and Fenrir, while the Vanir try to remain neutral. Rumours abound that Nidhogg, the world devouring wyrm, has escaped his imprisonment. Ragnarok's Sword Age is afoot!

Lords of the Ash is the second full sized lore book for the Fate of the Norns: Ragnarok universe. This book works in conjunction with the ***Core Rulebook*** to add valuable details to your adventuring world. ***Lords of the Ash*** contains:

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