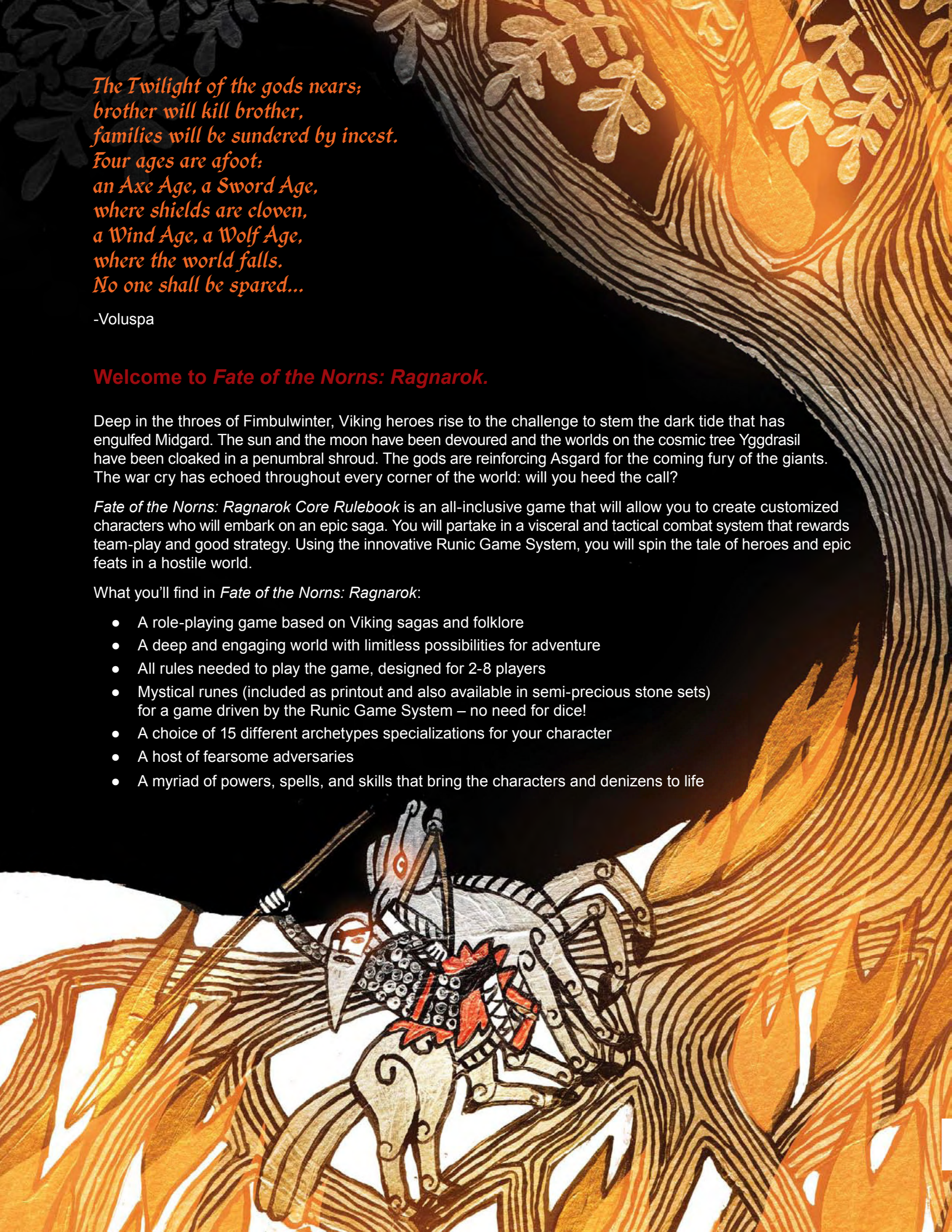


• FATE OF THE NORNS •
RAGNAROK

Andrew Valkauskas

CORE RULEBOOK





*The Twilight of the gods nears;
brother will kill brother,
families will be sundered by incest.
Four ages are afoot:
an Axe Age, a Sword Age,
where shields are cloven,
a Wind Age, a Wolf Age,
where the world falls.
No one shall be spared...*

-Voluspa

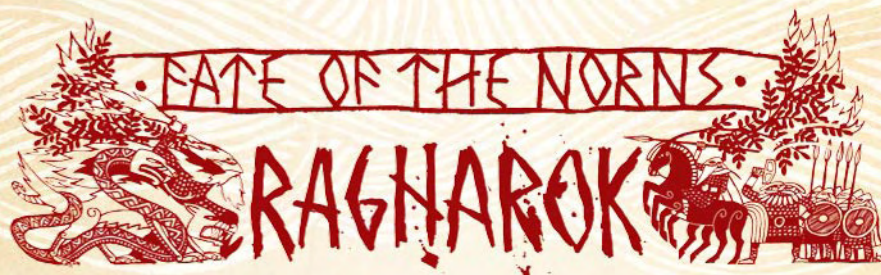
Welcome to *Fate of the Norns: Ragnarok*.

Deep in the throes of Fimbulwinter, Viking heroes rise to the challenge to stem the dark tide that has engulfed Midgard. The sun and the moon have been devoured and the worlds on the cosmic tree Yggdrasil have been cloaked in a penumbral shroud. The gods are reinforcing Asgard for the coming fury of the giants. The war cry has echoed throughout every corner of the world: will you heed the call?

Fate of the Norns: Ragnarok Core Rulebook is an all-inclusive game that will allow you to create customized characters who will embark on an epic saga. You will partake in a visceral and tactical combat system that rewards team-play and good strategy. Using the innovative Runic Game System, you will spin the tale of heroes and epic feats in a hostile world.

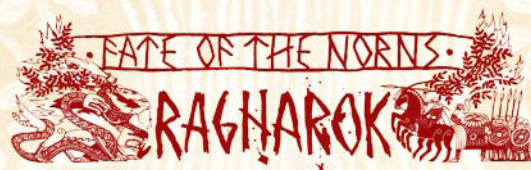
What you'll find in *Fate of the Norns: Ragnarok*:

- A role-playing game based on Viking sagas and folklore
- A deep and engaging world with limitless possibilities for adventure
- All rules needed to play the game, designed for 2-8 players
- Mystical runes (included as printout and also available in semi-precious stone sets) for a game driven by the Runic Game System – no need for dice!
- A choice of 15 different archetypes specializations for your character
- A host of fearsome adversaries
- A myriad of powers, spells, and skills that bring the characters and denizens to life



RAGNAROK

CORE RULEBOOK



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Printable Materials

Runes

Play Mat

Norn Play Mat

Initiative Tiles

Dweller Sheet

Disir Sheet

Hex Play Mat

Map of Atloy

Map of Saudoy

Map of Islandia





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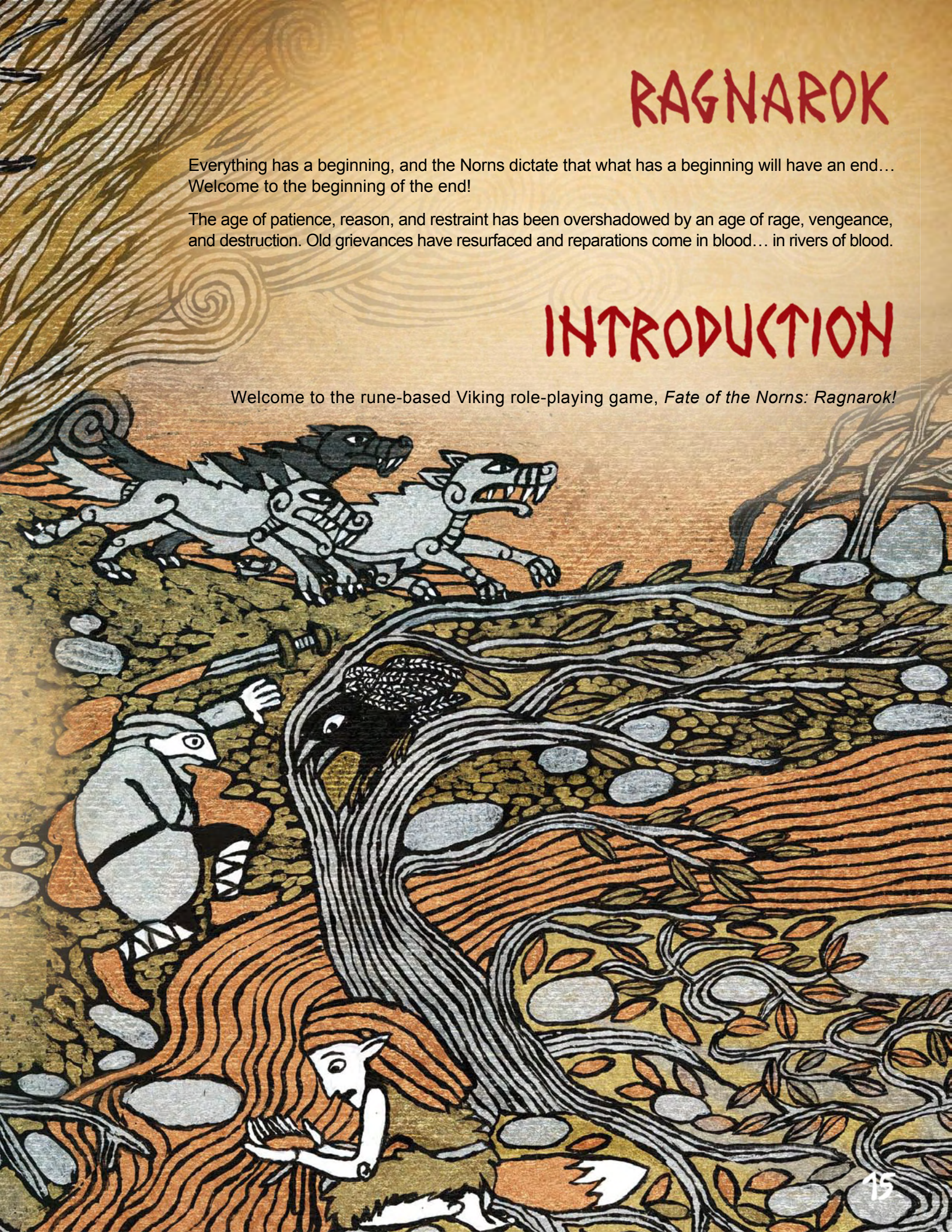
RAGNAROK

Everything has a beginning, and the Norns dictate that what has a beginning will have an end... Welcome to the beginning of the end!

The age of patience, reason, and restraint has been overshadowed by an age of rage, vengeance, and destruction. Old grievances have resurfaced and reparations come in blood... in rivers of blood.

INTRODUCTION

Welcome to the rune-based Viking role-playing game, *Fate of the Norns: Ragnarok!*





In this game, one player will take on the role of the Norn and guide the other players through an epic Viking sagas set at the end of time, known as Ragnarok. Each player has a character (called a “dweller”) who is created and evolves through gameplay.

This rulebook contains everything players will need to play the game. The use of Fate of the Norns (FOTN) standard rune stones, miniatures, and a hex mat is highly recommended. Find more sourcebooks, sagas, and additional content or buy your own rune stones at www.fateofthenorns.com.

WHO ARE THE NORNS?

Norns are timeless spirits who inhabit and permeate all creation. There are many Norns, each with their own motivations and aspirations. They weave the Tapestry of time and destiny, and collectively determine the fate of all beings, from mortal men to immortal gods and Jotuns.

Some Norns have wickedness in their hearts, and take more than they give; others are benevolent and weave Tapestries that become the fabric of great legends.

A few mortals, called Voelvas, are attuned to the Norns. They catch glimpses of the Tapestry of the current age and can foretell events before they unfold. But each Tapestry is an epoch, a collection of ages... and each age has an end.

Welcome to the end of this Tapestry... Welcome to Ragnarok!

AND IT SHALL COME TO PASS...

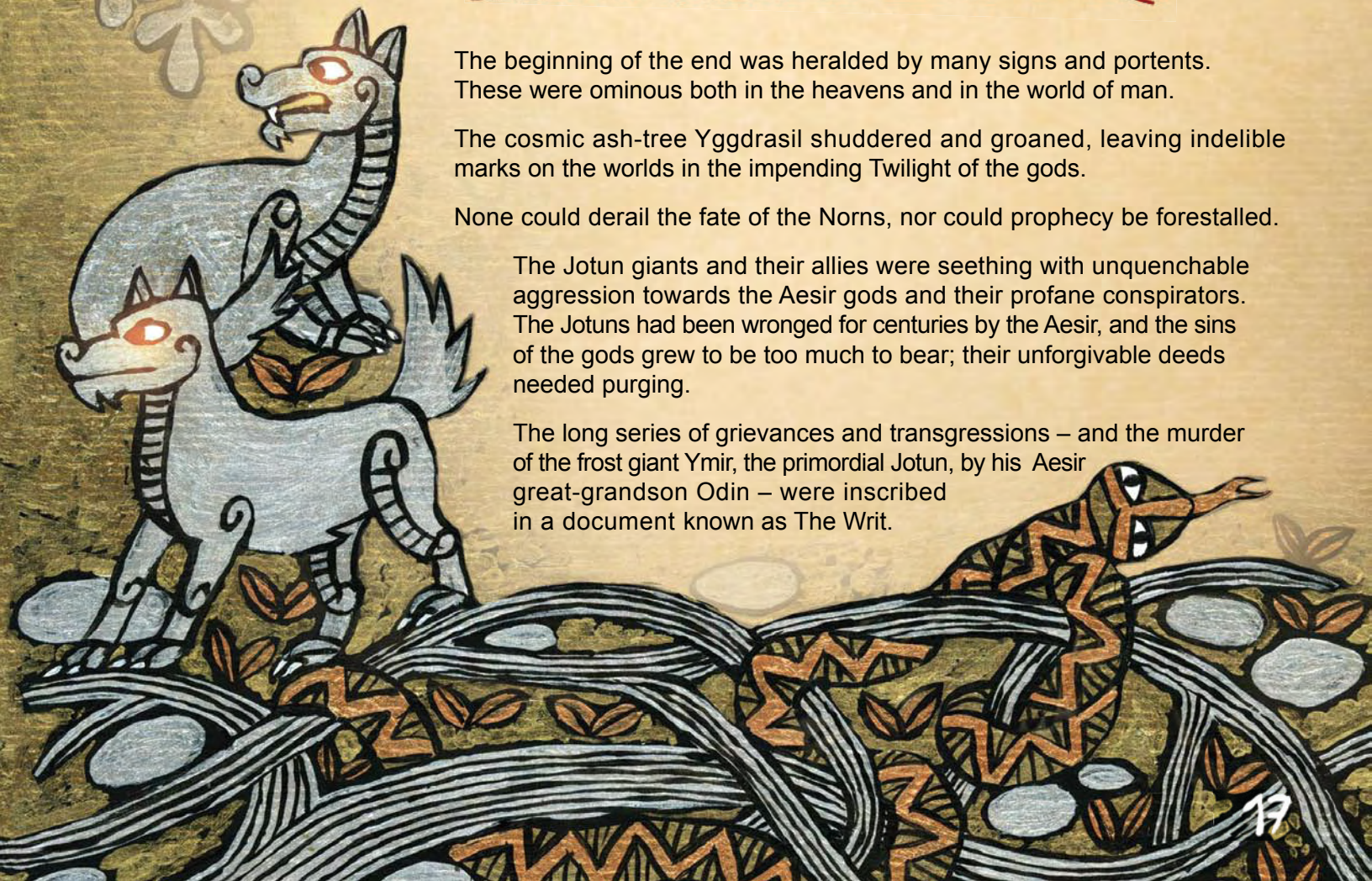
The beginning of the end was heralded by many signs and portents. These were ominous both in the heavens and in the world of man.

The cosmic ash-tree Yggdrasil shuddered and groaned, leaving indelible marks on the worlds in the impending Twilight of the gods.

None could derail the fate of the Norns, nor could prophecy be forestalled.

The Jotun giants and their allies were seething with unquenchable aggression towards the Aesir gods and their profane conspirators. The Jotuns had been wronged for centuries by the Aesir, and the sins of the gods grew to be too much to bear; their unforgivable deeds needed purging.

The long series of grievances and transgressions – and the murder of the frost giant Ymir, the primordial Jotun, by his Aesir great-grandson Odin – were inscribed in a document known as The Writ.







THE WRIT

*Odin, the king of the Aesir, the hanged god, lord of ghouls,
consumed in jealousy and greed,
slays his great and noble Jotun progenitor Ymir;
Odin's attempt at genocide of the Jotun race fails,
with a torrent of Ymir's blood.*

*Odin steals the sun that serves all.
He places it over the worlds of Asgard, Midgard, Vanagard, and Alfgard,
plunging Jotunheim, Svartalfheim, Nidavellir, Niflheim and Muspelheim into darkness.*

*The Aesir strike a bargain with the Great Jotun Architect
to have an impregnable wall built for the Aesir city of Asgard
in return for the sun, the moon, and the Vanir goddess Freya for the Jotuns.
The deceitful Aesir resort to trickery to escape their sworn obligations.*

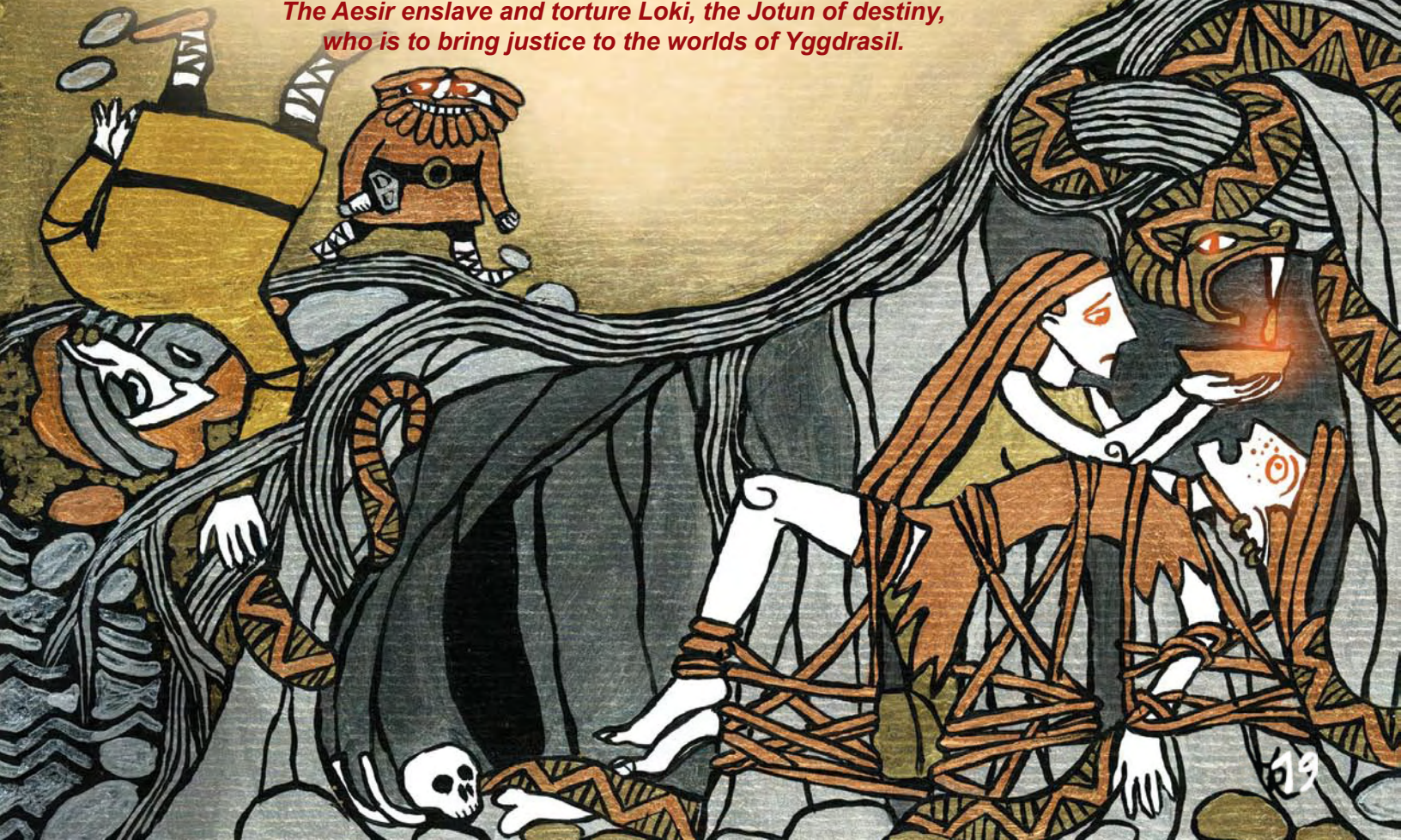
*Thor, the bloody butcher of Jotuns, the Aesir god of storms, has blood on his hands
from slaying the mighty Jotuns Thrym, Hrungrnir, Hymir, Geirrodd, Thrivaldi, and Roskva.*

*The Aesir have Thiassi's blood on their hands
after forcing Loki to turn against his kin
and do the dirty work for them.*

Odin the Thief steals the Mead of Poetry from the Jotun Suttung.

*Tyr the Trickster god of war deceives the great wolf Fenrir
and imprisons him in Asgard as a pet for the Aesir's' amusement.*

*The Aesir enslave and torture Loki, the Jotun of destiny,
who is to bring justice to the worlds of Yggdrasil.*





RAGNAROK

The worlds are on the brink of chaos, brought to the edge by momentous events.

Baldur, the pure god, is dead and trapped in Niflheim, Hel's world. The Jotun lords Loki and Fenrir are prisoners of the Aesir gods, cruelly tormented and tortured by day and by night. The ship of the apocalypse, Naglfar, is nearly complete, soon to set sail against the gods.

Odin dispatches the ghostly Einherjar warriors to Midgard and to other realms to help gather the last reinforcements for the battle to come. Surt, the primeval Jotun lord and master, sends the Sons of Muspel on holy quests, as they ready for the end of times. The war drums resonate on every branch and under every root of the cosmic ash-tree Yggdrasil.

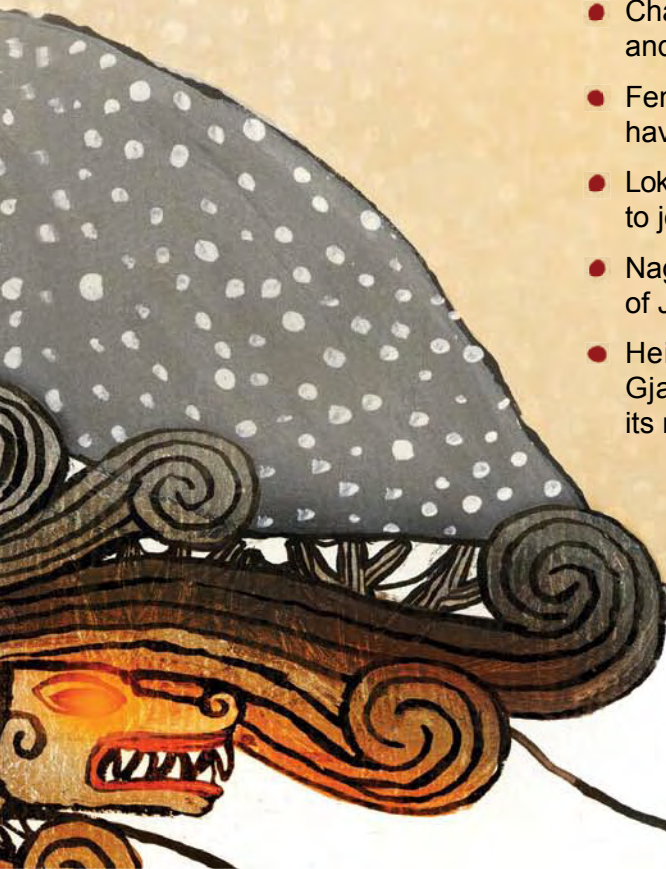


SIGNS AND PORTENTS

Over the years, the Voelva soothsayers of the Viking age were granted glimpses of the future, and a more complete picture began to emerge of the coming of Ragnarok. Events would occur that neither Aesir nor Jotun could escape.

These are the final omens of the apocalypse...

- The two celestial wolves, Skoll and Hati, who perpetually chase Sun and Moon will eventually catch and devour them as the stars from heaven begin to fall.
- The first howl of Hel's hound, Garm, who stands guard at the mountaintop cave of Gnipahellir, the entrance to Niflheim from Midgard, will reverberate throughout the realms of Yggdrasil.
- Fimbulwinter will settle into the worlds for three consecutive years – there will be no other season but winter.
- Chaos will erupt in Midgard as men fight each other for provisions and rations to survive the cold and the darkness.
- Fenrir, the god-devouring wolf, will break loose of his leash and wreak havoc on Asgard.
- Loki, the Jotun of destiny, will escape his captivity and travel to Muspelheim to join Surt's fiery host.
- Naglfar, the ship of nails, will set sail from Muspelheim carrying a host of Jotuns and the Sons of Muspel.
- Heimdall, keeper of the rainbow bridge Bifrost, will blow the horn Gjallarhorn to alert the gods that Naglfar has broken free from its moorings and Ragnarok is approaching.



THE AGES OF RAGNAROK

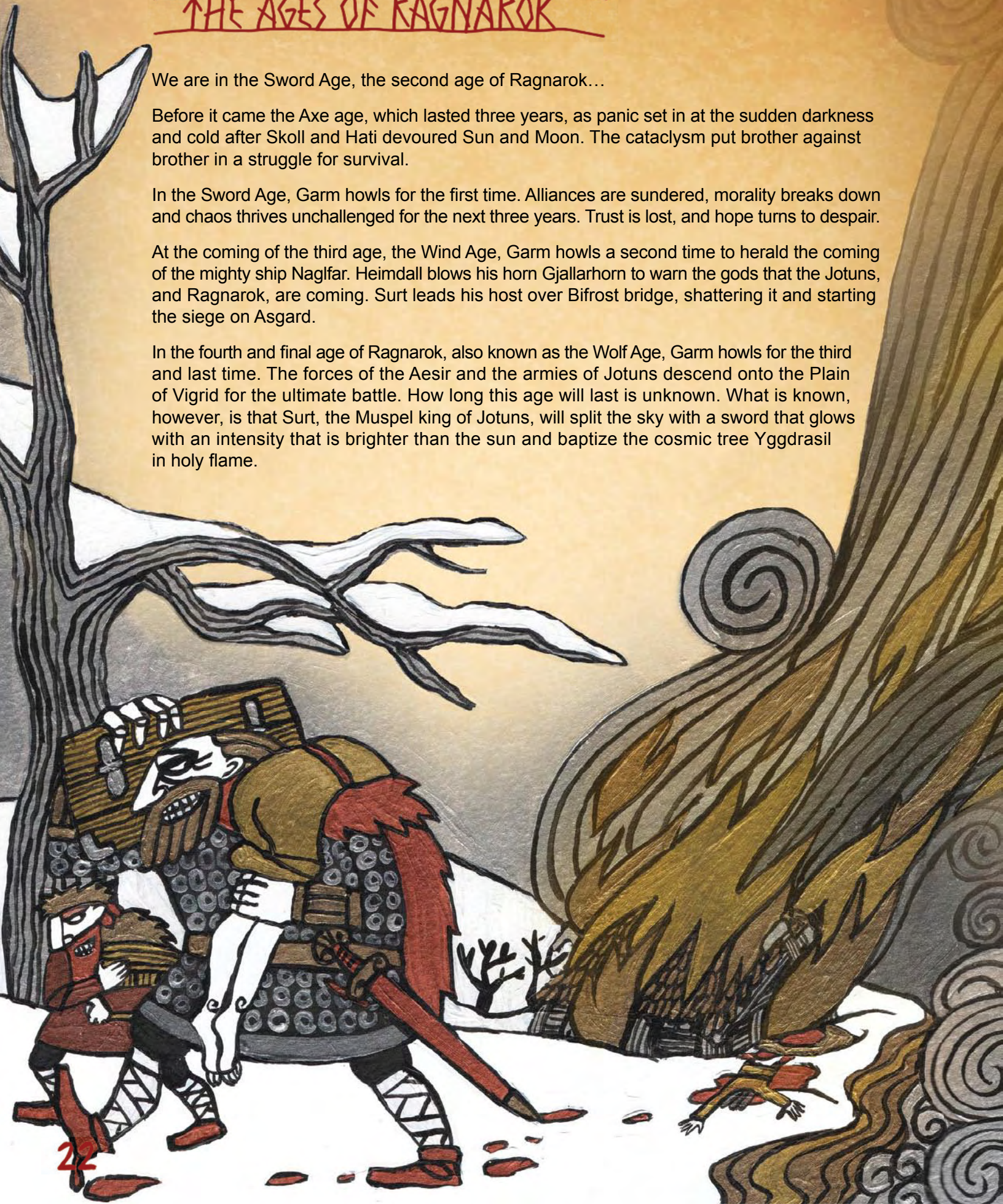
We are in the Sword Age, the second age of Ragnarok...


Before it came the Axe age, which lasted three years, as panic set in at the sudden darkness and cold after Skoll and Hati devoured Sun and Moon. The cataclysm put brother against brother in a struggle for survival.

In the Sword Age, Garm howls for the first time. Alliances are sundered, morality breaks down and chaos thrives unchallenged for the next three years. Trust is lost, and hope turns to despair.

At the coming of the third age, the Wind Age, Garm howls a second time to herald the coming of the mighty ship Naglfar. Heimdall blows his horn Gjallarhorn to warn the gods that the Jotuns, and Ragnarok, are coming. Surt leads his host over Bifrost bridge, shattering it and starting the siege on Asgard.

In the fourth and final age of Ragnarok, also known as the Wolf Age, Garm howls for the third and last time. The forces of the Aesir and the armies of Jotuns descend onto the Plain of Vigrid for the ultimate battle. How long this age will last is unknown. What is known, however, is that Surt, the Muspel king of Jotuns, will split the sky with a sword that glows with an intensity that is brighter than the sun and baptize the cosmic tree Yggdrasil in holy flame.





THE FINAL BATTLE

- from the writings of Sygin the Voelva

"The sea serpent Jormungand breathes poison on the world... The Vanir god Frey defeats the Jotun Beli, but is slain by Surt ... Garm and Tyr kill each other... Heimdall and Loki deal fatal blows to one another... Fenrir devours Odin, and in turn is killed by Odin's son Vidar... Thor defeats the serpent Jormungand, but dies from his poison breath... Surt splits the sky open... and engulfs the worlds with his fire..."

The mortals and immortals know of the impending doom. Both want to know only one thing... Can destiny be changed?

DEVASTATION IN MIDGARD

Midgard, the land of men, was shattered and turned upside down by the coming of Ragnarok. Mortals suffered greatly as the higher powers in the heavens prepared for the final confrontation. Each move of the gods and Jotuns caused an inexorable alteration of the fabric of Midgard.



FIMBULWINTER

Once Sun and Moon are swallowed whole and the wolves rest contently on the branches of Yggdrasil, Midgard changes forever. The days and nights blend together, dark and cold. The stars plummet and disappear, but those that remain in the sky produce a faint light source for those down below. The horizon is painted in a vermillion halo as the fires of Muspelheim pierce the darkness. Up in the north sky, the colours of Asgard's Bifrost bridge help give direction to Midgard's weary travellers.

In this new age, torches and lanterns are a must at all times. The cold can be fatal to those ill-prepared. Winter has descended on the land, blanketing the landscape in snow and ice. For the remainder of Ragnarok, no crops will grow. Rivers freeze over and the seas are speckled with icebergs. Without sun and warmth, the trees and plants slowly wither. The only surviving forests are tended to by Druids or sustained through magic.

With no farmed sustenance, people rely on hunting as the primary source of food. Men compete for limited resources as animals become scarcer. Only those who have the tools to bore through the thick ice can fish. Settlements move to the coastal regions as the heart of the mainland becomes too cold to sustain life.

Law and order has disappeared. The social fabric is torn, and food and shelter become the sole preoccupation. Karls, the once-proud and prominent lords, are turning into oppressive warlords. Relationships break down between neighbours and villagers, and feuds break out. Families turn on each other as old grievances turn septic. Life devolves into a daily struggle for survival: kill or be killed.

Hopelessness has washed over the lands of Midgard.

The men of Midgard are of two minds about their belief in the Aesir gods and the Jotuns. These higher powers can offer an escape from the torment of these treacherous days and a salvation from damnation in Niflheim, but their much more frequent meddling in the affairs of mankind has brought about disaster. When the gods or their emissaries come to Midgard, destruction and devastation often follow. In their darkest hour, mankind is reduced to imploring the higher powers but hoping, too, that they do not manifest themselves in their vicinity.

VIKING SOCIETY

Once upon a time, the Viking society of Midgard was held together by a class structure.

At the bottom of the ladder were thralls, slaves brought back from foreign raids. If thralls could prove to be valued members of society and pay their masters for freedom, they may be able to become freemen.

Farmer villagers called bondi had very modest means but often owned small plots of land. Wealthier than the bondi were karls, who maintained more properties and held important positions in society. At the highest echelon were the jarls, who owned vast tracts of land, subdivided for their workforce, from whence they collected tithes.

Kings and warlords ruled kingdoms and fiefdoms rather than countries. Infighting was rare; the wrath of the Vikings was focused on foreigners instead of on each other. Vikings had one set of rules for themselves, and another for foreigners. Foreign kings were seen as no more important than Viking thralls.

However, with the coming of Ragnarok, life is no longer what it was: kinsmen are now fair game.



Midgard is partitioned into many small kingdoms. Each of the key regions is led by a dynastic family. With the advent of Ragnarok, the seats of power have been reshaped as new wars have broken out. Dynastic thrones are in pieces as royal bloodlines turn on each other and struggle for control. The coastal kingdoms have become more desirable and lucrative than the highlands of the interior, which have been plunged into a deathly and supernatural cold.

The island settlements to the west, such as Islandia, have no central governance, but rather a communal governing body called the Althing. Local lords gather regularly for the Althing to resolve matters and plan future strategies for expansion, resource exploitation, and more. These islands are known havens for outlaws and fugitives.

No laws or governance exist in the far west, in regions with few settlements such as Gronland and Vinland; a tenuous truce between the settlements and the indigenous Skraelings has degenerated into violence and revenge. Westward exploration has become a precarious initiative.



THE GREAT DYNASTIC VIKING FAMILIES

YNGLING

It is claimed that the Yngling bloodline was started by the Vanir god Frey and a mortal woman.

This clan was destined to unite Midgard under one ruler, and this came to be with King Harald Fairhair, who established the Kingdom of Norveig. With a combination of force and diplomacy, Harald had unbelievable success in doing what no other Jarl had ever been able to accomplish: uniting all the clans under his banner from as far north as Halogaland to as far south as Ranrike. At its height, Harald's realm included the kingdoms of Halogaland, Trondelag, Sogn, Hordaland, Rogaland, Jaeder, Agdir, Vestfold, and Ranrike.

Harald was the son of Halfdan the Black. Four of his most renowned children were: Eric Bloodaxe, Haakon the Good, Olaf, and Bjorn. The first age of Ragnarok and the cold of Fimbulwinter came the same year as Harald's death. Haakon the Good, a follower of the new white god, has established himself in Hordaland, while his half-brother Eric Bloodaxe, a fervent Frey follower, sits in the Orkney Islands. They are at war for the throne, which threatens to undo their father's achievement in unifying the kingdoms. The karls of the land have sensed this weakness and pronounced themselves sovereign Jarls.

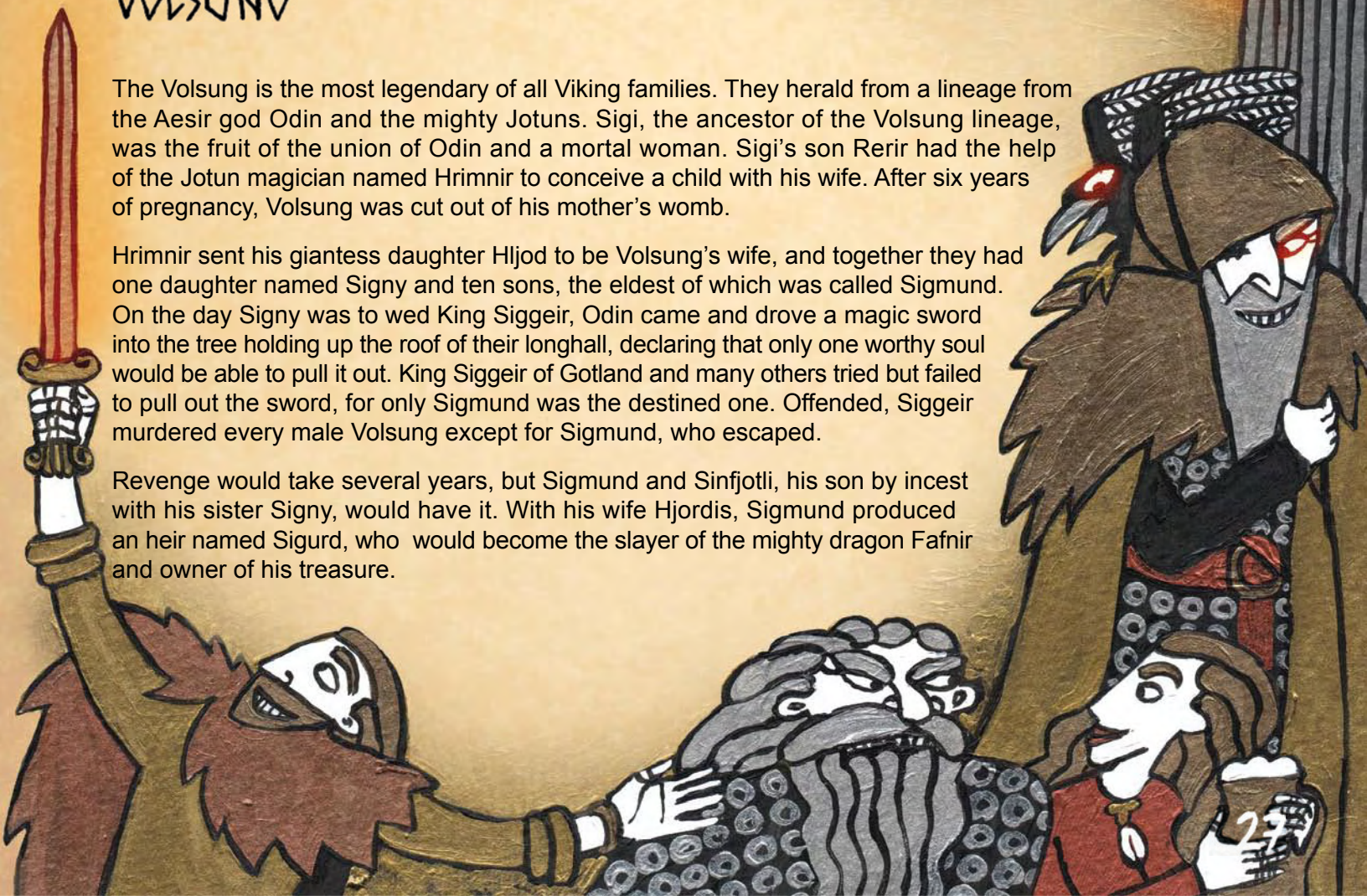
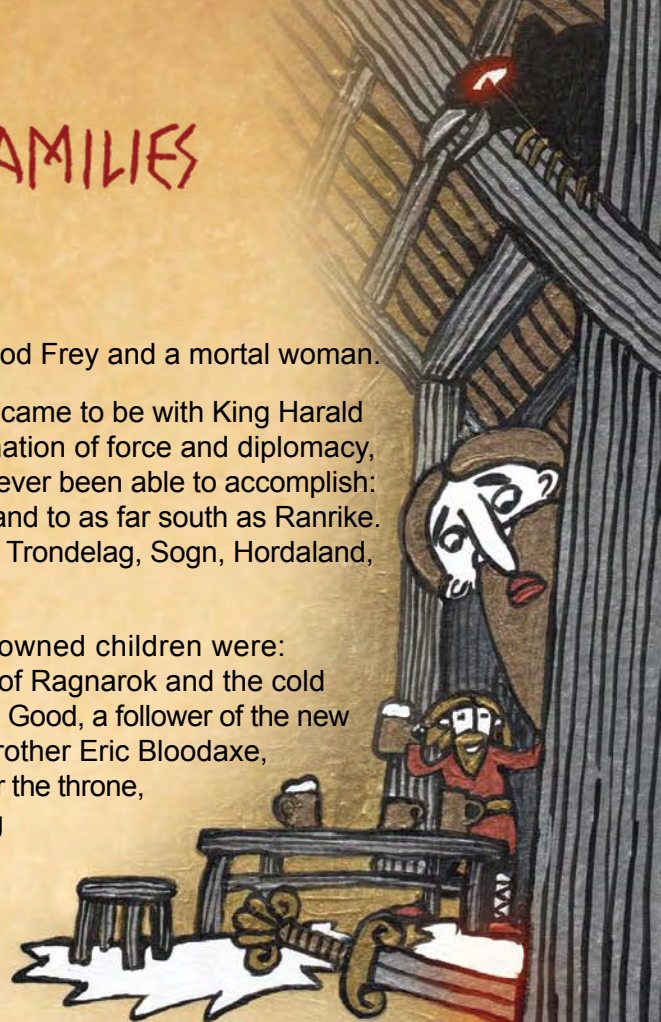
The edges of Harald's kingdom are slowly breaking apart.

VOLSUNG

The Volsung is the most legendary of all Viking families. They herald from a lineage from the Aesir god Odin and the mighty Jotuns. Sigi, the ancestor of the Volsung lineage, was the fruit of the union of Odin and a mortal woman. Sigi's son Rerir had the help of the Jotun magician named Hrimnir to conceive a child with his wife. After six years of pregnancy, Volsung was cut out of his mother's womb.

Hrimnir sent his giantess daughter Hljod to be Volsung's wife, and together they had one daughter named Signy and ten sons, the eldest of which was called Sigmund. On the day Signy was to wed King Siggeir, Odin came and drove a magic sword into the tree holding up the roof of their longhall, declaring that only one worthy soul would be able to pull it out. King Siggeir of Gotland and many others tried but failed to pull out the sword, for only Sigmund was the destined one. Offended, Siggeir murdered every male Volsung except for Sigmund, who escaped.

Revenge would take several years, but Sigmund and Sinfjotli, his son by incest with his sister Signy, would have it. With his wife Hjordis, Sigmund produced an heir named Sigurd, who would become the slayer of the mighty dragon Fafnir and owner of his treasure.



After killing Fafnir, Sigurd falls for Odin's Valkyrie Brynhild. But the Nibelung clan uses sorcery to make Sigurd fall in love with their daughter Gudrun and marry into the Volsung family. Both clans are drawn into an inescapable cycle of violence and tragedy. Sigurd is survived by his children with Gudrun: Sigmund and Svalhild. Sigmund and Svalhild live with their mother and Aslaug, Sigurd's child with Brynhild. Their whereabouts are unknown. The Nibelungs know that one day, they may have to face Aslaug's vengeance.

NIBELUNG

The ambitious Nibelung family is run by the jarl Giuki. The power really lies with his queen Grimhild, famed sorceress and alchemist. When she learned of Fafnir's fabled treasure that Sigurd now possessed, she hatched a plan to acquire it for the Nibelung clan. She concocted a potion to make Sigurd forget the Valkyrie Brynhild and fall in love with her daughter Gudrun instead.

Grimhild also wished to obtain Valkyrie blood in her bloodline, so she used sorcery to help her son Gunnar win Brynhild. But the Nibelung clan turned on one another in avarice once they had acquired the remarkable treasure. A series of escalating conflicts left both great families in ruin. Grimhild's sons Gunnar and Hogni came to their senses and saved what was left of the family by hiding the treasure far away in a cavern called Skridnir, vowing never to reveal the location of this cursed horde.

But Grimhild's desire for more power and influence was unquenchable. She wed her now-widowed daughter Gudrun to the jarl Atli. She obtained his power, but he was after the fabled new Nibelung wealth. Failing to acquire the location of the treasure from Gunnar and Hogni, Atli murdered them. A devastated Gudrun exacted her revenge by feeding the unsuspecting Atli their own children before killing him.

Gudrun, known as the blood queen, is currently in her third marriage to a karl named Jonakr. The Nibelung rule over the island of Oland as well as other kingdoms they have married into. To wipe out all memory of the Volsung, they have renamed Hunaland to Alands.

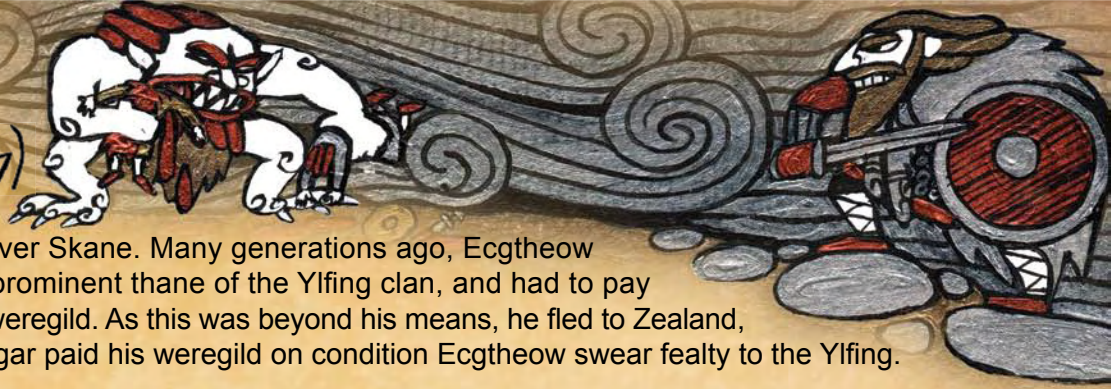
SCYLDING

This old dynasty gave rise to the early inhabitants of the lands known today as Zealand – islands birthed by the goddess Gefjun that guard the opening into the Balts Sea. They are no longer, but they have not been forgotten.

King Scyld Scefing was the ancestor of this clan, and he bore a son, Beow, who was the father of Halfdan. Halfdan's son Hrothgar became the clan's most memorable ruler; very wise, generous, and honest. He was friends with the legendary hero Beowulf and their clans worked together to achieve countless glorious victories. Many current rulers wish they could achieve the level of adoration Hrothgar enjoyed during his reign.



YLFING (WOLFING)



This ancient wolf clan rules over Skane. Many generations ago, Ecgtheow of the Waegmunding slew a prominentthane of the Ylfing clan, and had to pay a monetary reparation called weregild. As this was beyond his means, he fled to Zealand, where the generous jarl Hrothgar paid his weregild on condition Ecgtheow swear fealty to the Ylfing.

Ecgtheow agreed and took the King of the Geats Hrethel's daughter for a wife. They had a son named Beowulf, who grew up to be the mythically strong hero-warrior and chief of the Ylfing clan. He repaid his father's debt to Hrothgar by coming to his aid when Zealand was plagued by giant trolls. However, after 51 years of rule and without an heir, the mighty Ylfing clan faded into history. But Beowulf left a legacy that to this day is recounted by skalds and bards.

IVAR

The royal clan of Ivar was the dominant power in the large islands of western Midgard. Their expansion was as much a military exercise as it was one of courtship. Marrying into noble families allowed them to control smaller puppet kingdoms.

Their seat of power moved over the years, but usually remained consolidated in the kingdoms of Dublin and York. However, over the last two generations, their vast realm included Dublin, York, Alba, Strathclyde, Munster, Leinster, Mercia, Meath, East Anglia, and Northumbria. House Ivar was a testament to the saying "blood is thicker than water".

To the inexperienced lord, it may seem a fragmented kingdom, but to those with more strategic abilities, it was clear who dominated all of these kingdoms. The Ivar clan became wealthy from the slave trade, and their name was synonymous with lucrative business. Their lineage boasts such great leaders as Ragnar Lodbrok and Ivar the Boneless, as well as the current monarch, Sitric.

In the present day, with the ongoing strife of Ragnarok, the kingdom is splintering, and King Aethelstan of the West Saxons, worshipper of the new White God, stands as their biggest threat.

ARNAR

Clan Arnar is a relatively young and recent dynasty that is laying claim to the new territories in Islandia.

Ingolfur Arnarson feuded with a prominent lord in Norveig, forcing him to find new lands for his people. They set sail westward, and it is said that Ingolfur invoked Surt while casting his trappings into the sea, imploring the great Jotun, lord of fire, to find them a suitable home. His request was heard, and Ingolfur landed in the southwestern shores of Islandia, where the land was heated by the fires of Muspelheim. Warm lakes and arable farmland greeted them, and news of this success spread, attracting others to this faraway land.

Clan Arnar is credited with humble rule. They cast away the desire to rule and favoured a new form of governance that placed all local karls on equal terms, ruling conjointly. With the coming of Ragnarok and Fimbulwinter, this governance has truly been put to the test. Time will tell if the house of Arnar will be held in as high regard as the other noble lineages.




KINGS AND KINGDOMS

The legendary king of Norveig, Harald Fairhair, managed to do what no other ruler has ever been able to do: unite the fragmented kingdoms of Midgard. Harald also had a reputation of being quite the charmer of women and reputedly has over a dozen “claimants” to the throne. The Kingdom of Norveig has been breaking apart since Harald’s death, as each of his children feel they have a right to the inheritance. The many pretenders to the throne have begun a covert war of succession, with the principal actors outlined below.


ERIK BLOODAXE

Harald Fairhair lay with the princess of Jutland and she birthed a son named Erik. Coming from a royal bloodline from both parents, and being one of the oldest of his siblings, Erik felt he had a very strong argument as the standing successor to his father. He travelled far to the north, to Finnmark, and met a chieftain's daughter named Gunnhild who was said to be a Seithkona. She would eventually become his wife and set the wheels in motion to ensure that her husband inherits the throne. As his monicker “Bloodaxe” implies, Erik was willing to shed blood to maximize his chances of such a glorious inheritance, and with Gunnhild’s help, he would be very successful. He murdered many of his rivals, focusing on the ones descended from royal blood. Harald had so many illegitimate children that it was impossible for Erik to track them all down. The bastard Hakon was the fruit of Harald and his serving girl Thora, and would become the biggest impediment to Erik’s rule.



HAKON THE GOOD

Hakon was the fruit of Harald and his serving girl Thora Morestrstong. As a bastard with a commoner mother, he had little hope that his father's kingdom would come to him. In fact, the only reason Hakon set his sights on the throne was to get back at Erik for his trail of bloodshed that was leading to Hakon. In order to save himself, he fled to East Anglia and eventually caught the eye of the king of Wessex, who went by the name of Aethelstan. King Aethelstan raised him as his own and brought him up in the new religion of the White God. The king had his sights on every kingdom between Wessex and Alba. Seeing Hakon as a great instrument to expand his kingdom into Norveig, King Aethelstan set Hakon up with warships and men for his reunion with his step-brother. As the cold winds of Fimbulwinter howl around his ships, Hakon returns to Norveig to lay claim to the throne!



KING AETHELSTAN

King Aethelstan comes from a line of powerful kings. His father was Alfred the Great, who stood against the tide of northmen and embraced the new faith of the White God. His thrust into leadership and power followed his coronation by Athelm, Archbishop of Canterbury. From the start, he had ambitious plans to unite the island kingdoms under his banner. His fiercest opposition will come from King Sitric of Dublin and his network of fiefdoms. With the crusaders streaming in from Outer Midgard, Aethelstan's forces seem overwhelming to the residents of Midgard.



THE KINGDOMS OF THE VIKINGS

The Vikings held numerous kingdoms in Midgard, the most notable of which are below.

Agdir, *see Rogaland*.

Alands, *see Hunaland*.

Alba (Scotland) and **Pictland** are northern kingdoms on the great isles of western Midgard. The leadership of these lands has changed many times before Ragnarok, and now with enemies on all sides, King Constantine is playing a perilous game of diplomacy.

Balts are primitive and voracious warrior tribes who make the east coast of the Balt Sea their home. Their ferocity in battle is matched only by their fervent belief in their pantheon of gods and goddesses. They reject foreign culture with xenophobic zeal but engage in lucrative trade with all kingdoms that surround the Balts Sea.

Dublin and **York** are the seats of power of King Sitric of the dynastic house of Ivar. They are also the largest slave-trading hubs in all of Midgard. Sitric's wealth rivals that of Harald Fairhair's kingdom at its height, both in terms of gold and estate.

East Anglia, *see Wessex*.

Finnmark is a northern region with little or no rule of law. It is said that many sorcerers live in the ancient frozen forests of this murky, icy region. Many jarls have forbidden their thanes from seeking out these dark magicians due to the perceived curse that they carry.

Gotaland is a large region that includes Gotland, Svealand, and Smaland. The westernmost point is the Gota River, and the easternmost is the Balts Sea.

Gotland is a kingdom to the east that sits in the Balt Sea that was once ruled by King Siggeir, before it fell to the wrath of the Volsung.

Gronland and Helluland: These are in the western portion of outer Midgard. They are cold, barren, and desolate, and only those desperate to flee any semblance of society travel there.

Halogaland is one of the largest regions in northern Norveig. It is a semi-autonomous region that was never fully integrated into Harald's kingdom thanks to the free spirits who inhabit this rough and frigid northern coastline.

Helsingland is run by the fertile and prolific Helsing clan. With the onset of Fimbulwinter, the clan has dispersed into neighboring kingdoms with an unknown agenda; only time will tell why they have vacated their ancestral homeland.

Hordaland is a very central position within Midgard. Located on the westernmost point of Norveig's mainland, it allows the ruler easy access to all corners of the kingdom. It is a land rich in fish and forests and sustains the densest population in Norveig.



Hunaland lies to the north of Gotaland. It was the ancient kingdom of the Volsungs. Since their decline, it has been renamed Alands.

Islandia is a large remote island at the far western reaches of Midgard. It is referred to as the land of ice and fire, as glaciers mingle with active volcanoes. Clans wanting to escape the raging conflicts of Norveig have rushed to claim land in this new frontier.

Jaeder, see *Rogaland*.

Jamtaland has been abandoned as Fimbulwinter set in; this mountainous interior region has become too cold to sustain life.

Jutland is the site of the Danevirke – a long 30-kilometre wall that is six meters high and 20 meters wide – a shield against the crusaders from Frisia, Saxland, Wenland, and other outer Midgard kingdoms in the south. It has become a rallying point for Viking mercenaries looking for a good cause.

Norrlund is the refuge for outlaws from the southern kingdoms. It is situated far to the north and remains sparsely populated. To many, it is a land of mystery and enchantment; many dark tales have been circulating about it since the onset of Fimbulwinter. One in particular involves a legion of Rime Jotuns scouring graves for toenails to help build Naglfar, the doomsday ship.

Northumbria, see *Wessex*.

Oland is the westernmost island in the Balts Sea and home of the Nibelung family. It is a notable trading post for those travelling east across the sea.

Orkney is a cluster of islands that sit west of Norveig. It is said that magic runs deep in the trees and rocks of this land. It is a frequent stopover port for those heading to explore the outlying islands in the west.

Pictland, see *Alba*.

Ranrike used to be the ancient kingdom of Geatland, and is currently warring with the Kingdom of Vestfold over the bountiful Oslo fjord.

Rogaland sits near the center of Midgard. It had been sought out by aspiring jarls who wish to conquer all of Midgard and place it under their banner. It has seen some great leaders over the centuries, and is now a flashpoint between the warring Yngling brothers.

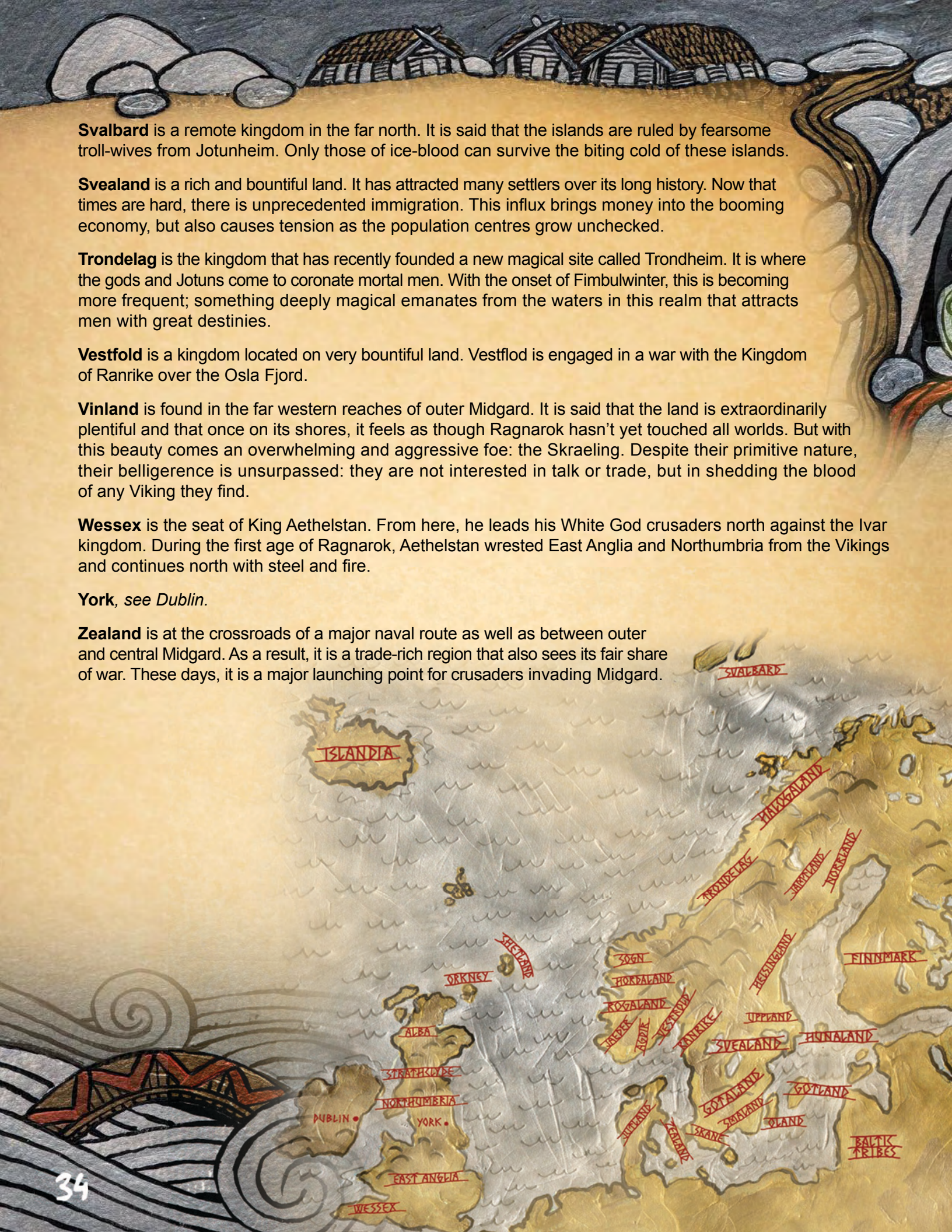
Shetland was a refuge for karls with finances and ambition whom the Yngling King Harald Fairhair deemed a threat to his throne. As a result, Shetland became very prosperous from the many wealthy karls who came ashore. In the Age of the Sword, it is now considered a land ripe for plunder.

Skane was the ancestral home of the legendary Ylfing. Since that bloodline's end, the local populace remains fiercely independent and reacts violently to anyone trying to take the place of their ancestral lords.

Smaland is unique in the way it is divided and ruled: there are many petty kingdoms called Gautar, each with its own jarl. Every Gautar is run with its own set of laws and some differ greatly; no effort has been made by jarls to create a Commonwealth, even in these dark times.

Strathclyde was overrun by the Northmen and King Artgal Mac Dumnagual was taken prisoner. Since then, it has been partitioned and handed over to karls sympathetic to the Ivar clan.





Svalbard is a remote kingdom in the far north. It is said that the islands are ruled by fearsome troll-wives from Jotunheim. Only those of ice-blood can survive the biting cold of these islands.

Svealand is a rich and bountiful land. It has attracted many settlers over its long history. Now that times are hard, there is unprecedented immigration. This influx brings money into the booming economy, but also causes tension as the population centres grow unchecked.

Trondelag is the kingdom that has recently founded a new magical site called Trondheim. It is where the gods and Jotuns come to coronate mortal men. With the onset of Fimbulwinter, this is becoming more frequent; something deeply magical emanates from the waters in this realm that attracts men with great destinies.

Vestfold is a kingdom located on very bountiful land. Vestflod is engaged in a war with the Kingdom of Ranrike over the Osla Fjord.

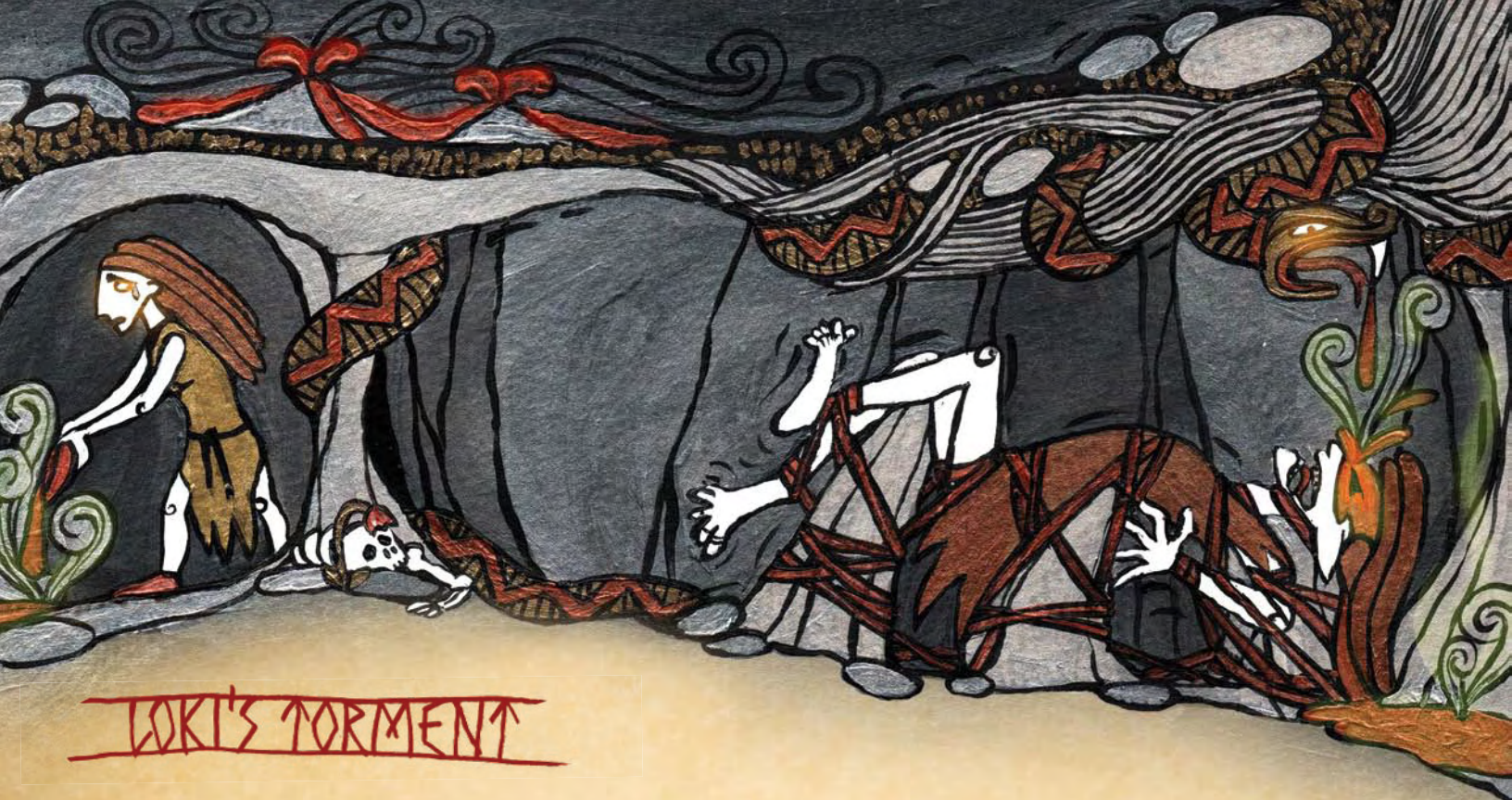
Vinland is found in the far western reaches of outer Midgard. It is said that the land is extraordinarily plentiful and that once on its shores, it feels as though Ragnarok hasn't yet touched all worlds. But with this beauty comes an overwhelming and aggressive foe: the Skraeling. Despite their primitive nature, their belligerence is unsurpassed: they are not interested in talk or trade, but in shedding the blood of any Viking they find.

Wessex is the seat of King Aethelstan. From here, he leads his White God crusaders north against the Ivar kingdom. During the first age of Ragnarok, Aethelstan wrested East Anglia and Northumbria from the Vikings and continues north with steel and fire.

York, see *Dublin*.

Zealand is at the crossroads of a major naval route as well as between outer and central Midgard. As a result, it is a trade-rich region that also sees its fair share of war. These days, it is a major launching point for crusaders invading Midgard.





LOKI'S TORMENT

Loki, god of fire and trickery, was bound in chains by the Aesir to a rock in Hvergelmir, an underground kingdom of serpents. A venomous snake continuously drips poison down upon Loki's face, causing excruciating pain. His wife Sigyn holds a magical bowl that captures most of the poison, but when she leaves to empty the bowl, the poison splashes Loki's face. During those moments, Loki writhes and shudders in unearthly torment, causing tremors in Hvergelmir and up above in Midgard.

These tremors are so great that they cause avalanches, volcano eruptions, tidal waves, and fissures in the earth. Some of the larger tremors have been known to wipe out entire towns in minutes. The prophecy says that the tremors will end during Ragnarok when Loki will escape his bonds. His godi (priest) foretells that after Loki's escape, he will recruit his daughter Hel's minions (natives of Niflheim) into his army to march to the field Vigrid and ensure victory for the Jotuns.

JORMUNGAND

Jormungand is a gargantuan serpent and Loki's offspring. Jormungand prepares for the coming war with the gods.

Left agitated after an encounter with the thunder god Thor when he was cast into the great ocean that encircles Midgard, Jormungand writhes, making seaborne travel in Midgard extremely perilous. Travelling by ship requires the special grade of navigator to elude icebergs and surmount erratic giant waves.

The worst tidal waves are caused as Jormungand slips in and out of Midgard as he visits the other realms of Yggdrasil. In prophecy, it is said that when Jormungand will come ashore, he will poison the air and cause widespread illness in the population.





THE WHITE GOD

*Caelitus mihi vires!
(My Strength is from Heaven!)*

The age of Ragnarok brings one more threat to the populace: crusaders of the new White God!

These crusaders come from the lands to the south bearing a sword in one hand and the “good word” in the other. Armed to the teeth and mounted on horses, they come to drive out the Aesir and Jotuns from the land. Magic is to be eradicated by eliminating all the practitioners and godis of the gods and Jotuns, who will be given one choice only: convert, or die by the sword.

At first, the crusaders of the White God came in small numbers, as peaceful missionaries... but as they gained a taste of conquest, their numbers swelled and were bolstered by arms and armour. This unleashed a white tidal wave of violence across the land and no one was spared, from the lowest thrall to the highest karl. Once the karl Harald Klak converted, he received gifts of gold, land, and soldiers, and became Harald, Duke of Frisia, a kingdom that borders the sea. Frisia would become a launching point for the crusaders into the northern kingdoms. Only Jutland stands in the way of the white horde.

Otto the Great, the crusaders' leader and titled emperor, is ruthless in his conquest of the north, but most in Midgard fight back rather than succumb to these invaders.

BLOT AND FAINING

They came to the sacred wood, and wished to hunt therein with the blessing of the Vaettir, the nature spirits. They found a stone sacred to the god of reindeer herds, Kied Kie Jubmel, and splashed the stone with reindeer blood.


In these desperate times, many are appealing for the intercession from Vaettir, Alfar (elves), Aesir gods, and Jotuns. Since the end is nigh, the higher powers are very active and often do intercede... but their favours come at a cost. Everything sacrificed by worshippers is remitted to the immortals, which in turn helps their war effort.

The lesser sacrifice, a faining, must be an item of great value or debt. When the cost is higher, a greater sacrifice is required: blood, a blot, from an animal or human. The higher powers may easily demand more than a fair share from those desperately in need of good fortune. In the time of Ragnarok, there is a new emerging service from highly sought after but equally reviled Fimafeng (“quick service”), those who forge a lasting relationship with the higher powers – miracle brokers for the needy.

The godi clerics devoted to one deity who were once the intercessors before Ragnarok now resent the Fimafeng moving in on their territory, and blood is sometimes spilled on both sides. While godi live the teachings of their god or Jotun, Fimafeng simply match an immortal's need with a mortal seeking a favour.



SOUL, DEATH, AND FUNERALS



THE SOUL

Hugr, the soul, is made up of Maegen (vitality), Willa (willpower), and Wod (passion and creativity). Upon birth, the Norns inject the soul into the newborn Viking. If the Viking is of a noble and heroic lineage, a Disir family spirit helps guide it to greatness and keep the bloodline strong.

If a Viking achieves great deeds, a Fylgia spirit of the opposite sex may be attracted, and if they attach themselves to the host, both benefit. The Fylgia is fed by great deeds, and the host spirit is taught remarkable skills that affect others around the hero, which help build his renown in the world.

An honourable death in battle was the desired way for a Viking to die. The ultimate goal of the soul is to die with great valour, shed the mortal body, and be carried off by Valkyries into the heavens to be reborn into an immortal body. This immortal body will then be conditioned and trained for the final great battle at Ragnarok. Depending on a mortal's allegiance, they can end up either in Valhalla, presided over by the god Odin, or in Glassisvellir, the Jotun Surt's fire-lake in Muspelheim. As such, there was enormous respect on the battlefield for the dead and dying.

If a Viking fails to achieve greatness during their life, their soul upon death is cast into Niflheim, a place of unimaginable cold and emptiness. Dying of sickness, old age or cowardice was most assuredly a way to descend into the realm of torment. Hel jealously guards the souls entrusted to her, releasing no one from her icy grasp... not even the soul of a god!

If lost on the way to the heavens or to Niflheim, souls can sometimes possess a living thing or even inhabit an object. A trapped soul in Midgard is called a Lost Soul, and will invariably turn angry and destructive and could bring a dead body back to life as a fearsome, undead Draugar.

The populace would do anything they could to prevent a Lost Soul from possessing the body of someone recently deceased. A pair of open iron scissors is often placed on the chest of the recently deceased, and straws or twigs hidden among their clothes. The big toes can be tied together or needles driven through the soles of the feet to keep the dead from walking. As it is carried from the house, the coffin is lifted and lowered in three different directions to confuse a Draugar's sense of direction. The body is often carried feet first through a corpse-door with people surrounding it so the corpse will not be able to see where it is going. Vikings believed the dead can only enter through the same way they left, so the corpse-door was bricked up.



MOURNING AND BURIAL

When one of their chiefs dies, his family asks his girls and pages: "Which one of you will die with him?"

One will answer: "I." From the moment he utters this word, he may not go back.

Mostly, though, it is one of the girls who volunteers. Regarding the man of whom I spoke, one girl answered "I will." She was then entrusted to two other girls, who kept watch over her and accompanied her everywhere she went.

The people were preparing the dead man's funeral clothes, and this girl gave herself over to drinking and singing, and was cheerful and gay.

When the day had come when the dead man and the girl were to be committed to the flames, I went to the river where his ship lay, but found it had already been drawn ashore. The dead man lay at a distance in his grave, from which they had not yet removed him. Next, they brought a couch, placed it in the ship, and covered it with Greek cloth of gold, wadded and quilted, with pillows of the same material.

A woman, whom they call the 'Angel of Death' came and spread articles on the couch. It was she who was to slay the girl. They drew the dead man out of the grave and clothed him. They carried him into the ship, seated him on the quilted covering, supported him with the pillows, and brought strong drinks, fruits, and herbs to place beside him. Finally they brought a cock and hen, slew them, and threw them in, too.

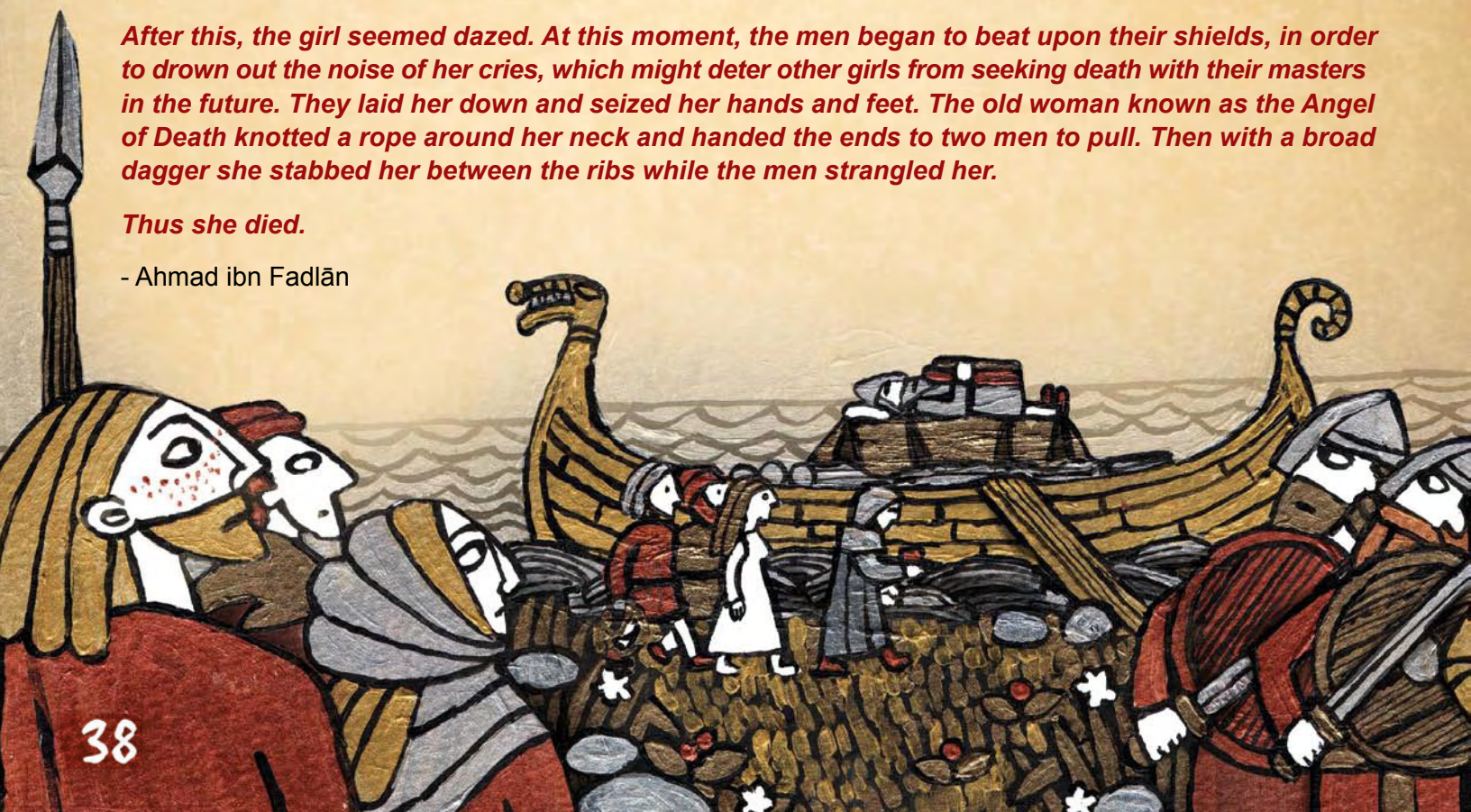
The girl, meanwhile, walked to and fro, entering one after another of the tents they had there. The occupant of each tent lay with her, saying, "Tell your master I did this only for love of you."

It was now Friday afternoon, and they led the girl to an object they had constructed which looked like a door frame. They lifted her and lowered her several times. Then they handed her a hen whose head they had cut off. They gave her strong drink and admonished her to drink it quickly.

After this, the girl seemed dazed. At this moment, the men began to beat upon their shields, in order to drown out the noise of her cries, which might deter other girls from seeking death with their masters in the future. They laid her down and seized her hands and feet. The old woman known as the Angel of Death knotted a rope around her neck and handed the ends to two men to pull. Then with a broad dagger she stabbed her between the ribs while the men strangled her.

Thus she died.

- Ahmad ibn Fadlān



Once someone passed from the land of the living, their allies (and sometimes their enemies) would do their utmost to prepare a proper send-off.

There were two possible options: an underground burial (in a barrow) or a cremation. In both cases, the fallen hero's adventuring gear was laid at their side along with slaves and prized possessions their friends wished to offer them. Slaves chosen to journey with the deceased were held in very high esteem, but were drugged and induced into an erotic trance, then finally killed so that they could accompany their master on their journey into the afterlife.

It was believed that the spirit would not depart at the time of death, but rather when the vessel was destroyed by fire or naturally decayed in a barrow. Angels of Death specialized in performing proper funeral rites for a procession, maximizing the chances that a fallen hero's spirit would be carried off to the heavens by Valkyries. Sacrifice was a key element to appease the higher powers when it came to funeral rites.

If the family could attend, a period of seven days or mourning known as Arvel would be observed. During this time, there would be no talk of inheritance; instead, the warrior's life would be celebrated by drinking sjaund, a strong fermented alcoholic beverage. Only when the mourning was over would inheritance be discussed. Age was the determining factor for inheritance, to which women were also entitled.

GRAVE ROBBING

In the Viking world, the afterlife is sacred. The alternative to a blissful existence in one of the heavens was eternal torment in frozen Niflheim. Even enemies were given a proper funeral. There was great honour in facing a foe again on the plains of Vigrid at the final battle of Ragnarok... only this time, both combatants would be immortals, the Norns willing.

Looting a grave is a great blasphemy, as the soul in the afterlife can no longer use items if they are stolen from the grave. A spirit so victimized could return to torment the thieves. Only the brazen and foolish would desecrate the dead (see the rules on page 151). However, stealing desired possessions before murdering the victim is a viable loophole exploited by rogues.

In this world, since grave robbing is undesirable, blacksmiths play an integral part in manufacturing items and helping to create new wealth.



JUSTICE

In the Viking justice system, most of the legal processes are captured in an ancient Icelandic codex called the Gragas.

The legislative assembly and court were referred to as the Althing. Courts used juries of 12 that were increased to 24 or 36 for important cases. Facts were presented by a panel called Kvidr. Often, the penalty was a fine, but for major cases, the accused could be banished from society and declared an outlaw, which was as bad as a death penalty. A banished person was excluded from everything: they received no assistance and were not accorded any protection under the law, making them vulnerable to murder without repercussion.

Each territory has its own set of specific laws, called a Thew; travellers are best advised to learn the local laws before engaging in anything that could land them into trouble.

WEREGILD

Among the nobility, crimes were settled with coin rather than blood. If a murder was committed, retribution was made to the family in the form of weregild, a monetary amount based on the victim's status in society.

With the coming of Ragnarok, justice has been turned on its head. Many look only after their own affairs and do not get involved when they witness crimes on the street. It is common for feuds between clans and families to escalate to all-out war during these dark times.



SETTLEMENTS AND TRANSPORTATIONS

HOMESTEADS

Viking settlements are generally single-storied houses built out of wood with a foundation or first floor made out of stone. More affluent homes and temples sometimes have two floors; three-story homes are rare and reserved for kings.

In permanent settlements, there is typically one longhouse per family, with turf roofs to keep the warmth in during the cold winters. Windows are uncommon but if present are placed where the wall meets the roof. During migratory raids, temporary longhouses, typically 20 feet by 150 feet in an open plan, are built for up to two dozen warriors and their slaves. Each section of the longhouse has its function (e.g. cooking, sleeping, etc...).

Buildings for worship are rare. Most services and rituals practiced outdoors, immersed in nature. Even though primarily one god is worshipped, it is not uncommon to invoke other gods for blessings. A farmer worshipping Thor to invoke rain for his crops, for example, can also call upon Foresti to help settle a heated family feud.

Vikings on the move favour the hospitality of people's homes and sharing meals with them to regular inns of larger towns. In exchange, the traveller is expected to regale the family with heroic tales, play music, or leave a keepsake from a faraway land as a token gift.

But with Ragnarok in full swing, doors are barred to strangers. Paranoia can mean the difference between life and death in these dark times.



LONGSHIPS AND RAIDS

*A furore normannorum libera nos, Domine!
(From the fury of the north-men, release us, O Lord!)*

Vikings most likely did not believe in a flat world; their extensive exploration from Vinland to Persia sets them apart as premier navigators. They clearly understand the movement of heavenly bodies and use them for navigation and cartography. They likely even use the changing colours of sun-stones, cordierite crystals native to northern Europe, to locate the sun even under cloudy skies.

On raids, Vikings acquired goods, silver, and slaves. Few can withstand the fury of the Vikings! Their longships serve them well. With dual propulsion of sails and oars, they easily glide up to other vessels, anchor close to shore, and slip away rapidly. Space is maximized to fit treasure hauls, and the largest ships can fit up to 100 able-bodied seamen along with their instruments of war. A vessel is anywhere between 30 and 120 feet long with sails 35 to 40 feet wide, and its most striking feature is the mast-head, always decorated with some fearsome beast to ward off hostile spirits.

A longship can be built in 4-6 weeks and with various specifications: narrow and deep for ocean travel or wide and shallow for river expeditions. Some designs require no more than three feet of water in order to sail. They are light enough to be portaged or hauled over short distances, allowing the Vikings to raid unsuspecting villages deep in Midgard.



Many Fate of the Norns Midgard-based sagas revolve around Islandia, below in this reference map.
(See page 363)



IN THE HEAVENS

As Midgard descends into anarchy, the other worlds on Yggdrasil reverberate with the repercussions. In Asgard, Odin rallies his Einherjar warriors in Valhalla, while below in Muspelheim, Surt summons the Sons of Muspel.



YGGDRASIL, THE COSMIC ASH-TREE

The roots and branches of Yggdrasil stretch from the Underworld to the Heavens and connects the nine realms as well as Midgard and numerous other worlds of lesser renown.

The Nine Realms are:

- **Asgard**, home of the Aesir ("new" gods)
- **Vanagard**, home of the Vanir ("old" gods)
- **Alfgard**, home of the Lios Alfar (light elves)
- **Svartalfheim**, home of the Svart Alfar (dark elves)
- **Nidavellir**, home of the Dvergar (dwarves)
- **Muspelheim**, home of the Muspel Jotuns (fire giants)
- **Jotunheim**, home of the Rime Jotuns (frost giants)
- **Niflheim**, frozen land of damned souls, presided over by Hel
- **Hvergelmir**, the realm of serpents and home of Nidhogg the dragon

But Yggdrasil is very ill. Its roots are rotting, and the leaves of its branches have been largely chewed away by the four stags, Dain, Dvalin, Duneyr, and Durathror. Extending deep into Hvergelmir, the roots are also being gnawed at by the dragon Nidhogg and his host of serpents. The Norns, using the holy waters of Weird's well, are fighting a losing battle to keep Yggdrasil healthy.





ODIN'S HOST

ODIN

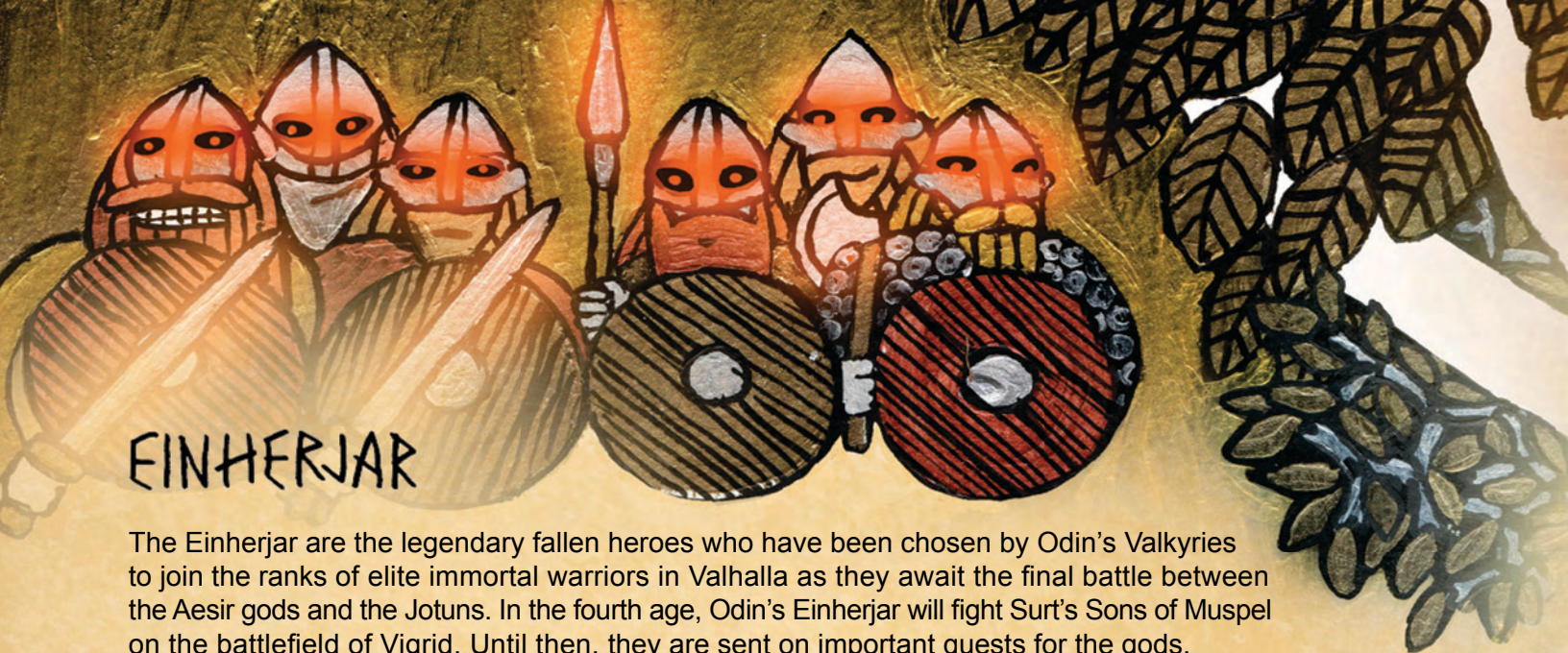
Odin is known by many names, but he is best known as Odin All-Father, ruler of the Aesir gods. His power lies in his cunning; he is not only master of war, but also of rune magic, Spell Songs, and Seith magic.

Odin is armed with his spear Gungnir and rides his eight-legged mount Sleipnir. He is accompanied by the wolves Geri and Freki and two ravens, Hugin and Munin. At the end of every day, Hugin and Munin report on the events in the worlds below Asgard. Odin's throne Hlidskjalf gives him insight into faraway lands. Knowledge is power, and Odin is almighty.

His many awe-inspiring and successful exploits draws followers to him. He expects only the best from his entourage, and knows how to turn a losing situation into an eventual victory.

Odin has the counsel and advice of the decapitated head of the Aesir god Mimir. During Ragnarok, Odin sacrifices his right eye to drink from a well located below Yggdrasil that is tended to by Mimir, a being of great wisdom. This gives him visions of the future and of the final outcome after the Twilight of the gods. This only feeds Odin's ardour to shape the outcome in his favour. As Ragnarok unfolds, Odin works tirelessly to manifest his agenda for victory. His Einherjar are sent out on missions of great significance to alter the course of events... but only the Norns know if Odin's efforts will succeed.

Since the onset of Ragnarok, Odin's chief Valkyries Gunn and Rota are sent to collect the souls of slain warrior-heroes from Midgard, whom he reanimates with magic so they can join his horde of chosen Einherjar in Valhalla. Odin has even incited wars between karls in the hopes of gaining potential recruits from their armies. For Odin, the ends justify the means, and this guiding principle has helped shape his dynasty into one of the most powerful of all the worlds. What Odin wants, Odin gets.



EINHERJAR

The Einherjar are the legendary fallen heroes who have been chosen by Odin's Valkyries to join the ranks of elite immortal warriors in Valhalla as they await the final battle between the Aesir gods and the Jotuns. In the fourth age, Odin's Einherjar will fight Surt's Sons of Muspel on the battlefield of Vigrid. Until then, 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.

ASGARD

Asgard is home to the Aesir gods, as well as the prison of the great wolf Fenrir. Asgard is surrounded by a nearly impregnable giant wall, and it can only be entered by crossing Bifrost, the burning rainbow bridge, which is guarded by Heimdall. At the entrance of Asgard is Heimdall's hall, Himinbjorg, where much drinking and singing takes place.

At the center of Asgard is a bright-green meadow, where the most notable Aesir meet to discuss the matters of men: Odin the All-Father, Heimdall the Guardian of Bifrost, Thor the Thunderer, Tyr the One-Handed, Freya the Mistress of Seith, Njord the Master of Oceans, Frey the Passionate Light, Bragi the Master of Kennings, Vidar the Silent, Vali the Avenger, Ull the Hunter, Foresti the Just, Magni the Mighty, Frigga the Great Mother, Gefjun the Virgin, Idunn the Young, Gerd the Beautiful, and Fulla the Bountiful.

Within Asgard is Valaskjalf, Odin's fabled silver hall, which houses his all-seeing throne Hlidskjalf. The mighty hall Gladsheim is made entirely of gold and houses the twelve thrones of the Aesir. The shining home of the widow Nanna is called Breidablik; within its walls no violence can occur, as the mind is prevented from materializing evil thought. Foresti settles disputes in the hall of law and judgement, a golden-red home called Glitnir with a silver roof in north Asgard. Thor's lands are known as Thrudvangar, a large and vast dominion with forests, streams, and Bilskirnir, his palace. Njord's domain is called Noatun and is filled with wind and water and the prison-island, Lyngvi. Freya's home is the resplendent Sessrumnir, but she also owns the hall Folkvangar, home to fallen warrior-women of great renown, whose souls are brought to her by Valkyries.

On the fringes of Asgard, on an island named Lyngvi, Fenrir the god-devouring wolf is tethered by an unbreakable leash named Gleipnir set in the stone Thviti. This leash was forged by the Dverggar and was made from the sound of a cat's footfall, a woman's beard, a mountain's roots, a bear's sinews, a fish's breath and a bird's spit. His maw has been pierced by Tyr's magic sword, and as Fenrir froths in pain, his saliva becomes the violent river Von.

VALHALLA

Valhalla is the fabled hall of Odin's champions, the slain hero-warriors, who are brought by Valkyries to drink, eat, and fight until the final battle of Ragnarok.

Valhalla was built within a grove of mystical trees in the shade of Lerad, the mystic white tree whose essence is the substance of miracles. The beautiful tree Glasir bears golden leaves that sparkle as they fall across the doors of Valhalla. To the west grows the betraying mistletoe with which Loki fashioned the arrow that killed the god Baldur, the first step in a chain of events leading to Ragnarok. The immense hall is protected by an ancient silver gate with a mysterious lock that only a few know how to open. It has 540 doors through which 800 Einherjar can step through shoulder-shoulder. On the inside, suits of armour hang on the walls. Its roof is made of spears and shields.

Odin's entrance is through the west door, above which a wolf sits with an eagle on its head. On the roof are two beasts of legend who feed on Lerad. From the udders of the goat Heidrun, sweet mead runs down into the vats of Valhalla, and from the antlers of the stag Eikthyrnir, drops run off the hall's roof, becoming the rivers of Asgard: Sid, Vid, Sekin, Ekin, Svol, Gunnthro, Fiorm, Fimbulthul, Gipul, Gopul, Gomul, and Geirvimul. These rivers flow over into the other worlds of Yggdrasil and become the rivers Thyn, Vin, Tholl, Boll, Grad, Gunnthrain, Nyt, Not, Nonn, Hronn, Vina, Veg, Svinn, and Thiodnuma.

The Einherjar take their fill of mead and eat the flesh of the nightly-resurrecting boar Sehrimnir, who provides them with an everlasting source of nourishment. The feasting hall is lined with long tables and benches that are tended to by serving wenches. The warriors, once fed, fight each other in the courtyard, honing their skills for Ragnarok.



LYNGVI

VALASKJALF

FOLKVANGAR

VALHALLA

NOATUN

BILSKIRNIR

GLADSHEIM

BRAIDABLIK

GLITNIR

THURVANGAR

HIMINBJORG

ASGARD

BIRROST





Surt, the Jotun keeper of fire and guardian of Muspelheim since time immemorial, was one of the first beings in Yggdrasil. Surt was there when the primeval being Ymir was created from the ice of Niflheim and the heat of Muspelheim and gave rise to the Rime Jotuns, and he was there to witness the birth of dwarves, the Dvergar, from Ymir's corpse.

Surt is both the creator and the destroyer. He is known as the "black one", for what his fires burn and destroy lays the foundation for new birth. Much as lava destroys and consumes all in its path, it also leaves a swath of fertile land that begets more life. As an epoch falls into corruption and disease, like a purging flame, Surt steps in to end the current age and begin a new one.

The Norns weave the destiny for men, gods, and Jotuns alike, but if the Tapestry is imperfect, Surt destroys it with fire. He cannot see the Tapestry as a whole and must watch patiently as each epoch unfolds.

The three Norns of fate who tend to Yggdrasil stave off decay, but the cosmic tree's health is flailing and it is succumbing to death from above and below with Ragnarok's inexorable progress. Surt's effort to enlist the Vanir gods, masters of the land and sea, to help tend the tree failed when Frey ensured that his people betrayed the Jotun and joined the Aesir.

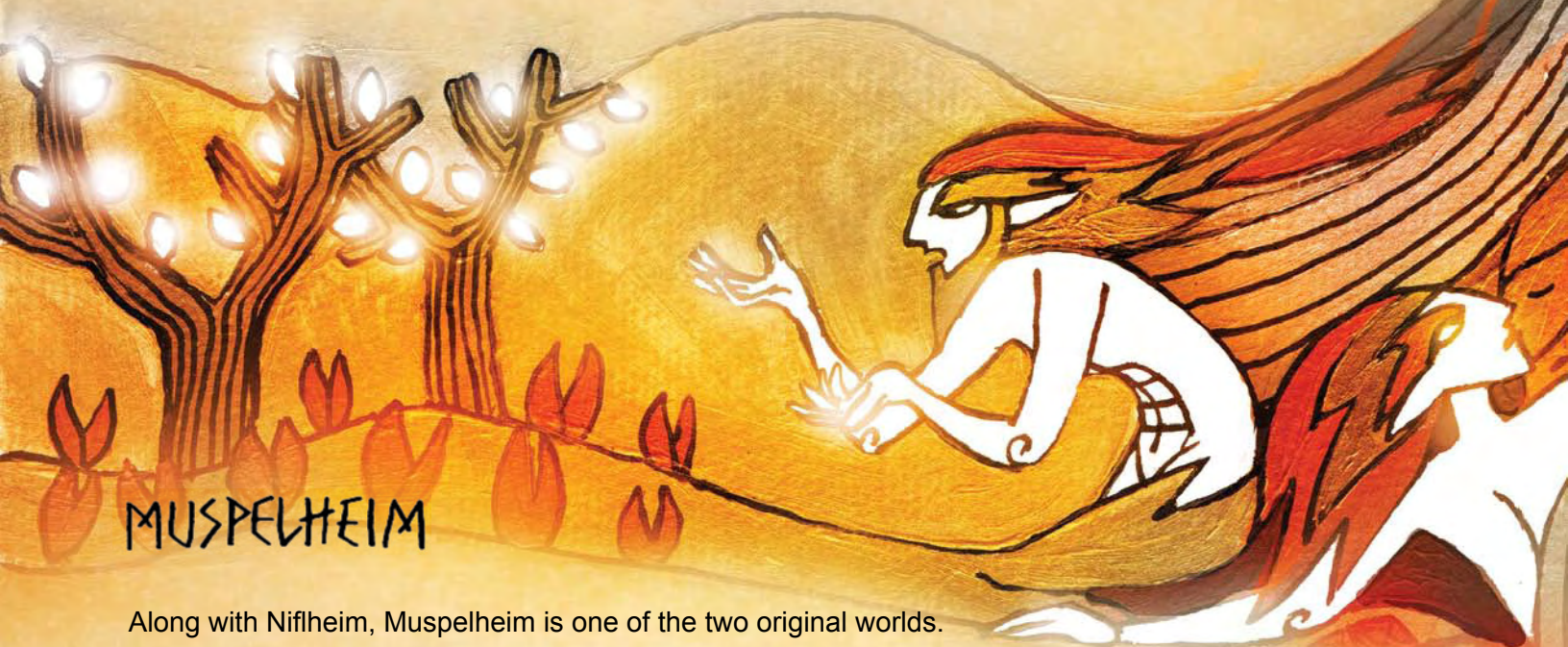
But Surt has vowed revenge. In the Vanir's stead, he designed a new immortal race, the Sons of Muspel, who would be reborn in Glassisvellir, the fire-lake in Muspelheim, from the captured souls of fallen human warriors. In their new bodies, Surt will send them to the far reaches of the cosmic tree to hone their powers and talents to defeat the undying Einherjar.

SONS OF MUSPEL

Warrior-heroes of legends who died in battle were chosen by Valkyries and brought to Surt's Maw 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.



Along with Niflheim, Muspelheim is one of the two original worlds.

Muspelheim is an uninviting world of fire and smoke. Non-natives find the environment too hot and the air too toxic to spend any time in this realm. It is a fascinating land with rivers, forests, and mountains – the rivers are made of molten stone, the forests from glass, and the mountains from smoking volcanoes!

To the east lies a mountainous region filled with soot and billowing volcano smoke, the dominion of Laufey, the mistress of the black flame. To the west lies a sight to behold: the sandy kingdom of Farbauti, lord of domination, through which lava rivers flow and auburn glass forests lie. To the south are the city-states belonging to Baghist, the storm baron. He encourages the denizens of Muspelheim into healthy rivalries that keep them strong; the weak are shipped off to Farbauti for his slave trade. Each city in the south is made from different stones such as rubies or obsidian, making them a marvel to behold. Some of the city-states are owned and run by Laufey and Farbauti's offspring: Loki, Byleist, and Helblindi.

Gimle, the hall of the three heavens, sits on the southernmost point of Muspelheim. One must go through Gimle to reach Andlang, which sits above it, and then Vidblain, the highest of the high, where only the purified may enter.

The north is filled with peaks and valleys. In the greatest of these valleys, Surt's Maw, is the lake of fire known as Glassisvellir. In the north, the entrance to Muspelheim is guarded by none other than Surt himself, who looms like a shadow over the landscape, holding a sword brighter than the sun.



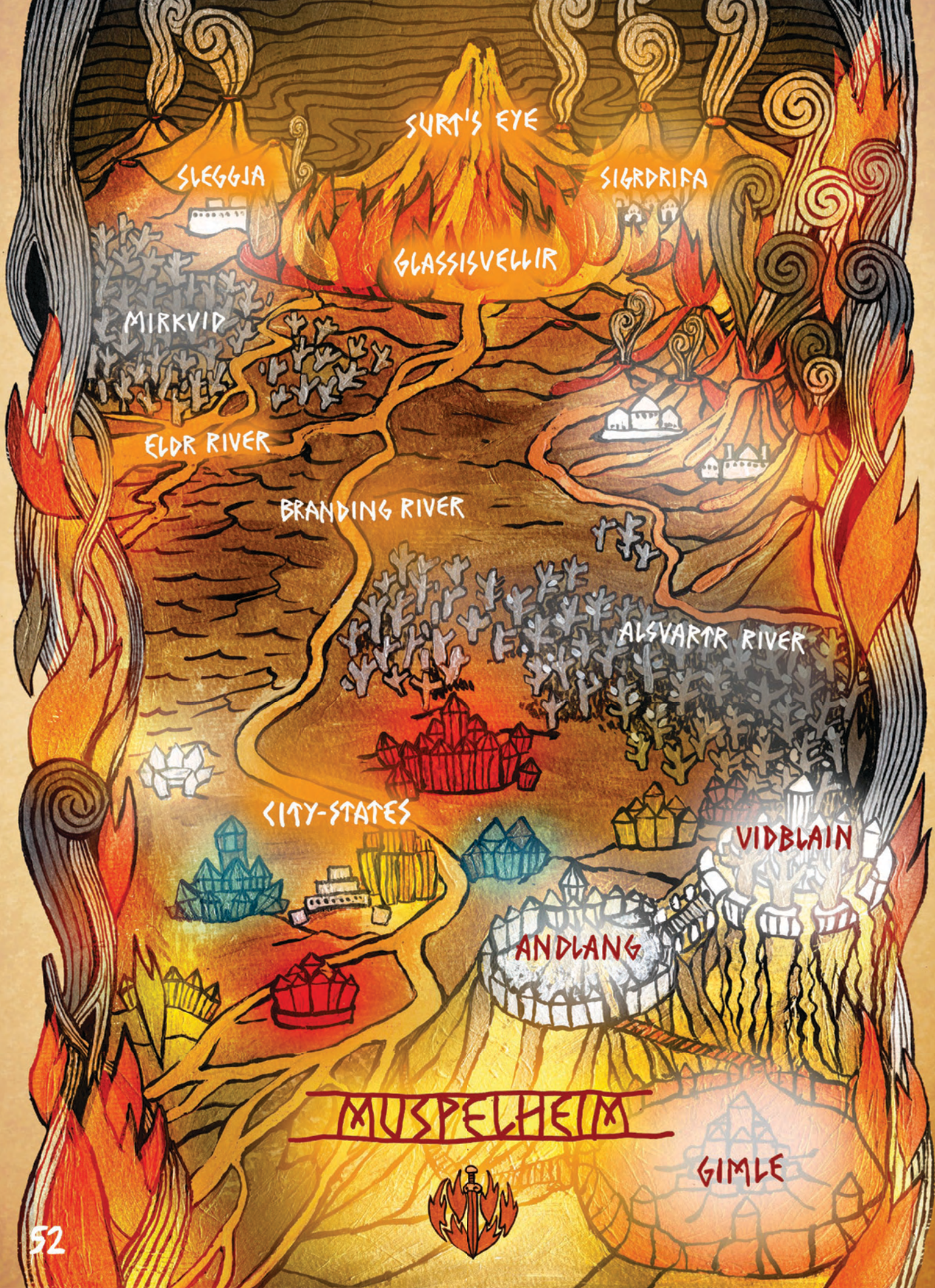
GLASSISVELLIR

Surt's Valkyries drop the souls of slain heroes into Glassisvellir so they can be reborn as Sons of Muspel. The souls are cleansed of all inequality and darkness by the lake's holy fire and fused into a new body that is birthed out of Glassisvellir.

Surrounding the lake, Surt's godi and Ember Keepers welcome the newborns and take them into their care for a short time before sending them on their holy quests. In a large encampment called Sleggja on the west bank of the lake, the Dvergar blacksmiths outfit the Sons of Muspel with arms and armour for the coming war. On the east bank is the grand crystal city of Sigrdrifa, where the legendary war chief Himinglaeva rules.

From Surt's Eye in the north, the tallest peak in Muspelheim, a 900-foot lava fall flows down into Glassisvellir. Mogthrasir the Norn lives in a magical abode atop the mountain; few dare to venture nearby, and even fewer dare request an audience with her.

To the south, three rivers wash out of Glassisvellir: Brandingi, Eldr, and Alsvatr. Brandingi brings the intense light and fire south into the rest of Muspelheim, with its end at Gimle. Eldr flows down into Hvergelmir and expels all the iniquity that the fires have cleansed in Muspelheim. Alsvatr flows into a dark chasm, bringing the darkness out of Muspelheim and into Svartalfheim.



POLITICS OF THE OUTER REALMS OF YGGDRASIL

Asgard and Muspelheim are not the only realms that have been pulled into the final conflict. The Dvergar, Lios Alfar, and Svart Alfar are all inexorably drawn into the impending struggle.

RIME JOTUNS OF JOTUNHEIM

None can ignore the call of the ice-drums of war!

Bergelmir, grandson of Ymir, assembles his host in Utgard. His war-chiefs draw up plans for the destruction of Asgard. The Dvergar, holed up in the ice caves below Utgard, work day and night to arm his warriors.

Angrboda is Loki's mistress and mother of Jormungand the serpent, Fenrir the wolf, and Hel, keeper of the realm of the same name. She devises plots to free Fenrir and Loki from their enslavement by the Aesir. The Forest of Iron Wood is the ultimate Alka (a thinning of the barrier between two realms) for Seith, and during this dark age of Ragnarok, it has become a pilgrimage destination for many Seithkonas (female practitioners of this magic). Iron Wood is also the home of many troll-wives and wolves that make up Angrboda's brood.

VANIR GODS OF VANAGARD

There are not enough tears for the sorrow you have brought.

Aegir and Ran, king and queen of the Vanir gods, face a very tough decision. In the distant past, the Aesir and Vanir gods were at war with each other, and a truce was only sealed by exchanging hostages: the Vanir sent the great Njord and his son and daughter Frey and Freya, but the Aesir sent the lesser gods Mimir and Hoenir. It quickly became apparent that the Vanir had been tricked, since Mimir and Hoenir were not of equal knowledge and wisdom to the Vanir hostages, but it was too late. The Vanir eventually tired of their uselessness and beheaded Mimir, sending Hoenir back to the Aesir with his corpse. (Odin, not daring to start the war again, treated Mimir's severed head with magical herbs so he could continue to benefit from his wisdom.)

Aegir and Ran are open to exploring their options for a new allegiance and have begun discussions with Surt, but the earth-goddess Nerthus wishes to be reunited with her husband, the hostage Njord, and is willing to forgive the Aesir. If her petition to Aegir and Ran falls on deaf ears, she has other mighty means at her disposal to ease her sorrow. There are the beginnings of strife in house Vanir.

DVARGAR FORGES OF NIDAVELLIR

Armour: the clothing worn by a man whose tailor is a blacksmith.

The Dvergar Voelvas prophesize that they will survive after Ragnarok, and so they are less concerned about their fate: they offer their talents to whichever side pays the most. Their king, Ivaldi, is careful to stay neutral to maximize the gains for his kingdom.

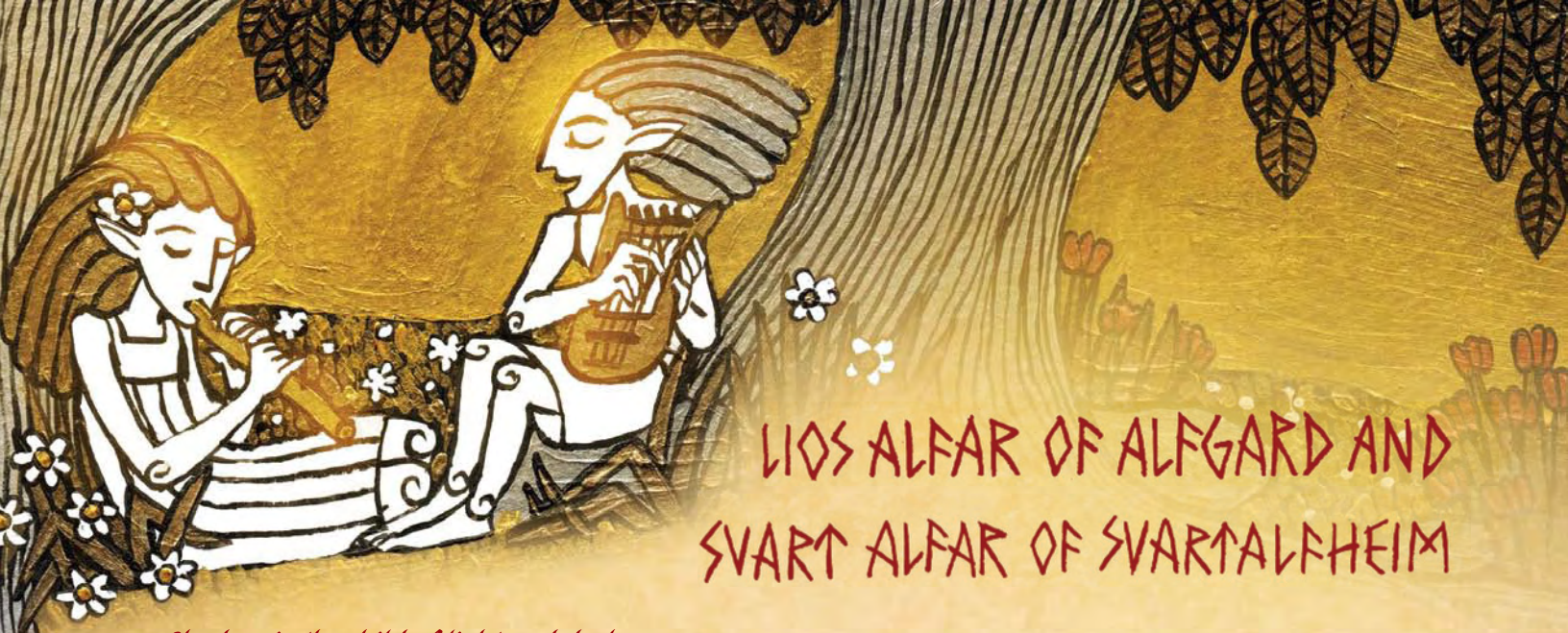
Dwarves are master craftsmen: Frey's ship Skidbladnir, Odin's spear Gungnir, and Sif's golden hair were created by Ivaldi's children Dvalin and Sindri. Now, in the Sword Age, they have been called back by Odin to work the forges within the fortified city of Asgard. Surt has commissioned Thjodroerir to organize the forges at Sleggja, and their sounds carry across the great lake Glassisvellir, day and night.

But while some of the Dvergar are driven by talent and avarice, others are driven by a much more primal emotion: revenge. Brokk, blacksmith of legend, has a score to settle with Loki. Brokk bet his head with that of Loki's that he and his brother could fashion superior items to those of Ivaldi's sons, and they created Thor's hammer Mjollnir, Odin's arm ring Draupnir, and Frey's boar Gullinbursti. Though the items were judged to be superior, Loki got out of the wager with a lesser punishment on a semantic technicality, leaving Brokk seething. His desire for vengeance is leading him away from his calling and onto a dark road. He cannot be found, and some say he will be visiting Loki in Hvergelmir.

Alvis the dwarf is also seeking revenge. He was promised Thor's daughter Thrud in exchange for fashioning weapons for the god if he could answer questions Thor posed him. Tricked into staying up until dawn, Alvis turned to stone. When the sun was devoured by Skoll, Alvis turned back to flesh and made his way to Jotunheim. In Iron Wood and Utgard, he has found many sympathisers that would be pleased to see the end of Thor.

More trouble is on the horizon... The brothers Fjalar and Galar have brewed their Mead of Poetry with dark magic, and a powerful being of the heavens has mysteriously gone missing in the chaos of Ragnarok. In these dark times, when a powerful being goes missing and a new magical item of incredible power surfaces, the higher powers suspect the Dvergar brothers.





LIOS ALFAR OF ALFGARD AND SVART ALFAR OF SVARTALFHEIM

Shadow is the child of light and darkness

The Lios Alfar (the light elves) and the Svart Alfar (dark elves) have always been a mystery to mortals, but their power has been awe-inspiring. Over the centuries, humans bestowed gifts on both the light elves and the dark elves to gain good fortune or to ward off evil.

The Alfar in Alfgarð are light, beautiful, and perceptible, while those in Svartalfheim are dark, horrific, and shrouded. Alfgarð is a place of shining beauty and radiance, with abundance as far as the eye can see. Svartalfheim can seem a place of darkness and madness; the landscape shifts and changes when one's back is turned, and it is said a sword can be stolen from your hand without your knowledge.

However, since the first age of Ragnarok, both the Lios Alfar and Svart Alfar have made themselves scarce. No one truly knows what has become of them. There are occasional sightings, but something is clearly amiss. Some Voelva speak of an impending War of the Shadow.



DEITIES AND DOMINIONS

This section describes the most important higher powers active during Ragnarok. These higher powers have special domains that they oversee, and they may grant a boon to anyone who provides the proper sacrifice. They play a pivotal role in the affairs of mankind and should not be handled lightly. The Norn can introduce one of these great beings and use their motivations as a saga catalyst for the players. For example, Angrboda may hire some high-level dwellers to tread into Hvergelmir and liberate Loki from his imprisonment.

VERDANDI, SKULD, AND URD

The three most important Norns who deal in the affairs of gods and mankind are the three sisters, Verdandi, Skuld, and Urd. Each holds dominion over an aspect of the cycle of birth and death. Verdandi has dominion over the present, Skuld over the future, and Urd over the past.

They weave a Tapestry of Fate for the current epoch for men and gods. They have a mother named Mogthrasir who manages a larger Tapestry for the fate of the Jotuns. Their powers are vast and their responsibilities grandiose. Part of their responsibilities has been to tend to the sickness of the world-tree Yggdrassil. For a time, they had help from Frey, but since he turned his back on them, Nidhogg's damage outweighs the good the Norns can do for the cosmic ash-tree.

Voelvas are the godis of the Norns. They devote their lives to peering through the veil and seeing the Tapestry of Fate as it is being woven by the Norns.






MOGTHRASIR THE NORN

Mogthrasir is a Norn who weaves the Tapestry of Fate for the Jotun races. She appears as a very large veiled woman with a shimmering ghost-like quality. When she speaks, her voice only reaches those whom she wishes.

Mogthrasir lives on the tallest mountain in Muspelheim and rarely grants audience. When she does, it is to only the most important of Jotuns such as Surt or Bergelmir. Like all Norns, her powers are vast and she has a host of voelvas who act as her priestesses. Her voelvas do not come from the human ranks; they are denizens of the Jotun races.

Her ways are too alien for humans to comprehend, which is why her voelvas come from a unique heritage. Unlike her daughters Verdandi, Skuld, and Urd, her specialty lies in the realms that escape the cycles of birth and death. Parts of her Tapestry are eternal, as she deals with the realms of Niflheim, Muspelheim, Gimle, Anlang, and Vidblain. Other parts of her Tapestry are rewoven with the coming of a new epoch, such as the realms of Jotunheim.



ODIN

Odin does not have gods in his service. Instead, his priests are skalds whose purpose is to inspire warriors to great heroic deeds, whom Odin can harvest upon death. The se warriors are to dedicate their lives to inspire others to greatness. In this process, they themselves are elevated in the eyes of Odin.

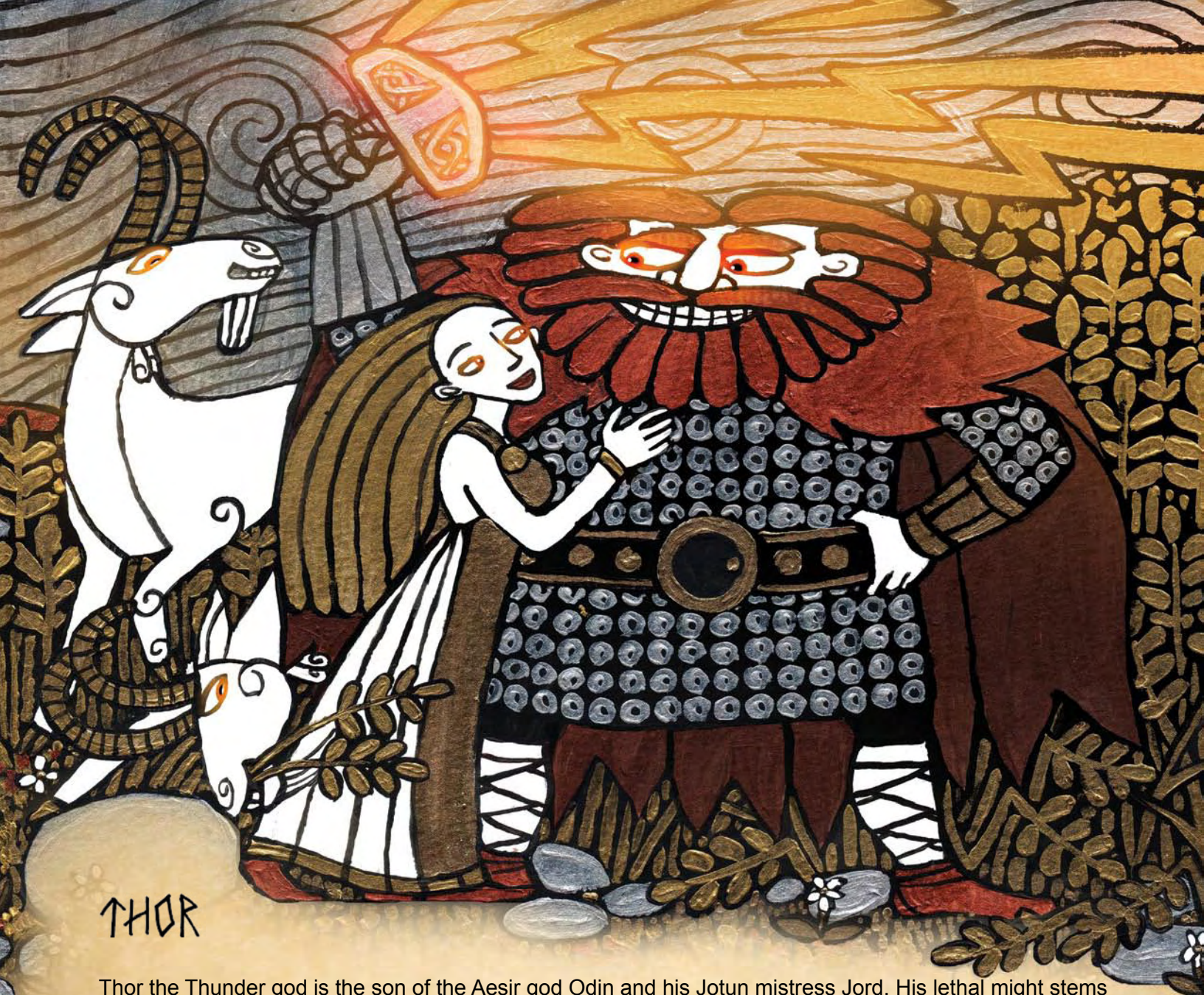
Read more about Odin on page 45.

HUGIN AND MUNIN

Odin's ravens Hugin and Munin are indispensable informants. Every day, Odin sends them to fly over the worlds of Yggdrasil and return with important news about key events transpiring throughout the worlds of Yggdrasil. Using powerful shamanic magic, Odin has the ability to see through their eyes when he deems it necessary.

GERI AND FREKI

Odin's two wolves Geri and Freki accompany him on the Wild Hunt. The wolves sniff out lost souls and swallow them whole. The devoured souls are then used in Odin's necromantic rituals as reagents to fuel the potent effects of the dark arts. Odin feeds them his prepared meals as he has no need for food.

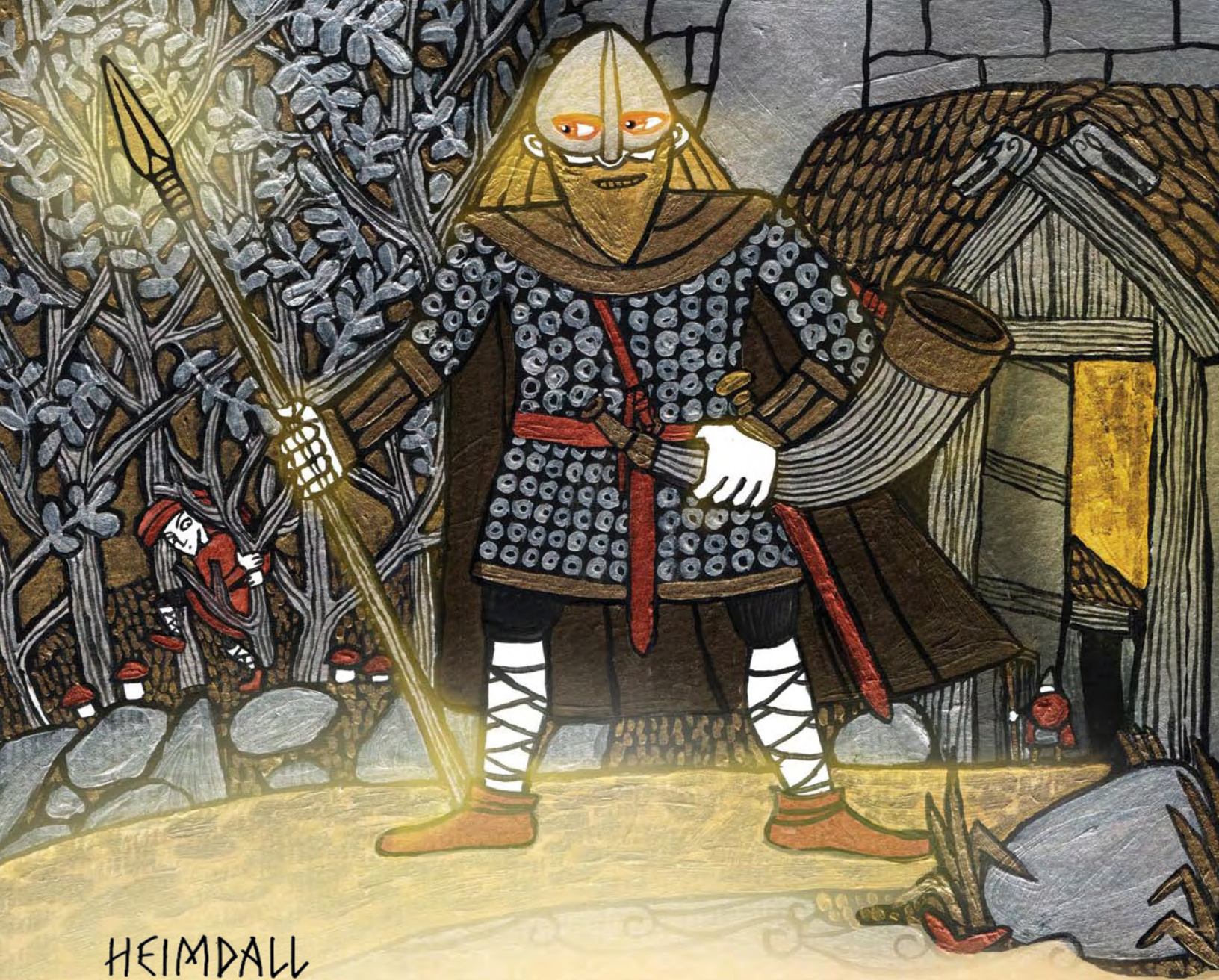


Thor the Thunder god is the son of the Aesir god Odin and his Jotun mistress Jord. His lethal might stems from the combination of his godly physique, the mythical hammer Mjolnir, and his magical power over thunder and lightning and the mystic apples of the Aesir goddess Idun. All this makes him possibly the most terrifying and powerful warrior to inhabit the worlds of Yggdrasil!

Thor has killed dozens of influential and important Jotuns as well as hundreds of lesser beings from Jotunheim. Thor's wife is the beautiful Sif and they have two sons, Magni and Modi, and one daughter called Thrud. Thor rides a magical flying chariot pulled by the boars Tanngnjost and Tannggrisnir. He has mixed feelings about Loki as they have gone on several epic adventures together and Loki has come to his aid more than once. Having grown up together in Asgard, Thor feels a strong sense of duty and responsibility to keep Loki in line. He empathises with Loki; he himself has often been at the receiving end of taunts about his slow wit.

Prior to Fimbulwinter, Thor was the patron of farmers. Now with the onset of the Dark Age, he has taken on a new mantle as the challenger of the new White God. His godis work tirelessly to undo the work of crusaders and missionaries who come from Outer Midgard. He has also been active in hunting and killing any denizens allied with the Jotuns.

Thor's murder of so many Jotuns over the centuries has been a major catalyst for the impending war. He is fearless and wades out of Asgard with impunity, slaying all who stand in his path. To his foes, he seems invincible, so they work hard day and night to try and find a weakness they can exploit.



HEIMDALL

The magnanimous responsibility of guarding the Bifrost bridge that connects Asgard and Midgard falls on the shoulders of the Aesir god Heimdall. Born of nine mothers and sporting golden teeth, the Guardian of Bifrost has unparalleled keen senses: he can hear grass grow and see 100 miles in darkness.

Heimdall carries Gjallarhorn, a majestic horn that never leaves his side. He will sound the alarm when the Rime Jotuns set sail in Naglfar and lay siege to Asgard.

Heimdall distrusted Loki and his children, having detected their treacherous thoughts with his uncanny skills. None of the Aesir listened, and as Loki provoked darkness within Asgard, Heimdall began to despise the god of lies. Heimdall was the first to seek out and fight Loki when he stole Freya's wondrous necklace, Brisingamen. Loki, too, despises Heimdall, who has scrutinized his comings and goings and made life difficult for him for many years.

Those who serve Heimdall dutifully look to him for inspiration and steadfastness. He requires no sacrifice, preferring to lead by example.

Heimdall has a pivotal role to play in the defence of Asgard during Ragnarok. He takes his responsibilities very seriously and is instrumental in keeping Fenrir's wolf pack at bay. However, he chides himself for failing to protect those who wander out of Asgard, never to return as they are overcome by the Iron Wood wolves.



NJORD

The Vanir clan has two rival powers that excel in their dominion over water and the denizens within: Aegir and Njord.

During the war with the Aesir, Njord held a very high rank in the Vanir legion. At times, he clashed with Aegir on strategy and Aegir was threatened by Njord's growing influence among the armies. When the war ended, he offered Njord and his children as hostages to maintain the peace. Njord went willingly, as he had a new-found respect for the Aesir. His family adopted the Aesir way of life very quickly, and they were held in great esteem by the Aesir.

Njord's godis are in fierce competition with those who serve Aegir. They try to marginalize the Vanir in all aspects of life in Midgard. Since the end of the war, the Godis have been very successful in growing the Aesir influence and simultaneously diminishing that of the Vanir pantheon.

Ragnarok has placed Njord in a tough predicament. Odin has asked him to extend a message of friendship to the Vanir in the hopes of winning them over to their side for the coming war with the Jotuns. However, Njord knows that he has burned his bridges with Aegir and the others. For now, he will allow Odin to think that he is reaching out to the Vanir while he formulates a plan to achieve Odin's wishes.



FREY

Frey is the son of Njord and twin brother of Freya. He was sent to live among the Aesir to bring an end to the war between the Aesir and Vanir gods and ensure a lasting peace.

Frey is a natural leader and his divine powers over light, the harvest, wealth, and virility endear him to many. After sitting on Odin's throne Hlidskjalf overlooking all of the worlds, Frey spied the Jotun maiden named Gerda in Jotunheim. To win her love, he considered sending her a gift from one of his many wondrous magical artefacts: the shining boar Gjallinbursti, the folding ship Skidbladnir, or his prized sword that can fight on its own. Choosing the latter, he sent his squire Skirnir with the sword, and won Gerda's hand. Their union produced the Yngling clan and Fjolnir, the first in the long line of Ynglings.

Frey is held in high esteem by both the Dverggar and the Alfar. He is worshipped by many farmers and those seeking conquest in love, who since the onset of Fimbulwinter are outnumbering farmer followers. Those seeking Frey's blessing sacrifice their inhibitions, doubts, and fears.

Originally Frey was part of the Vanir fold, and was fervent in helping to tend the cosmic-tree Yggdrasil, but all of that changed after he migrated to the Aesir clan. While in Asgard, his focus shifted from legacy to forging a new destiny. The loss of Frey's magic has caused irreparable harm to the cosmic ash-tree. Surt has never forgiven Frey for his betrayal, and it is said that vengeance from the Black Jotun follows Frey like his shadow.



AEGIR

Aegir is the Vanir god of the sea. At will, he can change his form, which can range from a large humanoid to a ferocious denizen of the deep sea. Aegir has incredible magical power in nature-based dweomers. His power over water is only matched by his Vanir rival, Njord. When the Vanir made peace with the Aesir gods, Aegir took the opportunity to send Njord and his children to the Aesir in an exchange for hostages to maintain the peace between the gods.

Aegir and his wife Ran have nine children, and they jointly govern the Vanir gods. His home when on land is called Hlesey, and it is here that he receives many distinguished guests with legendary hospitality. When visiting others, such as the Aesir gods, he is extended a great welcome with pomp and fanfare.

Sailors often turn to Aegir for a blessing as they travel the icy waterways of Midgard. Offerings to him come in the form of drowned sacrifices. If Aegir feels that this offering is sufficient, he will grant safe passage through storms and ice.

With the coming of Ragnarok, Aegir and Ran navigate their commitments carefully. Within the Vanir clan, there are of opposing opinions as to which side to support, that of the Aesir or that of the Fire and Rime Jotuns. Only time will tell which side they will support in the coming war.



LOKI

Loki is a very enigmatic character and his alliances seem to shift like the winds. Loki's appearance is that of a lanky, carefree young man, but his eyes tell a different story. They reflect wisdom, pain, and cunning.

His relationships and children are both strange and horrifying. He has two sons, Nari and Vali, from his Aesir wife is Sigyn. His troll-witch mistress Angrboda bore him three children: Fenrir the wolf, Jormundgand the serpent, and Hel the Mistress of the Dead. Stranger yet, long ago, when Asgard's defences were being built, Loki shapechanged into a mare and mated with a Jotun steed named Svadilfari. The fruit of their union was Sleipnir, the eight-legged horse that Odin adopted as his own.

Of Jotun blood but raised a god, Loki has had a crisis of identity and allegiance. He does not understand why his parents sent him off to the gods but kept and raised his siblings Byleist and Helblindi. His destiny became clearer after having a dream about consuming the heart of the hag of avarice named Gullveig. The hag had infiltrated the walls of Asgard and was bringing ruin to the gods by inflicting all matter of negative emotion so that their hearts would weigh heavy. After Odin ordered her killed and burned, Loki found the pyre and ate the charred heart. In an instant, his path was clear and his father's motivations finally made sense.

Loki has become the patron of fire, liars, orphans, and lost souls. His followers have always been secretive like their god; however, now that Ragnarok is here and Loki has been revealed to be the Jotun of Destiny, his cult has surfaced. The group has willingly subjected themselves to the direction and rule of Angrboda, as her agenda coincides with theirs: free Loki!

Loki has had the wrath of all the Aesir on him for Baldur's death and his subsequent imprisonment in Hel's domain. Despite Loki's best efforts to escape, the Aesir captured him and bound him in chains. They then placed him in Hvergelmir, the realm of Nidhogg the serpent. Loki knows he will escape, but until he does, he suffers greatly as venom drips on his face from the millions of poisonous serpents who are Nidhogg's brood. In his mind, he replays his destiny... unite the Jotuns, rally the Alfir, rouse the Vanir and bring about the complete destruction of the Aesir, even if it costs him his life.





LOKI'S CHILDREN

FENRIR

Fenrir is the son of Loki and Angrboda. His sister is Hel, mistress of Niflheim, and his brother is Jormundgand, the Midgard serpent. Fenrir is the wolf destined to slay Odin, the All-Father of the Aesir gods.

Fenrir's presence in Asgard while he accompanies his father has always set the populace on edge. Never in his time did Fenrir feel welcome in the city of the gods. But when he would visit his mother in Jarnvid, he was greeted and treated with great honour. It was no surprise that one day the Aesir gods trapped him and tethered him in indestructible bonds on the island of Lyngvi, surrounded by the dark lake Amsvartnir. However, this entrapment came with a price, as Fenrir bit the hand off the war-god Tyr.

Wolves who revere Fenrir show their loyalty and reverence by leaving a small portion of every kill as an offering to their imprisoned comrade. The wolves of Iron Wood hunt in packs and have devoured Aesir and Einherjar who have left the safe confines of Asgard.

Fenrir knows that his wolf pack is coming, he can hear the lupine choir coming from beyond the walls of Asgard. With every tremor of the ground reminding him of his father's torment, Fenrir strains against his bonds to break free and exact revenge. He has heard the cry of the rooster in Niflheim, and this has lit the unquenchable fire within his heart: he will soon be free!

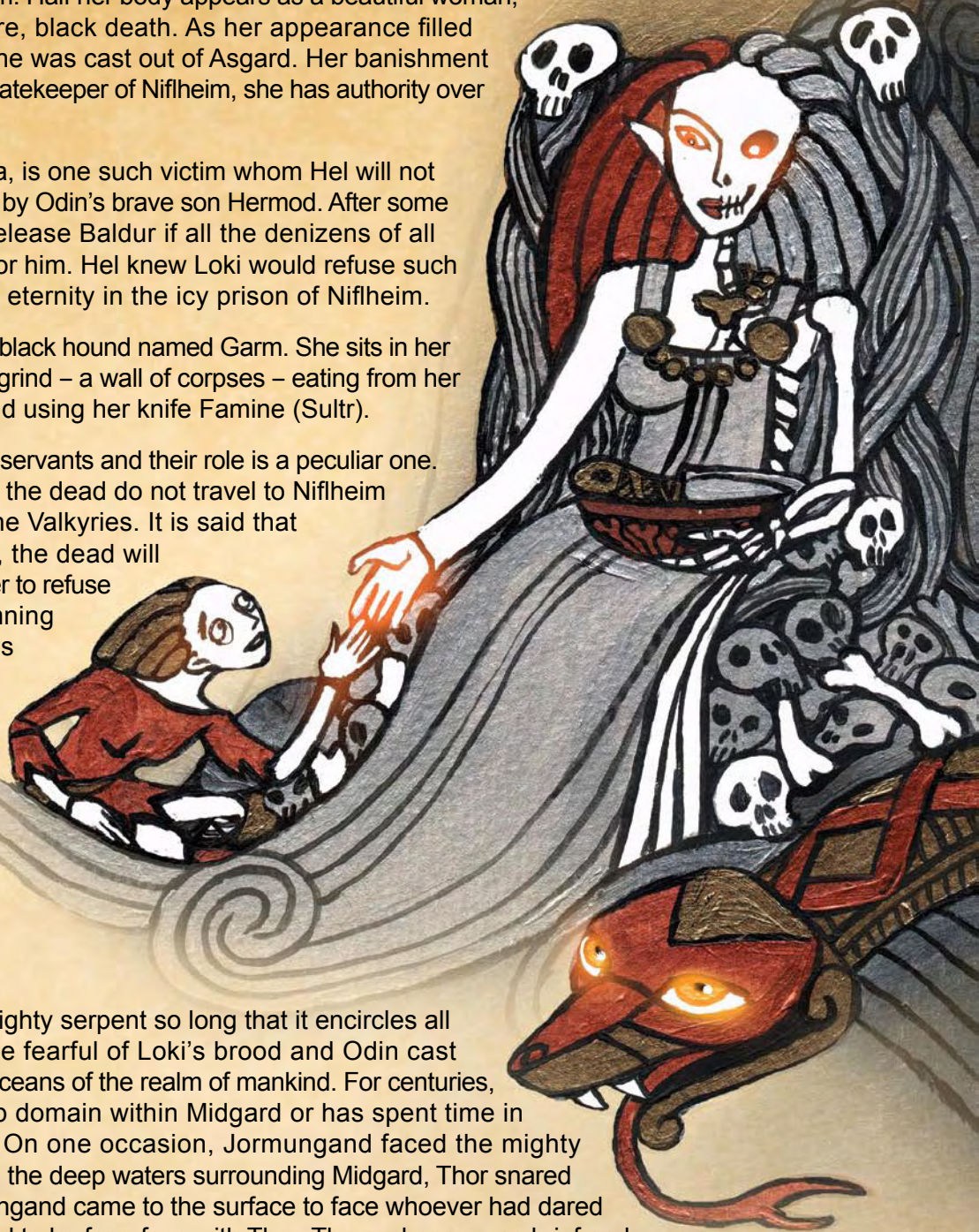
HEL

Hel, the daughter of Loki and Angrboda, sits as the undisputed mistress of the underworld realm of Niflheim. Half her body appears as a beautiful woman, and the other half reveals pure, black death. As her appearance filled the gods with great unease, she was cast out of Asgard. Her banishment haunts the Aesir, since as the gatekeeper of Niflheim, she has authority over those who died without valour.

Baldur, son of Odin and Frigga, is one such victim whom Hel will not release, even when confronted by Odin's brave son Hermod. After some negotiations, Hel agreed to release Baldur if all the denizens of all the worlds of Yggdrasil wept for him. Hel knew Loki would refuse such a request, damning Baldur to eternity in the icy prison of Niflheim.

Hel's domain is guarded by the black hound named Garm. She sits in her hall Eliudnir, surrounded by Nagrind – a wall of corpses – eating from her dish called Hunger (Hungur) and using her knife Famine (Sultr).

Angels of Death are her mortal servants and their role is a peculiar one. They work tirelessly to ensure the dead do not travel to Niflheim but are instead taken up by the Valkyries. It is said that in the Third Age of Ragnarok, the dead will walk again as Hel has the power to refuse them entry into Niflheim, damning them to a tortured existence as undead Draugar or Haugbui.



JORMUNGAND

Loki's son Jormungand is a mighty serpent so long that it encircles all of Midgard. The Aesir became fearful of Loki's brood and Odin cast Jormungand into the deepest oceans of the realm of mankind. For centuries, he has kept to either his deep domain within Midgard or has spent time in the frigid lands of Jotunheim. On one occasion, Jormungand faced the mighty Aesir god Thor. While fishing in the deep waters surrounding Midgard, Thor snared the serpent on his hook. Jomungand came to the surface to face whoever had dared such a deed, and was surprised to be face-face with Thor. The exchange was brief and Jormungand retreated into the depths after feeling the fury of Thor's hammer, Mjolnir.

Jormungand has no disciples and prefers a life of solitude. However, now in the turmoil of Ragnarok, he has become active, looking to free his father from his brethren. Hvergelmir is the den of serpents, presided over by the prime serpent Nidhogg. Jormungand has been searching for an entry into Hvergelmir that can accommodate his immense girth. As he moves from realm to realm, his thrashes cause major natural disasters.

He harbours revenge in his heart, longing to settle the score with Thor.



ANGRBODA

Angrboda is the troll-witch concubine of Loki. Their offspring are the god-devouring wolf Fenrir, the mistress of Niflheim named Hel, and the Midgard serpent named Jormungand. Angrboda appears as a very large fearsome hag. She makes her home in Jarnvid in Jotunheim and presides over the witches of Iron Wood. All offspring from the loins of these troll-wives take the form of monstrous and fearsome creatures (Managarm is the greatest of the brood and is the alpha of the wolves of Jarnvid).

Angrboda's knowledge and skill in Seith magic is on par with the most powerful practitioners of the art. Many witches revere her and offer her the entrails of their sacrifices to gain her attention. It is said that just being within Angrboda's presence doubles a witch's talents in Seith.

Now that Fimbulwinter is upon the realms, her kingdom of Jarnvid is a gathering-place for the forces rallying against the Aesir. She has attracted many heroes to her cause: liberating Loki from his torment in Hvergelmir. Jarnvid's trees are a mile tall, making it a suitable place to hide any congress on the matter.

MANAGARM

Managarm is the greatest of all wolves and lives in the heart of Jarnvid, in Jotunheim. He is a league tall and, unfortunately for his prey, his terrible appetite matches his size!

Managarm and his wolves are no ordinary lupines. They herald from Jarnvid, where magic has made their hide impervious to physical harm and sharpened their teeth to bite through the thickest of armour with ease. They are truly terrifying and bring dread into the hearts of even the bravest Einherjar.

Despite Managarm's grandiose stature among the Iron Wood Wolves, he is humbled by Fenrir and will do everything in his power to help liberate his brother. Managarm has mobilized his wolf pack to lay siege to the lands around Asgard, ensuring that any emissaries who leave Asgard are hunted down and devoured. He participates in the Jotun war council and allows his wolves to act as mounts for some of the more important Jotun generals. His plan is to drive Asgard into isolation and desperation for when Naglfar sails against the gods.





BERGELMIR

The King of the Rime Jotuns was the only one to survive the bloody torrent of Ymir's blood that swept away and drowned the first Rime Giants. With his wife, he repopulated the Rime Giants over many generations, and ensured that Odin's crimes would not be forgotten.

Bergelmir founded the fabled capital city of Utgard in the highest and coldest reaches of Jotunheim. Those who seek revenge invoke Bergelmir while eating the heart of an animal to be guided by his spirit. It is said that if a prayer is answered by Bergelmir, the act of revenge cannot be denied to the one who seeks it.

Over the centuries, Bergelmir, very old and extremely cunning, has fooled the Aesir into believing the transgressions have been forgiven, and invited them as the honoured guests in his meadhall several times. On one occasion, Bergelmir organized a set of challenges to help him better assess the Aesir's strengths and weaknesses.

Bergelmir has been plotting the downfall of the Aesir for centuries. Finally, the time is nigh, and he seeks the counsel of Angrboda and Surt to build his armies in Utgard. The legendary ship Naglfar is almost complete and ready to set sail against the gods. It has taken centuries to gather the toenails of corpses to build the hull of the massive ship. It measures an unimaginable five leagues from bow to stern.

IVALDI

Ivaldi, King of the Dverggar, ignores prophecy. He regards the Norns as inconsequential, refusing to believe they have any power over his actions or destiny. Just as he forges wondrous items, he has decided to be the only one to forge his future.

His dominion of Nidavellir is the richest of all the worlds, and with the coming of Ragnarok, his riches grow unhindered. He has many sons to whom he has taught the blacksmithing craft. He is careful to remain neutral, preferring to arm all parties in the coming war. His Dverggar subjects place profit above all other motivations, allowing them to create immoral weaponry using any means necessary. Under his rule, the forges have never grown cold and sing with the clash of hammers and anvils.

Those who disbelieve in the prophecy of Ragnarok seek out the cult of Ivaldi. It is said that anyone who is persistent enough can find the eccentric godis who represent him. Subscribing to Ivaldi's doctrine means disregarding voelvas and their prophesies.

Nidavellir's forges are in need of unprecedented amounts of fuel and crafting materials; consequently Ivaldi has commissioned mercenaries to fetch slaves and ores so his kingdom can meet his commitments to both the gods and Jotuns. He also has strategically placed some of his best blacksmiths in the various realms to maximize profits. Some of the most powerful forging formuals require living essence, and during these dark times, no one questions the ethics of the process – they care only about the final result.

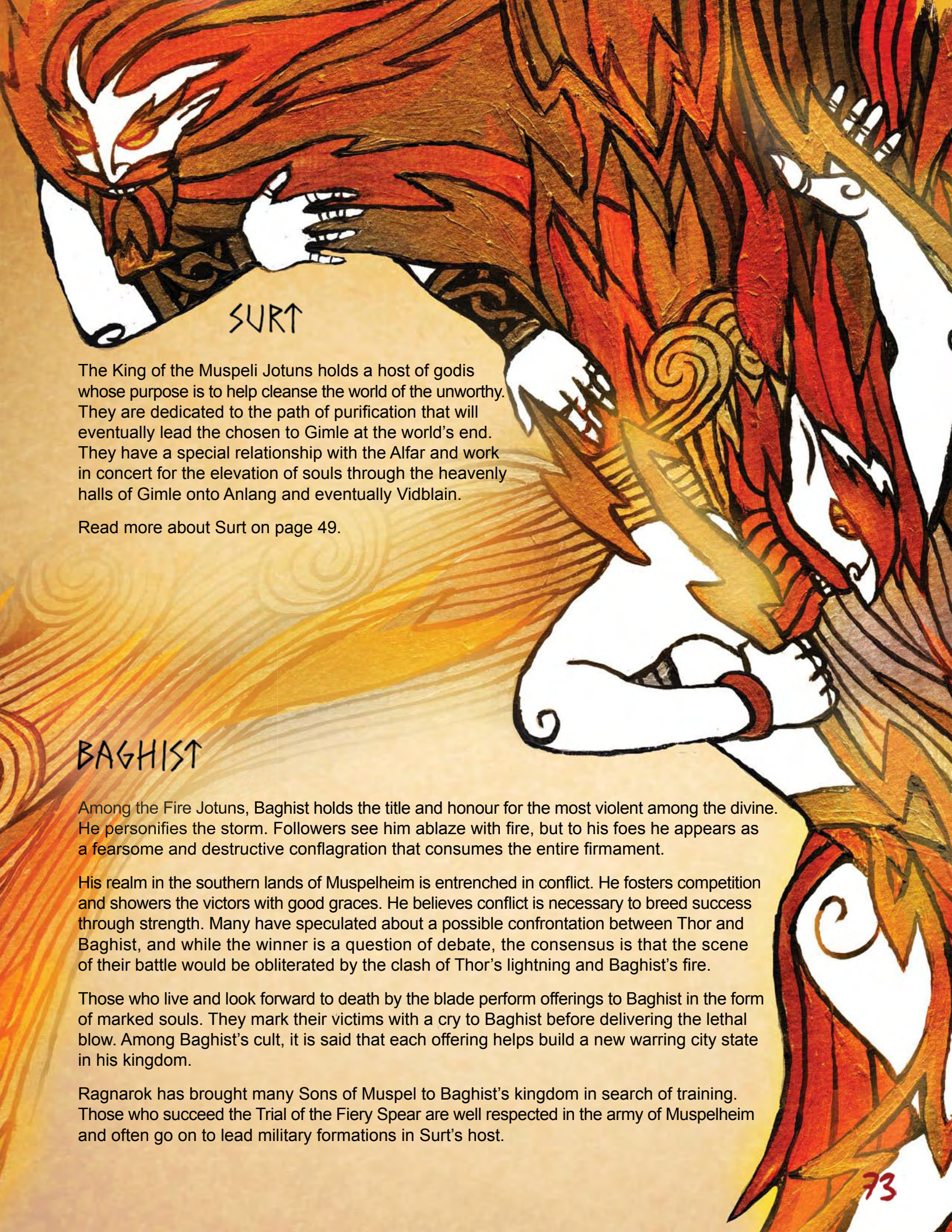


KARA THE VALKYRIE (SIGRUN)

Valkyries are powerful awe-inspiring spirits who carry the souls of the worthy to either Valhalla or Glassisvellir. These spirits are fascinated and drawn to humanity and have the ability to transform and take on human form. Their obsession runs so deep that they have been known to murder a human in order to drink their memories and take their place. This has allowed them to live out their lives as a princess or heroine. Valkyries have also been known to take on human form out of intense infatuation with a mortal man. Those who have been rebuffed by the object of their affection have gone on to perform dishonourable deeds out of scorn.

Kara is a Valkyrie on a mission of deep-rooted vengeance. Long ago, Kara the Valkyrie spied and fell in love with a legendary warrior named Helgi. She came into the world of mankind and assumed the form of Sigrun, daughter of the karl Hogni. This new identity allowed Kara to get close to Helgi. The two fell in love, but Sigrun's father had different plans to marry her off to another man. Helgi, consumed by unearthly passion for Sigrun, slew all her family – with the exception of her brother Dag – so they could be together. Dag sought Odin's help and detected that Sigrun was no longer the sister he knew and loved. Odin helped kill Helgi, knowing he would be a good Einherjar. Devastated by grief, Sigrun took her life so she could be reunited with her lover in Valhalla. Shedding her mortal identity, Kara the Valkyrie is back and furious with Dag and Odin. She plans to liberate Helgi and exact vengeance upon the All-Father. For this, she has called her nine sisters who work as gatherers of the slain for Surt, the Black Jotun.





SURT

The King of the Muspeli Jotuns holds a host of godis whose purpose is to help cleanse the world of the unworthy. They are dedicated to the path of purification that will eventually lead the chosen to Gimle at the world's end. They have a special relationship with the Alfar and work in concert for the elevation of souls through the heavenly halls of Gimle onto Anlang and eventually Vidblain.

Read more about Surt on page 49.

BAGHIST

Among the Fire Jotuns, Baghist holds the title and honour for the most violent among the divine. He personifies the storm. Followers see him ablaze with fire, but to his foes he appears as a fearsome and destructive conflagration that consumes the entire firmament.

His realm in the southern lands of Muspelheim is entrenched in conflict. He fosters competition and showers the victors with good graces. He believes conflict is necessary to breed success through strength. Many have speculated about a possible confrontation between Thor and Baghist, and while the winner is a question of debate, the consensus is that the scene of their battle would be obliterated by the clash of Thor's lightning and Baghist's fire.

Those who live and look forward to death by the blade perform offerings to Baghist in the form of marked souls. They mark their victims with a cry to Baghist before delivering the lethal blow. Among Baghist's cult, it is said that each offering helps build a new warring city state in his kingdom.

Ragnarok has brought many Sons of Muspel to Baghist's kingdom in search of training. Those who succeed the Trial of the Fiery Spear are well respected in the army of Muspelheim and often go on to lead military formations in Surt's host.



FARBAUTI

Farbauti is one of the most distinguished Fire Jotuns. He is tall, handsome, and very charming. His offspring from his wife Laufey are Loki, Byleist, and Helblindi. When Loki was an infant, Farbauti sent him to the Aesir as part of a long-term plan based on a dream delivered to him by a Norn. He shared this only with Laufey, informing her as to how Loki would play a pivotal role in the Tapestry woven by the mysterious Norn.

Farbauti has the talent to build complex plans for the future that involve many willing and often unwilling and unsuspecting participants. Western Muspelheim, his dominion, is filled with trading outposts dealing in the slave trade, bringing in and selling slaves from all of the realms of Yggdrasil (with the exception of Niflheim). Slave traders and leaders who deal in wide-reaching plots show reverence to this Muspeli Jotun: karls and jarls often show homage to Farbauti so they may be granted illumination. An offering can range from benign goods of great value (slaves or rare wines) to the most devout offering of their first-born. Farbauti is very involved in the slave trade, as demand has grown dramatically since the onset of Ragnarok.

Farbauti's plans for his son Loki have almost come to fruition and he watches intently, awaiting the inevitable liberation of his son from the torturous prison in Hvergelmir.



LAUFHEY

Laufey, the Mistress of Black Flame, is wife to Farbauti and mother to Loki, Byleist, and Helblindi. Her kingdom is in the eastern lands of Muspelheim and she attracts spellcasters of renown to settle in her lands. Her court is filled with the most esoteric creatures, including mischievous Fire Skui and fearsome lava beings known as Karsts.

Laufey is physically weak but she more than makes up for it with her magical prowess. She has improved and innovated dweomers of Seith. Blending the sacred fires and ash of Muspelheim with Seith spirits, she has created a whole new domain of magical spells and enchantments.

She is revered by spell practitioners who wish to innovate in their magical art. She will perform a blessing to those she deems worthy without asking for a sacrifice beforehand. However, any new innovation that she finds fascinating will draw her to the magician in question and she will demand that the magic be taught to her, and her alone.

She was initially reluctant to go along with Farbauti's plan for their son Loki but acquiesced. Everything that has happened to their son over the years has put a heavy strain on their marriage. So much so that they are currently estranged and rule different areas of Muspelheim.



THE NEXT AGE

In the dark years, some esoteric sources of lore speak of the survivors and the rebirth of the world after Ragnarok, when Surt will destroy the realms by fire. Is it only hope, or is there truth in the words?

The sword of Surt sundered the sky, and bathed the tree in red flame. Lif and Lifthrasir, the last human mortals, hid in the shelter of Hodmir's forest. They slept as the great ash sprouted anew. A new pair of heavens emerged named Sindri and Brimir... and a new hell, known as Nastrands. Some gods survived to populate Sindri, among them Baldur, Hoder, Vidar, Vali, Magni, and Modi, who gathered in the great hall, Idavol. They read Odin's words and repented. There would be peace with their Jotun brethren. Surt's host would settle in Brimir and lament their fallen hero Loki, and, in the end, welcome a new age of partnership and hope.

New Horizons – from the songs of Snorri the Skald



MAGIC

RUNE MAGIC

Rune magic involves connecting to and unlocking the power of the cosmic tree Yggdrasil and the mystic streams that surround it.

Each primal force can be tapped into with the appropriate rune. A small aperture opens that allows the primal force to flow through the rune. Combinations of runes create varied and interesting effects. The knowledge of rune magic is not easy to come by.

A rune can be temporary or permanent. If it is scribed in the air, the effect is instantaneous as the power rushes through. Conversely, if it is scribed into skin or an object, the power seeps through slowly, endowing the surface area with power.

Rune magic has an unusual peculiarity: two runes of the same type cancel each other out within 25 feet of each other. A rune and the power it bestows can be cleared away by scribing the same rune in the same space.

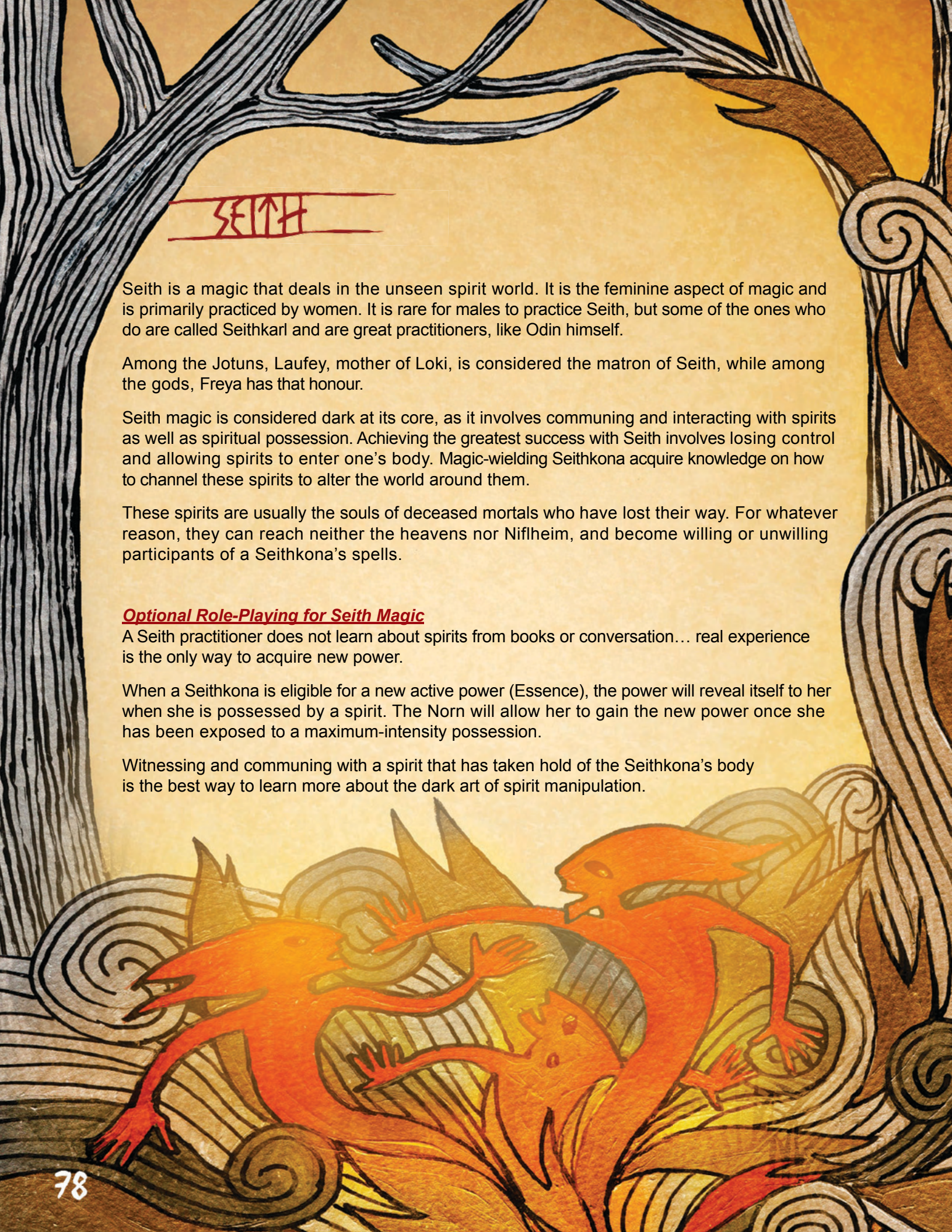
Optional Role-Playing for Rune Magic

Although the rune-master eligible for a new rune (Essence), it will not come to him immediately. He must enter a state of deep meditation, which in some cases will drain the runecaster severely. To learn wondrous things, there is always a price. After all, Odin the All-Father pierced himself with a spear and hung himself on the cosmic ash-tree for nine days and nights to gain arcane knowledge of all the runes. To learn a new rune, one at a time, a Galdr (runecaster) must go through a small ordeal, such as:

- Starving for three days to learn a rune of Self Preservation
- Spending an hour lying on a glacier to learn a rune of Mastery over Cold
- Be submerged underwater for three minutes to learn the rune of Water Breath

In some cases the meditation may be pleasant. To learn a rune of Nature, for example, the runecaster may have to spend a day in solitude studying the forest, before a bird lands on the runecaster's shoulder and whispers the rune.

It is up to the Galdr to determine how to meditate. If the Norn feels the meditation is lacking, the player will be told the meditation is insufficient and something more is needed.



SEITH

Seith is a magic that deals in the unseen spirit world. It is the feminine aspect of magic and is primarily practiced by women. It is rare for males to practice Seith, but some of the ones who do are called Seithkarl and are great practitioners, like Odin himself.

Among the Jotuns, Laufey, mother of Loki, is considered the matron of Seith, while among the gods, Freya has that honour.

Seith magic is considered dark at its core, as it involves communing and interacting with spirits as well as spiritual possession. Achieving the greatest success with Seith involves losing control and allowing spirits to enter one's body. Magic-wielding Seithkona acquire knowledge on how to channel these spirits to alter the world around them.

These spirits are usually the souls of deceased mortals who have lost their way. For whatever reason, they can reach neither the heavens nor Niflheim, and become willing or unwilling participants of a Seithkona's spells.

Optional Role-Playing for Seith Magic

A Seith practitioner does not learn about spirits from books or conversation... real experience is the only way to acquire new power.

When a Seithkona is eligible for a new active power (Essence), the power will reveal itself to her when she is possessed by a spirit. The Norn will allow her to gain the new power once she has been exposed to a maximum-intensity possession.

Witnessing and communing with a spirit that has taken hold of the Seithkona's body is the best way to learn more about the dark art of spirit manipulation.



SPELL SONGS

Two Dvergar, Fjalar and Galar, brewed the magical Mead of Poetry, a heinous recipe that involved killing a godly being called Kvasir and using his blood mixed with honey. The Mead of Poetry bestows the drinker with the power of Spell Songs, magic laced with wisdom and the force of suggestion used to manipulate man and beast.

How mankind came to obtain such wondrous magic is a longer tale. After creating the Mead, Fjalar and Galar continued their blood alchemy and eventually came to murder the Jotun Gilling and his wife. Their son, Suttung, came seeking vengeance. As retribution, he was offered a sip of the Mead of Poetry, but then hid it in a cavern and set his daughter Gunnlod to watch over it.

When Odin heard of this new magic, he decided to take it from the Jotuns. Using the name Bolverk ("evil work"), he persuaded Suttung's brother Baugi to hire him after he had Baugi's slaves kill each other while under a greed enchantment over a magic whetstone. As reward for making up the work of Baugi's slaves, Bolverk demanded a drink of the Mead of Poetry. Although Suttung refused to part with a single drop, Baugi was tricked into boring a hole into the cavern, and Bolverk slipped inside in the form of a snake. There, he sampled the Mead, and, using its magic, he charmed and seduced Gunnlod before fleeing the cave as an eagle.

While flying over Midgard, drops of the Mead fell on some fated mortals below... they became wise and found their tongues could recite kennings. They became the first of the skalds, teaching others the art of Spell Songs.

Spell Songs are unique in that they have a broad range of effects for anyone who can hear the skald's voice. Understanding the words is not difficult; an instrument is not required, but can bolster the effect of Spell Songs.

Optional Role-Playing for Spell Songs

A skald should to chronicle the epic deeds of heroes. When eligible for a new active power (Essence), the Norn may ask the skald to write out a short poem about the deeds of their adventuring fellowship. This may be enough to unlock the required skald's creativity for a new power.

VIKING GAMES

GAME OF BRAIDS

The Game of Braids is an entertaining one for everyone except the poor girl chosen as the focus of the game. A young woman is put into a stockade with only her head protruding; her long braids are drawn out and pinned on the wood. Viking men take turns hurling hand axes at the stockade to try and chop her braids without killing her.

FESTIVAL OF THE PEKO

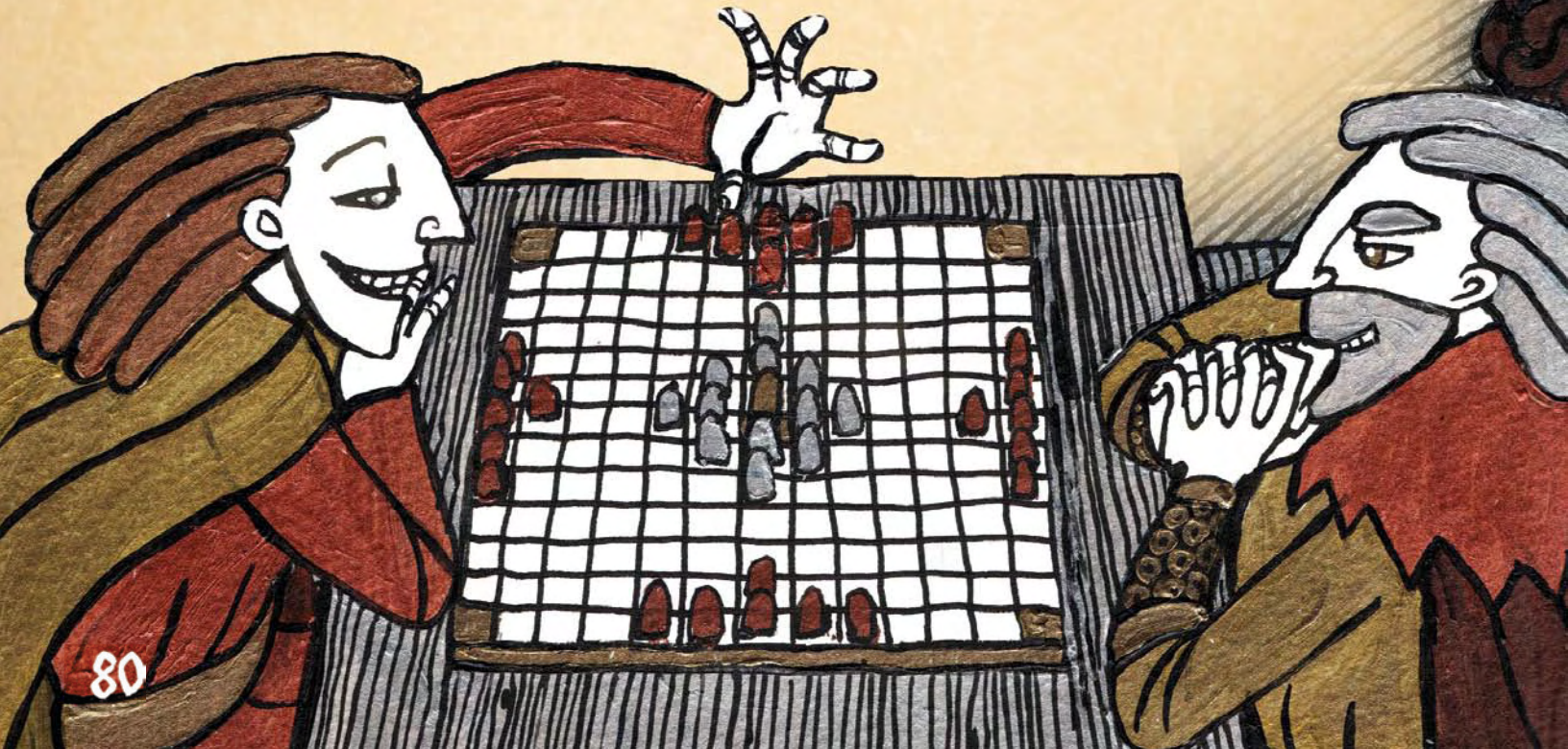
Every year during the harvest season, the Festival of the Peko is declared in villages. Men and women enter into a no-holds-barred bareknuckle “free-for-all” fight to earn a wooden statue of a fertility Vaettir (one per village), which is said to bring good fortune to the family whose house it inhabits. The last person standing keeps the statue of the Peko for a year.

HNEFATAFL

Hnefatafl is a board game that simulates a Viking raid. The attackers are situated along the four sides of a board, each side representing a ship, with the king and the defenders in the middle of the board. There are twice as many attackers as defenders.

The attackers’ goal is to capture the king; the defenders’ is to help the king escape to safety. To win the battle, the attackers must trap the king so he can’t move by surrounding him on all four sides of the center square. He can also be trapped on three sides against the center square. Only the king can stay on the center square, though other pieces can move through it.

The defenders win when the king safely arrives at one of the corners (called the King’s Square). Players play only one piece per turn. All pieces must move in straight lines, either vertically or horizontally (no diagonal moves), as many squares as desired as long as they are continuous (no jumping). Only the king can move onto the King’s Square, the center square, and the corner squares. A standing piece can be eliminated by sandwiching it between two opponents. A player piece can be defeated by doing the same way by sandwiching it between a corner square and the opponent.









GAME RULES

Fate of the Norns: Ragnarok uses the Runic Game System™ (RGS). The 24 Elder Futhark runes are used to represent the players and their abilities as well as to manage action resolution. Every player needs their own set of runes (they can be printed from the back of this book, or purchased online at www.fateofthenorns.com or at a local game store). The game master needs at least one rune set, depending on the level of the campaign.

TERMS AND ABBREVIATIONS

Beings

Dweller:	The player's character.
Denizen:	Non-player characters controlled by the Norn.
Norn:	The fates of Viking mythology. The term also refers to the game master (GM).

Runes

Physical:	P
Mental:	M
Spiritual:	S

Combat

Damage Factor:	DF
Difficulty Rating:	DR
Protection Factor:	PF

See more in the Glossary on page 152.



THE RUNES OF POWER

There are 24 Viking runes. They are divided into three Aetts representing three different Traits: Physical (red Aett), Mental (blue Aett), and Spiritual (green Aett).

Each rune can be interpreted in two ways:

- 1) by the Trait it belongs to (i.e. Physical, Mental, or Spiritual); or
- 2) by the power/skills it is bound to (i.e. Active/Passive powers and skills).

THE THREE AETTS

Below is each rune's name and root meaning (this is not needed for gameplay and is provided purely for your interest).

The PHYSICAL Aett:



Tiwaz: Discipline



Berkano: Unseen



Ehwo: Communication and travel




Mann: Self



Claguz: Creative



Ing [can also appear as ]: Achievement



Dagaz: Primal and nature (duality)



Othala: Home

The MENTAL Aett:



Hagalaz: Storms and chaos



Naudhneed: Desire and value



Isaice: Stasis and cold



Jethe: Giant



Eihwas: Distance



Pertho: Chance



Elhaz: Protection



Sowsun: Light

The SPIRITUAL Aett:



Fehu: Wealth



Uruz (aka Auroch): Strength



Thurisaz: Barrier



Cansuz (aka Ansuz): Death



Raidho: Journey



Kenaz: Insight



Gebgift: Gift



Wunjo: Wind and speed



THE 25TH RUNE

The Ginungagap rune (the 25th rune in the FOTN rune set) represents the Viking void... a nothingness that spans the space around the cosmic ash-tree Yggdrassil. The Void rune also represents the Viking's soul, imprinted with a great destiny that is revealed through time. When a dweller dies and Essence is destroyed, Ginungagap claims its own, and sometimes reveals a greater purpose...

ATTRIBUTES

There are two attributes for every dweller and denizen: Essence and Destiny. These two attributes define every living thing: who or what they are, their longevity, what they can do, and how well they can do it.

ESSENCE












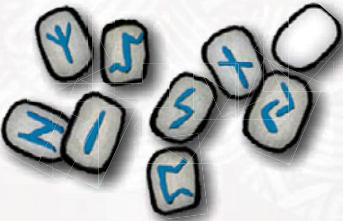

Essence is the runes that a dweller owns. These runes represent the dweller's life-force and accumulated wisdom and experience. They also define the dweller's powers and Traits.

For example, a dweller who has 4 Physical runes and 2 Spiritual runes can be defined as physically strong and mentally weak. Each of these 6 runes will also define the dweller's Active powers, Passive powers, and skills.

·PHYSICAL·

·MENTAL·

·SPIRITUAL·

0x 	Crippled health and sickly	Borderline vegetative state	No conviction, easily swayed emotionally
1x 	Weak health, prone to illness	Slow and dim-witted	Alienating personality
2x 	Average human physical norm	Average human mental norm	Average human spiritual norm
3x 	Above-average strength and speed	Cunning mind	Strong conviction and pleasant personality
4x 	Strong physique and constitution	Nimble mind and innovative	Charming and devout
5x 	Astonishing strength	Sharp mind and an ability to outwit most	Charisma that inspires loyalty
6x 	Peak human physique	Peak human mental acumen	Peak human faith and conviction
7x 	Superhuman-level of endurance and agility	Superhuman-level of understanding	Superhuman-level spirituality
8x 	Demi-god reflexes and might	Demi-god intuition and knowledge	Soul of a demi-god
9x 	Divine-level constitution, strength and dexterity	Divine-level intelligence, wisdom and intuition	Divine spirit, an unshakable rock of faith that inspires othe
<div>    </div>			

DESTINY

Destiny measures the impact the dweller has on those around him or her. It defines how many runes are drawn when resolving (calculating) an action. The more runes drawn, the greater the effect.

WYRD

When someone wishes to cause an effect upon the world surrounding them, they must draw runes. This action is called Wyrđ, meaning “to reveal your destiny”. Every dweller and denizen must keep their Essence runes in an opaque container such as a bag. When called upon to Wyrđ, they randomly draw a number of runes from the bag equal to their Destiny rating. The runes drawn determine the outcome of the action..



THE PLAY MAT

The play mat has 9 piles and 10 Condition zones.

The player's bag, full of runes, is kept on or next to the Essence pile, which is in the middle.

The play mat is where the runes will be placed at the start of any combat or challenge. Runes will be moved around the play mat, creating and reacting to effects.



The piles should be set up from top to bottom:

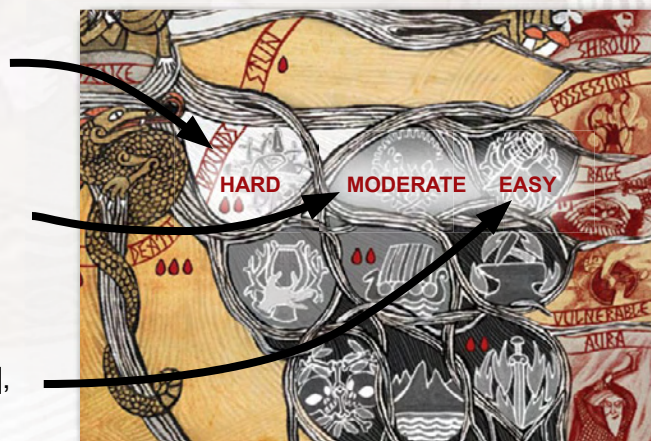
- **In-Play (Verdandi):** Runes put into this pile represent and activate effects on the battlefield.
- **Contingency (Urd):** When a condition is declared, runes are placed in this pile and are triggered.
- **In-Hand (Skuld):** This is where the player keeps the runes that will be used to cause effects during the turn.
- **Void (Ginungagap):** This is where the Void rune is placed when not used in other piles.
- **Essence:** This is where the bag full of runes is placed; players Wyrd their runes from this bag.
- **Stun:** This is a forgiving “damage” pile that allows for gradual regeneration, called Recover.
- **Wounds:** If all the runes are in this pile and below, the dweller is considered unconscious. The Wounds pile has 3 tracks/paths through which runes may move: the Norn must decide which Wounds path will be used in the campaign before beginning any saga.



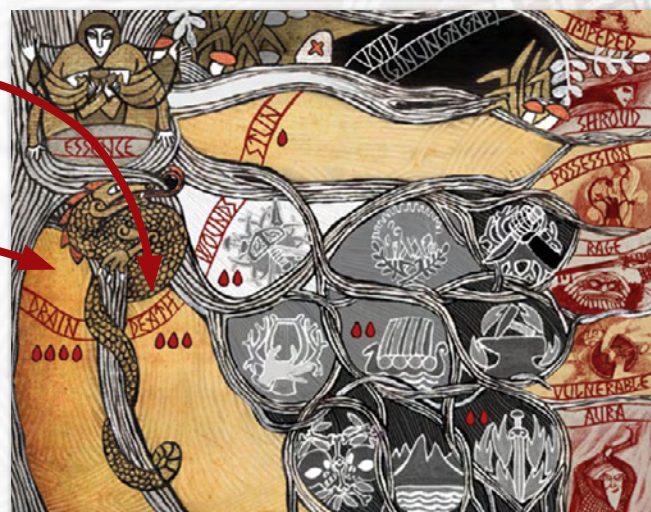
The topmost (white) track provides a harder challenge, as each rune only goes through one “hop” while in Wounds, resulting in 3 Health per rune (Stun, Wounds, Death).

The middle (grey) track provides a moderate challenge, with 3 “hops” in the Wounds pile, resulting in 5 Health per rune (Stun, Wounds [1], Wounds [2], Wounds [3], Death).

The bottom (black) track provides an easy challenge, with 5 “hops” in the Wounds pile, resulting in 7 Health per rune (Stun, Wounds [1], Wounds [2], Wounds [3], Wounds [4], Wounds [5], Death).



- **Death:** Runes stop at this pile when resolving Physical or Mental damage. A dweller dies when all the runes are in this pile.
- **Drain:** Spiritual damage does not stop at Death; instead, runes move down to Drain. Heal effects do not affect the runes in this pile. Every hour (or another time interval determined by the Norn), 1 rune from this pile is moved back to the Death pile. For the duration of a combat, any runes that end up in Drain cannot be used until after the end of combat.



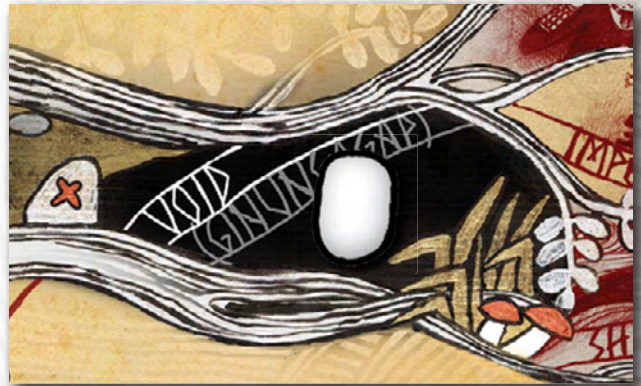
THE VOID RUNE



The 25th rune in the FOTN rune set, the Void rune, is blank and has its own pile on the play mat.

The Void rune is different for every player: it is imprinted during the creation of the dweller with a Trait (Physical, Mental, or Spiritual), an Active and Passive power, and a skill based on the archetype.

In general, Norm-controlled denizens do not use a Void rune.



DEFAULT
TRAIT

NON-DEFAULT
TRAIT

The Void rune is drawn whenever the player is asked to Wyrd (for skill checks and at the start of a new combat round). It is treated as an extra Destiny (but does not raise the Destiny numerical value by +1).



The Void rune can never be assigned damage and cannot be used in a Sacrifice; it can never be in the Stun, Wounds, Death, or Drain piles. It also does not represent Essence, so only the runes from Essence count towards the dweller becoming unconscious or dying.



The Void rune can be moved into the In-Play pile from In-Hand just like any other rune (as a generic action or an active rune chain).



It can also be used in the Contingency pile like any other rune.



During the Clean-Up phase of combat or after a skill check is made, the Void rune is placed back in the Void pile. The only exception to this rule is if the Void rune is part of a Maintained or Open rune chain that the player opts to keep in the In-Play pile at the end of the combat round.



USING RUNES

RUNE BASICS

Any action a dweller wants to perform that is certain does not require playing runes. This includes, for example, actions such as walking down the road, jumping up and down, having a friendly conversation, etc... However, when the player wants the dweller to perform an action that may fail, or will greatly influence those nearby, the runes must be consulted.

Consulting the runes begins by Wyrding (drawing a number of runes equal to the dweller's Destiny) and placing them in the In-Hand pile on the play mat. Depending on the specifics of what the players wish to accomplish, they will be playing runes from the In-Hand pile to the In-Play pile. If the details of these actions are covered in the Skills and Active powers sections (page 91 and 100, respectively).



RUNE MORPHING

At any time, two runes of the same Trait can be combined to create a rune of another Trait. This is most common when performing generic actions (page 96), attempting a skill check where a certain Trait is desirable (see below), or applying meta tags (page 105).

Example: Ulrik is trying to climb a stone wall – something he may or may not accomplish. He therefore Wyrds and pulls four runes (the number of runes equal to his Destiny): one Physical rune, two Mental runes, and a Spiritual rune. The Norn required two Physical runes for a success. Ulrik can morph his two Mental runes to create a second Physical rune, giving him the 2 runes required.

SKILLS

Skills summarize innate or time-consuming trained abilities that would normally occur outside of combat. How good a dweller is at a given skill depends on the skill rank (a numerical value). The ranks usually range from 1 to 4, with a 2 representing a very strong aptitude. Players should only write skills on their dweller sheet if they have a rank of one or greater.

A dweller can attempt any skill, even if they have a 0 rank in that particular skill: in this case, they are relying on luck or the possibility that they have seen the skill performed by someone else in the past.

Some skills are naturally more difficult to master than others. Learning to contact spirits, for example, is not as easy as swimming. Some skills therefore have inherent difficulty modifiers.

See page 292 for a comprehensive list of skills.

SKILL CHECKS

If a dweller or denizen wants to make a skill check, it is resolved (calculated) as follows:

- 1) The Norn determines which skill(s) can be attempted in a given challenge.
- 2) The Norn then determines the difficulty, which can be boosted if the skill in question has a difficulty modifier:



- Success = 0
- Trivial = 1
- Easy = 2
- Moderate = 3
- Hard = 4
- Unlikely = 5



- 3) The Norn determines the Trait required based on the activity and how the player chooses to resolve the attempt; sometimes, a story-telling cooperation between Norn and player ensues. For example, the Norn may decide that opening a lock should be a Mental or Physical attempt. Based on the player's explanation of how she/he tries to pick the lock, the Norn will decide which is to be used. For example, if the player explains that their dweller learned how to pick a lock from a mentor, it could be a Mental check. If the player said that he/she will use their dweller's uncanny dexterity to open it, the Norn may ask for a Physical check. The Norn is the final judge of which Trait will be used by the dweller making the attempt based on the circumstances.

- 4) The dweller Wyrds a number of runes equal to his or her Destiny rating (any dweller can make an attempt even if they have a 0 rank in the required skill). For a skill check, the Void rune is also moved from the Void pile and into the In-Hand pile.
- 5) For every rune pulled that matches the required Trait, the difficulty rating is reduced by 1; for every rank in the skill, the difficulty is automatically reduced by 1. If the difficulty is reduced to 0 or below, then the attempted challenge was a success. Some skills grant additional effects for every success below a 0 (count the number of successes). If the challenge was not reduced to 0, there may still be a partial success:
 - (1) = Imperfect success, final result not as intended
 - (2) = Marginal success, small improvement towards goal

Example 1: Atla wants to pick a lock. She does not have any rank in a lock-picking skill, but has observed others doing it. The Norn feels like this is a hard [4] Physical undertaking for her. Lock-picking also has an inherent difficulty modifier of +1, making the total difficulty 5. Atla's Destiny is only 4, so if she pulls 4 Physical runes, the best she can hope for is an imperfect success (not opening but perhaps causing damage to the lock, the container, and/or the goods).

Example 2: Thorvald is trying to discern an omen and uses the omens/portents skill. The Norn has set the difficulty at Easy [2] Spiritual. Thorvald pulls his Destiny of 5 runes and gets 4 Spiritual runes. The challenge reduces the initial difficulty of 2 to a -2, which is a success. But the -2 value grants him two extra successes that he uses to get a more precise answer from the Norn.

Example 3: Brynjolf wants to jump over a chasm. The Norn has determined that it is a Physical (Trait) test of the Athletics skill with a Moderate [3] difficulty. Brynjolf has an Athletics rating of 1, which reduces the attempt to Easy [2] Physical. Brynjolf now Wyrds his Destiny of 2 runes (plus the Void rune). He pulls one Physical and one Mental rune. The Physical rune reduces the difficulty to 1, not enough for a perfect success but close enough that the Norn can judge that the jump was almost successful, meaning Brynjolf holds on to the far edge by only his hands.

OPPOSED-SKILL CHECKS

If two individuals are squaring off on an opposed-skill check, they will both follow the rules outlined for skill checks. The one who reduces the difficulty the most will prevail.

Example: Aurnir and Bjorn are engaged in an arm wrestle. The Norn deems this as a Physical Trait test. Bjorn has the Brawling skill at rating 1, which the Norn permits as applicable for this test of strength. This gives Bjorn 1 success already. Both dwellers Wyrd: Bjorn has a Destiny of 1 and pulls a Spiritual rune and his Void rune is a Mental rune, neither of which help him. Aurnir needs to pull at least 1 Physical rune for a tie and 2 Physical runes for a win.

PASSIVE POWERS

Passive powers are powers and abilities that are considered latent. Passive powers grant bonuses to other activities, generate continuous effects, and grant small free actions at certain times. Individual Passive powers for each dweller and denizen are listed in their descriptions.

TYPES OF PASSIVE POWERS

Some powers interact with types of Passive powers, and in those cases, it is good to know the nature of the Passive powers in question. The type of Passive power is listed in the "{ }" curly brackets.

{Feat}: These abilities are innate and operate at a subconscious level.

{Enchantment}: These abilities are conferred through magic and are permanent alterations to the dweller.

{Rune}: These abilities are more potent magic than a simple enchantment. These abilities are discontinued if an identical rune is played within 25'. Their effect is resumed if the runes are spread apart further than 10'.

ACTIVE POWERS

Active powers are powers that require a rune to be played from In-Hand or Contingency to In-Play to be activated. They cause effects and they need to be resolved (through one or more steps).

During combat, an Active power will allow the dweller to perform one or more effect, such as dealing damage, healing, etc. An Active power can also include one or more generic actions, such as combining a Move action and an Attack action.

The adrenaline and energy that permeates a combat allows for epic-level feats (i.e. meta tags). It is assumed that the effect can last indefinitely through concentration and in a calm environment. For more details on these powers during combat, see page 230.

Outside combat, an Active power can be cast at will, but meta tags (page 105). cannot be used to magnify their effects. The only exception is the Maintain meta effect.

DIVINE POTENCE

Immortal Einherjar and Sons of Muspe have advanced player options of using Divine Potence (DP). This represents power beyond mortal comprehension and is represented on the game table by tokens.

Any higher power, including Norn-controlled denizens who have access to DP, will accrue these tokens. Outside of combat, every higher power clearly states how many DP tokens the dweller or denizen has access to for skill checks: this is referred to as Core Divine Potence (CDP).

The DP level adds automatic successes on skill checks (much like rank) and allows the immortal to perform epic feats that extend past difficulty Unlikely [5] (such as running up walls or standing in fire).

If a natural disaster kills anyone with DP greater than 0, they will be reborn at their source of power (where they became immortal originally): Valhalla for Einherjar or Glassisvellir for Sons of Muspel. The only way to kill an immortal is to drain their DP to 0 before dealing the fatal blow.

An immortal begins combat with a number of DP equal to their CDP. Usually during combat, one or more DP tokens are received during Upkeep, and in some cases Active and Passive powers will provide more. These tokens can be spent on a variety of effects during combat.

<u>Effect</u>	<u>DP Cost</u>	<u>When it can be used</u>
Add +6 Physical damage or Parry	1	While dealing damage
Add +3 Mental or Spiritual damage	1	While dealing damage
Add +2 Evade	1	When receiving damage
Heal +6	1	Anytime
Move 1 hex (5')	1	Action or Upkeep phase
Initiative +/- 1 position	1	Upkeep phase
Perform any one generic action (without playing a rune)	6	Action phase
Wyrd 1 rune	10	Wyrd phase

Every time a DP power is used and a cost is paid, the DP pool is reduced. Some powers and effects can even drain DP from combatants. DP can be reduced to less than CDP and even to zero.

Example: Nott, a Daughter of Muspel, has a CDP of 2. All her skill checks automatically gain a +2 success. She starts a combat with an Aesir Golden Sentinel. At the start of combat, as Initiative is being sorted out, she takes two coloured beads to represent her 2 DP. During Upkeep, she has a Passive power that grants her +2 DP, so she adds 2 more beads to her DP pool. During that same Upkeep phase, she spends 1 DP to shift her Initiative position ahead of the Sentinel, a very risky move since having 0 DP could mean actual death to an Immortal.

COMBAT

In a Viking world about to experience Ragnarok, the end of an era, combat and warfare play a dominant and central role.

The Runic Game System™ is used to manage combat mechanics for the actions of all combatants. When combat breaks out, the first step is to determine the Initiative order of all the combatants (dwellers and denizens). Combat rounds are repeated until one side is victorious.

INITIATIVE

Combat related actions are not taken simultaneously so the first step will be to determine in which order all combatants will act – this is called Initiative.

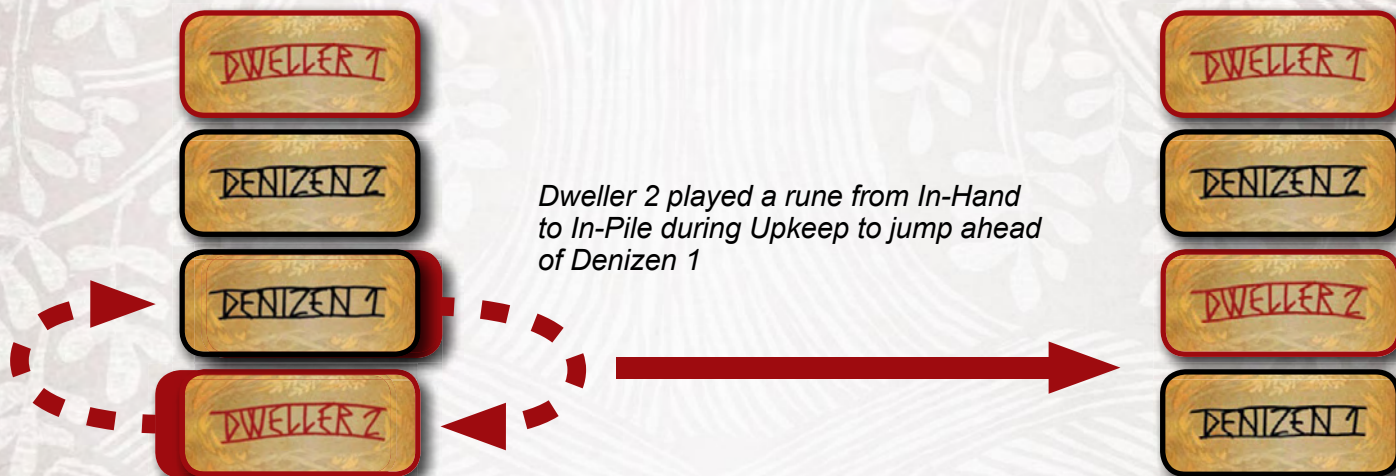
To set Initiative, a token representation of each combatant (small cards/paper marked with a name or a generic tag such as “denizen 1”, “denizen 2”, “dweller 1”, etc...) is taken and put in a bag (rune pouch). Each token in the bag represents one pre-determined combatant, and they are then drawn out one at a time, at random, and laid out in a top-to-bottom order. The topmost combatant will act first, then the next highest one, and so on, until all the combatants have performed their action for the combat phase.

Initiative is set: Dweller 1 plays their action for phase 1, after which Denizen 2 and 1 will do the same, followed by Dweller 1. The order is repeated for phase 2, 3, and 4 of combat. For combat phases please see page 95.



During Upkeep, any combatant can play a rune to move up one position in the Initiative order by moving a rune from In-Hand to In-Play. There are also some special Passive powers that make the order more dynamic from turn to turn.

Example: Bjorn (Dweller 2) has the Tactics skill that allows him to switch positions by 1. In the diagram below, it illustrates him jumping up 1 position ahead of the Alley Thief (Denizen 1).



SURPRISE

In some cases, one side can plan the combat engagement to get a jump in Initiative over the opposing side.

If the Norn deems that one side has the jump on the other, the Initiative tiles for both sides are separated and the attackers are placed first (in an order they choose) followed by the “surprised” defender side (placed in random order). The order can change somewhat during the first round of combat (Upkeep) using some non-combat abilities or Passive powers. Those ability descriptions supersede these general rules.

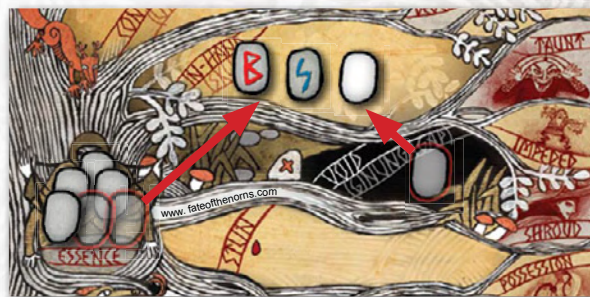
THE PHASES OF COMBAT

- 1) Wyrd
- 2) Upkeep
- 3) Actions
- 4) Clean-Up

Every combatant has an action to perform to complete each phase in Initiative order.

When the Wyrd phase begins, the combatant at the top of Initiative draws his or her runes, followed by the next combatant in the Initiative stack until every combatant has Wyrded their runes. The Upkeep phase then begins for the combatant at the top of the Initiative stack. This order is repeated until all the phases have been completed for all combatants.

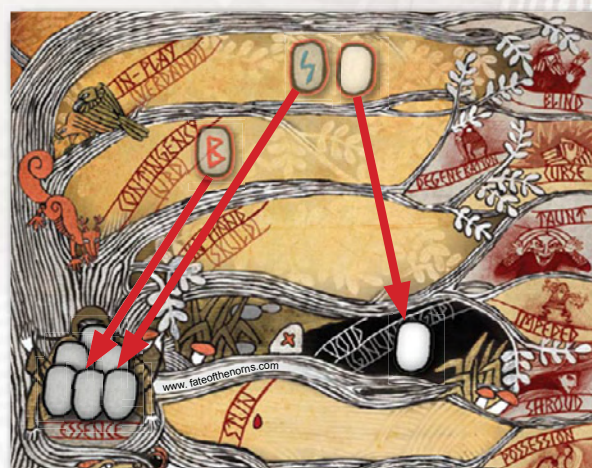
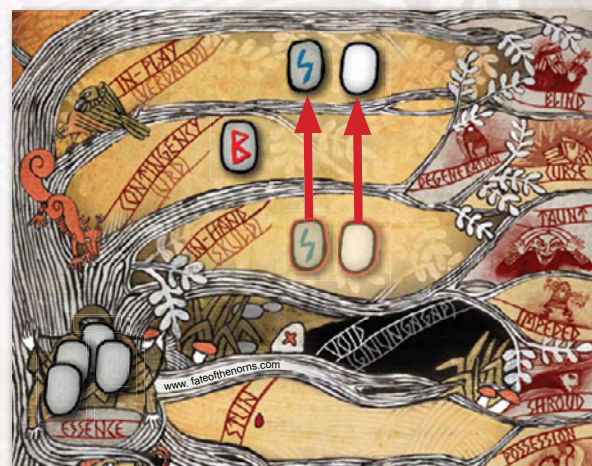
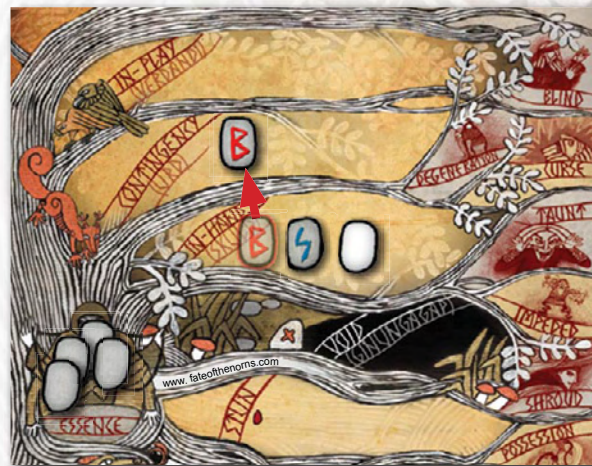
WYRD: During this phase, the dweller must Wyrd runes by drawing a number of runes equal to the his or her Destiny from the Essence pile and place them in the In-Hand pile. If the player has fewer runes in Essence than their Destiny rating, then the player Wyrds a reduced amount of runes. If the player's Void rune is in the Void pile, they can draw that rune into the In-Hand pile.



UPKEEP: Upkeep actions can be resolved in any order desired (such as free movements, status effects, conditions, etc...). During this phase, every combatant Recovers 1 rune from Stun to Essence (if there is a rune in Stun). The player may also play a rune (from In-Hand to In-Play) to move up or down one position in Initiative. No Attack actions are allowed during this phase, even if a trigger would permit it. Contingency action declarations (see page 121) can be made during this phase.

ACTION: In this phase, the players can perform actions by playing rune chains (generic actions and Active powers) from their In-Hand pile to the In-Play pile. Any runes in the In-Hand pile can be used for defence if their dweller is attacked during this phase. Contingency action declarations (see page 121) can be made during this phase.

CLEAN-UP: During this phase, all rune chains In-Play that do not have a Maintain or Open meta are returned to Essence. All runes not yet played in the In-Hand pile are also returned to the Essence pile. The Void rune returns to the Void pile unless it is part of a rune chain that has been Maintained or Opened beyond the end of the turn.



GENERIC ACTIONS

Generic actions are actions that anyone can perform, such as moving, jumping, attacking, defending, drinking, etc. A player can attempt any action but it is up to the Norn to decide what rune needs to be played to perform it. In most cases, any rune can be played, but for some actions that the Norn deems extremely sensitive to a single Trait, the Norn will choose one of the three Traits (Physical, Mental, Spiritual) as a requirement.

Example 1: A player wishes to move 10': the Norn allows any rune to be played.

Example 2: A player wishes to jump across a gaping chasm: the Norn determines that a Physical rune must be played to perform the jump.

It is impossible to comprehensively list all the possible generic actions, so only the most common generic actions will be explained here:

- The generic Move action
- The generic Attack action
- The generic Defend action
- The generic Spin action
- The generic Push action
- The generic Assess opponent
- The generic Spiritual healing
- The generic Beseech a Higher Power

Some Active powers include generic actions in their execution. This is discussed in more detail at the end of this section on page 100.

• ROUNDING NUMBERS •

When dividing numbers, fractions should always be rounded up (for example, for a Weak move) by default. In some special cases, the fraction must be rounded down, but these will be explicitly stated.

THE MOVE ACTION

Play any rune to perform a Move action. Dwellers can move a number of hexes equal to their size (1 hex = 5'). Apply all modifiers related to movement based on armour encumbrance (see table below) or terrain modifiers.

Armour 1 size smaller than wearer	No Move penalty	
Armour same size as wearer	Move -5' (1 hex)	
Armour 1 size larger than wearer	Half Move (round up)	
Shallow water	Move -5' (1 hex)	
Fresh deep snow	Half Move (round up)	
Stumbling in the dark	Reduced to 1 hex (5')	

Example: A size 4 dweller can move 4 hexes (20') for every rune played.

THE ATTACK ACTION

The Attack action is used to deal damage by using both hands. If each hand has an independent weapon, then the damage is added up together. With larger weapons, the dweller may need to initiate this generic Attack action with a Physical rune:

Weapon/shield less than wielder's size	One-handed	Play any rune to use
Weapon/shield equal to wielder's size	One-handed	Play a Physical rune to use
Weapon/shield up to 1 size greater than wielder	Two-handed	Play any rune to use
Weapon/shield 2 sizes greater than wielder	Two-handed	Play a Physical rune to use

The recipient of the attack will reduce the damage by any Protection Factor (PF) that matches the Trait of the incoming damage (Physical, Mental, or Spiritual).

Example: Freki, who is medium-sized (size 4), attacks with a longsword (size 4) in one hand and a spiked reinforced shield (size 3) in the other. Since one of the weapons is the same size as him, he will need to play a Physical rune to attack with both hands (if both weapons were smaller than him, he could just play any rune). He will deal 2 Damage with the longsword and 1 damage with the wooden shield, for a total of 3 points of Physical damage.

THE DEFEND ACTION

Unlike all other generic action that must be played on the dweller's turn, the Defend action can be played any time someone is attacked.

If the PF is not enough to reduce the damage to 0, then a rune can be played to perform a Defend action. Any rune can be played if the shield or weapon used respects the size category chart (above); otherwise, a Physical rune must be played.

The Defend action is the sum of the Parry and Evade values that matches the Trait of the incoming damage (Physical, Mental, or Spiritual). The Defend action also gains a +1 if the rune used to perform the Defend action matches the Trait of the incoming damage.

DEFEND = PARRY (for matching Trait) + **EVADE + 1** (if rune used matches damage Trait)

A defender can use more than one Defend action (playing one rune for each Defend action and adding up the defence values) against an attack (Attack action or Active power). Any leftover defence is lost if another attack follows. The Defend action can be performed on an attack from behind, but it is considered to be a Weak Defend action (see page 100 for details on Weak actions).

Damage from Mental or Spiritual sources primarily uses Evade as Parry items; those Traits are very rare and will most likely come from magic items.

Example 1: Harald is facing an incoming 3 Physical damage from an arrow. He has no items in hand that have Parry values greater than 0. He also has no armour. Harald decides to play two Physical runes to reduce the damage by 2.

Example 2: Hovi is being attacked with 7 Physical damage. His Physical PF 1 reduces it to 6 damage. He is wielding a medium-sized shield (Parry 3) and a sword (with Parry +1). He has the option to play a rune from In-Hand to In-Play as a Defend action. If he plays a Physical rune, damage will be reduced by 5 more points (the Parry value of the weapon and shield of 4, plus the 1 from the Physical rune).

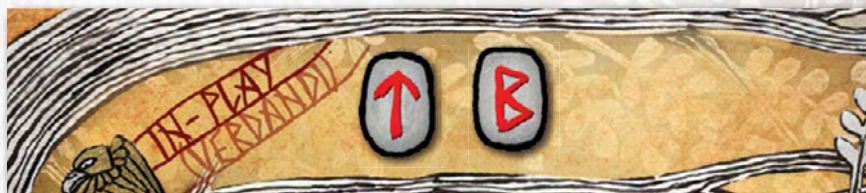
THE SPIN ACTION

When an opponent moves into striking distance, the defender can play a rune from In-Hand to In-Play to turn around and face the opponent. This is considered an Interrupt action and can be performed during another combatant's Action phase. It can be performed in response to an attack and occurs before the attack is resolved. Facing an opponent who strikes from behind grants you a Defend Action, however, getting attacked from behind grants a Weak one (see page 100 for more on Weak actions).

THE PUSH ACTION

If a combatant wants to push another, both must play one Physical rune to make the attempt on a same-size or smaller opponent. On a larger opponent, two Physical runes must be played. The receiver of the push can play a Physical rune to counter and cancel the Push.

Playing 2 Physical runes to push a larger opponent



ASSESS OPPONENT

By playing a Mental rune, a player can assess the level of an opponent after observing them during at least one combat round of actions. An Active power can be assessed by playing two Mental runes together. The Norn decides how much detail to share; it can be anything from listing the name of the ability to explaining the end result of the active rune chain.

SPIRITUAL HEALING

When receiving any healing, a player can play a Spiritual rune from the In-Hand to the In-Play pile to increase the healing by +1.



BESEECH A HIGHER POWER

During Ragnarok, the higher powers (e.g. gods, Jotuns, Alfar, Dvergar, Vaettir, etc...) have taken a keen interest in mortals. They know that heroes of epic renown will be valued assets in the final battle. A mortal can gain the attention of a higher power during a time of need; if the higher power intervenes in some way, the hero will be indebted to them.

Invoking a higher power is always perilous. To do so, a Spiritual rune must be played, and an Ultimate Sacrifice +1 is required (see page 120 for more details on Sacrifice). Sometimes the dweller's appeal will provoke the ire of the higher power instead – the result is governed by a random Wyrð by the Norn (Destiny 4) and a consultation of the tables (below) that best applies to the dweller's request.

If the invocation is appropriate and targeted at a being who clearly reigns over the immediate domain, the Destiny rating can be raised by +1 (at Norn's discretion). The Norn can draw more runes to represent a special relationship the dweller may have with the higher power. A combatant can only Beseech a Higher Power once per combat.

Very Receptive Higher Powers (Wight Sovereign, Vaettir, Alfar, Svart Alfar, Dvergar)

Wyrð

Result

0 Spiritual runes

No effect

1 Spiritual rune

Angered; the request backfires with strong indirect response

2 Spiritual runes

Minor indirect help on the battlefield

3 Spiritual runes

Moderate indirect help on the battlefield

4 Spiritual runes

Moderate direct intervention

Aloof Higher Powers (Aesir, Vanir, Rime Jotun, Muspeli Jotun)

Wyrd	Result
0 Spiritual runes	No effect
1 Spiritual rune	No effect
2 Spiritual rune	Angered; the request backfires with minor indirect response
3 Spiritual rune	Subtle indirect help on the battlefield
4 Spiritual rune	Major direct intervention

If the higher power is angered, a minor indirect response could inflict the Possession condition; if they are feeling sympathetic, a higher power could send the group a creature such as a giant wolf to aid them as a minor help. A direct intervention will bring the higher power or one of their powerful servants to the battlefield to cause mayhem.

WEAK GENERIC ACTIONS.

Some generic actions are “Weak”. This means that the final numerical value of the action after all modifiers have been accounted for is halved (round up fractions). A Weak Attack action, for example, deals half-damage.

ACTIVE POWERS, RUNE CHAINS, AND META TAGS

During the Action phase, the first player in the Initiative stack plays runes into the In-Play pile to cause effects on the battlefield. The other players can play runes into the In-Play pile in self-defence if they have been attacked (see the Defend action and Interrupt Active power, pages 112 and 101, respectively).

ACTIVE POWERS AND SOURCES

An Active power will create one or more effects, such as: dealing damage, healing, shrinking an opponent, etc... An Active power can also include one or more generic actions, such as combining a Move and an Attack action.

Effects and generic actions can be combined within an Active power. Each unique effect or generic action within an Active power is referred to as a Source. The effect of some external continuous effects, such as meta tags and Passive powers, can apply either on the Active power as a whole or on individual Sources. The external power will specify which, but by default (if not specified otherwise), the effect is applied to the Active power as a whole.

Some Active and Passive powers include generic actions in their effect. In those cases, any specific rune Traits requirements are disregarded.

Example: A Power Attack Active power states that an “Attack action is performed” – the power will disregard the fact that a Physical rune must be played if the combatant has a large weapon (size 6). As long as the combatant has an appropriately-sized weapon for their build, the power will be activated (a size 4 dweller could not activate the ability with a weapon too large to wield normally, such as size 7, for example).

TYPES OF ACTIVE POWERS

Some powers interact with types of Active powers, and in those cases it is good to know the nature of the Active power in question. Inherently, some Active powers behave differently based on their type.

Below are Active power types and their effects on gameplay:

{Manoeuvre}: This is the basic Active power type. It has no modifiers, benefits, or drawback.

{Stance}: A Stance is the dweller's combat fighting style, a way of holding weapons or placing their feet. A dweller can have more than one Stance in Essence, but there can only be one Stance in the In-Play pile at any given time. Stances have a built-in 'free' Maintain meta tag, so their effect is maintained without players having to play another rune.

Example: Turbog has drawn the rune that permits him to enter an Aggressive Stance. He may play the rune to gain the benefits of the stance immediately. At the end of the turn he may choose to keep the rune In-Play as it has a "Maintain" effect on it.

{Interrupt}: Rune chains must normally be played on the player's individual turn; however, the {Interrupt} Active power descriptor allows a rune chain to be played during another combatant's turn in combat. The timing is similar to the Contingency pile (see page 121): the current effect (Active rune chain) must be completed before the Interrupt rune chain can play out. The only exception is if there are Defend actions in the Interrupt Active power; in this case, these are played out in at the same time as the current Active chain that is dealing damage.

Example: Turbog is getting attacked by an opponent who played a Power Attack (performed an Attack action with +2 Damage). Instead of performing a generic Defend action, Turbog plays the Active power Mobile Parry (a Defend action and a Move action) that has the {Interrupt} descriptor. The Power Attack begins to resolve by assigning damage and then the Mobile Parry kicks in applying its effect as a Defend action normally would. Once the Power Attack is complete, the Mobile Parry's Move action can be resolved.

{Spell}: Focus boosts this type of Active power. If {Spell} is initiated while a foe is adjacent, the foe can play any rune to interrupt and cancel the activation of this Active power. An effect that has already been successfully activated cannot be interrupted.

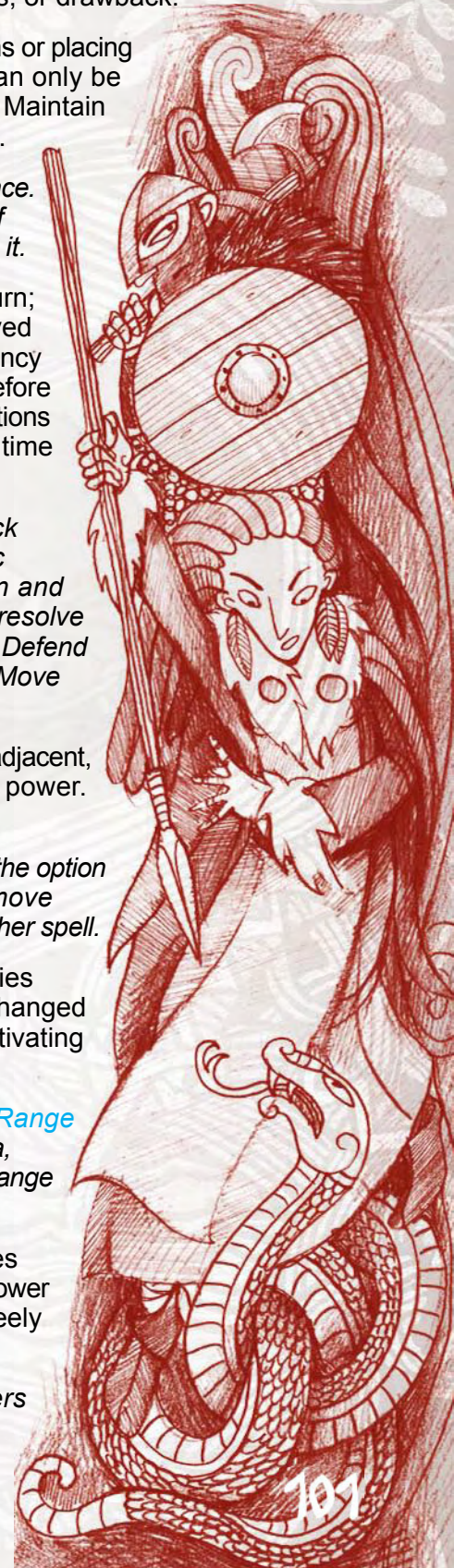
Example: Vanadis is casting her Bone Snapper spell, but an adjacent enemy has the option to play a rune from In-Hand to In-Play to cancel her spell. A more prudent move for Vanadis is to play a rune to move out of reach of the opponent, and then cast her spell.

{Rune Spell}: Rune Spells are a special spell type and add additional properties to the Active ability that already has all {Spell} properties: a meta tag can be changed from Range to Amplify and vice versa by paying a Minor Sacrifice +1 when activating a rune chain.

Example: Jokull's Power over Wind Active has the following metas: Amplify Range Maintain. If Jokull only has two Physical runes for metas and needs a Range beta, he can perform a Minor Sacrifice +1 and play one or both Physical runes for the Range metas he needs.

{Seith Spell}: Seith Spells are a special spell type and add additional properties to the Active ability that already has all {Spell} properties: the Seithkona's (witch) power lies in losing control. For every Intensity in Possession she suffers, she can freely add one Amplify, Range, or Area meta to all her Seith Spells.

Example: Vanadis has self-inflicted Possession at Intensity 1. She now suffers the effects of the condition at that Intensity, and can also add one free meta to all her Seith spells (Amplify, Range, or Area).



{Spell Song}: Spell Songs are a special spell type and add additional properties to the Active ability that already has all {Spell} properties: there can only be one active at any given time, and they include a free Area meta. Area metas do not distinguish between friend and foe (page 105). By paying a Minor Sacrifice +1, the player can decide who in the area will be affected by each Source effect (see page 100).

Example: Fjori casts the Spell Song Muspeli Nightmares that deals damage to everyone around him. He has many foes in his area of effect, but unfortunately many allies also. To deal the damage only to his foes, he must pay a Minor Sacrifice +1.

{Shapechange}: The recipient of the Spell Song's body changes shape, granting all the default physical characteristics of the new form. All Active and Passive abilities and skills are retained. The equipment and items worn or carried blend into the new shape, so they do not grant any benefits and cannot be used while shapechanged. The most common attributes that are replaced by the new form are: size, movement, unarmed attack Damage Factor, Reach, and any natural Protection Factor.

Example: Turbog shapechanges into a dog, changing his size to 3, movement to 12 (including the quadruped attribute), and unarmed attack damage to Damage Factor +2 Physical. His weapons and armour merge into his new form (but do not grant any benefits).

{Transform}: The body, mind, and spirit are blended into the new form, granting not only the characteristics of the new form, but powers and skills as well. All Active and Passive powers are temporarily lost, as are skills, which are replaced with those of the new form. The recipient of the spell must take the Active and Passive powers and Skill board and select new Active and Passive powers, as well as skills equal to Essence. If the original equipped items can be worn in the new form, they can be used; otherwise, they are absorbed into the new shape. If they are absorbed, the effects of the equipment cannot be used.

Example: Turbog transforms into a hawk, which nullifies his Active and Passive powers, his skills, and the benefits from all the equipment he was carrying. He retains his Essence and Destiny. Turbog's player has to check the Power and Skill board for a hawk and choose a number of Active and Passive powers, and skills equal to his Essence.

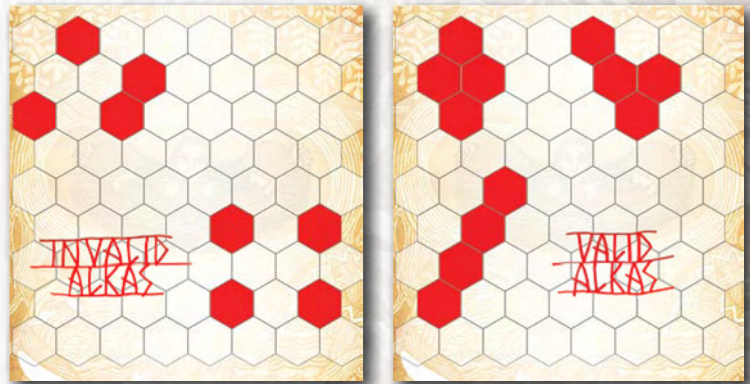
{Gate}: A new combatant is brought into being. This combatant starts at the bottom of Initiative order and must have Destiny and Essence selected by the caster (based on their level). The caster must take the Active and Passive powers and Skill board of the new combatant and select a number of Active and Passive powers and skills equal to that combatant's Essence. That combatant then Wyrds at the start of the next Action phase (a number of runes equal to Destiny). The player whose dweller performed the Gate action controls the new gated combatant (treat as a thane).

Example: Vanadis uses her Active power Gate Bones to bring into being a new combatant – a skeleton that burrows out of the ground next to her. The power grants her skeleton level 6, and she can now choose the skeleton's Destiny and Essence (valid options for a level 6 are: Essence 4 and Destiny 1 or Essence 2 and Destiny 2). She looks at the Active and Passive powers and Skill board for skeletons and assigns either 4 or 2 runes (based on her Essence selection).

{Alka Spell}: This Active power, brings into being an Alka that alters the nature of the battlefield. An Alka is an area where the barriers between worlds are thinning, letting some of the essence of that realm seep through to the battlefield (as specified in the Active power). The controller of the effect places the tokens on the play mat to designate the area and marks the effect that is part of the Alka in each hex. Only 1 token can exist on any given hex. Alkas can never overlap, and operate on a first-come, first-served basis.



The number of hexes turned into an Alka are specified by the power's effect. Each new designated area must touch a previously designated area (Alkas must be contiguous). Anyone passing through or standing in the area is affected, and must take a token from the battlefield (from every hex they passed through or stood in) and put it onto their play mat. For each token on the play mat, the effect resolves as specified in the Active power description. Tokens on the battlefield are not replenished unless the Alka is Maintained or Open (see meta tags on page 105).



RUNE CHAINS

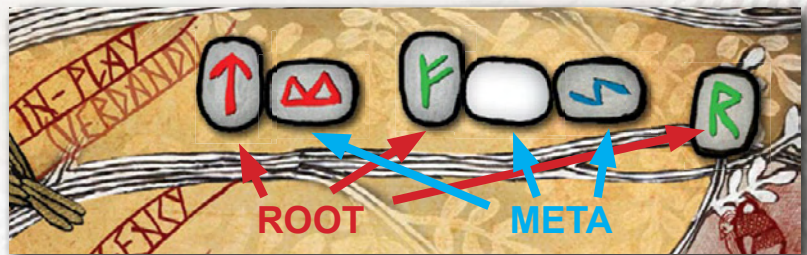
Active powers are represented by rune chains. A rune chain is composed of one or more runes grouped together to create an effect.

This is the anatomy of a rune chain:

- The first rune in the rune chain is the root and dictates what effect is being manifested (i.e. the Active power effect).
- The remaining runes in the rune chain (the runes that are played next to the root rune) are played at a right angle (90 degrees, as shown in the diagram below) and are referred to as meta runes (see page 105 for more details). Meta runes are runes that modify the root rune's effect in a certain way. There is no limit to how many meta runes can be played in a rune chain (see more about meta runes below).

To determine what the root runes mean, see the relevant dweller or denizen descriptions, which lists the root's effect and all valid metas. The rune was bound to the Active power when the dweller was created. The root's effect and all valid metas are listed in the dweller's description.


The dweller has a Destiny of 5 plus the Void rune. The player decides to create 3 rune chains for 3 very different effects. Tiwaz (T) and Fehu (F) are Active powers with metas, and Raido (R) is played for a generic action (or Raido (R) (which could have been an Active power as well, but with no metas).



Example: If the Tiwaz (T) rune (above) is bound to the effect Deal Damage Factor +4 Physical [meta: Amplify Range Amplify], then the rune chain's root rune represents dealing 4 points of Spiritual damage. If a Physical (red) or Spiritual (green) rune is played as a meta, the root is Amplified (in this case Berkano (B) amplifies it). If a Mental (blue) rune is played as a meta, then the root is considered Ranged. In the above example, the root is double-Amplified, so it will deal 12 Spiritual damage.

The players and the Norn need to choose what they will do with the runes in hand once they have Wyrded. The runes can be played in many different ways at every turn.

Example: After Wyrding, Vanadis the Seithkona has pulled (I) (J), which are the Physical rune "Ing" and the Mental rune "Eihwas" (this example leaves out the Void rune). She now has several options for the turn. She can invoke the Active power Bone Snapper that is bound to (I), dealing 4 Physical damage [meta: Amplify Range Maintain]. She would then also have the option to use (J) as a Mental meta to power up Bone Snapper by giving it Range. Both runes would be played in one rune chain with Ing as the root and Eihwas as a meta. If she does not use I as a meta, she can invoke it by itself as the Active power Shrink [meta: Maintain Range Maintain].

If she does not use , then she can use Ing to act as a Physical meta on Shrink (applying the effect listed under Shrink's Physical meta: **Maintain**). If she does not want to invoke any Active powers, her runes can also be played to perform generic actions such as movement or basic attacks.

Her runes could also be played to use her skills. The valid combinations for the two runes are extensive:

- Ing Active power, Eihwas Active power (2 rune chains)
- Ing Active power, Eihwas used for meta (1 rune chain)
- Eihwas Active power, Ing used for meta (1 rune chain)
- Ing used for generic action, Eihwas Active power (2 rune chains)
- Eihwas used for generic action, Ing Active power (2 rune chains)
- Ing used for generic action, Eihwas used for generic action (2 rune chains)



- And all the valid combinations for using a skill with one or two runes. She may also choose to leave the runes in the In-Hand pile for possible Defend actions. Similarly, she may place the runes in the Contingency pile and state a condition that would trigger the declared active chain.

META TAGS

Meta tags are added to root runes to form rune chains that augment an Active power. Unless stated otherwise, meta tags act on the whole rune chain and are cumulative.

AMPLIFY

Once the effect is resolved, the end result is doubled (x2). If an item's attributes (such as DF, Reach, Focus, etc...) factor into the final effect, only DF and Parry will be included in the Amplify multiplier. Additional Amplify meta tags added to the rune chain will increase the multiplier (i.e. x3, x4, etc...)

Example: A dweller plays a root rune of a rune chain, Power Attack, which states "perform an Attack action with a bonus of +2 Physical damage". If the dweller adds an Amplify meta, then the final effect of the rune chain will be that the dweller attacks once and doubles weapon Damage, with a +4 Physical damage bonus (all treated as one attack).

AREA

By default, a root rune's effect is on one target or an area of 5' x 5' x 5' (1 hex). An Area meta tag will expand the effect to a 10' (2-hex) sphere. Everyone in that area is affected by the root rune's effect (regardless whether friend or foe). Each additional area meta tag will either:

- Extend the area to 10' x 10' x 10' (2 hex radius), or
- Allow the player to limit the effect to "allies" or "foes"

Example: A root rune of a rune chain with 2 Area metas added will affect a central hex, along with a 20' radius around. All valid recipients of the power in that area will need to resolve the effect.

Example: A root rune of a rune chain with 1 Area meta and 1 Amplify meta means that everyone in a 2-hex radius will be affected by an Amplified effect.



CANNIBALIZE

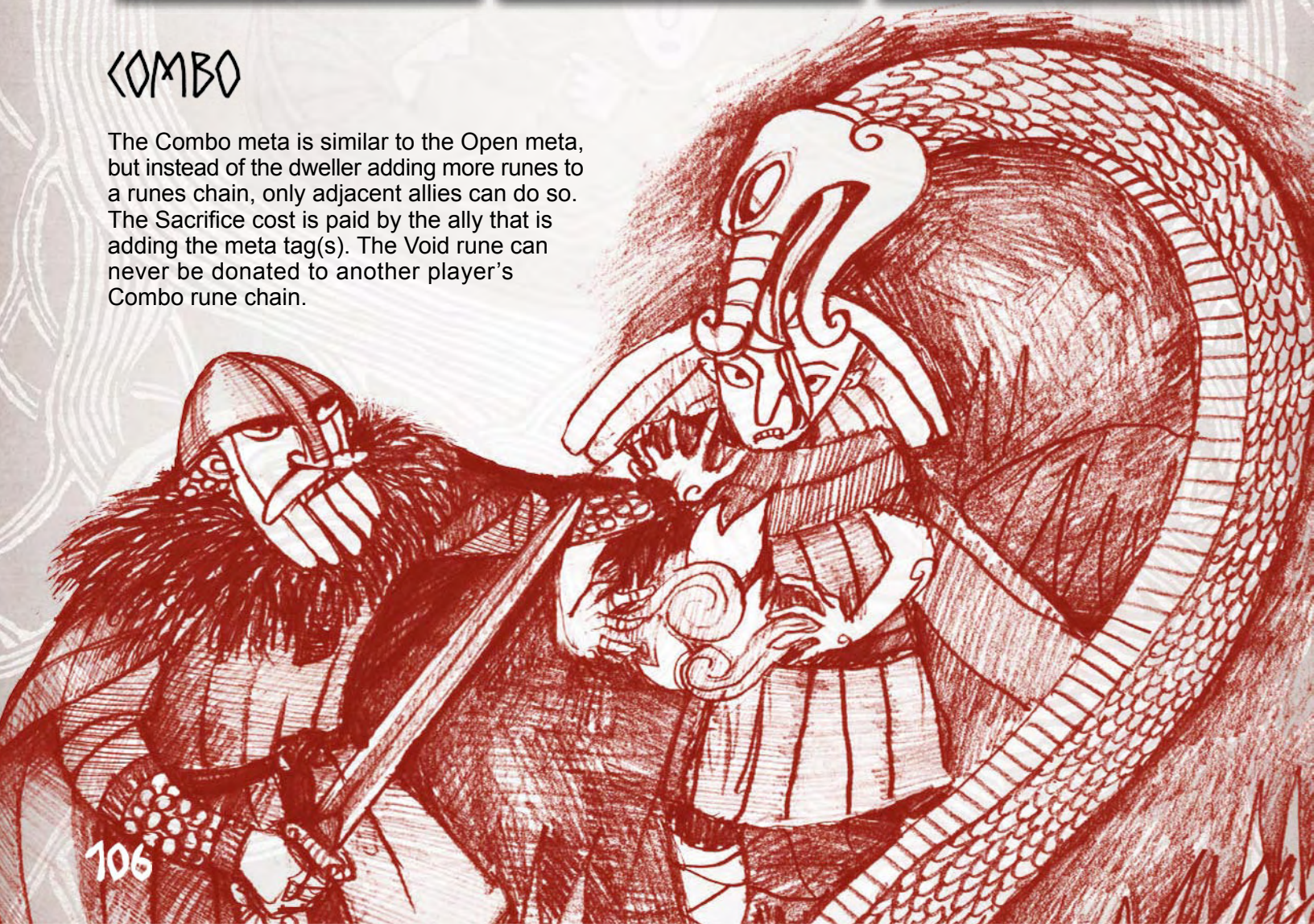
A rune chain played with this meta allows the player to take 2 valid metas from the In-Play pile and add them to this rune chain. When this meta is played, a Major Sacrifice +1 must be paid. For every Cannibalize already in the rune chain, one additional Major Sacrifice must be played.

Example: Gunnlaud has a rune chain started from a previous turn with Ansuz as the root, and Wunjo as the Maintain meta attached to it. Now, she Wyrds the runes Sowsun, Dagaz, and Ing along, with the Void rune. She plays the Sowsun rune to perform a Move action and moves next to an ally. Then she plays Dagaz to perform a Heal Active power and plays Ing to Dagaz for a Cannibalize meta. She can take any two of the following runes and immediately add them to the Dagaz-Ing chain: Ansuz, Wunjo, Sowsun. These runes will then act as metas based on their Traits. In this example, Gunnlaud takes the Wunjo and Sowsun runes, leaving the effect tied to Ansuz remaining until end of turn.



KOMBO

The Combo meta is similar to the Open meta, but instead of the dweller adding more runes to a runes chain, only adjacent allies can do so. The Sacrifice cost is paid by the ally that is adding the meta tag(s). The Void rune can never be donated to another player's Combo rune chain.



ECHO

The Echo meta returns the whole rune chain back to the In-Hand pile immediately after it is resolved (ignores any Open and Maintain metas in the chain) and puts the rune that was used for the Echo into the Drain pile (treated as an Ultimate Sacrifice +1). The Void rune can never be used as an Echo meta.

*Example: Eirik Wyrds 3 runes: Mann, Sowsun, and Berkano, plus the Void rune. The Void rune deals Damage Factor +4 Physical to a foe [meta: **Echo Amplify Amplify**], Amplified to +8 Physical Damage with Sowsun and Berkano added as an Echo meta. As soon as the foe has taken the damage, Berkano is put into the Drain Pile, and the Void rune and Sowsun are placed back In-Hand. Eirik's Action phase is not over, he can still play the two runes that just came back In-Hand for more effects this turn. He then repeats by playing a second rune chain with Void as the root, Sowsun as the Amplify, and Mann as the Echo. This will place Mann in Drain and return the Void run and Sowsun back to In-Hand for more fun!*



MAINTAIN

During the Clean-Up phase of a turn (see page 96), a rune chain is usually removed from the In-Play pile, unless it has a Maintain meta tag that allows it to stay in effect past the end of the round (similar to a Passive power that is always in effect). No more runes can then be added to the rune chain. Any Maintained damage or healing effects are triggered during the combatant's Upkeep phase. If the rune-chain takes damage and loses the Maintain meta tag, then at the end of that turn, the rune chain is dispelled during the Clean-Up phase. A Maintained rune chain can be cancelled at any time by sending all the runes from the chain back into Essence.

Example: The Grasping Earth Active power states: "Touch to deal +2 Physical Damage and hinder victim's movement by -2." If it is Maintained, the movement penalty will apply at all times and the victim will take damage during the Grasping Power caster's Action phase every turn while it has the Maintain meta in the rune chain.

MULTI

The effect may now affect +2 more different targets on the battlefield. The Range of the effect for all targets is now +5 hexes (25') for a {Spell} or the lowest reach of the weapon(s) used for a {Manoeuvre}. Additional Multi meta tags will stack the Range/Reach and number of targets.

Example: A spell deals +4 Mental damage to a foe – by default, this means one adjacent target. With a Multi meta, the effect can target 3 different combatants on the battlefield, each 5 hexes (25') away.

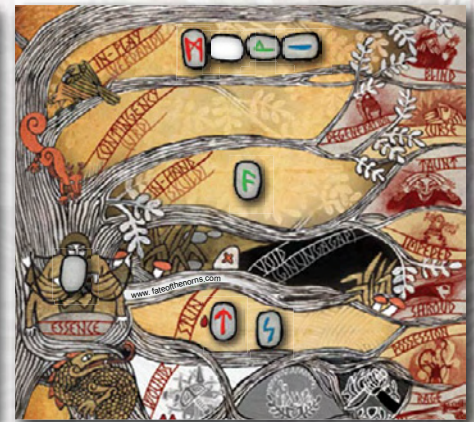
*Example: Turbog performs a Whirlwind Attack [meta: **Weapon Multi Multi**] and is wielding a Reach 2 weapon. He plays a Mental and a Spiritual rune as metas, granting double Multi. He can hit up to 5 foes in a 4-hex (20') area.*

OPEN

An Open meta tag works almost identically to a Maintain meta. There is one significant distinction: this Maintained rune chain can accept more runes as metas during subsequent turns! However, this versatility comes at a cost: when the Open meta tag is initially played, a Minor Sacrifice +1 (see more on page 120) must be made.

Every new meta must be added to the right of the Open meta tag. For each new meta added, a Minor Sacrifice must be played, equal to 2 plus the number of runes to the right of the Open meta.

*Example: Fjori starts a Spell Song called Muspeli Nightmares with the following inherent metas [meta: **Amplify Area Open**]. He plays the rune chain with his Void rune (mapped to a Physical rune) adding an Amplify meta, along with a Spiritual rune to create the Open meta effect. For this, he must place 1 rune in the Stun pile to pay the Minor Sacrifice +1. At the end of the turn, the effect persists; on the next turn during Upkeep, he recovers the one rune in Stun. During the Action phase, Fjori adds an Area meta to the Open rune chain (third rune added) and must pay a Minor Sacrifice +2 by moving 2 runes from Essence of above into the Stun pile.*

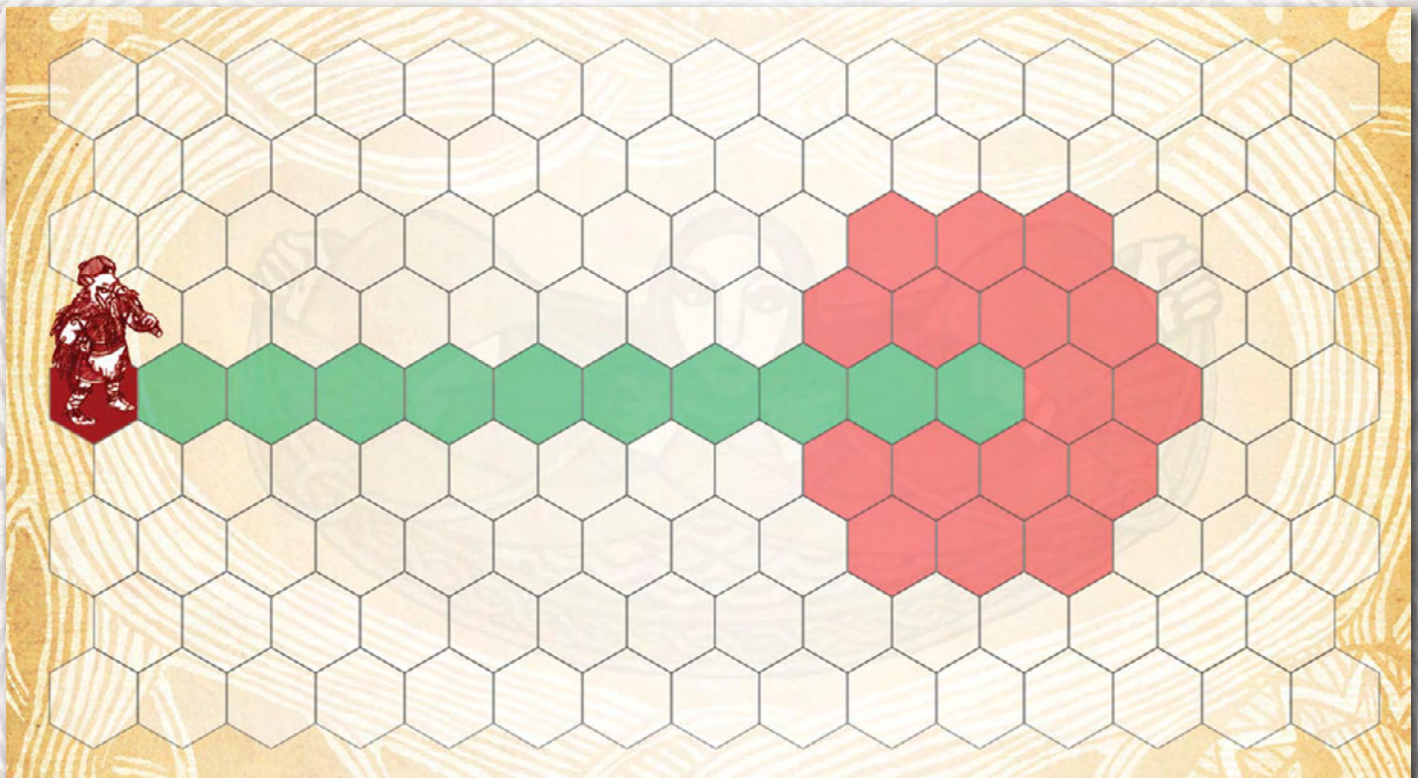


RANGE

By default, a root rune's effect is on an adjacent target or on the combatant initiating the effect (unless the root rune specifies otherwise). The Range meta tag extends the range of the effect by 10 hexes (50'). Each additional Range meta tag can either:

- add an additional 10 hexes (50') to the effective range, or
- turn the Range line into a 'beam' effect and trigger the root rune's power on everyone in that line

Example: Playing a Range meta on a rune chain that already has an area meta in it creates a distant ball effect that occurs on a distant focal point instead of on the spellcaster.



WEAPON

Add any one meta effect that the weapons you wield provide. Weapon meta effects are usually based on the type of weapon. Blunt weapons generally provide the Knockdown meta that applies a Vulnerable condition on the victim, piercing weapons usually have the Gore meta that applies a Degeneration condition, and slashing weapons usually provide the Hamstring meta that applies an Impeded condition.

Example: An Active power called Power Attack launches an Attack action with a +2 Damage bonus [meta: Amplify Multi Weapon]. If a Weapon meta is added to this active rune chain (in this case, a Spiritual rune), and the weapon wielded is a piercing weapon that adds the Gore effect, the final effect will be: deal Weapon Damage +2 and inflict the Degeneration condition with a +1 Intensity.

SKILL CHECKS DURING COMBAT

Performing a skill during combat is slightly different than attempting it outside of combat (see page 91). The Norn may feel that a certain skill takes too long to perform, for example, and may rule that it cannot be performed during a combat.

To perform a skill, the player must declare what skill they will be using and then play a rune to generate successes. The Norn fixes a difficulty rating and the Trait required for the challenge. The player will then move runes from In-Hand to In-Play to generate success. A non-matching Trait rune generates 1 success, a matching Trait rune generates 2 successes, and the exact rune that is bound to the skill in question generates 3 successes.

*Example: To reach an enemy archer, Turbog needs his Athletics skill to bind up some crates to get to a sod roof. This will be a difficulty **Moderate [3]** Physical skill test, as decided by the Norn. If Turbog has the rune that is bound to the Athletics skill In-Hand, he can play it or else combine a Physical rune with any other rune to succeed.*

ATTACKS AND DAMAGE

Combat boils down to defeating your opponent. In the RGS system, there are many ways to accomplish this. The most straightforward is to reduce the opponent's Essence and drive all the runes to the Wounds, Death, and Drain piles.

Chronological activities when dealing damage:

1. **Attacking:** Attacker deals damage, announces how much and of which Trait (see more on Active powers on page 100 and on generic attack actions on page 96).
 - 1.1. Select target(s).
 - 1.2. Calculate damage.
2. **Defending:** Defender attempts to reduce damage by PF that matches the Trait, and then chooses whether to perform Defend actions by playing runes (see generic defend actions on page 98).
 - 2.1. Apply Protection Factor.
 - 2.2. Choose to perform defend action(s).
3. **Applying Damage:** If the damage is still greater than 0, then damage is applied to the defender's runes on the play mat.

Some attacks do not deal with damage but rather involve special effects and conditions (such as shrinking an opponent or disarming them). See more on these types of effects in the Counters section below (page 118).

ATTACKING

Attacking and dealing damage is considered one and the same action. A target must first be selected within an area or reach that is achievable, and then the effect of the attack must be resolved.

Damage can come in the form of any of the 3 Traits

Physical: This is the most typical damage encountered. There are many items that enhance and protect against this type of damage.

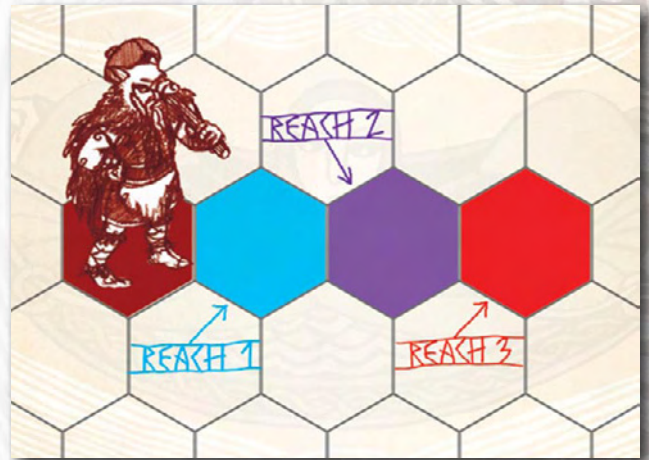
Mental: This type of damage hinders mental faculties, disrupting strategies and powers while causing damage.

Spiritual: This is a rare damage type that takes runes past the Death pile and into the Drain pile.



TARGETING

The attacker must declare whom the target is when they attack. Some Active powers have metas (e.g. as Area and Multi) that allow more than one combatant to be targeted. For melee weapons, the maximum distance is determined by their Reach value. Each Reach point provides an added +1 hex (5') with the attack. Ranged weapons have a Range value instead of a Reach value: the ranges can be 5 hexes (thrown weapon) or 10 hexes (missile weapon). These can be multiplied by 2 if an additional rune is played, or by 3 if two extra runes are played, etc...



CALCULATE DAMAGE

When damage is dealt, it is important to note the Trait associated to the damage. Is it Physical, Mental, or Spiritual damage? This will determine the type of defence the targeted combatant can mount.

If an Active power has several sources of damage of the same Trait, they are added up as one value before moving onto the Defend phase. If an Active power has two or more different Traits of damage, each is considered its own source and will have to be calculated separately. Damage is then assigned to the defender and the process moves to the next step – defending.

Example: A Shadow Skwee casts a spell that deals 4 Physical and 2 Mental damage on Sygin. Sygin will need to address each separately, possibly performing more than one Defend action to try to mitigate the two sources of damage.

ATTACKING WITH A RANGED WEAPON

Attacking with a Range (instead of Reach) weapon is risky if a combatant is within reach of an opponent's melee weapon (a weapon with Reach), since the opponent can play any rune in response to the Attack action to cancel it.

DAMAGE AND PIERCE BONUSES

Some powers grant damage and/or pierce bonuses, which are classified under two categories:

- 1) **Weapon Bonus:** These types of bonuses are added to a weapon(s) used in the Attack action. They are Trait-specific; if the Trait is not specified, it is by default Physical.
- 2) **Power or Action Bonus:** These types of bonuses are added to each activation of an Active power or Attack action. The bonus automatically matches the Trait of the Active power or Attack action. If there is more than one source of damage within the power (see page 100), the damage and/or pierce bonus is divided up according to the dweller's preference.

DEFENDING

Defence is also dependent on Trait. Only defence values that match the incoming damage can be used to reduce it. The first step is to reduce the damage by any PF, and if damage still remains, the defender can choose to perform Defend actions.

APPLYING PROTECTION FACTOR

Armour PF that matches the incoming damage Trait automatically reduces damage (without needing to play runes).

Example: A Shadow Skwee casts a spell that deals 4 Physical and 2 Mental damage on Sygin. She has a Physical PF from her armour of +1 and no PF vs Mental damage. After applying her PF, she still has 3 Physical damage and 2 Mental damage to deal with.

DEFEND ACTIONS

After PF has been applied, the other major options are Defend actions or {Interrupt} Active powers that provide Defence bonuses.

- Defend action (fully described on page 98).
- Interrupt Active powers can be played in response to an Attack (see page 101 for more details on {interrupt}).

Here is how the Defend action works:

The defender also can play rune(s) to perform Defend action(s). Parry and Evade bonuses add to the final Defend value and if the rune played to perform the Defend action matches the trait of the incoming damage, another +1 bonus is applied.

DEFEND = PARRY (for matching Trait) + **EVADE** + **1** (if rune used matches Damage Trait)

A Defend action can be played as a response to being assigned some damage. More than one Defend action can be made against a generic Attack action or an Active power. If an Active power has several Attack actions within it (see Sources on page 100), the Defend action applies to all of them collectively (do not separate the damage by Source within an Active Power).

Example 1: A Shadow Skwee casts a spell that deals 4 Physical and 2 Mental damage on Sygin. She has a Physical PF from her armour of +1 and no PF vs Mental damage. After applying her PF, she still has 3 Physical damage and 2 Mental damage to deal with. Due to Passive powers and equipment, Sygin has a Parry bonus of +4 vs. Physical and a +1 Evade. She activates an {Interrupt} Active power (mapped to a Mental rune) that performs a defend action with a +2 Physical parry bonus. Her resulting values are:

- vs. Physical = +4 Parry +2 Parry bonus = +6 total
- vs. Mental = +1 total (from Mental rune played for Defend action power)

The Evade +1 can be applied to one or the other source of damage (Physical or Mental). Sygin chooses to apply it to the Mental damage, raising the final Defend to 6 vs. Physical and 2 vs. Mental to take no final damage from the spell.

Example 2: A Zealot is wielding two shortswords and performs a Power Attack (Active power) on Alfdis. The Power Attack power performs an Attack action with a +2 damage bonus. Each shortsword deals DF 1 and the Zealot has a Passive power that grants a +1 damage bonus when dealing Physical damage.

The total incoming damage is 5 (weapons grant 1+1=2, Passive grants +1 and Active grants +2). Alfdis is wearing fur armour that reduces the damage by 1 (PF=1) down to 4. Alfdis decides to perform a Perfect Parry (Active power that is an {interrupt} so it can be played on someone else's turn) with a +2 bonus Defend action. Alfdis has a weapon with a 0 Parry value and a shield with a +3 Parry, so the total Defend value is 5, and Alfdis takes no damage.

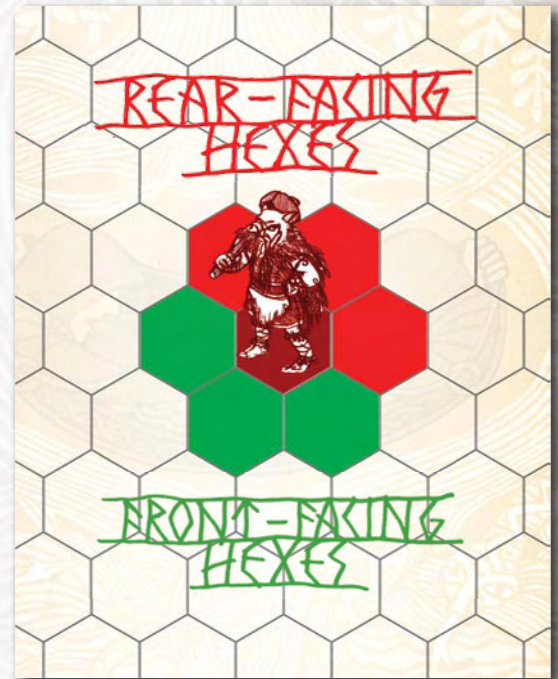
ATTACKED FROM BEHIND

Defend actions can be performed if the person is attacked from behind, but these are considered “Weak” (see page 100). Each combatant has three front-facing hexes and three back-facing hexes.

DEFEND BONUSES

Defend actions can get bonuses as well. They also fall into two categories:

- 1) Parry bonus: These types of bonuses are added to a Defend action. They are Trait-specific; if the Trait is not specified, the default is Physical.
- 2) Evade bonus: These types of bonuses apply against all Traits. Evade is always added to any Defend action.



APPLYING DAMAGE

An unblocked and unmitigated damage is lastly applied to the defender's runes. Runes are moved down the play mat by a number of piles equal to the damage.

The way damage is handled differs slightly by the Trait of the damage (Physical, Mental, or Spiritual). Physical damage is the baseline and Spiritual and Mental damage are defined by their differences with how Physical damage works.

Once all the damage has been applied to the runes, the Norn must check if the defender still lives. If all of the defender's runes are in the Death or Drain piles, then the defender has died. If there are any runes in the Wounds pile remaining, then the defender is unconscious. If, however, there are runes in the Stun pile and above, the defender is still very much in the combat.

When Damage is being applied to the last rune, no matter how much has been dealt, it will stop in the highest zone in the Wounds pile (see diagram on the right), causing unconsciousness. On the following turn, if the combatant is not healed, the rune will descend down by 1 zone towards Death for every Upkeep phase of combat.

Reminder: The Void rune is never assigned damage and does not factor in when assessing if someone is unconscious or dead.

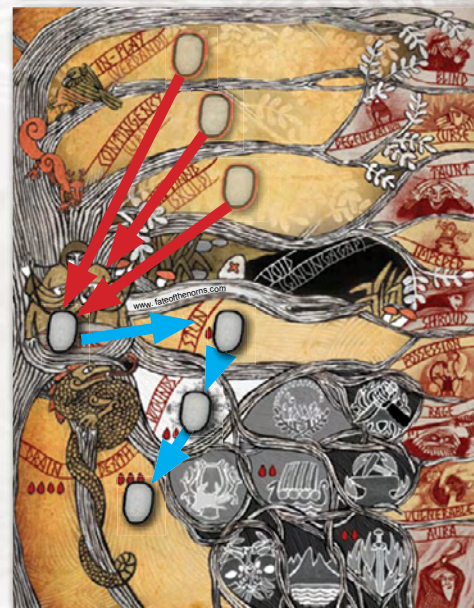
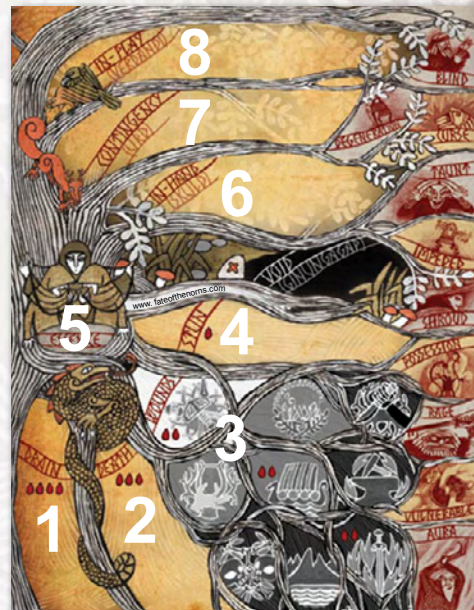


PHYSICAL DAMAGE

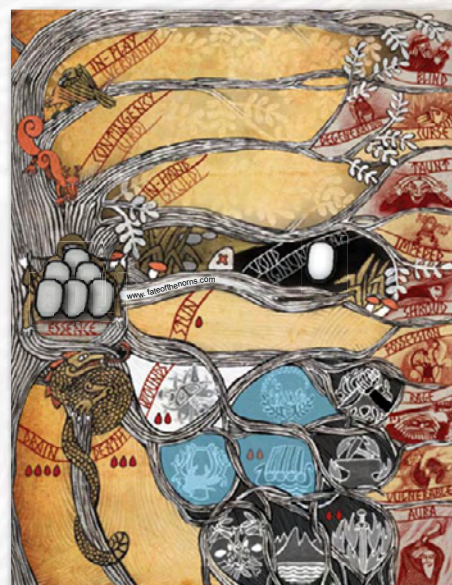
The first rune to be moved down is the one that is in the lowest pile (see the diagram below, which ranks the piles from lowest [1] to highest [8]). Physical damage ignores the Drain pile, so the lowest a rune can go is to the Death pile.

When a rune hits the Wounds pile, it will travel through the predefined difficulty track that the Norn has set for the game (see page 87 for full details on zones within the Wounds pile).

If a rune has descended as far as it can go (i.e. Death pile) but there is more damage to be applied, a new rune is selected from the lowest pile with runes and the new rune moves down the piles.



Runes in Contingency, In-Play, and In-Hand go through the Essence pile when damage is assigned. From Essence, they descend as usual through the Stun, Wounds, and Death piles.



Example: Jokull begins the combat round surrounded by trolls. He has 6 Essence and 2 Destiny, along with his trusty Void rune (which is mapped to a blue Mental rune due to his archetype). The Norn has decided that the game will use the middle Wounds pile (the grey one with 3 zones).

After he Wyrds, Jokull's play mat looks like this:



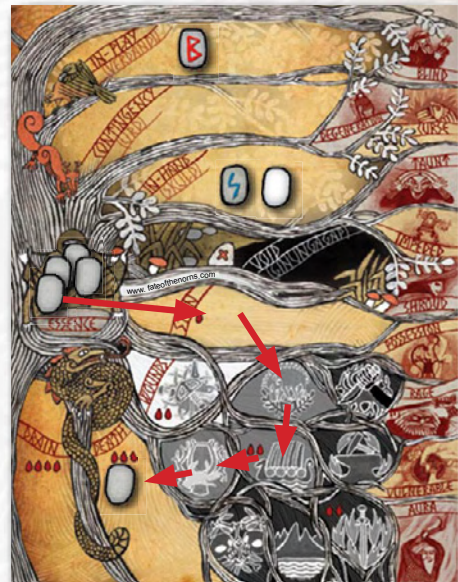
The troll's attack deals 11 points of Physical damage. Jokull's armour has a PF of +2 Physical, which will reduce the incoming damage by 2, resulting in 9 remaining damage points to account for. Jokull also decides to take defensive action and parries more of the damage. He parries with his Physical rune for 1 Physical point and adds +3 from his shield's Parry value, for a total reduction of 4 points.

After performing the defensive action, his play mat looks like this:



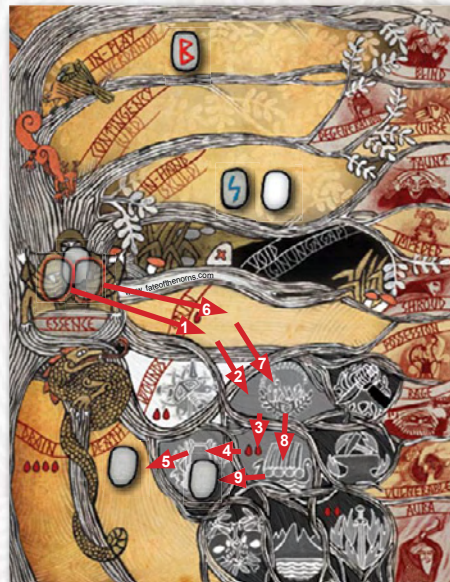
There are still 5 remaining points of damage to account for. Jokull does this by taking a random rune from the lowest pile with runes (in this case, Essence) and moves it down through the piles. Every time the rune moves down by one pile/zone, 1 Damage has been accounted for. Once a rune reaches the bottom (Death pile), he needs to move a new rune down. This is repeated until all damage has been accounted for.

On the right is a play-by-play of the order of the rune movements and the final location of the runes.



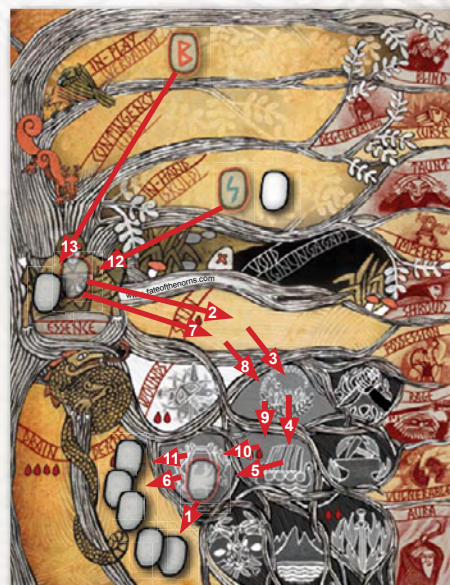
Now a second troll attacks Jokull with a large tree trunk (DF: 5) in one hand and a great sword (DF: 3, Pierce: +2) in the other. He is a mighty Troll Warrior who has a Passive ability that grants +1 Physical damage on Attack actions. The troll attacks and deals 9 points of Damage (5 + 3 + 1) and ignores 3 armour due to the Pierce (the armour offers no protection against this blow!)

Jokull's runes are moved from the lowest pile still containing runes, which again is Essence.



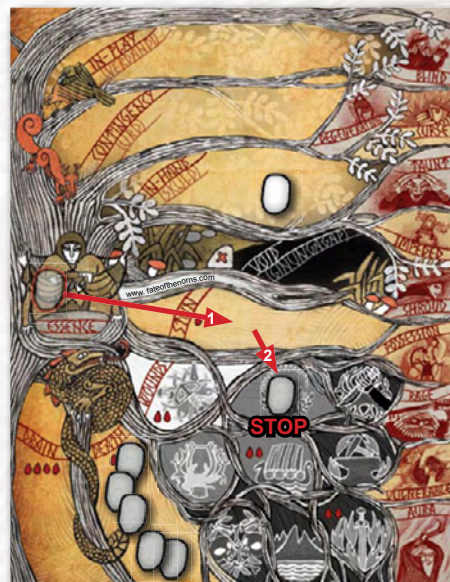
Next, a troll sorceress casts a spell on Jokull causing his bones to pulverize. She is dealing 4 Physical damage with a Pierce of 8. She also has a staff that grants her a +1 Focus. She Amplifies the effect twice for a total of 12 points of Damage and an unbelievable pierce 24! With her Focus she bumps the Damage to 13.

Moving the rune from Wounds to Death accounts for 1 point of Damage. Since there are no more runes in Wounds, the next pile is Stun. No runes there, so next to be checked is Essence. Runes move down from Essence one at a time until there are no more runes in Essence. Then the In-Hand pile must be checked and any runes moved down to Essence, Stun, Wounds, and Death. 1 more point of Damage remains and it cannot be assigned to the Void rune, so the lowest pile that contains a rune is the In-Play pile: the last point is assigned to that rune, dropping it to Essence.



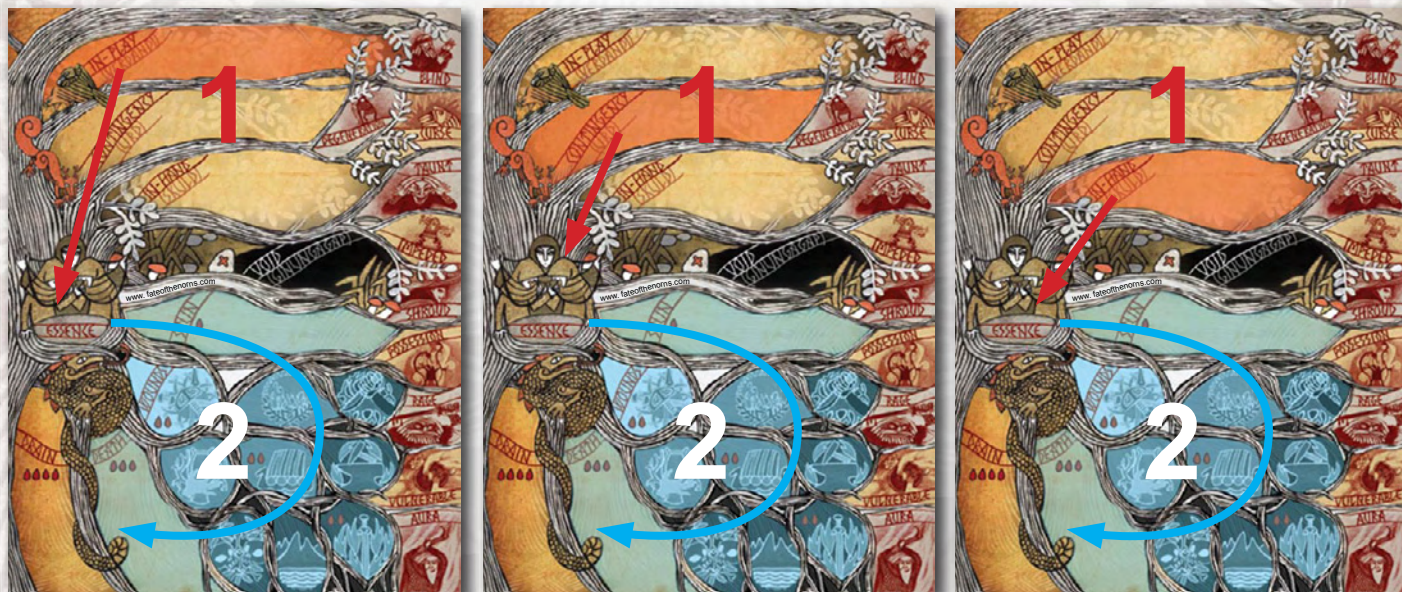
If the next incoming damage deals 3 or more Damage, it will in effect be reduced to 2, since that is the maximum the last rune can drop before stopping in the topmost zone of the Wounds pile.

Another follow-up blow would then bring it down to Death.



MENTAL DAMAGE

Mental damage works similarly to Physical damage with one exception... When a Mental damage is dealt, the attacker must choose the victim's pile: In-Hand, In-Play, or Contingency. The chosen pile is then dealt the Mental damage first. If no more runes remain in that pile and there is more damage to resolve, then it is applied just as Physical damage is. As usual, the victim can try to defend themselves against Mental damage.



The defender chooses which runes get assigned Damage first in the upper piles of In-Play, Contingency, and In-Hand.

If the pile that is chosen contains no runes after the Defend actions, then the damage is handled as Physical damage.

Example: Jokull is the recipient of a spell that deals 3 Mental damage. The attacker chooses the In-Play pile as the target pile, since Jokull has a maintained rune chain the attacker wants to disrupt. The rune chain is 3 runes long (the Mental rune is the Amplify meta and the Physical rune is the Maintain meta in that rune chain):



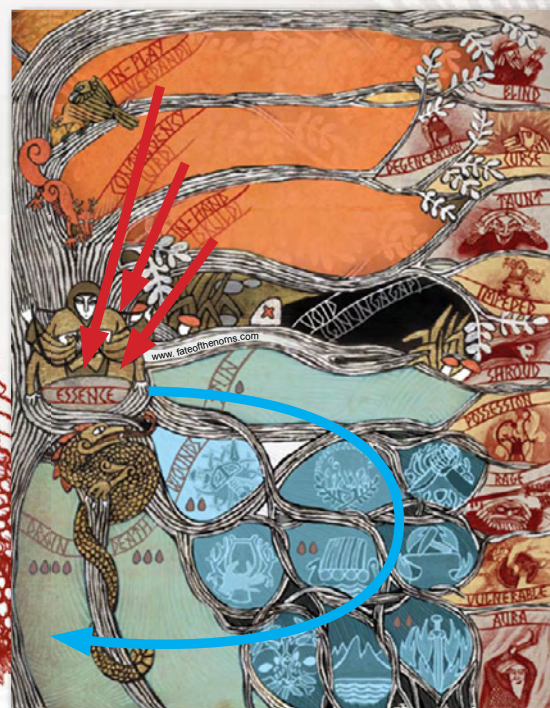
Jokull plays 1 Mental rune from In-Hand to In-Play to reduce the Damage taken by 1 point (Defend action).



Jokull is now only taking 2 points of damage, which he chooses to assign to two runes that will ensure his Maintained power remains (although it is no longer Amplified).

SPIRITUAL DAMAGE

Spiritual damage works similarly to Physical damage, but with one exception... the furthest down a rune can go is the Drain pile instead of the Death pile.



COUNTERS

Active power effects that create special effects rather than deal damage can be defended against using counters. Each power that creates a potentially unwanted condition can be countered by the defender. For a counter, a player must move the required rune(s) from In-Hand to In-Play. By playing the required rune, the effect is nullified. If an Active power with a counter is Amplified, so is the counter (requiring more runes of that type to be played to avoid the effect). A counter reduces the effect to 0; there are no partial counters.

Example: Vanadis is casting Shrink on her opponent. The power allows her to reduce the opponent's size category. The counter is [Counter: P], meaning a Physical rune must be played to avoid the effect. If the opponent does not have a Physical rune in their hand, or chooses not to play it, then the effect is applied. However, if Vanadis had Amplified the Active power rune chain, then the counter would be [Counter: PP], meaning two P runes are needed to avoid the effect.

UNARMED COMBAT

Some denizens and dwellers and most monsters use their bodies to inflict damage instead of weapons. For punching, kicking, biking, clawing, or generally attacking using the body, the general rule is: the base DF is equal to the combatant's size -3. A size 4 human, for example, deals DF 1 with an Attack action using only the body, e.g. fists, kicks, head-butts, etc... The basic reach is 1, but very large creatures have additional bonuses.

AUGMENTING DAMAGE (OPTIONAL RULE)

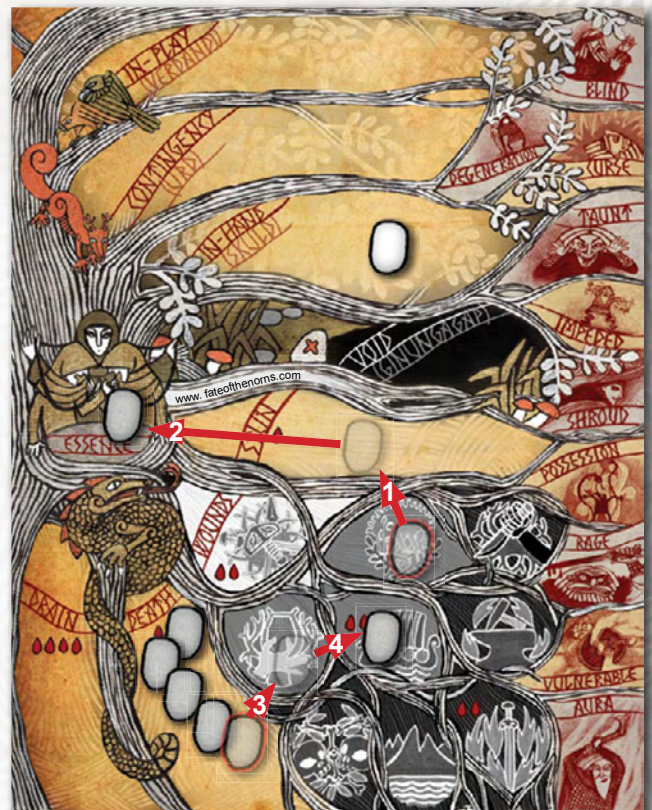
After all damage has been calculated, and before defence is declared, the attacker can play an additional rune (with a Trait that matches the damage being dealt) from In-Hand to In-Play to increase the damage by +1. Any number of runes can be played to bolster the damage so long as they are played at the same time as the Attack action.

HEALING

During healing, the runes follow the opposite direction as damage. Runes head upwards from the highest piles between Death and Essence. When are two or more runes in a pile, the player being healed can choose which rune makes its way up.

Example: Vanadis wants to heal her companion Jokull. She plays a rune chain that heals him with 4 points. The only rune he has in Wounds is moved first, and once it reaches the Essence pile, he moves more from the Death pile. This is repeated until all healing points are accounted for.

His play mat after the 4 points of healing have been distributed will look like this:



When being healed, recipients can play a Spiritual rune from In-Hand to In-Play to increase the final healing points by +1. Any number of Spiritual runes may be played in this way from In-Hand to In-Play.

Healing cannot affect runes that are in the Drain pile (see more on this in on page 121).

FOCUS



Focus acts like a bonus to all {Spell}-type Active powers. Any numerical values in the {spell} are boosted by the total Focus of the dweller. If there is more than one Source (see page 100), then the Focus must be distributed among the Sources as the dweller wishes. Focus applies after all meta tags have been resolved; it cannot be stacked upon itself or on condition intensities.

Example 1: Fjori starts a Spell Song that boosts movement by +4 and allows him to walk over liquid surfaces. He has a Focus of 2, and can boost his Move bonus to +6.

Example 2: Vanadis casts a Seith spell that deals 2 Spiritual damage to a foe and heals herself for +4. Since there are 2 Sources, she can split her 3 Focus any way she wishes, for example by boosting the Damage by +2 to a total of 4 and boosting the Heal by +1 for a total of 5.

SACRIFICE

There are some powers that require a Sacrifice to be activated. There are several types of Sacrifice and there is usually a numerical quantifier associated (e.g., Minor Sacrifice +2) that indicates how many runes must be moved from any upper pile (Essence, In-Hand, In-Play, or Contingency) to another damage pile (Stun, Wounds, Death, or Drain). If the rune chain with a Sacrifice cost is meta-tagged with Amplify, then the Sacrifice cost must also be increased by +1 for every meta tag played.

MINOR SACRIFICE

Move 1 rune from Essence (or higher pile) into the Stun pile. Denoted by the single drop of blood icon on the play mat.

MODERATE SACRIFICE

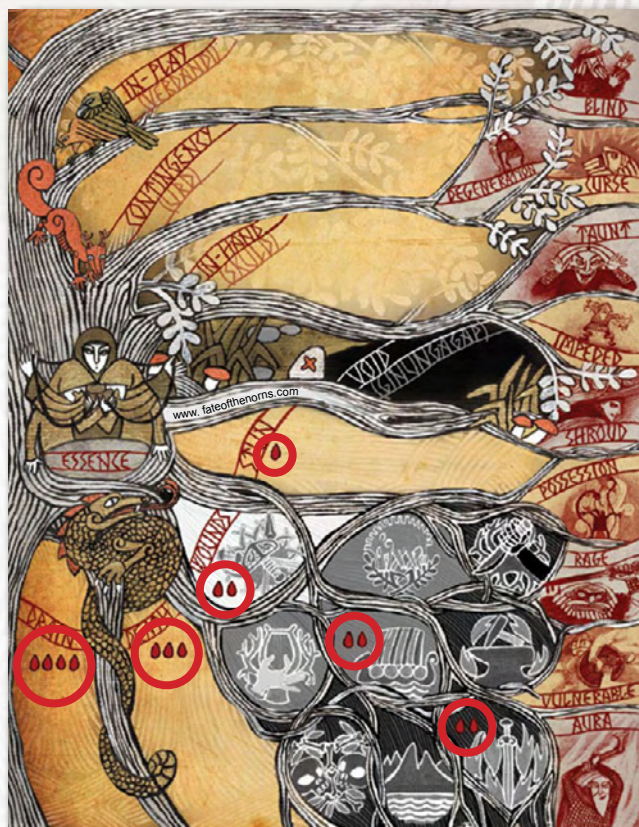
Move 1 rune from Essence (or higher pile) into the Wounds pile. Denoted by 2 drops of blood icons on the play mat.

MAJOR SACRIFICE

Move 1 rune from Essence (or higher pile) into the Death pile. Denoted by 3 drops of blood icons on the play mat.

ULTIMATE SACRIFICE

Move 1 rune from Essence (or higher pile) into the Drain pile. Denoted by 4 drops of blood icons on the play mat.



If using the 3 damage tracks of the Wounds pile with corresponding zones, the middle zone is always used for the Moderate Sacrifice.

Example: Olaf the Seithkarl is casting a spell that requires a Sacrifice. The Active power deals +6 Spiritual damage but has a Moderate Sacrifice +2. Olaf decides to Amplify the rune chain, effectively doubling the damage to 12, but this also increases the Moderate Sacrifice to +3. If he adds another Amplify meta, then the damage will be 18 with a Moderate Sacrifice of +4. If he only has 3 runes in Essence, he will need to pay the fourth Sacrifice from one of the other upper piles (In-Hand, Contingency, or In-Play).

BLOODIED STATE

Some abilities and powers trigger when someone is in a “bloodied” state. A combatant is in that state when half of his or her total runes are in the Stun, Wounds, Death, and Drain piles (round up).

THE DRAIN PILE

Damage normally stops at the Death pile unless it is Spiritual, in which case the runes descend to one pile lower than the Death pile to their final destination: the Drain pile.

Active and Passive powers cannot interact with the runes in Drain, so healing powers will only affect runes in the Death pile and above. Runes can only move out of the Drain pile with time. For every hour of game time that passes, one rune can be moved from Drain to Death. The Norn can change the time span to more or less than an hour based on the saga and circumstances of play.

THE CONTINGENCY PILE

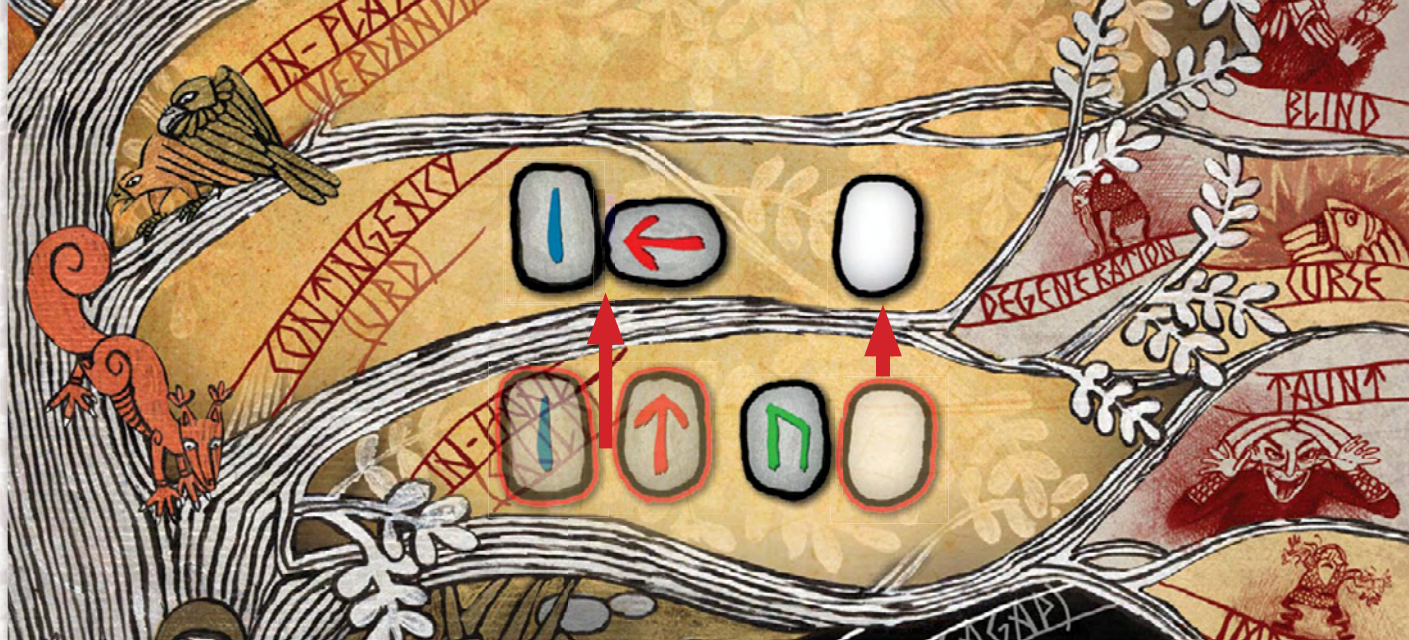
In some cases, a dweller may want a rune chain to be triggered at a later time based on a pre-specified condition. The Contingency pile is used for these types of rune chains.

Contingency actions can be declared during the Upkeep and Action phases: for every generic action or Active power a dweller wants to perform, a rune chain must be played into the Contingency pile and a condition stated out loud. At a later time during that round of combat, if the condition is met, the effect is triggered immediately.

Once the effect is resolved, the rune chain is moved to the In-Play pile to indicate that the Contingency has been used up for the combat round. At the end of all combat rounds, during the Clean-Up phase, rune chains in the Contingency pile are returned to the In-Play pile.

There are some limitations to the Contingency pile:

- Metas that maintain the chain past the end of round (e.g. Maintain, Open, etc...) are not allowed.
- A condition that can be instantly resolved cannot be declared; any number of contingencies can be declared as long as the corresponding runes are moved into the Contingency pile. For example, an invalid condition ‘already met’ is a combatant who is already standing to declare that he/she wishes to perform an Attack action “while standing”: this is invalid as the condition is immediately met.



Example: Hagar is at the top of the Initiative, and wants to ensure his allies survive the fight against the Draugar surrounding them. He has pulled 3 runes, plus his Void rune. His Mental rune is a Heal power to which he can apply a Range meta (Physical rune), but currently everyone in his group is at full health. He decides that he will put it to good use later in the combat round when his team will inevitably take some damage from the Draugar.

He plays the rune chain into the Contingency pile and states the condition that if one of his allies takes more than 2 points of damage, the Contingency rune chain will be triggered. He does not want anyone getting out of his healing range. He pushes the Void rune into the Contingency pile for a Move action and states the condition that if an ally moves more than 10 hexes away from him, he wants to apply his Move action.

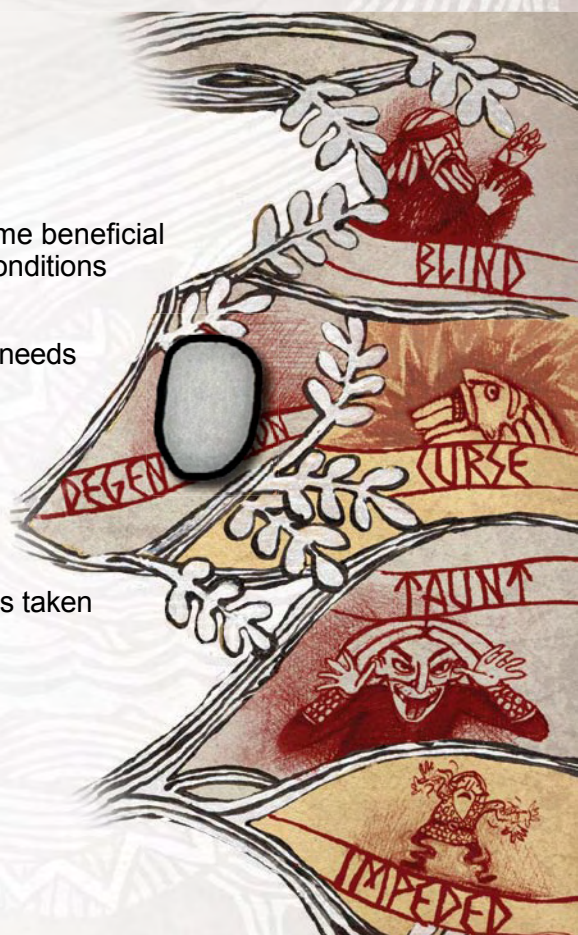
Later in the round, his ally Helga takes 6 damage from one of the Draugar's claws. Immediately after she takes this damage, the Norn asks Hagar to resolve his Contingency. The first thing he does is ensure that Helga is within range of his effect, and then once they determine that she is, his Heal is applied to her and the Contingency rune chain is moved to the In-Play pile.

CONDITIONS

There are different types of conditions, both beneficial and harmful. Some beneficial conditions can be self-applied and applied on willing allies; detrimental conditions hurt the recipient and are used in attacks.

When a power (Active or Passive) applies a condition, the Counter (what needs to be played by the recipient to counter the condition) is specified. If the rune(s) listed in the Counter is not played at the time of application, the condition is considered active on the recipient.

When a condition is active on a recipient, the effects are immediately applied. Some effects are continuous, others trigger at certain times (such as during the recipient's Upkeep phase). Any unused marker/token/game-prop (such as a rune stone that no one is using) is taken and is placed upright on the respective Condition zone on the play mat.



<u>INTENSITY</u>	<u>POSITION</u>
1	Upright (0 degrees)
2	Sideways (90 degrees)
3	Sideways and flipped over (90 degrees)
4	Upright and flipped over (180 degrees)

If the Intensity is increased (more than 1), then the rune is rotated 90 degrees (sideways) to indicate Intensity 2, or sideways and flipped over (upside-down) for Intensity 3, and finally rotated 180 degrees vertically but still flipped over to indicate Intensity 4 (maximum).



Some conditions have a heightened effect if they are at maximum Intensity (i.e. Intensity 4); these are listed under the particular condition.

Condition tokens do not last forever. During every Upkeep phase, after the effect is triggered, the recipient has an opportunity to perform one Minor Sacrifice +1 to reduce the Intensity by 1 (during an Upkeep phase, no more than one Sacrifice can be performed per condition). Once the Sacrifice is paid, the rune is rotated back by one position.

Certain events can increase or decrease the Intensity of some conditions; these are listed under the particular condition if they are applicable.

If the Intensity is reduced to 0, the rune is taken off of the Condition zone.

The Norn can also introduce cursed conditions that cannot be removed by standard game mechanics. These conditions need to be removed through game play and role-playing quests that the players must undertake. To mark a condition as cursed, the Norns can put a marker next to the cursed condition rune.

Lexicon

Counter:

Lists the rune(s) that need to be played to avert the condition

Increase Intensity:

Lists under what condition the Intensity is increased

Decrease Intensity:

Lists under what condition the Intensity decreased

- “Standard” means an automatic of 1 Intensity per Upkeep phase

Maximum Intensity Bonus Effect: Lists the changes to the condition effects when the Intensity reaches 4

Example of a beneficial condition: Vanadis starts the combat by casting Seith Shroud that gives her 2 shroud tokens. She takes the root rune of the active rune chain that applied the condition and places it on the Shroud condition zone in the sideways position (to indicate 2 rounds).

Example of a detrimental condition: Sigfried is beset by an attack that bestows a Degeneration condition for 1 round. The Counter is a Mental rune, but Sigfried does not have one In-Hand. The effect becomes active, and Sigfried must take a rune from Essence and put it on the Degeneration zone on the play mat in the upright position (1 Intensity). On Sigfried's next Upkeep, he suffers 12 points of damage from the Degeneration and then has the option to perform a Minor Sacrifice +1. He does so, and the condition dissipates, returning the rune from the Degeneration zone back into his Essence.

AURA

[Beneficial]

Counter:

Increase Intensity:

Decrease Intensity:

Max. Intensity Bonus Effect: Double Range and double damage.

Description: An item or power can bestow the Aura condition, an elemental aura such as extreme heat or cold (or similar effect) that surrounds the recipient and affects an area of 10' (2 hexes). Anyone (friend or foe) in the area of effect takes an amount of damage equal to half their level (round up). Armour PF and defensive actions cannot be applied to reduce the damage. The damage is Physical by default, but the Source of the Aura condition can specify a different Trait.

BLIND

[Detrimental]

Counter:

Increase Intensity:

Decrease Intensity:

Max. Intensity Bonus Effect: At maximum Intensity, the cost rises to half the individual's Destiny (round up).

Description: This condition dulls all senses (vision, hearing, smell, taste, and touch). To perform any action that requires any sensory perception in the round, the dweller must move one quarter of their Destiny runes (round up) from In-Hand to In-Play before playing any Active power rune chains or generic actions that require a target (Area metas bypass this). Once the cost is paid, actions can be performed as usual.

CURSE

[Detrimental]

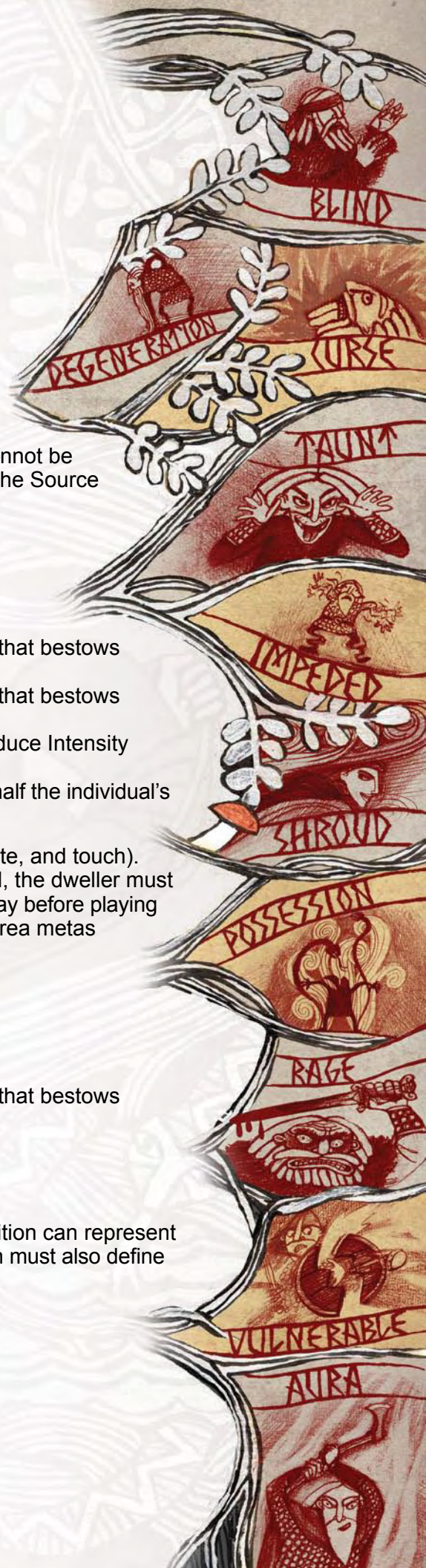
Counter:

Increase Intensity:

Decrease Intensity:

Max. Intensity Bonus Effect: Special: defined by Norn.

Description: The Norn defines the condition and its effects. This condition can represent anything the Norn needs that is not covered by the other runes. The Norn must also define how the condition can be removed.



DEGENERATION

[Detrimental]

Counter:

Specified in the Active/Passive power that bestows the condition.

Increase Intensity:

The Intensity cannot be increased.

Decrease Intensity:

Play any rune during Upkeep to reduce Intensity by 1 (max. 1 rune per Upkeep).

Max. Intensity Bonus Effect: Double damage.

Description: The Degeneration condition covers many situations where health (Physical, Mental, or Spiritual) slowly ebbs away. Degeneration can include, for example: being on fire, poisoned, cut open and bleeding, etc... During Upkeep, the recipient of this effect suffers an amount of damage equal to their level divided by two. Armour PF and defensive actions do not reduce this damage.

IMPEDED

[Detrimental]

Counter:

Specified in the Active/Passive power that bestows the condition.

Increase Intensity:

The Intensity cannot be increased.

Decrease Intensity:

Standard (i.e. a Minor Sacrifice is required to reduce the Intensity).

Max. Intensity Bonus Effect: Double effect.

Description: The Impeded condition causes a loss of mobility for the recipient, whose movement is reduced by half.

POSSESSION

[Detrimental]

Counter:

One Spiritual rune per Intensity (each S played reduces Intensity by 1).

Increase Intensity:

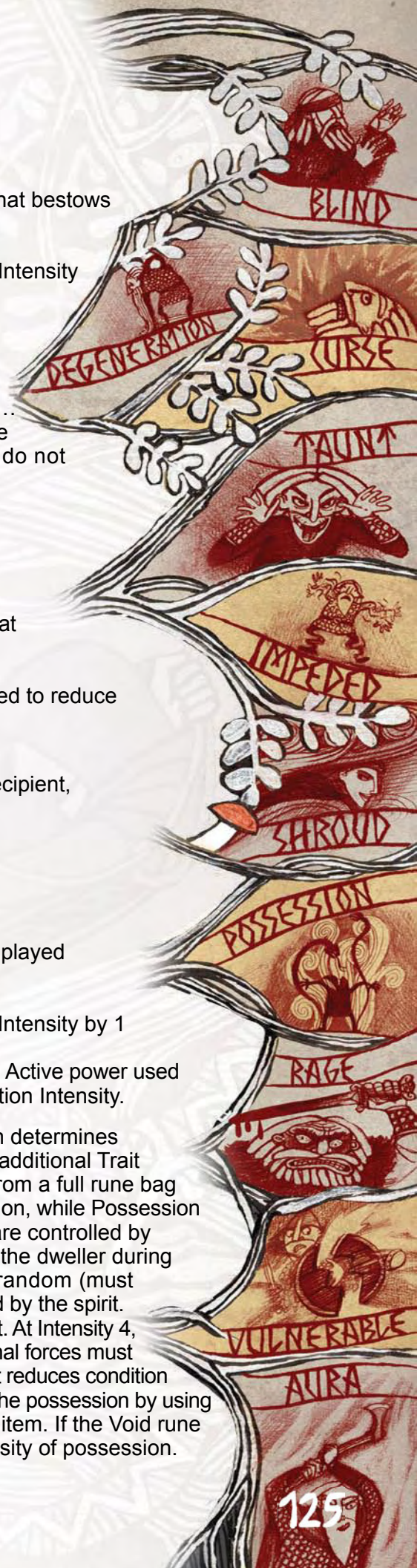
By Active power.

Decrease Intensity:

Play any rune during Upkeep to reduce Intensity by 1 (max. 1 rune per Upkeep).

Max. Intensity Bonus Effect: Intensity cannot be decreased without an Active power used by someone else that reduces the condition Intensity.

Description: A spirit fights for control of the body of the victim (the Norn determines the nature and disposition of the spirit). With each level of Intensity, one additional Trait is denied to the victim. At Intensity 1, the Norn draws 1 rune at random from a full rune bag and declares which Trait has been hijacked by the possession. From now on, while Possession Intensity is greater than 0, any runes matching that Trait when In-Hand are controlled by the spirit (Norn). The Norn can play those runes and perform actions for the dweller during the dweller's Action phase. At Intensity 2, another Trait is chosen at random (must be different than the Trait drawn for Intensity 1), and is then also controlled by the spirit. At Intensity 3, all 3 Traits (except for the Void rune) are controlled by the spirit. At Intensity 4, the Intensity cannot be reduced by the victim fighting the possession: external forces must come to the aid of the possessed (such as an ally using an Active power that reduces condition Intensity). At Intensity 3, the victim's soul can only use the Void rune to fight the possession by using an Active power that clears the condition Intensity or by invoking a magic item. If the Void rune is bound to Spiritual, it can also be used during Upkeep to fight the Intensity of possession.



Type of Spirit: Wyrd 1 Rune

P Aggressive: Want to kill closest combatant.

M Insane: Random actions.

S Autonomous: Has its own agenda

Wyrd again: **P** Make allies by helping out one side or another in the current conflict;

M Run away : escape combat to start a new life in a new body;

S bide its time and join the winning side.

RAGE

[Beneficial]

Counter:

Increase Intensity:

Decrease Intensity:

Max. Intensity Bonus Effect: Double Heal; PF; damage and movement bonus; cannot distinguish friend from foe; attacks closest combatant.

Description: The recipient of the Rage condition cannot flee, use ranged weapon or perform defensive actions. The recipient deals a bonus amount of damage equal to 1 + the number of runes in the damage piles. During Upkeep, the recipient receives a PF for all Traits equal to the runes in the Death pile. Move actions are boosted by 2 + the number of runes in the damage piles.

SHROUD

[Beneficial]

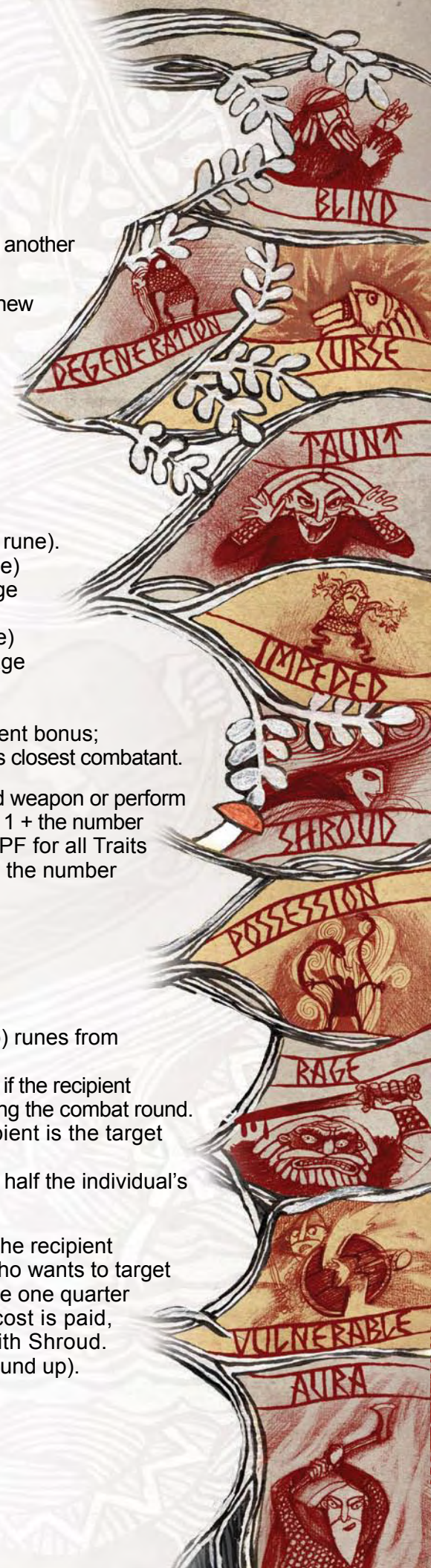
Counter:

Increase Intensity:

Decrease Intensity:

Max. Intensity Bonus Effect: At maximum Intensity, the cost rises to half the individual's Destiny (round up).

Description: Camouflage, invisibility, or another similar effect makes the recipient of the Shroud condition hard to detect. Anyone (except the recipient) who wants to target a Shrouded individual with an Active power or generic action must move one quarter of their Destiny (round up) runes from In-Hand to In-Play. Once the cost is paid, actions can be performed as usual in the round against the target with Shroud. At maximum Intensity, the cost rises to half the individual's Destiny (round up).



TAUNT

[Beneficial]

Counter:

Increase Intensity:

Decrease Intensity:

Max. Intensity Bonus Effect:

Play one-quarter of Destiny (round up) from In-Hand to In-Play to ignore the effect for this combat round.

Intensity +1 when the taunter plays 1 M rune (or 2 P or S runes) from In-Hand to In-Play during Upkeep (max. 1 Intensity level per combat round).

Intensity -1 when an opponent plays 2 M runes (or 4 P or S runes) during this combat round to counteract the effect (maximum 1 Intensity level per combat round).

Triples area of effect to 60' (12 hexes); enemy Reach penalized by -2 (minimum Reach 1).

Description: The recipient of the Taunt condition attracts all battlefield aggression upon themselves. Anyone within 20' (4 hexes) of the recipient must use all their runes to attack the Taunted individual unless they play one-quarter of their destiny (round up) from In-Hand to In-Play to ignore the effect for this combat round. Someone affected by more than one Taunted condition must deal with only the most potent (long-lasting) Taunt (if there is a tie, the individual may choose whose Taunt they will be affected by).

VULNERABLE

[Detrimental]

Counter:

Increase Intensity:

Decrease Intensity:

Max. Intensity Bonus Effect:

Specified in the active/Passive power that bestows the condition

The Intensity cannot be increased.

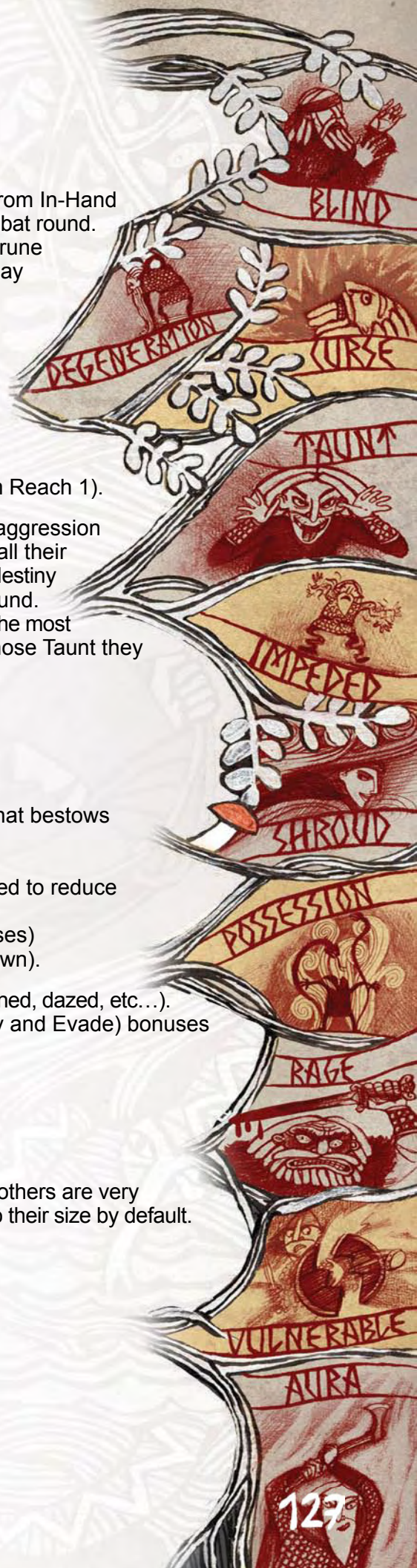
Standard (i.e. a Minor Sacrifice is required to reduce the Intensity).

All defence (PF, Parry, and Evade bonuses) are considered at one-quarter (round down).

Description: The victim is placed in an awkward state (knocked down, pinned, dazed, etc...). The Vulnerable condition weakens defensive actions: defence (PF, Parry and Evade) bonuses are halved (round down).

SIZE AND SHAPE

Not all creatures are the same size. Some are tiny and hard to see, while others are very large and imposing. The base movement of a dweller or denizen is equal to their size by default. Size also affects the size of objects that can be worn or wielded.





Size Category	Description	Height/Length Range	Example Creature
1	Tiny (2)	Less than 1'	Cat
2	Tiny	1-2'	Small dog
3	Small	2-4'	Wolf
4	Medium	4-7'	Human
5	Large	7-10'	Horse
6	Giant	10-13'	Polar bear
7	Giant (2)	13-16'	Ogre
8	Giant (3)	16-19'	Juvenile kraken
Etc...	Etc...	Etc...	Etc...

SIZE-BASED NATURAL DAMAGE

Every creature can deal damage with hand-to-hand combat or natural attacks (clawing, biting, etc...). The default DF is size - 3, with a minimum value of 1. A size 4 human, for example, could attack with fists and kicks and deal a DF of 1; larger creatures gain an obvious advantage, as a size 13 creature's base Damage with natural weapons is 10.

SIZE-BASED REACH

Exceptionally large creatures gain a bonus to their Reach values. If they wield a weapon, this reach bonus is stacked with the weapon Reach value. Starting at size 6, large creatures gain a +1 Inherent Reach bonus. At size 10, the bonus increases to 2. For every 4 sizes above that, the Reach increases once more.

QUADRUPEDS

Some creatures move on all four legs; this is an advantage that doubles the Movement rate. By default, quadrupeds cannot wield items, and usually use a bite or claw attack.

Example: A size 3 wolf can move 3 hexes, but with the quadruped attribute has its base movement boosted to 6.

POSITIONING AND THE HEX MAT

If the players use miniature figurines and a hex mat to represent the position of the dwellers and denizens, then a few quick rules should be followed. One hexagon represents 5' in the game world. No more than one figurine (combatant of size 2 or greater) can occupy a given hex. A combatant of size 9 or greater will occupy 2 hexes. Movement and weapon Reach and Range (also in feet) are provided in hexes.

Positioning is important when using hex mats. Every combatant has 3 front-facing hexes and 3 rear hexes. If attacked from behind, only Weak Defend actions are possible (see pages 98 and 100). Dwellers can about-face during their own turn, but will have to play a rune to do so during another player's turn (see the Spin generic action on page 98).



WEARING AND WIELDING EQUIPMENT

With so much unfinished killing and so little time, one might as well have the right instrument for the job!

Every dweller and denizen can be equipped with one weapon per hand (or wielding one large weapon), one suit of armour, and one accessory item. They can carry more, but they can only gain the benefit of those items worn (equipped).

Summary Table

Weapon/shield less than wielder's size	One-handed	Play any rune to use
Weapon/shield equal to wielder's size	One-handed	Play a Physical rune to use
Weapon/shield up to 1 size greater than wielder	Two-handed	Play any rune to use
Weapon/shield 2 sizes greater than wielder	Two-handed	Play a Physical rune to use
Armour 1 size smaller than wearer	No Move penalty	
Armour same size as wearer	Move -5' (1 hex)	
Armour 1 size larger than wearer	Half Move (round up)	

WEAPONS

Weapons that are the same size as the dweller or smaller are considered one-handed; larger weapons are considered two-handed.

The maximum size of this equipment is the dweller's size +2 (normal human is size 4, so any weapon up to and including 6 can be used). Weapons that are smaller than the dweller can be used by playing any rune.

To use a weapon that is the same size as the dweller, a Physical rune must be played. Any rune can be used to wield a two-handed weapon up to one size greater than the dweller. A Physical rune must be played to wield a two-handed weapon that is 2 sizes larger than the dweller.

THROWN WEAPONS

Any weapon that is the same size or smaller than the dweller can be thrown 5 hexes (25'); weapons larger than the dweller cannot be thrown. Weapons that are smaller than the dweller can be thrown by playing any rune. A Physical rune must be played to throw a weapon that is the same size as the dweller.

RANGE WEAPONS

The Reach attribute of missile weapons such as slings, bows, and crossbows is replaced by a Range attribute. The default Range for a missile based range weapon is 10 hexes (50'), which can be doubled at any time by playing any additional rune when performing the Attack action.

SHIELDS

Shields work very much like weapons – with the primary focus on the Parry attribute. Rune-playing requirements are identical to those of weapons. Shields with a Reach greater than 0 can be used to attack (if modified Damage Factor is less than 0), but a Reach 0 shield or weapon can only be used to Parry.

FOCUS

Focus adds the listed value to {Spell} effects after all meta tags have been calculated.

Example: Vanadis is wielding a witch spear that grants her a +2 Focus. She plays an Active power that is a {Seith Spell} that deals +3 Spiritual damage which she Amplifies. The effect will result in +8 Spiritual damage: the power will have its damage doubled from the Amplify and the focus bonus added at the end.

UNARMED

Unarmed damage (natural weapons such as claws and horns) and improvised weapons (chairs, pieces of wood, antlers, etc...), have a variable DF and Reach of the dweller's size minus 3 (not less than 0) and a Parry of 0. Size 3 creatures and smaller deal 0 damage that can be augmented by powers and abilities resulting in damage greater than 0.

ARMOUR AND ENCUMBRANCE

Amour size can vary to up to one size smaller or larger than the wearer (a size 4 human adult can wear amour of size 3-5). Amour of larger size than the wearer penalizes Movement by half (applied after all other modifiers). Armour that is the same size as the wearer penalizes movement by 1, and amour that is smaller than the wearer incurs no penalties.

Some powers/states in the game permit dwellers to equip more or fewer items than prescribed.

QUALITY OF EQUIPMENT

The quality of a dweller's equipment is indicated by its Quality Rating (QR). The higher the QR, the higher the quality of the item and the less likely it is to break. By default, if the QR is not specified, then it is equal to the size of the item. When a regular item is infused with magical properties and becomes a "magic item", its QR is increased as well.

Equipment can be damaged through special attacks or an extraordinary turn of events. If an item is "damaged" then its QR is halved, as are all of its beneficial statistics (round down). If Reach is reduced to 0, the weapon is unusable.

Beneficial statistics:

- For a weapon: DF, Focus, Reach/Range, and Parry.
- For armour: PF, Focus, and Parry.
- For accessory items: QR.

A damaged magic item retains half of the magic powers (round down) . The Norn decides which powers remain.

Example: Hagar is wielding a magic QR 10 maul with:

- DF 4
- Reach 1
- Parry 0
- Focus 0
- 1 Active power
- 2 Passive powers.



As soon as the maul gets damaged, its powers are halved: its statistics are reduced to DF 2 and Reach 0 (it can no longer be used to perform Attack actions), and since it is a magical weapon, half of the powers need to be deactivated (so in this case the Norn will choose two powers to deactivate).

MAGIC ITEMS

A dweller cannot gain the benefits of a Passive power infusion more than once. If the same Passive power is infused more than once on an item, or the dweller has two items with the same Passive power, the dweller gains the power's benefits only once. To activate an Active power, the Void rune must be played.

Denizens may activate a power from a magic item by playing any rune.





To play *Fate of the Norns: Ragnarok*, one player must be the Norn and game master, and the other players must create their dwellers.

STEP 1: LEVEL

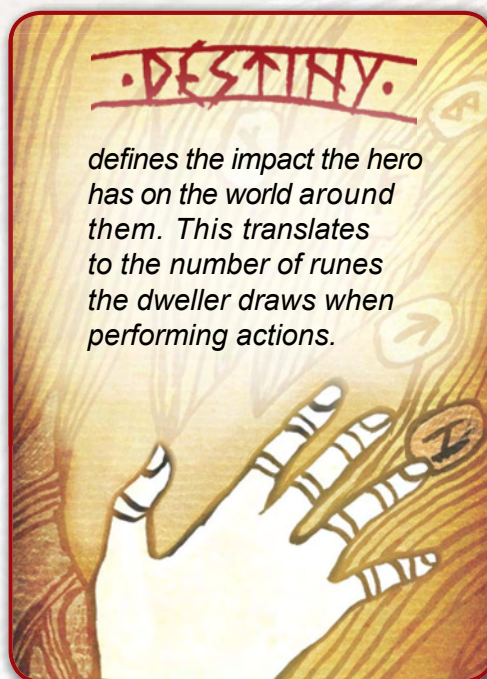
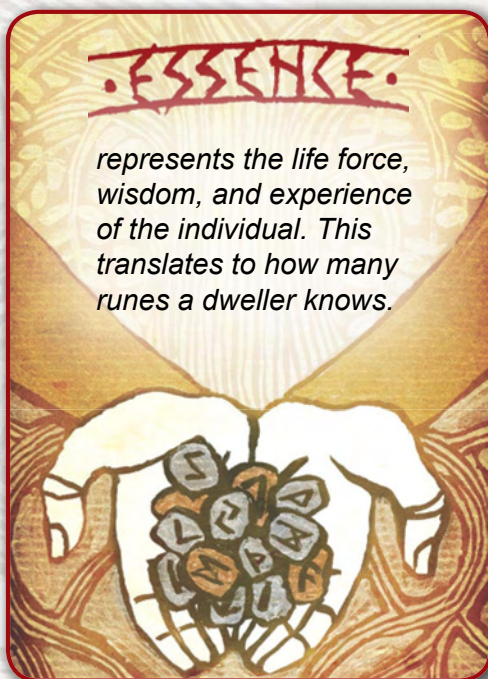
Before you begin creating your dweller, the Norn must decide what level the campaign will start at.

From that point onwards, players will be able to create their dwellers and gain new levels as they play. The players can then spend levels investing in Destiny and Essence. Each Destiny point costs 2 levels and each Essence costs 1 level per point.

Players who enjoy more power at a cost to longevity and power and skill variety should opt for high Destiny. Those who prefer more powers and skill at a cost to predictability should choose more Essence.

A dweller with high Destiny and low Essence numbers will draw almost all (if not all) runes into their hand when they Wyrð. This means a more predictable hand every time, but fewer runes also mean fewer powers and skills, which makes for less variety when playing.

In contrast, a dweller with low Destiny and high Essence draws a few runes from a larger pool, which means more random results, but also more power, skills, and life force.



**Available choices per level
for low-level gaming:**

Level	Essence	Destiny
3	1	1
4	2	1
5	3	1
6	2	2
6	4	1
7	3	2
7	5	1
8	4	2
8	6	1
9	3	3
9	5	2
9	7	1
Etc.	Etc.	Etc.



Example: The Norn decides that the campaign will begin with level 20 dwellers. Player A likes having the versatility of many abilities, so decides to invest in 12 Essence (cost: 12 levels) and 4 Destiny (cost: 8 levels). Player B dislikes having to deal with very random hands and prefers a more predictable play style, so invests in 8 Essence (cost: 8 levels) and 6 Destiny (cost: 12 levels).



STEP 2: BUYING UPGRADES

If this is your first time playing or if you have no previous dwellers who have made it into the heavens, skip this section and go straight to Step 3: Drawing Runes on page 137.

If previous dwellers have become great heroes and been admitted to the heavens, you can spend levels to buy upgrades based on their numbers. You may buy as many upgrades as you wish, as long as you qualify for them and pay the level cost (which will reduce the levels available with which to buy Essence and Destiny).

The Norn has a final say on which of the upgrades are admissible for their saga.

Example: Player A from the previous example on page 134 will reduce Essence by 1 so they can have the Fylgia upgrade (Essence 11, Destiny 4, and Fylgia for a total of 20 levels).

Requirement:	1 or more dwellers in the heavens
Cost to Buy:	1 level
Benefits:	Access to the archetype's outer ring of power and skills (gray)

[illegible]

Somewhere in your ancestral lineage, your blood was enhanced with that of a troll, giving you a great deal of insight and toughness.

Requirement:	2 or more dwellers in the heavens
Cost to Buy:	2 levels
Benefits:	You gain access to the Troll-Blood Power/Skill boards (see page 186). You can assign runes to your Troll-Blood boards as you would your Archetype board. This does not allow a rune to have more than one power/skill binding, but simply gives you more choice.





LEGEND/INFAMY

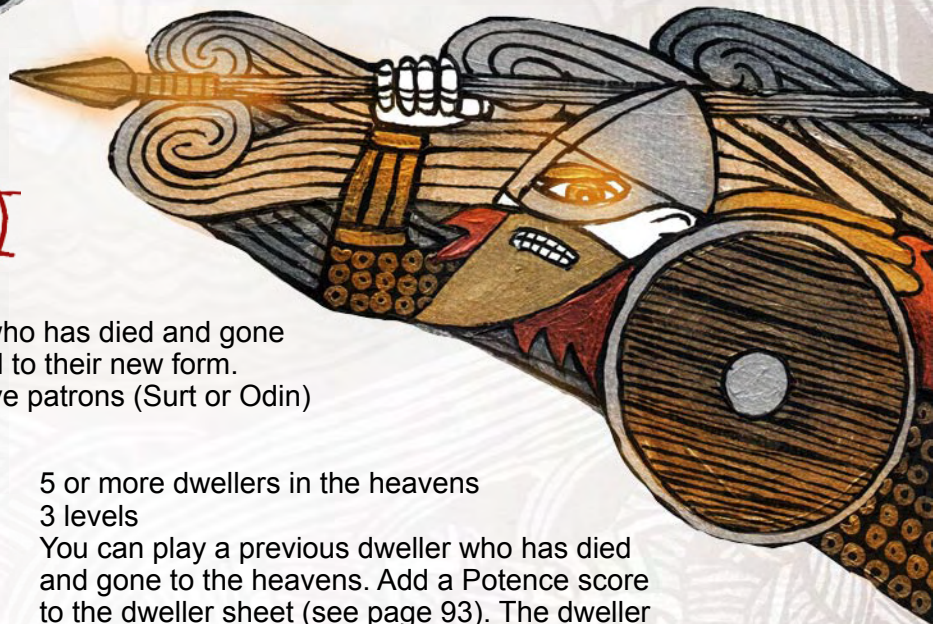
Your lineage is world-renowned. You have access to tutelage and means that give you access to special archetypes.

Requirement: 3 or more dwellers in the heavens
Cost to Buy: 0 levels
Benefits: You can create a Missionary or an Angel of Death dweller. Find out more about these archetypes in upcoming *Fate of the Norm* adventures (soon available on www.fateofthenorns.com).

IMMORTAL (ASPECT)

You can play one of your previous heroes who has died and gone to the heavens and who is now accustomed to their new form. You are being called upon by your respective patrons (Surt or Odin) to service.

Requirement: 5 or more dwellers in the heavens
Cost to Buy: 3 levels
Benefits: You can play a previous dweller who has died and gone to the heavens. Add a Potence score to the dweller sheet (see page 93). The dweller begins with a Core Divine Potence (CDP) equal to their Disir level minus 4 (see more on page 150). You gain access to the Einherjar or Son of Muspel Power/Skill boards (see page 184 and 185). This choice is based on the alliance the dweller had while alive (consult Disir sheet – see page 150). You can assign runes to your respective boards as you would your Archetype board. A rune cannot have more than one power/skill binding, it simply offers more options.

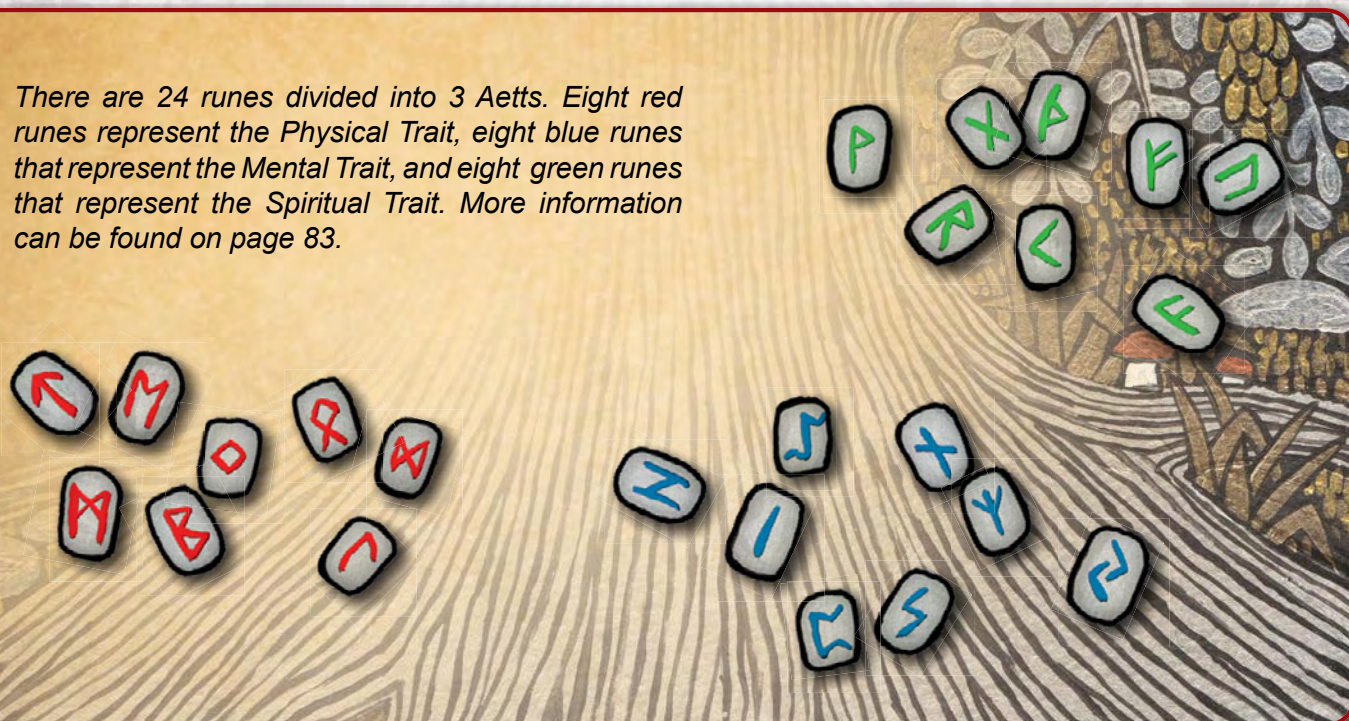


STEP 3: DRAWING RUNES

The next step to creating your character is to draw a number of runes chosen for Essence from a rune bag containing the 24 unique runes.

Once you have finished drawing runes, the dweller will have a certain number of Physical, Mental, and Spiritual runes. How many of each type determines the strengths and weaknesses of your dweller with respect to each Trait.

There are 24 runes divided into 3 Aetts. Eight red runes represent the Physical Trait, eight blue runes represent the Mental Trait, and eight green runes represent the Spiritual Trait. More information can be found on page 83.



The Norn can allow you to choose a portion of your runes instead of drawing them at random if you have a specific type of dweller in mind and it requires a certain balance of Traits.

Example: You ask the Norn if you can play a very physical dweller like Beowulf. The Norn considers the request and allows you to pre-draw half of your Essence runes as Physical ones (arbitrary ratio). Assuming you choose 12 Essence, you can take 6 Physical runes and draw the other 6 at random from the remaining 2 Physical, 8 Mental, and 8 Spiritual in the bag.

As the runes are drawn one at a time, the Norn can ask you to consult some tables in this section to determine your dweller's non-tangible characteristics, such as personality, connections, etc... The Norn can select all/some/none of these tables for the game. If the number of required tables exceed your dweller's Essence, you can draw some extra runes for the sake of the tables, but you cannot keep them as Essence after this step is complete. Some Norns may also allow players to forego the random factor of the tables and allow them to select items from each.

Example: In a low-level campaign, the Norn wants every player to pull for personality, motivations and ambitions, social standing, and connections. However, one of the players only has 3 Essence (since they put many levels into Destiny). The player will draw 3 runes and consult the personality table for the first rune, motivations and ambitions for the second rune, and social standing for the third rune. The player will then draw a fourth temporary rune to determine their connections, but then discard the rune as it is superfluous to the dweller's Essence.

Use the following tables for a more interesting role-playing experience to create dwellers who are different from those you may previously have played.

TABLE 1: PERSONALITY

RUNE

DESCRIPTION



Persuader: You are an informal leader with strong skills in rallying others to the cause (not necessarily your own).



Entertainer: You love to make others happy; you love excitement and live in the moment.



Craftsman: You always try to optimize the path to a solution; crafting is a means to an end.



Artist: You appreciate the sensory aesthetics around you; beauty holds much value for you.



Overseer: You are responsible, logical, and focused at achieving a goal. Self-organized and a good planner, you accept loss as long as there is more gain.



Socialite: You love interacting with others, and always enjoy attention. You derive pleasure from conversation.



Defender: You are especially observant of the world around you; your focus is drawn to the weak and silent rather than to the boisterous and powerful.



Lone Wolf: You dislike interactions with others and have a strong preference to do things your own way.



Chief: You are a born leader with strong organizational skills; you prefer to take centre-stage and be involved in all major decisions.



Originator: You are creative and develop many new ideas that are most likely worth pursuing. You tend to neglect repetitive tasks and favour new and untested approaches.



Strategist: You have an analytical mind; you will often play through many scenarios before choosing the best course of action.



Alchemist: You have an inquisitive mind and your wish is to understand the universe around you.



Dependable: Very hard-working, you will always give your all to anything you do.



Chameleon: You do not have a strong self-identity, you are capable of taking on various personas that are best for the situation at hand.



Egomaniac: You must be the centre of attention, must be loved, and others must spend their time caring about your needs.



Bully: You like to cow everyone around you into obedience – you must remain in control in all situations.



Mentor: You have an altruistic desire to spread knowledge; you believe that communal knowledge is for the greater good.



Advocate: Your strong convictions are worth defending (moral, cultural or foundations of society).



Confidant: You take the time to bring out the best in others. You are supporting and emotive.



Dreamer: You are a highly creative dweller and are sometimes disconnected from reality.



Cynic: You enjoy taking the unpopular stance on topics and prefer to see and focus on the shortcoming of a plan.



Lazy: You are especially good at finding the best way to achieve your goals with minimal effort.



Morally Ambiguous: You choose to ignore the concepts of good/evil and benevolence/destruction; personal gain is your guiding principle.



Victim: You are dominated by a phobia of your choosing (e.g. agoraphobia, arachnophobia, etc.).

TABLE 2: MOTIVATION AND AMBITIONS

RUNE	DESCRIPTION
	Identity: Your greatest wish is to become famous/infamous for your deeds.
	Experiences: Life is about experiencing the emotions that arise from different types of achievements.
	Travel: You have a strong desire to see all that Yggdrasil's many worlds have to offer.
	Accomplishment: You wish to achieve tangible and memorable goals that skalds will recount to future generations.
	Thrill-Seeker: The adrenaline rush is what makes life worth living.
	Survival: Risks are not worth taking. Every decision needs to be weighed against personal harm.
	Appetite: The love for a good meal is important and plans for the day revolve around the choice of meals and drinks.
	Pleasure of the Flesh: Physical pleasure overwhelms your other needs in life. Your carnal desires need to be met on the regular basis.
	Power Hungry: You feel the world must be controlled and dominated.
	The Hunt: You go after a goal with zeal.
	Love: You wish to share in both platonic and romantic love throughout your life.
	Divine Worship: Your life is devoted to exalting a higher power (god/Jotun).
	Independence: You have a strong desire to be free and independent.
	Joy of Life: Life should be spent enjoying the finer pleasures. It is important to avoid boring and repetitive work.
	Conform: It is critical for you to fit in and to be considered "normal" in social circles.
	Puzzles: The mind needs to be challenged. Anything that is a mystery draws your interest and effort.
	Avarice: You desire great wealth.
	Benevolence: Life must be spent making the world a better place.
	Revenge: Nothing satisfies you more than exacting revenge on those who have done you wrong.
	Competition: Life is a competition. You turn everything you do and undertake into a competition with your peers.
	Extermination: You have chosen to rid the world of some pest (you can define which) that you work to find and destroy.
	Secrecy: What you desire brings you guilt, so you keep your motives hidden at all time (choose the secret motivation).
	Escapism: Something traumatic happened in your past, and your primary driver is to never return to that nightmare (define the trauma).
	Addiction: You are not in control - you have an addiction that has taken over your motivations and ambitions.



TABLE 3: SOCIAL STANDING (NET WORTH, LITERACY)

The player and the Norn can work out details of the dweller's previous employment, any residual wealth, land claims, etc.... The Norn may provide difficulty rating deductions for a dweller who is attempting a skill check that relates to their prior employment.

RUNE	DESCRIPTION
	Thrall: You are a slave and someone else's property. As a slave, you have two very trustworthy and dedicated thrall social connections (skip the "connections" rune pull); they treat you as a sibling. You start with 5 skatt. Your owner's identity can be determined by pulling a rune in the "social connections" table (the Norn may choose not to use this option for some campaigns).
	Liberated Thrall: You are no longer a slave and have purchased your freedom. Since then, you have been working in service to a bondi (business person). Your wages have been enough to eke out a living. You have 125 skatt and basic gear but with no property deed (see page 142).
	Varg (Outlaw): You have been cast out of your community for a heinous crime or transgression. No laws protect your life, and your slaughter would carry no consequence. You have lost the standing and respect of your old friends and you must now make new friends with those who share your fate. Your dweller starts with basic gear and 150 skatt.
	Farmer: You were a farmer before the start of Fimbulwinter; now, you have had to improvise using your skills to deal with the perpetual darkness and cold. You begin with utility gear and 200 skatt.
	Manufacturer (cloth goods): You were once an apprentice and eventually came into your own as a manufacturer of fine cloth goods. As you recently began your adventurer career, you are unsure if you should liquidate your business assets or restructure so someone else can run the business for you. You start with utility gear and 300 skatt. If you keep your business, you have a profit of approximately 1,000 skatt per month.
	Manufacturer (leather goods): You were once an apprentice and eventually came into your own as a manufacturer of fine leather goods. As you recently began your adventurer career, you are unsure if you should liquidate your business assets or restructure so someone else can run the business for you. You start with utility gear and 400 skatt. If you keep your business, you have a profit of approximately 1,500 skatt per month.
	Manufacturer (metal goods): You were once an apprentice and eventually came into your own as a manufacturer of fine metal goods. As you recently began your adventurer career, you are unsure if you should liquidate your business assets or restructure so someone else can run the business for you. You start with utility gear and 500 skatt. If you keep your business, you have a profit of approximately 2,000 skatt per month.
	Hunter/Trapper: You used to spend many days and weeks away from home and make a modest living. With Fimbulwinter setting in, the hunt has become too difficult to sustain. With no crops growing, animals are scarce due to overhunting and the cold can be deadly. You start with nature gear and 400 skatt.
	Local Merchant: Your business revolved around buying goods from manufacturers and hunters and selling them in town. You have been forced to mark up your prices on necessities and the hottest products since Fimbulwinter set in. Competition is fierce and your life and business have been threatened. You start with trade gear and 600 skatt. If you keep your business, you make a profit of approximately 3,000 skatt per month. Wyrđ 1 rune every month: if you Wyrđ a Physical rune, your business is burned to the ground by aggressive competitors.

RUNE**DESCRIPTION**

Foreign Import Merchant: You used to buy goods and moved them to places of high demand throughout Midgard. Since Fimbulwinter has set in, overland travel is perilous – not only because of the biting cold and snow, but because of bandits and the desperate actions common folk are driven to. The dense clusters of icebergs make passage by sea increasingly risky. You start with trade gear, a longship, and 700 skatt. If you keep your business, you make a profit of approximately 4,000 skatt per month. Wyrð 1 rune every month: if you Wyrð a Physical or Mental rune, your monthly shipments have been lost.



Mercenary: Life was good before Fimbulwinter, but now everyone needs a mercenary. As your business has begun to thrive, so has the peril. The jobs are getting more and more dangerous, and you fear getting your throat slit while you sleep. You start with war gear and 300 skatt.



Personal Guard: You were employed by a rich person of considerable influence. A week ago, however, your employer was murdered and you now find yourself on shaky ground. Will the widow retain you, or will you be looking for new work? You start with war gear and 500 skatt.



Town Guard: The town you worked for used to pay well. However, it has come upon hard times and your salary has plunged. You start with war gear and 400 skatt.



Hermit: You fled for solitude many years ago. This solitary contemplation has given you insight into the working of the cosmic tree Yggdrasil. However, with the coming of Fimbulwinter, your self-sustaining methods have started to fail you. Hunters have thinned your herds, your crops have withered and frozen over, and the cold has become unbearable. You start with nature gear and 200 skatt.



Guide/Runner: Your business was running as a courier between towns. It was good pay, but with the coming of Fimbulwinter, your routes have become very dangerous. You heard of colleagues being killed by cannibalistic peasants who were starving. You start with nature gear and 300 skatt.



City Bureaucrat: Working for the local town has been a pleasure for many years. However, now that the town has come upon hard times, people blame you for the difficulties they face. Corruption has also taken on new levels as town officials are looking out for themselves. You start with admin gear and 400 skatt.



Religious Official: You were responsible for maintaining the faith for the higher power that you work for (choose: Vaettir, Alfar, Dvergar, God, Jotun). With Ragnarok, faith has been washed away in some cases and fanned to zealot proportions in others. You have come to realize that keeping the flock has become very difficult and may be untenable. You start with administrator gear and 400 skatt. If you keep your temple/grove/Alka, your recurring donations amount to approximately 600 skatt per month. Wyrð 1 rune every month: if you Wyrð a Physical rune, you take in only half the donations; if you Wyrð a Mental rune, your donations are doubled; if you Wyrð a Spiritual rune, you have a fanatical zealot who is attempting to usurp you.



Explorer/Cartographer: You have always had the desire to explore. The fact that you were paid to do so was always a bonus. Map-making has become increasingly difficult since Sun and Moon were devoured by the celestial wolves. You start with nature gear and 200 skatt.



Undertaker: Your work with an Angel of Death has always been on a volunteer basis. In exchange for room and board, your mistress ensured that you would have a proper burial. You start with basic gear and 100 skatt.



Unknown Hero: Your prior life has thrust you into the current one (high adventure). Your exploits were grand but have been forgotten. You want to establish your place in the world. You start with adventure gear and 400 skatt.



Hero of Renown: You have always been sought out for dangerous and high-profile work. Your reputation precedes you and gets you free room and board. You start with adventure gear and 600 skatt.

RUNE

DESCRIPTION



Karl (Duke/Warlord/Lord): You are responsible for a vast territory that includes several towns of varying size. You are the jarl's proxy in these lands and must do his bidding. There are complex politics at play that you must manage if you are to retain your station. If you maintain oversight of the territory, your recurring share of the taxes is approximately 5,000 skatt per month. You start with lord gear and 1,000 skatt. See the Monthly Governance Table below.



Jarl (King/Warlord/Chieftain): You are the head of a kingdom. You have several karls who work for you and ensure the peace and the collection of taxes. You must be vigilant, as your station is being eyed by many competitors and you may be the target of assassination attempts. Your lands also need defending as rival jarls seek to grab any tract of land you will not defend with great zeal. If you maintain your rule over the kingdom, your recurring share of the taxes is approximately 10,000 skatt per month. The rest of the taxes that are collected are spent on the maintenance of your kingdom. See the Monthly Governance Table below.



Emissary of a Demi-God: You work for an Einherjar or a Son of Muspel. They are demanding but provide you with support in unexpected ways (at the Norn's discretion). Since the start of Ragnarok, you are occasionally called on for dangerous and epic missions that interest higher powers. You start with adventure gear and 800 skatt.

Any items that are left to interpretation can be negotiated between the player and the Norn (the Norn has final authority).

Basic Gear:

- Deed to a homestead
- Two sets of clothes
- Winter furs
- Snowshoes or skis
- Backpack/travelling chest
- Rations for a week
- Cooking pots and utensils
- Rope
- Lantern and oil

Monthly Governance Table

Wyrd 2 runes every month

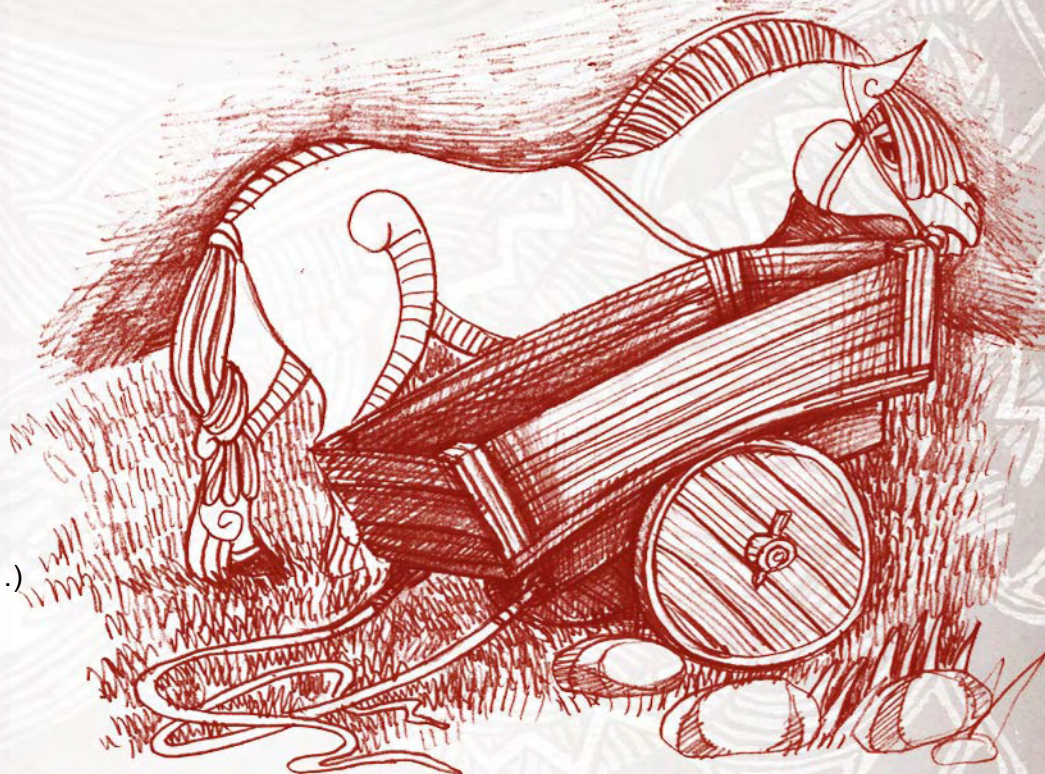
PP	You rule with an iron fist, double income this month
PM	Your lands expand granting you +20% income
PS	You are drawn into war, lose -20% income
MM	A plot to kill you has been uncovered
SS	You are faced with rebellion, no income this month

Utility Gear:

- All *Basic Gear*
- A land owner's deed
- Small modest home
- Complete wardrobe
- Tools of the trade

Trade Gear:

- All *Utility Gear*
- Merchant cart/sleigh and an animal (horse, ox, etc...)



Nature Gear:

- All *Utility Gear*
- Insulated tent
- Climbing gear
- Camouflage tarps
- Traps and hunting equipment (bow, harpoon, etc...)

Administrator Gear:

- A land owner's deed
- Large comfortable home
- All items that would be found in a more luxurious lifestyle
- A dozen slaves or fewer for menial work

Lord Gear:

- Deed for your kingdom
- Keep (a very large home that includes fortifications)
- All items that would be found in a very luxurious lifestyle
- A dozen administrators or fewer who manage individual towns and territories
- Dozens of slaves who handle the menial work

War Gear:

- All *Utility Gear*
- Two weapons of choice
- A suit of armour

Adventure Gear:

- All *Utility Gear*
- One spectacular weapon (bonus +1 to either DF or Parry)
- A suit of armour



TABLE 4: SOCIAL CONNECTIONS

A connection is someone who is on very friendly terms with the dweller; they may be a sibling or a very close friend. They can be called upon in a time of need, and the Norn should factor in the connection into the current saga and should be “reachable” by the dweller, i.e. in the same world.

RUNE**DESCRIPTION**

Thrall: You have a slave as a connection (not necessarily a slave you own); good for getting help.



Labourer: Someone who works in the craft trade or in a service; good for help and connections to tradesmen.



Thief: A career criminal; good for getting cheap goods and using his skills.



Beggar: Someone who has lost all wealth and lives on the streets; good for information.



Whore: A lady of the night; good for certain information and a good time.



Fence: Someone who buys and sells hot/black-market goods; good when needing to procure something special.



Barkeep: An owner of a tavern; good for certain information and drinks.



Town guard: Works for the local lord/council; good for extra muscle, as long as it does not compromise work.



Hunter/tracker: Spends many days out in the wilderness catching game; good for wilderness skills and knowledge.



Merchant: Buying and selling goods; good for some discounted.



Blacksmith: Talent in creating necessities; good for discounts on weapons and armour.



Servant: In the service of a jarl or karl; good for information on key personalities.



Animal farmer: In the business of breeding and raising animals; good for obtaining horses or other animals.



Black-market goods runner: A merchant that deals in illegal/illicit goods; good for smuggling services.



Godi (Norn decides the deity): A servitor of a higher power (god/Jotun); good for mystical information and blessings.



Rune caster: One who works the magic of the runes; good for enchantments and consultations on arcane matters.



Mercenary: A sell-sword; good for no-questions-asked muscle jobs.



Medicine man/Druid: A magical practitioner who works with nature; good for healing.



Seithkona: A witch who deals in the magic of the unseen spirit world; good for consultations.



Skald: A songwriter and poet; good for chronicling great deeds and spreading the word.



Angel of Death: One who prepares the dead for their last journey; great for funeral services.



Karl (Duke/Warlord/Lord): A local lord who acts as a proxy for the jarl; good for influence (detailed-oriented).



Jarl (King/Warlord/Chieftain): A king or chieftain that wields immense power; great for influence (works on the “big picture”).



Being from another realm (the Norn must decide): A supernatural being; good for assistance from the outer realms.

TABLE 5: NAME

Create your own dweller name or choose one from the following table.

RUNE	MALE	FEMALE
↑	Bjorn	Ingrid
B	Fjorn	Asdis
M	Kjorn	Bjork
M	Audun	Brynhild
∩	Baleygr	Dagur
◊	Biflindi	Inga
⊗	Brunn	Frida
⊗	Dorrud	Anina
⚡	Forni	Asta
+	Gaut	Bergveig
I	Geldnir	Birna
↻	Ginnarr	Eir
J	Gimnir	Daldis
⊕	Harr	Edda
Y	Hovi	Fjola
⚡	Jolnir	Gerda
F	Oski	Halla
N	Ragnar	Jora
⚡	Sigurd	Katla
F	Svafnir	Loftveig
R	Halfdan	Nanna
◀	Vidurr	Ragna
X	Ragna	Sigurlina
P	Ingvarr	Ylfa



STEP 4: CHOOSING YOUR ARCHETYPE

Once you have chosen your runes, you can choose an archetype for your dweller (see page 159).

The next step is binding your Void rune (the blank rune) to one of the archetype “specializations”. Each specialization offers a play option for the dweller that adds a personalized spin to the archetype.

A skald, for example, can be a Wanderer, a Poet, or a Mystic. A Wanderer specialization means that the skald is guided by a sense of adventure and they choose powers that allow them to travel to distant and exotic locales. A Poet enjoys taking centre-stage and captivating an audience; a showman’s powers revolve around getting their audience’s attention and keeping it; the Mystic wishes to explore the magic behind their Spell Songs and has powers that offer a life of magical exploration.

Once you have chosen the specialization of your dweller, the Trait, Active power, Passive power, and skill listed under that specialization is bound to your Void rune.

The Ginungagap (Void) rune is the 25th rune of the rune set. It is blank and has no runic symbol on it. This rune sits in the Void pile on the play mat. More information can be found on page 88.



Note: The Active power, Passive power, and skill on the Void rune do not unlock any squares on the power/skill grids in the next section.

The last thing to do in step 4 is to set Size and Move. By default the value is 4 for both. However, some powers and skills (from the next step) may alter the values.

STEP 5: CHOOSING POWER AND SKILLS

For every rune in Essence, one Active power must be chosen.

You begin in the center of the Active Power board and can select any adjacent powers above, below, to the left and to the right – no diagonal moves are permitted (as indicated by red stars). The selected square needs to have a rune bound to it. You can choose any rune from Essence and assign an Active power to it. Once the rune is assigned/bound, it cannot be bound to another power/square.

Cross-Archetype Active Powers: Gain access to the Lifeline Active board.	Armageddon Strike	Beckon Yggdrasil	Invigorate Spirit	Fylgia's Kiss (Catharsis) [Amplify Combo Amplify]	Rapid Recovery	Cross-Archetype Active Powers: Gain access to the Gaia Active board.
Mobile Stance	Sweeping Trip	Riposte	Evasive Manoeuvre	Roll Into Position	Perfect Parry	Mental Celerity
Wolf Posture	Satisfying Attack	Versatile Combat Manoeuvre	Retreating Parry	Disarming Parry	Purge Foreign Spirits [Amplify Combo Amplify]	
Narwhal's Posture	Whirlwind Attack	MAIDEN OF FANTASY Active Powers	Superior Parry	Purge Vulnerability [Amplify Combo Amplify]		
Sly Stance	Boar's Posture	Defensive Stance	Goat	Regenerating Block	Purge Degeneration [Amplify Combo Amplify]	
Shadow Dance (Invoke the Shadows) [Amplify Camouflage Amplify]	Visage of Horrors	Sunder Mind	Run Away Laughing	Anthem of Mun (Apples of Mun) (Spell Song) [Amplify Area Area]	Vengeful Parry	Fylgia's Touch (Channelling) (Spell) [Amplify Amplify]
Cross-Archetype Active Powers: Gain access to the Selkiana Active board.	Dance of Blades (Fire Aura) Appearance of weapon damage instead of fire	Unearthly Resilience	Life Overwhelming	Destroyer of Crowds	Fylgia's Fury (Formulating Attack) [Amplify Camouflage Weapon]	Cross-Archetype Active Powers: Gain access to the Gaia Active board.

One rune bound:

Cross-Archetype Active Powers: Gain access to the Lifeline Active board.	Armageddon Strike	Beckon Yggdrasil	Invigorate Spirit	Fylgia's Kiss (Catharsis) [Amplify Combo Amplify]	Rapid Recovery	Cross-Archetype Active Powers: Gain access to the Gaia Active board.
Mobile Stance	Sweeping Trip	Riposte	Evasive Manoeuvre	Roll Into Position	Perfect Parry	Mental Celerity
Wolf Posture	Satisfying Attack	Versatile Combat Manoeuvre	Retreating Parry	Disarming Parry	Purge Foreign Spirits [Amplify Combo Amplify]	
Narwhal's Posture	Whirlwind Attack	MAIDEN OF FANTASY Active Powers	Superior Parry	Purge Vulnerability [Amplify Combo Amplify]		
Sly Stance	Boar's Posture	Defensive Stance	Goat	Regenerating Block	Purge Degeneration [Amplify Combo Amplify]	
Shadow Dance (Invoke the Shadows) [Amplify Camouflage Amplify]	Visage of Horrors	Sunder Mind	Run Away Laughing	Anthem of Mun (Apples of Mun) (Spell Song) [Amplify Area Area]	Vengeful Parry	Fylgia's Touch (Channelling) (Spell) [Amplify Amplify]
Cross-Archetype Active Powers: Gain access to the Selkiana Active board.	Dance of Blades (Fire Aura) Appearance of weapon damage instead of fire	Unearthly Resilience	Life Overwhelming	Destroyer of Crowds	Fylgia's Fury (Formulating Attack) [Amplify Camouflage Weapon]	Cross-Archetype Active Powers: Gain access to the Gaia Active board.





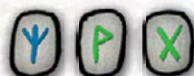
Two runes bound:

Cross-Archetype Active Powers: Gain access to the Unleashed Active board.	Armageddon Strike	Beckon Yggdrasil	Invigorate Spirit	Fylgia's Kiss (Catharsis) (Manoeuvre) [Amplify Combo Amplify]	Rapid Recovery	Cross-Archetype Active Powers: Gain access to the Gastr Active board.
Mobile Stance	Sweeping Trip	Riposte	Evasive Manoeuvre	Roll Into Position	Perfect Parry	Mental Celerity
Wolf Posture	Satisfying Attack	Versatile Combat Manoeuvre	★	★	★	Purge Foreign Spirits [Amplify Combo Amplify]
Narwhal's Posture	Whirlwind Attack	★	MAIDEN OF KATAKORI Active Powers	⚡	⚡	Purge Vulnerability [Amplify Combo Amplify]
Sly Stance	Boar's Posture	Defensive Stance	★	★	★	Purge Degeneration [Amplify Combo Amplify]
Shadow Dance (Invoke the Shadows) [Amplify Combos Amplify]	Visage of Horrors	Sunder Mind	Run Away Laughing	Anthem of Idun (Apples of Idun) (Spell Song) [Amplify Area Area]	Vengeful Parry	Fylgia's Touch (Channelling) (Spell) [Combo Amplify Amplify]
Cross-Archetype Active Powers: Gain access to the Selthiona Active board.	Dance of Blades (Fire Aura) Appearance of weapon damage instead of fire	Unearthly Resilience	Life Overwhelming	Destroyer of Crowds	Fylgia's Fury (Formulating Attack) [Amplify Combos Weapon]	Cross-Archetype Active Powers: Gain access to the Gastr Active board.



(repeats)

Cross-Archetype Active Powers: Gain access to the Unleashed Active board.	Armageddon Strike	Beckon Yggdrasil	Invigorate Spirit	Fylgia's Kiss (Catharsis) (Manoeuvre) [Amplify Combo Amplify]	Rapid Recovery	Cross-Archetype Active Powers: Gain access to the Gastr Active board.
Mobile Stance	Sweeping Trip	Riposte	★	Roll Into Position	Perfect Parry	Mental Celerity
Wolf Posture	Satisfying Attack	★	⚡	★	★	Purge Foreign Spirits [Amplify Combo Amplify]
Narwhal's Posture	Whirlwind Attack	★	MAIDEN OF KATAKORI Active Powers	⚡	⚡	Purge Vulnerability [Amplify Combo Amplify]
Sly Stance	Boar's Posture	Defensive Stance	★	★	★	Purge Degeneration [Amplify Combo Amplify]
Shadow Dance (Invoke the Shadows) [Amplify Combos Amplify]	Visage of Horrors	Sunder Mind	Run Away Laughing	Anthem of Idun (Apples of Idun) (Spell Song) [Amplify Area Area]	Vengeful Parry	Fylgia's Touch (Channelling) (Spell) [Combo Amplify Amplify]
Cross-Archetype Active Powers: Gain access to the Selthiona Active board.	Dance of Blades (Fire Aura) Appearance of weapon damage instead of fire	Unearthly Resilience	Life Overwhelming	Destroyer of Crowds	Fylgia's Fury (Formulating Attack) [Amplify Combos Weapon]	Cross-Archetype Active Powers: Gain access to the Gastr Active board.



Cross-Archetype Active Powers: Gain access to the Unleashed Active board.	Armageddon Strike	Beckon Yggdrasil	Invigorate Spirit	Fylgia's Kiss (Catharsis) (Manoeuvre) [Amplify Combo Amplify]	Rapid Recovery	Cross-Archetype Active Powers: Gain access to the Gastr Active board.
Mobile Stance	Sweeping Trip	★	★	Roll Into Position	Perfect Parry	Mental Celerity
Wolf Posture	★	⚡	⚡	★	★	Purge Foreign Spirits [Amplify Combo Amplify]
Narwhal's Posture	Whirlwind Attack	★	MAIDEN OF KATAKORI Active Powers	⚡	⚡	Purge Vulnerability [Amplify Combo Amplify]
Sly Stance	Boar's Posture	Defensive Stance	★	★	★	Purge Degeneration [Amplify Combo Amplify]
Shadow Dance (Invoke the Shadows) [Amplify Combos Amplify]	Visage of Horrors	Sunder Mind	Run Away Laughing	Anthem of Idun (Apples of Idun) (Spell Song) [Amplify Area Area]	Vengeful Parry	Fylgia's Touch (Channelling) (Spell) [Combo Amplify Amplify]
Cross-Archetype Active Powers: Gain access to the Selthiona Active board.	Dance of Blades (Fire Aura) Appearance of weapon damage instead of fire	Unearthly Resilience	Life Overwhelming	Destroyer of Crowds	Fylgia's Fury (Formulating Attack) [Amplify Combos Weapon]	Cross-Archetype Active Powers: Gain access to the Gastr Active board.



Cross-Archetype Active Powers: Gain access to the Ulfhednar Active board.	Armageddon Strike	Beckon Yggdrasil	Invigorate Spirit	Fylgia's Kiss (Catharsis) (Maconcure) (Amplify) (Combo) (Amplify)	Rapid Recovery	Cross-Archetype Active Powers: Gain access to the Ulfhednar Active board.
Mobile Stance	★	★	★	Roll into Position	Perfect Parry	Mental Celerity
Wolf Posture	P	Y	S	★	★	Purge Foreign Spirits (Amplify) (Combo) (Amplify)
Nanhal's Posture	★	★	MAIDEN OF FORTUNE Active Powers	★	★	Purge Vulnerability (Amplify) (Combo) (Amplify)
Sly Stance	Boar's Posture	Defensive Stance	★	★	★	Purge Degeneration (Amplify) (Combo) (Amplify)
Shadow Dance (Invoké the Shadows) (Amplify) (Combos) (Amplify)	Visage of Horrors	Sunder Mind	Run Away Laughing	Anthem of Idun (Apples of Idun) (Spell Song) (Amplify) (Area) (Area)	Vengeful Parry	Fylgia's Touch (Channelling) (Spell) (Combo) (Amplify) (Amplify)
Cross-Archetype Active Powers: Gain access to the Seithriona Active board.	Dance of Blades (Fire Aura) Appearance of weapon damage instead of fire	Unearthly Resistance	Life Overwhelming	Destroyer of Crowds	Fylgia's Fury (Formulating Attack) (Amplify) (Combos) (Weapon)	Cross-Archetype Active Powers: Gain access to the Gaste Active board.

Cross-Archetype Active Powers: Gain access to the Ulfhednar Active board.	Armageddon Strike	Beckon Yggdrasil	Invigorate Spirit	Fylgia's Kiss (Catharsis) (Maconcure) (Amplify) (Combo) (Amplify)	Rapid Recovery	Cross-Archetype Active Powers: Gain access to the Ulfhednar Active board.
Mobile Stance	X	★	★	Roll into Position	Perfect Parry	Mental Celerity
Wolf Posture	P	Y	S	★	★	Purge Foreign Spirits (Amplify) (Combo) (Amplify)
Nanhal's Posture	★	★	MAIDEN OF FORTUNE Active Powers	★	★	Purge Vulnerability (Amplify) (Combo) (Amplify)
Sly Stance	Boar's Posture	Defensive Stance	★	★	★	Purge Degeneration (Amplify) (Combo) (Amplify)
Shadow Dance (Invoké the Shadows) (Amplify) (Combos) (Amplify)	Visage of Horrors	Sunder Mind	Run Away Laughing	Anthem of Idun (Apples of Idun) (Spell Song) (Amplify) (Area) (Area)	Vengeful Parry	Fylgia's Touch (Channelling) (Spell) (Combo) (Amplify) (Amplify)
Cross-Archetype Active Powers: Gain access to the Seithriona Active board.	Dance of Blades (Fire Aura) Appearance of weapon damage instead of fire	Unearthly Resistance	Life Overwhelming	Destroyer of Crowds	Fylgia's Fury (Formulating Attack) (Amplify) (Combos) (Weapon)	Cross-Archetype Active Powers: Gain access to the Gaste Active board.



Repeat the same process for Passive powers and skills. Sometimes a Passive power or a skill may appear more than once on the Passive Power or Skill board. Taking a Passive power with the same name more than once will stack the effect, as will taking a skill multiple times.

By the end of this step, each of the runes in Essence will correspond to one Active power, one Passive power, and one skill.

STEP 6: BUYING EQUIPMENT



You can use your skatt to purchase equipment such as weapons, armour, and other necessities. Equipment can be found starting on page 299 ... If the Norn did not choose to use the "Social Standing" table (in step 3), then a good starting amount of wealth is the dweller's level multiplied by 50.

STEP 7: LEVELLING UP: THANES

Depending on the selections in step 4 (Passive powers), you may have the ability to summon a thane. If the Norn allows it, you can begin the adventure with your thane rather than having to role-play the acquisition of the thane. The thane is created using similar steps to dweller creation but includes only using steps 1 and 4. The thane's level will depend on how many instances of the Passive power the dweller chooses. Generally, one instance of a Summon Passive power will grant +3 levels.

Exmample: Vanadis the Seithkona has the option to summon a cat familiar as a thane. For each instance of Vanadis' Passive power, her thane goes up by 3 levels. She has 3 instances of this power, so her cat familiar will be level 9.



CREATING DENIZENS

A Norn will have to create denizens to populate the world. The creation of denizens has been streamlined for efficiency since many need to be created and used throughout a saga.

Creating a denizen is a very quick three-step process:

1. The Norn decides the denizen's level.
2. The Norn assigns the Destiny and Essence based on that level.
3. The Norn reaches into a bag of runes and pulls out runes for each denizen (for more fun, grab the runes randomly instead of picking them).
4. The Norn picks an Active and Passive power for each rune in Essence. Each Active power must be assigned to a Trait. To activate the power, the Norn must play a rune of a matching Trait.

When there are many combatants, it may be easier to manage denizens with high Destiny and low Essence. This makes a bigger impact on the battlefield and makes it easier with fewer powers to remember and manage. The Denizens chapter on page 187 has all the information relating to denizens.

Two major differences between dweller and denizens are:

1. Denizens do not have a Void rune.
2. Denizens do not map Active powers to specific runes; instead they map them to a Trait.

The reason Active powers are not mapped to specific runes is to facilitate denizen management for the Norn (if the powers were mapped to the individual runes, the game would slow down as many lookups would be needed; instead, a rune of a given Trait is pulled to activate the power).

LEVELLING

Players manage two levels in *Fate of the Norns: Ragnarok*. The first is the “dweller level”, which represents the level of advancement of the player’s current character. The other is the “Disir level”, which manages the player’s lineage advancement or Disir level.

DWELLER LEVEL

When a dweller joins a campaign/saga, the Norn will specify what the starting level will be. The Norn will notify the dwellers when they have accomplished key goals and are able to level up.

For each new level, the player can choose to buy an Essence rune (unlocking a new rune with the accompanying Active/Passive powers as well as skills). They can also choose to save that level and spend it once they level again. With two levels, the player can purchase a +1 to Destiny.

DISIR LEVEL

The Disir are spirits that oversee legendary heroic families and help guide them to greatness. The Disir level is attached to the player (not to the player’s dwellers) and rises with the player’s career in the *Fate of the Norns* adventures. Based on the level, the player’s dweller creation options grow as the Disir level increases.

A dweller who has died and made it into the heavens should be entered on the Disir sheet. The first one to be entered will be the “progenitor” and the lineage will be named after them. Their name, a list of their great deeds, and their heavenly alliance should be indicated (circle the applicable icon).

The next dweller who makes it into one of the heavens will be part of the family tree. Players can draw lines to the next generation and add details, such as the name of the other parent. Each completed node on the family tree is a Disir level.

Disir levels are used when creating dwellers. When the Disir level is at 1 or more, players can use Step 2 to create their dweller.

DISIR SHEET

LINEAGE
NAME
LEGACY

PROGENITOR

NAME
LEGACY

NAME
LEGACY

NAME
LEGACY

1ST GENERATION

NAME
LEGACY

NAME
LEGACY

NAME
LEGACY

NAME
LEGACY

2ND GENERATION



*"Cattle die, kindred die,
every man is mortal:
but I know one thing that never dies,
the glory of the great dead"*

- The Havamal

AFTERLIFE

When a dweller dies, they may be scouted by the Valkyries and carried off to Valhalla or Glassisvellir. The more dwellers a player gets into the heavens, the more new features within the game are unlocked and can be used for their next dweller. Each player's Disir level, their afterlife level, is carried with them throughout their *Fate of the Norns: Ragnarok* adventures.

When their dweller's body is destroyed through immolation or decomposition, the player should draw 1 rune. The Norn draws a number of runes based on the type of life the dweller lived and the burial they received. If there is an exact rune match between the player and the Norn, the dweller is taken up into the heavens.

Number of runes the Norn should draw

Dweller died gloriously in battle

Dweller was buried or burned

Allies placed their most valued possession in the grave*

Angel of Death presided over the funeral rites

Heroic deed that the allies recount at the funeral**

Stealing from a recently killed foe or looting a grave

Number of Draws

+1

+1

+1

+2

+1 (per deed)

-1 (per desecration)

* The Norn decides if the item is truly the dwellers' most valuable one.

** The Norn decides if the tale recounted was truly based on heroic deeds.

GLOSSARY

Action Phase: The third phase of combat where actions are performed.

Active Chain: A group of runes played at once (one rune has an active effect, the rest are meta effects).

Active Power: A power that is initiated by playing runes from the In-Hand pile to the In-Play pile.

Aett: Eight runes that represent one Trait.

Alka: Sacred area of ground of a minimum size of 5' x 5' x 5' (1 hex).

Allies: All friendly units, including the player.

Aspect: A secondary archetype that has its own Power and Skill boards.

Attack Action: A generic action of attacking with any available weapon.

Back Face: The back three faces of a six-sided hex representing the dweller's back side.

Base Damage/Movement: The initial numerical value before bonuses or modifiers are applied.

Bloodied: A state when at least half the runes from Essence are in the Stun, Wounds, Death, or Drain piles.

Blot: See *Sacrifice*.

Clean-Up: The fourth and last phase of combat.

Condition: A special effect that changes the way someone interacts with the world around them.

Contingency: Actions that occur at a later time based on a predefined condition.

Core Divine Potence (CDP): Core Divine Potence is the starting amount of Potence an immortal uses outside of combat and the amount they get at the start of combat. Every immortal specifies the default amount of Potence they are assumed to have.

Damage: A numerical value that is tied to a Trait (Physical, Mental, or Spiritual).

Damage Bonus: A bonus to an Active power that deals damage.

Damage Factor: Damage Factor (DF) represents the amount of damage dealt by an effect or a weapon. Every DF point is added to the effect of {Spell}-type Active powers.

Damage Piles: A term that refers to all piles representing damage: Drain, Death, Wounds, and Stun.

Damaged: A damaged item has all its attributes cut in half (round down).

Dealing Damage: Spell, Attack action, or another power/effect that deals damage.

Defend Action: The act of playing a rune to mitigate incoming damage of the matching Trait.

Defence: The sum of Protection Factor, Evade, and Parry (if applicable).

DF: See *Damage Factor*.

DF Bonus: A damage bonus to a/all weapon(s) used in an Attack action.

Difficulty Rating (DR): A measurement of how difficult it is to succeed a skill check.

Divine Potence: The higher power that can be tapped into by immortal beings.

DP: See *Divine Potence*.

DR: See *Difficulty Rating*.

Effect: Something that changes the state of a dweller, denizen, or the world around them.

Equipped: Items wielded or worn by combatants that benefit them (limit of four items per combatant).

Evade: A bonus, regardless of Trait, that is added to a Defend Action; this defence bonus always applies against Physical, Mental, or Spiritual damage.

Evasion: A protection against damage applicable against all Traits (Physical, Mental, and Spiritual damage).

Flanked: A combatant who has opponents within striking distance of both his front face and back face.

Focus: Points added to the effect of {Spell}-type Active powers.

Front Arc: The front three faces of the six-sided hex that represent the dweller's front side.

Generic Action: Simple everyday actions that anyone can perform.

Heal: Restoration of Essence by bringing runes back from the damage piles and into Essence.

Initiative: The order in which all combatants will act during combat.

Interrupt: Actions taken regardless of Initiative order in response to another effect.

Meta-Tag: All the other runes in a rune chain other than the first rune (turned 90 degrees).

Move: Move represents the number of hexes/feet a dweller/denizen can move. By default Move is equal to size.

Natural Armour: The Protection Factor that is biologically inherent and that is additional to wearing armour.

Natural Weapon: An unarmed attack that uses fists, kicks, bites, etc...

Other Allies: All friendly combatants, excluding the player.

Parry: A Trait-specific bonus that is added to a defend action.

Passive Power: A power that is considered to always be active.

Play Mat: A flat playing surface that is used for rune stones.

PF: see *Protection Factor*.

Pierce: Points of defence that are ignored when attacking.

Power: An Active or Passive power that generates an effect.

Protection Factor (PF): A Trait-specific bonus (points that reduce damage for the matching Trait) that is added to a defend action without having to play any runes.

QR: See *Quality Rating*.

Quality Rating (QR): The measurement of the quality of an item (dweller's equipment) that was crafted.

Recover: The action of moving a rune from the Stun to Essence pile during the Upkeep phase of combat.

Root Rune: The first rune in a rune chain that defines the effect.

Rune Chain: A group of runes played at once (one rune has an active effect, the rest are meta effects).

Sacrifice: A cost to activate a power or effect. There are four types of Sacrifice that require runes to be taken from Essence and placed into a specific damage pile: Minor puts a rune(s) into Stun; Moderate puts a rune(s) into Wounds; Major puts a rune(s) into Death; and Ultimate puts a rune(s) into Drain.

Size: Represents the size of the dweller/denizen or item (human size is 4).

Source: A subcomponent of an Active power (such as an effect or generic action).

Specialization: Every Archetype has a specialization option that determines that the Void rune binding will be.

Style: An alternate term used for Specialization.

Target: The recipient of an effect.

Thane: Companion to or servant of the dweller. Thanes are controlled by the same player as the dweller they serve.

Trait: An aspect of a dweller or of damage being dealt. There are three Traits: Physical, Mental and Spiritual.

Unarmed Attack: Damage that is dealt by unarmed means: fists, kicks, claws, fangs, etc...

Upkeep: The second phase of combat.

Weak: A designation for generic actions that have a half-effect, rounded down (i.e. Half Move, Half Attack, Half Defend).

Wyrd: The action of drawing a rune to cause an effect. To Wyrd means to “reveal one’s destiny”. Wyrding runes takes place when the outcome of a challenge is in question; the result is either success or failure. It is also the name of the first phase of combat.







DWELLERS, DENIZENS, AND ITEMS

Abbreviations are used in this chapter – especially in the tables – to present information on the Power/Skill boards:

- Counter (page 118): “[Counter]” followed by the rune(s) type(s)
- Damage Traits (page 113):
 - o Physical “P”
 - o Mental “M”
 - o Spiritual “S”
- Damage Factor: “DF”
- Protection Factor: “PF”

In addition, these defaults apply:

- Meta tags are:
 - o Placed in square brackets “[]”
 - o Colour-coded
 - o Listed in order: Physical, Mental, Spiritual
- Trait: Physical is the default Trait if one is omitted from a description.
- Rounding up or down: If not specified, round down.
- Sacrifice: If mentioned in an Active or Passive power, it is a prerequisite cost to activate all effects in the power (unless otherwise specified).



POWER DEFINITIONS

The dweller archetype descriptions and boards may be referenced in the Active power, Passive power, and Skill descriptions. However, in some cases the dweller archetype will list a power with slightly modified attributes. These attributes take precedence over the generic description found in the power definitions below.

Example: An Active power is listed in a dweller's archetype as:

Anthem of Idun
(Apples of Idun)
{Spell Song}
[Amplify Area Area]

However, the Active power description is written as:

APPLES OF IDUN

Metas: [Amplify Area Maintain]
Type: {Spell}
Description: This spell envelopes the recipients in sparkling lights.
Combat Effect: This spell generates a revitalizing dweomer that Heals +4 immediately and Heals +4 on the next Move action.
Out-of-Combat Effect: You can heal someone of his or her wounds. This means that the some of the attributes of the power Apples of Idun are changed. The listed attributes in the archetype's description override the generic description. So the final power is:

ANTHEM OF IDUN

Metas: [Amplify Area Area]
Type: {Spell}
Description: This spell envelopes the recipients in sparkling lights.
Combat Effect: This spell generates a revitalizing dweomer that Heals +4 immediately and Heals +4 on their next Move action.
Out-of-Combat Effect: You can heal someone of his or her wounds. In some cases, if the description of the effect changes, a new description will be provided.



ARCHETYPES

Fate of the Norns: Ragnarok Core Rulebook begins with the presentation of five complete archetypes. These archetypes are fully described and ready to be used right away to create dwellers or denizens. Each archetype has three possible specializations. The player must choose one of the three specializations so that the Void rune can be bound to an Active power, Passive power, and skill.



GALDR

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

Role in the group: A Galdur acts as both a warrior and a runecaster. Because they can scribe runes on their weapons and armour, they make for very formidable and durable combatants.

Notable Galdurs: Vilmeid the Ancient, Sigurd Volsung, Odin (head of the Aesir gods).

ENCHANTER

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

SORCERER

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

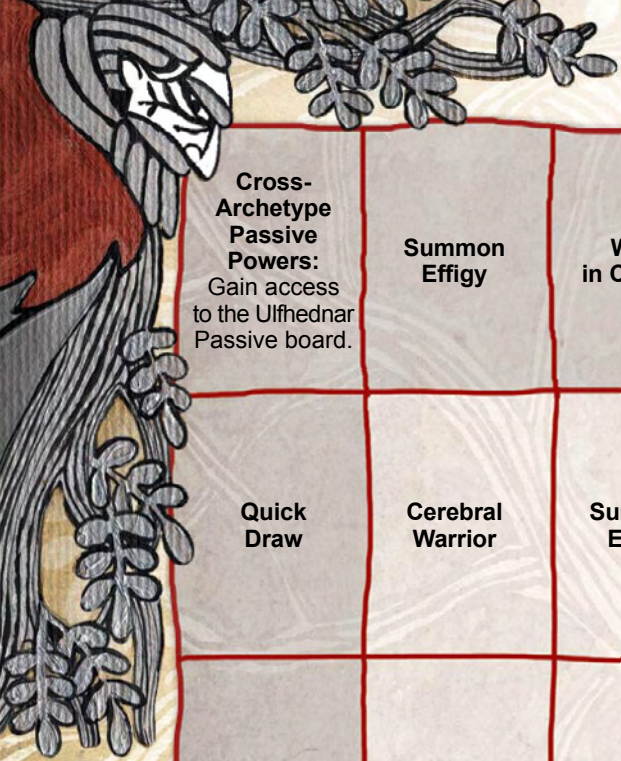
DIVINER

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

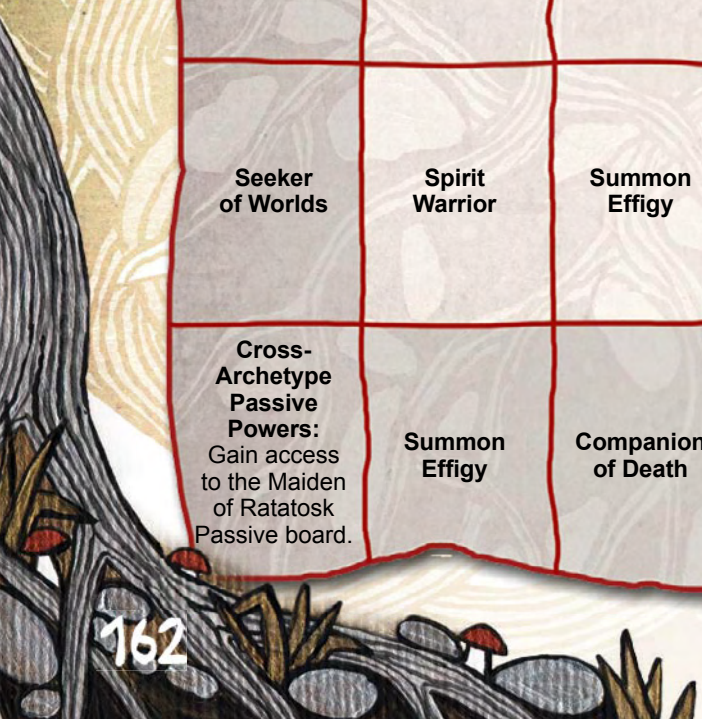
Ginungagap (Void) rune choices

	<u>Enchanter</u>	<u>Sorcerer</u>	<u>Diviner</u>
Trait	Physical	Mental	Spiritual
Active	Beckon Yggdrasil {Rune Spell}	Touch the Essence {Rune Spell}	Aura Augury {Rune Spell}
Passive	Tap the Source	Alabaster Magician	Price of Progress
Skill	Rune: Scorn Pole	Intimidate	Commune with the Dead

Cross-Archetype Active Powers: Gain access to the Ulfhednar Active board.	Fylgia's Fury (Formulating Attack) [Amplify Cannibalize Weapon]	Flanking Attack	Arcane Shield {Rune Spell} [Combo Maintain Amplify]	Versatile Combat Manoeuvre [Amplify Cannibalize Amplify]	Fylgia's Kiss (Catharsis) {Rune Spell} [Range Combo Amplify]	Cross-Archetype Active Powers: Gain access to the Skald Active board.
Desperation Attack	Cleansing Attack	Bear's Posture	Power over Fire {Rune Spell}	Purge Blindness {Rune Spell}	Fire Aura {Rune Spell}	Fylgia's Touch (Channelling) {Rune Spell} [Combo Range Amplify]
Aggressive Stance	Defensive Stance	Precision Attack	Thundering Blow	Cleansing Block	Purge Vulnerability {Rune Spell}	Reckless Thundering Blow
Sly Stance	Power over Stone {Rune Spell}	Aggressive Assault	GALDR Active Powers	Rapid Recovery {Rune Spell}	Power over Wind {Rune Spell}	Beckon Muspelheim {Rune Spell} [Echo Amplify Amplify]
Bone Snapper {Rune Spell} [Range Combo Amplify]	Recuperating Furious Onslaught	Rune Blade (Conjure Weapon) {Rune Spell}	Enchant Flesh {Rune Spell}	Regenerating Attack	Beckon Jotunheim {Rune Spell}	Syphon Soul {Rune Spell}
Rend Flesh {Rune Spell} [Echo Area Amplify]	Stitch Kindred {Rune Spell}	Superior Parry	Power Overwhelming {Rune Spell}	Frost Breath {Rune Spell}	Wrack {Rune Spell}	Drain Life {Rune Spell}
Cross-Archetype Active Powers: Gain access to the Maiden of Ratatosk Active board.	Chant of Skuld (Rune Spell)	Invigorate Spirit {Rune Spell}	Devour Thought {Rune Spell}	Mental Celerity {Rune Spell}	Unearthly Resilience {Rune Spell}	Cross-Archetype Active Powers: Gain access to the Seithkona Active board.



Cross-Archetype Passive Powers: Gain access to the Ulfhednar Passive board.	Summon Effigy	Work in Concert	Summon Effigy	Companion of Destiny	Summon Effigy	Cross-Archetype Passive Powers: Gain access to the Skald Passive board.
Quick Draw	Cerebral Warrior	Summon Effigy	Rune of Fate	Summon Effigy	Tactical Advantage	Cornered Ferocity
Companion of War	Martial Prowess	Tactician	Explosive Rune	Rune of Shielding	Fleet-Footed	Companion of Magic
Rune of Storms	Precision	Combat Manoeuvrability	GALDR Passive Powers	Rune of Reinforcement	Die Hard	Aura of Influence
Alka Mastery	Combat Awareness	Alabaster Magician	Rune of Blood	Rune of Retribution	Rune of Mead	Companion of Life
Seeker of Worlds	Spirit Warrior	Summon Effigy	Resistance to Possession	Summon Effigy	Arcane Reach	Rune of Bones
Cross-Archetype Passive Powers: Gain access to the Maiden of Ratatosk Passive board.	Summon Effigy	Companion of Death	Summon Effigy	Dark Consultation	Summon Effigy	Cross-Archetype Passive Powers: Gain access to the Seithkona Passive board.



Cross-Archetype Skills: Gain access to the Ulfhednar skill board.	Perception	Repair Equipment	Lore: Locales	Etiquette	Negotiation	Cross-Archetype Skills: Gain access to the Skald Skill board.
Read and Write	Lore: Arcana	Riding	Omens/ Portents	Swim	Lore: Arcana	Rune: Scorn Pole
Omens/ Portents	Navigation	Etiquette	Negotiation	Perception	Intimidate	Omens/ Portents
Rune, Scorn Pole	Sense Motive	Lore: Personas	GALDR Skills	Lore: Locales	Read and Write	Sense Motive
Negotiation	Verbal Manipulation	Read and Write	Omens/ Portents	Rune: Scorn Pole	Animal Empathy	Etiquette
Intimidate	Lore: Arcana	Rune: Scorn Pole	Commune with the Dead	Repair Equipment	Lore: Arcana	Perception
Cross-Archetype Skill: Gain access to the Maiden of Ratatosk Skill board.	Etiquette	Omens/ Portents	Lore: Personas	Negotiation	Read and Write	Cross-Archetype Skills: Gain access to the Seithkona Skill board.



MAIDEN OF RATATOSK

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

Role in the group: A Maiden of Ratatosk embodies the spirit of chaos and strife. She seeks to exploit it on the battlefield, ensuring her survival and the painful demise of her foes.

Notable Maidens of Ratatosk: Gudrun Osvifsdottir, Hildigunnur Starkadardottir, Sygin (wife of the Aesir god Loki).

DEATH DANCER

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

SCORN DOMINATRIX

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

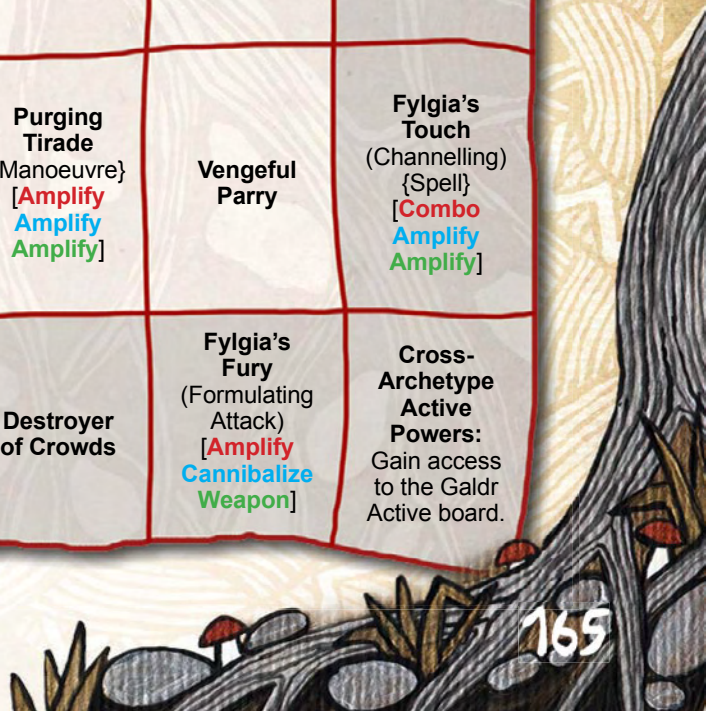
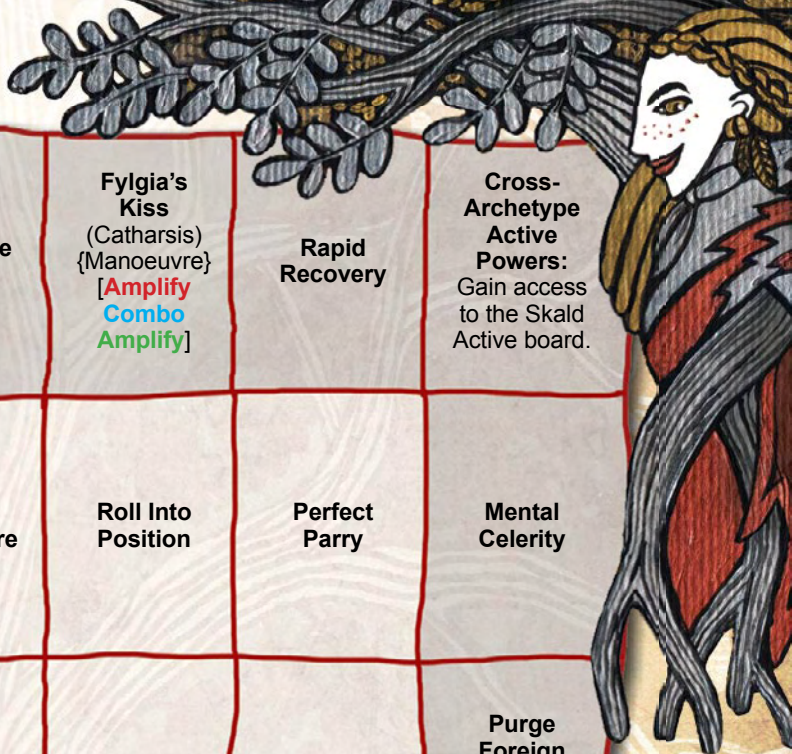
AGGRAVATRIX

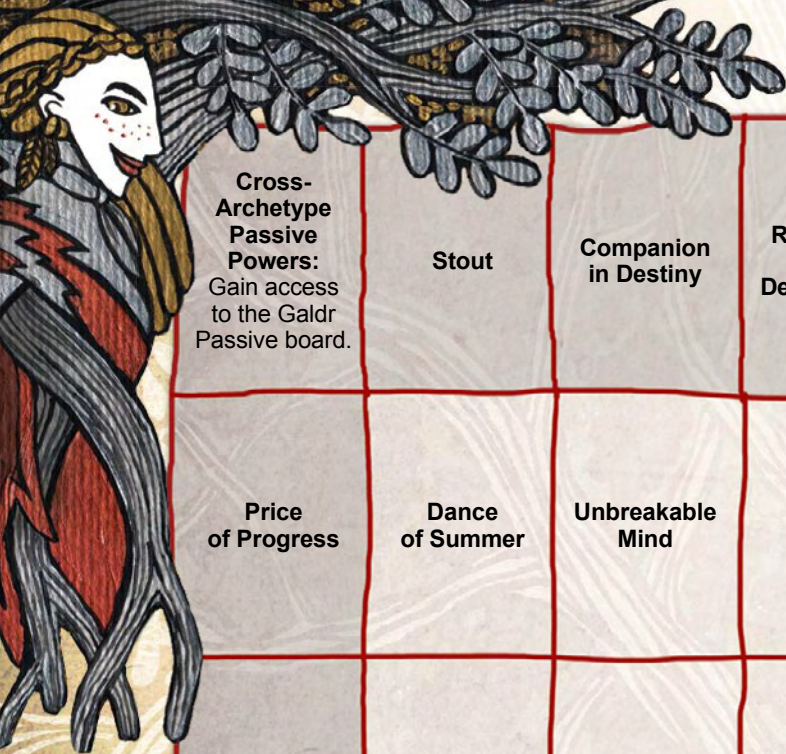
She aggravates her foes to a point of unbearable frustration. They will do anything in their power to silence her insults and taunts. As their rage boils over, they make mistakes... and she's ready to capitalize on them.

Ginungagap (Void) rune choices

	<u>Death Dancer</u>	<u>Scorn Dominatrix</u>	<u>Aggravatrix</u>
Trait	Physical	Mental	Spiritual
Active	Mask of Mockery	Sunder Mind	Insulting Parry
Passive	Dance of Spring	Thriving in the Crowd	Taunter's Finesse
Skill	Perform	Feather Fingers	Verbal Manipulation

Cross-Archetype Active Powers: Gain access to the Ulfhednar Active board.	Armageddon Strike	Beckon Yggdrasil	Invigorate Spirit	Fylgia's Kiss (Catharsis) {Manoeuvre} [Amplify Combo Amplify]	Rapid Recovery	Cross-Archetype Active Powers: Gain access to the Skald Active board.
Mobile Stance	Sweeping Trip	Riposte	Evasive Manoeuvre	Roll Into Position	Perfect Parry	Mental Celerity
Wolf Posture	Satisfying Attack	Versatile Combat Manoeuvre	Cleansing Block	Retreating Parry	Disarming Parry	Purge Foreign Spirits [Amplify Combo Amplify]
Narwhal's Posture	Whirlwind Attack	Lunging Attack	MAIDEN OF RATATOSK Active Powers	Insulting Parry	Superior Parry	Purge Vulnerability [Amplify Combo Amplify]
Sly Stance	Boar's Posture	Defensive Stance	Furious Sprint	Goad	Regenerating Block	Purge Degeneration [Amplify Combo Amplify]
Shadow Dance (Invoke the Shadows) [Amplify Cannibalize Amplify]	Visage of Horrors	Sunder Mind	Run Away Laughing	Purging Tirade {Manoeuvre} [Amplify Amplify Amplify]	Vengeful Parry	Fylgia's Touch (Channelling) {Spell} [Combo Amplify Amplify]
Cross-Archetype Active Powers: Gain access to the Seithkona Active board.	Dance of Blades (Fire Aura) Appearance of weapon damage instead of fire	Unearthly Resilience	Life Overwhelming	Destroyer of Crowds	Fylgia's Fury (Formulating Attack) [Amplify Cannibalize Weapon]	Cross-Archetype Active Powers: Gain access to the Galdr Active board.





Cross-Archetype Passive Powers:
Gain access to the Galdr Passive board.

Stout

Companion in Destiny

Resistance to Degeneration

Thriving in the Crowd

Taunter's Boon

Cross-Archetype Passive Powers:
Gain access to the Skald Passive board.

Price of Progress

Dance of Summer

Unbreakable Mind

Agility

Defy the Crowd

Dance of Winter

Work in Concert

Nimble

Dance Away

Precision

Unencumbered Dodger

Taunter's Finesse

Silence the Crowd

Companion in Life

Quick Draw

Carried by Blood

Fleet-Footed

MAIDEN
OF RATAOSK
Passive Powers

Incite Strife

Untouchable

Precision

Companion in Death

Unbreakable Soul

Protector

Combat Awareness

Resistance to Vulnerable

Aura of Influence

Fuelled by the Crowd

Fylgia's Embrace
(Blend into Shadow)
Appearance of Fylgia making you translucent

Dance of Autumn

Unbreakable Body

Die Hard

Turn the Blade

Dance of Spring

Spirit Warrior

Cross-Archetype Passive Powers:
Gain access to the Seithkona Passive board.

Untouchable

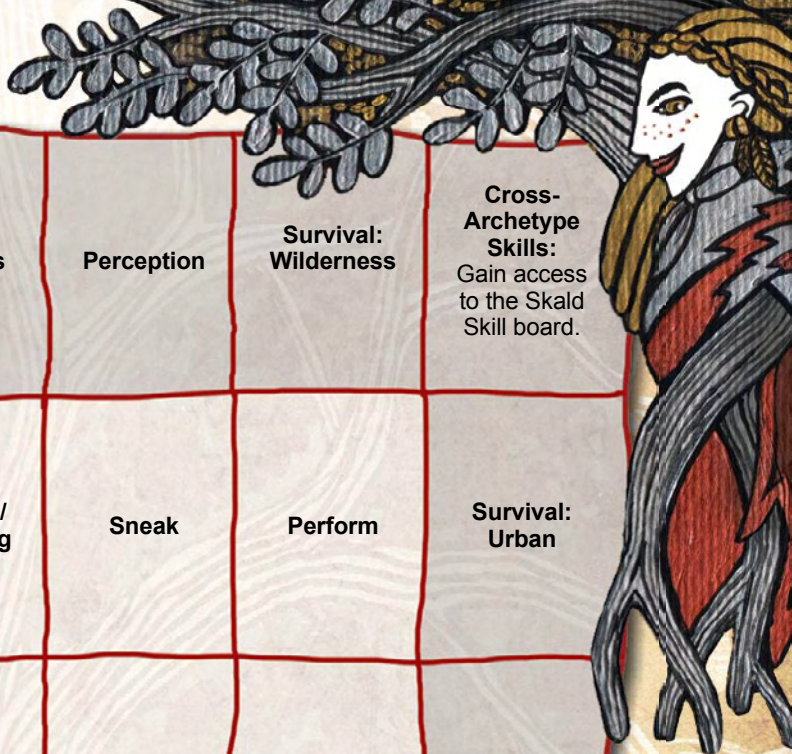
Fleet-Footed

Martial Prowess

Companion of War

Cerebral Warrior

Cross-Archetype Passive Powers:
Gain access to the Ulfhednar Passive board.



Cross-Archetype Skills: Gain access to the Ulfhednar skill board.	Verbal Manipulation	Feather Fingers	Athletics	Perception	Survival: Wilderness	Cross-Archetype Skills: Gain access to the Skald Skill board.
Sneak	Perform	Repair Equipment	Drinking/Wenching	Sneak	Perform	Survival: Urban
Sense Motive	Feather Fingers	Omens/Portents	Verbal Manipulation	Lock-Picking	Feather Fingers	Sense Motive
Drinking/Wenching	Athletics	Sense Motive	MAIDEN OF RATATOSK Skills	Athletics	Drinking/Wenching	Perception
Escape	Verbal Manipulation	Negotiation	Perception	Survival: Urban	Sense Motive	Verbal Manipulation
Lock-Picking	Perform	Escape	Survival: Wilderness	Swim	Perform	Sneak
Cross-Archetype Skills: Gain access to the Seithkona Skill board.	Sneak	Drinking/Wenching	Athletics	Feather Fingers	Perception	Cross-Archetype Skill: Gain access to the Galdr Skill board.





SEITHKONA

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

Role in the group: A Seithkona is a spellcaster who deals mostly Spiritual damage and applies detrimental conditions from afar. Her dark arts keep unwanted attention away.

Notable Seithkonas: Svarthofdi, Freya, Gullveig.

TRANSMUTER

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

MESMER

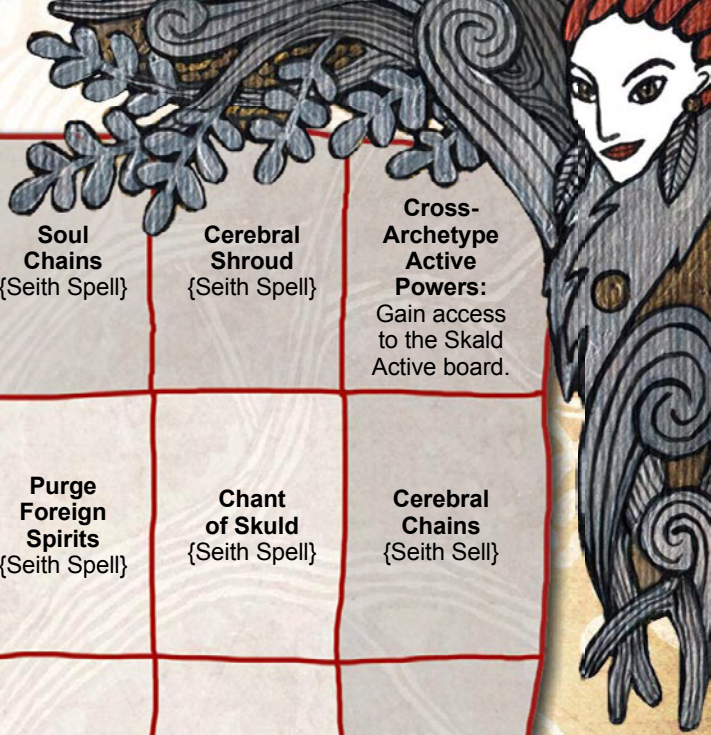
A Mesmer pulls the strings of the invisible world: thought, emotion, and faith. She can make puppets of those she targets as hostile spirits take over their bodies. Phantasms, ghostly incorporeal apparitions, dance their illusionary dance to the Seithkona's fancy.

NECROMANCER

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

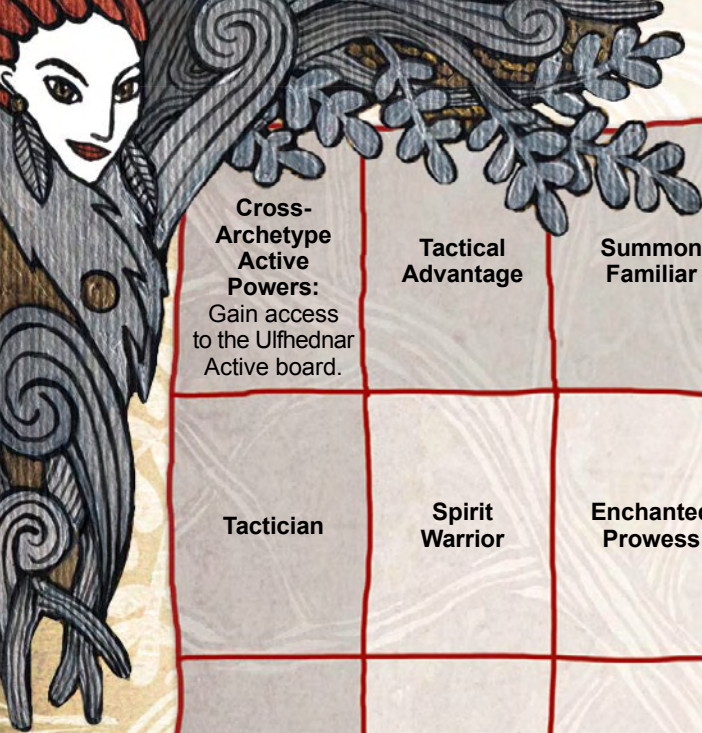
Ginungagap (Void) rune choices

	<u>Transmuter</u>	<u>Mesmer</u>	<u>Necromancer</u>
Trait	Physical	Mental	Spiritual
Active	Swords to Snakes {Seith Spell}	Possess Opponent {Seith Spell}	Gate Bones
Passive	Aura of Influence	Puppet Master	Unholy Armoury
Skill	Lore:Locales	Lore:Arcana	Commune with the Dead

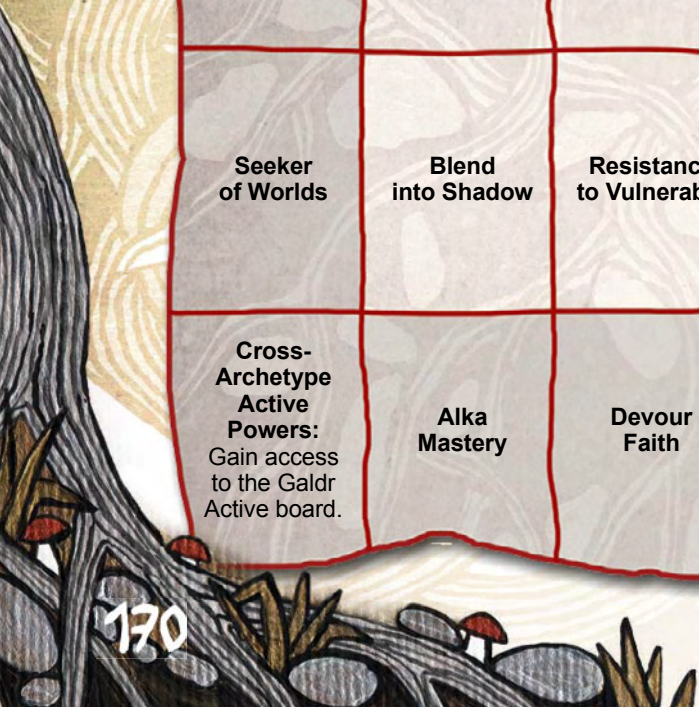


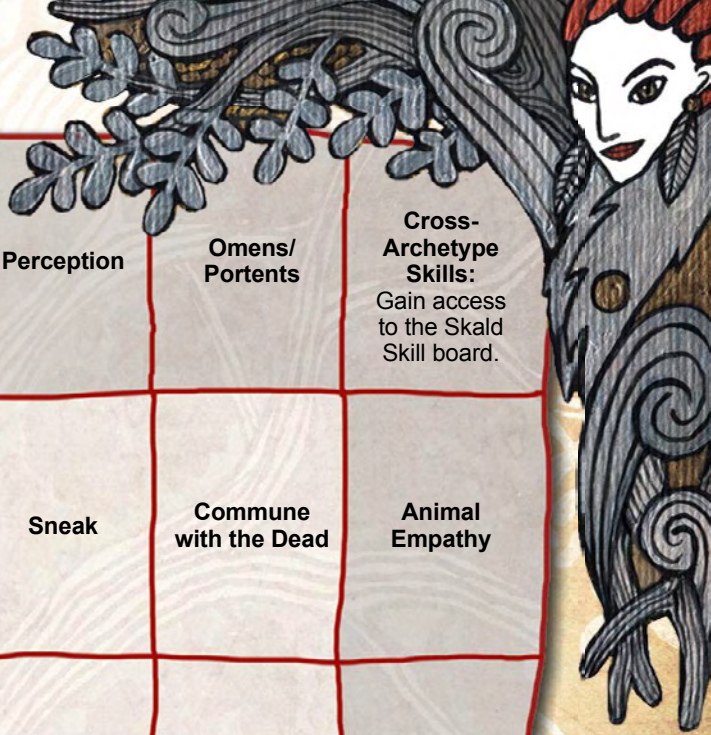
Cross-Archetype Active Powers: Gain access to the Ulfhednar Active board.	Fylgia's Fury (Formulating Attack) [Amplify Cannibalize Weapon]	Despoil the Flesh {Seith Spell}	Soul Shroud {Seith Spell}	Soul Chains {Seith Spell}	Cerebral Shroud {Seith Spell}	Cross-Archetype Active Powers: Gain access to the Skald Active board.
Wrack {Seith Spell}	Ashen Staff (Conjure Weapon) {Seith Spell}	Piercing Attack	Purge Vulnerability {Seith Spell}	Purge Foreign Spirits {Seith Spell}	Chant of Skuld {Seith Spell}	Cerebral Chains {Seith Sell}
Arcane Stance	Lunging Attack	Spirit Bastion Stance	Shadow Step {Seith Spell}	Raven's Posture	Soul Twist {Seith Spell}	Narwhal's Posture {Seith Spell}
Acidic Spittle	Beckon Svartalfheim	Invoke the Shadows {Seith Spell}	SEITHKONA Active Powers	Syphon Soul {Seith Spell}	Spirit Power Stance	Channelling {Seith Spell}
Beckon Yggdrasil	Arcane Shield {Seith Spell}	Seith Frenzy {Seith Spell}	Bone Snapper {Seith Spell}	Nightman Cometh {Seith Spell}	Spirit Lance {Seith Spell}	Fylgia's Kiss (Catharsis) {Seith Spell} [Range Combo Amplify]
Aura Augury	Shrink {Seith Spell}	Dark Juxtaposition {Seith Spell}	Sun and Moon {Seith Spell}	Gate Seith Aberration	Soul Transfer {Seith Spell}	Run Away Laughing
Cross-Archetype Active Powers: Gain access to the Galdr Active board.	Fire Aura	Rend Flesh {Seith Spell} [Range Cannibalize Amplify]	Syphon Soul {Seith Spell} [Range Cannibalize Amplify]	Soul Barbs {Seith Spell}	Fylgia's Touch (Channelling) {Seith Spell} [Combo Range Amplify]	Cross-Archetype Active Powers: Gain access to the Maiden of Ratatosk Active board.





Cross-Archetype Active Powers: Gain access to the Ulfhednar Active board.	Tactical Advantage	Summon Familiar	Companion in Blood	Well of Blood	Companion of Magic	Cross-Archetype Active Powers: Gain access to the Skald Active board.
Tactician	Spirit Warrior	Enchanted Prowess	Summon Familiar	Barter with Spirits	Well of Spirits	Channel the Unseen River
Spirit Domination	Misery Loves Company	Keen Senses	Spiritual Conduit	Nether Pact	Dark Consultation	Summon Familiar
Offering to Hel	Summon Familiar	Alabaster Magician	SEITHKONA Passive Powers	Witch Blood	Summon Familiar	Unbreakable Mind
Summon Familiar	Price of Progress	Arcane Reach	Angered Spirit	Possessed	Resistance to Degeneration	Penumbral Ring
Seeker of Worlds	Blend into Shadow	Resistance to Vulnerable	Summon Familiar	Die Hard	Stout	Whisper of Souls
Cross-Archetype Active Powers: Gain access to the Galdr Active board.	Alka Mastery	Devour Faith	Unbreakable Soul	Summon Familiar	Work in Concert	Cross-Archetype Active Powers: Gain access to the Maiden of Ratatosk Active board.





Cross-Archetype Skills: Gain access to the Ulfhednar skill board.	Verbal Manipulation	Animal Empathy	Sense Motive	Perception	Omens/Portents	Cross-Archetype Skills: Gain access to the Skald Skill board.
Omens/Portents	Commune with the Dead	Disguise	Silent Tongue	Sneak	Commune with the Dead	Animal Empathy
Lore: Personas	Swim	Lore: Personas	Lore: Arcana	Lore: Locales	Read and Write	Lore: Locales
Lore: Arcana	Animal Empathy	Sense Motive	SEITHKONA Skills	Survival: Wilderness	Perception	Lore: Arcana
Lore: Locales	Intimidate	Verbal Manipulation	Omens/Portents	Survival: Urban	Etiquette	Lore: Personas
Sense Motive	Commune with the Dead	Lore: Personas	Lore: Arcana	Lore: Locales	Commune with the Dead	Omens/Portents
Cross-Archetype Skills: Gain access to the Galdr Skill board.	Silent Tongue	Animal Empathy	Sense Motive	Perception	Disguise	Cross-Archetype Skill: Gain access to the Maiden of Ratatosk Skill board.





SKALD

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

Role in the group: A rogue and spellcaster, the Skald is very quick, and the magical songs affect large crowds. The Spell Song magic is benevolent to allies and sows confusion in the ranks of enemies.

Notable Skalds: Egil Skallagrimson, Kormak Ogmundarson, Vainamoinen.

WANDERER

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

POET

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

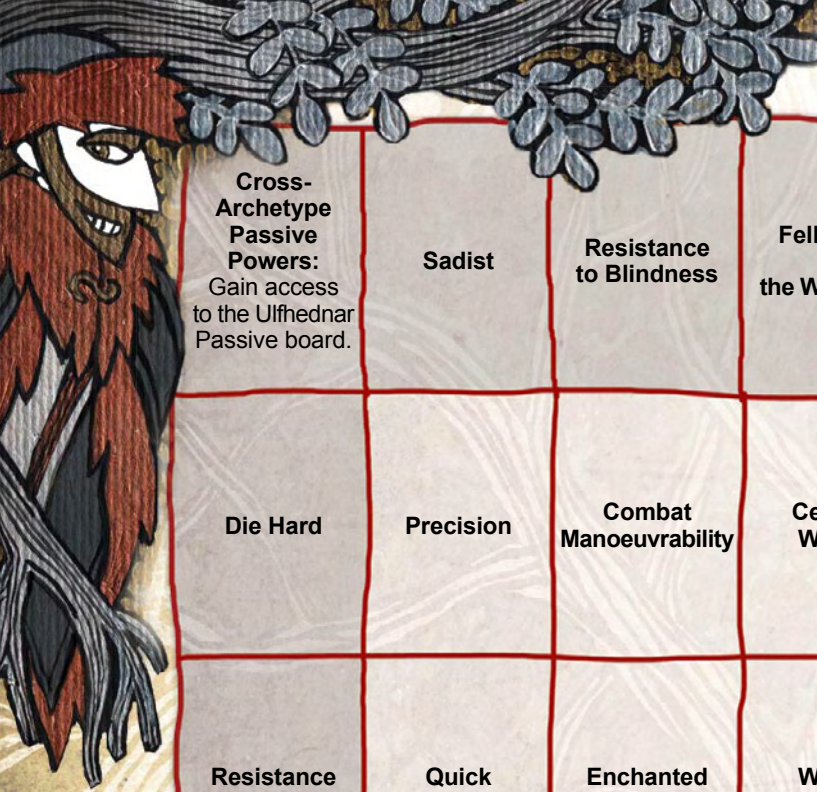
MYSTIK

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

Ginungagap (Void) rune choices

	<u>Wanderer</u>	<u>Poet</u>	<u>Mystic</u>
Trait	Physical	Mental	Spiritual
Active	Ride of the Valkyries {Spell Song} [Open Area Amplify]	Night of the Long Knives {Spell Song} [Area Open Amplify]	Yggdrassil's Presence {Spell Song} [Amplify Area Open]
Passive	Marital Prowess	Suave Singer	Master of Kennings
Skill	Sense Motive	Survival: Urban	Lore: Arcana

Cross-Archetype Active Powers: Gain access to the Ulfhednar Active board.	Flanking Attack	Formulating Attack	Piercing Attack	Sly Stance	Fylgia's Kiss (Catharsis) {Spell} [Area Combo Amplify]	Cross-Archetype Active Powers: Gain access to the Galdr Active board.
Death Charge	Wolf Posture	Backstab	Versatile Combat Manoeuvre	Imposing Barrier	The Depths of Svartalfheim (Cerebral Shroud) {Spell Song} [Area Open Amplify]	Purge Vulnerability
Leaping Attack	Power Attack	Flying Charge	Lunging Attack	Meadows of Vanagard (Mental Celerity) {Spell Song} [Amplify Area Open]	Farbauti's Slaves (Cerebral Barbs) {Spell Song} [Open Amplify Area]	Purge Blindness
Precision Attack	Hand of Tyr	Melody of Discord (Sunder Mind) {Spell Song} [Amplify Area Open]	SKALD Active Powers	Muspeli Nightmares {Spell Song} [Area Open Amplify]	Snows of Jotunheim (Cerebral Chains) {Spell Song} [Amplify Area Open]	Purge Crippling
Repositioning	Touch the Essence	Analytical Fortress Stance		Analytical Power Stance	Hvergelmir's Poison (Cerebral Twist) {Spell Song} [Area Open Amplify]	Purge Degeneration
Fylgia's Touch (Channelling) [Combo Area Amplify]	Chant of Skuld	Devour Thought {Spell Song} [Amplify Area Open]	Arcane Shield {Spell Song} [Area Open Amplify]	Evasive Manoeuvre	Ode to Vanagard (Catharsis) {Spell Song} [Open Amplify Area]	Purge Foreign Spirits
Cross-Archetype Active Powers: Gain access to the Maiden of Ratatosk Active board.	Retreating Parry	Superior Parry	Mobile Stance	Fylgia's Fury (Formulating Attack) [Amplify Cannibalize Weapon]	Unearthly Resilience	Cross-Archetype Active Powers: Gain access to the Seithkona Active board.



Cross-Archetype Passive Powers: Gain access to the Ulfhednar Passive board.	Sadist	Resistance to Blindness	Fellowship of the White Hare	Songsmith	Companion of Life	Cross-Archetype Passive Powers: Gain access to the Galdr Passive board.
Die Hard	Precision	Combat Manoeuvrability	Cerebral Warrior	Protector	Mob Mentality	Companion of War
Resistance to Impeded	Quick Draw	Enchanted Prowess	Warrior of Song	Agility	Insight	Unbreakable Mind
Work in Concert	Combat Awareness	Tactical Advantage	SKALD Passive Powers	Tactician	Fleet-Footed	Fellowship of Hel's Ice Hand
Dance of Winter	Running Jab	Leaping Striker	Carried by Song	Stealthy Striker	Stout	Unbreakable Soul
Cornered Ferocity	Dance of Summer	Nimble	Alabaster Magician	Fellowship of the Magic Eye	Price of Progress	Companion of Magic
Cross-Archetype Passive Powers: Gain access to the Maiden of Ratatosk Passive board.	Companion of Destiny	Unbreakable Body	Fellowship of the Silver Shields	Resistance to Degeneration	Companion of Death	Cross-Archetype Passive Powers: Gain access to the Seithkona Passive board.

Cross-Archetype Skills: Gain access to the Ulfhednar skill board.	Lore: Arcana	Drinking/Wenching	Lore: Personas	Verbal Manipulation	Sense Motive	Cross-Archetype Skills: Gain access to the Galdr Skill board.
Lore: Locales	Perform	Survival: Urban	Feather Fingers	Lore: Arcana	Perform	Etiquette
Omens/Portents	Survival: Urban	Etiquette	Verbal Manipulation	Perception	Drinking/Wenching	Survival: Urban
Sense Motive	Lore: Personas	Drinking/Wenching	SKALD Skills		Lore: Locales	Negotiation
Etiquette	Riding	Read and Write	Sense Motive	Swim	Omens/Portents	Feather Fingers
Lore: Arcana	Perform	Verbal Manipulation	Athletics	Lore: Arcana	Perform	Lore: Locales
Cross-Archetype Skills: Gain access to the Maiden of Ratatosk Skill board.	Lore: Locales	Sense Motive	Lore: Personas	Etiquette	Drinking/Wenching	Cross-Archetype Skill: Gain access to the Seithkona Skill board.





ULFHEDNAR

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

Role in the group: An Ulfhednar is a wolf warrior who has the awesome powers of shapeshifting and *Modr*. When they shapeshift, it is to a wolf-life form, and when they enter the state of *Modr*, the rage intensifies their combat prowess into something ferociously primal.

Notable Ulfhednars: Kvelulf, esteemed warriors in Harald Fairhair's army, Hrolf Kraki.

EATER OF EYES

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

RAGER

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

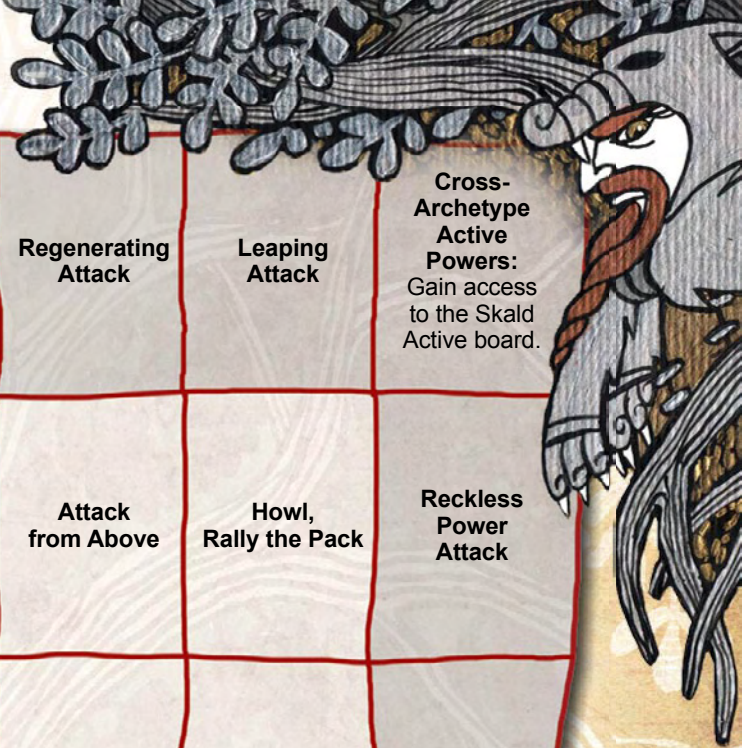
WOLFEN

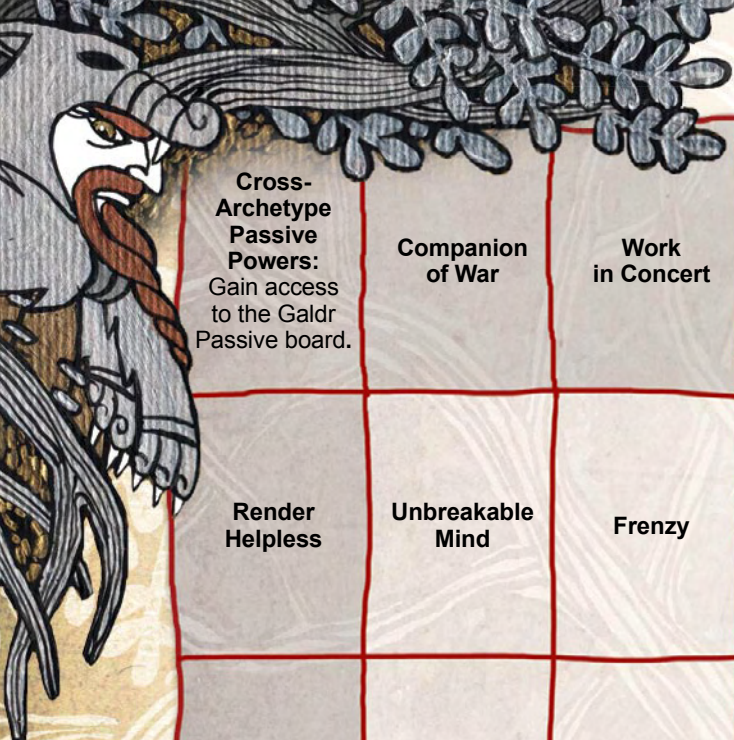
These Ulfhednar feel that their natural form is that of the wolf. They embrace the dexterity, cunning, and predatory instinct of the wolf spirit.

Ginungagap (Void) rune choices

	<u>Eater of Eyes</u>	<u>Rager</u>	<u>Wolfen</u>
Trait	Physical	Mental	Spiritual
Active	Eye Rake	Aggressive Stance	Head-Bash
Passive	Sadist	Enter Rage	Fangs
Skill	Feather Fingers	Intimidate	Hunting/Trapping

Cross-Archetype Active Powers: Gain access to the Galdr Active board.	Fylgia's Kiss (Catharsis) {Spell} [Area Combo Amplify]	Wounding Attack	Predatory Stance	Regenerating Attack	Leaping Attack	Cross-Archetype Active Powers: Gain access to the Skald Active board.
Flying Charge	Howl, Skoll's Victory	Whirlwind Attack	Lunging Attack	Attack from Above	Howl, Rally the Pack	Reckless Power Attack
Formulating Attack	Reckless Thundering Blow	Precision Attack	Power Attack	Bear's Posture	Death Charge	Regenerating Block
Mobile Stance	Raging Attack	Raging Charge	ULFHEDNAR Active Powers	Blood-Wolf Form	Mauling	Fylgia's Touch (Channelling) [Combo Area Amplify]
Piercing Attack	Reckless Whirlwind Attack	Cleansing Attack	Hamstring	Cleansing Block	Flanking Attack	Vaulting Attack
Fylgia's Fury (Formulating Attack) [Amplify Cannibalize Weapon]	Howl, Hati's Victory	Furious Onslaught	Invoke Rage	Superior Parry	Howl, Blood Fang	Throw Dirt
Cross-Archetype Active Powers: Gain access to the Seithkona Active board.	Aggressive Assault	Purge Crippling	Sly Stance	Purge Blindness	Versatile Combat Manoeuvre	Cross-Archetype Active Powers: Gain access to the Maiden of Ratatosk Active board.

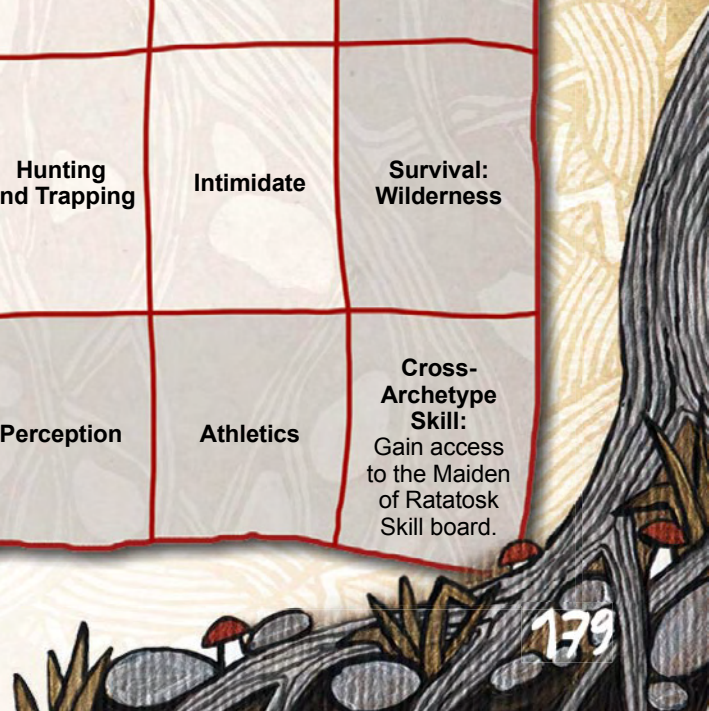
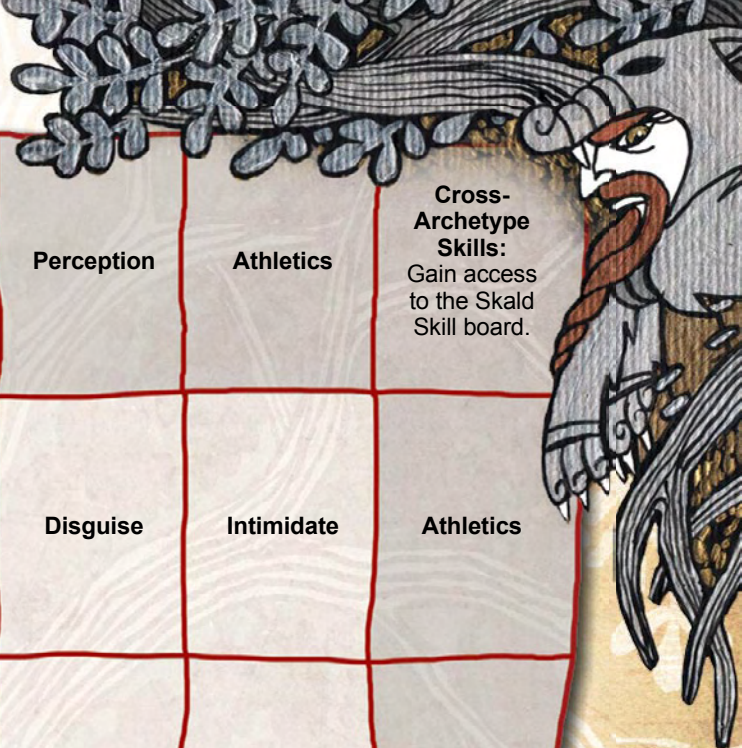




Cross-Archetype Passive Powers: Gain access to the Galdr Passive board.	Companion of War	Work in Concert	Drive Back	Favour Offense	Bestial Heart	Cross-Archetype Passive Powers: Gain access to the Skald Passive board.
Render Helpless	Unbreakable Mind	Frenzy	Combat Awareness	Stout	Giant Size	Constitution
Quick Draw	Cornered Ferocity	Spirit Warrior	Martial Prowess	Cerebral Warrior	Might	Tactical Advantage
Unstoppable Aggression	Desperation	Carried by Blood	ULFHEDNAR Passive Powers	Unarmed Power	Rallying Pack Howl	Die Hard
Furious Cohort	Misery Loves Company	Blood Drinker	Tactician	Keen Senses	Agility	Nature's Child
Feral Transformation	Unbreakable Soul	Pounce	Bully	Brutalize	Unbreakable Body	Silence the Crowd
Cross-Archetype Passive Powers: Gain access to the Seithkona Passive board.	Blood Lust	Companion in Blood	Companion in Death	Unstoppable Carnage	Combat Manoeuvrability	Cross-Archetype Passive Powers: Gain access to the Maiden of Ratatosk Passive board.



Cross-Archetype Skills: Gain access to the Galdr skill board.	Survival: Wilderness	Swim	Sneak	Perception	Athletics	Cross-Archetype Skills: Gain access to the Skald Skill board.
Drinking and Wenching	Intimidate	Animal Empathy	Navigation	Disguise	Intimidate	Athletics
Sneak	Negotiation	Verbal Manipulation	Tracking	Hunting and Trapping	Omens/Portents	Sneak
Athletics	Sense Motive	Perception	ULFHEDNAR Skills	Survival: Wilderness	Repair Item	Perception
Drinking and Wenching	Lore: Locales	Sneak	Athletics	Silent Tongue	Drinking and Wenching	Drinking and Wenching
Drinking and Wenching	Intimidate	Repair Item	Swim	Hunting and Trapping	Intimidate	Survival: Wilderness
Cross-Archetype Skills: Gain access to the Seithkona Skill board.	Hunting and Trapping	Survival: Wilderness	Tracking	Perception	Athletics	Cross-Archetype Skill: Gain access to the Maiden of Ratatosk Skill board.



OTHER ARCHETYPES

The following Archetypes are common in the *Fate of the Norns* world and can be used by the Norm as denizens.



ANGEL OF DEATH



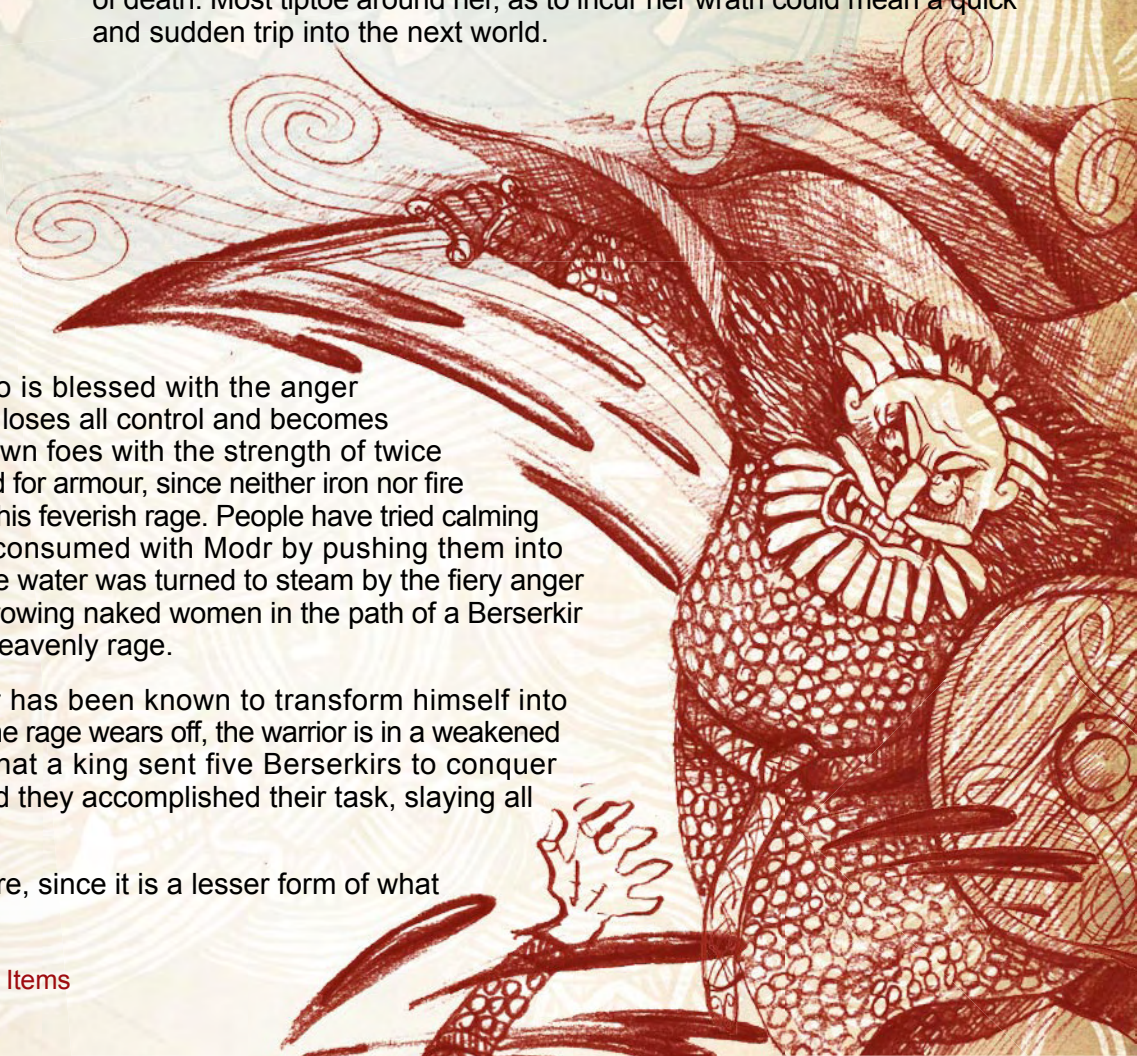
The Angel of Death is a complex and mysterious individual. Having once been mortal, she has joined the ranks of the living dead thanks to a blessing from Hel, mistress of Niflheim. The Angel of Death resembles humans in several respects but wields mysterious abilities in necromantic composition. The Angel of Death is a very important figure in the community: 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 souls away from Hel. 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.

BERSERKIR

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

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

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

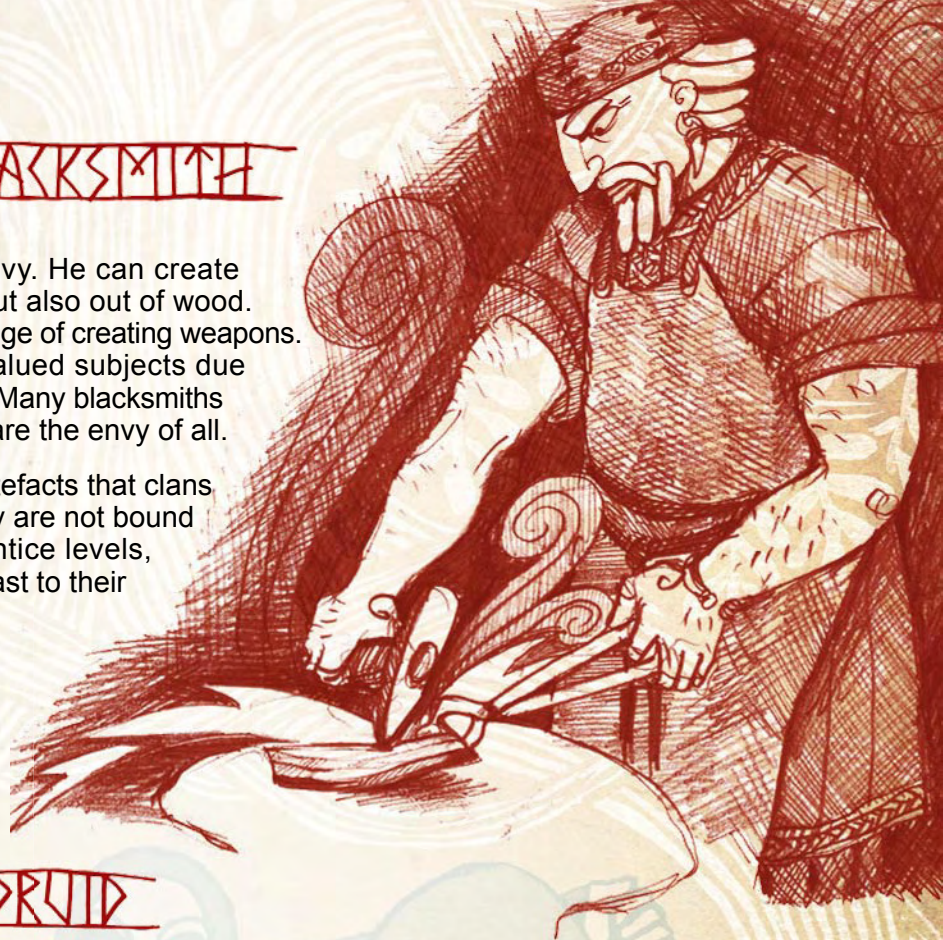




BLACKSMITH

The Blacksmith has talents that many envy. He can create items not only out of metals and stones but also out of wood. He is a master warrior thanks to his knowledge of creating weapons. Blacksmiths are one of the clan's most valued subjects due to religious taboos around looting corpses. Many blacksmiths worship Dvergar, since their crafting skills are the envy of all.

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



DRUID

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

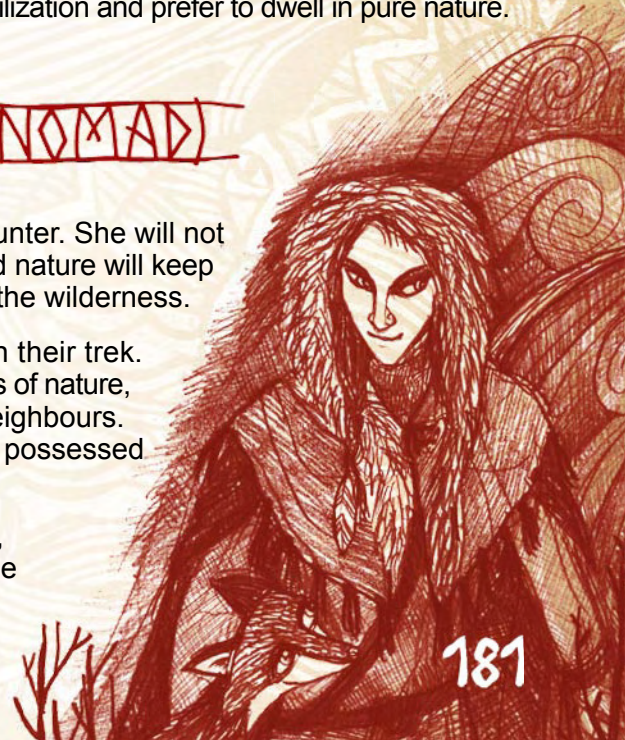
The mightiest of druids become one with the land and have the awe-inspiring power of terra-forming: a druid can change desolate tundra into a verdant mountain range as easily as one dresses in the morning. Druids shun civilization and prefer to dwell in pure nature.

FARDRENGIR (NOMAD)

The Fardrengir is a travelling soul and a master hunter. She will not stay in a town too long. Her need for adventure and nature will keep her always moving. The Fardrengir is a master of the wilderness.

Many travellers seek the Fardrengir's guidance in their trek. The Fardrengir work towards harmony with all beasts of nature, since they treat all denizens they run across as neighbours. They usually travel with animal companions that are possessed by the realm spirits of Yggdrasil.

It is said that a master Fardrengir cannot be killed, for her spirit becomes one with the cosmic ash-tree and returns in another form.



GODI (CLERIC)

The moral backbone of the community is the Godi. He advises leaders and common folk on the wishes of their deity. A Godi is well respected and honoured. Godis have great responsibility beyond their community to spread the good word to others. They must strive day and night to undo the grip of opposing Godis of unaligned gods/Jotuns.

Godis do not normally need to train to acquire their skills. Through communion with their deity, they are bestowed knowledge from their divine patron. 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.



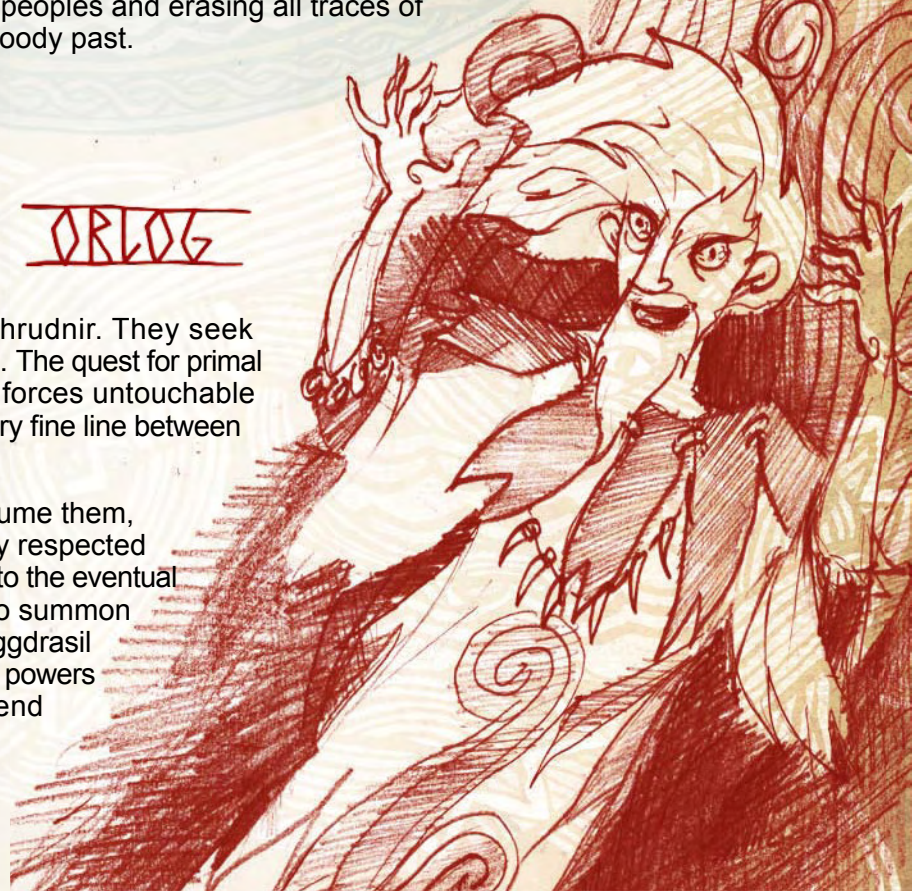
MISSIONARY

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.

ORLOG

Orlog are inspired zealots of the Jotun Vafthrudnir. They seek primordial enlightenment of the laws of nature. 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 highly respected for their wisdom, which guides the Jotun cause to the eventual victory at Ragnarok. Orlogs have the power to summon ancestral spirits that dwell on the world-tree Yggdrasil and the great Void, Ginungagap. The primordial powers that are tapped into are potent enough to send weaker souls to oblivion.



ROGUE

"When all else fails, steal and backstab" is the philosophy of the rogue. The rogue would rather use stealth and trickery than brute force and directness. They enjoy the good life and try to gain much from minimal efforts. Many rogues worship the prankster god Loki or the Svart Alfar. To achieve a reputable status as a rogue, each and every rogue must travel at least once to Svartalfheim to prove their worth. While there, visiting the many cities of shifting shadows, they learn from the best thieves and murderers. It is said that in Svartalfheim, your sword can be snatched from your very hands and you will never know it. Life is easy for rogues once they return to Midgard, with everyone as their prey.

SON OF FENRIR

While the gods may have a mighty arsenal of warriors, from Berserkirs to Stalos, the giants counter this force with a menace whose simple name instils fear: Sons of Fenrir. Not quite animal, and too feral to be human, these ferocious warriors strike terror into the hearts of their foes. Some of their powers are supernatural, coming from the eternal wolf spirit. They take their name from the god-devouring demi-god Fenrir. And like their patron, they seek to bring ruin to civilizations of mankind. They refuse to wear armour, which is a symbol of oppressive society. Sons of Fenrir rely on edged or piercing weapons, preferring to spill the blood of their foes. Their most spine-chilling power is the ability to drink the blood of fallen foes in order to heal their own wounds.

STALO

If the Berserkir is the master of uncontrolled combat, the Stalo is the opposite. He executes controlled manoeuvres with his weapons that stun and amaze his opponents. Every move is something unique to this type of warrior; Stalos pass down their trade to their children and children's children. They do the same for any armour or weapons, since the art is family based. The weapon and armour are symbols of rank and status.

It is said that the first generation of families to learn the arts were taught by the All-Father, Odin. To this day, they are known to be the defenders of mankind against injustice and oppression.

ASPECTS



EINHERJAR

When a hero worthy of epics is felled in battle, he or she may be chosen to join the ranks of the elite few who will participate in the final battle between the gods and the Jotuns. The warriors picked by the Valkyries and brought to Valhalla are called Einherjar. They are Odin's chosen, and are brought into an immortal state by Odin's necromancy. Their souls and bodies become immortal and they spar and drink until the final war.

The first days as Einherjar are troubled: emotions can be muted or amplified, with unpredictable mood swings and vitriol. Adjustment to an undying shell can be unsettling, and memories of a violent death may haunt the hero. But with time, the Einherjar come into their own, embracing a fighting prowess of unsurpassed magnitude.

Mechanics of recent rebirth:

The Norn may ask the player of an Einherjar dweller to Wyrd 1 rune when a situation arises that could cause the Einherjar to get angry (e.g. insult, failure, or frustration). If a Mental or Physical rune is pulled, the dweller flies into a fit of rage:

- The dweller performs an Ultimate Sacrifice +1
- The dweller's play mat must be rearranged to Rage, Intensity 4
- The Norn calls Initiative for everyone in the vicinity of the Einherjar (begin combat)

The worst period of adjustment is the first week, where fits of rage can be very frequent. As time goes by, wild emotions are slowly brought to heel. Once a maximum number of runes descend to the Drain pile due to fits of rage, the dweller cannot lose their temper until at least 1 rune is no longer in Drain.

During the first week after being reborn, the dweller can have up to maximum of 3 runes in Drain. The second week, this falls to 2. And finally, for the remainder of the first month, the maximum number of runes in Drain is 1. After one month has passed, Einherjar can control their emotions as they had when they were mortal.

Immortal's Bash	Immortal's Attack	Immortal's Ferocity
Immortal's Parry	EINHERJAR Active Powers	Immortal's Gaze
Immortal's Regeneration	Immortal's Focus	Immortal's Sprint

Keen Aptitude	Immortal's Modr	Keen Aptitude
Immortal's Boon	EINHERJAR Passive Powers	Immortal's Presence
Immortal's Void	Immortal's Cleansing	Immortal's Life Force

Brawling	Endurance	Intimidate
Repair Equipment	EINHERJAR Skills	Athletics
Lore: Arcana	Lore: Locales	Lore: Personas



SON OF MUSPEL

Mighty warriors killed in battle may be chosen by Valkyries and brought to Glassisvellir to fight in the final battle of Ragnarok. These warriors are called Sons of Muspel. As they emerge from the lake of fire (Surt's Maw), Sons of Muspel are reborn into a new immortal body and go on a pilgrimage throughout the worlds of Yggdrassil to hone their skills in all environments and against all types of foes.

After their rebirth, their senses are hypersensitive, but once the pilgrimage is complete, Sons of Muspel achieve a oneness with the world-tree that provides omniscience and cosmic resilience.

Mechanics of recent rebirth:

The Norn may ask the player of a Son of Muspel dweller to Wyrd 1 rune if there is a situation that overwhelms the Son of Muspel's senses (e.g. sudden burst of light, loud sounds, harsh potent smell, etc...). If a Spiritual or Physical rune is pulled, they turn inwards and embrace the flame within:

- The dweller performs an Ultimate Sacrifice +1
- The dweller's play mat must be adjusted to Blind and Aura Intensities at 4

The worst period of adjustment is the first week, where sensory overload can be frequent. As time goes by, the intensities of perception are slowly brought back to normal. Once a maximum number of runes go to the Drain pile from sensory overload, the dweller cannot be overloaded again until at least 1 rune leaves Drain.

During the first week after being reborn, the dweller may have up to a maximum of 3 runes in Drain. The second week, the maximum runes in Drain falls to 2. And finally, for the remainder of the first month, the maximum runes in Drain is 1. Once a month has passed, Sons of Muspel can control their emotions as they had when they were mortal.

Immortal's Blazing Fire Column	Immortal's Attack	Immortal's Brilliance
Immortal's Parry	SON OF MUSPEL Active Powers	Immortal's Gaze
Immortal's Regeneration	Immortal's Focus	Immortal's Sprint

Keen Aptitude	Immortal's Attunement	Keen Aptitude
Immortal's Boon	SON OF MUSPEL Passive Powers	Immortal's Insight
Immortal's Void	Immortal's Cleansing	Immortal's Life Force

Commune with the Dead	Perception	Animal Empathy
Sneak	SON OF MUSPEL Skills	Disguise
Lore: Arcana	Lore: Locales	Lore: Personas



TROLL-BLOOD

Somewhere in your ancestry, perhaps as recently as your immediate human parents, your blood was intermingled with a troll.

Troll-blood on its own carries many awesome characteristics, but something special occurs when it mixes with human blood... a very special and unique species with magical properties is created. Beings of mixed blood appear almost human, with larger, exaggerated features and eyes that seem to shine with a golden hue in dim light.

The powers manifest themselves very early in life, but are truly only mastered in adolescence. Many view half-bloods in awe and fear, and their powers and dispositions vary greatly. Some use their power for the good of society, but many use their advantage to subjugate lesser humans and use them as pawns and even slaves.

The most distinguished ability of the half-troll is the ability to stitch the fabric of magic. They are masters at weaving small spells that, over time, become spells of epic proportion.

Chant of Skuld [Cannibalize Area Amplify]	Troll SMASH (Aggressive Assault) [Amplify Cannibalize Weapon]	Stitch Kindred
Draw from Nature (Arcane Stance) [Amplify Cannibalize Amplify]	TROLL-BLOOD Active Powers	Troll's Gaze (Spirit Lance) [Range Cannibalize Amplify]
Conjure Troll Illusion	Smashing Stance (Aggressive Stance) [Amplify Cannibalize Amplify]	Stitch Destiny

Keen Aptitude	Witch Blood	Keen Aptitude
Giant Size	TROLL-BLOOD Passive Powers	Giant Size
Keen Aptitude	Alabaster Magician	Keen Aptitude

Swim	Brawling	Drinking/ Wenching
Intimidate	TROLL-BLOOD Skills	Hunting/ Trapping
Perception	Survival: Wilderness	Tracking

DENIZEN AND THANES

Denizens and thanes start with some "base powers". Base powers are powers/skills given regardless of what was assigned to Essence. In some cases, base powers will be so great that they will cost levels. In those cases, when building a creature at a certain level, the base level cost must be paid before buying Essence and Destiny.

Example: The Norn wishes to create a level 6 stone effigy. The stone effigy costs +1 base level, so he only has 5 levels with which to buy Essence and Destiny. He decides that it will be Destiny 1 and Essence 3.



BLACK SKELETON

Unlike the remains of a normally deceased individual whose skeleton is white, the black skeleton is aptly named due to the dark colour of the bones. Black skeletons are created by spiritual magic. The magic forces a lost soul (one that has not found its way to the heavens or Niflheim) to inhabit a temporary shell of bones.

The black skeleton is temporary in nature, since its longevity is directly tied to the dweomer that brought it into being. Black skeletons are great warriors, since they can be equipped with weapons from beyond the grave and enter combat fully decked out.

Base Powers: None

Base Level: 0

Size/Move: 4/4

Equipment Type: None (lower-level skeletons may have broken weapon and armour; higher-level black skeletons will conjure a good weapon)

Furious Onslaught	Piercing Attack	Hamstring	Shadow Strike	Conjure Weapon
Eye Rake	Power Attack	Lunging Attack	Backstab	Unencumbered Dodger
Beckon Niflheim	Aggressive Assault	BLACK SKELETON Active Powers	Death Charge	Destroyer of Crowds
Drain Life	Ice Aura	Bone Snapper	Spirit Lance	Unearthly Resilience
Soul Barbs	Soul Chains	Soul Shroud	Soul Twist	Despoil the Flesh

Keen Aptitude	Keen Aptitude	Martial Prowess	Keen Aptitude	Keen Aptitude
Keen Aptitude	Blood Lust	Die Hard	Unarmed Power	Keen Aptitude
Bully	Brutalize	BLACK SKELETON Passive Powers	Might	Pounce
Keen Aptitude	Blood Drinker	Angered Spirit	Unencumbered Dodger	Keen Aptitude
Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude

Silent Tongue	Commune with the Dead	Commune with the Dead	Commune with the Dead	Lore: Personas
Perception	Silent Tongue	Commune with the Dead	Lore: Personas	Endurance
Perception	Perception	BLACK SKELETON Skills	Endurance	Endurance
Perception	Tracking	Intimidate	Lore: Locales	Endurance
Tracking	Intimidate	Intimidate	Intimidate	Lore: Locales

CRUSADER

The crusader is a well-equipped champion of a foreign cause. The crusader's values and outlook on life are foreign and incomprehensible, and reasoning with one can be a very challenging endeavour. Crusaders have a strong sense of purpose and treat those different than them selves with scorn and contempt. Well trained, battle-hardened, and very well equipped, they are fearsome adversaries.

Base Powers: None
Base Level: 0
Size/Move: 4/4
Equipment Type: Martial

Death Charge	Bull Rush	Piercing Attack	Defensive Stance	Pillar of Faith (Narwhal's Posture) [Amplify Amplify Maintain]
Predatory Stance	Aggressive Stance	Lunging Attack	Satisfying Attack	Apples of Idun
Furious Onslaught	Aggressive Assault	CRUSADER Active Powers	Cleansing Block	Catharsis
Regenerating Attack	Bear's Posture	Attack from Above	Cleansing Attack	Cleansing Sprint
Crusade (Night of the Long Knives) [Maintain Area Area]	Flanking Attack	Desperation Attack	Disarm	Divine Inspiration (Chant of Skuld) [Amplify Area Amplify]

Keen Aptitude	Martial Prowess	Cerebral Warrior	Martial Prowess	Keen Aptitude
Render Helpe	Pounce	Spirit Warrior	Bastion	Bastion
Bully	Pounce	CRUSADER Passive Powers	Aura of Influence	Bastion
Brutalize	Pounce	Tactician	Bastion	Bastion
Keen Aptitude	Tactical Advantage	Tactician	Might	Keen Aptitude

Athletics	Brawling	Brawling	Brawling	Drinking/Wenching
Endurance	Intimidate	Intimidate	Intimidate	Repair Equipment
Endurance	Endurance	CRUSADER Skills	Navigation	Repair Equipment
Endurance	Read and Write	Perception	Sense Motive	Repair Equipment
Tracking	Survival: Urban	Swim	Survival: Wilderness	Verbal Manipulation





EFFIGY

An Effigy is a creature that is created out of wood or stone. It is usually a small statue that has been animated with magical "life" through the use of rune magic. The effigy's mind and soul are not real but rather are artificially improvised by the rune magic. This allows the effigy to roughly mimic a sentient being. However, its existence is defined by its creator and it has difficulty acting of its own volition. Its life is driven by following the commands of its creator.

WOOD EFFIGY

Wood effigies are created to be servitors to their master. They are nimble and quick and are used for errands that require such attributes. If deployed in combat, they usually draw attention to themselves and keep it away from their master. The enchanted wood reverberates with melody as the effigy moves.

Base Powers: None

Base Level: 0

Size/Move: 1/1

Equipment Type: None

Life Overwhelming	Invigorate Spirit	Night of the Long Knives {Spell Song} [Area Open Amplify]	Repositioning	Run Away Laughing
Apples of Idun	Muspeli Nightmares {Spell Song} [Area Open Amplify]	Ride of the Valkyries {Spell Song} [Open Area Amplify]	Meadows of Vanagard (Mental Celerity) {Spell Song} [Amplify Area Open]	Furious Sprint
Mauling	Versatile Combat Manoeuvre	WOOD EFFIGY Active Powers	Ode to Vanagard (Catharsis) {Spell Song} [Open Amplify Area]	Cleansing Sprint
Predatory Stance	Insulting Parry	Cleansing Block	Evasive Manoeuvre	Retreating Parry
Perfect Parry	Retreating Parry	Superior Parry	Backstab	Conjure Weapon



Keen Aptitude	Carried by Song	Suave Singer	Warrior of Song	Keen Aptitude
Unbreakable Soul	Combat Awareness	Agility	Alabaster Magician	Defy the Crowd
Unbreakable Mind	Dance Away	WOOD ENIGY Passive Powers	Defy the Crowd	Nimble
Unbreakable Body	Fleet-Footed	Incite Strife	Stout	Silence the Crowd
Keen Aptitude	Cornered Ferocity	Taunter's Finesse	Unencumbered Dodger	Keen Aptitude

Silent Tongue	Perception	Perception	Perception	Omens/ Portents
Escape	Perception	Perception	Perception	Perform
Tracking	Tracking	WOOD ENIGY Skills	Tracking	Tracking
Sneak	Endurance	Endurance	Endurance	Swim
Sense Motive	Endurance	Endurance	Endurance	Sense Motive



STONE EFFIGY

Stone effigies are created to perform hard and heavy labour. If they are used in combat, they are usually deployed to guard their masters against attack. They usually run interference between their creator and the enemies.

Base Powers: Physical PF +1; Heal +1 during Upkeep
Base Level: +1
Size/Move: 1/1
Equipment Type: None

Repositioning	Satisfying Attack	Precision Attack	Superior Parry	Beckon Jotunheim
Regenerating Attack	Wolf's Posture	Lunging Attack	Boar's Posture	Aggressive Assault
Snare	Power Attack	STONE EFFIGY Active Powers	Enchant Flesh	Bull Rush
Desperation Attack	Boar's Posture	Whirlwind Attack	Narwhal's Posture	Aggressive Stance
Ice Aura	Sweeping Trip	Reckless Whirlwind Attack	Catharsis	Frost Breath

Keen Aptitude	Keen Aptitude	Rune of Fate	Keen Aptitude	Keen Aptitude
Keen Aptitude	Bastion	Unbreakable Soul	Bastion	Keen Aptitude
Die Hard	Might	STONE EFFIGY Passive Powers	Unbreakable Body	Unencumbered Dodger
Keen Aptitude	Bastion	Unbreakable Mind	Bastion	Keen Aptitude
Keen Aptitude	Keen Aptitude	Rune of Reinforcement	Keen Aptitude	Keen Aptitude

Silent Tongue	Perception	Perception	Perception	Omens/Portents
Perception	Perception	Perception	Perception	Perception
Tracking	Tracking	STONE EFFIGY Skills	Tracking	Tracking
Endurance	Endurance	Endurance	Endurance	Endurance
Sense Motive	Endurance	Endurance	Endurance	Sense Motive

GOLD EFFIGY

Gold effigies are the animated guards of Asgard. They are under strict order to apprehend or kill anyone who is not an Aesir or expressly invited into Asgard by an Aesir god.

Base Powers: Evade +3
Base Level: +3
Size/Move: 1/1
Equipment Type: None



Repositioning	Satisfying Attack	Precision Attack	Riposte	Boar's Posture
Regenerating Attack	Whirlwind Attack	Lunging Attack	Predatory Stance	Chant of Skuld
Snare	Power Attack	GOLD EFFIGY Active Powers	Sun and Moon	Fire Aura
Desperation Attack	Aggressive Stance	Catharsis	Acidic Spittle	Conjure Weapon
Bear's Posture	Disarming Parry	Frost Breath	Swords-to-Snakes	Hand of Tyr

Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude
Keen Aptitude	Keen Aptitude	Unbreakable Mind	Keen Aptitude	Keen Aptitude
Keen Aptitude	Unbreakable Mind	GOLD ENERGY Passive Powers	Unbreakable Mind	Keen Aptitude
Keen Aptitude	Keen Aptitude	Unbreakable Mind	Keen Aptitude	Keen Aptitude
Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude

Silent Tongue	Perception	Perception	Perception	Omens/Portents
Perception	Perception	Perception	Perception	Perception
Tracking	Tracking	GOLD ENERGY Skills	Tracking	Tracking
Endurance	Endurance	Endurance	Endurance	Endurance
Sense Motive	Endurance	Endurance	Endurance	Sense Motive

FAMILIAR

Some magic users know how to bind a lost soul with magical aptitude with an animal that has innate magical essence in order to create a thane known as a familiar. Animals such as cats, snakes, and ravens make good familiars due to their innate mystical nature. Once a lost soul enters the animal, it gains the ability to mentally communicate with the Seithkona who bound it. The soul also unlocks the latent mystical energies so they can be shared with the Seithkona.



RAVEN

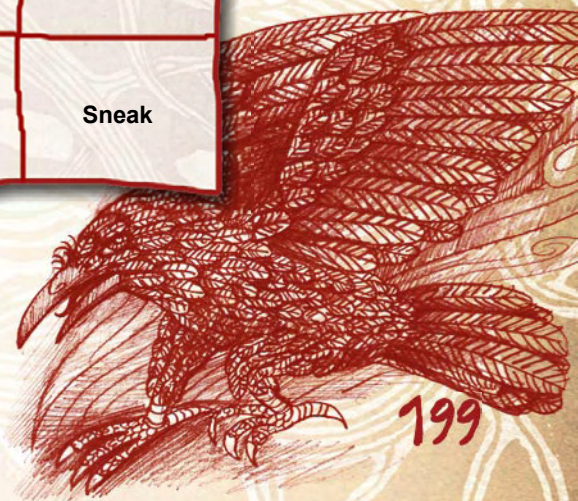
The raven is an established familiar choice as it carries the mantle of arcane wisdom and perception. Instilled with a spirit, it becomes a powerful magical ally, albeit not one that will face foes directly. The raven's strength lies in avoiding direct confrontation and its ability to bolster the magical prowess of a spellcaster.

Base Powers: *Flight, Move +2*
Base Level: 0
Size/Move: 1/3
Equipment Type: None

Repositioning	Invigorate Spirit	Apples of Idun	Life Overwhelming	Run Away Laughing
Roll into Position	Catharsis	Evasive Manoeuvre	Cleansing Block	Furious Sprint
Sly Stance	Boar's Posture	<div>RAVEN</div> <div>Active Powers</div>	Invigorate Spirit	Life Overwhelming
Visage of Horrors	Retreating Parry	Superior Parry	Mental Celerity	Devour Thought
Analytical Fortress Stance	Unearthly Resilience	Vengeful Parry	Perfect Parry	Analytical Power Stance

Keen Aptitude	Keen Aptitude	Bestow Insight	Keen Aptitude	Keen Aptitude
Keen Aptitude	Companion of Blood	Alabaster Magician	Companion of Death	Keen Aptitude
Bestow Wisdom	Fellowship of the Magic Eye	RAVEN Passive Powers	Companion of Magic	Bestow Illumination
Keen Aptitude	Companion of Life	Witch Blood	Companion of Destiny	Keen Aptitude
Keen Aptitude	Keen Aptitude	Unwelcome Motivation	Keen Aptitude	Keen Aptitude

Animal Empathy	Animal Empathy	Athletics	Perception	Bestow Skill (Silent Tongue)
Animal Empathy	Animal Empathy	Athletics	Perception	Perception
Feather Fingers	Omens/Portents	RAVEN Skills	Perception	Feather Fingers
Lore: Locomotion	Lore: Locomotion	Athletics	Lore: Personas	Silent Tongue
Sneak	Sneak	Athletics	Sneak	Sneak







CAT

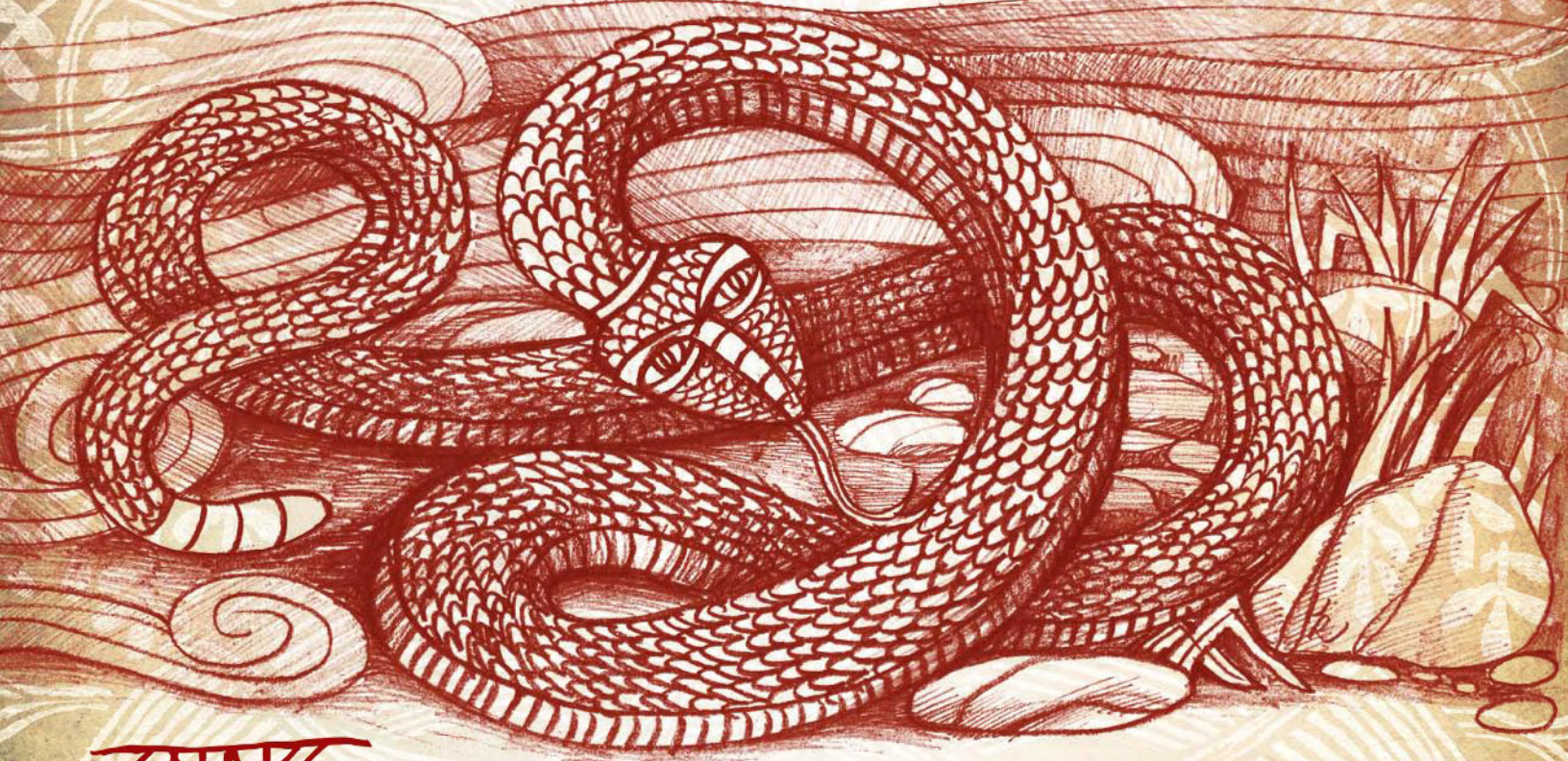
The cat is an established familiar choice as it has the reputation of facilitating the communion between the spirit world and that of the living. Instilled with a spirit, it becomes a powerful magical ally, albeit not one that will face foes directly. The cat's strength lies in avoiding of confrontation and its ability to bolster the magical prowess of a spellcaster.

Base Powers: *Quadruped*
Base Level: 0
Size/Move: 1/2
Equipment Type: *None*

Repositioning	Invigorate Spirit	Apples of Idun	Life Overwhelming	Run Away Laughing
Roll Into Position	Catharsis	Evasive Manoeuvre	Cleansing Block	Furious Sprint
Sly Stance	Boar's Posture	<u>CAT</u> Active Powers	Invigorate Spirit	Life Overwhelming
Soul Barbs	Retreating Parry	Superior Parry	Mental Celerity	Possess Opponent
Spirit Bastion Stance	Unearthly Resilience	Vengeful Parry	Perfect Parry	Spirit Power Stance

Keen Aptitude	Fleet Footed	Bestow Conviction	Keen Aptitude	Keen Aptitude
Keen Aptitude	Companion of Blood	Alabaster Magician	Companion of Death	Keen Aptitude
Bestow Faith	Fellowship of the Magic Eye	 Passive Powers	Companion of Magic	Bestow Illumination
Keen Aptitude	Companion of Life	Witch Blood	Companion of Destiny	Keen Aptitude
Keen Aptitude	Keen Aptitude	Umbral Alliance	Fleet-Footed	Keen Aptitude

Animal Empathy	Animal Empathy	Athletics	Perception	Bestow Skill (Silent Tongue)
Animal Empathy	Animal Empathy	Athletics	Perception	Perception
Omens/Portents	Omens/Portents	 Skills	Perception	Omens/Portents
Lore: Locales	Sneak	Athletics	Lore: Personas	Silent Tongue
Bestow Skill (Sneak)	Sneak	Athletics	Sneak	Sneak



SNAKE

The snake is an established familiar choice as it carries the reputation of magical aggression. Instilled with a spirit, it becomes a powerful magical ally, and sometimes it may face lesser foes directly. The snake's strength lies in its ambushes and its ability to bolster the magical prowess of a spellcaster.

Base Powers: *Venom (see "Brutalize" Passive power)*
Base Level: 0
Size/Move: 2/2
Equipment Type: None

Lunging Attack	Invigorate Spirit	Apples of Idun	Life Overwhelming	Run Away Laughing
Constrict (Rend Flesh) [Maintain Amplify Amplify]	Catharsis	Evasive Manoeuvre	Cleansing Block	Furious Sprint
Feral Pounce	Mauling	<u>SNAKE</u> Active Powers	Invigorate Spirit	Life Overwhelming
Acidic Spittle	Retreating Parry	Superior Parry	Mental Celerity	Possess Opponent
Leaping Striker	Unearthly Resilience	Vengeful Parry	Perfect Parry	Spirit Power Stance



Keen Aptitude	Companion of Life	Witch Blood	Companion of Destiny	Keen Aptitude
Keen Aptitude	Drive Back	Umbral Alliance	Fellowship of Hel's Icy Hand	Unencumbered Dodger
Bestow Faith	Fellowship of the Magic Eye	SNAKE Passive Powers	Companion of Magic	Bestow Illumination
Fangs	Might	Bestow Conviction	Giant Size	Unarmed Power
Keen Aptitude	Companion of Blood	Alabaster Magician	Companion of Death	Keen Aptitude

Bestow Skill (Silent Tongue)	Intimidate	Intimidate	Intimidate	Bestow Skill (Perception)
Omens/ Portents	Omens/ Portents	Intimidate	Perception	Perception
Omens/ Portents	Omens/ Portents	SNAKE Skills	Perception	Silent Tongue
Athletics	Athletics	Bestow Skill (Perception)	Sneak	Sneak
Bestow Skill (Lore: Arcana)	Athletics	Sneak	Sneak	Bestow Skill (Escape)



GRIZZLED WARRIOR

Grizzled warriors are adventurers and mercenaries who have become battle-hardened over the years. They enter every engagement with a strategy that allows them to achieve victory. They are pragmatic and can be reasoned with. Many of these souls have found peace with the land around them and have developed some prowess in the mystic arts. Their magic can range from skaldic magic to druidic mysticism.

Base Powers: None
Base Level: 0
Size/Move: 4/4
Equipment Type: Martial

Mobile Stance	Defensive Stance	Aggressive Stance	Predatory Stance	Sly Stance
Catharsis	Backstab	Lunging Attack	Cleansing Attack	Spirit Bastion Stance
Satisfying Attack	Power Attack	GRIZZLED WARRIOR Active Powers	Desperation Attack	Analytical Fortress Stance
Cleansing Block	Aggressive Assault	Regenerating Attack	Enchant Flesh	Apples of Idun
Versatile Combat Manoeuver	Wolf Posture	Bear's Posture	Narwhal's Posture	Boar's Posture

Rune of Fate	Keen Aptitude	Might	Keen Aptitude	Keen Aptitude
Rune of Bones	Companion in Death	Martial Prowess	Bestow Conviction	Blood Drinker
Desperation	Tactical Advantage	GRIZZLED WARRIOR Passive Powers	Desperation	Cornered Ferocity
Unbreakable Body	Misery Loves Company	Fleet-Footed	Bestow Wisdom	Blood Lust
Keen Aptitude	Keen Aptitude	Carried by Blood	Keen Aptitude	Keen Aptitude

Swim	Drinking/Wenching	Navigation	Feather Fingers	Endurance
Perception	Sense Motive	Repair Equipment	Endurance	Lore: Personas
Negotiation	Perception	GRIZZLED WARRIOR Skills	Brawling	Survival: Wilderness
Lore: Arcana	Verbal Manipulation	Intimidate	Survival: Urban	Brawling
Sneak	Lore: Locales	Athletics	Intimidate	Hunting/Trapping





HAUGBUI

Haugbui are the dead who have been cursed and bound to the land of the living. They are bound to a specific location to guard something or fulfil some obligation. The reasons why they are bound could be a simple as unprofessed love, or as sinister as a curse set by a Seithkona or Galdri in order to guard their home.

To some extent, they can be reasoned with, but they have little patience and a low tolerance for belligerence. They are bound to follow a command or purpose, but are sentient and may choose to fulfil it on their own terms.

Base Powers: None
Base Level: 0
Size/Move: 4/4
Equipment Type: Lair

Beckon Niflheim	Dark Juxtaposition	Shadow Step	Soul Shroud	Conjure Weapon
Howl, Skoll's Victory	Soul Barbs	Soul Twist	Spirit Power Stance	Nether Touch
Soul Chains	Wrack	HAUGBUI Active Powers	Channeling	Sun and Moon
Feral Pounce	Mauling	Syphon Soul	Spirit Bastion Stance	Possess Opponent
Apples of Idun	Head Bash	Spirit Lance	Narwhal's Posture	Spiritual Abortion

Keen Aptitude	Thriving in a Crowd	Angered Spirit	Fueled by the Crowd	Keen Aptitude
Rune of Retribution	Fleet-Footed	Haugbui's Curse	Die Hard	Blood Drinker
Enchanted Prowess	Haugbui's Curse	HAUGBUI Passive Powers	Haugbui's Curse	Unencumbered Dodger
Alabaster Magician	Channel the Unseen River	Haugbui's Curse	Might	Death Transformation, Lesser (Haugbui)
Keen Aptitude	Seeker of Worlds	Spiritual Conduit	Fangs	Keen Aptitude

Intimidate	Endurance	Endurance	Endurance	Brawling
Sneak	Verbal Manipulation	Lore: Locales	Perception	Perception
Sneak	Lore: Personas	HAUGBUI Skills	Lore: Arcana	Rune: Scorn Pole
Sneak	Silent Tongue	Commune with the Dead	Perception	Perception
Omens/Portents	Commune with the Dead	Commune with the Dead	Commune with the Dead	Sense Motive

KOBOLD

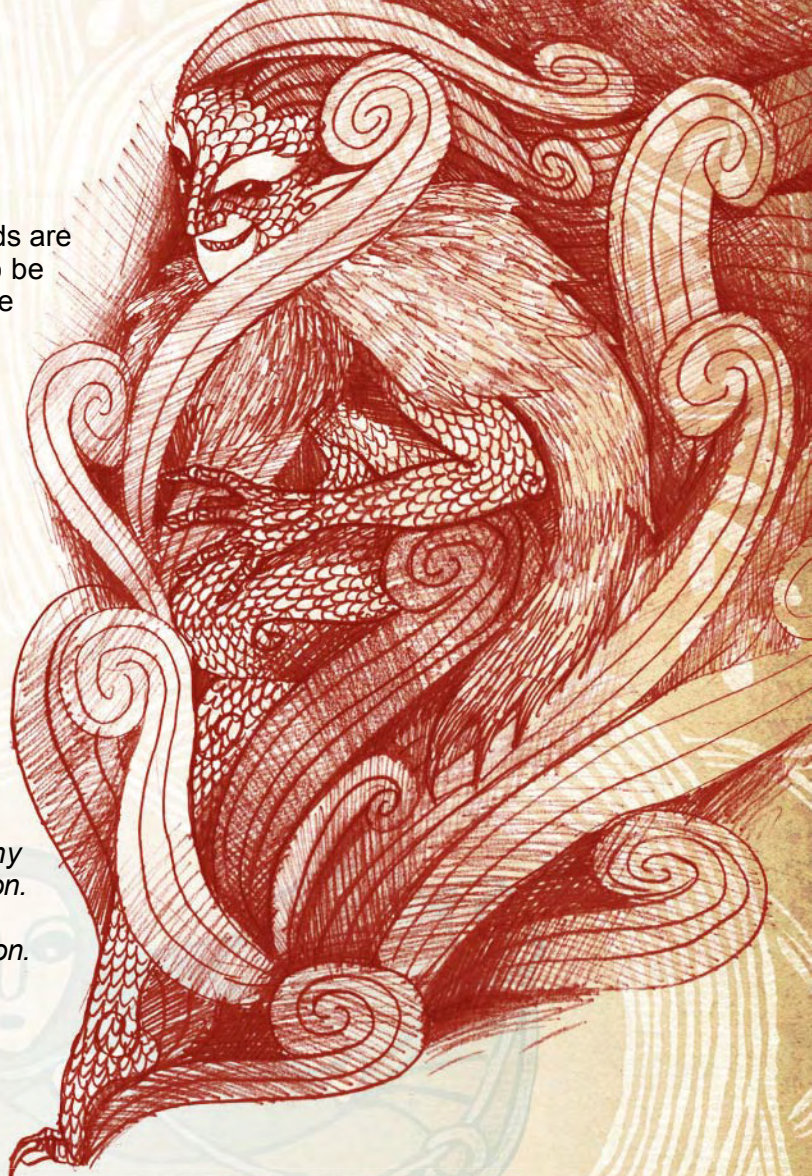
Heralding from their native realm of Nidavellir, Kobolds are very misunderstood creatures who are often said to be dangerous and unpredictable. However, those who take the time to deal with a Kobold with dignity, etiquette, and respect will find in them a very powerful ally.

The Kobold is a capricious being of the fay bloodline. Curious and benevolent at heart, the Kobold is plagued with a short fuse and disdain for anything rude or insulting. One can easily find oneself on the bad side of a Kobold, and it can be a very long and often painful road to make amends.

The Kobold wields great power over illusions, stealth, telekinesis, and shapechange. They are also subterranean dwellers and easily survive in the dark and cold of deep caverns.

Base Powers: *Illusion: out of combat the Kobold may take the visual form of any humanoid of size 2-4. Making any physical contact dispels the illusion. Only beings of lower levels than the Kobold are tricked by the illusion.*

Base Level: 0
Size/Move: 3/3
Equipment Type: Fay



Cleansing Sprint	Catharsis	Trip	Apples of Idun	Beckon Yggdrasil
Repositioning	Cerebral Shroud	Dark Juxtaposition	Power Over Stone	Beckon Niflheim
Transform (Wolf)	Shadow Strike	KOBOLD Active Powers	Power over Wind	Beckon Jotunheim
Run Away Laughing	Mobile Stance	Invoke the Shadows	Power over Fire	Beckon Muspelheim
Shadow Step	Imposing Barrier	Retreating Parry	Soul Shroud	Beckon Svartalfeim

Keen Aptitude	Keen Aptitude	Fueled by the Crowd	Keen Aptitude	Keen Aptitude
Keen Aptitude	Tactical Advantage	Dance Away	Blend into Shadow	Keen Aptitude
Tactician	Agility	KOBOLD Passive Powers	Fleet-Footed	Carried by Blood
Keen Aptitude	Bully	Running Jab	Keen Senses	Alka Mastery
Keen Aptitude	Keen Aptitude	Leaping Striker	Keen Aptitude	Keen Aptitude

Verbal Manipulation	Feather Fingers	Feather Fingers	Feather Fingers	Repair Equipment
Sneak	Verbal Manipulation	Feather Fingers	Repair Equipment	Survival: Wilderness
Sneak	Sneak	KOBOLD Skills	Etiquette	Silent Tongue
Sneak	Negotiation	Escape	Perception	Perform
Negotiation	Escape	Escape	Escape	Perception



MILITARY WARHORSE

Warhorses were becoming increasingly popular with Viking warriors before the onset of Ragnarok.

The innovation of warfare from horseback comes from outer Midgard, from the lands to the south. Since Fimbulwinter has set in, travelling overland, especially by horse, has become a troublesome affair. Even during these cold and dark times, crusaders from the south arrive with their cavalry to spread the Good Word of their White God.

Warhorses are not only trained to carry a warrior into battle, but also to not shy away or panic in battle. Some of the best-trained horses act as an extension of their rider and become fearsome weapons on the battlefield.

Base Powers: Quadruped
Base Level: +3, cannot exceed level 24
Size/Move: 6/12
Equipment Type: Mount

Mobile Stance	Leaping Smash (Lunging Attack) [Amplify Amplify Amplify]	Rapid Recovery
Run Down Crowd (Death Charge) [Amplify Amplify Amplify]	MILITARY WARHORSE	Satisfying Trample (Recuperating Furious Onslaught) [Amplify Amplify Amplify]
Head Bash	Active Powers	Vaulting Smash (Vaulting Attack) [Amplify Amplify Amplify]
	Mauling	

Unarmed Power	Giant Size	Unencumbered Dodger
Hoofs (Fangs)	MILITARY WARHORSE	Die Hard
	Passive Powers	
Might	Giant Size	Fleet Footed

Endurance	Animal Empathy	Endurance
Athletics	MILITARY WARHORSE	Endurance
	Skills	
Perception	Athletics	Endurance



Bull Rush	Lunging Attack	Flanking Attack
Desperation Attack	MUGGER Active Powers	Backstab
Furious Sprint	Versatile Manoeuvre	Cleansing Attack

Unbreakable Body	Mob Mentality	Blood Lust
Desperation	MUGGER Passive Powers	Cornered Ferocity
Favour Offense	Carried by Blood	Pounce

Verbal Manipulation	Intimidate	Lore: Locales
Feather Fingers	MUGGER Skills	Lock Picking
Sneak	Escape	Survival: Urban

Muggers represent lowly humans who have not succeeded in carving out a life during the harsh age of Fimbulwinter: they have lost their trade and perhaps their homes, and have fallen into a survival mode. A mugger begs, steals, lies, and cheats to eke out a pitiful life. They are desperate, which is what makes them dangerous.

Those who show generosity and benevolence towards these downtrodden souls may win their affection and perhaps even their loyalty.

Base Powers: None
Base Level: 0, cannot exceed level 24
Size/Move: 4/4
Equipment Type: Minimal

POLAR BEAR

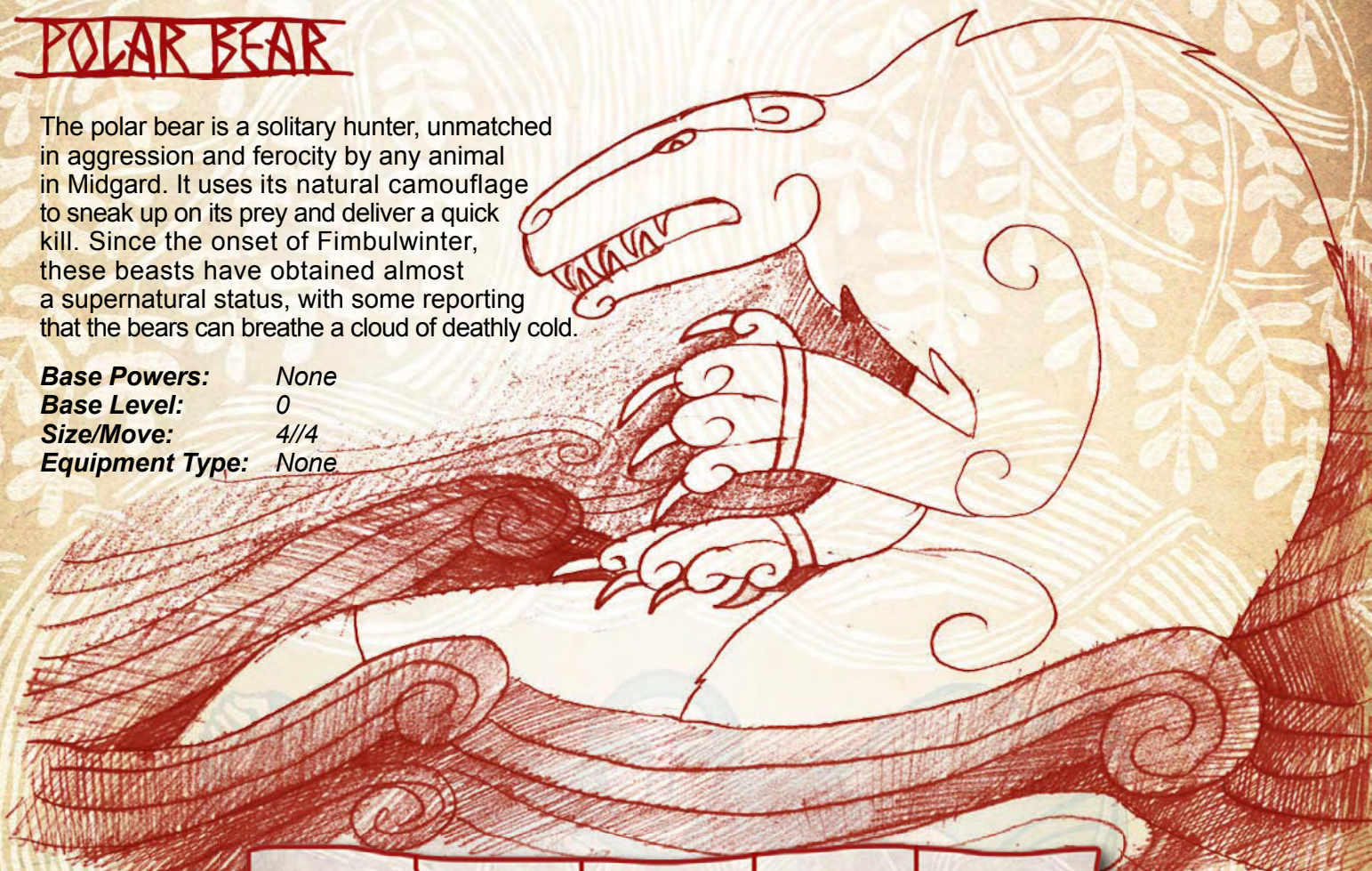
The polar bear is a solitary hunter, unmatched in aggression and ferocity by any animal in Midgard. It uses its natural camouflage to sneak up on its prey and deliver a quick kill. Since the onset of Fimbulwinter, these beasts have obtained almost a supernatural status, with some reporting that the bears can breathe a cloud of deathly cold.

Base Powers: None

Base Level: 0

Size/Move: 4//4

Equipment Type: None



Attack from Above	Cleansing Attack	Aggressive Stance	Predatory Stance	Ice Aura
Whirlwind Attack	Lunging Attack	Mauling	Recuperating Sever Hamstring	Strike Weapon
Power Attack	Feral Pounce	POLAR BEAR Active Powers	Recuperating Wounding Attack	Death Charge
Aggressive Assault	Frost Breath	Thundering Blow	Recuperating Furious Onslaught	Raging Attack
Frost Breath	Regenerating Attak	Unearthly Resilience	Bear's Posture	Enchant Flesh

Keen Aptitude	Keen Aptitude	Die Hard	Keen Aptitude	Keen Aptitude
Keen Aptitude	Unencumbered Dodger	Giant Size	Unarmed Power	Keen Aptitude
Drive Back	Giant Size	POLAR BEAR Passive Powers	Giant Size	Unbreakable Body
Keen Aptitude	Might	Giant Size	Fangs	Keen Aptitude
Keen Aptitude	Keen Aptitude	Brutalize	Keen Aptitude	Keen Aptitude

Hunting/Trapping	Survival: Wilderness	Perception	Survival: Wilderness	Athletics
Endurance	Tracking	Perception	Tracking	Brawling
Intimidate	Intimidate	POLAR BEAR Skills	Intimidate	Intimidate
Hunting/Trapping	Tracking	Perception	Tracking	Athletics
Endurance	Survival: Wilderness	Perception	Survival: Wilderness	Brawling

POLAR KRAKEN

The polar kraken is truly a horror of the high seas. It is aggressive, hungry and capable enough to attack human longships. It is at ease in the depths as it is in as little as ten feet of water, allowing it to attack docks and unsuspecting travellers along shore lines. Prior to Ragnarok, the polar kraken was confined to the seas, but for an unexplainable reason, since the onset of Fimbulwinter, it can now be found in fresh water rivers and lakes. Some speculate that the thrashing of Jormundgand has driven ocean dwelling beasts to madness.

Base Powers: *Tentacles – Attack actions are Amplified 5 times (x5 damage); Waterborne – Must perform Ultimate Sacrifice +1 per minute when out of water*

Base Level: +4

Size/Move: 4/4

Equipment Type: Lair



Regenerating Wounding Attack	Death Charge	Whirlwind Attack	Invoke Rage	Purging Tirade
Aggressive Stance	Snare	Destroyer of Crowds	Rusalki Song	Mask of Mockery
Aggressive Assault	Mauling	POLAR KRAKEN Active Powers	Feral Pounce	Disarming Parry
Wounding Attack	Water Shield	Head Bash	Versatile Manoeuvre	Disarm
Boar's Posture	Cleansing Attack	Satisfying Attack	Cleansing Block	Riposte

Keen Aptitude	Keen Aptitude	Defy the Crowd	Keen Aptitude	Keen Aptitude
Keen Aptitude	Gliding Dodger	Giant Size	Fangs	Keen Aptitude
Unarmed Power	Giant Size	POLAR KRAKEN Passive Powers	Giant Size	Unencumbered Dodger
Keen Aptitude	Superb Swimmer	Giant Size	Might	Keen Aptitude
Keen Aptitude	Keen Aptitude	Thriving in a Crowd	Keen Aptitude	Keen Aptitude

Swim	Perception	Perception	Perception	Escape
Swim	Tracking	Perception	Tracking	Survival: Wilderness
Swim	Swim	POLAR KRAKEN Skills	Survival: Wilderness	Endurance
Swim	Sneak	Navigation	Silent Tongue	Brawling
Swim	Athletics	Brawling	Brawling	Brawling

SEITH ABERRATION

A Seith Aberration is a perversion of an already depraved magic. Seith Aberrations usually appear where there is a high concentration of angry spirits thanks to a spell that gives them enough incentive to pass through the veil and become semi-corporeal. When they coalesce in the tangible world, they appear as a large, vaguely humanoid with disproportionately long appendages. The body looks like a mass of swirling ghosts.

A Seith Aberration cannot be led to anything benevolent or positive: at its core, it is filled with hate and wrath. As such, all of its powers are destructive and undeniably evil.

Base Powers: *Essence of the Ghost; Unarmoured – May never wear any armour*
Base Level: 0
Size/Move: 4/4
Equipment Type: None

Predatory Stance	Wrack {Seith Spell}	Spirit Lance {Seith Spell}	Syphon Soul {Seith Spell}	Conjure Weapon {Seith Spell}
Furious Sprint	Mauling	Channelling {Seith Spell}	Soul Transfer {Seith Spell}	Possess Opponent {Seith Spell}
Head Bash	Feral Pounce	SEITH ABERRATION Active Powers	Nether Touch {Seith Spell}	Invigorate Spirit {Seith Spell}
Soul Barbs {Seith Spell}	Soul Twist {Seith Spell}	Nether Touch {Seith Spell}	Arcane Shield {Seith Spell}	Seith Frenzy
Dark Juxtaposition {Seith Spell}	Soul Shroud {Seith Spell}	Soul Chains {Seith Spell}	Narwhal's Posture	Beckon Niflheim

Keen Aptitude	Keen Aptitude	Spirit Domination	Keen Aptitude	Keen Aptitude
Keen Aptitude	Keen Aptitude	Angered Spirit	Keen Aptitude	Keen Aptitude
Spirit Conduit	Essence of the Ghost	SEITH ABERRATION Passive Powers	Fleet-Footed	Agility
Keen Aptitude	Possessed	Unbreakable Soul	Keen Aptitude	Keen Aptitude
Keen Aptitude	Keen Aptitude	Whisper of Souls	Keen Aptitude	Keen Aptitude

Disguise	Stealth	Intimidate	Endurance	Endurance
Disguise	Stealth	Intimidate	Endurance	Endurance
Commune with the Dead	Commune with the Dead	SEITH ABERRATION Skills	Commune with the Dead	Commune with the Dead
Omens/Portents	Omens/Portents	Intimidate	Commune with the Dead	Commune with the Dead
Perception	Perception	Intimidate	Commune with the Dead	Commune with the Dead

SKUI

Skui (pronounced "skwee") are faerie folk who come from the fay bloodline. Each major realm on the branches of Yggdrasil have a distinct race of Skui. These mischievous creatures delight in the suffering of others. Despite their power, the Skui have never become a realm-wide threat due to their chaotic nature and inability to see beyond the next sadistic pleasure.

FIRE SKUI

This breed of Skui heralds from the fiery realm of Muspelheim and are diminutive faerie folk with bright red and orange wings. Their hair is rust-coloured and their eyes are golden. Their most fearsome power is the ability to make their foes dance uncontrollably. This dance is exhausting and leads to a very premature death in most cases. The more their foes lose control, the more gleeful the Fire Skui become.

Base Powers: Flight; Move +2
Base Level: 0
Size/Move 2/4
Equipment Type: Fay

Armageddon Strike	Cerebral Twist {Spell Song} [Amplify Area Amplify]	Soul Twist {Spell Song} [Amplify Area Amplify]	Retreating Parry	Purge Crippling
Spiritual Abortion	Agonizing Flames (Despoil the Flesh) {Spell Song} [Area Amplify Amplify]	Muspeli Nightmare {Spell Song} [Amplify Amplify Area]	Furious Sprint	Purge Foreign Spirits
Dancing Flames (Howl, Skoll's Victory) {Spell Song} [Amplify Combo Area]	Mesmerizing Flames (Possess Opponent) {Spell Song} [Amplify Maintain Area]	FIRE SKUI Active Powers	Flame's Caress (Apples of Idun) {Spell Song} [Amplify Amplify Area]	Purge Degeneration
Chant of Skuld	Beckon Muspelheim	Fire Aura	Purging Flames (Catharsis) {Spell Song} [Amplify Amplify Area]	Purge Vulnerability
Conjure Troll Illusion	Devour Thought	Power over Fire	Throw Dirt	Shrink

Dance of Autumn	Keen Aptitude	Master of Kennings	Keen Aptitude	Dance of Summer
Keen Aptitude	Alka Mastery	Alabaster Magician	Bestow Faith	Keen Aptitude
Songsmith	Angered Spirit	FIRE SKUL Passive Powers	Companion in Life	Fuelled by the Crowd
Keen Aptitude	Defy the Crowd	Companion of Magic	Fleet-Footed	Keen Aptitude
Dance of Winter	Keen Aptitude	Suave Singer	Keen Aptitude	Dance of Spring

Animal Empathy	Lock-Picking	Endurance	Negotiation	Omens/Portents
Commune with the Dead	Disguise	Escape	Etiquette	Lore: Personas
Drinking/Wenching	Feather Fingers	FIRE SKUL Skills	Lore: Arcana	Perception
Verbal Manipulation	Read and Write	Perform	Sense Motive	Lore: Locales
Rune: Scorn Pole	Perform	Perform	Perform	Sneak



SHADOW SKUI

This breed of Skui heralds from the shadowy realm of Svartalfheim and are diminutive faerie folk with grey and black wings that trail into thin wisps of black smoke. Their hair is rust-coloured and their pupils are jet-black. Their most terrifying power is the ability to devour light. They use their magic to blanket areas in pure darkness, through which they can see normally. Those caught in the darkness become very easy to torment, mutilate, or kill.

Base Powers: *Flight; Move +2*
Base Level: *0*
Size: *2/4*
Equipment Type: *Fay*

Swords to Snakes	Cerebral Shroud	Despoil the Flesh	Cerebral Barbs	Arcane Stance
Precision Attack	Soul Shroud	Invoke the Shadows	Soul Barbs	Purge Crippling
Touch the Essence	Beckon Muspelheim	SHADOW SKUI Active Powers	Beckon Svartalfheim	Purge Blindness
Piercing Attack	Soul Chains	Hamstring	Cerebral Chains	Purge Vulnerability
Carried by Blood	Trip	Apples of Idun	Catharsis	Fleet-Footed

Keen Aptitude	Keen Aptitude	Combat Manoeuvrability	Keen Aptitude	Keen Aptitude
Keen Aptitude	Alka Mastery	Alabaster Magician	Bestow Faith	Keen Aptitude
Bestow Insight	Angered Spirit	SHADOW SKILL Passive Powers	Companion in Life	Fuelled by the Crowd
Keen Aptitude	Defy the Crowd	Companion of Magic	Fleet-Footed	Keen Aptitude
Keen Aptitude	Keen Aptitude	Running Jab	Keen Aptitude	Keen Aptitude

Animal Empathy	Lock-Picking	Endurance	Negotiation	Omens/ Portents
Commune with the Dead	Disguise	Escape	Ettiquette	Lore: Personas
Drinking/ Wenching	Feather Fingers	SHADOW SKILL Skills	Lore: Arcana	Perception
Verbal Manipulation	Read and Write	Sneak	Sense Motive	Lore: Locales
Rune: Scorn Pole	Sneak	Sneak	Sneak	Silent Tongue

TROLL

Trolls are large lumbering brutes who call several realms their home: Jotunheim, Nidavellir, and Vanagard. They turn to indestructible stone in direct sunlight (or other incredibly hot and bright sources). They can only be killed in their “soft” form. The perpetual darkness of Fimbulwinter has given trolls free reign. Their incredible reach, coupled with their penchant for long weapons, allows them to dominate the battlefield against many lesser opponents.

Trolls are masters of nature, since even their largest towns are integrated with the nature around them. They use their keen senses and feral cunning to lay traps and ambush their prey. They are known to build such traps in areas – such as bridges! – where prey is most likely to pass.

Base Powers: None
Base Level: +2
Size/Move: 6/6
Equipment Type: Martial or Lair

Destroyer of Crowds	Reckless Whirlwind Attack	Reckless Thundering Blow	Reckless Power Attack	Beckon Jotunheim
Aggressive Assault	Bear's Posture	Aggressive Stance	Raging Attack	Raging Charge
Satisfying Attack	Troll SMASH (Power Attack) [Amplify Amplify Amplify]	TROLL Active Powers	Cleansing Attack	Howl Hati's Victory
Piercing Attack	Attack from Above	Versatile Combat Manoeuver	Death Charge	Howl, Blood Fang
Lunging Attack	Flying Charge	Desperation Attack	Invoke Rage	Blood-Wolf Form

Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude
Keen Aptitude	Desperation	Might	Brutalize	Keen Aptitude
Keen Aptitude	Giant Size	TROLL Passive Powers	Pounce	Keen Aptitude
Keen Aptitude	Blood Drinker	Bully	Render Helpless	Keen Aptitude
Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude	Keen Aptitude

Lore: Locomotion	Intimidate	Intimidate	Intimidate	Survival: Wilderness
Athletics	Swim	Intimidate	Survival: Wilderness	Hunting/ Trapping
Drinking/ Wenching	Tracking	TROLL Skills	Hunting/ Trapping	Hunting/ Trapping
Brawling	Brawling	Perception	Navigation	Hunting/ Trapping
Brawling	Brawling	Perception	Swim	Repair Equipment





WINTER RUSALKI

Rusalki are beautiful young maiden spirits with alabaster skin and emerald hair who inhabit enchanted waters. They are seasonal creatures whose appearance and personality are governed by the summer and winter cycle. Their beauty is mesmerizing in the summer, but in the winter, they are transformed in appearance into the epitome of terror. Their personality also shifts from friendly and benevolent, to xenophobic and vicious. Since the onset of perpetual night and winter, their disposition has degenerated into psychotic rage.

Rusalki prefer to set ambushes in deep water, where they may put their prey at a disadvantage while enjoying superiority in their natural element. They do not use weapons or armour, preferring to use magic and their powerful bodies.

Base Powers: *Waterborne – Must perform Ultimate Sacrifice +1 per minute when out of water*
Base Level: 0
Size/Move: 5/5
Equipment Type: *Lair*

Song of Winter (Howl, Skoll's Victory) {Spell Song} [Amplify Combo Maintain]	Devour Thought	Soul Twist	Song of Gnashing Teeth (Night of the Long Knives) {Spell Song} [Amplify Combo Maintain]	Chant of Skuld
Enchant Flesh	Head Bash	Rusalki Song	Water Shield	Apples of Idun
Mauling	Feral Pounce	WINTER RUSALKI Active Powers	Visage of Horrors	Purging Tirade
Life Overwhelming	Goad	Insulting Parry	Mask of Mockery	Run Away Laughing
Sly Stance	Perfect Parry	Evasive Manoeuver	Fish Posture (Boar's Posture) [Amplify Amplify Maintain]	Invoke Rage

Taunter's Finesse	Keen Aptitude	Unarmed Power	Keen Aptitude	Taunter's Boon
Keen Aptitude	Gliding Dodger	Superb Swimmer	Songsmith	Keen Aptitude
Might	Fangs	WINTER RUSALKI Passive Powers	Carried by Song	Suave Singer
Keen Aptitude	Unencumbered Dodger	Die Hard	Master of Kennings	Keen Aptitude
Dance of Winter	Keen Aptitude	Warrior of Song	Keen Aptitude	Incite Strife

Verbal Manipulation	Verbal Manipulation	Intimidate	Athletics	Athletics
Swim	Perception	Perception	Athletics	Survival: Wilderness
Swim	Swim	WINTER RUSALKI Skills	Survival: Wilderness	Survival: Wilderness
Swim	Endurance	Perform	Perform	Perform
Escape	Lore: Arcana	Lore: Locales	Lore: Personas	Perform



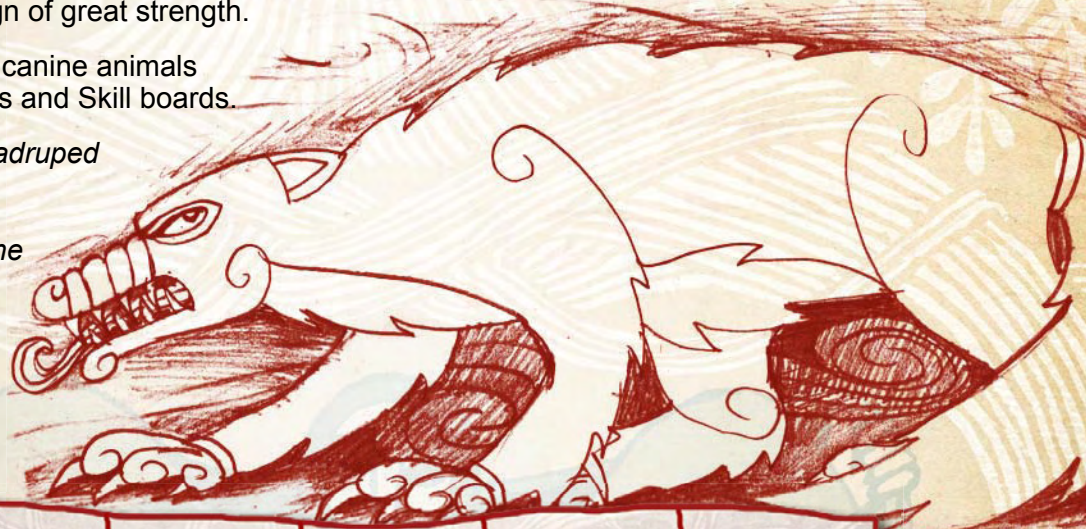
WOLF

The wolves of Midgard have grown powerful, numerous, and murderous since the coming of Ragnarok. As if sensing the victory of the celestial wolves Skoll and Hati, common wolves of the Arctic North have been squeezing humans out of the wild. More brazen, they work in packs to attack them in ever-great numbers. Despite the cold and snow, and while most other animals are heading towards extinction, it appears that wolves have grown larger and stronger in the last few years.

Wolves use their keen senses to ambush their prey. Using superior numbers, speed and their vicious bite, they usually find a good meal. In some cultures, defeating a wolf in single combat, or even taming one to have as a thane, is a sign of great strength.

Hunting dogs and other canine animals can use the Wolf Powers and Skill boards.

Base Powers: Quadruped
Base Level: +1
Size/Move: 4/8
Equipment Type: None

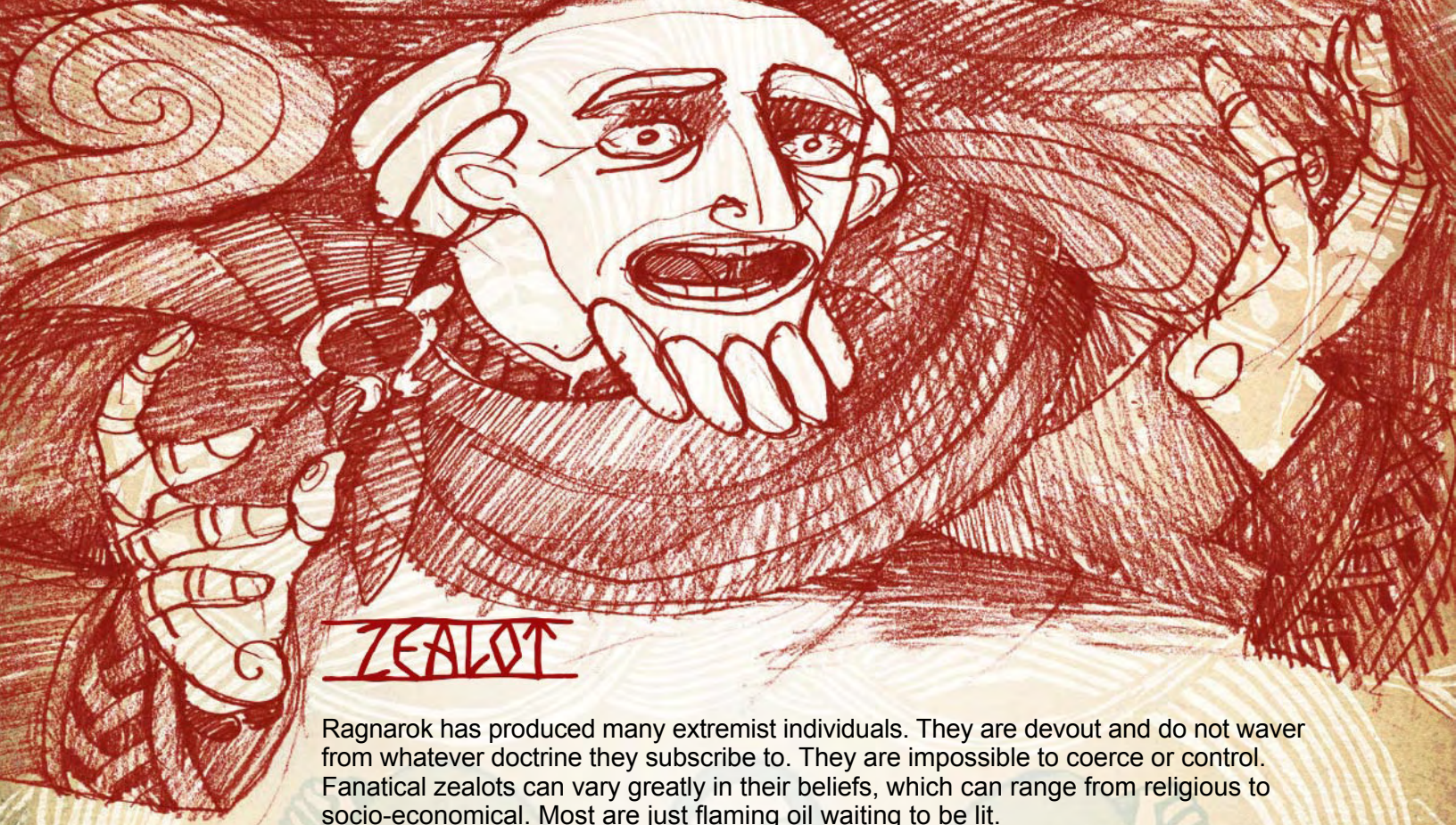


Predatory Stance	Taste Flesh (Precision Attack) [Amplify Amplify Amplify]	Eviscerate (Mauling) [Amplify Amplify Amplify]	Flying Maw (Leaping Attack) [Amplify Amplify Amplify]	Furious Sprint
Mighty Bite (Power Attack) [Amplify Amplify Amplify]	Howl, Blood Fang	Head-Bash	Howl, Rally the Pack	Cleansing Sprint
Darting Fangs (Death Charge) [Amplify Amplify Amplify]	Feral Pounce	WOLF Active Powers	Mauling	Cleansing Block
Retreating Parry	Snare	Lunging Bite (Lunging Attack) [Amplify Amplify Amplify]	Run Away Laughing	Blood Drinker (Cleansing Attack) [Amplify Amplify Amplify]
Lacerating Bite (Wounding Attack) [Amplify Amplify Amplify]	Aggressive Stance	Snarling Pounce (Aggressive Assault) [Amplify Amplify Amplify]	Rear Strike (Backstab) [Amplify Amplify Amplify]	Wolfen Pack Attack (Flanking Attack) [Amplify Amplify Amplify]

Keen Aptitude	Cornered Ferocity	Keen Senses	Constitution	Keen Aptitude
Desperation	Mob Mentality	Agility	Leaping Striker	Companion in Death
Might	Fangs	WOLF Passive Powers	Brutalize	Bully
Unarmed Power	Unencumbered Dodger	Blood Drinker	Giant Size	Combat Awareness
Keen Aptitude	Running Jab	Blood Lust	Carried by Blood	Keen Aptitude

Hunting/ Trapping	Survival: Wilderness	Perception	Survival: Wilderness	Athletics
Endurance	Tracking	Perception	Tracking	Brawling
Intimidate	Intimidate	WOLF Skills	Intimidate	Intimidate
Hunting/ Trapping	Tracking	Perception	Tracking	Athletics
Endurance	Survival: Wilderness	Perception	Survival: Wilderness	Brawling





ZEALOT

Ragnarok has produced many extremist individuals. They are devout and do not waver from whatever doctrine they subscribe to. They are impossible to coerce or control. Fanatical zealots can vary greatly in their beliefs, which can range from religious to socio-economical. Most are just flaming oil waiting to be lit.

Base Powers: None
Base Level: 0
Size/Move: 4/4
Equipment Type: Minimal

Invigorate Spirit	Incite the Mob (Howl, Rally the Pack) [Amplify Amplify Amplify]	Cleansing Attack	Cleansing Block	Beckon Yggdrasil
Divine Aura (Catharsis) [Amplify Area Amplify]	Backstab	Lunging Attack	Superior Parry	Reckless Power Attack
Beckon Yggdrasil	Catharsis	ZEALOT Active Powers	Perfect Parry	Power Attack
Touch of the Divine (Catharsis) [Amplify Amplify Amplify]	Night of the Long Knives	Satisfying Attack	Rapid Recovery	Devour Thought
Life Overwhelming	Rapid Recovery	Touch the Essence	Roll into Position	Beckon Niflheim

Work in Concert	Quick Draw	Bestow Illumination	Frenzy	Furious Cohort
Price of Progress	Bestow Conviction	Mob Mentality	Bestow Wisdom	Enter Rage
Constitution	Tactical Advantage	ZEALOT Passive Powers	Desperation	Blood Lust
Fellowship of the White Hare	Fellowship of the Magic Eye	Companion in Death	Fellowship of the Silver Shields	Fellowship of Hel's Icy Hand
Spirit Warrior	Companion in War	Companion in Life	Companion in Destiny	Cerebral Warrior

Lore: Arcana	Lore: Locales	Lore: Personas	Lore: Personas	Lore: Personas
Brawling	Sense Motive	Feather Fingers	Sense Motive	Lore: Personas
Intimidate	Intimidate	ZEALOT Skills	Survival: Urban	Rune: Scorn Pole
Endurance	Perception	Omens/ Portents	Verbal Manipulation	Escape
Commune with the Dead	Omens/ Portents	Omens/ Portents	Omens/ Portents	Commune with the Dead



ACTIVE POWERS

This section lists all of the Active powers used by both the dwellers and the denizens. They are broken down as follows:

NAME OF POWER

Metas:	[Physical Meta Effect Mental Meta Effect Spiritual Meta Effect]
Type:	{Type of Active power}
Description:	The visual description of the Active power's effect.
Combat Effect:	The effect while in combat.
Out-of-Combat Effect:	The effect of using the Active power outside combat. The Norn will judge the amplitude of the effect and the duration in given situations. In general, when the power affects a living sentient target, those with a lower level will experience the full effect, those with the same level will experience a half-effect, and those with a higher level will experience a quarter of the effect to none at all.

Note: Manoeuvres that involve Attack actions can be performed with both Reach or Ranged weapons unless otherwise specified.

Note: All effects have a range of touch (adjacent) unless otherwise specified.

Note: Some effects do not state the intended recipient (such as "Heal +1"): by default, the effect applies to allies (one target, either on one self, or any allies within range).

ACIDIC SPITTLE

Metas:	[Maintain Maintain Maintain]
Type:	{Shapechange}
Description:	Cause a recipient's spit become acidic making it a viable attack form. The recipient can use the spittle as an unarmed Attack action, substituting it instead of whatever attack form they were using before. The acid also damages the recipient of this spell as it begins to eat away at their mouth.
Combat Effect:	Attack actions can use the spittle attack instead of any other forms of attack. Deal DF: 5 with a Range: 1 and apply the Degeneration condition with +1 Intensity [Counter: P]. The recipient of the spell also gains +1 Intensity in the Degeneration condition every Upkeep phase.
Out-of-Combat Effect:	The spell recipient's saliva turns into a very caustic substance, burning through one inch of iron per minute of exposure. It is much less effective on other substances (flesh, stone, glass, etc...).

AGGRESSIVE ASSAULT

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Unleash a flurry of powerful blows to push your opponent back.
Combat Effect: Perform a Weak Attack action with a +1 P damage bonus and push an opponent back by 2 hexes (10'). The opponent can counter the push effect by playing a P rune for every 1 hex (5') of the effect they wish to counter.
Out-of-Combat Effect: Make a weapon strike with great precision.

AGGRESSIVE STANCE

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: Greater damage is inflicted on your foes as you take a combat stance.
Combat Effect: Whenever you perform an Attack action, it pushes your opponent back 1 hex (5'). The victim can play a P rune to counter the push. If the push is not countered, then the attacker can immediately perform a Minor Sacrifice +1 to move into the hex that the victim vacated.
Out-of-Combat Effect: Avoid some tense situations by taking a very aggressive stance that may intimidate others into non-confrontation.

ANALYTICAL FORTRESS STANCE

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: Take a stance that provides defence against Mental attacks.
Combat Effect: Gain a PF bonus +1 M with a Minor Sacrifice +1.
Out-of-Combat Effect: Mask your expressions and thoughts from someone trying to scrutinize your body language.

ANALYTICAL POWER STANCE

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: Take a stance that augments Mental attack forms.
Combat Effect: Deal +1 extra M damage when dealing M damage.
Out-of-Combat Effect: You are relentless and unforgiving and a master strategist when playing cerebral games such as Hnefatafl.

APPLES OF IDUN

Metas: [Amplify Area Maintain]
Type: {Spell}
Description: This spell envelopes the recipients in sparkling lights.
Combat Effect: This spell generates a revitalizing dweomer that Heals +4 immediately and Heals +4 at the next Move action.
Out-of-Combat Effect: Heal someone of their wounds.

ARCANES SHIELD

Metas: [Multi Maintain Amplify]

Type: {Spell}

Description: Create a shimmering dome around you or an ally that protects from the next attack.

Combat Effect: Gain PF +2 P, PF +1 S, and PF +1 M against the next attack (once per combat round if Maintained).

Out-of-Combat Effect: Create consecrated space (15' in diameter) where lost spirits can not enter. The ritual takes 1 hour of preparation and works as long as those within the consecrated space do no harm.

ARCANES STANCE

Metas: [Amplify Amplify Amplify]

Type: {Stance}

Description: Withdraw your mind from the battlefield for a moment to allow yourself to centre and focus your magical effects.

Combat Effect: Perform a Major Sacrifice +1, and receive a +2 Focus bonus.

Out-of-Combat Effect: When you need absolute concentration, you can enter a trance that pushes away all extraneous noise and distraction.

ARMAGEDDON STRIKE

Metas: [Amplify Multi Weapon]

Type: {Manoeuvre}

Description: Use the torment your are suffering to channel that anguish into your attack.

Combat Effect: Perform an Attack action with both a +2 damage bonus and a +4 Pierce bonus per rune in the Drain pile.

Out-of-Combat Effect: When performing physical skill checks, the dweller gains a +1 bonus if they have any runes in Drain.

ATTACK FROM ABOVE

Metas: [Amplify Multi Weapon]

Type: {Manoeuvre}

Description: Take advantage of higher ground. Whether attacking from a mount, or a higher vantage point, or just being larger than the opponent, you deal a more devastating blow.

Combat Effect: If attacking from higher ground (attacker's size is greater than opponent's, standing on higher terrain, attacking on a mount granting a higher vantage point, etc...), perform an Attack action with a +3 P damage bonus.

Out-of-Combat Effect: You are especially proficient on a mount. You can perform more complex tasks while riding your mount.

AURA AUGURY

Metas: [Range Amplify Range]
Type: {Spell}
Description: See someone as they are, and read them like an open book. To your eyes, their talents hang off them like garlands.
Combat Effect: This spell reveals 1 random Active power from a designated target. This power can be replaced for the remainder of combat with the revealed power. The rune bound to this power becomes bound to the chosen power and acquires all aspects of the power including the meta tags. If this power reveals more than 1 random power through the use of an Amplify meta, the one to clone can be chosen.
Out-of-Combat Effect: Gain the ability to read someone's aura, revealing their greatest talent to you.

BACKSTAB

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: You know how to take advantage of an unsuspecting victim.
Combat Effect: If attacking from behind (opponent's rear-facing side), perform an Attack action with a +3 P damage bonus.
Out-of-Combat Effect: Dealing a blow from behind to a victim's uncovered head with no helmet is most assuredly a knockout (victim must be of equal or lower level).

BEAR'S POSTURE

Metas: [Maintain Amplify Maintain]
Type: {Manoeuvre}
Description: Change your demeanour to emulate that of the sacred bear. You gain the increased ability to shake off attacks.
Combat Effect: Gain a +1 PF.
Out-of-Combat Effect: You sense when someone is plotting against you (you get an omen that you must discern).

BEKKON JOTUNHEIM

Metas: [Amplify Amplify Amplify]
Type: {Alka Spell}
Description: The spell thins the barrier between Jotunheim and the realm you are in. The designated area is instantly caught in a blizzard of snow and ice. This spell cannot be used if already in Jotunheim.
Combat Effect: Create an Alka of 4 hexes that induces the Degeneration condition with +1 Intensity [Counter: P] and the Impeded condition with a +1 Intensity [Counter: P].
Out-of-Combat Effect: Create a very slight thinning between worlds, creating a 10' x 10' x 10' rough block of ice. This can be used as a bridge or a barrier. Only one such block can exist at a time. The block cannot be created over any matter (living or unloving).

BEKKON MUSPELHEIM

Metas: [Amplify Amplify Amplify]
Type: {Alka Spell}
Description: The spell thins the barrier between Muspelheim and the realm you are in. The designated area erupts in geysers of magma and blinding toxic sulphurous steam. This spell cannot be used if already in Muspelheim.
Combat Effect: Create an Alka of 4 hexes that induces the Degeneration condition with +1 Intensity [Counter: P] and the Blind condition with a +1 Intensity [Counter: P].
Out-of-Combat Effect: Create a very slight thinning between worlds, creating a 1,000-cubic-foot area of light and warmth.

BEKKON NIFLHEIM

Metas: [Amplify Amplify Amplify]
Type: {Alka Spell}
Description: The spell thins the barrier between Niflheim and the realm you are in. The designated area starts to suck souls through the veil.
Combat Effect: Create an Alka of 4 hexes that deals 4 damage.
Out-of-Combat Effect: Create an area of up to 20' in diameter within which no native denizens of Niflheim can enter. This zone is nullified if any action (physical or magical) crosses over the barrier limits.

BEKKON SVARTALFHEIM

Metas: [Amplify Amplify Amplify]
Type: {Alka Spell}
Description: The spell thins the barrier between Svartalfheim and the realm you are in. The designated area suddenly plunges into darkness, engulfing all light that comes into contact with it. This spell cannot be used if already in Svartalfheim.
Combat Effect: Create an Alka of 4 hexes that induces the Blind condition with +1 Intensity [Counter: P] and the area covered with the Alka blocks all line of sight (no ranged attacks can shoot in, out, or through it).
Out-of-Combat Effect: Create a very slight thinning between worlds, creating a 6,000-cubic-foot area in which light intensity is reduced by 75%.

BEKKON YGGDRASIL

Metas: [Amplify Amplify Amplify]
Type: {Alka Spell}
Description: The spell thins the barrier between the cosmic tree Yggdrasil and the realm you are in. The designated area is instantly caught in swirling cosmic energy that sticks to any who pass through it, altering their presence. This spell cannot be used if are already on the cosmic tree.
Combat Effect: Create an Alka of 4 hexes that induces the Aura condition with +1 Intensity and the Shroud condition with a +1 Intensity.
Out-of-Combat Effect: Gain insight into how the cosmic ash is faring. You can gaze upon the health of the world-tree and get glimpses of earth-shattering events that may be occurring on one of the worlds that hangs on its branches or roots.

BLOOD-WOLF FORM

Metas: [Maintain Maintain Maintain]
Type: {Shapechange}
Description: You howl and in seconds your body shape changes into a giant wolf (the size of a horse). Anything inanimate you wear and carry becomes part of the new shape.
Combat Effect: Shapechange into a giant blood-wolf. You lose your weapons and armour (absorbed into new form) but gain: size +2; Quadruped Move 12; PF +2 P; Attack actions are a "blood-drinker bite" that deals +3 P damage and self-heal +2. All Passive and Active powers remain unchanged (Passive powers have to be applied to new attributes).
Out-of-Combat Effect: Switch into wolf form whenever you need to.

BOAR'S POSTURE

Metas: [Maintain Amplify Maintain]
Type: {Manoeuvre}
Description: Change your combat demeanour to facilitate the mitigation of all damage. Emulate the mythic creature that is held in high regard by even the gods and Jotuns.
Combat Effect: Perform a Minor Sacrifice +2 to gain a +1 Evade bonus.
Out-of-Combat Effect: You can sense if your friends are in danger. If they are, regardless of distance, you are visited by an omen you must decrypt.

BONE SNAPPER

Metas: [Range Area Amplify]
Type: {Spell}
Description: Apply a great and painful force to the victim's bones, breaking larger ones and pulverizing smaller ones.
Combat Effect: Deal 4 P damage and ignore 8 Defence.
Out-of-Combat Effect: You have the ability to fracture a bone that you touch.

BULL RUSH

Metas: [Amplify Amplify Amplify]
Type: {Manoeuvre}
Description: Run at someone to push them backwards.
Combat Effect: Perform a Move action and push an opponent back by 2 hexes (10'). The opponent may counter the push effect by playing a P rune per 1 hex (5') of the effect they wish to counter.
Out-of-Combat Effect: Throw your weight at someone or something, moving them, or bowling them over.

CATHARSIS

Metas: [Range Area Amplify]
Type: {Spell}
Description: Heal and cleanse someone.
Combat Effect: Heal +4 and reduce a condition Intensity by 1.
Out-of-Combat Effect: Cure most poisons and diseases with this spell.

CEREBRAL BARBS

Metas: [Range Area Amplify]
Type: {Spell}
Description: Every thought passing through your victim's mind causes agonizing pain, distracting and detaching them from their surroundings.
Combat Effect: Deal 2 M damage and apply the Vulnerable condition with a +1 Intensity [Counter: M].
Out-of-Combat Effect: Detect someone else's surface thoughts and determine if vengeance is present.

CEREBRAL CHAINS

Metas: [Range Area Amplify]
Type: {Spell}
Description: Inject the victim's mind with illusions of being trapped or snared by the world around him/her, making your victim's responses slower.
Combat Effect: Deal 2 M damage and apply the Impeded condition with a +1 Intensity [Counter: M].
Out-of-Combat Effect: You can detect someone else's surface thoughts for the presence of lust.

CEREBRAL SHROUD

Metas: [Range Area Amplify]
Type: {Spell}
Description: Replace your victim's thoughts with other ones, denying your victim a clear perception of the world around him/her.
Combat Effect: Deal 2 M damage and apply the Blind condition with a +1 Intensity [Counter: M].
Out-of-Combat Effect: Detect someone else's surface thoughts for the presence of sloth.

CEREBRAL TWIST

Metas: [Range Area Amplify]
Type: {Spell}
Description: Dredge up painful memories in the victim's mind. These memories cause a prolonged pain that affects the body, mind, and soul.
Combat Effect: Deal 2 M damage and apply the Degeneration condition with a +1 Intensity [Counter: M].
Out-of-Combat Effect: Detect someone else's surface thoughts for the presence of fear.

CHANNELING

Metas: [Range Range Amplify]
Type: {Spell}
Description: Transfer a condition to someone else.
Combat Effect: Reduce the intensity of a condition on yourself, and apply the same condition with an intensity of +1 on another combatant. If the combatant chooses to resist, they can counter the effect by playing a Spiritual rune.
Out-of-Combat Effect: You can offload a social burden from yourself onto another. You dweomer spins a tale of how another is guilty of your crimes.

CHANT OF SKULD

Metas: [Range Area Amplify]
Type: {Interrupt}
Description: The chant reaches the ear of a powerful Norn, granting insight at a personal cost.
Combat Effect: Pay a Minor Sacrifice +2 and have the recipient of the spell immediately Wyrd 1 rune.
Out-of-Combat Effect: Get intimations of the future: once per day you receive an omen.

CLEANSING ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Purify your body by transferring life-force energy from your victim to yourself.
Combat Effect: Perform a Weak Attack action, Heal yourself or an adjacent ally by +1 and reduce the Intensity of a condition by 1.
Out-of-Combat Effect: Ease your own malaise by applying suffering unto another being.

CLEANSING BLOCK

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: Through the trial of blocking an incoming attack, you purify your body, mind, and soul.
Combat Effect: Perform a Weak Defend action with a +1 Parry bonus and reduce the intensity of a condition that afflicted you by 1.
Out-of-Combat Effect: You have an innate sense of danger that gives you a split-second of reaction time before an imminent threat.

CLEANSING SPRINT

Metas: [Amplify Amplify Amplify]
Type: {Manoeuvre}
Description: Run and shed a taint that has afflicted you.
Combat Effect: Perform a Move action and reduce the Intensity of a condition that afflicted you by 1.
Out-of-Combat Effect: You know how to purge and purify your body. This is useful when performing sacred ceremonies such as weddings and funerals.

CONJURE TROLL ILLUSION

Metas: [Maintain Amplify Range]
Type: {Gate}
Description: Your spell manifests an impeccably realistic troll illusion that materializes next to you.
Combat Effect: Gate a troll (level +6) that fights for you (you control its actions).
Out-of-Combat Effect: You can create small illusions of scary monsters that rustle under a bed or behind a door to cause a fright.

CONJURE WEAPON

Metas:	[Maintain Maintain Maintain]
Type:	{Spell}
Description:	You create a weapon made of wood or stone from nothing. The quality of the weapon is based on your Trait.
Combat Effect:	Create a weapon that has DF equal to your Spiritual Trait (deals damage by default), Reach equal to your Mental Trait (minimum of 1) and Parry equal to your Physical Trait. The size of the weapon is equal to the Reach of the weapon and, regardless of size, can be equipped and successfully wielded using any rune. The damage can be converted to Spiritual or Mental, to do so upon casting the spell, the caster performs a Ultimate Sacrifice +1 and then halves the DF of the weapon.
Out-of-Combat Effect:	Create a weapon out of thin air.

CROSS-ARCHETYPE ACTIVE POWERS

Metas:	N/A
Type:	N/A
Description:	Gain access to another archetype's Active board and choose 1 Active power. Follow dweller creation rules for unlocking powers starting at the centre of the board. You now have access to that board and can choose powers on it when you level up.
Combat Effect:	N/A
Out-of-Combat Effect:	N/A

DARK JUXTAPOSITION

Metas:	[Range Amplify Maintain]
Type:	{Spell}
Description:	Exchange your position with someone else's in range of the effect. Once the positions are exchanged, an illusory phantasm that looks like you emerges from your body. Opponents may get confused and attack it instead of you. Unless the effect is Maintained, you and the combatant you exchanged positions with return to your original locations at the end of the combat round.
Combat Effect:	Exchange places with someone adjacent to you (unwilling subjects can play a Spiritual rune to counter this effect) and create an illusory double phantasm (33% chance that an opponent's blow strikes the phantasm instead of you). If a phantasm is struck, damage is negated and the phantasm dissipates. During Clean-Up phase, both effects cease unless Maintained (this performs a second exchange with same person).
Out-of-Combat Effect:	Switch the location of two objects with each other; both objects need to be within 3' of you.

DEATH CHARGE

Metas:	[Amplify Amplify Weapon]
Type:	{Manoeuvre}
Description:	You charge through your opponents, attacking them as you do so.
Combat Effect:	Perform a Move action with a +2 bonus, you can pass through opponents (move through their hexes). If you are wielding a melee weapon, are larger than the opponent, and have not attacked this opponent during this combat round, you can perform a Weak Attack action with a +1 bonus on each opponent you pass through. You cannot end your movement in the same hex as another combatant.
Out-of-Combat Effect:	You are especially talented in repetitive tasks. You are faster and more efficient at such tasks.

DEFENSIVE STANCE

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: You get into a combat stance to avoid incoming blows.
Combat Effect: You gain a PF +1 P.
Out-of-Combat Effect: Avoid minor Physical damage by rolling with the blow in most cases.

DESPERATION ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Your adrenaline is pumping as you suffer from grievous wounds. The attack fuels a desperation that is used in a mighty attack.
Combat Effect: If Bloodied, perform an Attack action with a +4 P damage bonus.
Out-of-Combat Effect: The pain can be channelled to achieve greater success.

DESPOIL THE FLESH

Metas: [Range Area Amplify]
Type: {Spell}
Description: Cause your victim to sicken with a vile necrosis that makes them vulnerable to all types of injury and influence. The magic also works to force the opponent's soul into subservience.
Combat Effect: Inflict +1 Intensity for both Vulnerability [Counter: S] and Possession [Counter: S] on an opponent.
Out-of-Combat Effect: This spell weakens a victim's resolve. The victim forfeits one skill success when performing an opposed skill check.

DESTROYER OF CROWDS

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Being thoroughly surrounded gives you an edge as you use all the bodies and weapons around you as lethal weapons against a foe.
Combat Effect: Perform an Attack action with a +1 P damage bonus per two adjacent foes.
Out-of-Combat Effect: You are particularly adept at moving through thick crowds, retaining the ability to move at full speed.

DEVOUR THOUGHT

Metas: [Range Area Amplify]
Type: {Spell}
Description: The spell effect pierces your victim's mind, causing excruciating pain as their thoughts are torn asunder. At the same time, you are healed by these thoughts, which replenish your mind.
Combat Effect: Deal 2 M damage and Heal +4.
Out-of-Combat Effect: Make someone lose their train of thought.

DISARM

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Focus your attack on an opponent's weapon, making them drop it.
Combat Effect: Perform a Weak Attack action and disarm your opponent's weapon. You can direct its fall to one of the hexes adjacent to your foe. The victim can counter the disarming by playing a Physical rune.
Out-of-Combat Effect: Gain insight on how to knock objects over with little effort or force.

DISARMING PARRY

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: Parry an incoming blow and disarm the one-handed melee weapon that is striking you.
Combat Effect: Perform a Defend action and disarm your opponent's one-handed weapon. You can direct its fall to one of the hexes adjacent to your foe. The victim can counter the disarming by playing a Physical rune.
Out-of-Combat Effect: You have an uncanny skill at striking and may be able to catch fast-moving objects.

DRAIN LIFE

Metas: [Range Area Amplify]
Type: {Spell}
Description: Suck the vigour and youth out of your victim with painful decrepitude. At the same time, the rushing funnel heals you by replenishing your spirit.
Combat Effect: Deal 4 P damage and Heal +4.
Out-of-Combat Effect: Cause someone to experience an amplification of the effects of age (creaking joints, weaker back, etc...).

ENCHANT FLESH

Metas: [Maintain Amplify Area]
Type: {Spell}
Description: Your skin takes on the sheen of a hard substance such as wood or iron. You infuse yourself or an ally with heightened protection against one attack this combat round.
Combat Effect: Gain a PF +2 P and Parry +4. All of these effects can be triggered together once per combat round as an {Interrupt} effect (combatant's choice).
Out-of-Combat Effect: Boost your physical resilience to toxic substances for a short period (smoke, mushroom poison, etc...).

EVASIVE MANOEUVRE

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: You are adept at avoiding Mental, Spiritual and especially Physical damage.
Combat Effect: Perform a Weak Defend action with a +1 Parry bonus and a +1 Evade bonus.
Out-of-Combat Effect: You have a sixth sense (you receive an omen) when it comes to detecting someone who intends to mentally or spiritually harm you.

EYE RAKE

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Aim your blow to the head of your foe, attempting to damage their eyes or ears.
Combat Effect: Perform a Weak Attack action with a +1 P damage bonus and apply the Blind condition with a +1 Intensity. The victim can counter the Blind condition intensification by playing a Physical rune.
Out-of-Combat Effect: You understand the perils of losing your sight and hearing. You have an uncanny reflex to protect yourself against anything that can suddenly assail your senses.

FERAL POUNCE

Metas: [Amplify Multi Amplify]
Type: {Manoeuvre}
Description: You dismiss armour and weapons, preferring to hone your natural combat prowess.
Combat Effect: If you do not wear armour and do not wield weapons, you can perform a Weak Move action followed by an unarmed Attack action with a +1 damage bonus for every 5 dweller/denizen levels.
Out-of-Combat Effect: You are at one with nature. Any skill checks involving elements of nature or wild animals receives a bonus +1 skill success.

FIRE AURA

Metas: [Amplify Amplify Amplify]
Type: {Spell}
Description: You are enveloped in an aura of fire. This fire is very detrimental to those around you but does not hurt you or your carried equipment.
Combat Effect: Gain the Aura condition with +1 Intensity and deal 4 P damage to an adjacent foe.
Out-of-Combat Effect: Envelop your skin in a shell of flickering flames, illuminating a 30'-radius around you.

FLANKING ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Gain a benefit when attacking if your victim is being threatened by another combatant.
Combat Effect: Perform an Attack action and gain a +3 damage bonus if someone else has already attacked your victim this combat round.
Out-of-Combat Effect: Gain an additional +1 rank in a skill when someone else is also performing a skill check for the same event, and you have at least 1 rank in the skill and the other person has a higher rank than you.

FLYING CHARGE

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: You perfectly balance mobility and aggression by striking in one location while starting or ending up in another.
Combat Effect: Perform a Move action and a Weak Attack action with a +1 P damage bonus (in any order).
Out-of-Combat Effect: You are especially adept at pouncing, allowing you to ambush and catch small prey (such as fish) barehanded.

FORMULATING ATTACK

- Metas:** [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: You study all of the combatants and, using an attack, move into a superior position for the next exchange.
Combat Effect: Perform a Weak Attack action with a +1 P damage bonus and shift +/-1 position in Initiative. This does not affect the rest of your current Action phase or provide another Action phase in this combat round.
Out-of-Combat Effect: You have the uncanny ability to know when to speak in a social situation to gain an advantage over others.

FROST BREATH

- Metas:** [Amplify Area Amplify]
Type: {Spell}
Description: The spell blasts an area around you in extreme cold as you exhale your next breath.
Combat Effect: Deal +4 P damage and apply the Impeded condition with Intensity +1 [Counter: P].
Out-of-Combat Effect: You can exhale pure cold, allowing you to freeze liquids, including small amounts of alcohol (mead).

FURIOUS ONSLAUGHT

- Metas:** [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: You try to put your opponent off-balance, allowing subsequent attacks to get through without much of a defence.
Combat Effect: Perform a Weak Attack action with a +1 P damage bonus and apply the Vulnerable condition with a +1 Intensity. The victim can counter the Vulnerable condition intensification by playing a Physical rune.
Out-of-Combat Effect: You have a calculating mind that allows you to see how to inflict vulnerabilities on those who seem impervious.

FURIOUS SPRINT

- Metas:** [Amplify Amplify Amplify]
Type: {Manoeuvre}
Description: Run at breakneck speed.
Combat Effect: Perform a Move action with a +4 bonus.
Out-of-Combat Effect: Burst into sprints for short periods, with greater speed than normally possible.

GATE BONES

- Metas:** [Maintain Amplify Range]
Type: {Gate}
Description: Your spell manifests a black skeleton that tears out of the ground next to you.
Combat Effect: Gate a black skeleton (level +6) that fights for you (you control its actions).
Out-of-Combat Effect: Animate a pile of bones as a servant.

GATE SEITH ABERRATION

Metas: [Maintain Amplify Range]
Type: {Gate}
Description: Your spell manifests a swirling storm of spirits that coalesces into a semi-corporeal humanoid form.
Combat Effect: Gate a Seith Aberration (level +6) that fights for you (you control its actions).
Out-of-Combat Effect: Your rank in the skill Commune with the Dead is increased by 1.

GOAD

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: The attacker aims the blow to create a humiliating influence on his foe.
Combat Effect: Perform a Weak Attack action with a +1 P damage bonus and apply the Taunt condition with a +1 Intensity on yourself.
Out-of-Combat Effect: You can get someone's attention from across the room. Simply by using some facial expressions and simple gestures you can intrigue them enough for to get them to come over and see you.

HAMSTRING

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: The attacker aims the blow to the legs, attempting to slow and cripple the foe.
Combat Effect: Perform a Weak Attack action with a +1 P damage bonus and apply the Impeded condition with a +1 Intensity. The victim can counter the Impeded condition. Intensification by playing a Physical rune.
Out-of-Combat Effect: You understand the perils of losing your mobility. You have found a way to decrease the burden of moving through water and snow.

HAND OF TYR

Metas: [Maintain Maintain Maintain]
Type: {Spell}
Description: The spell creates a ghostly, disembodied floating hand that you can use as if it was your own. It remains by your side, going no further than 3' from you.
Combat Effect: The new hand is automatically equipped with something from your inventory. Your attack actions use all three hands in unison.
Out-of-Combat Effect: Conjure a third ghostly hand that stays within 10' of you. It can help in any tasks you may need it for.

HEAD-BASH

Metas: [Amplify Multi Amplify]
Type: {Manoeuvre}
Description: Attempt to disorient your opponent with an unarmed attack.
Combat Effect: Perform an unarmed attack action and apply the Vulnerable condition with a +1 Intensity [Counter: P].
Out-of-Combat Effect: Dealing a blow to a victim's uncovered head causes a knockout (the victim must be of a lower level).

HOWL, BLOOD FANG

Metas: [Amplify Combo Area]
Type: {Spell}
Description: You howl and invite other allies to join in to create a glorious lupine anthem that bolsters the combat prowess of the pack.
Combat Effect: The recipients of this spell gain a +4 damage bonus to one Attack action per round and a +4 Parry bonus to one Defend action per round.
Out-of-Combat Effect: Your bestial howls drive fear into the hearts of your prey, causing flight, and allowing you to corral prey a into your trap.

HOWL, HATI'S VICTORY

Metas: [Amplify Combo Amplify]
Type: {Alka Spell}
Description: While transformed or shapechanged and enraged, your howl invokes Hati's blessing on you and a curse on your surrounding foes. You become the essence of the predator spirit, and a magical wind that escapes from your maw whips up small debris that is transformed into sharp wolf teeth that lacerate your foes.
Combat Effect: If you are currently shapechanged or transformed, and you suffer from maximum-intensity Rage, apply the Aura condition with Intensity +1 to yourself and create a 6-hex area Alka that inflicts the Degeneration condition [Counter: P].
Out-of-Combat Effect: Your howl impresses a (non-god) higher power, granting you a slightly more favourable exchange.

HOWL, RALLY THE PACK

Metas: [Amplify Combo Area]
Type: {Spell}
Description: Howl and invite other allies to join in to create a glorious lupine anthem that regenerates and rejuvenates.
Combat Effect: The recipients of this spell immediately Heal +3, Recovers +2 and get a +4 Move bonus on their next Move action.
Out-of-Combat Effect: Howl to identify yourself to other kindred souls who follow the ways of nature (Ulfhednar, Sons of Fenrir, druids, etc...).

HOWL, SKOLL'S VICTORY

Metas: [Amplify Combo Area]
Type: {Spell}
Description: While transformed or shapechanged, if you have already dealt damage this combat round, invoke Skoll's wrath upon your foe with your howl.
Combat Effect: The howl plants terror in the hearts of the opponents: they suffer +3 S damage and the Possession condition with +1 Intensity.
Out-of-Combat Effect: Your howl impresses a (non-god) higher power, granting you a slightly more favourable exchange.

ICE AURA

Metas: [Amplify Amplify Amplify]
Type: {Spell}
Description: You are enveloped in an aura of extreme cold and frost. This cold is very detrimental to those around you but does not hurt you or your equipment.
Combat Effect: Gain the Aura condition with +1 Intensity and inflict the Impeded condition with a +1 Intensity to an adjacent foe [Counter: P].
Out-of-Combat Effect: Envelop your skin in a shell of cold absorption, giving you complete comfort in arctic conditions.

IMMORTAL'S ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: The attack taps into the cord between you and the home realm, filling you with Potence.
Combat Effect: Perform an Attack action and gain +2 Potence.
Out-of-Combat Effect: You strength is equivalent to twice four men (for the purposes of carrying and lifting).

IMMORTAL'S BASH

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: The immortal attacks with the anger of a storm.
Combat Effect: If you have at least 1 Potence and are under the maximum Intensity of the Rage condition, you perform an Attack action that pushes your opponent back a number of hexes equal to you current DP and applies the Vulnerable condition with a +2 Intensity. The victim can play a Physical rune per hex of push they wish to avoid. The victim and can counter the condition by playing 1 Physical rune per Intensity they wish to avoid.
Out-of-Combat Effect: You can pulverize boulders with your bare fists and feel no pain.

IMMORTAL'S BLAZING FIRE COLUMN

Metas: [Amplify Multi Range]
Type: {Spell}
Description: Call down a pillar of white fire from the skies above that burns opponents and heal allies.
Combat Effect: If you have at least 1 Potence and are under the maximum Intensity of the Shroud condition, enemies affected by the pillar receive 4 points of Spiritual damage and gain a +1 Intensity to the Blind condition [Counter: S Rune], and allies Heal +8 and can reduce one condition that affects them by -1 Intensity.
Out-of-Combat Effect: You bring forth balls of fire 10' in diameter from the sky that blast and immolate anything flammable they touch. The accuracy is rough, and you can strike objects that are no smaller than a longhouse or longship. You can create one such ball every hour per CDP.

IMMORTAL'S BRILLIANCE

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: The immortal suddenly flashes with a brilliance that is almost as bright as Surt's sword.
Combat Effect: If you have at least 1 Potence and are under the maximum Intensity of the Shroud condition, every active chain that targets an opponent has the added effect of a +2 Intensity Blind condition.
Out-of-Combat Effect: You can create a flame around your body that illuminates a 200'-radius and ignites flammable material that touches you (wood, leather, etc...).

IMMORTAL'S FEROCITY

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: The immortal is infused with the destructive power of one hundred axes.
Combat Effect: If you have at least 1 Potence and are under the maximum Intensity of the Rage condition, you can wield any object up to twice your size as a weapon. The object's DF and Reach are equal to the object's size, and the Parry value is equal to half the object's size.
Out-of-Combat Effect: You can tear masts off of ships and pull supporting beams out of wooden structures as easily as drawing your weapon.

IMMORTAL'S FOCUS

Metas: [Amplify Maintain Maintain]
Type: {Manoeuvre}
Description: The immortal taps into the cord between you and the home realm, filling you with Potence.
Combat Effect: Gain a +2 Focus for your next spell this turn and immediately gain +2 Potence.
Out-of-Combat Effect: Sense the presence and source of magic within 500'.

IMMORTAL'S GAZE

Metas: [Multi Amplify Multi]
Type: {Spell}
Description: The spell cows lesser beings in your presence and taps into the connection between you and the home realm, filling you with Potence.
Combat Effect: Deal +2 S damage and gain +2 Potence.
Out-of-Combat Effect: Intimidate (+2 bonus skill ranks) any mortal.

IMMORTAL'S REGENERATION

Metas: [Amplify Amplify Amplify]
Type: {Spell}
Description: The spell heals the immortal and taps into the connection between you and the home realm, filling you with Potence.
Combat Effect: Deal +4 and gain +2 Potence.
Out-of-Combat Effect: Heal serious wounds within seconds. A broken bone will mend in less than 10 seconds.

IMMORTAL'S PARRY

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: The defensive manoeuvre taps into the connection between you and the home realm, filling you with Potence.
Combat Effect: Perform a Defend action and gain +2 Potence.
Out-of-Combat Effect: Gain 1 bonus second to react to immediate danger (in comparison to mere mortals).

IMMORTAL'S SPRINT

Metas: [Amplify Amplify Amplify]
Type: {Manoeuvre}
Description: The movement taps into the connection between you and the home realm, filling you with Potence.
Combat Effect: Perform a Move action and gain +4 Potence.
Out-of-Combat Effect: Sustain a running speed indefinitely.

IMPOSING BARRIER

Metas: [Range Amplify Amplify]
Type: {Alka Spell}
Description: Create a continuous wall of ice that is 10' tall. The ice erupts from the ground and rises in seconds. Anyone caught on the wall finds themselves looking down at the battlefield.
Combat Effect: Create an Alka of 4 hexes that creates an ice-wall barrier that is 5'-thick.
Out-of-Combat Effect: Create an ice wall at will. No more than 20 linear feet can be maintained using continued concentration.

INSULTING PARRY

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: The block attempt is injected with a sarcastic smirk, insulting words, rude gestures and pure contempt for the foes.
Combat Effect: Perform a Weak Defend action with a +1 Parry bonus and apply the Taunt condition on yourself with a +1 Intensity.
Out-of-Combat Effect: You know how to rub people the wrong way; in a few short taunts, you can be the focus of much animosity.

INVIGORATE SPIRIT

Metas: [Maintain Amplify Area]
Type: {Spell}
Description: Your soul radiates with a fiery glow. You infuse yourself or an ally with heightened protection against one attack this combat round.
Combat Effect: Gain a PF +1 S, Evade +1 and Heal +2. All of these effects can be triggered together once per combat round as an {interrupt} effect (combatant's choice).
Out-of-Combat Effect: You have the ability to boost your charm for a short duration, helping you to gain the attention of an individual.

INVOKE THE SHADOWS

Metas: [Amplify Amplify Range]
Type: {Spell}
Description: Shadows intensify and dance around you.
Combat Effect: Inflict the Blind Condition with a +1 Intensity to an adjacent foe, while a +1 intensity Shroud condition is applied to you.
Out-of-Combat Effect: You can hide your presence from prying eyes by extending and darkening existing shadows.

INVOKE RAGE

Metas: [Amplify Amplify Amplify]
Type: {Manoeuvre}
Description: You begin to chew your shield as you reach deep into your soul and dredge up intense pain, anger, and fury. Those around you cannot ignore the waves of aggression that emanate from you.
Combat Effect: Inflict the Rage condition on yourself with a +1 Intensity and the Taunt condition with a +1 Intensity.
Out-of-Combat Effect: Let your anger control you, allowing you to push through adversity by ignoring the obstacles in your way.

LEAPING ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: You jump high into the air, striking an opponent that may normally be out of reach. Normal jumps can be as high as 1 hex (5'), but this special manoeuvre allows for much higher leaps.
Combat Effect: Perform a Weak Move action vertically and then perform an Attack action.
Out-of-Combat Effect: You can leap vertically equal to half your move rate (round up). Each point of movement is equivalent to 5'.

LIFE OVERWHELMING

Metas: [Maintain Amplify Range]
Type: {Spell}
Description: The recipient of your spell can choose one moment during the combat round when the benefit will apply.
Combat Effect: Gain Evade +1 and Heal +4. These effects can be triggered together once per combat round as an {interrupt} effect (combatant's choice).
Out-of-Combat Effect: Boost your cognitive skills for a short duration, getting extra insight into a given problem.

LUNGING ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: You perfectly balance mobility and aggression by striking in one location while starting or ending up in another.
Combat Effect: Perform a Weak Move action and an Attack action (in any order).
Out-of-Combat Effect: You are especially adept at pouncing, allowing you to ambush and catch small prey (such as fish) barehanded.

MASK OF MOCKERY

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: When defending against an attacker's blow, you use their anger and frustration to your own advantage. While driving your foes into greater levels of antagonism, you mock and taunt them into making their attacks predictable and easily avoidable.
Combat Effect: Perform a Weak Defend action with a +1 Parry bonus per Intensity in the Taunt condition.
Out-of-Combat Effect: When someone is enraged, you have the skill to coax them into doing or saying something they will regret.

MAULING

Metas: [Amplify Multi Amplify]
Type: {Manoeuvre}
Description: This unarmed attack creates immense carnage.
Combat Effect: If unarmed, perform an Attack action with a +3 damage bonus and Pierce +2. For every 5 dweller/denizen levels gain an additional +1 Damage and +2 Pierce.
Out-of-Combat Effect: You excel at feats of strength such as arm wrestling.

MENTAL Celerity

Metas: [Maintain Amplify Area]
Type: {Spell}
Description: Your mind becomes as nimble as the wind. You infuse yourself or an ally with heightened protection versus one attack this combat round.
Combat Effect: Gain a PF +1 M, Evade +1 and Heal +2. All of these effects can be triggered together once per combat round as an {interrupt} effect (combatant's choice).
Out-of-Combat Effect: Boost your cognitive skills for a short duration, getting extra insight into a given problem.

MISERY LIKES COMPANY

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Ensure that everyone receives their fair share of punishment.
Combat Effect: Perform an Attack action with a +3 P damage bonus against an opponent if you have already damaged one of their allies this combat round.
Out-of-Combat Effect: When fist-fighting someone, pull your punches to ensure that no serious harm comes to your opponent.

MOBILE STANCE

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: Take a combat stance that gives you greater mobility on the battlefield.
Combat Effect: Attack actions gain a +1 Reach bonus and you get a +1 Move bonus.
Out-of-Combat Effect: For a brief moment, move faster than normal, lunging and diving in a short burst needed to get out of harm's way.

MUSPELI NIGHTMARE

Metas: [Area Maintain Amplify]
Type: {Spell}
Description: The spell creates a small aperture through which the atmosphere of Muspelheim is drawn into the battlefield.
Combat Effect: The spell requires a Minor Sacrifice +1 and makes the air stifling hot, dealing DF +2 M damage, ignoring 2 M defence and applying the Degeneration condition with a +1 Intensity.
Out-of-Combat Effect: Create small openings into Muspelheim that generate heat and light but also small traces of toxic foul-smelling vapours.

NARWAL'S POSTURE

Metas: [Maintain Amplify Maintain]
Type: {Manoeuvre}
Description: Change your combat demeanour to facilitate the mitigation of Spiritual damage.
Combat Effect: Perform a Minor Sacrifice +1 to gain a +1 SPF.
Out-of-Combat Effect: You have a sense of danger that detects threats when you travel over water; you sometimes get an omen before setting off on an extended boat trip.

NETHER TOUCH

Metas: [Maintain Maintain Maintain]
Type: {Spell}
Description: Transforms the nature of the damage being dealt to an opponent. For the duration of this spell, your physical weapons turn black and shimmer as the stars in the night sky.
Combat Effect: The amount of Physical damage that is being dealt is cut in half and the damage type is converted to the Spiritual Trait.
Out-of-Combat Effect: This spell can allow a corporeal object to slip across the veil and into the spirit world, turning it non-corporeal. This spell cannot affect magically imbued items.

NIGHT OF THE LONG KNIVES

Metas: [Maintain Area Amplify]
Type: {Spell}
Description: Augment the martial prowess of the recipient of your spell.
Combat Effect: Attack actions deal +2 P damage.
Out-of-Combat Effect: With this spell, you can augment the physical output of the recipient of your spell (lumber is cut quicker, ore is mined faster, a ship is built sooner, etc...).

PERFECT PARRY

Metas: [Amplify Amplify Echo]
Type: {Interrupt}
Description: Your defence can be maintained for as long you are prepared to pay the price.
Combat Effect: Perform a Defend action with an Evade bonus equal to the number of runes you have in the Drain pile.
Out-of-Combat Effect: You are particularly good at negotiating when a life is on the line. Your talents grant a +1 bonus to the Negotiation skill when it involves a life-or-death situation.

PIERCING ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: The attacker studies their opponent for kinks in their armour and openings left after they attack. Capitalizing, the attacker can ignore some defences.
Combat Effect: Perform an Attack action while ignoring 4 Defence (Pierce 4).
Out-of-Combat Effect: Notice vulnerabilities in combat styles and defects in armour.

POSSESS OPPONENT

Metas: [Amplify Amplify Amplify]
Type: {Spell}
Description: This spell forces a lost spirit to invade the body of another.
Combat Effect: Deal +2 damage and inflict the Possessed condition with a +1 Intensity on an opponent [Counter: S].
Out-of-Combat Effect: Perform an exorcism and remove a foreign spirit from someone suffering possession. This ritual takes 30 minutes.

POWER ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: The attacker uses a weapon with great skill and accuracy to deal a mighty blow.
Combat Effect: Perform an Attack action with a +2 P damage bonus.
Out-of-Combat Effect: A weapon strike can be made with great precision.

POWER OVER FIRE

Metas: [Amplify Range Maintain]
Type: {Rune Spell}
Description: This spell turns an innocuous bonfire or torch into a fearsome weapon. The flames grow strong and angry as if fanned by mystic winds.
Combat Effect: Turns your torch (or any adjacent fire source) into a Fire Whip that deals +4 P damage and Immolate: Bestow +1 Intensity to the Degeneration condition [Counter: P].
Out-of-Combat Effect: Alter the size and intensity of a fire next to you. A candle can be made to burn as fervently as a torch.

POWER OVER STONE

Metas: [Amplify Range Maintain]
Type: {Rune Spell}
Description: Stone obeys your command, moulding over you or an adjacent ally as a second skin.
Combat Effect: Grants a PF +1 P.
Out-of-Combat Effect: Move and/or shape stone at a rate of 1 cubic foot per minute.

POWER OVER WIND

Metas: [Amplify Range Maintain]
Type: {Rune Spell}
Description: The winds listen to your call, billowing on the battlefield as an extension of your breath.
Combat Effect: Touch a combatant to deal +4 P damage and push them back 4 hexes (30'); the opponent can counter the push effect by playing a M rune per 1 hex (5') of the effect they wish to counter.
Out-of-Combat Effect: A gust of wind can be summoned and directed as you choose.

POWER OVERWHELMING

Metas: [Maintain Amplify Range]
Type: {Spell}
Description: Endow someone with the ability to bolster Physical damage and/or a spell effect. If the effect being bolstered is a spell that deals Physical damage, then both bonuses apply. The recipient of the spell can choose a moment during the combat round when the benefit will apply. Power Overwhelming can only be triggered once per combat round.
Combat Effect: Grant a +4 damage bonus if dealing P damage or a Focus +1 to the next Active chain or generic action.
Out-of-Combat Effect: Boost your inner strength and generate a +15% power output from a Physical, Mental, or Spiritual endeavour.

PRECISION ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: The attacker knows how to attack at the right time to find an opening and deal a strong blow.
Combat Effect: Perform an Attack action with a +1 P damage bonus and ignore 2 Defence (Pierce 2).
Out-of-Combat Effect: Know when to capitalize on someone else's weak moments.

PREDATORY STANCE

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: Take a combat stance with a greater ability to chase and inflict pain on your foes.
Combat Effect: Attack actions gain a +1 P damage bonus and +2 Pierce bonus.
Out-of-Combat Effect: You excel at chasing small prey and catching it.

PURGE BLINDNESS

Metas: [Range Area Amplify]
Type: {Spell}
Description: The purifying dew of Vanagard permeates the air, alleviating a harmful condition and healing the body, mind, and spirit.
Combat Effect: Heal +4 and remove 2 Intensity from the Blind condition.
Out-of-Combat Effect: Cure blindness with this spell.

PURGE DEGENERATION

Metas: [Range Area Amplify]
Type: {Spell}
Description: The purifying dew of Vanagard permeates the air, alleviating a harmful condition and healing the body, mind, and spirit.
Combat Effect: Heal +4 and remove 2 Intensity from the Degeneration condition.
Out-of-Combat Effect: Cure bleeding, poison, and disease with this spell.

PURGE CRIPPLING

Metas: [Range Area Amplify]
Type: {Spell}
Description: The purifying dew of Vanagard permeates the air, alleviating a harmful condition and healing the body, mind, and spirit.
Combat Effect: Heal +4 and remove 2 Intensity from the Impeded condition.
Out-of-Combat Effect: Cure broken or lost limbs with this spell.

PURGE FOREIGN SPIRITS

Metas: [Range Area Amplify]
Type: {Spell}
Description: The purifying dew of Vanagard permeates the air, alleviating a harmful condition and healing the body, mind, and spirit.
Combat Effect: Heal +4 and remove 2 Intensity from the Possession condition.
Out-of-Combat Effect: Perform exorcisms on an unwanted spirit.

PURGE VULNERABILITY

Metas: [Range Area Amplify]
Type: {Spell}
Description: The purifying dew of Vanagard permeates the air, alleviating a harmful condition and healing the body, mind, and spirit.
Combat Effect: Heal +4 and remove 2 Intensity from the Vulnerability condition.
Out-of-Combat Effect: With this spell, you may cure conditions such as pneumonia, chilblains and other cold related illnesses.

PURGING TIRADE

Metas: [Range Area Amplify]
Type: {Spell}
Description: Clear your body while hurling expletives and insults at your opponents
Combat Effect: Gain a +1 Intensity Taunt and remove 1 Intensity from another condition.
Out-of-Combat Effect: You can cure many afflictions with this arcane ritual (all conditions from the other "purge spells"), but the process is painful and humiliating for your patient.

RAGING ATTACK

Metas: [Amplify Amplify Amplify]
Type: {Manoeuvre}
Description: You froth at the mouth and are instilled with the incredible might of angry trolls.
Combat Effect: Perform a Weak Attack action with a +1 damage bonus and apply a Rage condition with +1 Intensity on yourself.
Out-of-Combat Effect: You can be very persistent with your intimidation. On a failed intimidate attempt, you can perform an Ultimate Sacrifice to try again.

RAGING CHARGE

Metas: [Amplify Amplify Amplify]
Type: {Manoeuvre}
Description: You are consumed in rage as you charge your foes. They recoil in horror at your frightful appearance, which reflects the seething violence within.
Combat Effect: Perform a Move action and apply a Rage condition with +1 Intensity to yourself.
Out-of-Combat Effect: You can be very persistent with your wrestling. On a failed brawling attempt, you can perform an Ultimate Sacrifice to try again.

RAPID RECOVERY

Metas: [Amplify Range Maintain]
Type: {Spell}
Description: The dew from Yggdrassil permeates the air, reinvigorating all who are touched by it.
Combat Effect: Heal +4 and shift +/- 1 position in Initiative. This does not affect the rest of your current Action phase or provide another Action phase in this combat round.
Out-of-Combat Effect: Refresh someone's spirits, granting them a more positive outlook on their current predicament.

RAVEN'S POSTURE

Metas: [Maintain Amplify Maintain]
Type: {Manoeuvre}
Description: Change your combat demeanour to facilitate spell-casting.
Combat Effect: If you have an Active power Maintained or Open, then gain a +1 Focus bonus.
Out-of-Combat Effect: Sense the currents of magic in the air, detecting the presence of spells within a 25' radius.

RECKLESS POWER ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: You push beyond your limits to use your weapon with great skill and accuracy, resulting in a mighty blow to your opponent.
Combat Effect: Pay a Minor Sacrifice +1 to perform an Attack action with a +3 P damage bonus.
Out-of-Combat Effect: You can push yourself beyond your limits to perform better.

RECKLESS THUNDERING BLOW

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Lunge at your victim, knocking back your opponent (in any rear-facing hex).
Combat Effect: Perform a Minor Sacrifice +1 to perform an Attack action and push your opponent back 2 hexes (10'). The victim can counter each 1 hex of the push by playing a Physical rune.
Out-of-Combat Effect: By throwing your shoulder into bolted doors, you have perfected the open door-bashing technique.

RECKLESS WHIRLWIND ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Capitalizes on the many opponents with Reach/Range, striking many at once.
Combat Effect: Pay a Minor Sacrifice +2 to perform an Attack action on up to three opponents within Reach/Range.
Out-of-Combat Effect: Excel at performing efficient physical actions that require a sweeping and arcing motion (swinging a mining pick axe, swinging a lumber axe, etc...).

RECUPERATING BLINDING STRIKE

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Aim your blow to your opponent's head, attempting to damage their eyes or ears.
Combat Effect: Perform a Weak Attack action, Heal +1 and apply the Blind condition with a +1 Intensity. The victim can counter the Blind condition intensification by playing a Physical rune.
Out-of-Combat Effect: You understand the perils of losing your sight and hearing. You have an uncanny reflex to protect yourself against anything that may suddenly assail your senses.

RECUPERATING FURIOUS ONSLAUGHT

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Put your opponent off-balance, allowing subsequent attacks to get through without much of a defence.
Combat Effect: Perform a Weak Attack action, Heal +1 and apply the Vulnerable condition with a +1 Intensity. The victim can counter the Vulnerable condition intensification by playing a Physical rune.
Out-of-Combat Effect: You have a calculating mind that allows you to see how to inflict vulnerabilities on those who seem impervious.

RECUPERATING SEVER HAMSTRING

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: The attacker aims the blow to the legs, attempting to slow and cripple his foe.
Combat Effect: Perform a Weak Attack action, Heal +1 and apply the Impeded condition with a +1 Intensity. The victim can counter the Impeded condition intensification by playing a Physical rune.
Out-of-Combat Effect: Understand the perils of losing your mobility. You have found a way to decrease the burden of moving through water and snow.

RECUPERATING WOUNDING ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Aim your attack to strike a deep blow that will cause a deep and lasting wound.
Combat Effect: Perform a Weak Attack action, Heal +1 and apply the Degeneration condition with a +1 Intensity. The victim can counter the Degeneration condition intensification by playing a Physical rune.
Out-of-Combat Effect: You have an increased understanding of anatomy. You know where the pain points are, which is useful if you must inflict torture.

REGENERATING ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Regenerate your life-force while dealing a devastating blow to your foe.
Combat Effect: Perform an Attack action, Heal +1, and Recover +2.
Out-of-Combat Effect: Ease your own pain by applying your suffering unto another being.

REGENERATING BLOCK

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: Regenerate your life-force while evading an attack.
Combat Effect: Perform a Defend action, Heal +1, and Recover +2 (in any order).
Out-of-Combat Effect: When you avoid a perilous situation, your destiny has a way to turn it into something positive.

REND FLESH

Metas: [Range Area Amplify]
Type: {Spell}
Description: This horrific spell creates small, deformed mouths on the surface of the victim's skin. The teeth begin to devour the flesh and insides.
Combat Effect: Deal 3 P damage while ignoring 2 Defence and apply the Degeneration condition unless the opponent plays a Mental rune to counter.
Out-of-Combat Effect: Send shivers down another person's back: they feel their skin crawl, but see nothing.

REPOSITIONING

Metas: [Amplify Amplify Amplify]
Type: {Manoeuvre}
Description: Run and place yourself in an advantageous space for the remainder of combat.
Combat Effect: Perform a Move action and shift in Initiative by +/- 1 position. This does not affect the rest of your current Action phase or provide you with another Action phase in this combat round.
Out-of-Combat Effect: You have a knack for being at the right place at the right time.

RETREATING PARRY

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: Block an attack and tumble away from the attacker.
Combat Effect: Perform a Defend action and a Weak Move action.
Out-of-Combat Effect: You have cat-like reflexes that allow you to jump out of the way in the nick of time.

RIDE OF THE VALKYRIES

Metas: [Maintain Area Amplify]
Type: {Spell}
Description: The feet of the recipient of this spell are wrapped in supernatural winds that help hasten movement.
Combat Effect: All Move actions get a +2 bonus.
Out-of-Combat Effect: Increase your movement rate for extended travels.

RIPOSTE

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: Block an attack and counter-attack someone within reach (not necessarily the same person who attacked you).
Combat Effect: Perform a Weak Defend action with a +1 Parry bonus and then a Weak Attack action with a +1 DF bonus.
Out-of-Combat Effect: You can demoralize those who seek to put you down: give as well as you take.

ROLL INTO POSITION

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: Block an attack and reposition yourself into beneficial position for the rest of the combat.
Combat Effect: Perform a Weak Defend action with a +1 parry bonus and shift +/-1 position in the Initiative chain. This does not affect the rest of your current Action phase or provide you with another Action phase in this combat round.
Out-of-Combat Effect: Assess imminent threats and ensure that you are in a position to act on them.

RUN AWAY LAUGHING

Metas: [Amplify Amplify Amplify]
Type: {Manoeuvre}
Description: Run and tend to your wounds at the same time.
Combat Effect: Perform a Move action and Heal +4.
Out-of-Combat Effect: Perform complex tasks while moving.

RUSALKI SONG

Metas: [Amplify Amplify Amplify]
Type: {Spell}
Description: The singer breaks out into a discordant song that infuriates opponents and heals the singer.
Combat Effect: The recipient of this spell must be at least half-submerged in water. Apply +1 Intensity Taunt condition to yourself or to an adjacent ally and Heal yourself or adjacent ally +5.
Out-of-Combat Effect: Detect the presence of hostile creatures in a body of water you touch. The effective range of the detection is 500'.

SATISFYING ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Restore your very being while dealing a devastating blow to your foe.
Combat Effect: Perform an Attack action and Heal +2.
Out-of-Combat Effect: Ease your own pain by applying your suffering unto another being.

SEITH FRENZY

Metas: [Amplify Area Maintain]
Type: {Seith Spell}
Description: The lost spirits who have not found their way to Niflheim or the heavens are harnessed by your spell and whipped into a frenzy. Their presence will power your eldritch powers.
Combat Effect: While you are suffering from the Possession condition, you gain a +1 Focus until the end of the turn as spirits are whipped into a fevered frenzy and dance around you.
Out-of-Combat Effect: Make a corpse dance.

SHADOW STEP

Metas: [Range Range Range]
Type: {Seith Spell}
Description: Step into a shadow, temporarily fly through Svartalfheim, and exit from another shadow within line of sight from the original shadow. The sudden travel through Svartalfheim can be disorienting and leaves a taint on the spellcaster that may wash over another being after the caster has travelled through Svartalfheim.
Combat Effect: Perform a Move action and apply a Vulnerability condition on yourself with a +1 Intensity, then step out back onto the battlefield from another location within 10 hexes (50'). You can then apply a Vulnerability condition on anyone adjacent to you with a +1 Intensity [Counter S].
Out-of-Combat Effect: If you are in Svartalfheim, receive a daily omen pertaining to your future.

SHADOW STRIKE

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: This manoeuvre is difficult to pull off and requires personal investment, but it allows you to strike and meld into the shadows.
Combat Effect: Perform a Minor Sacrifice +2 to perform an Attack action and apply a Shroud condition to yourself with Intensity +1.
Out-of-Combat Effect: You are able to perform very quick manoeuvres.

SHRINK

Metas: [Maintain Range Maintain]
Type: {Spell}
Description: The spell effect reduces the size of a sentient being. The shrunken victim retains all powers and skills, many of which can be performed regardless of size or shape (Norn decides).
Combat Effect: Reduce the size of one living being by 1 and reevaluate all equipment held/worn (equipment that is too large to effectively wield drops off). Counter: for every Spiritual rune the victim plays, reduce the effect by 1. Anyone reduced to size 0 or less shapechanges into a frog, dropping all equipment and base move 0 (victim retains original Essence and Destiny as well as skills and Passive and Active powers). Victim plays 1 rune to pick up all weapons, 1 rune to pick up armour, and 1 rune to dress in the armour (all activities can be played separately).
Out-of-Combat Effect: Reduce your own size by up to 3 size categories.

SLY STANCE

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: Take an extremely difficult stance that provides you defence against all attack forms, but that is draining to execute.
Combat Effect: Minor Sacrifice +2 to gain an Evade bonus +1.
Out-of-Combat Effect: Mask your strengths and weaknesses well to someone trying to scrutinize you.

SNARE

Metas: [Maintain Maintain Maintain]
Type: {Manoeuvre}
Description: Attack and grab onto an opponent and maintain your hold.
Combat Effect: Perform a Weak attack action, apply a +1 Intensity Impeded condition (Counter with a Physical rune) and grab hold of your opponent (victim of the grab can play a Physical rune to avoid the grab). If the grab was successful, wherever the opponent moves, you move as well (you stay in an adjacent hex). The grab can be broken at a later time by the victim playing two Physical runes.
Out-of-Combat Effect: You are especially proficient at grabbing someone or something and holding onto them. Works well on wild mounts, or trying to tackle someone to the ground.

SOUL BARBS

Metas: [Range Area Amplify]
Type: {Spell}
Description: Put the victim's soul into a spectral torture device akin to an iron maiden, making the victim easy prey for future attacks and spells.
Combat Effect: Deal 2 S damage and apply the Vulnerable condition with a +1 Intensity [Counter: S].
Out-of-Combat Effect: View another being's soul and detect the presence of anger.

SOUL CHAINS

Metas: [Range Area Amplify]
Type: {Spell}
Description: Chain the victim's soul with spectral bindings, making the victim's body respond to the otherworldly fetters.
Combat Effect: Deal 2 S damage and apply the Impeded condition with a +1 Intensity [Counter: S].
Out-of-Combat Effect: View another being's soul and detect the presence of greed.

SOUL SHROUD

Metas: [Range Area Amplify]
Type: {Spell}
Description: Surround the victim's soul in a spectral storm, overloading their senses and perception.
Combat Effect: Deal 2 S damage and apply the Blind condition with a +1 Intensity [Counter: S].
Out-of-Combat Effect: View another being's soul and detect the presence of deceit.

SOUL TRANSFER

Metas: [Amplify Amplify Amplify]
Type: {Spell}
Description: With this spell, you attempt to absorb the spirit of another, transfiguring your image in the eyes of your opponents. As you meld with the spirit of your foe, your appearance changes to that of your victim. Only your opponents are subject to the illusion.
Combat Effect: Inflict the Possessed condition with a +1 Intensity on an opponent [Counter: S], and then apply the Shroud condition on yourself with a +1 Intensity.
Out-of-Combat Effect: You can alter your appearance to that of another humanoid of your approximate size. The illusion affects the minds of up to half a dozen victims of lower level than you. The effect does not transform your voice, which requires you to attempt a Disguise skill check.

SOUL TWIST

Metas: [Range Area Amplify]
Type: {Spell}
Description: The spell effect twists and torments the victim's soul.
Combat Effect: Deal 2 S damage and apply the Degeneration condition with a +1 Intensity [Counter: S].
Out-of-Combat Effect: You can view another being's soul and detect the presence of fear.

SPIRIT LANCE

Metas: [Range Area Amplify]
Type: {Spell}
Description: Grab the closest lost soul and direct all its fury and frustration at your victim's spirit. The irate spirit's furore is enough to overcome some resistance.
Combat Effect: Deal 2 S damage and Ignore 4 S defence.
Out-of-Combat Effect: Create eerie, unearthly, and disconcerting sounds as you torment a spirit and its cries transcend the spiritual world into the mortal one.

SPIRIT BASTION STANCE

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: Take a stance that gives you defence against Spiritual attack forms.
Combat Effect: Minor Sacrifice +1 to gain a PF bonus +1 S.
Out-of-Combat Effect: Mask your emotions and your soul to someone trying to scrutinize your body language.

SPIRIT POWER STANCE

Metas: [Amplify Amplify Amplify]
Type: {Stance}
Description: Take a position that augments Spiritual attack forms.
Combat Effect: When dealing S damage, you deal +1 extra S damage.
Out-of-Combat Effect: Control the mood of others: they are putty in your hands as you form their demeanour.

SPIRITUAL ABORTION

Metas: [Range Area Amplify]
Type: {Spell}
Description: Your core rots as you try to extricate your victim's soul.
Combat Effect: Perform an Ultimate Sacrifice +2 to deal +4 S damage and apply the Possession condition with +2 Intensity on your victim. The victim can counter each Intensity being applied by playing a Spiritual rune.
Out-of-Combat Effect: Perform an Ultimate Sacrifice to curse someone you despise in some way (ill-luck, poor financial fortune, etc...). Their next endeavour in that declared arena of their life will falter.

STITCH DESTINY

Metas: [Range Multi Maintain]
Type: {Spell}
Description: Create a bond between yourself and another combatant (willing or unwilling). If a bond exists with at least one other individual, then the pain suffered is decreased for all participants, and the pain you suffer will be felt by the others in the bond.
Combat Effect: If this spell successfully binds you to at least one other combatant, then you will take half-damage and everyone else bound to you will suffer the other half of the damage. Unwilling recipients of this spell can counter the effect by playing a S rune.
Out-of-Combat Effect: Create a strong sense of empathy in another so that they feel your suffering.

STITCH KINDRED

Metas: [Range Multi Maintain]

Type: {Spell}

Description: Create a bond between yourself and another willing combatant (ally). The bond can never be cast on an unwilling subject. The individuals involved in the bond share damage equally (damage is divided equally between the bonded members). When one member in the bond is healed, all the members are healed the same amount.

Combat Effect: The spell creates a bond with an ally. Any damage done to one member in the bond is divided by the number of members (round up) and applied to all members. When a member is healed, all members of the bond are healed for the full amount.

Out-of-Combat Effect: Close your eyes and see what another member of the bond sees.

STRIKE WEAPON

Metas: [Amplify Multi Weapon]

Type: {Manoeuvre}

Description: Focus your attack on an opponent's arm or hand, causing them to drop a one-handed weapon.

Combat Effect: Perform an Attack action and disarm your opponent's one-handed weapon. You can direct its fall to one of the hexes adjacent to your foe. The victim can counter the disarming by playing a Physical rune.

Out-of-Combat Effect: You have incredible reflexes and accuracy that allow you to strike quick-moving objects with great precision.

SUN AND MOON

Metas: [Range Multi Amplify]

Type: {Spell}

Description: One eye turns black and the other white, shooting black and white magical beams at an opponent and an ally.

Combat Effect: Deal +2 S damage to an adjacent foe and heal yourself or an adjacent ally by +4.

Out-of-Combat Effect: Control light and darkness, causing a flame to brighten or darken a room by 50%.

SUNDER MIND

Metas: [Range Area Amplify]

Type: {Spell}

Description: Assail the victim's mind with a cacophony of voices. The wall of noise is not easily ignored.

Combat Effect: Deal 3 M damage and ignore 2 M defence.

Out-of-Combat Effect: Create a voice in someone's mind that babbles incoherently. They will be unsure of the source.

SUNDERING BLOW

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Focus your attack on an opponent's weapon or armour.
Combat Effect: Perform a Weak Attack action with a +1 P damage bonus and apply the "damaged" condition to an item that an opponent has. The item must be of lesser QR than your weapon. The victim can counter the equipment damage by playing a Physical rune.
Out-of-Combat Effect: You know how items are manufactured, and your talent allows you to see how to best destroy a particular item (e.g. swords, suits of armour, doors).

SUPERIOR PARRY

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: Block and evade incoming damage.
Combat Effect: Perform a Defend action with a +2 Parry bonus.
Out-of-Combat Effect: You have cat-like reflexes that allow you to jump out of the way in the nick of time.

SWEEPING TRIP

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Capitalize on having many opponents with Reach/Range, tripping many at once.
Combat Effect: Apply a +1 Intensity Impeded condition on up to three opponents within Reach/Range. The victim can counter the push by playing a Physical rune.
Out-of-Combat Effect: Impress an audience with your athletic skills.

WORDS TO SNAKES

Metas: [Amplify Maintain Amplify]
Type: {Spell}
Description: Turn the weapon held by an adjacent enemy into a snake with piercing fangs.
Combat Effect: Transform a size 3 weapon adjacent to you into an aggressive snake [Counter: S] that deals +3 P damage with Pierce 2 to wielder.
Out-of-Combat Effect: Turn twigs to harmless snakes for a very short duration – unless your concentration is kept on the dweomer.

SYPHON SOUL

Metas: [Range Area Amplify]
Type: {Spell}
Description: Create a temporary spiritual vortex beside your victim with raw force that tries to suck the soul out of the body. At the same time, the vortex heals you by replenishing your spirit.
Combat Effect: Deal 2 S damage and Heal +4.
Out-of-Combat Effect: Create a sense of unease in another.

THE NIGHTMAN COMETH

Metas: [Range Area Amplify]
Type: {Spell}
Description: Draw the power of Seith into yourself in a violent and painful ritual. You are filled with a dark menacing presence that helps channel spirits that you shape into spells.
Combat Effect: Perform a Major Sacrifice +1 and gain a Focus +2 for your next spell and inflict the Possession condition to yourself with +1 Intensity. The ritual thrashes your body around, allowing you to perform a Weak Move action as well.
Out-of-Combat Effect: You beckon a lost soul to cooperate with your questioning, gaining a +1 rank in Commune with the Dead skill if you perform an Ultimate Sacrifice +1.

THROW DIRT

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Throw dirt into the eyes of your foe.
Combat Effect: Perform a Move action and apply the Blind condition with a +1 Intensity. The victim can counter the Blind condition intensification by playing a Physical rune.
Out-of-Combat Effect: You understand the perils of losing your sight and hearing. You have an uncanny reflex to protect yourself against anything that may suddenly assail your senses.

THUNDERING BLOW

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Try to push your opponent backwards (in any rear-facing hex) when landing your attack.
Combat Effect: Perform an Attack action and push your opponent back 1 hex (5'). The victim can counter the push by playing a Physical rune.
Out-of-Combat Effect: Move objects with ease: you understand how wedges, pulleys, levers, and other mechanisms can move heavy objects with little effort.

TOUCH THE ESSENCE

Metas: [Amplify Amplify Amplify]
Type: {Rune Spell}
Description: The runes reveal themselves to you as they surround you and dance in an unearthly luminescence.
Combat Effect: Gain a +2 Focus bonus for your next spell in this combat round and Heal +2.
Out-of-Combat Effect: Detect the presence and type of any runic traps that are within your line of sight.

TRANSFORM (...)

Metas: [Maintain Maintain Maintain]
Type: {Transform}
Description: The power allows one to transform into another creature in all respects. The physical body transforms into the new form. The mind and soul also morph to match the new form in all aspects.
Combat Effect: Retain your dweller level, Essence, and Destiny. With the exception of the rune that was used to perform the Transformation, all Active and Passive powers are temporarily lost, as are skills, which are replaced with those of the new form (specified in the name of the power). The recipient of the spell must take the Active and Passive Powers and Skill board of the new form and select new Active and Passive powers, as well as skills equal to Essence. If the original equipped items can be worn in the new form, they can be used; otherwise they are absorbed into the new shape. If they are absorbed, the effects of the equipment cannot be used.
Out-of-Combat Effect: You can assume the specified form at will to temporarily gain its benefits.

TRIP

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: The attacker runs past a foe, attempting to trip him/her.
Combat Effect: Perform a Move action and apply the Impeded condition with a +1 Intensity. The victim can counter the Impeded condition intensification by playing a Physical rune.
Out-of-Combat Effect: You understand the perils of losing your mobility. You have found a way to decrease the burden of moving through water and snow.

UNEARTHLY RESILIENCE

Metas: [Amplify Maintain Maintain]
Type: {Spell}
Description: Striking a pact with a higher power, you are blessed with unearthly physical resilience.
Combat Effect: Perform an Ultimate Sacrifice +1 to gain a PF +4 P and a +1 P Parry bonus.
Out-of-Combat Effect: Perform an Ultimate Sacrifice +1 to take no damage if you fall from a drop of up to a 50'.

VAULTING ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Jump through the air over the heads of other combatants, pouncing onto an opponent. The landing is painful and causes you some damage.
Combat Effect: Perform a Move action (with a +1 bonus) that is considered a jump (the majority of your jump arc is above 5', with the apex at 10') and then perform an Attack action. This manoeuvre requires a Moderate Sacrifice +1.
Out-of-Combat Effect: Your leaps are greater than those of athletic humans (20'), allowing you to vault 150% of your movement rate.

VENGEFUL PARRY

Metas: [Amplify Amplify Amplify]
Type: {Interrupt}
Description: Block and evade incoming damage and tumble into opponents, pushing them backward.
Combat Effect: Perform a Defend action and push your opponent back 1 hex (5'). The victim can counter the push by playing a Physical rune.
Out-of-Combat Effect: Use someone else's momentum against them, directing their body in a course of your choice.

VERSATILE COMBAT MANOEUVRE

Metas: [Amplify Amplify Amplify]
Type: {Manoeuvre}
Description: Shift between a defensive posture and an aggressive posture in the blink of an eye.
Combat Effect: Perform an Attack action with a +1 P damage bonus or perform a Defend action with a +1 Parry bonus.
Out-of-Combat Effect: Control the motion of your body and switch directions in mid-movement without losing your balance or aim.

VISAGE OF HORRORS

Metas: [Amplify Amplify Area]
Type: {Spell}
Description: Needles pierce through the eyes of your victim and into their mind, hiding you (and potentially your allies) from view.
Combat Effect: Deal DF +2 M damage and apply the Shroud condition on yourself with +1 Intensity.
Out-of-Combat Effect: You can cover an area of 25' diameter in illusion, hiding the recipients from detection (+1 rank in the Sneak skill).

WATER SHIELD

Metas: [Amplify Maintain Maintain]
Type: {Spell}
Description: Surround your target with an underwater cyclone that deflects physical blows directed at you.
Combat Effect: Perform a Minor Sacrifice +1 and gain PF +2 P while at least half-submerged in water.
Out-of-Combat Effect: Slow the movements of another being nearby in the water.

WHIRLWIND ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Capitalize on having many opponents with Reach/Range, striking many at once.
Combat Effect: Perform a Weak Attack action with a +1 P damage bonus on up to three opponents within Reach/Range.
Out-of-Combat Effect: Perform efficient physical actions that require a sweeping and arcing motion (swinging a mining pick axe, swinging a lumber axe, etc...).

WOLF POSTURE

Metas: [Maintain Amplify Maintain]
Type: {Manoeuvre}
Description: Change your combat demeanour to facilitate the mitigation of Mental damage.
Combat Effect: Perform a Minor Sacrifice +1 to gain a PF +1 M.
Out-of-Combat Effect: You know how to cover your tracks to minimize the chances of being followed. Tracking attempts suffer a -1 penalty on skill checks.

WOUNDING ATTACK

Metas: [Amplify Multi Weapon]
Type: {Manoeuvre}
Description: Try to strike a blow that will cause a deep wound.
Combat Effect: Perform a Weak Attack action with a +1 P damage bonus and apply the Degeneration condition with a +1 Intensity. The victim can counter the Degeneration condition intensification by playing a Physical rune.
Out-of-Combat Effect: You have an increased understanding of anatomy. You know where the pain points are, which can be useful if you must inflict torture.

WRACK

Metas: [Multi Range Amplify]
Type: {Spell}
Description: Rip apart a body from its soul using to a very painful dweomer.
Combat Effect: Deal +2 S damage and +4 P damage.
Out-of-Combat Effect: Help a willing spirit separate from its body (in the event some magic has bound the two together).

YGGDRASIL'S PRESENCE

Metas: [Maintain Area Amplify]
Type: {Spell}
Description: Augment the magical powers of your targets if they choose to embrace Yggdrasil's mystic currents.
Combat Effect: Anyone affected by this spell obtains a +1 Focus if they perform a Minor Sacrifice +1.
Out-of-Combat Effect: Augment the magical output of anyone affected (spells have a greater effect).

PASSIVE POWERS

AGILITY

Type: {Feat}
Description: You are so incredibly nimble that you can vault over other combatants and small debris (such as tables and chairs) with ease.
Effect: During a Move action, you can move through hexes that contain debris or other combatants (but you cannot end your movement in a hex that is occupied by another combatant).

ALABASTER MAGIKIAN

Type: {Enchantment}
Description: Time spent around magic has paled your skin and transmuted your blood. Using a technique to centre yourself allows magic to flow more freely through you.
Effect: During Upkeep, pay a Minor Sacrifice +2 to gain a Focus +1 for the current combat round.

ALKA MASTERY

Type: {Feat}
Description: At great cost to you, you can maintain the overlap of worlds when an Alka is produced, ensuring that the magical effect remains in the area.
Effect: During the Cleanup phase, perform a Major Sacrifice +1 to replenish all tokens in all Alkas you created, if any were consumed during the turn.

ANGERED SPIRIT

Type: {Feat}
Description: Your soul senses death approaching and enters a frenzied state.
Effect: While Bloodied, gain Spiritual damage bonus of +1 and Move +1.

ARCANE REACH

Type: {Enchantment}
Description: Your spells have an augmented Reach and Range.
Effect: All spells that are touch range (by default unless otherwise specified) have a Reach of 2 hexes (10'), and any Range metas will extend range by 11 hexes (55') instead of 10 hexes (50'). Conversely, you can choose to add to your weapon's Reach instead, extending touch to the Reach of the weapon and granting a bonus equal to the Reach of the equipped weapon to Range metas.

AURA OF INFLUENCE

Type: {Enchantment}
Description: Your influence has an extended reach.
Effect: All powers that use the keyword "adjacent" to mean a radius of 1 hex (5') now affects an "adjacent" radius of 2 hexes (10').

BARTER WITH SPIRITS

Type: {Enchantment}

Description: When a foreign spirit inhabits your body, you can pay a ransom to exchange some control with the possessing spirit. If it take hold of your mind, you can offer it temporary control of your body so you can access your mind for a short time. Through this barter, you can briefly reclaim some aspect that you have lost control of.

Effect: Perform a Minor Sacrifice +1. From the runes removed due to Possession, one random rune can be exchanged with 1 rune in the In-Hand pile.

BASTION

Type: {Feat}

Description: You know how to face off against multiple opponents.

Effect: While you have two or more adjacent foes, gain a PF +2 against Physical attacks.

BESTIAL HEART

Type: {Feat}

Description: You have struck harmony between the wolf tribes.

Effect: While you are shapechanged, and if you are in the Rage condition and performing an Active power that bestows a condition, you gain the bonus added effect of Damage +3 and Pierce +2.

BESTOW CONVICTION

Type: {Enchantment}

Description: You channel conviction into the soul of an ally.

Effect: Adjacent allies gain a PF +1 S against the next Spiritual damage they receive if they are Bloodied.

BESTOW FAITH

Type: {Enchantment}

Description: You channel faith into the soul of an ally.

Effect: Adjacent allies gain bonus +1 S damage when dealing Spiritual damage.

BESTOW ILLUMINATION

Type: {Enchantment}

Description: You channel spiritual illumination into the soul of an ally.

Effect: During Upkeep, adjacent allies Heal a number of points equal to the number of {Enchantment} Passive powers they know.

BESTOW INSIGHT

Type: {Enchantment}

Description: You channel insight into the mind of an ally.

Effect: Adjacent allies gain bonus +1 M when dealing Mental damage.

BESTOW WISDOM

Type: {Enchantment}
Description: You channel wisdom into the mind of an ally.
Effect: Adjacent allies gain a PF +1 M against the next Mental damage they receive if they are Bloodied.

BLEND INTO SHADOW

Type: {Enchantment}
Description: You conceal yourself in plain sight, making it harder for foes to strike you.
Effect: During Upkeep, you can increase the Shroud condition by +1 Intensity.

BLOOD DRINKER

Type: {Enchantment}
Description: Your body is reinvigorated and regenerated by the essence of war. Your body heals itself when you touch, are splashed by, or drink the blood of an opponent.
Effect: During Upkeep, Heal +2 and an additional +4 if adjacent to a Bloodied combatant.

BLOOD LUST

Type: {Feat}
Description: You sense impending victory, instilling you with extra ferocity.
Effect: Your Attack actions gain a +2 damage and +2 Pierce bonus if your target is Bloodied.

BRUTALIZE

Type: {Feat}
Description: You are especially generous when dishing out pain and punishment.
Effect: Your first Attack action of the combat round applies the Degeneration condition with a +1 Intensity. This can be countered by playing a Physical rune.

BULLY

Type: {Feat}
Description: You know how to capitalize on someone else's detrimental situation.
Effect: Your Attack actions gain a +1 Damage and +2 Pierce bonus if your target is suffering from a condition.

CARRIED BY BLOOD

Type: {Enchantment}
Description: Your body is extra-swift as it slips closer to death.
Effect: While Bloodied, your Move gains a +3 bonus.

CARRIED BY SONG

Type: {Enchantment}

Description: Your body reacts favourably to Spell Song magic. When you are touched by such an effect, your body becomes lighter and quicker.

Effect: While affected by a Spell Song, your Move gains a +2 bonus.

CEREBRAL WARRIOR

Type: {Feat}

Description: You are trained in martial ways that allow you to use heavy and cumbersome martial weapons through mental training.

Effect: Weapons equal to and larger than you can be wielded not only by Physical runes, but by Mental runes as well.

CHANNEL THE UNSEEN RIVER

Type: {Enchantment}

Description: You can transfer some of your life-force into your spells to increase their effect.

Effect: Perform a Moderate Sacrifice +1 to gain a Focus +1 for the rest of the combat round and to Recover +2 immediately.

COMBAT AWARENESS

Type: {Feat}

Description: You have a 360-degree situational awareness of the battlefield, giving you improved defence against attacks from behind.

Effect: If you are attacked from the back, you can perform regular Defend actions rather than Weak Defend actions.

COMBAT MANOEUVRABILITY

Type: {Feat}

Description: You are an expert at positioning yourself for the perfect strike when your opponent is in range.

Effect: When performing an Attack action, if there are no adjacent enemies, you can perform a Weak Move action (half Move rate, round down).

COMPANION IN BLOOD

Type: {Enchantment}

Description: You have developed a practiced affinity with another spellcaster. You can help pay a sacrifice cost for a {Spell} they are invoking.

Effect: When an adjacent ally casts a spell with a Sacrifice cost greater than 1, then you can take 1 point of the Sacrifice and pay it in their place. They must still pay the Sacrifice cost that remains, which cannot go below 1, even if there are several adjacent allies with this Passive power.

COMPANION IN DEATH

Type: {Enchantment}

Description: You are acutely aware of your allies in the heat of battle. If they require assistance, you are quick to grant it.

Effect: Deal +1 Damage to an opponent that attacked one of your Bloodied allies this combat round. The Trait of the damage bonus matches the type of damage you are inflicting. You also gain a +2 Move bonus when moving towards a Bloodied ally.

COMPANION IN LIFE

Type: {Enchantment}

Description: When you are healed, you share some of the restorative effects with those around you.

Effect: When you receive any healing, adjacent allies also Heal +1.

COMPANION IN DESTINY

Type: {Enchantment}

Description: When you draw your Destiny (draw runes during Wyrd phase), you give your allies a momentary glimpse into the future.

Effect: During the Wyrd phase, you grant your adjacent allies a Parry bonus for their next Defend action (which will occur during the current combat round), with a bonus equal to the number of runes that you drew.

COMPANION IN MAGIC

Type: {Enchantment}

Description: Your body emanates a magical fuel that can benefit a practitioner of the arts who is next to you.

Effect: During Upkeep, if you perform a Minor Sacrifice +1, adjacent allies gain a +1 Focus for the remainder of the combat round.

COMPANION IN WAR

Type: {Enchantment}

Description: You help an adjacent ally to deal extra damage to their foe by influencing both the attacker and defender (causing a distraction, creating a feint with your weapons, etc...).

Effect: Adjacent allies deal +1 P damage on their Attack actions.

CONSTITUTION

Type: {Feat}

Description: Your body fights for survival when hard-pressed.

Effect: During Upkeep, Heal a number of points equal to the total Intensities of all conditions that affect you.

CORNERED FEROCITY

Type: {Feat}
Description: You fight for your life as your enemies surround you. In your most dire moment, you draw upon reserves you did not know you had.
Effect: If you are Bloodied, and surrounded by 2 or more adjacent enemies, you gain a PF +1 P and Parry +2.

CROSS-ARCHETYPE PASSIVE POWERS

Metas: N/A
Type: N/A
Description: Gain access to another archetype's Passive board and choose 1 Passive power. Follow dweller creation rules for unlocking powers starting at the centre of the board. You now have access to that board and can choose powers on it when you level up.

DANCE AWAY

Type: {Feat}
Description: After you are attacked, you use the attacker's momentum and force to launch your body away from them.
Effect: After you are attacked, you can perform a Minor Sacrifice +1 to perform a Weak Move action.

DANCE OF AUTUMN

Type: {Feat}
Description: Your defences are as multifaceted as the colour of autumn leaves. You perform a dance that protects not only your body, but your mind and soul as well.
Effect: Gain an Evade +1 if you have at least 1 rune in Drain and a Condition at maximum Intensity.

DANCE OF SPRING

Type: {Feat}
Description: Your grace and dexterity in dance allow you to move in a way that overcomes your opponent's defences, allowing you to strike vital areas.
Effect: Attack action damage boosted by +1 for every 2 ranks in the Perform skill.

DANCE OF SUMMER

Type: {Feat}
Description: Your graceful dancing accelerates your movement across the battlefield.
Effect: Move actions gain a +1 bonus for every 2 ranks in the Perform skill.

DANCE OF WINTER

Type: {Feat}
Description: Your graceful movements on the battlefield allow you to act when it is most beneficial.
Effect: During the Upkeep phase, move +/- 1 position in Initiative order for every 2 ranks in the Perform skill.

DARK CONSULTATION

Type: {Enchantment}

Description: You enter a communion with the spirit world around you, allowing you to alter your immediate fate by drawing from your painful memories and experiences.

Effect: Perform a Minor Sacrifice +1, one random rune from the Essence pile can be exchanged with 1 rune from the In-Hand pile.

DEATH TRANSFORMATION (...)

Type: {Enchantment}

Description: Upon death, the body, mind, and soul are permanently transformed into that of another being.

Effect: When someone with this power dies, they are instantly transformed into another form (specified in the name of the power), retaining their equipment level. All runes in Essence must be mapped and assigned to the new power and skill boards.

DEATH TRANSFORMATION, LESSER (...)

Type: {Enchantment}

Description: Upon death, the body, mind, and soul are permanently transformed into that of another lesser being.

Effect: When someone with this power dies, they are instantly transformed into another form (specified in the name of the power), retaining their equipment and losing half their level (round down). All powers and skills must be mapped and assigned to the new power and skill boards.

DEFY THE CROWD

Type: {Feat}

Description: You thrive when surrounded by foes. You use the flailing bodies of your opponents to maximize your own defences.

Effect: Parry is boosted by +1 per 2 adjacent foes.

DESPERATION

Type: {Feat}

Description: You enter a frenzied state as your survival instinct kicks in.

Effect: Your Attack actions gain a +2 Damage and +2 Pierce bonus if you are Bloodied.

DEVOUR FAITH

Type: {Enchantment}

Description: You feast on the souls that inhabit your body, regenerating your life-force.

Effect: During Upkeep, you suffer from maximum Intensity Possession, gain a Heal +4 and Recover +4.

DIE HARD

Type: {Feat}
Description: You are battle-hardened and know how to turn the tide of battle to your advantage.
Effect: During Upkeep, Heal +2 and Recover +4.

DRIVE BACK

Type: {Feat}
Description: You press your attack moving forward with every blow and pushing your opponent onto their heels.
Effect: Each Attack action pushes your opponent backwards by 1 hex (5'). You opponent can counter this effect by playing a Physical rune. You can perform a Minor Sacrifice +1 to move into the space the opponent vacated.

ENCHANTED PROWESS

Type: {Feat}
Description: While you remain concentrated on a magical source and suffer from an affliction, the strain unlocks a reserve of magical talent in you.
Effect: While you suffer from a Condition and have a {spell} effect In-Play with a Maintain or Open meta, you gain a Focus +1.

ENTER RAGE

Type: {Feat}
Description: You have conditioned your soul to succumb to base emotions of anger, rage, and fury. You allow yourself to be ruled by those emotions as you spiral into rage while frothing at the mouth and chewing your shield.
Effect: During Upkeep, you may obtain a +1 Intensity for the Rage condition.

ESSENCE OF THE GHOST

Type: {Enchantment}
Description: Your body is primarily made up of spiritual energy, overshadowing your physical and mental being. When you perform unarmed attacks, you deal Spiritual damage.
Effect: Unarmed attacks deal Spiritual damage.

ESSENCE OF CONSCIOUSNESS

Type: {Enchantment}
Description: Your body is primarily made up of mental energies, overshadowing your physical and spiritual being. When you perform unarmed attacks, you deal Mental damage.
Effect: Unarmed attacks deal Mental damage.

EXPLOSIVE RUNE

Type: {Rune Enchantment}
Description: Weapons inscribed with this rune increase the concussive force behind the blow, pushing your targets backwards with greater force.
Effect: When you attack, weapon deals +1 Physical damage and knocks back your opponent 1 hex (5'), unless defender plays a Physical rune.

FANGS

Type: {Feat}
Description: Your natural weapons (such as claws, fangs, etc.) are longer, sharper, and more pronounced.
Effect: The damage from natural weapons (unarmed combat) is increased by +1, you gain a +1 Parry bonus, and gain Pierce +2. This bonus stacks for every 5 dweller/denizen levels (i.e. +2/+2/+4 at level 5).

FAVOUR DEFENCE

Type: {Feat}
Description: Your situation requires you to shift your balance to a defensive stance.
Effect: During Upkeep, up to 2 points of Parry can be substituted to DF for the combat round. You cannot shift Parry points you do not have.

FAVOUR OFFENSE

Type: {Feat}
Description: Your situation requires you to shift your balance to an offensive stance.
Effect: During Upkeep, up to 2 points of DF can be substituted to Parry for the combat round. You cannot shift DF points you do not have.

FELLOWSHIP OF THE WHITE HARE

Type: {Feat}
Description: When in a group, your movements are hastened.
Effect: When adjacent to 4 or more allies (including thanes), gain a Move bonus of +2.

FELLOWSHIP OF THE MAGIC EYE

Type: {Feat}
Description: When in a group, your spells are more potent.
Effect: When adjacent to 4 or more allies (including thanes), perform a Minor Sacrifice +1 during Upkeep to grant a Focus +1 to yourself or an ally until the end of the turn.

FELLOWSHIP OF THE SILVER SHIELDS

Type: {Feat}
Description: When in a group, you are better protected.
Effect: When adjacent to 4 or more allies (including thanes), Perform a Minor Sacrifice +2 during Upkeep to get an Evade +1.

FELLOWSHIP OF HEL'S ICE HAND

Type: {Feat}
Description: When in a group, your attacks are crueler.
Effect: When adjacent to 4 or more allies (including Thaners), gain a +2 Damage bonus on Attack actions.

FERAL TRANSFORMATION

Type: {Feat}
Description: You achieve an altered state as rage consumes you.
Effect: During Upkeep, if you have maximum Intensity Rage condition, then you can choose a rune bound to a Shapechange Active power in your Essence and place it in the In-Play pile with any other runes as metas.

FLEET-FOOTED

Type: {Feat}
Description: You are especially good at running.
Effect: Move actions gain a +1 bonus (+5').

FRENZY

Type: {Feat}
Description: You are quick to become angry.
Effect: You can apply a +1 Intensity to the Rage condition if any of the following occur: you enter a Bloodied state; an ally falls unconscious; an ally dies; or the Intensity of the Degeneration condition increases.

FUELLED BY CROWD

Type: {Feat}
Description: When enemies descend upon you, your motivation to get out is bolstered by the size of the angry mob.
Effect: On your next Move action, gain a Move bonus equal to twice the number of adjacent foes.

FURIOUS COHORT

Type: {Feat}
Description: You are attuned to other raging allies, and you can restrain yourself from harming them.
Effect: When you are at maximum-Intensity Rage, you can discern allies with the Rage condition and choose not to attack them.

GIANT SIZE

Type: {Feat}
Description: Your size category is larger than that of a typical human.
Effect: You dweller's size category increases by +1.

GLIDING DODGER

Type: {Feat}
Description: You are a natural swimmer; you can evade damage better while submerged.
Effect: You gain PF +1 against Physical damage while in water.

IMMORTAL'S ATTUNEMENT

Type: {Enchantment}
Description: Your skin merges with your surroundings, concealing your appearance and smell.
If you are a Son of Muspel, you begin to shine with such brilliance that most need to look away.
Effect: If you have at least 1 Potence, you gain +2 Intensity to the Shroud condition during Upkeep.
If you perform an Ultimate Sacrifice +2, you gain a +4 Intensity instead.

IMMORTAL'S MODR

Type: {Enchantment}
Description: Modr is the divine rage that courses through torrents of unbridled emotions. If you are an Einherjar, your body swells with muscle mass as you lose control.
Effect: If you have at least 1 Potence, you gain +2 Intensity to the Rage condition during Upkeep.
If you perform an Ultimate Sacrifice +2 you gain a +4 Intensity instead.

IMMORTAL'S BOON

Type: {Enchantment}
Description: You acquire Potence more quickly.
Effect: Any time you gain any DP, gain one extra point.

IMMORTAL'S LIFE-FORCE

Type: {Enchantment}
Description: You have a talent for regenerating Potence.
Effect: During Upkeep, gain DP +1.

IMMORTAL'S CLEANSING

Type: {Enchantment}
Description: Your body, mind, and soul purge unwanted statuses.
Effect: If you have at least 1 Potence, you Heal +1 during Upkeep and reduce a condition that affects you by -2 Intensity.

IMMORTAL'S INSIGHT

Type: {Enchantment}
Description: Your eyes reflect the stars as your perceptions are heightened greatly.
Effect: You may perform an Ultimate Sacrifice +1 to gain +2 ranks in Perception.

IMMORTAL'S PRESENCE

Type: {Enchantment}
Description: Your body causes reality to shudder as you move through mortal realms such as Midgard.
Effect: You can perform an Ultimate Sacrifice +1 to gain +2 ranks in Intimidate.

IMMORTAL'S VOID

Type: {Enchantment}
Description: As you interact with other Immortals, you can syphon some Potence.
Effect: You can reduce the Potence of anyone you target with an Attack action or Active power (with no metas) by 1 point and increase your own by the same amount. The victim can play any rune to counter this effect.

HAUGBUI'S CURSE

Type: {Enchantment}
Description: An unresolved issue while you were alive has bound you to becoming a lost soul upon death. You are bound to Midgard until that issue is resolved.
Effect: You must stay within 100' of your final resting place. PF +2 against Physical damage and PF +1 against Spiritual damage.

INKITE STRIFE

Type: {Feat}
Description: You have a way with words and gestures that rubs others the wrong way. You can provoke others with only a few sharp insults and genuinely rude gestures.
Effect: During Upkeep, apply a +1 Intensity to the Taunt condition.

INSIGHT

Type: {Feat}
Description: Your Mind can dig deep into its recesses and find uncanny insights into a problem you are facing.
Effect: When performing a Mental skill attempt, you can make an Ultimate Sacrifice +1 to reduce the attempted Difficulty by 2.

KEEN APTITUDE

Type: {Feat}
Description: You have an unsurpassed talent in certain powers. Instead of learning new different powers, you can increase the intensity of an existing power.
Effect: When you level up and choose a new Essence (rune), you can choose to bind it to a Passive power already bound to one of your other runes. This stacks the effect (sum the power).

KEEN SENSES

Type: {Feat}
Description: You have acute sight, smell, and/or hearing.
Effect: Rune costs to overcome the Shroud condition are reduced by 1.

LEAPING STRIKER

Type: {Feat}
Description: You have perfected a technique of leaping at an opponent and using that motion to increase the ferocity of your attacks.
Effect: After performing a Weak Move action, gain a +1 damage bonus and a +2 Pierce bonus on your next Attack action. After performing a Move action, gain a +3 damage bonus and a +2 Pierce bonus on your next Attack action.

MARTIAL PROWESS

Type: {Feat}
Description: You have extensive experience using weaponry to inflict maximum damage.
Effect: On an Attack action using a weapon (ranged or melee), deal +1 additional Physical damage.

MASTER OF KENNINGS

Type: {Enchantment}
Description: You have brought your being in harmony with Spell Song magic. You can perform one Spell Song that is more potent and has added rejuvenation properties in each combat round.
Effect: Gain a +1 Focus for the first {Spell Song} you cast in each combat round. You Heal +1 when you cast that first spell each round.

MIGHT

Type: {Feat}
Description: You are stronger than average, and your melee weapons strike with greater impact.
Effect: On an Attack action with a melee weapon or when performing an unarmed attack, deal +1 additional Physical damage.

MISERY LOVES COMPANY

Type: {Feat}
Description: You learn from your bad experiences and inflict them on others.
Effect: If you are Bloodied and suffer from a condition, when you apply a Condition on another combatant, the Intensity is increased by an extra +1.

MOD MENTALITY

Type: {Feat}
Description: Your confidence and combat prowess is bolstered by the presence of others aligned with your cause.
Effect: All Attack actions deal +2 Physical damage if an ally is adjacent.

NATURE'S CHILD

Type: {Enchantment}
Description: You are attuned to the rivers of life that flow from Ymir, the primordial Jotun.
Effect: When receiving or performing a Heal, gain a +1 bonus.

NETHER PACT

Type: {Enchantment}
Description: You command lost spirits to envelop and carry your magical effect farther.
Effect: Perform a Minor Sacrifice +1 to add a free Range meta to one {spell} Active power rune chain this turn. The spell must have Range listed as one of the three available metas. This rune chain cannot have a Maintain or Open meta in it.

NIMBLE

Type: {Feat}
Description: You have a survival instinct that helps you avoid damage.
Effect: On Defend actions, gain +1 Parry bonus.

OFFERING TO HEL

Type: {Enchantment}
Description: You negotiate with the spirits of the departed who are on their way to Niflheim, asking them to return a lost memory.
Effect: Perform a Minor Sacrifice +1 to exchange a random rune in the Essence pile and a chosen rune in the Death pile.

PENUMBRAL RING

Type: {Enchantment}
Description: You command lost spirits to spread your magical effect.
Effect: Perform a Minor Sacrifice +1 to add a free Area meta to one {spell} Active power rune chain this turn. The spell must have Area listed as one of the three available metas. This rune chain cannot have a Maintain or Open meta in it.

POSSESSED

Type: {Enchantment}
Description: You can control the level of possession by a foreign spirit that is invading your body. You can choose to allow the spirit more control over your body, or begin to slowly force it out of your body.
Effect: You can apply a +1 or -1 in Intensity for the Possessed condition. This effect occurs during Upkeep and only once per turn.

POUNCE

Type: {Feat}
Description: With your initial attack, you surprise your opponent by leaping onto them and knocking them off-balance.
Effect: Your first Attack action of the round inflicts an Impeded condition with +1 Intensity. This effect can be countered by an opponent who plays a Physical rune.

PRECISION

Type: {Feat}

Description: You are very precise in your attacks, allowing you to bypass armour and time your attacks when the defender is least able to mount a meaningful defence.

Effect: Your Attack actions gain +2 Pierce.

PRICE OF PROGRESS

Type: {Enchantment}

Description: You are a perfectionist, pushing yourself to extraordinary levels of success.

Effect: Ultimate Sacrifice +1; skill check gain +1 rank (maximum once per skill check).

PROTECTOR

Type: {Enchantment}

Description: You look after your friends, developing the skills that allow you to help them in their time of need.

Effect: You can perform Defend actions for adjacent allies when they are attacked, adding your total to their own Defend actions.

PUPPET MASTER

Type: {Enchantment}

Description: If you are responsible for the lost soul that now inhabits one of your opponents, you can use the spirit to control the actions of your victim (as the spirit controls more of the opponent's Traits, you can exert more control over the actions of your victim).

Effect: If you have applied the Possessed condition on a foe, you can use the runes set aside due to Possession during your Action phase and use them to perform various generic actions. If you are aware of the victim's Active powers (through some divination or the "assess opponent" generic action) you can activate them. If more than one attacker is vying for the possessed runes through the use of this Passive power, the available runes are divided among the attackers as evenly as possible by the Norn.

QUICK DRAW

Type: {Feat}

Description: You are very quick at drawing a weapon, performing the motion instinctively.

Effect: You do not need to play a rune to draw your weapon, or to switch weapons.

RALLYING PACK HOWL

Type: {Enchantment}

Description: You tap into your feral soul and turn your head up to the dark sky and howl a melody of courage.

Effect: During = Upkeep, you Heal +3. If you perform a Major Sacrifice +1, then all allies within 2 hexes (10') also heal +3.

RENDER HELPLESS

Type: {Feat}
Description: You are adept at destabilizing your opponent in such a way as to compromise their ability to defend themselves effectively.
Effect: Your first Attack action of the combat round applies the Vulnerability condition with a +1 Intensity. This can be countered by playing a Physical rune.

RESISTANCE TO BLINDNESS

Type: {Enchantment}
Description: You are supernaturally resilient to the Blindness condition.
Effect: Once in every combat round, ignore the first +1 Intensity to this condition.

RESISTANCE TO DEGENERATION

Type: {Enchantment}
Description: You are supernaturally resilient to the Degeneration condition.
Effect: Once in every combat round, ignore the first +1 Intensity to this condition.

RESISTANCE TO IMPEDED

Type: {Enchantment}
Description: You are supernaturally resilient to the Impeded condition.
Effect: Once in every combat round, ignore the first +1 Intensity to this condition.

RESISTANCE TO POSSESSION

Type: {Enchantment}
Description: You are supernaturally resilient to the Possession condition.
Effect: Once in every combat round, ignore the first +1 Intensity to this condition.

RESISTANCE TO VULNERABLE

Type: {Enchantment}
Description: You are supernaturally resilient to the Vulnerable condition.
Effect: Once in every combat round, ignore the first +1 Intensity to this condition.

RUNE OF BLOOD

Type: {Rune Enchantment}
Description: Also known as the "rune of the woods", this set of sigils creates a regenerative aura on the wearer of the rune.
Effect: During Upkeep, apply Heal +3 and Recover +4 on yourself or an adjacent ally.

RUNE OF BONES

Type: {Rune Enchantment}

Description: The rune feeds on the sorrow of the living. If you are hurt, the rune infuses you with eldritch might.

Effect: If you have been attacked this combat round, Physical damage you deal (through a spell or Attack action) is augmented by +2 and your weapon Reach is increased by +1.

RUNE OF FATE

Type: {Rune Enchantment}

Description: The Norns can intercede if it is not your time to die. The rune is a beacon to higher powers who may help preserve your life. The rune is usually inscribed on some personal effect that carries personal significance.

Effect: If you are Bloodied, you receive an Evade +1 bonus.

RUNE OF MEAD

Type: {Rune Enchantment}

Description: Also known as the "the ale rune", this set of sigils ensure that the recipient of these runes can sense danger.

Effect: When scribed on a piece of equipment that is worn, this rune bestows the wearer with a sixth sense. When danger is imminent (such as someone contemplating drawing their sword, or being served poisoned food) the rune begins to vibrate and hum. It also grants a +1 rank in Perception when making a skill check to assess an imminent threat.

RUNE OF REINFORCEMENT

Type: {Rune Enchantment}

Description: This set of sigils augments the hardness and durability of the surface it is carved upon.

Effect: Mystical armour, bestows a personal PF +1 against Physical damage.

RUNE OF RETRIBUTION

Type: {Rune Enchantment}

Description: Also known as the "rune of victory", this set of sigils ensures cruelty begets more cruelty on those who inflict it.

Effect: If attacked, you can immediately deal DF +1 P with Pierce +2 to an adjacent opponent.

RUNE OF SHIELDING

Type: {Rune Enchantment}

Description: This set of sigils increases the malleability of the surface it is carved upon. When placed on armour, the wearer has an easier time avoiding inkling attacks.

Effect: Mystical armour, bestowing a personal Parry +2 P.

RUNE OF STORMS

Type: {Rune Enchantment}
Description: This set of sigils conjures the angry gaze of the thunder god. If it is placed on an equipped item, small lightning arcs are generated that strike nearby opponents.
Effect: When you perform Attack actions, lightning courses through your weapon and applies a Pierce +2 and DF +1 P to your attack.

RUNNING JAB

Type: {Feat}
Description: The battlefield is a second home. You are adept at manoeuvring around foes and dealing damage in the process.
Effect: During the Action phase, when performing a Move action, if you pass within reach of an opponent that you have not already attacked this turn, you can pay a Minor Sacrifice +1 and perform a Weak Attack action. After such an attack, you can complete the original Move action.

SADIST

Type: {Feat}
Description: You take great pleasure in humiliating and degrading your opponents. You ensure that your attacks are directed at your opponent's eyes and ears, causing them to lose their effectiveness on the battlefield.
Effect: Your first Attack action of the round inflicts a Blind condition with +1 Intensity. This effect can be countered by an opponent who plays a Physical rune.

SEEKER OF WORLDS

Type: {Feat}
Description: While standing in an Alka, you seek harmony with the essence of the other realm.
Effect: While standing inside or adjacent to an Alka, you can perform a Minor Sacrifice +1 during Upkeep to gain a +1 Focus.

SILENCE THE CROWD

Type: {Feat}
Description: You thrive when surrounded by foes. You use your opponents' attacks against them and maximize the punishment you inflict by knocking them into each other.
Effect: Weapon DF is boosted by +1 for every 2 adjacent foes.

SONG SMITH

Type: {Enchantment}
Description: Your prowess increases as your Spell Songs affect allies and opponents on the battlefield.
Effect: During Upkeep, Heal a number of points equal to the number of opponents that are affected by your Spell Song (maximum: +5), or grant all allies that are affected by your Spell Song a +2 Parry bonus for the remainder of this combat round.

SPIRIT DOMINATION

Type: {Enchantment}

Description: You have mastered the art of communicating with spirits. You may now manipulate them into greater fits of rage.

Effect: For every 4 ranks in the Commune with the Dead skill, you gain a +1 bonus to Spiritual damage you deal.

SPIRIT DOMINATION

Type: {Feat}

Description: You are trained in martial ways that allow you to use heavy and cumbersome martial weapons through spirit training.

Effect: Weapons equal to and larger than the dweller can be wielded not only by Physical runes, but Spiritual runes as well.

SPIRITUAL CONDUIT

Type: {Enchantment}

Description: You centre your being and tap into the depths of your soul.

Effect: During Upkeep, perform a Minor Sacrifice +1 to gain a Spiritual damage bonus of +1.

STEALTHY STRIKER

Type: {Feat}

Description: You are especially good at attacking from your opponent's blind side. When striking from the back, you maximize the wounds by aiming your blows.

Effect: When attacking from behind, deal DF +2 Physical damage on attacks.

STOUT

Type: {Feat}

Description: You can purge afflictions by sheer willpower and constitution.

Effect: During Upkeep, you can reduce the Intensity by 1 of a condition that is afflicting you if it is one of the following: Blind, Degeneration, Impeded, Possession, or Vulnerable.

SUAVE SINGER

Type: {Enchantment}

Description: Spell Song magic washes over you like a chromatic wave of restoration, regardless if the magic is hostile or benevolent towards you.

Effect: Heal +5 during Upkeep if you are under the effect of a Spell Song.

SUMMON EFFIGY

Type: {Enchantment}

Description: You carve a small statue out of wood or stone and imbue it with mystic runes. The being created now serves you as an automaton that follows your literal instructions.

Effect: Gain an Effigy thane at level 3 and size 1. If you already have this thane, then multiple instances of this Passive power boost the level by another +3 and size by +1. At size 5 or greater, 1 level can be spent to turn the Effigy into a mount with the Quadruped attribute (double Move rate and cannot wield any weapons). At dweller level 1 or more, you know how to create a wood Effigy. If you are level 15 or more, you know how to create a stone Effigy. If you are level 30 or more, you know how to create a gold Effigy.

SUMMON FAMILIAR

Type: {Enchantment}

Description: Some magic users know how to bind a lost soul with magical aptitudes with an animal that has innate magical essence to create a thane known as a familiar. With their innate mystical nature, animals such as cats, snakes, and ravens make good familiars. Once a lost soul enters the animal, it gains the ability to mentally communicate with the Seithkona who bound it. The soul also unlocks the latent mystical energies so they can be shared with the Seithkona.

Effect: Gain a familiar thane at level 3. If you already have this thane, then multiple instances of this Passive power boost the level by another +3.

SUPERB SWIMMER

Type: {Feat}

Description: You are a natural swimmer and swim faster than others.

Effect: Move +2 while in water.

TACTICAL ADVANTAGE

Type: {Feat}

Description: You have a knack for being very mobile. At the start of every combat round, you can reposition yourself by performing a movement during Upkeep without needing to play any runes.

Effect: During Upkeep, perform a Move action.

TACTIKIAN

Type: {Feat}

Description: You carefully watch all combatants and the next possible moves they are planning. This insight allows you to better time your subsequent actions.

Effect: During Upkeep, freely move +/- 1 position in Initiative order.

TAB THE SOURCE

Type: {Enchantment}

Description: Your body's natural aura can be controlled as you concentrate on the effect.

Effect: During Upkeep, gain a +1 or -1 to the Intensity of the Aura condition as the given element (raw magic, ice, fire, etc...) radiates from your body.

TAUNTER'S BOON

Type: {Feat}
Description: When you agitate your adversaries, you feel better in body, mind and spirit
Effect: During Upkeep, Heal +1 and Recover +2, both effects scale per Intensity of Taunt {Feat}.

TAUNTER'S FINESSE

Type: {Feat}
Description: Your parry with weapons increases as your ability to draw out aggression from your foes improves.
Effect: Bonus Weapon Parry +1 P for 2 levels of Intensity of Taunt.

THRIVING IN THE CROWD

Type: {Feat}
Description: Your morale and survival instinct improve as you are surrounded by foes.
Effect: During Upkeep, heal +1 for every adjacent opponent.

TURN THE BLADE

Type: {Feat}.
Description: Your block is so efficient that you reverse the attacker's stroke and have them take the damage instead.
Effect: If you are attacked by an adjacent foe, and your Defend action reduces the damage to 0 or less, your attacker suffers the attack instead. The victim of this effect receives an amount of damage equal to the original attack before your Defend action reduced it. They get an opportunity to mount a defence as usual (PF, Defend actions, etc...)

UMBRAL ALLIANCE

Type: {Enchantment}
Description: You bestow magical energy to those around you when you are filled with arcane spirits.
Effect: If you are at maximum Intensity Possession, adjacent allies receive a +1 Focus.

UNBREAKABLE BODY

Type: {Feat}
Description: You have an uncanny natural resistance to physical abuse.
Effect: When Bloodied, gain PF +1 P and Parry +1.

UNBREAKABLE MIND

Type: {Feat}
Description: You have an uncanny natural resistance to mental abuse.
Effect: When Bloodied, gain PF +1 M.

UNBREAKABLE SOUL

Type: {Feat}
Description: You have an uncanny natural resistance to spiritual abuse.
Effect: When Bloodied, gain PF +1 S.

UNARMED POWER

Type: {Feat}
Description: Your unarmed fighting style is not simple brawling: you know how to use your body as a lethal weapon, causing damage to your foes.
Effect: Your unarmed attacks gain a "weapon meta" much like weapons. If using blunt attacks such as fists, you gain Knockdown; if using pierce or slash attacks such as claws or fangs, you gain Gore. Performing Active powers with unarmed attacks now allows the Weapon meta to be effective.

UNENCUMBERED DODGE

Type: {Feat}
Description: You have an innate danger instinct and lightning-quick reflexes that are perfect for avoiding danger. When wearing armour, this natural reflex is hampered.
Effect: PF +1 against Physical when wearing no armour, with an additional +1 PF for every 5 dweller levels.

UNHOLY ARMOURY

Type: {Enchantment}
Description: The gated creatures that you manifest onto the battlefield come equipped with a weapon of your choice. If the gated creature can wield the weapon(s) you are currently wielding, it will appear holding a copy of that weapon(s).
Effect: If a gated creature you create joins the battle with no weapon, but can wield a weapon you carry, you may have it clone what you are wielding. The cloned weapon only functions in the gated creatures, hands and dissipates when the creature does.

UNSTOPPABLE AGGRESSION

Type: {Feat}
Description: Your pain and rage force you to overcome adversity.
Effect: If you are Bloodied and suffer from a maximum Intensity Rage condition, you can reduce the Impeded condition during Upkeep by -2 Intensity.

UNSTOPPABLE CARNAGE

Type: {Feat}
Description: Your pain and rage directs you to your adversaries.
Effect: If you are Bloodied and suffer from maximum-Intensity Rage condition, you can reduce the Blind condition during Upkeep by -2 Intensity.

UNTOUCHABLE

Type: {Feat}

Description: The technique you use to avoid incoming damage includes an effective backwards retreat that reduces the effectiveness of the attacker's reach. Attack blows must be closer to you to be successful.

Effect: Opponent Reach values are penalized by -2 (minimum 1) and Range values by -10' (2 hexes) when targeting you with an Attack action.

UNWELCOME MOTIVATION

Type: {Enchantment}

Description: When you or an adjacent ally are targeted by magic that affects your minds, your feet work furiously to get you to safety.

Effect: Whenever you or an adjacent ally take Mental damage, and you have a condition that is at least 1 Intensity, you can immediately perform a Weak Move action.

WARRIOR OF SONG

Type: {Enchantment}

Description: Your attacks are instilled with extra savagery if you are affected by a Spell Song.

Effect: While under the effect of a {Spell Song}, your Attack actions gain a +2 damage bonus.

WELL OF BLOOD

Type: {Enchantment}

Description: Your body is filled with a supernatural survival instinct.

Effect: While you suffer from two conditions at maximum Intensity and are Bloodied, your body moves of its own accord, drawing strength from the life currents that surround the world-tree Yggdrasil. Gain +2 Evade and +1 Parry.

WELL OF SPIRITS

Type: {Enchantment}

Description: Your body is filled with esoteric spirits that raise your arcane arts to new heights.

Effect: While you are at maximum-Intensity Possession, gain a Focus +1.

WHISPER OF SOULS

Type: {Enchantment}

Description: When in need of spiritual guidance, you turn to the spirit world for guidance. The spirits whisper in your ear and guide your body and mind to success.

Effect: When performing a Spiritual skill attempt, you can make an Ultimate Sacrifice +1 to reduce the attempt Difficulty by 2.

WITCH BLOOD

Type: {Enchantment}

Description: Your blood runs deep with arcane ancestry. Your blood has a faint luminescence and provides your body with natural vigorous regeneration.

Effect: You can perform a Minor Sacrifice +1 and afflict a +1 Intensity Possession on yourself to gain a Focus +1 for the remainder of the combat round.

WORK IN CONCERT

Type: {Enchantment}

Description: Your leadership is awe-inspiring and contagious. Your Fylgia ensures that your allies are invigorated by your presence.

Effect: During Upkeep, adjacent allies immediately Heal +2 and gain a +2 Move bonus on their next Move action.



SKILLS

Below is a comprehensive list of skills. The Trait listed is the most commonly used one, but in some situations, a case can be made to use a different Trait for a skills check. If more than one Trait is listed, then the Norn chooses the Trait to be used. Some skills have some overlap and provide synergy bonuses to other skills. In those cases, the rank of the skill that provides the synergy bonuses is halved (round up) and added to the ranks of the skill required. Each skill is listed with a Difficulty Rating and a list of the most common Traits that would apply for such a skill test. Groups can attempt a skill together when applicable (decided by the Norn), with a maximum number of participants (decided by the Norn). Each person must have at least 1 rank in the skill and must add a +1 to the rank of the primary person who is performing the skill check.

Example: The group is confronted by a bear. Three dwellers have the Animal Empathy skill. One player has a high rank of 3, the others have only rank 2. They add their efforts to the dweller with rank 3, giving two +1 bonuses and granting a final rank of 5 to that dweller.

ANIMAL EMPATHY

[Difficulty +1, Spiritual]

Tame creatures native to Midgard (bears, wolves, birds, etc...). Tamed creatures will not attack the dweller unless provoked. Extra successes means the creature may form an affinity to the dweller and possibly help the dweller in some way. A tamed creature will never become as obedient a companion as a thane would (a creature summoned with a Passive power). The Difficulty in taming a creature is based on the level of the creature.

Level 1-3	Difficulty 1
Level 4-6	Difficulty 2
Level 4-6	Difficulty 3
Every 3 levels	Difficulty +1

ATHLETICS

[Difficulty +0, Physical]

Perform risky Physical feats such as tightrope-walking, balancing, climbing, etc. The Difficulty Rating is based on the feat being attempted and should be judged by the Norn.

BESTOW SKILL (...)

[Difficulty +1, N/A]

This skill allows one to bestow the skill listed in brackets to another ally who is touching them. If physical contact is broken, then the skill knowledge is lost. Only one such individual can be affected by this bestowal at any given time. The Difficulty Rating for the bestowed skill is boosted by 1 as this transferral is sudden and imperfect.

BRAWLING

[Difficulty +0, Physical]

Use unarmed attacks and blocks in order to defeat an opponent in non-lethal combat (damage/runes stop at the lowest zone in Wounds). This skill would be utilized in-lieu of the normal combat system to quickly determine the victor in a non-lethal physical duel.

COMMUNE WITH DEAD

[Difficulty +2, Spiritual]

Contact the spirit of a recently deceased human through a ritual that takes several minutes to perform. Language is not an issue as the spirit speaks back in images and emotions.

If the skill attempt failed, it cannot be tried again with the same spirit. If successful, the spirit gives

veiled answers (images and emotions). For every extra success, one additional question can be asked.

The spirit's knowledge is not limited to their memories while alive: since death, they have access not only to all physical senses (sight, smell, sound) but also spirit senses – they can read thoughts and see spirits.

Before they depart to either the heavens or Niflheim, they gather valuable information of the realm they died in. Difficulty is modified further by the time lapsed since death.

Under 5 minutes	Difficulty +/- 0
6 minutes to 1 hour	Difficulty +1
1 hour to 24 hours	Difficulty +2
Every additional 24 hours	An additional Difficulty +1

CROSS-ARCHETYPE SKILLS

[N/A]

Gain access to another archetype's Skill board and choose 1 skill. Follow dweller creation rules for unlocking skills starting at the centre of the board: you now have access to that board and can choose skills on it when you level up.

DISGUISE

[Difficulty +0, Physical]

Disguise appearance (to imitate another human) and voice (to imitate any species that produces sounds similar to your own). Disguise requires some materials: based on the quality of materials, the Norn can provide Difficulty Rating modifiers. Voice does not require materials but does require some familiarity with the sounds for them to be mimicked.

DRINKING/WENCHING

[Difficulty +0, Variable]

Know how to have a great time (includes drinking, seduction, gambling, etc...). When having a drinking contest, ranks in this skill apply automatic successes in opposed skill checks for who can hold their liquor the best. For gambling, this skill provides an advantage in odds or points (such as in the game of runes below). The Difficulty is the amount of surveillance that is taking place between the gamblers:

Experienced gamblers	Difficulty =2
Suspicious gamblers	Difficulty =3
Gambling establishment	Difficulty =4

Game of Runes: Each player calls out a rune and then Wyrds 3 runes from a full rune bag (The Void Rune is not used). All point gains are cumulative:

- Matching the Trait of the rune called grants 1 point per match.
- Matching the exact rune grants 3 points.
- A pull resulting in all three Traits grants 2 points.

Each success in the skill allows 1 rune that was drawn to be put back in the bag and the rune redrawn at random.

ENDURANCE

[Difficulty +0, Physical]

Keep up strenuous activity longer than humanly possible. Success means that the activity may be maintained for double the duration. For each extra success the multiplier increases (ie. x3 for 1 extra success, etc...)

1 success	x2 duration
2 successes	x3 duration
For every additional success, increase by multiplier by +1	

ESCAPE

[Difficulty +0, Physical or Mental]

A keen mind for strategy and perception and manual dexterity to escape bonds and imprisonment. Every success grants the dweller either a success or a means to get out (which requires role-play). Someone who is tied up and thrown in a cell that has no windows, for example, and is trying to escape could have a Difficulty of 2 and 4 respectively.

Rope bonds	Difficulty 2
Manacles with lock	Difficulty 3 (synergy with the Lock Picking skill)
Typical room	Difficulty 3
Prison cell	Difficulty 4

ETIQUETTE

[Difficulty +0, Mental or Spiritual]

Knowledge of how to behave in different social situations (meeting royalty, attending funerals, etc...). Success in this skill ensures the dweller does not perform a faux-pas. Extra successes will help the dweller endear him or herself to the other attendees in a the social setting. The Difficulty Rating is based on the feat being attempted and should be judged by the Norn.

FEATHER FINGERS

[Difficulty +0, Physical]

Palm an object without getting noticed. The larger the object or the harder it is to nip, the harder the Difficulty. All the modifiers below are cumulative.

Object is on a level surface	Difficulty +/- 0
Object is in a container (such as a bag)	Difficulty +1
Object is being observed	Difficulty +2
Object is worn (scabbard, finger)	Difficulty +1
Object is size 1 or less	Difficulty +/- 0
Object is size 2	Difficulty +1
Object is size 3	Difficulty +2
Object is size 4	Difficulty +3
Object is size 5	Difficulty +4
Object is size 6	Difficulty +5

HUNTING/TRAPPING

[Difficulty +0, Physical or Mental]

Acquire food and pelts as well as knowledge of how to set lethal and non-lethal traps. Success will grant a catch that provides food and body parts such as fur with an average market value. Every extra success grants a bonus to the value of the catch. If using the skill to set a lethal snare (10 minutes to an hour of work), the Difficulty Rating of the trap and how concealable it is (opposed by a Perception skill check) are graded on the number of successes.

1 success	DF +4 P and conceal factor of 1
2 successes	DF +5 P and conceal factor of 2
3 successes	DF +6 P and conceal factor of 3
Additional successes increase the DF and concealability by +1	

INTIMIDATE

[Difficulty +0, Variable]

Browbeat someone into obedience through physical, mental, or spiritual intimidation. Depending on how the dweller is describing their intimidation attempt, the Norn will set the required Trait and Difficulty Rating. This skill is not normally usable in the heat of combat. The best chances for success are right before combat breaks out, or at the tail end of a combat when the victory looks imminent.

LOCK-PICKING

[Difficulty +1, Physical or Mental]

The ability to unlock padlocks and door locks. Using proper tools adds ranks based on their quality to the skill check. The Norn sets the Difficulty based on the quality level of the lock.

Basic Lock	Difficulty = 3
Barrel Lock	Difficulty = 4
Master Lock	Difficulty = 5
Dvergar Lock	Difficulty = 10

LORE: ARCANA

[Difficulty +1, Mental or Spiritual]

Recognition of magical items and sources. A single success indicates that a source is magical. Extra successes grants insight into the type of magic and the specific effects (Active and Passive powers). To simply detect if an item is magical requires an Easy [2] skill check. If someone wishes to determine the powers of a magical item, then the Difficulty is proportional to the QR of the item.

Moderate[3]	QR: 1-5
Hard [4]	QR: 6-10
Unlikely [5]	QR: 11-15
Every 5 QR increases the DR by +1	

LORE: LOCALES

[Difficulty +0, Mental]

Knowledge about obscure locales and environments. Locales that are outside the dweller's normal environment provide Difficulty modifiers Ratings. Human native realm is Midgard.

Native realm and same country	Difficulty = 2
Native realm and same country	Difficulty = 3
Foreign realm and renowned location (e.g.: Valhalla)	Difficulty = 4
Foreign realm and obscure location	Difficulty = 5

LORE: PERSONAS

[Difficulty +0, Mental]

Learn more about notable persons and denizens as well as their powers, strengths, and weaknesses. Success grants some basic information: additional success reveals more information, such as their place of residence, friends, notable achievements, etc... The Difficulty Rating is to be determined by the Norn.

NAVIGATION

[Difficulty +0, Mental]

Provides shortened travel time and safe, expedited passage. Depending on what the dweller wishes to accomplish, success will grant either shortened travel time or the avoidance of potentially hostile encounters. An additional success can provide both. The Difficulty depends on the terrain that will be travelled. As such, the Difficulty Rating is determined by the Norn.

NEGOTIATION

[Difficulty +0, Mental]

Receive discounts on purchases or better prices on sales. A success results in a 25% reduction in price in for the dweller. Every additional success increases the reduction by another 10%. This skill is almost always an opposed skill check with another merchant/customer. Verbal Manipulation is in synergy with this skill.

OMENS/PORTENS

[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.

PERCEPTION

[Difficulty +0, Mental]

Notice something peculiar, hidden, or out of place, such as spotting a trap/ambush, someone trying to hide, a concealed weapon, a secret passage, etc... This skill does not encompass the reading of body language (see Sense Motive). The Difficulty Rating is determined by the Norn.

PERFORM

[Difficulty +0, Physical]

This skill allows someone to perform in a truly spectacular way. This includes singing, dancing, and other physical feats such as juggling. The level of performance is awe-inspiring, causing onlookers to stop and admire the talent. This skill can generate revenue when used in taverns, etc... The Difficulty for this skill is fixed at Trivial [1]. All extra successes measure the amount of awe and potential donations one can get from the performance.

1 success	Free drink and/or meal
2 successes	Small crowd (<10), as above plus free room and board.
3 successes	Medium crowd (20 people), as above plus payment of 50-100 skatt.
4 successes	Large crowd (50 people), as above plus payment of 150-300 skatt.
Additional successes should be judged by the Norn	

READ AND WRITE

[Difficulty +1, Mental]

The world is filled with illiterates; being able to read and write is a rare privilege. With this skill, the dweller can do both in a spoken language already known. This skill works somewhat differently as it allows one to apply this to a language they already know how to speak. Learning a new spoken language of Midgard or another realm is managed through game play and does not require a special skill.

REPAIR EQUIPMENT

[Difficulty +0, Mental]

This skill removes the “damaged” state of an item (see page 131). The dweller gains enough skill with crafting tools to perform repairs (needle, thread, hammer, whetstone, etc...). The Difficulty Rating is half the item's size (usually same as the Quality Rating) of the item.

RUNE: SCORN POLE

[Difficulty +2, Spiritual]

This skill bestows the knowledge of how to create an enchanted dismembered head that will curse the people it faces. Usually the head of a horse is used and mounted on a 6' pole that is inscribed with arcane runes. It is then staked in the ground facing a person's home. The person will suffer +1 Difficulty on all skill checks while under the influence of this curse. The Difficulty Rating will increase by +1 for every 2 extra successes. The default Difficulty for creating a scorn pole is Moderate [2] but is augmented to Hard [4] due to the modifier. They will know something is amiss once their fortune turns sour. The only way of lifting this curse is to destroy the scorn pole.

SENSE MOTIVE

[Difficulty +0, Spiritual]

Sense hidden motives by reading body language, scrutinizing tone of voice, and reading between the lines. The skill is usually resolved as an opposed skill check to someone's use of the Verbal Manipulation skill.

SILENT TONGUE

[Difficulty +1, Physical]

Ability to talk to others who know this language using natural sounds, physical gestures, smells, etc... A skill check is not usually needed; the rank in this skill implies at what distance the language is effective.

Rank 1	25'
Rank 2	50'
Rank 3	75'
Etc...	

SNEAK

[Difficulty +0, Physical]

Move around undetected by sound, sight, or smell. The skill imparts the knowledge of how to stay downwind, within the shadows, or away from noisy terrain. It is usually resolved as an opposed skill check to someone's use of the Perception skill.

SURVIVAL: URBAN

[Difficulty +0, Physical or Mental]

Know how to find and interact with the hidden society of a town or village. This skill allows the dweller to navigate the hidden social networks in any established settlement such as a hamlet or town and obtain contraband goods, particular services, or rare information, for example. The Difficulty Rating is determined by the Norn.

SURVIVAL: WILDERNESS

[Difficulty +0, Physical or Mental]

This skill allows the dweller to navigate a hostile environment relative safely and easily (e.g. finding a safe way across a raging river, identifying a poisonous mushroom, or setting up a shelter to survive a brutal snowstorm). The Difficulty Rating is determined by the Norn.

SWIM

[Difficulty +0, Physical]

Travelling over bodies of water is much faster and safer than travelling overland during these dark and desperate times. With freshwater and saltwater littered with icebergs, swimming is not a leisurely affair. This skill allows a dweller to swim under extraordinary circumstances (long stretches under frozen ice, or fighting with a piercing weapon while submerged). A rank of 1 or more in this skill allows the dweller to fight effectively under water. For extreme swimming, the Difficulty Rating is determined by the Norn.

TRACKING

[Difficulty +1, Physical or Mental]

This skill allows a dweller to find and effectively follow the trail of a human, animal, or monster. The larger and clumsier the monster, the easier it is to track. Exceptional rank in this skill can even allow the dweller to track a flying creature by seeing small details such as fallen feather or perch marks.

Large and clumsy creature (e.g.: bear)	Difficulty 1
Medium creature (e.g.: wolf)	Difficulty 2
Medium crafty creature (e.g.: human)	Difficulty 3
Small creature (e.g.: cat)	Difficulty 4
Flying creature (e.g.: owl)	Difficulty 5

VERBAL MANIPULATION

[Difficulty +0, Mental or Spiritual]

Talk someone into doing something they would not normally do. The more extravagant the request, the higher the Difficulty Rating. By default, the difficulty is based on the number of Spiritual or Mental runes the victim has in Essence. If the request is slightly unreasonable (which is the baseline for this skill), then the Difficulty Rating is +/-0 (e.g., manipulating a town guard to be let into town after a lockdown). If the request is unreasonable, then the Difficulty Rating becomes +1 (e.g., being let into town and given some free food and supplies). A very unreasonable request requires the Norn's interpretation to determine the modifier. If the victim has at least 1 rank in Sense Motive, they can try to shut down the Verbal Manipulation attempt.



EQUIPMENT

All purchases in Midgard are made in a currency called skatt. The silver coins come in several denominations, making them easier to carry. Prices can vary greatly by region and by relative social stability. When war is afoot, prices for necessities can easily quadruple. There are different merchants selling various types of goods: for example, specialists such as tanners produce leather goods, while blacksmiths create goods primarily out of iron or non-precious metals.

INSTRUMENTS OF DEATH



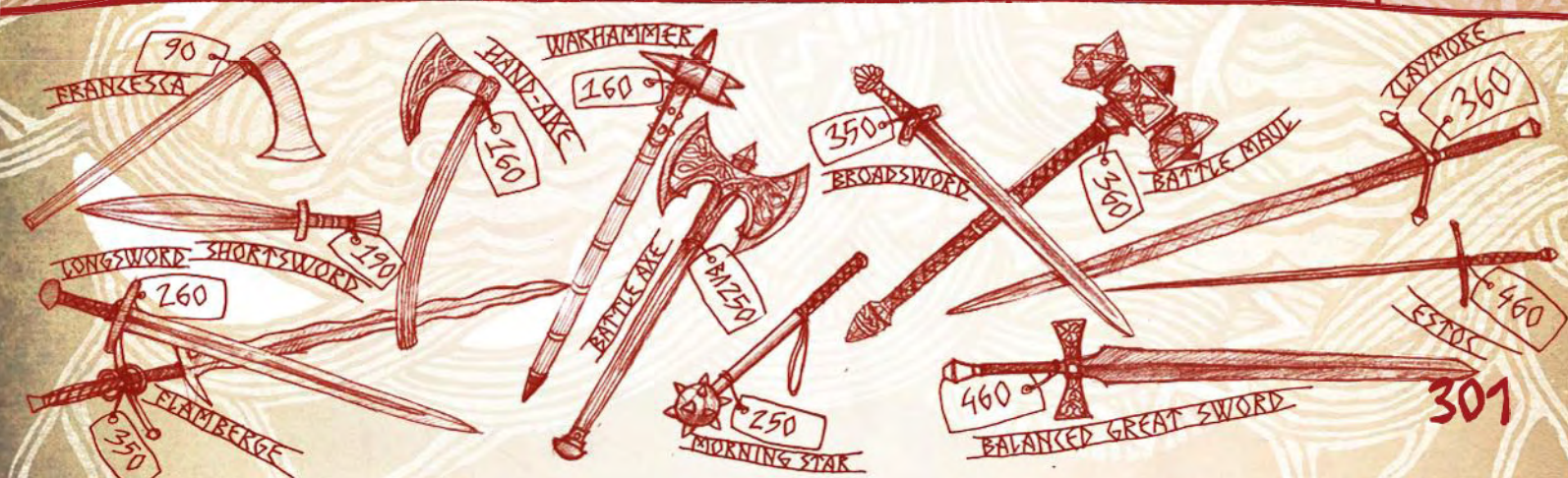
- SIZE:** Weapon Size: the size rating of the weapon. Follows the same scale as for living entities (human size 4); some weapons are two-handed regardless of size (either to wield or to operate).
- DF:** Weapon Damage Factor: the amount of Physical damage dealt on a successful blow.
- PF:** Armour Protection Factor: the amount of Physical damage reduced from an incoming blow
- PIERCE:** The pierce value of a weapon nullifies defence (if any). It is subtracted from PF (Protection Factor) and Parry values.
- FOCUS:** The listed value is added to {Spell} and {Spell Song} effects (such as damage-dealing or healing powers); the value boosts the numerical values in those Active powers.
- REACH:** Weapon Reach: how many hexes the weapon can reach (1 hex = 5'). A Reach of 0 means it is not meant to be a weapon and cannot be used to perform attacks unless the Reach is magically boosted on the item (Reach bonuses on the dweller do not apply).
** Missile Weapon Range: Play an additional rune of any type when attacking to add 10 hexes of range. Arrows, bolts, and ammunition are factored in and do not need to be accounted for.*
- PARRY:** Weapon Parry: amount of additional damage Deflected on a defend action.
- TYPE:** Defines which "Weapon" meta in active powers is mapped to:
- Blunt: **Knockdown** – apply Vulnerable +1
 - Pierce: **Gore** – apply Degeneration +1
 - Slash: **Hamstring** – apply Impeded +1
- COST:** Weapon Cost: the amount of skatt required on average in a Midgard merchant store to obtain the item (varies according to region and realm).
- QR:** Quality Rating: by default, the GR of the item is equal to its size. However, magical items have an increased QR with relation to their size.



SMALL (SIZE 3) WEAPONS	DF	PIERCE	FOCUS	REACH/ RANGE	PARRY	TYPE	COST
Francesca	1	2	0	1	0	Slash	90
Shortsword	1	0	0	1	1	Slash and Pierce	190
Hammer	1	0	0	2	0	Blunt	90
Ceremonial knife	0	0	1	0	0	Pierce	95
Reinforced shield	0	0	0	0	3	Blunt	90
Sling* (two-handed)	1	0	0	10	0	Blunt	100

MEDIUM (SIZE 4) WEAPONS	DF	PIERCE	FOCUS	REACH/ RANGE	PARRY	TYPE	COST
Hand-axe	2	2	0	1	0	Slash	160
Longsword	2	0	0	1	1	Slash and Pierce	260
Ceremonial dagger	0	0	1	0	1	Pierce	165
Warhammer	2	0	0	2	0	Blunt	160
Spiked wooden shield	1	0	0	1	2	Pierce	160
Metal shield	0	0	0	0	4	Blunt	160
Shortbow* (two-handed)	1	2	0	10	0	Pierce	170

LARGE (SIZE 5) WEAPONS	DF	PIERCE	FOCUS	REACH/ RANGE	PARRY	TYPE	COST
Battle axe	3	2	0	1	0	Slash	250
Longsword	3	0	0	1	1	Slash and Pierce	350
Maul	3	0	0	2	0	Blunt	250
Flamberge	2	0	0	3	0	Slash and Pierce	350
Morning star	2	0	0	2	1	Blunt	250
Broadsword	2	0	0	1	2	Slash and Pierce	350
Long spear	1	2	0	3	0	Pierce	250
War fork	1	0	0	3	1	Pierce	250
Quarterstaff	1	0	0	2	2	Blunt	250
Spiked metal shield	1	0	0	1	3	Pierce	250
Tower defender	0	0	0	0	5	Blunt	250
Longbow* (two-handed)	2	2	0	10	0	Pierce	260



GIANT (SIZE 6) WEAPONS	DF	PIERCE	FOCUS	REACH/ RANGE	PARRY	TYPE	COST
Bardiche	4	2	0	1	0	Slash	360
Battle maul	4	0	0	2	0	Blunt	360
Claymore	4	0	0	1	1	Slash	360
Spiked chain	3	0	0	3	0	Pierce	360
Estoc	3	0	0	2	1	Slash and Pierce	460
Metal quarterstaff	3	0	0	1	2	Blunt	360
Voulge	2	0	0	4	0	Slash	360
War spear	2	0	0	3	1	Pierce	360
Balanced great sword	2	0	0	2	2	Slash and Pierce	460
Bladed shield	2	0	0	1	3	Slash	360
Long pike	1	2	0	4	0	Pierce	360
Bec de Corbain	1	0	0	4	1	Pierce	360
Glaive	1	0	0	3	2	Slash	360
Spetum	1	0	0	2	3	Pierce	360
Spiked tower shield	1	0	0	1	4	Pierce	360
Tower shield	0	0	0	0	6	Blunt	360
Witch spear	1	0	1	2	0	Pierce	365
Ash staff	0	0	2	0	0	Blunt	365

SUNDERED ARMOUR

Armour Encumbrance: encumbrance penalty based on armour size vs. dweller's size (see page 131).

ARMOUR	SIZE	PF	FOCUS	PARRY	COST
Light armour (leather/fur)	3	1	0	+1	100
Light magician's robes	3	0	1	0	100
Medium armour (chainmail)	4	2	0	0	170
Medium ceremonial garb	4	0	1	+1	170
Medium graceful armour	4	1	0	+2	170
Heavy armour (banded mail)	5	2	0	+1	260
Heavy runic garb	5	0	1	+2	260
Heavy divine robes	5	1	0	+3	260
Heavy nimble armour	5	1	0	+3	260



OTHER NECESSITIES

Everything from warm clothing to sources of light are in great demand since Fimbulwinter has set in. Prices are inflated, and those who cannot buy what they need will readily kill for it: skatt or blood – the economy of Ragnarok does not discriminate. Crafting goods is a very valuable skill in these dire times. However, if the adventure takes place before the onset of Ragnarok, the prices below are the average throughout Midgard.

CLOTHING

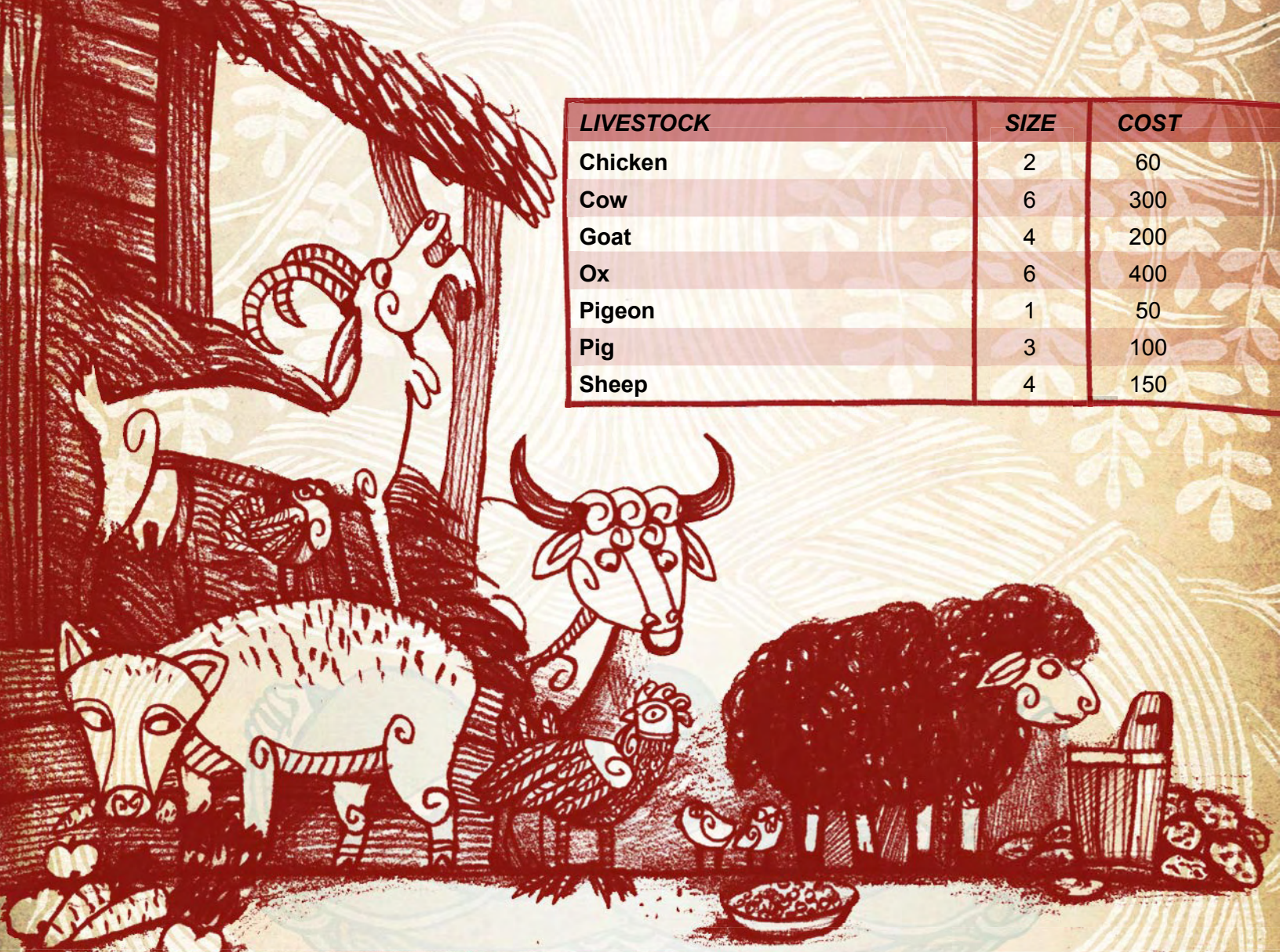
CLOTHING	SIZE	COST
Belt	4	2
Boots	4	12
Shoes	4	8
Hat	4	2
Cloak	4	4
Shirt	4	5
Pants	4	5
Gloves	4	2
Thick fur cloak	4	15



MOUNTS AND HUNTING COMPANIONS

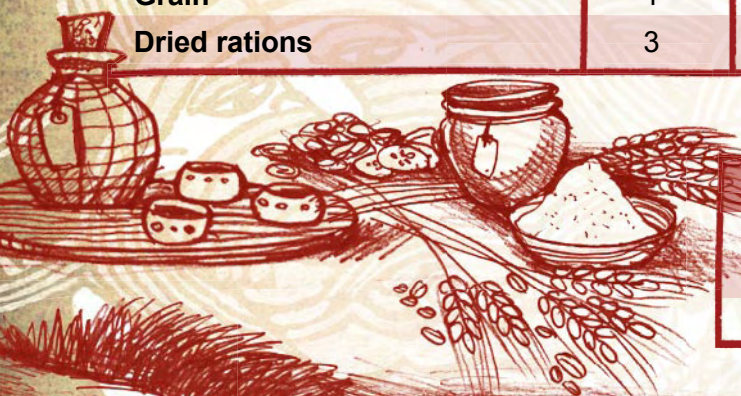
MOUNTS AND HUNTING COMPANIONS	SIZE	COST
Horse (trained for warfare)	2	1,000
Horse	6	500
Hunting dog	4	250
Hunting falcon/hawk	6	300





LIVESTOCK	SIZE	COST
Chicken	2	60
Cow	6	300
Goat	4	200
Ox	6	400
Pigeon	1	50
Pig	3	100
Sheep	4	150

PROVISIONS	SIZE	COST
Ale/Mead	2	6
Brandy	6	30
Bread	4	20
Flour	6	40
Grain	1	5
Dried rations	3	10



CRESTING TOOLS	SIZE	COST
Needle and thread (leather and furs)	1	15
Hammer and anvil	2	100
Forge	6	500



CRAFTING MATERIALS	SIZE	COST
Crafting material (ore, wood, leather)	1	5
Realm ore	1	1,000
Creature reliquary	1	1,500



MISCELLANEOUS ITEMS	SIZE	COST
Torch	1	2
Lantern (protected from wind)	1	6
Rope 30'	2	5
Flaming oil (burns for one hour)	1*	3
Tent	4	20
Blanket	2	7
Rope	2	12
Skis	2	150
Snowshoes	2	90
Skiff	8	90
Longship (+ sails and oars)	30	8,000
Minor potion of healing (instant Heal +3)	1*	100
Moderate potion of healing (instant Heal +6)	1*	200
Major potion of healing (instant Heal +9)	1*	400

* A dozen of these items can be stacked up before considered a full size.





SERVICES

Angel of Death burial consultation

COST

1,500

Blacksmith repair Item

(Size) x 5

Weregild – freeman

500

Weregild – bondi

1,000 – 5,000

Dwellers can resell items back to the merchant, usually at a quarter of the selling price. The merchant may choose not buy something that they deem will be hard to resell.

MAGICAL ITEMS

Magical items can have Active or Passive powers bound to them at the Norm's discretion. This will keep magical items fresh and unique from saga to saga, making the powers and effects a surprise every time. Passive powers are always considered operational and Active powers are invoked by playing the Void rune. If an item has more than 1 Active power, when playing the Void rune, the wielder chooses which power is invoked. Every Active power increases the Quality Rating (QR) by +1 and every Passive power increases it by +2.


The Lore: Acana skill helps identify magical items.

CLOAK OF CAPLING

[Accessory] QR: 7

The capling is a magical songbird that heralds from Vanagard. Its red feathers are much sought-after to manufacture the cloak of protection known as the Cloak of the Capling. The feathers are layered over a woollen cloak and absorb damage (every time the wearer takes damage, half is absorbed by the cloak, round up). The total absorption capacity is reduced by that same amount as the feathers melt away in droplets of blood. Once the capacity is reduced to zero, the cloak becomes a regular woollen cloak without magical properties. Every cloak has a different number of feathers:

WYRD 2 RUNES	DAMAGE ABSORPTION CAPACITY
P, M	100
P, S	120
P, P	160
M, M	180
S, S	200



CLOTH OF FEASTING

[Miscellaneous] QR: 5

This 20'x20' woollen and linen blanket has remarkable powers and can be folded into a 1'x1' packet. When unfolded, it will create a feast fit for 20 hungry men. All that needs to be done to feast again is to fold up the blanket with all of its content, and then unfold it again. It has been said that because of the benevolent nature of this relic, if it is ever sold or traded away, it may horribly curse those who exchange it for gold!

DAMASCUS STEEL

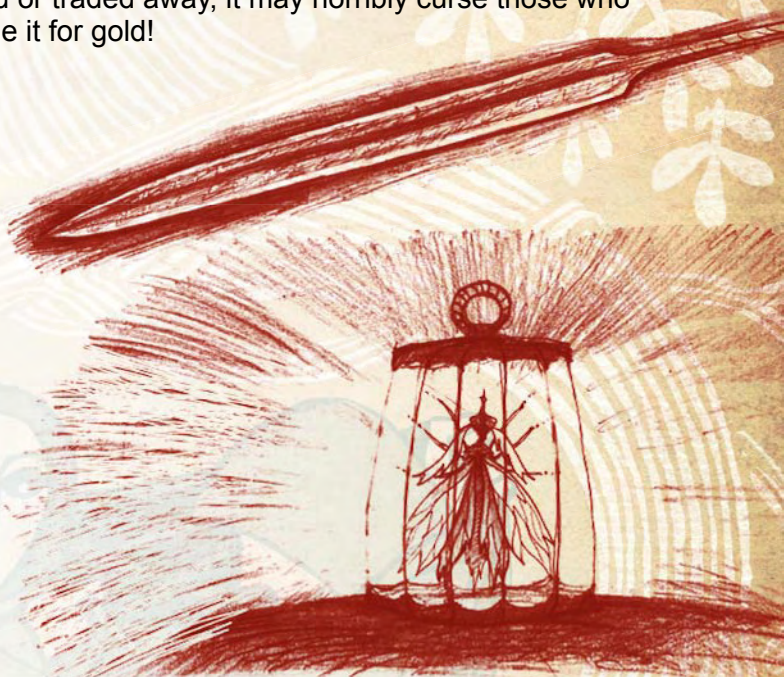
[Weapons and Armour] QR: +2

Damascus Steel is a trade secret among blacksmiths. The recipe for the technique comes from distant lands in Outer Midgard. The technique creates a weapon or piece of metal armour with an unmistakable visual signature. The steel appears rippled greyish, sometimes with coloured veins running through it. The resulting weapons get a bonus +1 DF and Parry. Armour made from Damascus Steel gains a DF +1 P bonus.

EMBERWYLDE LANTERN

[Miscellaneous] QR: 4

The fireflies of Muspelheim are the size of frogs and generate as much heat and light as a healthy bonfire. Since Fimbulwinter has set in, many ingenious traders have been trapping these insects to use in special lantern enclosures and sold as invaluable sources of eternal light and warmth. As these fireflies feed on the cold, they never go hungry.



FORNBOGI

[Weapon] QR: 10

Fornbogi is an ancient bow whose history has been lost to time. It is decorated in glyphs and etchings that represent styles from the epochs it has journeyed through. It is a bow that resists fire and moisture, never loses its strength and only gets more accurate with the years. Every age that passes increases the bow's strength. It is said that it lives and learns from the skills of those who wield it. It has a +3 DF and a +2 Pierce from its roughly 400 years of existence. It also allows someone with more than 3 ranks in Athletics to shoot two arrows at once (doubling the DF of the weapon).



GRAM

[Weapon] QR: 19

Gram was forged by Wayland the Smith and was given indirectly to Sigmund Volsung by Odin. Odin stuck it into the tree Barnstokkr and set magic in it that would only allow the greatest of heroes to pull it out. The sword was destroyed, however. Sigmund instructed his wife to keep the pieces so that it might be reforged for his son Sigurd, which was done by the Dvergar Regin. It was to be used to kill Regin's brother Fafnir. The sword was lost at Sigurd's funeral when some thief pilfered it from the funeral pyre. Gram has the exact same statistics as a regular shortsword, but offers DF +4, Parry +2, Pierce +8 and Focus +2.



HLEDJOLFIR

[Accessory] QR: 5

Hledjolfir are pendants resembling a silver wolf-head, created by the witches of Jarnvid in Jotunheim. These pendants provide a ward of protection to their wearer and direct the wearer's attention to possible sources of danger. Travellers in Jarnvid wear these pendants to be alerted of any hunter's traps in the area. Detecting such dangers while wearing the pendant offers a bonus of +1 Perception skill check. While in combat, the pendant confers a +1 Evade bonus.

JARNGRIM

[Armour] QR: 9

This suit of scale-mail was worn by the kings of Svalbard. When the ancient lineage broke down, one of the viscounts escaped the kingdom wearing the suit made from Jotunheim ice-stone known as Rime. The wearer does not feel the Rime's cold, or the cold around them. Those in close proximity cannot escape the aura. Water freezes in seconds when

within a foot of the scale-mail suit. The armour grants the wearer the ability to communicate with the natives of Jotunheim in their native tongue. The suit also provides protection similar to chain-mail, but provides an additional bonus based on the realm it is in. It gains a +2 PF, +8 Parry and grants Aura +2 when in Jotunheim; in Muspelheim, it loses all bonuses and breaks within minutes (apply "damaged" status). In any other realm, it has a +4 Parry bonus and grants Aura +1.



LODUNGR

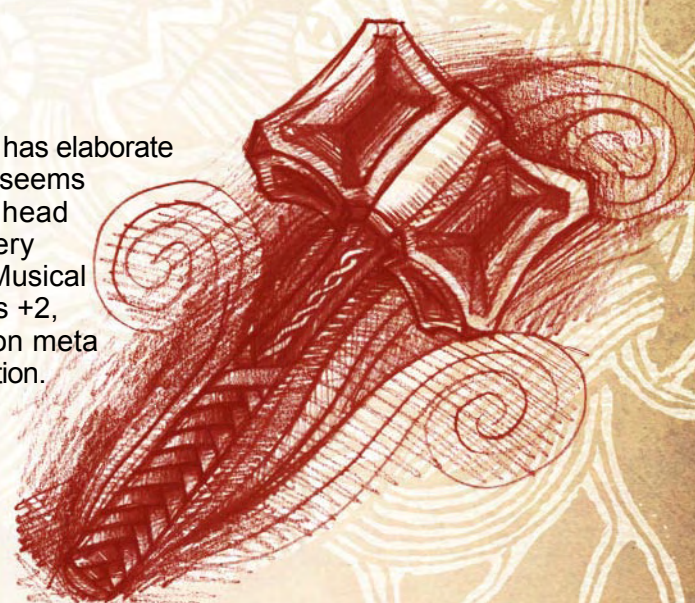
[Accessory] QR: 11

Lodungr is known as the Cloak of Illusions. It is made from sable fur and shimmers and blends in with its surroundings when worn by a spellcaster. It provides a +1 skill bonus on Sneak and a +1 bonus to Focus. It also allows someone who is attuned to it (minimum Mental or Spiritual Trait score of 4) to gain a +1 rank to the Disguise skill, as the cloak can project illusions on the wearer.

THE MUSIKAL MAUL

[Weapon] QR: 10

The Musical Maul was created out of an unknown black metal. It has elaborate carvings and intricate bas-relief designs all over its surface. It seems unbalanced to a warrior, who may feel something within the head of the maul may be unhinged. As the hammer is swung, a very discordant sound is emitted, which disorients the victim. The Musical Maul has the same statistics as the regular maul, but the DF is +2, Parry is penalized by -1 for all Defend actions and the weapon meta is Superior Knockdown, applying a +2 Intensity Vulnerability condition.



THE UNWANTED BLADE

[Weapon] QR: 20

The Unwanted Blade appears to be a rusty bastard sword (size 5), but it is enchanted and gives false information to someone assessing it with the Lore:Arcana skill (all the Difficulties are at +2 to detect the real effects). When wielded, the sword transforms the combatant's body into a swirling cloud of dust that tries to destroy all life around it (during Upkeep, the wielder gains an Aura condition with +4 Intensity that deals Spiritual damage). The combatant is also immediately gripped with an unquenchable desire to extinguish all life (during Upkeep, the wielder gains a Rage condition with +4 Intensity). While transformed, the Active and Passive powers override the dweller's powers:

- All runes map to the following Active power: Death's Embrace – Perform an Ultimate Sacrifice +1 and deal 6 S points of damage to an adjacent foe {Spell} [Amplify Amplify Amplify].
- Passive power: Protection Factor against. Physical damage equal to the wielder's Essence {Enchantment}.

Once the wielder has suffered 3 runes in Drain, the dweller drops the sword and all effects dissipate.

TREASURE GENERATOR

Treasures belonging to denizens and unique items of great value can be created by the Norn by pulling a few runes from a full rune bag.

Some of the tables below require money to be generated at random. To generate the amount, the Norn will pull a number of runes listed (e.g. [W2] means: Wyrd two runes) and consult the table below. Some treasures are so great that they have multipliers for the treasure (e.g. [W2 x 10] means :Wyrd 2 runes and multiply the total by 10).



Skatt Generation Table

Physical	10 skatt
Mental	5 skatt
Spiritual	1 skatt

Example: A treasure is listed as skatt [W4 x 100], meaning 4 runes must be Wyrded and the Skatt Generation Table consulted. If two P runes, 1 M rune, and 1 S rune are pulled, the total is 2,600 skatt.

ITEMS OF GREAT VALUE

To create an item of great value, Wyrd twice from the table below to generate the size of the item, and then use the first rune pulled to determine what kind of item it is and what the enhanced attributes are (Enhanced Attributes). The item's key attribute bonuses are scaled to the level of the owner. There is a small chance the item is magical: if it is, consult the magical Properties table using the second rune pulled.

Example: The Norn needs to quickly create an inventory for a merchant's wares. The merchant is level 11. The Norn draws 2 runes for the first item,  and . The size of the item will be 3, and the item is a weapon that has a DF +2 and a Reach +2. The Norn chooses to make it a short sword. The sword also in infused with an Active power. The Norn chooses "Lunging Attack" as that power. It can be evoked by playing the Void rune.

Size Generation Table (Wyrd 2 runes)









2 Physical	Size 3; QR 3
Any non-matching pair	Size 4; QR 4
2 Mental	Size 5; QR 5
2 Spiritual	Size 6; QR 6

ENHANCED ATTRIBUTES

RUNE	ITEM TYPE	PRIMARY ATTRIBUTE	ATTRIBUTE SCALE
	Weapon	DF +1 Physical	+1 per 3 levels; QR +1
	Weapon	Parry +1	+1 per 3 levels; QR +1
	Weapon	Reach +1	+1 per 3 levels; QR +1
	Weapon	Focus +1	+1 per 6 levels; QR +2
	Weapon	Range +10	+1 per 3 levels; QR +1
	Weapon	DF +1 Physical; Parry +1	+1 per 6 levels; QR +2
	Weapon	DF +1 Physical; Reach +1 or Range +10	+1 per 6 levels; QR +2
	Weapon	DF +1 Physical; Focus +1	+1 per 9 levels; QR +3
	Armour	PF +1 vs. Physical damage	+1 per 6 levels; QR +2
	Armour	Parry +1	+1 per 3 levels; QR +1
	Armour	Focus +1	+1 per 6 levels; QR +2
	Armour	PF +1 vs. Mental damage	+1 per 9 levels; QR +3
	Armour	PF +1 vs. Spiritual damage	+1 per 9 levels; QR +3
	Armour	Evade +1	+1 per 9 levels; QR +3
	Armour	PF +1 vs. Physical damage; Parry +1	+1 per 9 levels; QR +3
	Armour	Focus +1; Evade +1	+1 per 12 levels; QR +4
	Accessory	Damage +1 (for all Traits)	+1 per 3 levels; QR +1
	Accessory	Focus +1	+1 per 6 levels; QR +2
	Accessory	Evade +1	+1 per 9 levels; QR +3
	Accessory	Skill rank +1	+1 per 9 levels; QR +3
	Miscellaneous	A decorative item (lantern, blanket, mirror, etc...)	n/a
	Magical Weapon	See <i>Magical Properties table (below)</i>	n/a
	Magical Armour	See <i>Magical Properties table (below)</i>	n/a
	Magical Accessory	See <i>Magical Properties table (below)</i>	n/a

MAGICAL PROPERTIES

RUNE	Powers
	Grants a +1 rank to a skill; QR +2
	Gains an Active power; QR +1
	Gains a Passive Power; QR +2
	Grants a +1 rank to a skill; Wyrd 1 rune, consult the Enhanced Attributes table (see page 310) for an additional attribute enhancement; QR +2
	Gains an Active power; Wyrd 1 rune, consult the Enhanced Attributes table (see page 310) for an additional attribute enhancement; QR +1
	Gains a Passive Power; Wyrd 1 rune, consult the Enhanced Attributes table (see page 310) for an additional attribute enhancement; QR +2
	Grants a +2 ranks to a skill; QR +4
	Gains 2 Active powers; QR +2
	Gains 2 Passive powers; QR +4
	Gains an Active power and a Passive power; QR +3
	Grants a +2 ranks to a skill; Wyrd 1 rune, consult the Enhanced Attributes table for an additional attribute enhancement; QR +4
	Gains 2 Active powers; Wyrd 1 rune, consult the Enhanced Attributes table for an additional attribute enhancement; QR +2
	Gains 2 Passive power; Wyrd 1 rune, consult the Enhanced Attributes table for an additional attribute enhancement; QR +4
	Gains an Active power and a Passive power; Wyrd 1 rune, consult the Enhanced Attributes table for an additional attribute enhancement; QR +3
	Grants +2 ranks to a skill; Wyrd 2 runes, consult the Enhanced Attributes table for an additional attribute enhancement; QR +4
	Gains 2 Active powers; Wyrd 2 runes, consult the Enhanced Attributes table for an additional attribute enhancement; QR +2

RUNE	Powers
	Gains 2 Passive powers; Wyrd 2 runes, consult the Enhanced Attributes table for an additional attribute enhancement; QR +4
	Gains 2 Active powers and 1 Passive power; Wyrd 2 runes, consult the Enhanced Attributes table for an additional attribute enhancement; QR +4
	Gains 2 Active powers and +1 Skill rank; Wyrd 2 runes, consult the Enhanced Attributes table for an additional attribute enhancement; QR +3
	Gains 2 Passive powers and 1 Active power; Wyrd 2 runes, consult the Enhanced Attributes table for an additional attribute enhancement; QR +5
	Gains an Active power, a Passive power and a +1 Skill rank; Wyrd 2 runes, consult the Enhanced attributes table for an additional Attribute enhancement; QR +5
	Curse: Gains an Active power. Whenever the item's bonuses or powers are used, the wearer must perform a Minor Sacrifice +1; QR +1
	Curse: Gains an Active power. Whenever the item's bonuses or powers are used, the wearer must perform a Moderate Sacrifice +1; QR +1
	Curse: Gains an Active power. Whenever the item's bonuses or powers are used, the wearer must perform a Major Sacrifice +1; QR +1

Treasure types are allotted to each creature in the Denizen's section (page 187). When determining their equipment, the Norn can use these tables to quickly generate some items. The Norn is also free to stack the runes in the bag to limit the maximum value of the treasure based on the level of the campaign. Removing Spiritual runes lowers the quality of the find significantly, and removing Mental runes leaves only the lowest-grade treasures.

MINIMAL

RUNE	
	No equipment
	No equipment
	No equipment
	No equipment
	No equipment
	No equipment
	No equipment
	Skatt [W1]

RUNE	
	Skaltt [W2]
	Skaltt [W3]
	Skaltt [W4]
	Faded parchment or leather message scroll
	Basic tools of the trade
	Bag or pouch with stale food
	Broken weapon
	Broken armour

RUNE	
	Rotted clothes
	No equipment
	No equipment
	Personal keepsake
	Skatt [W1] and a broken weapon
	Skatt [W1] and a broken armour
	Skatt [W1] and some stale food
	Item of great value

MOUNT

RUNE



No equipment



No equipment



No equipment



No equipment



Saddle and bridle



Saddle and bridle and travel bags



Saddle and bridle, skatt [W1] and travel bags



Saddle and bridle, skatt [W2] and travel bags



Saddle and bridle, skatt [W3] and travel bags



Saddle and bridle, skatt [W4] and travel bags



Saddle and bridle, skatt [W1 x 10], travel gear (tent, blanket, rope, etc.) and travel bags



Saddle and bridle, skatt [W1 x 20], travel gear (tent, blanket, rope, etc.) and travel bags



Saddle and bridle, skatt [W1 x 10], travel gear (tent, blanket, rope, etc.), regular weapon and travel bags



Saddle and bridle, skatt [W1 x 10], travel gear (tent, blanket, rope, etc.), regular armour and travel bags



Saddle and bridle, skatt [W1 x 20], travel gear (tent, blanket, rope, etc.), regular weapon and travel bags



Saddle and bridle, skatt [W1 x 20], travel gear (tent, blanket, rope, etc.), regular armour and travel bags



Saddle and bridle, barding (PF: 3), skatt [W1 x 10], travel gear (tent, blanket, rope, etc), regular weapon and travel bags



Saddle and bridle, barding (PF: 4), skatt [W1 x 10], travel gear (tent, blanket, rope, etc), regular armour and travel bags



Saddle and bridle, barding (PF: 3), skatt [W1x 20], travel gear (tent, blanket, rope, etc), regular weapon and travel bags



Saddle and bridle, barding (PF: 4), skatt [W1 x 20], travel gear (tent, blanket, rope, etc), regular armour and travel bags



Chariot, saddle and bridle, barding (PF: 3), skatt [W1 x 10], travel gear (tent, blanket, rope, etc), regular weapon and travel bags



Chariot, saddle and bridle, barding (PF: 4), skatt [W1 x 20], travel gear (tent, blanket, rope, etc), regular armour and travel bags



Item of great value, chariot, saddle and bridle, barding (PF: 3), skatt [W1 x 10], travel gear (tent, blanket, rope, etc.), regular weapon and travel bags



Item of great value, chariot, saddle and bridle, barding (PF: 3), skatt [W1 x 20], travel gear (tent, blanket, rope, etc.), regular weapon and travel bags

MARTIAL

RUNE



Weapon



Weapons (one large one, or two smaller ones, possible shield), skatt [W1]



Weapons (one large one, or two smaller ones, possible shield), armour, skatt [W1]



Weapons (one large one, or two smaller ones, possible shield), armour, skatt [W2]



Weapons (one large one, or two smaller ones, possible shield), armour, skatt [W3]



Weapons (one large one, or two smaller ones, possible shield), armour, skatt [W4]



Weapons (one large one, or two smaller ones, possible shield), armour, skatt [W1 x 10], travel gear (tent, blanket, rope, etc)



Weapons (one large one, or two smaller ones, possible shield), armour, skatt [W1 x 20], travel gear (tent, blanket, rope, etc)



Item of great value (cannot be magical), weapons (one large one, or two smaller ones, possible shield), armour, skatt [W3]



Item of great value (cannot be magical), weapons (one large one, or two smaller ones, possible shield), armour, skatt [W3]



Item of great value (cannot be magical), weapons (one large one, or two smaller ones, possible shield), armour, skatt [W3]



Item of great value (cannot be magical), weapons (one large one, or two smaller ones, possible shield), armour, skatt [W3]



Item of great value (cannot be magical), weapons (one large one, or two smaller ones, possible shield), armour, skatt [W3]



Item of great value (cannot be magical), weapons (one large one, or two smaller ones, possible shield), armour, skatt [W3]



Item of great value (cannot be magical), weapons (one large one, or two smaller ones, possible shield), armour, skatt [W3]



Item of great value, weapons (one large one, or two smaller ones, possible shield), armour, skatt [W4]



Item of great value, weapons (one large one, or two smaller ones, possible shield), armour, skatt [W4]



Item of great value, weapons (one large one, or two smaller ones, possible shield), armour, skatt [W4]



Item of great value, weapons (one large one, or two smaller ones, possible shield), armour, skatt [W4]



2 items of great value, weapons (one large one, or two smaller ones, possible shield), armour, skatt [W1 x 10]



2 items of great value, weapons (one large one, or two smaller ones, possible shield), armour, skatt [W1 x 10]



2 items of great value, weapons (one large one, or two smaller ones, possible shield), armour, skatt [W1 x 10]



3 items of great value, weapons (one large one, or two smaller ones, possible shield), armour, skatt [W1 x 20]



No equipment

RUNE



Nothing



Bones, decaying and rusted loot



Common goods not exceeding skatt [W1 x 10]



Common goods not exceeding skatt [W1 x 20]



Common goods not exceeding skatt [W1 x 30]



Common goods not exceeding skatt [W1 x 40]



Common goods not exceeding skatt [W1 x 10]; skatt [W3]



Common goods not exceeding skatt [W1 x 20]; skatt [W4]



Common goods not exceeding skatt [W1 x 30]; skatt [W3 x 10]



Common goods not exceeding skatt [W1 x 40]; skatt [W3 x 20]



Common goods not exceeding skatt [W1 x 40]; skatt [W4 x 10]



Common goods not exceeding skatt [W1 x 50]; skatt [W4 x 20]



Item of great value, common goods not exceeding skatt [W1 x 50]; skatt [W4 x 10]



Item of great value, common goods not exceeding skatt [W1 x 50]; skatt [W4 x 10]



2 Items of great value, common goods not exceeding skatt [W1 x 50]; skatt [W4 x 10]



2 Items of great value, common goods not exceeding skatt [W1 x 50]; skatt [W4 x 20]



3 Items of great value, common goods not exceeding skatt [W1 x 50]; skatt [W4 x 10]



3 Items of great value, common goods not exceeding skatt [W1 x 50]; skatt [W4 x 20]



4 Items of great value, common goods not exceeding skatt [W1 x 50]; skatt [W4 x 10]



4 Items of great value, common goods not exceeding skatt [W1 x 50]; skatt [W4 x 20]



5 Items of great value, common goods not exceeding skatt [W1 x 100]; skatt [W4 x 20]



5 Items of great value, common goods not exceeding skatt [W1 x 100]; skatt [W4 x 50]



6 Items of great value, common goods not exceeding skatt [W1 x 100]; skatt [W4 x 50]



6 Items of great value, common goods not exceeding skatt [W1 x 100]; skatt [W4 x 50]

RUNE



Nothing



Skatt [W1 x 10]



Skatt [W1 x 20]



Accessory that grants +1 to a skill; skatt [W1 x 20]



Accessory that grants +1 to Heal effects; skatt [W1 x 20]



Accessory that grants +1 to Mental damage; skatt [W1 x 20]



Accessory that grants +1 to Spiritual damage; skatt [W1 x 20]



Accessory that grants +1 Focus; skatt [W1 x 20]



Item of great value



Item of great value, accessory that grants +1 to a Skill; skatt [W1 x 20]



Item of great value, accessory that grants +1 to Heal effects; skatt [W1 x 20]



Item of great value, accessory that grants +1 to Mental damage; skatt [W1 x 20]



Item of great value, accessory that grants +1 to Spiritual damage; skatt [W1 x 20]



Item of great value, accessory that has a random Active Power; skatt [W1 x 20]



Item of great value, accessory that has a random Passive Power; skatt [W1 x 20]



Item of great value, accessory that grants +1 Focus; skatt [W1 x 20]



Item of great value, accessory that grants +1 Evade; skatt [W1 x 20]



2 items of great value, accessory that grants +1 to a skill; skatt [W2 x 20]



2 items of great value, accessory that grants +1 to a Heal effects; skatt [W2 x 20]



2 items of great value, accessory that grants +1 PF vs. Mental damage; skatt [W2x 20]



2 items of great value, accessory that grants +1 PF vs. Spiritual damage; skatt [W2 x 20]



2 items of great value, accessory that grants +1 to a Focus; skatt [W2 x 20]



2 items of great value, accessory that grants +1 to a Evade; skatt [W2 x 20]



3 items of great value, accessory that grants +1 to Focus and Evade; skatt [W4 x 20]







THE SAGA

This introductory saga is included in this book as a way for all players to get comfortable with the rules of dweller creation and game play. The story is directly inspired by the 13th-century story, "Egil's Saga". The saga is set between 930 and 935 AD (in the Second Age of Ragnarok), a time when tempers flared easily, and reputation and allegiances were crucial.

The major events in the story will drive the saga to a conclusion, but how the story unfolds and how it ultimately ends is entirely up to the players and the Norn.

SAGA SETUP

This saga is made for two to six players, with one person as the Norn. The Norn should read the entire saga since it is the Norn who narrates and frames the story for the other players. The players only need to create their dwellers or use the pre-generated ones in this book. If players are creating their own dwellers, the dwellers should start at level 9 for this introductory saga.

DWELLER CREATION FOR PLAYERS

Following the steps on page 133, begin with **Step 1**: choosing Essence and Destiny based on the dweller level.

For a level 9 dweller, the available options for Destiny and Essence are:

OPTION [A]	OPTION [B] (<i>Recommended</i>)	OPTION [C]
<i>A lot of power and skills, high survivability, minor effect on the surrounding world</i>	<i>Nice balance between powers and effects on the surrounding world</i>	<i>Few powers, but major effect on the surrounding world</i>
Essence: 7 Destiny: 1	Essence: 5 Destiny: 2	Essence: 3 Destiny: 3

PLAYER NAME:	Sofia	SIZE:		LEVEL:	9
ARCHETYPE:		MOVE:		ESSENCE:	3
				DESTINY:	3

Example: A player named Sofia decides her dweller will be an Ulfhednar. She wants a very aggressive dweller and is willing to give up powers, so she chooses "[C]".

Step 2 can be omitted since none of the players will yet have achieved ascension into the heavens.

For **Step 3**, the Norn may allow the players to choose the runes they draw or to draw them randomly (a mixture of the two approaches also works).

Example: Rafael the Norn has decided that the rune draw for this step will be completely random. Sofia takes a bag full of runes and reaches in to pull 3 out at random. She gets Wunjo, Uruz, and Mann; these runes help shape the history of her dweller.

Rafael has decided that the players will use the Personality and Social Standing tables. Wunjo on Table 1 means Sofia's dweller will have the "Victim" personality and her day-to-day activities will be shaped by a phobia of Sofia's choice. She chooses the name Eisa for her Ulfhednar and decides that Eisa will be deathly afraid of confined spaces, leading her out of civilization and out into the wild. The second rune Sofia draws is Uruz, and this gives her a social connection of a "medicine man". She creates a backstory about Eisa that involves her trying to overcome her claustrophobia unsuccessfully for years, during which her destiny was entwined with a medicine man who provided her with herbal remedies for her anxiety every time she needed to go into town and visit people in their homes.

Lastly, Sofia sets Eisa's size and Move to 4 (default starting values).

PLAYER NAME:	Sofia	SIZE:	4	LEVEL:	9
ARCHETYPE:		MOVE:	4	ESSENCE:	3
				DESTINY:	3

VOID RING

PERSONALITY: VICTIM MEDICINE MAN

BACKSTORY: Eisa is claustrophobic and her good friend Ragnar the medicine man provides her with soothing herbal remedies

REACH/RANGE	PIERCE	DP	BONUSES

PHYSICAL	MENTAL	SPIRITUAL

In **Step 4**, the players choose their dwellers' archetype and specialization.

Example: Sofia chooses the Ulfhednar archetype and the Wolfen specialization. This binds her Void rune to Eater of Eyes, making the Void rune a Physical rune, and granting her Eye Rake power, Sadist as the Passive power, and Feather-Fingers as the skill.

Active and Passive powers and skills for Eisa are determined in **Step 5**.

For her 3 runes, she chooses as Active powers Raging Charge, Raging Attack, and Power Attack; for Passive powers, she chooses Carried by Blood, Desperation, and Cornered Ferocity. Lastly, she chooses the following Skills for the same runes: Athletics, Tracking, and Perception.

In **Step 6**, the dwellers are outfitted with weapons, armour, and gear. If the Norn chose not to use the Social Standing table, then a good starting amount of wealth for this saga is 800 skatt per dweller.

Step 7 is the last step. If there were any summoned creatures in Step 5, then these thanes/companions need to be created now.

PLAYER NAME: Sofia

ARCHETYPE: Ulfhednar (Wolfen)

SIZE: 4

MOVE: 4

LEVEL: 9

ESSENCE: 3

DESTINY: 3

SKILLS:

⌈ Athletics	1
⌈ Tracking	1
⌈ Perception	1
(Void) Feather Fingers	1

RANK:

PASSIVES:

⌈ Carried by Blood
⌈ Desperation
⌈ Cornered Ferocity
(Void) Sadist

RUNE:

ACTIVE:

⌈ Raging Charge
⌈ Raging Attack
⌈ Power Attack
(Void) Eye Rake

PASSIVES:

[Amplify Amplify Amplify]
[Amplify Amplify Amplify]
[Amplify Multi Weapon]
[Amplify Multi Weapon]

EQUIPMENT:

NOTES: Eisa is claustrophobic and her good friend Ragnar the medicine man provides her with soothing herbal remedies

COMBAT SUMMARY:

REACH/RANGE	PIERCE	DR	BONUSES

DEFEND SUMMARY:

PHYSICAL:	MENTAL:	SPIRITUAL:

THE NORN'S DENIZEN CREATION

The Norn will have a few denizens to create. To keep things simple, the saga will primarily use the Grizzled Warrior denizen type (see page 204).

Every denizen listed below is based on the Grizzled Warrior but is unique; denizens will also each have different levels. In fact, if the Norn is so inclined, varied powers and skills of denizens of the same level can be created. For this saga, the levels needed are: 3, 6, 9, 15 (see Haugbui on the next page), and 18.

Beginner Norns can create denizens with high Destiny to make their task simpler; this keeps the Essence low, which means fewer powers for the Norn to remember and manage. This also reduces the number of rune bags, as all the runes are drawn every time the denizen Wyrds.

Denizens (based on Grizzled Warrior):

- **Farm Hand** (level 3) is used for the slaves and labourers who work at Bard's farmstead.
- **Bondi** (level 6) is used for the majority of the participants at the celebration.
- **Guard** (level 9) is used for the warriors who guard Bard's farm and for the sentinels who travel with the King.

Denizens (based on other templates):

- **Hunting Dog** (Level 3) this denizen is already pre-generated for the Norn in Scene 5 on page 342 (see page 226 for Wolf boards).
- **Haugbui** (level 15) is an optional encounter (see page 206 for Haugbui boards).
- **Special Denizen** (level 18) is used for the main personalities of the saga (King Erik Bloodaxe, Queen Gunnhild, Olvir, Bard). The denizen Egil is included in this category, but as he is a hero of many talents, he has access to the Troll-Blood boards (page 186) and the Skald and Galdr boards (page 160 and 172 respectively) as well as the Grizzled Warrior boards.

Each of the denizens above can be given an amount of wealth equal to their level x 100 skatt (except for farmhands who have no more than 10 skatt).

Example: Rafael the Norn will create a Guard. At level 9, he chooses 3 Destiny and 3 Essence. On the Grizzled Warrior Active Power board, he chooses Lunging Attack, Backstab, and Catharsis. On the Passive Power board, he chooses Fleet-Footed, Martial Prowess, and Desperation. Lastly, on the Skills board, he selects Perception, Navigation, and Drinking/Wenching. Rafael maps the Lunging Attack to Physical runes, Backstab to Mental runes, and Catharsis to Spiritual runes. He does not need to draw the Essence runes for the Guard just yet; only when the saga calls for a guard to interact with the players' dwellers does he need to draw 3 runes and put them in a bag for the encounter (the Guard's Essence).

DEATH

If a dweller dies in battle, the player should not despair! There is a chance that the dweller will go to one of the heavens and a new dweller with even more options will be available to the player!

If a dweller dies, consult the Afterlife rules on page 151. The players of the remaining dwellers can role-play the funeral of their fallen ally.

Meanwhile, the player whose dweller has died can create another dweller at level 8. As a general rule of thumb for *Fate of the Norns*, the new dweller who enters the saga when a previous one dies starts at 1 level lower than the lowest living dweller of the group. The Norn must decide how the newly created dweller will fit into the narrative of the saga. The dweller does not need to be introduced immediately into the saga; the Norn can choose the most appropriate moment. However, the Norn should not wait too long – the player should not be left at the game table with nothing to do for an extended period of time.

THE SAGA

SETTING

This saga takes place on the islands of Atloy and Saudoy in the Kingdom of Norveig.

Atloy is a small island, about 5 miles long as the crow flies, with two lakes and a small mountain. This is where Bard the jarl has his large farmstead. King Erik Bloodaxe has ruled the kingdom ever since the death of his father Harald Fairhair. He is touring his inherited kingdom and paying his respects to the key jarls who helped his father rule the vast kingdom.





The players will cross paths not only with Erik Bloodaxe but also with a local tax collector named Olvir and his entourage. In this group is Egil, a prominent member of the Kveldulf clan who has mixed troll-blood. The hersir (a high-ranking jarl chieftain in service to the King) that Olvir works for is named Thorir. On the night this adventure takes place, Olvir the tax collector and his entourage are staying at Bard's farmstead.

The saga begins on a special night, the Solstice of Sacrifice, a night of the blot to the local Vaettir, Baleyrgr. In these days of Fimbulwinter and eternal darkness, events such as this are important moments in the life of the islanders.

Bard, owner of the island and loyal jarl of King Harald Fairhair, has invited Harald's son King Erik to an important celebration for the Vaettir spirit that protects his island, during which a sacrifice will be made. Many of Bard's people and supporters will come to witness and participate in this important feast night.

The eager guests arrive at the docks, greeted by a trusted Baldri, second-in-command to the host and owner of the island, Bard.

And yet, none yet know that a murder will take place, and the dwellers will be called upon to help. Whom they choose to help is entirely up to the players.



DENIZENS

This section outlines all the key denizens who will interact with the dwellers.

Each denizen is described and an empathy scale is provided for their reaction to the dwellers as they are charmed or antagonized. Listed below are some skills that can help or hinder the dwellers. A success on a skill that helps gain empathy will raise empathy by one level between the particular dweller and denizen. Additional successes on a skill can grant more than one level of empathy increase if the Norn judges that it is justified. To move someone from -1 to 0 usually requires 2 or more successes.

Skills that help gain empathy:

- Drinking/Wenching
- Etiquette
- Perform

Skills that lower empathy on a failed skill check:

- Fast Talk: Failure decreases the empathy by 1 level
- Feather-Fingers: Someone caught stealing will be ejected from the party and left under guarded surveillance at the docks
- Intimidate: Failure immediately drops the empathy to -1
- Negotiation: Failure decreases the empathy by 1 level
- Verbal Manipulation: Failure decreases the empathy by 1 level

Skill checks should not be used as an alternative to good role-playing. If a player is doing a very good job role-playing the dialogue, then the empathy level can be adjusted accordingly by the Norn without the need for a skill check.





BALDRI

[Bondi]

Baldri is Bard's right hand. He manages the guards and thralls (slaves) as well as the shipping of goods out of Atloy. Before the celebrations begin, he can be found at the docks welcoming all the guests. When all of the guests have arrived, he manages the guards to ensure that drunken fights do not lead to any deaths. He and his two dozen men are on duty and so abstain from any revelry during the night. When it is time for the blot (sacrifice), he will personally accompany Bard to the summit and help in the ceremony.

Atloy is one of the better places for slaves to be posted, thanks to Baldri's influence. He has a very good rapport with them, as he deals with them fairly and respectfully.

Empathy Level

Reaction

-1 (angered)

Baldri ignores you for the rest of your stay on the island.

0 (neutral)

You are permitted to stay the night on Atloy.

1 (pleased)

Baldri gives you a tour of the farmstead, proud of what has been achieved.

2 (friendly)

Baldri will never go against Bard or the farmstead, but will back you in any confrontation with other guests.



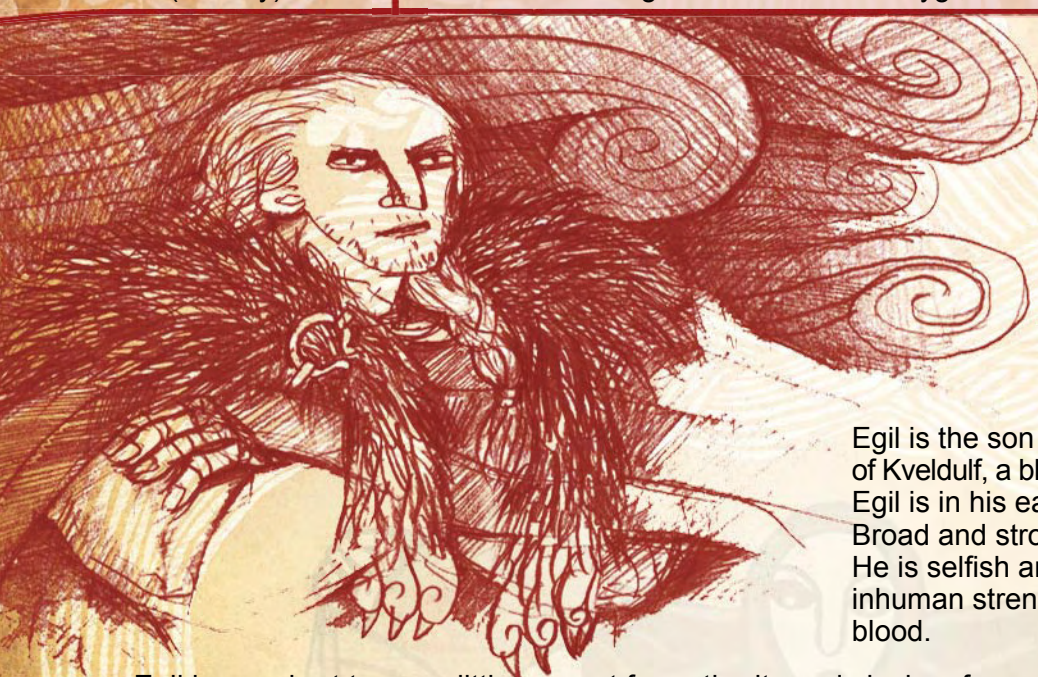
BARD

[Special Denizen]

Bard is a middle-aged man and the owner of the island of Atloy as well as the surrounding islands. He has been a loyal jarl to King Harald Fairhair for many years and now wishes to form that same bond with his son Erik Bloodaxe. He has invited Erik for a feast that will honour the King as well as the land Vaettir spirit that inhabits his lands. This feast has been planned for months and Bard wants everything to go smoothly. If he impresses the new king, he may have an elevated station in the future kingdom, and if he appeases the Vaettir, he will have much luck and fortune. Bard honours the gods.

Bard's skali (farmstead) is large and proportionate to his great responsibility to the king. As such, he has planned for the feast to take place in the longhall. Any unexpected guests will be in the overflow tents outside the hall. He will circulate among the guests to ensure everyone is having a good time and will oversee the preparations for the blot for the Vaettir that will take place that night.

<u>Empathy Level</u>	<u>Reaction</u>
-1 (angered)	You are cast out of the celebrations, left to wander the farmstead alone.
0 (neutral)	You are allowed to stay the night on Atloy.
1 (pleased)	You are invited into the banquet hall instead of celebrating in the overflow tents.
2 (friendly)	You are invited to go to the blot for Baleygr, the Vaettir.



EGIL

[Special Denizen]

Egil is the son of Skallagrim, who is the descendant of Kveldulf, a bloodline that runs thick with troll-blood. Egil is in his early 20s and is built like a mountain. Broad and strong, he towers over most other men. He is selfish and has a short temper, and with his inhuman strength, conflicts usually result in spilt blood.

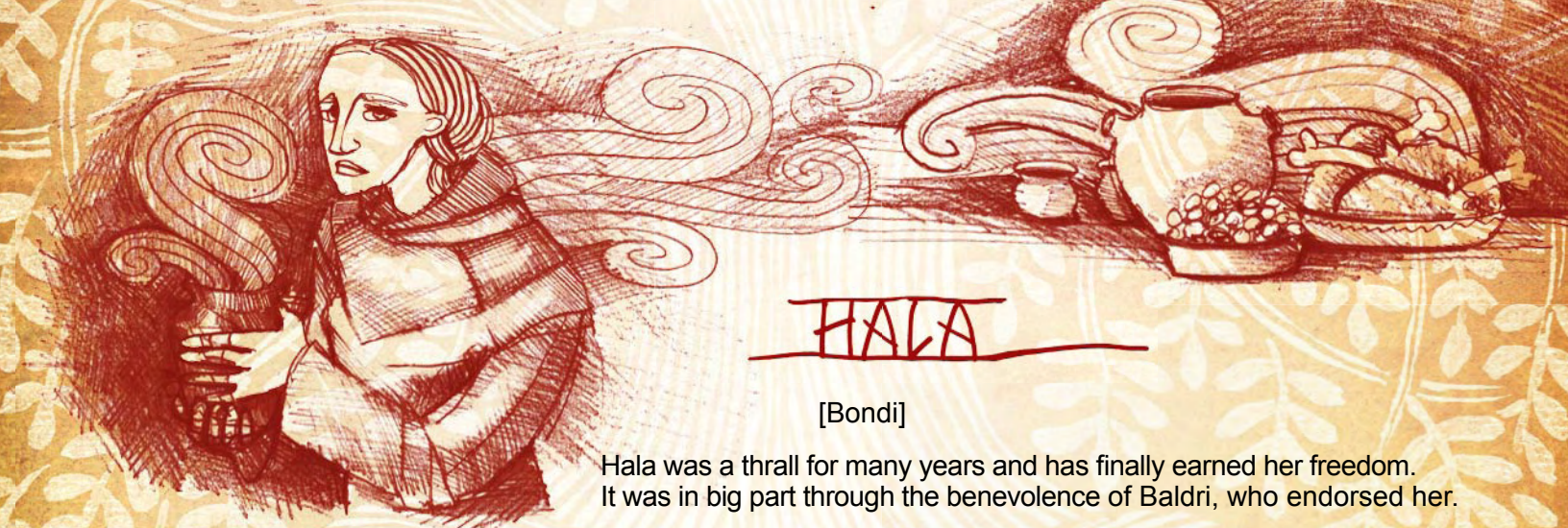
Egil has a short temper, little respect for authority and clashes frequently with royalty. A few years ago, during a friendly sporting event, Egil's competitive spirit got the better of him and a fellow player was killed. His father condoned the incident, feeling his son had the making of a true fierce Viking. Egil and his family do not bow to the gods or Jotuns but respect them as inspirations for mankind.

Egil's family has always been a very headstrong lot. His grandfather dismissed King Harald's summons and conscriptions for many years, stating that royalty and the king's agenda were not worthy of his time and efforts. Egil's uncle Thorolf did work for the king for a while, but the whole affair ended very badly. The property of Torgar in Trondheim and a noble title were promised to him but were instead appropriated to a close friend of King Harald. Thorolf vented his anger by executing dozens of very successful raids throughout the kingdom, amassing armies and fortune. His ambition grew and he threatened King Harald's lands and subjects, making him and the king adversaries to the death... And a fiery death it was: the king torched and killed Thorolf and his men.

Egil's father Skallagrim and King Harald also had bad blood between them. Right from their first meeting, they came to within an inch of drawing steel. Skallagrim was then banished from Norveig to Islandia by the king. All of Kveldulf and Skallagrim's lands were seized and divided up between his sons and prominent lords. When Erik took the throne, he sent a poorly crafted axe to Skallagrim as a "gift", intending to draw the man's ire.

And so Egil was raised on the tales of deceitful kings and their disrespectful sons. He has taken it upon himself to carry and protect his family's honour if ever he should meet King Erik Bloodaxe. This night, at Bard's feast, the two will meet face-to-face for the first time!

<u>Empathy Level</u>	<u>Reaction</u>
-1 (angered)	You are challenged to a duel until submission or death (depends how grievous the insult).
0 (neutral)	You are regaled by boastful tales about Egil's family's conquests.
1 (pleased)	You are invited to sit and celebrate with Egil and Olvir.
2 (friendly)	You are bestowed the gift of a magical necklace called Fox Fang (see page 333).



HALA

[Bondi]

Hala was a thrall for many years and has finally earned her freedom. It was in big part through the benevolence of Baldri, who endorsed her.

Bard bought her a year ago from a slave-trading ship that passed through Atloy. While employed on the farmstead, her hard work and dedication earned her the attention of Baldri. She has always thought highly of Baldri, as he was kind and fair, but after she obtained his oath to release her from bondage, her affection for him truly grew. She has been trying to claim his heart, despite being increasingly shy around him.

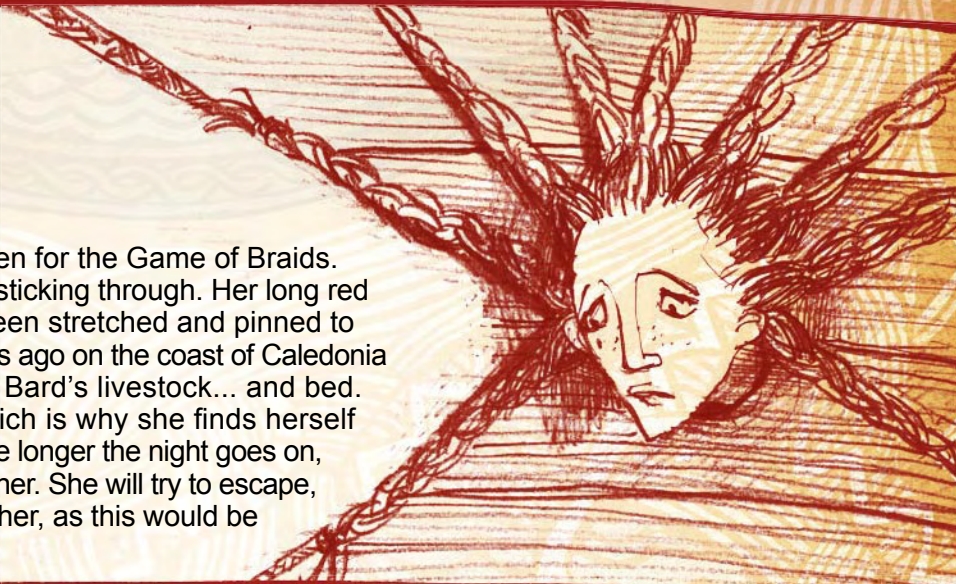
During the celebration, she is in charge of all the thrall serving maids. She will work hard to ensure that the king and his guests are well looked after. The venison, boar, mead, and fresh-baked goods need to be free-flowing and abundant. The guests outside in the tents will be treated with less priority and will only be served cheese curds and watered down wine.

Empathy Level	Reaction
-1 (angered)	Hala ensures that you have bad service.
0 (neutral)	You are treated according to her instructions from Bard.
1 (pleased)	You will be snuck into the main celebration hall if you are not already there.
2 (friendly)	She tells you about her affection for Baldri. She asks you to help her gain his attention and affection during the feast.

JEYNE

[Thrall]

Jeyne is the slave girl that has been chosen for the Game of Braids. She is in the stockade, with only her head sticking through. Her long red hair is tied in nine long braids that have been stretched and pinned to the board. Jeyne was captured a few months ago on the coast of Caledonia in a Viking raid. She has been tending to Bard's livestock... and bed. She displeased Bard a few days ago, which is why she finds herself in the stockade. She knows very well that the longer the night goes on, the higher the chances of a stray axe killing her. She will try to escape, but knows that none of the Viking will help her, as this would be a great offense to their host.



Empathy Level	Reaction
-1 (angered)	She ignores you.
0 (neutral)	She tries to please you.
1 (pleased)	She looks to you for mercy.
2 (friendly)	She asks for help, knowing that if you help her, you will be branded a traitor by your peers.



KING ERIK BLOODAXE

[Special Denizen]

King Erik is in his 40s and has a warrior's quality about him. He honours the gods, principally Odin.

Erik is the son of Harald Fairhair, the great uniter of all the northern kingdoms, but his future is perilous and uncertain; the death of his father coincided with the start of Ragnarok (when Sun and Moon were devoured and Fimbulwinter set in). Erik was his father's favourite, but the other siblings are ambitious and are plotting to overthrow him. Many have lost hope in a united kingdom now that the end times are nigh.

His wife Gunnhild has been pushing him to tour the kingdom and meet all his lords to ensure continued loyalty. Erik is starting with Bard, one of his father's closest friends and subjects. He wishes to attend the blot to the local Vaettir spirit in hopes of gaining its favour. However, his time on Atloy will be short: in one or two days' time, he must set off to see another one of his jarls to the south. King Erik is travelling with a contingent of over one hundred soldiers and a dozen administrators.

There is a long-running feud between the royal dynasty and the Kveldulf lineage. Erik's father was a very charismatic and gracious king. His success in unifying the northern kingdoms was due in big part to his generosity towards his jarls. However, one clan has been not only been rejecting the gracious and benevolent offers over the last 50 years, but also causing much insult and damage to Harald's kingdom and reputation. After repeated attempts to bring peace between the families, Erik's family has given up. Erik has inherited this animosity towards the Kveldulfs, but for some reason, his wife's hostility towards them is even more intense. Egil, a surprise guest who arrives on the island, is from the Kveldulf clan.

King Erik Blookaxe finds out that an agent of his good friend Thorir is on the island and goes by the name of Olvir, so he immediately invites Olvir's group into the hall to join the celebrations. He and Thorir have a very amicable past: any friend of Thorir's will be extended a gracious welcome.

Empathy Level

Reaction

-1 (angered)

Erik has Bard order his men to have you ejected from the celebration and returned to your boat.

0 (neutral)

He spares time for a very short conversation and then goes back to his entourage.

1 (pleased)

He includes you in his social entourage for the evening.

2 (friendly)

You may get a future favour from the King.

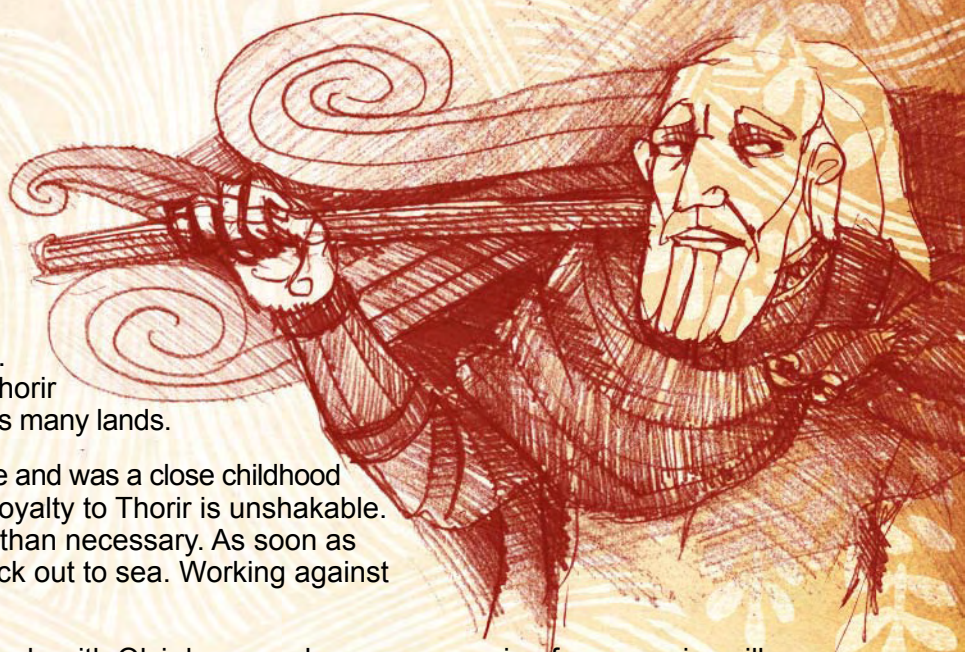
OLVIR

[Special Denizen]

Olvir is in his 50s but still as spry as a man 10 winters younger. He honours the Jotuns. He works for a renowned hersir named Thorir and collects rent from the tenants of Thorir's many lands.

Thorir is a good friend to King Erik Bloodaxe and was a close childhood friend of Egil's father, Skallagrim. Olvir's loyalty to Thorir is unshakable. This stopover in Atloy is to last no longer than necessary. As soon as the snowstorm subsides, Olvir will get back out to sea. Working against this plan, however, is his love for mead.

Olvir and Egil are acquaintances. Egil travels with Olvir because he was recovering from a serious illness at Thorir's estate. Egil's mates did not wait for him to recuperate and went on raids without him. Little did they know that someone with troll-blood recovers twice as quickly as a mere human. By the time the fever broke and he was up and about, no one of interest was left on the estate except Olvir. Egil was bored and decided to accompany Olvir on his tax-collection duties.



Empathy Level

Reaction

-1 (angered)	Olvir ignores you.
0 (neutral)	He gladly drinks with you.
1 (pleased)	He exchanges stories with you as long as you drink with him.
2 (friendly)	He insists you sit and drink with him the whole evening.



QUEEN GUNNHILD

[Special Denizen]

Queen Gunnhild is a young, cunning, and ambitious noblewoman. Many say that she has as much influence on the kingdom as her husband Erik does. Gunnhild is a practitioner of magic, druidic arts taught to her by her father. It is rare for a woman to practice such magical arts, normally reserved for men, but her tenacity at conquering all of life's obstacles has driven her to achieve what many thought implausible.

The Kveldulf clan has been a thorn in her husband's side since he was a child and saw the pain they were causing his father. Gunnhild knows that her husband's position as the leader of the Norveig Kingdom is precarious and wants to make sure he is seen as powerful and not someone to be trifled with. As such, she goes to great lengths to discredit, silence, and kill anyone who could bring ridicule or shame upon her husband. She uses her magic to eradicate rivals.

Gunnhild is the hardest guest to impress. She makes it a point to spend her time with people of renown and influence to gain something beneficial out of the exchange. If a dweller is in her husband's bad graces, her reaction towards that dweller will immediately drop by 1 or more levels (decided by Norn). At the lowest level, she will send some of her personal guards after the dweller and have him or her taken to some quiet part of the farmstead and killed (half the number of guards as players, with a minimum of 1).

Empathy Level

Reaction

-1 (angered)	She tries to bring you and anyone associated with you harm (sends assassins, casts a curse, etc.).
0 (neutral)	She ignores you.
1 (pleased)	You have her attention: she will study your movements and actions throughout the night, but does not talk to you.
2 (friendly)	She has a short conversation with you.



THISTILLBARDI

[Bondi]

Thistillbardi is the local blacksmith on Atloy. He handles all the crafting and building work that needs to be done around the farmstead. He has two dozen trained thralls who work for him in the forge. He will get involved if anyone's ship, weapons, or armour need repairs.

He will join the celebration and will look for some company for the Game of Braids. He has an ulterior motive for the game, as he provides the hand-axes to the players and wishes to make some new sales and connections for his products.

Empathy Level

Reaction

-1 (angered)	His services will cost four times market price.
0 (neutral)	He is willing to help out for a price.
1 (pleased)	He provides some discounts for his services and wares (half the market price).
2 (friendly)	If you are permitted to stay on Atloy for a few days, he adjusts your favourite weapon or armour with a custom improvement for only 100 skatt.

VORNIR

[Bondi]

Vornir was born and raised on Atloy. His parents were humble farmers and he eventually inherited their farm. For a bountiful harvest, Vornir ensured that he kept the tradition of appeasing Baleygr, the land Vaettir.



Unlike his parents, Vornir had a boastful streak, loves competition, and succumbs to wanderlust and gambling. He never passes up an opportunity to go on raids and leaves his farm in Bard's care while he is away. Eventually, Bard bought Vornir's ancestral farmlands and consolidated more of the island's industry under his banner. Vornir used the proceeds to feed his vices, organizing gambling in the meadhall, creating weekly duels and wagers on the winners, and establishing feats of strength and other physical challenges for the inhabitants of Atloy.

Vornir remembers when Bard came to the island with his prominent family and how Bard's father ran a successful slave trade that his son eventually inherited and consolidated with the island's economies (lumber, livestock, and slaves). Vornir does not regret selling the family farm, as all of the farming had to be stopped and the staff repurposed to other activities since the onset of Fimbulwinter.

Empathy Level

Reaction

-1 (angered)

He ignores the offending parties during the feast, but may look for an opportunity outside the feast hall where he can instigate a physical conflict.

0 (neutral)

He will make for good drinking company.

1 (pleased)

He provides some background information on the inhabitants of the island and the geography of the settlements.

2 (friendly)

He will insist on gambling when challenging a player to one of the activities during the celebration, even if he is at a disadvantage.

LOCATIONS

ATLOY



Atloy is the main island and Bard's seat of power.

On the north shore is Bard's Skali, made up of his home, the great feasting hall, the home of his thralls, a smithy, several barns, and the docks. Atloy's main commerce is based on slaves, timber, and livestock. Farming used to factor in to the activities on Atloy, but since Fimbulwinter set in, all of the fields have been buried in several feet of snow.

On top of the island's mountain is a shrine to Baleygr, the land Vaettir who protects the lands of Atloy and the surrounding islands. Bard makes regular sacrifices at the shrine to keep on good terms with Baleygr. Next to the shrine grows an old ash tree; despite Fimbulwinter, it has stayed alive as a testament to the power and presence of the Vaettir. On one of the lower branches, a noose hangs the blot (blood sacrifice) that Bard brings to Baleygr once a month.

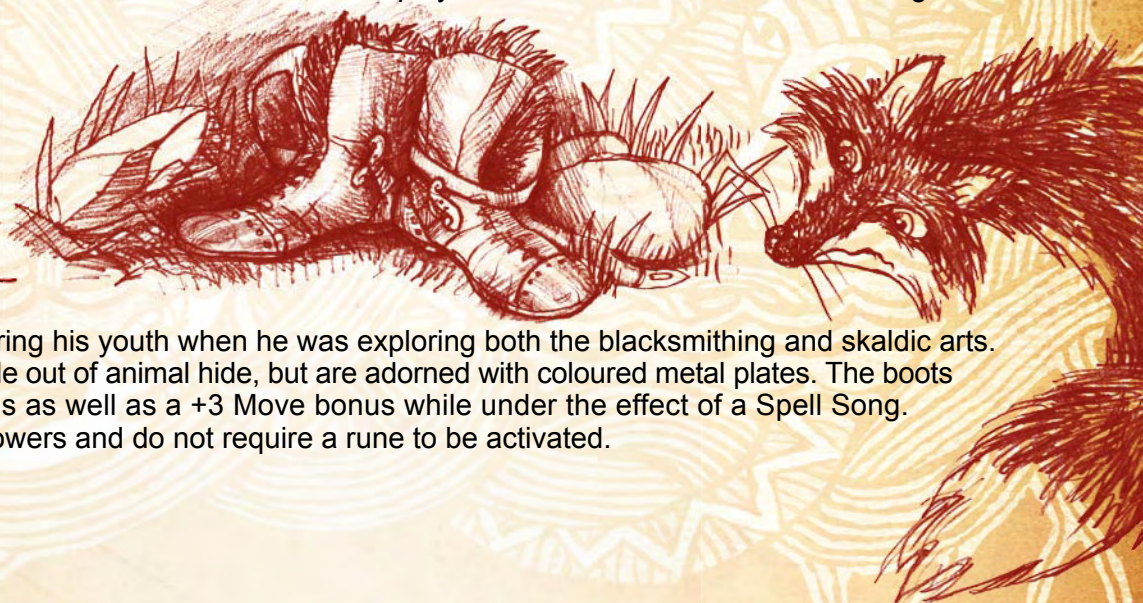


SAUDOY

Saudoy is a second, smaller island off the northwestern coast of Atloy. Saudoy was a lush grazing area for livestock before Fimbulwinter, but has been since abandoned. There are some unused buildings that remain on the island as well as a forest of dead trees. This island plays a central role in Scene 4 of the saga.

TREASURES

EGIL'S BOOTS



Egil fashioned his boots during his youth when he was exploring both the blacksmithing and skaldic arts. The boots are primarily made out of animal hide, but are adorned with coloured metal plates. The boots grant him a +1 Evade bonus as well as a +3 Move bonus while under the effect of a Spell Song. Both effects are Passive powers and do not require a rune to be activated.

FOX FANG

Fox Fang is a necklace with a silver tooth pendant. This medallion has an enchantment that grants the wearer a +1 rank to the Tracking skill. This necklace belongs to Egil, and he will bestow it as a gift to the first person who befriends him at the banquet.

THISTILLBARDI'S SMITHY

Thistillbardi's wares are of exceptional quality. Every piercing or slashing weapon he makes comes with an extra-sharp blade that provides a bonus +2 Pierce. His blunt weapons have an extra weight added that deals +1 damage. His armour is also of unsurpassed quality. Leather-based armour gets a +2 Parry bonus and metal-based armour gets a +1 PF bonus. He sells his wares at three times the going market rate (see the weapons lists on page 299).

THE SAGA BEGINS

The dwellers are travelling from Halogaland to Islandia as a fierce snowstorm hits them. Their small knorr longship is in danger of capsizing and they are forced to moor on a small island called Atloy. As they disembark, Baldri greets them: it is bad form to turn away potential guests at a banquet fit for a king and a Vaettir.

SCENE 1: THE ARRIVAL

Instructions for Norn: Read out loud to the players...

You are all friends and have been seeking fame and fortune since the onset of Fimbulwinter. The sun and moon are no more, and with eternal night setting in, you have abandoned your former professions. You have heard of the island of Islandia far to the west that has become a beacon of hope for your people. A distant relative has sent word that you should come and stake your claim, as prosperity has a new face in Islandia.

As you set sail from Halogaland, your small vessel is caught in a fierce and deadly snowstorm. Not wanting to risk capsizing in frigid frozen waters, you steer south to an island called Atloy. You know that a well-known jarl named Bard will probably put you up for the night and give you some respite from the lashing icy winds. You head for the lights to the south and dock your knorr at the docks.

To your surprise, Bard's farmstead is decorated and prepared for festivities. Even his port-hands are wearing their finest attire. Your boat is secured and a port-hand named Baldri asks you if you are here for the feast.

The players can now start role-playing their dwellers and strike up a conversation with Baldri. If the players say they are here for the feast, Baldri assumes this is true and escorts them to the main banquet hall to see Bard. If they explain their situation, Baldri is satisfied and takes them to Bard to see what his liege lord will say.

Instructions for Norn: Read out loud to the players...

You are escorted past the port warehouse and the smithy and into the heart of the farmstead. There, a massive banquet hall is bustling with activity as thralls make the final preparations for an imminent feast. Tents outside the hall are fastened down with extra weights and support to weather the storm. Baldri presents you to Bard, the jarl of Atloy, who is surprised to see you.

Without knowing who the official guests are (unless the dwellers extracted the information from Baldri), Bard will begrudgingly accept them as unexpected last-minute guests. He will seat them outside the main hall where some tents have been set up to shield the occupants from the arctic winds and cold. The dwellers can interact with the thralls who are serving food and drink. If asked what is happening this evening, they will reply:

You have arrived here at Atloy on a very special night! King Erik Bloodaxe and his queen Gunnhild will be coming to honour Bard and join him in the blot to the great land Vaettir.

The dwellers are seated in the tents and are offered cheese curds and watered down wine. They are free to exchange pleasantries with the other uninvited guests and wander the grounds. Within the next hour, another two vessels arrive. The first is the ship carrying Olvir and his dozen men. Among them is Egil, a large 7'-man who towers over the others. They are all ushered into the same tents as the dwellers and offered shelter from the storm. Bard apologizes to both groups that he has no better food or drink to offer.

Eventually, the third vessel arrives: it is King Erik Bloodaxe and his men. This one is a majestic longboat that can accommodate 140 Vikings. Bard greets them personally at the docks and escorts them all into the celebration hall.

Olvir's group become upset at the basic hospitality that they are getting, in light of all the wonderful smells emanating from the hall. Egil is especially vocal and makes his displeasure clearly known to all the thralls and Bard's guards who are circulating around the festivities. Egil's words drive a poignant message home, as he is versed in the skaldic arts.

Not long after the king and his men settle into the hall, Egil inquires about the folks in the tents. As soon as he finds out that athane of Thorir's (Olvir) is on the island, he immediately tells Bard, who invites Olvir and his men into the celebration hall and seats them at a table of honour across the hall facing the king's own table. If the dwellers are on good terms with Olvir's group, then they too can enter the hall, otherwise they will need to find another way into the hall.

If the players choose not to go into the hall, then the events and activities of Scene 2 can be adjusted to the celebrations if outside. As the saga unfolds in Scene 3, the dwellers will simply see the events unfold from a different perspective.

Omen: Sometime during the sailing trip or their time on the island, the dwellers witness an omen. Lightning will strike something and utterly destroy it. It is up to the Norn what it is and when it happens. When it does, the Norn will indicate that the dwellers feel it is odd to have lightning during a snowstorm and may decide to perform an Omens/Portents skill check. If they do, the difficulty is **Easy [2 S]**. If successful, they will find out that in the near future, anger and wrath will lead to death and destruction. To perform a skill check:

- 1) Everyone who wishes to participate must Wyrd (draw runes equal to Destiny from Essence to In-Hand and also draw the Void rune from the Void pile into the In-Hand pile).
- 2) For every rank someone has in Omens/Portents, an automatic success lowers the difficulty by 1.
- 3) Since this is a Spiritual test, everyone moves Spiritual runes from In-Hand to In-Play. For each rune moved in this way, the difficulty is lowered by 1. The Norn must remind players of the rune morphing rules (see page 91).
- 4) Anyone who reduced the difficulty to 1 gets a vague clue; anyone who reduced it to 0 or less understands the full meaning of the omen.



SCENE 2: THE CELEBRATIONS

At the celebrations, the dwellers will be free to mingle with whomever they please. The goal is to get into the good graces of as many of the distinguished guests as possible. The higher their level of endearment, the more information can be obtained from the key denizens. The converse is also true: if the dwellers offend the distinguished guests, they will receive less information in Scenes 3 and 4 of the saga.

If the players have come into the hall (either with Olvir's party or on their own), they see the opening ritual of the celebration:

Instructions for Norn: Read out loud to the players...

Your bones thaw by the large fires that are spaced out in the middle of the hall. Over the fires are cauldrons filled with stewed meat and fish with aromas that make your mouth water. Bard slams a ceremonial seax sword and shield together to quieten the guests as the king is about to launch the festivities. When the guests are silent and looking at the king, Erik Bloodaxe lifts a huge horn full of mead and proclaims: "May Odin grant us victory!" He drinks the entire horn in one go and a huge cheer erupts.

While it is refilled, everyone downs their drinks. The king then proceeds with the second blessing: "May Njord guide our ships!" and everyone downs their second drink after another loud cheer. The blessing is concluded with the third and last blessing, which elicits the loudest cheer from everyone: "May Freya grant us a bounty of beautiful women!"

The guests then break out into smaller groups, circulating and mingling from table to table. The dwellers are free to engage in conversation with any of the denizens. If the players are lost or shy to approach the guests, the Norn can have the guests make the first move. The dwellers will also be coaxed into joining some of the activities that are going on in the hall.

ACTIVITIES

The Blot to Baleyrgr

At one point during the festivities (to be decided by the Norn) Bard, Erik Bloodaxe, Baldri, Vornir, and a small entourage of guards and other guests will leave the celebrations and head out to the shrine of the land Vaettir. The snowstorm will be in full force, and visibility will be very low (only about 20'), as large heavy wet flakes descends on the procession. The assembled group will make their way up a winding and treacherous path onto the largest mountain on Atloy. The whole trip takes about 2 ½ hours without incident (a two-hour round-trip hike and a half-hour for the ceremony).

The summit has a mound of stones that is carved out for a sacred pyre. Next to the mound is an ancient ash tree that still lives, fueled by the Vaettir's essence. A noose hangs on its leafless branches. When the ceremony starts, the pyre is lit, sending a plume of white smoke into the black moonless sky. A chant resounds throughout as an intoxicated thrall is brought forth for the sacrifice. The thrall is hung from the tree and pierced with a ceremonial spear consecrated to Odin. The blood is collected on blessed pine branches that are used by a godi (priest) to sprinkle the blood on those assembled and onto the snow in a wide circle around the sacred mound. Lastly, the branches are thrown into the flame as those assembled collectively demand the blessing of the Vaettir. The participants surround the stone mound and clang their weapons on the stones ceremoniously.

Vikings do not beg or hope for a blessing, they demand and seize it! Role models such as the All-Father Odin point the way to success: Odin did not ask Ymir for benevolence, he slew him and took what he wanted. The gods and Jotuns do not want the meek in Valhalla – they want the brave and the heroic!

"All-Father! Sanctify this offering that we make in your name to the king of the mound. You rode the steed Yggdrasil for nine ghoulish nights to achieve transcendence. Baleyrgr, Baleyrgr, BALEYGR, accept our blood sacrifice and bestow upon us the wisdom, courage and hamingja so we can curtail the darkness of our days! Hear us... hear us, HEAR US!"



Hamingja is the Viking term for good fortune. Men are born with a certain amount of innate luck; however, more can be had by receiving gifts of Hamingja.

The congregation then returns to the celebrations in the meadhall.

If, for whatever reason, the blot is not performed before the murder occurs, then the Vaettir is offended and sends one or more Haugbui after the denizens and dwellers on the island (see Scene 5). The Haugbui emerge from any burial plot that was not properly consecrated (there are a few on the island and on Saudoy) and begin their hunt.

Baleygr is a fickle and old Vaettir that believes all blood let on this night should be in his honour. Once ten people have been killed, the Haugbui return to their resting places. If the players are new to the game then no more than one Haugbui at a time should be used against them since they are fearsome foes.

The Bragaful (“Oath, Boast, or Toast”) Drinking Game

The dwellers may be invited to a table with guests performing the social ritual of Bragaful. The drinking game involves everyone saying an oath, a boast, or a toast. In each of the three rounds of drinking, every participant must stand up and declare one of the three. The participants must have pronounced one of each by the end of the three rounds.

Below are few samples oaths, boasts, and toasts that the Norn can use for the denizen participants.

<u>Oath</u>	<u>Boast</u>	<u>Toast</u>
I swear by the gods that my life is sworn to my liege!	In a skirmish with bandits last year, I was struck by five arrows. I found the bastards and killed them all before pulling the arrows out!	I propose a toast to our host, Bard, for an unforgettable celebration!
By Thor’s hammer, I swear to die in battle and ride to Valhalla upon the wings of the Valkyries!	I have killed a family of ice trolls while travelling through the wastes of Svalbard!	A toast to Erik Bloodaxe, that he may reign until his children grow old!
By the souls of my ancestors, I will avenge my brother’s death!	I will bed three serving wenches before morning!	I toast to the gods for the walls of Asgard withstand the fury of the Jotuns!

If the Norn deems that the dweller participants were creative in their oaths, toasts, and boasts, they receive +1 empathy with any key denizens who played with them.

The Game of Braids

Jeyne is locked into a stockade and some of the guests have been invited by Thistillbardi to partake in a game of Braids. He has provided his wares as the instruments of the game, and Jeyne begins with nine braids. Anyone who wants to participate will test their luck by performing an Athletics skill check. Some players can make a good case for using the Perform skill instead, reasoning that it is similar to juggling – the Norn can allow alternate skills to be used if the players are convincing.

The dwellers and denizens will Wyrð (along with the Void rune) and count the number of Physical runes they pulled (see the rune morphing rule on page 91). If no Physical runes are drawn, Jeyne will be killed by the throw. To land a successful throw, there is an escalating difficulty (since there are fewer and fewer targets). If Jeyne is killed, her body is carried off for quick burial. If she survives, she leaves the party and can be found in the thrall’s living quarters.

Number of Braids Remaining

6-9

3-5

1-2

Difficulty

Moderate [3 P]

Hard [4 P]

Unlikely [5 P]

Challenges of the Body or Mind

Vornir will challenge the dwellers to arm-wrestling duels or games of Hnefatafl (Viking chess). If it looks like they will be relatively evenly matched, he may even put up 5 skatt as a wager. Use the Brawling skill for the arm-wrestling match and Drinking/Wenching for the board game. To determine who is more successful, an opposed skill check will be needed (see Chapter 2).

Arm-Wrestling opposed skill checks:

- 1) Every rank that either participant has in Brawling or Drinking/Wenching adds automatic successes equal to the rank.
- 2) Both contestants Wyrd (draw Void runes as well) and count the number of Physical runes (for Brawling) or Mental runes (for Hnefatafl) and add a success for each rune drawn of the necessary Trait.
- 3) Whichever participant generated more successes wins!

Alternatively, if you have a Hnefatafl board, then break out into a friendly real-time game!

LEVELS OF INEBRIATION

As the celebrations continue and the dwellers drink more and more, skill checks will be harder to perform. The Norn can use the chart below for penalties due to drunkenness.

Level of Drunkenness

Sober

Tipsy

Drunk

Sloshed

Effect

None

Skill check difficulties raised by 1

Skill check difficulties raised by 2, Destiny -1 (in combat), damage bonus +1

Unconscious

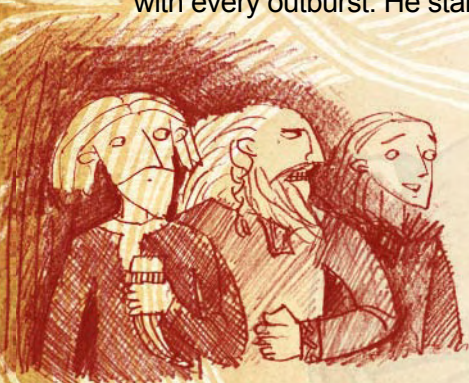
For each rank in Drinking/Wenching, ignore one level of penalties.

Example: Sofia's dweller is "Drunk", but has 1 rank in Drinking/Wenching, so she only suffers the penalties associated with "Tipsy".



SCENE 3: THE MURDER

As the night wears on, Egil's tongue is loosened: his talents as a skald allow him to capture an audience with every outburst. He starts to express very openly his disdain for the way he was treated when he first arrived:

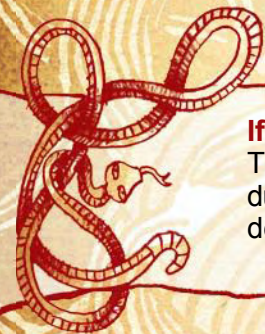


*You told the troll-women's foe,
you were short of feast-drink.
When appeasing the goddesses,
you deceived us, despoiler of graves.
You hid your plotting thoughts,
from men you did not know,
for sheer spite, Bard:
you have played a bad trick on us.*



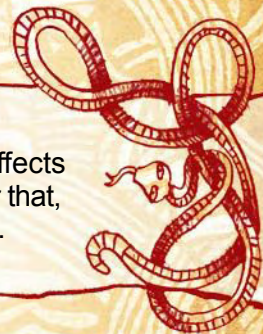
Bard becomes increasingly angered by Egil's outbursts. He tries to reason with him, but the outbursts only get louder and more colourful. Queen Gunnhild notices Bard's frustration and summons him to her table. She knows all about Egil and the history of his family, and she despises them all despite having never met any of them.

Together, she and Bard hatch a plan to poison Egil and hopefully end the Kveldulf lineage. Gunnhild uses her arcane arts to taint drinks that Bard pours for Egil and his drinking companion, Olvir. Although there is no feud between the queen and Olvir, she wants to ensure that Egil will be poisoned, as is willing to accept Olvir as collateral damage. If any of the dwellers are also drinking with Egil, a poisoned drink will be served to them as well.



If a player is poisoned:

The effects are sinister and make the death look like natural alcohol poisoning. The effects dull and slow the body and mind, resulting in a Destiny -1 penalty for the first 2 hours. After that, death comes quickly, the victim performing an Ultimate Sacrifice +1 every 10 minutes.



Instead of a serving wench, Bard himself brings the drinks to Egil's table: Egil is immediately suspicious and on his guard, especially since he realizes he has been slandering his host all evening. The previous night as Egil slept, a portent had come to him with a warning that someone was out to do him grievous harm. As Bard stands next to him with the drinks, Egil decides to use his Galdr training to invoke a dweomer with a runic incantation to identify menace. He carves the rune on the horn and smears his blood on the rune: the drinking vessel shatters, indicating true malice. With this proof, Egil ensures his drinking partners do not imbibe the drought, and makes a final pronouncement before heading out of the meadhall.



*Your wits have gone, inviter,
Despoiler of smiles!
Now the rain of the high god
starts pouring upon you!*



Egil drags his drinking fellows towards the door as he leaves, including any dwellers who were there drinking with him. In a panic, Bard scoops up one of the intact poisoned horns from the table and chases after him. Stepping outside into the stormy darkness, Bard feigns friendship and insists Egil find a place of forgiveness in his heart and has one last drink before departing. Egil's rage boils over – he draws his sword, and runs it through Bard's heart! In shock, Olvir faints next to Bard's corpse and a frantic Egil runs off into the darkness.

What happens next is highly dependent on where the dwellers are at the time of the murder and what they choose to do.

- If the dwellers were with Egil, they may flee with him, try to capture him, or observe as others find the crime scene.
- If the dwellers were inside the hall drinking with others, then they are roused as the alarm is given by a thrall serving wench who finds the two bodies in the snow.

When the king hears the news of Bard's death, he is angered and orders his guards to lock down the docks, tents, and meadhall. He will conduct an investigation and then send his guards after the guilty party.

He will probably piece together that it was Egil who killed Bard. It is unlikely but possible that events as they unfolded point to someone else as the guilty one (for example, if one of the dweller antagonized many of the key personas at the party and was with Egil at the time of the murder, that dweller may look more suspect than Egil!). If this happens, the Norn will have to use his or her imagination to improvise the rest of the saga.



What to do if players get ejected from the celebrations:

If any of the dwellers grievously insult the host or any of the honoured guests and get ejected from the party in Scene 2, they will spend the remainder of this scene under guard (from which they can try to get away) or wandering the farmstead (exploring).

There are several ways for the Norn to get those dwellers back in the story for this scene: the dwellers can happen to be in the right place at the right time to catch Egil's flight out of the hall, or else they may run into Egil while he is looking around Atloy for an unsecured boat to get away from his pursuers. Alternatively, the dwellers can be summoned to help examine the crime scene and join in the hunt for the assassin.





SCENE 4:

THE FLIGHT

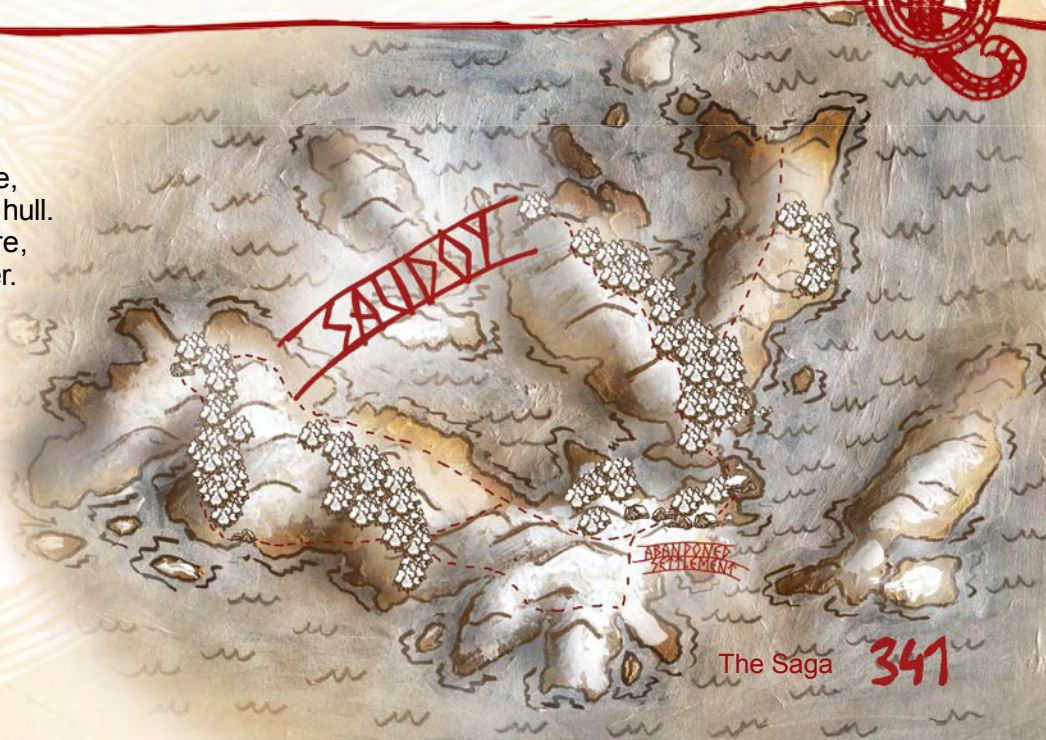
Egil immediately realizes the gravity of the situation and knows he must escape the island. The port is impossible since there is a sizable presence of both the king and Bard's guards. A boat is his only option, so he circles by foot the coast of Atloy heading west, looking for any small skiff that can be moored on the coast.

If there are dwellers with him, they may influence where he goes. If he is alone, however, he heads west until he falls on a small fishing hamlet that lies across the island of Saudoy. As he approaches, it appears that the inhabitants are being terrorized by an angered Haugbui. Using the chaos of the situation, Egil runs to the shore to find an ice-jammed fishing skiff. With his sword and some mighty blows, he frees the skiff and makes for the open sea, with nothing more than the stars to guide him.

Helping the Citizens:

Even if the players are allied with Egil, they may perform some benevolent acts for the citizens of Atloy. Any such acts will be looked upon favourably by the king if the dwellers and the king cross paths in the future. Conversely, his punishment may be less harsh if the denizens of Atloy speak favourably of Egil and the players.

When he freed the skiff from the ice, Egil unfortunately also damaged the hull. Within minutes of leaving the shore, his boat begins to take on frigid water. Realizing that he is now closer to Saudoy than Atloy, he powers the boat to the small uninhabited cluster of islands.



He makes it to Saudoy and begins to explore the island for shelter. He is wet and cold; death from the elements is a common reality in Fimbulwinter. After some time, he stumbles across old dilapidated homes and barns dating back to when the island had bountiful pastures for grazing livestock. He takes shelter, and after building a small fire, manages to dry his clothes and warm himself sufficiently to avoid illness.

Once dry and warm, he heads out again to look for tools and materials with which to patch his skiff. If the pursuing party takes too long, Egil will make his escape.



SCENE 5:

THE HUNT

On the island of Atloy, when Olvir recovers consciousness, he and his men are thoroughly questioned about Egil. Everyone speaks honestly and is exonerated by the king for Bard's murder. The king assumes Egil is the sole guilty party. He has his sober guards search the farmstead and watch the docks. Erik plans to wait a few hours and let the majority of his entourage sober up and then organize a hunt for Egil throughout the island.

The king will offer a sizeable bounty for Egil's return and possibly some items of great value. See "King Erik Bloodaxe's personal Trove" on page 347.

Depending on how quickly the search party is organized, Egil's tracks may be hard or impossible to follow. The snowstorm and perpetual darkness make tracking him a challenge. It is entirely up to the Norn to set the difficulty for the Tracking skill checks of the pursuing party. It is recommended that the difficulty increases with every hour that passes, starting at **Moderate [3 P]** for a search group that starts within minutes of Egil's departure.

If the dwellers are with the hunting group or have formed one on their own, they will face natural challenges navigating the landscape during a fierce snowstorm. Inland, they will need to perform a Climb skill check to successfully navigate the highlands. The Navigation skill will also play an important role in helping the dwellers make good time and avoid getting lost. If they find themselves getting wet in any of the lakes, rivers, or coastal regions, a Survival:Wilderness check will be required to avoid hypothermia. A failed check will bring on a slow death (Ultimate Sacrifice every 30 minutes) unless brought into a warm environment in time. The difficulty for these checks should be set by the Norn based on the conditions described.

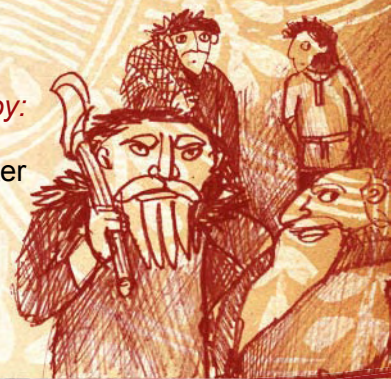
Some of the women of Atloy:

Bara the seamstress
Gnissa the butcher
Molda the mead brewer
Ryg the wife of Lut



Some of the men of Atloy:

Eggmoinn the woodcutter
Hepti the fisherman
Lut the village elder
Veigr the orphan



There are small hamlets around Atloy dedicated to livestock, timber, and fishing. They all swear allegiance to Bard and the king, and will help anyone travelling with members of either's entourage. If the dwellers are alone, however, most folk will be uncooperative and suspicious and the dwellers will find a very frosty reception. The Norn may take this opportunity for an introductory battle (if one has not already taken place). The residents of these communities may release their hunting dogs to chase the adventurers away.

The pursuing party will eventually get an opportunity to come across the hamlet from which Egil stole the skiff. If enough members of the community are questioned, someone will come forward saying that they saw a large man fitting Egil's description take a boat and head out to sea. The king, furious with Egil, will send ships to check out all surrounding islands, leaving no stone unturned.

The dwellers may choose to hunt Egil down or help him escape. They may even begin by hunting him only to change their minds when they catch him. There is no right or wrong conclusion to this story, so the players are free to steer this as they wish.



Summary of Combat:

All combatants are randomly sorted to determine Initiative. Combat rounds begin and are broken down into 4 phases:

1. Initiative
2. Upkeep
3. Actions
4. Clean-up

Combat continues with combat rounds until one side is victorious.

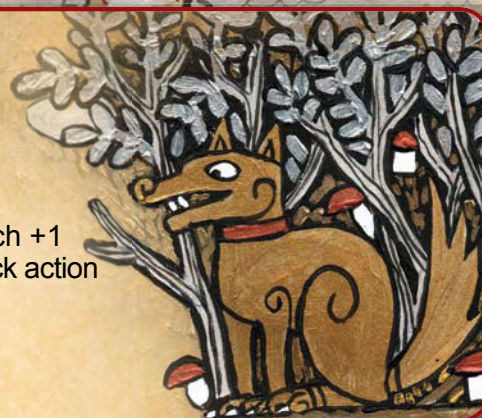


Hunting Dog:

Level: 3
Essence: 1
Destiny: 1
Size / Move: 2 / 12

Attack action – Bite:
Active Power – Lunging Attack:
Passive Power – Fleet-Footed:
Skill – Perception:
Quadruped – Move

DF +2 Physical, Pierce +2, Reach +1
Perform a Move and then an Attack action
Move +1
1 rank
x2, cannot wield any weapons



Egil's Gratitude: If the players consider helping Egil, he sweetens the deal by offering a reward of his own. He offers each dweller 300 skatt, a welcome reception in Islandia, and some concoctions from a druid friend. Every player will receive one potion of each type.



- **Potion of Healing:** Heal +9
- **Potion of Haste:** Destiny +1 on the following combat round
- **Potion of Camouflage:** Grant a +1 rank bonus to the Sneak skill for an hour

If the blot to the Vaettir did not take place, then Baleygr wants retribution tenfold and the hunt will be plagued by Haugbui (see page 206) sent by the angry Vaettir. The Haugbui will have the sole purpose of killing ten people on Atloy and surrounding islands. Once 10 bodies have been claimed, the Haugbui will return to their graves.

If the dwellers arrive on Saudoy within a reasonable time (decided by the Norn), then the dwellers will have the opportunity to interact with Egil.



The abandoned buildings within which Egil has found shelter and is repairing his skiff.

When they find Egil, the dwellers have a few options.

- If the dwellers flee with Egil from Saudoy, then this saga is complete and you can skip to the Conclusion (page 348).
- They may talk him into returning to face justice, allow him to leave, or engage him in combat. It is very unlikely that Egil will return to face justice. The dwellers will need to be extremely persuasive for this to happen and any Verbal Manipulation test will be at the very least **Unlikely [5 M]**. Egil's family has faced a series of injustices, and he cannot hope to have a fair trial with the king. By Egil's logic, turning himself in is akin to suicide.



*My destiny does not end on this day:
I hear the cries of my kinsmen,
I will live to exact my revenge
on accursed Erik and his consort.*

- If the combat option is taken, they will fight until Egil is down to 2 runes in Essence and then he will yield. If he yields, he will go back to the king and face justice. However, there is a good chance that combat will result in a dweller dying, as Egil is a formidable foe. If a dweller dies in the service of the king, Erik Bloodaxe will help the dweller reach the heavens and will bestow the same type of grandeur to the funeral as he does for Bard (see Scene 6: Bard's Funeral).

At any point in the fight, if the players yield, Egil will accept their surrender and go on his way. If this occurs, the Norn is encouraged to use Egil as a recurring nemesis in future sagas.

When Egil is returned to the king, a trial begins. Egil pleads his case, saying he was grievously insulted by the host and that Bard's death was preordained by the Norns – a destiny that neither could escape. He implores the king to reflect on this and to consult Thorir as a character witness.

*The Norns weave the strands of my soul;
my deeds live in Thorir's heart.
King Erik is of generous nature,
bound to the justice of Foresti.*

There is a chance that the king accepts this option, as he has great sympathy for Thorir. The Norn needs to call a Trait and randomly Wyrd 1 rune from a full bag (a 33% chance of drawing the named Trait). If the king rules against him, then Egil attempts to offer weregild (payment for the death of Bard). There is a 66% chance the King accepts these terms and demands an unreasonable 10,000 skatt). If this offer is rejected by the king, then Egil demands a trial by duel: a chance to prove his innocence by battling a champion chosen by the king.

According to the laws established by Erik's father, the king is bound to allow this as a possible resolution of the trial. The king will ask for a champion: one of the dwellers can volunteer. If none do, then Erik names one of his guards to the duel, which will be an easy win for Egil. If a dweller volunteers but dies, then Erik Bloodaxe will help the dweller reach the heavens.



SCENE 6

BARD'S FUNERAL

King Erik Bloodaxe held Bard in very high regard. Whether Egil was killed, captured, or fled successfully, the king will organize a very elaborate funeral for Bard. His men will help the blacksmith build a ceremonial funeral pyre ship and he will implore Vargeisa, the Angel of Death who travels with him, to oversee the funeral.

Vargeisa is a young Angel of Death who followed her mother's footsteps and went into service of Hel, mistress of Niflheim. Her duties are to help souls avoid Niflheim by receiving the right funeral rituals. Death cannot be avoided, but a heroic life increases the chances of success the gods or Jotuns will send their Valkyries to gather the soul of the dead.

Vargeisa first prepares Bard's body. She bathes it and smears it with sacred oils and paints. She dresses Bard in his best attire and lays him at the center of his ship. Next, she lays out instruments of war on the ceremonial ship next to Bard's corpse, whispering a quick incantation over each item. She then commands the thralls who will be joining Bard to drink a sacred mead that she laced with special ingredients to prepare and open souls for the Viking afterlife. Lastly, after the slaves have gathered the best wishes from Bard's friends, they climb aboard the ship and Vargeisa ceremoniously ends their lives and lays them next to Bard.



She blesses the charcoal of the flames that consume the ceremonial ship. All of Bard's friends and servants attend and watch as the ship and all its contents are cremated.

If any of the dwellers were killed after accepting to help Erik, they, too will be celebrated at this funeral. Vargeisa, under the king's instructions, will perform a very comprehensive funeral rite for the player's dweller (including last-minute Thralls and thanes).

If one of the player's succeeds in getting their dweller into the heavens (see Afterlife on page 151), then at the immolation of their body, a Valkyrie will come to gather them. If they worship the gods, then their soul will be brought to Valhalla. If they worship the Jotuns, then their soul will go to Glassisvellir. If the dweller has no fixed allegiances, the Norn decides which Valkyrie shows up. In rare cases, both may show up: if this happens, the Valkyries will fight for the soul (not to the death, but until there is a clear victor).

Instructions for Norn: Read out loud to the players if one has died and a funeral has been prepared...

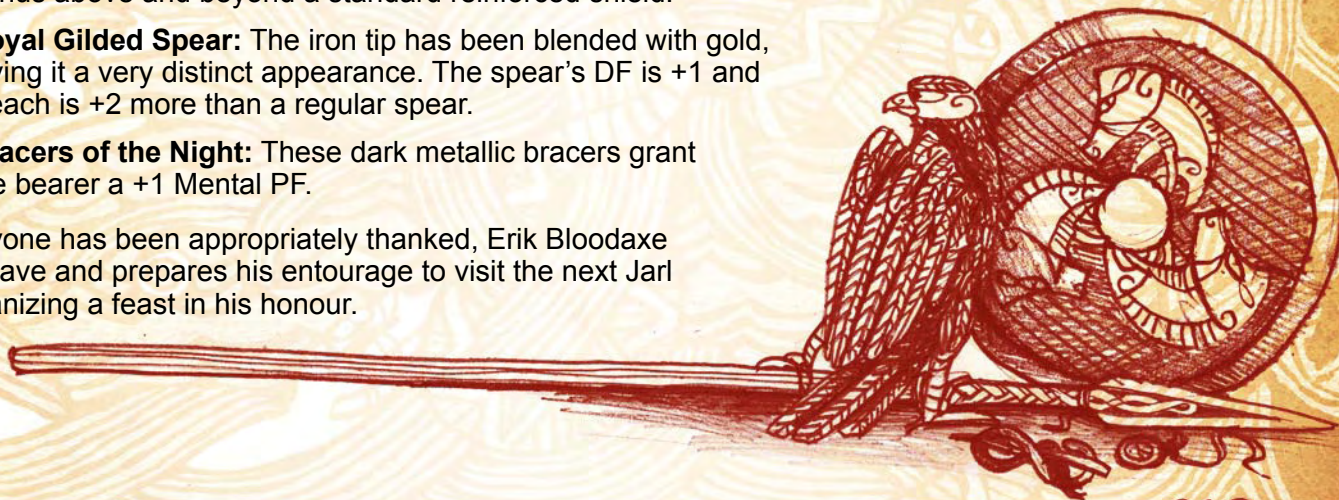
You look down upon your body: everything is bathed in incandescent flame. There is no pain or heat, and the mortal world has become grey and distant. Your thanes rise from their bodies and collect your belongings, handing you your battle gear. In the distance, you hear the battle chants of the Valkyries. As the songs intensify, you see a shimmering blonde-haired maiden riding a white steed descending upon your funeral pyre. She smiles and scoops you onto her horse. Your thanes follow, gliding effortlessly behind the horse. She carries you out of Midgard and you glimpse the world-tree Yggdrasil. The worlds hang precariously on its branches and you see large and fearsome armies gathering for the final confrontation.

Once the funeral is over, King Erik Bloodaxe declares that all of Bard's lands now belong to the crown as Bard had no descendants or siblings. He leaves a steward named Skaerir to govern the farmstead and adjoining lands in his name. If the dwellers were helpful in apprehending or killing Egil, he rewards them with 500 skatt each as well as an item of great quality from his personal trove. If someone was Erik's champion at the trial, and somehow won the battle against Egil, they are rewarded with an additional 1,000 skatt.

King Erik Bloodaxe carries some items of great value personal treasure that he will offer to dwellers who showed some initiative in the hunt.

- **Leifi the Royal Falcon:** A trained hunting falcon that will hunt small prey and can be used in combat to grant an additional 2 Physical damage on dweller's Attack actions.
- **Fairhair Crest:** A small sigil that confirms its owner as a loyal, trusted, and favoured subject of the king. This sigil offers many benefits while travelling throughout the kingdom.
- **Royal Boar Shield:** The wood used in its creation is especially light and durable, granting a +3 Parry bonus above and beyond a standard reinforced shield.
- **Royal Gilded Spear:** The iron tip has been blended with gold, giving it a very distinct appearance. The spear's DF is +1 and Reach is +2 more than a regular spear.
- **Bracers of the Night:** These dark metallic bracers grant the bearer a +1 Mental PF.

Once everyone has been appropriately thanked, Erik Bloodaxe takes his leave and prepares his entourage to visit the next Jarl who is organizing a feast in his honour.



CONCLUSION

Through their choices in the game, the players decide how the saga ends. At its completion, each dweller gains 1 level. They may choose to buy a +1 Essence, or can save it and when they level again, buy a +1 to Destiny.

If a player's dweller died during the saga and they managed to get into the heavens, then the player can take a Disir sheet and fill it out.

DISIR SHEET

LINEAGE Reginleif
NAME Eisa Reginleif
LEGACY
-Defended villagers from wolf pack
-Defeated Vornir the Bully singlehandedly
-Tracked down Egil for king Erik Bloodaxe
-Killed by Egil the Half-Troll

PROGENITOR

1st GENERATION

2nd GENERATION

DISIR SHEET

LINEAGE Reginleif
NAME Eisa Reginleif
LEGACY
-Defended villagers from wolf pack
-Defeated Vornir the Bully singlehandedly
-Tracked down Egil for king Erik Bloodaxe
-Killed by Egil the Half-Troll

PROGENITOR

NAME

NAME

The Norn may choose to continue the story, as many possible adventure hooks exist.

- If Egil got away, the king will send mercenaries to deal with him (bring him back alive or dead).
- If the players are with the king, they may become those mercenaries.
- If the dwellers sided with Erik, they will need to travel the land of Midgard to look for a more peaceful and quiet part of the world (perhaps in Islandia or further west).
- If Egil was captured, there will be further conflict with the king, as he wishes to reinstate the legacy of his clan. The players may help him, or work with the king to oppose Egil's next moves.
- Lastly, if Egil was killed, his father Skallagrimm, whose temper is not calmer than that of his son, will undoubtedly seek vengeance against the king and anyone who assisted in the murder of his son.

The Norn is encouraged to create follow-up sagas so the players can continue their adventures. The sagas can tie in the denizens of this saga and build on the friendships and animosities that the dwellers have established. Upon completion, each saga should bestow at least 1 level to the players.





PRINTABLE MATERIALS

You are permitted to print and use the materials in this section for free in your games.

RUNES

on page 352

PLAY MAT

on page 353

NORN PLAY MAT

on page 354

INITIATIVE TILES

on page 356

DWELLER SHEET

on page 358

DISIR SHEET

on page 359

HEX PLAY MAT

on page 360

MAP OF ATLOY

on page 361

MAP OF SAUDOY

on page 362

MAP OF ISLANDIA

on page 363

QUICK-SETUP

on page 364

VOID RUINE

on page 365





IN-PLAY
VERDANDI

CONTINGENCY
URD

IN-LAND
ISKULD

BLIND

DEGENERATION

CURSE

TAUNT

IMPEDED

SHROUD

POSSESSION

RAGE

VULNERABLE

AURA

ESSENCE

WOUNDS

ARXIN

DEATH

VOID
GINLINGAGAP

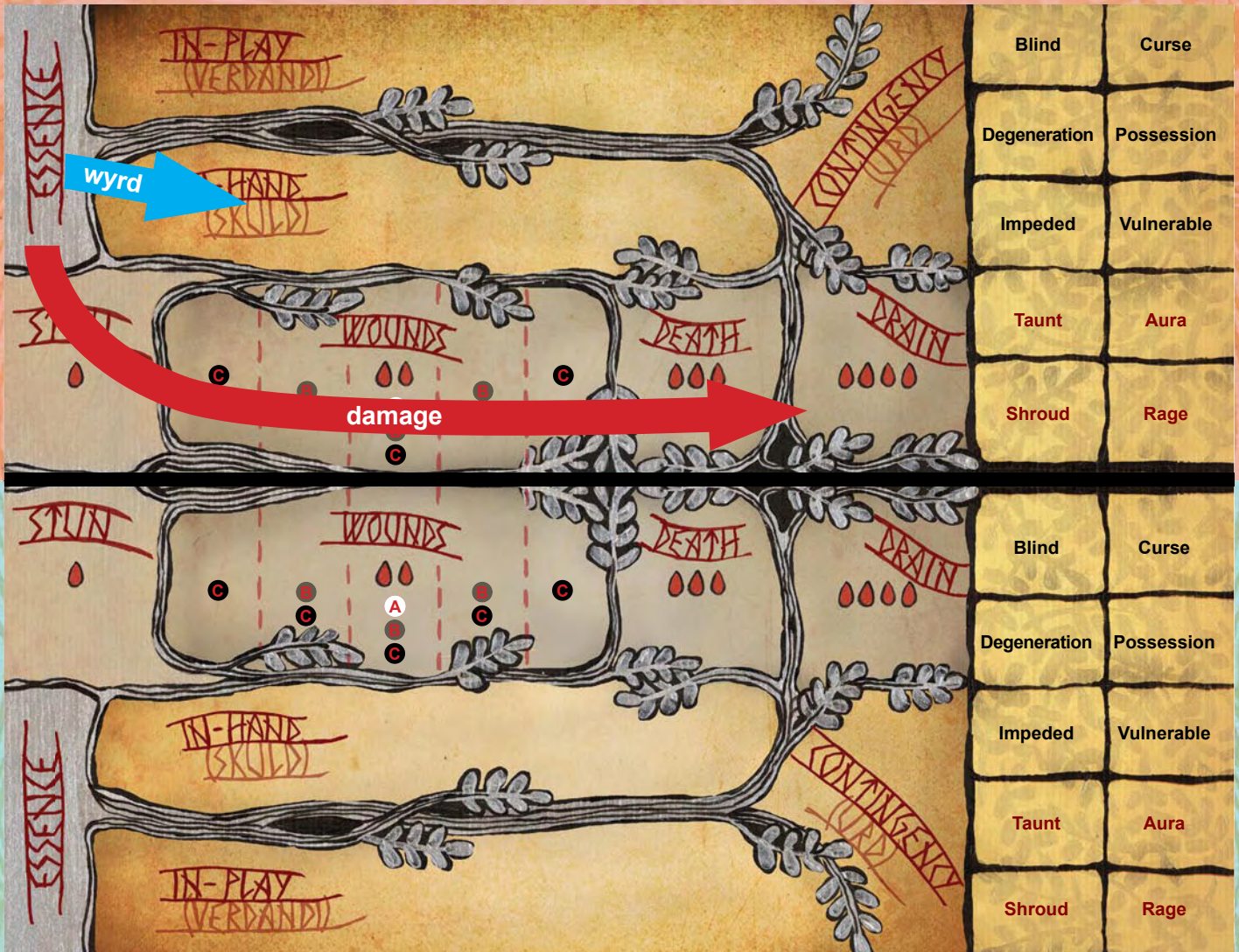
www.fateofthenorns.com

NORN PLAY MAT

The Norn Play mat is compressed so 2 mats can fit on one page.

The 3 Wounds tracks are denoted by **A** ((A) – hard [1x]), **B** ((B) – moderate [3x]), **C** ((C) – easy [5x])

sheet 1



sheet 2

INITIATIVE TILES

Cut out each name and place the 8 pieces of paper into an opaque container or a dice bag.

DWELLER 1

DWELLER 2

DWELLER 3

DWELLER 4

DWELLER 5

DWELLER 6

DWELLER 7

DWELLER 8

DWELLER 9

DWELLER 10

DENIZEN 1

DENIZEN 2

DENIZEN 3

DENIZEN 4

DENIZEN 5

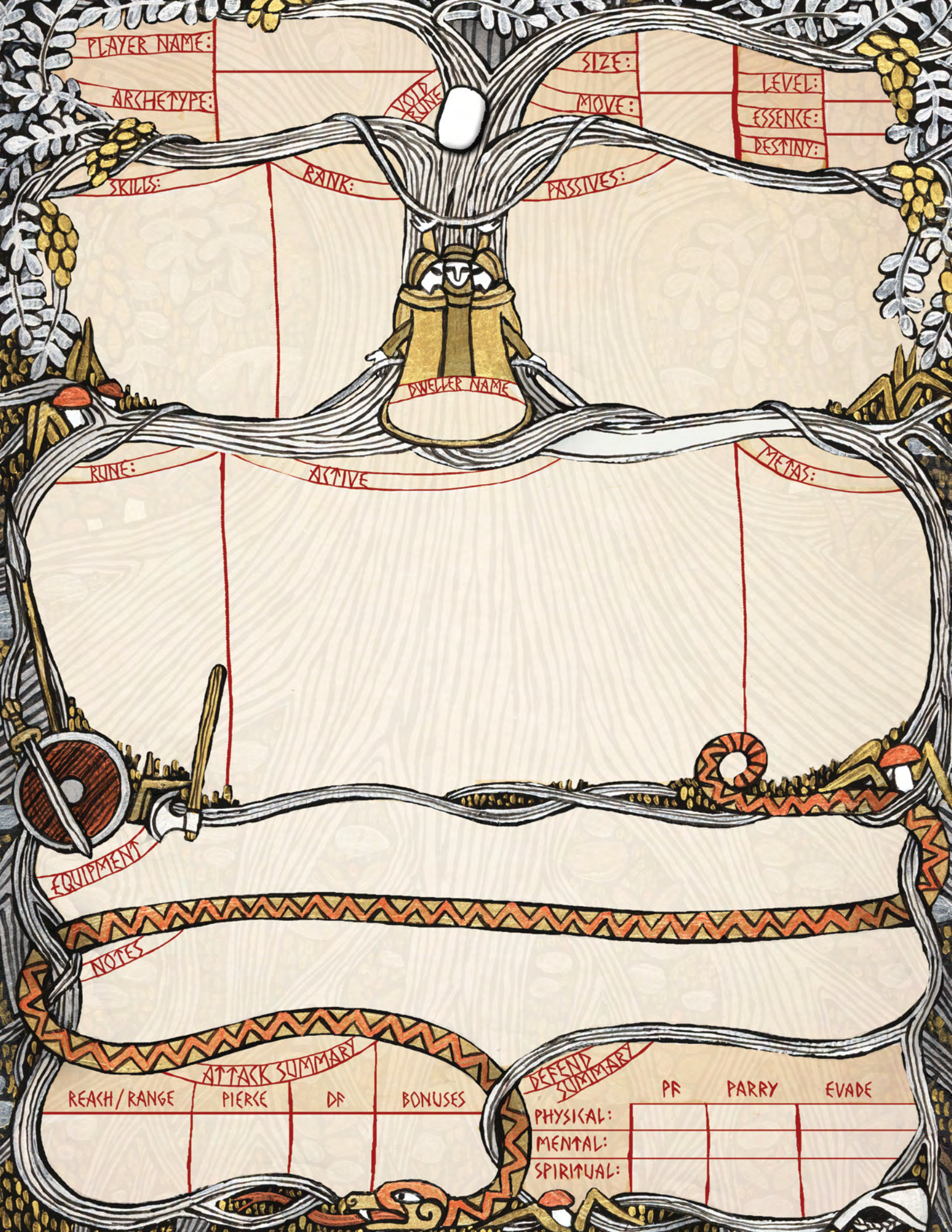
DENIZEN 6

DENIZEN 7

DENIZEN 8

DENIZEN 9

DENIZEN 10



PLAYER NAME:

ARCHETYPE:

SKILLS:

RANK:

SIZE:

MOVE:

LEVEL:

ESSENCE:

DESTINY:

VOID
RUNE

PASSIVES:

DWELLER NAME

RUNE:

ACTIVE

METAS:

EQUIPMENT

NOTES

ATTACK SUMMARY

REACH/RANGE

PIERCE

DF

BONUSES

DEFEND
SUMMARY

PF

PARRY

EVADE

PHYSICAL:

MENTAL:

SPIRITUAL:

DISIR SHEET

LINEAGE
NAME
LEGACY
  

PROGENITOR

NAME
LEGACY
  

NAME
LEGACY
  

NAME
LEGACY
  

1ST GENERATION

NAME
LEGACY
  

NAME
LEGACY
  

NAME
LEGACY
  

NAME
LEGACY
  

2ND GENERATION

