

WHAT IS DAMMERUNG?

DAMMERUNG IS AN INTEGRATED LARP

It balances story, emotion, and mechanics while emphasizing collaboration and community building. It offers rules light mechanics and festival play set in a fantasy world that only loosely resembles earth in the 9th Century. It takes place in the northlands and tells of an impending apocalypse known as the age of winters. You will spend the weekend becoming a character in a fantasy world rooted in Norse myth and legend. You will work with your fellow cast members to create stories that will become legends in their own right as the world moves forward and advances in time— after all, this is a Saga LARP, which is to say that each season the story will progress twenty-five years, and those that came before will be the stuff of mythic heroism.

Dammerung tells the story of raiders, outcasts, and exiles trying to survive in a dying world. You will engage in a variety of activities like storytelling, music, brawling, duels, warfare, and even learning period-appropriate craftsmanship. There is also a marketplace to shop for equipment and goods. You may seize opportunities to forge your own tales— whether you decide to become a Nordvik Raider, robbing honest folk of their hard-earned treasure, or a skilled handverker, creating weapons for those who would put them to bloody ends.



THE DESIGN

This LARP has been designed to explore themes of Intergenerational conflict, entropy, and community; what brings us together, and what drives us apart.

We designed the world of Dammerung to be inclusive and not subject to the ethnocentric racism and misogyny that are often falsely lauded as a constant of real world 9th century cultures. To be clear, we strongly condemn the ideology of white supremacy associated with Nordic culture that has been co-opted by hate groups. While 9th century earth was a violent place filled with tragedy, we have sought to break down social barriers, and will not tolerate the use of real world bigotry or 'isms.' The world of Dammerung has its own social barriers to overcome and real world 'isms' are simply not welcome. For example, though this experience features heavy themes of legacy and the feuding of generations, heirs are chosen on merit rather than gender or orientation and aren't necessarily even related by blood. A woman's worth is in no way defined by her ability to have children, and age is not considered a burden but something to be respected. Likewise, we want to make it clear that our written cultures are not intended to be racial divides. Due to generations of intermingling and raiding, ethnocentrism and discrimination based on the color of one's skin is not only impractical, but also ridiculous. This underscores our real-world commitment to center conflict in Dammerung around familial tensions, not race.

Through all of this, we seek to provide a safe, consent driven narrative. If you feel you are unable to participate in collaborative storytelling and creating a safe space, then this experience is not for you.

THE SETTING

Dammerung is set on a strange planet that merely draws inspiration from our own. We ask that you do not get hung up on 'This is how it really was', and instead accept differences in the spirit they are intended.

THEY SAY the age of winters is returning. Ice is spreading down from the north; the south is becoming a desert. Summer wanes and winter maintains its icy grip longer and longer. War, famine, and disaster grip Midgar. Kingdoms topple, tribal Vaesten hordes migrate, cannibalistic Kraalings and giant-kin raid the Northlands.

THEY SAY that in the south famine and drought have driven the barons and princes to throw off the reins of the Mad King, plunging the Crownlands into the fires of war. With the growing Dammerung, the Twilight of the World, crops have failed, and stars faded in the sky. The dead no longer rest in their graves, corpses are burned, buried under great stones or dismembered.

THEY SAY that the Freeholds of the stalwart Nordvik stand as one of the few remaining bastions of safety. Refugees and exiles from across Midgar are forced to seek refuge in the Northlands for every day the Shadow, Fire, and Ice grow in strength. Despite the rivalries and vendettas of the past, the bands of survivors must come together, work hard, and sell their lives dearly to preserve the humanity for as long as possible in the face of growing Dammerung.

They say the End Times are here.

INSPIRATIONS

The Dammerung experience is inspired by the television shows Last Kingdom, Vikings, and games like Trudvang and The Banner Saga. Furthermore, we looked to fantasy books like Conan, as well as ancient sagas like Beowulf, where heroism is not so cut and dry, and the grey areas a fact of life.

STRUCTURE

Dammerung is a story told over a hundred years. The coming of winter and eternal frost plays out over three events a year, for four years. Each year is considered a season, and heralds the dawn of a colder, bleaker future. After the season ends, twenty years pass and each player may choose to start a new character entirely, age their character, or pass on the mantle (and costuming) to an heir, whether that be a child; biological or adopted, or even just a youngster they have decided to mentor. There are also several ways to court immortality and agelessness in the world of Dammerung. This could be through dark magic, or even wondrous draughts and elixirs. Whatever the case may be, the game tells an epic saga that spans an entire century and chronicles the intergenerational feuding and conflict so iconic to the period and setting that we have drawn inspiration from. Prior to each event, there is workshop that will go over our rules and mechanics, and also builds relationships with other characters in the game world up to and including Dammerung's directed cast of cultural strong arms and religious leaders. After the workshop, play officially begins on Friday night and continues until Sunday afternoon. The story is generally overarching and pervasive, but not necessarily driven by modules or non-player characters. In Dammerung, there are no non-player characters, simply cast members playing individuals who are trying to survive. You'll have opportunities to try Traditional 9th century games and crafts, duels and brawling, Blacksmithing at a real forge, shopping for clothes, weapons and armor, battling mythic creatures, trading riddles with trolls, performing rituals, building dynasties and engaging in politics and war.

INCLUSIVITY

Dammerung will be a better experience without real world sexism, homophobia or transphobia, ableism, or racism. We ask that our participants to respect this decision and to avoid language or behaviors that could be interpreted as breaking this rule. To be clear, participants who harass other players or break this rule will be removed from the experience.

ACCESSIBILITY

Dammerung has been designed to accommodate a wide variety of play styles and levels of physicality. In historical Viking age sagas, having skill at board games or being able to recite poetry was just as important as skill in arms. We want to reflect that in the world of Dammerung as well. This means that you don't have to be a warrior or lead troops in battle to enjoy the experience or be an important and respected member of your culture. That said, the site is large. We will try to accommodate the play experience for people who can't travel across distances, but it is often slippery and much of it is not wheelchair accessible.

CODE OF CONDUCT

Dammerung LARP is a heroic sword and sorcery game set in an alternate earth-like world in it's dark ages. Our story and setting have created a more gender and racially inclusive cultural situation than was the case in our own history. However, the thematic time period represented was dirty and violent and some controversial themes may come up in role play scenes. We ask that every player be respectful and considerate to each other. As mentioned, overt, offensive, racist or sexist slurs aimed at any player's real or depicted race or gender will not be tolerated, but there is more to consider. A live event is one-part theater production, one part improvised: If your plan is to portray a character with controversial personal opinions or material in their backstory, we encourage you to talk with your fellow players about your role play and intentions before and after game.

CONTENT WARNING

Dammerung LARP contains graphic depictions of violence. It also contains the occasional use of: loud noises, fog machines, firework smoke, flashing lights and absence of light, depictions of bigotry, depictions of abuse, depictions of graphic violence and injury and disrespect of religions that while based in fantasy, may bear similarities to real world religions.

Dammerung LARP can have a strong horror or violence theme. Players may be subject to intentionally frightening or shocking stimulation. Though set in a fantasy world, Dammerung LARP will endeavor to maintain a considerate and researched narrative approach when dealing with depictions of minorities and other marginalized groups. Dammerung LARP will not ever condone the use of sexual assault or rape themes in depicted scenes.

BASIC RULES

BE IN CHARACTER

You are the plot, the monsters, and the heroes. Bandits and trolls live in the woods; and you might even be one. Your job is to stay in character and avoid modern conventions whenever possible.

TAKE BREAKS

As a person, you are more important than the experience itself. While we appreciate immersive role play, we encourage you to tend to your self-care ahead of anything else. Please head to an out-of-game space to make sure this happens.

WYSISWYG

What you see is what you get. Everything you see in the world is generally what it appears to be by glancing at it. A rope is a rope, and a wall is a wall. While there are props made of modern materials, you shouldn't have to use too much of your imagination to make it work.

ALWAYS REACT

Be immersed and react. Does a galdr's hex take hold of you for mere moments, or will it last the whole scene? You decide based on the depth of their roleplay and try to tell a realistic story with your actions—rather than getting caught up in a competitive rules discussion or ignoring them outright.

PLAY TO LIFT

React to your fellow cast member's actions in ways that make them appear more impressive or ceding the spotlight to another character. In this game culture, having better stats isn't what's more important: the real accolades go to the players who consistently tell compelling stories and involve others in the game world.

STEALIN' STUFF

Theft or tampering with out of game personal property is not permitted. However, some items belong purely to the Dammerung world, and may be stolen at any point. Generally, this means that you should only take items that are crafted or prepared specifically in and for the world of Dammerung; Woka, Potions, Treasure, or Food bags. Because of this, destroying private property brought in from outside of the game world is never acceptable, and if you want to roughly handle someone else's equipment, always seek consent first.

SAFETY MECHANICS

PAUSE AND TIMEOUT

Calling pause loudly warns of real-world possible harm, or clarifies safety (emotional or physical; e.g. backing into a log or pricker bushes or taking time to inform someone out of character about your comfort level.) Calling timeout stops all game action for anyone who hears it, and any conversations are considered out of character. This is primarily used in case of emergencies or safety risks.

THE LOOK-DOWN

You may go out of character or opt out of a scene by using 'the look down.' To perform it, shade your eyes with a hand, while bowing your head. This means you are tapping out, even if you just don't want to engage with what's happening in front of you. When using this mechanic, it will not be held against you and your exit will not be interrupted. This should not be used to gain an advantage. Pass through or exit the scene when using 'the look-down.'

ESCALATION & DE-ESCALATION

To escalate conflict beyond a simple clash of swords, especially when imposing on a character's agency; killing, maiming, capturing, or engaging in roleplay of a sensitive nature- you must point at someone and say: **"Mark my words-"** and follow with your 'invitation.' IE: "Mark my words- I'll get my knives and torture you find out what you know." **This prompts them to respond with one of the following:**

THUMBS UP means 'Ok, continue.'

THUMBS DOWN means 'No, stop.'

A WAVY HAND means 'Not sure. Ease up.'

You can also take time to check in with each other. Simply, flash the **'OK' sign** at chest height to prompt your scene partner to take stock of themselves, and give you a read on how they're feeling with the symbols. They mean the same thing at any point, prompted or not, so look for when they're in use, and respond appropriately.

You can also use pause or timeout and discuss how you would like a scene to play out ahead of time. When you initiate one of these conversations, be aware that the 'defender decides the action,' and they have the final say on what will happen in the course of the scene. Do not under any circumstances make a sudden change to what you have both agreed upon. If you cannot come to an agreement, simply part ways. As a note, when it comes to romance, pre-negotiation is a requirement.

CONFLIKT

COMBAT & CHALLENGES

Dammerung has two major ways of conflict and determine what you as a player can do in the experience. The first is a Crunch based challenge; where cast members battle it out pretending to **Wound** one another with LARP-safe weaponry. This is largely handled by personal skill and your ability to act out a realistic looking battle, but there are also Character paths that provide a variety of ways for your character to interact with the wider game world. These are theatrical but physically intensive conflicts without a predetermined winner. The second method is a **Might**-based challenge, where two players consent to test their character's **Might Score**, and whoever has the higher score is the winner. You then play through a collaborative scene acted out by both parties, which could be anything from drinking contests, arm wrestling, fist fights, or duels.

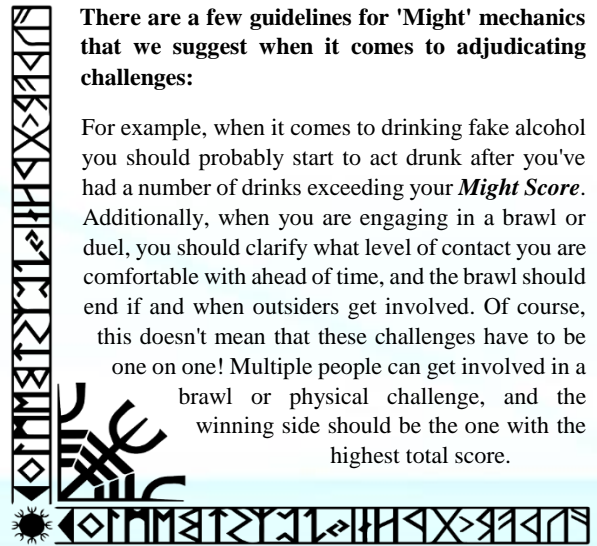


MIGHT & CHALLENGES

Every character starts with one **Might**, but can gain more through character paths and Boons that they have taken. This score can be used to challenge others to a **Might-based** contest that is purely roleplayed, and not determined by a player's actual ability or physique. This generally takes the form of stage acted fist fights, arm wrestling, or even just holding a door closed. These challenges must be consented to by both parties. This is done by first clarifying what the nature of the challenge is, then look your foe in the eyes and say the word '**Might**?' If they consent with a thumbs up, both parties then flash their **Might** score with their fingers at chest level. Whoever has the highest score will be the winner. The scene is then acted out. If your scores are relatively close, it should be roleplayed as a near thing. If they're not, your acting should convey the difference in ability. A tie goes to the defender.

There are a few guidelines for 'Might' mechanics that we suggest when it comes to adjudicating challenges:

For example, when it comes to drinking fake alcohol you should probably start to act drunk after you've had a number of drinks exceeding your **Might Score**. Additionally, when you are engaging in a brawl or duel, you should clarify what level of contact you are comfortable with ahead of time, and the brawl should end if and when outsiders get involved. Of course, this doesn't mean that these challenges have to be one on one! Multiple people can get involved in a brawl or physical challenge, and the winning side should be the one with the highest total score.



CRUNCH CHALLENGES

Anything beyond basic combat is opt-in, and though you can be attacked at any point, only you decide what happens to your character. **Your character can not be killed, captured, or maimed without your consent.** Furthermore, anyone can flash the thumbs down or tap out of combat at any point.

YOU HAVE LIMITS

EVERY CHARACTER STARTS WITH A 3 WOUND LIMIT, 5 RESOLVE, AND 1 MIGHT.

RESOLVE

Every character starts with five **Resolve**. **Resolve** is spent on game abilities, and once spent, we encourage you to act out being tired or even unfocused until it is restored.

Resolve can be restored through communal activity (With one or more people) in the following locations: The village Common, The Mead Hall, or at an Active Shrine. Generally, every ten minutes you spend engaging in an activity that is restive and meaningful to your character restores one point of **Resolve**. **Resolve** can also be restored by Leder and Thaler abilities.



HITTING OTHERS

Weapons are foam or latex and must be inspected prior to game-on. They deliver one **Wound** when they hit. Two handed weapons can also stagger the target when they hit, provided the swing is roleplayed with sufficient gravitas. Two handed weapons can also destroy a shield after three consecutive 'big' hits. When this happens, the shield must be thrown aside. All hits need to be roleplayed. **If your swing isn't dramatic, it doesn't count.**

GETTING HIT

Armor lets you soak **Wounds** wherever you are struck. Light armor allows you to soak 2 additional **Wounds**. Heavy armor allows you to soak 4 additional **Wounds**. Wearing A metal, period appropriate helmet allows you to soak 1 additional **Wound**. A smith or outfitter can repair armor once it has been damaged. Weapons hurt and taking a **Wound** should never be treated lightly; **you must at least grunt or hiss and step backwards to acknowledge a good hit.**

FALLEN CHARACTERS

Fall when you reach your **Wound Limit** (*Most humans have 3*). At this point, you are considered "**Fallen**" and are either unconscious, or barely conscious and suffering. During this time, you cannot defend yourself and are at the mercy of your fellow cast members. You can crawl, but cannot walk without stumbling or limping slowly.

RECOVERY

To heal a **Wound**, that **Wound** must be bandaged and treated. Once treated, the **Wound** will close and heal after a few minutes of rest on a bed, near a fire, or in a tent. Some paths grant abilities that instantly heal a **Wound**.

SERIOUS WOUNDS

Being **Seriously Wounded** occurs after you have **Fallen** and you're sure at least ten minutes has passed without receiving **any sort** of roleplayed healing or first aid. A Serious Wound lowers your Wound Limit by one and limits your range of motion, and you should also role play fatigue or pain. This lasts until a master Halbreder or other greater healing effect heals the Serious Wound. If a character ever has Serious Wounds equal to their Wound Limit, they are considered Fallen until at least one is healed.

CONTACT MAY OCCUR

You may be touched on your arms, but body contact is never ok unless you have express consent from the other party. Never use force. and work with one another not against. If someone calls pause and asks you to stop or let go, you must do so and say "Ok, thank you."

THE RULES

Throughout this document we've discussed several calls, but the following page contains every call and effect in the Dammerung experience. Vocal calls are spoken loudly to handle meta techniques and abilities that would otherwise be dangerous to perform or outright impossible. Visual calls handle meta techniques and effects like Spells. These calls include hand gestures and lighting that influences the course of a scene. They are as follows:

FELL BLOW

If someone shouts 'Haital!' as part of a 'big' attack that hits your shield or body, it knocks you back at least three steps. You should act dazed and may not attempt anything other than very slow, very clumsy attacks for ten seconds.

MIGHTY BLOW

If someone shouts 'Brote!' as part of a 'big' attack that hits your body it does two **Wounds**. If they hit your weapon, it is disarmed. If they hit your shield, it breaks.

PAUSE AND TIMEOUT

These calls are intended to announce when one goes off game or puts play on hold. Timeout indicates a large scale game off, and pause is used for a smaller, more personal effect. Many LARPs typically use the word 'hold' instead, but Dammerung uses timeout and pause since the word 'hold' is used in high frequency as part of play.

MIGHT

This word precedes an invitation to a challenge of strength. If you consent to adjudicate conflict in this manner, give a thumbs up and flash your **Might Score** at chest level. If you do not, give a thumbs down.

MARK MY WORDS

These words precede an invitation to roleplay a scene with sensitive content, or perhaps imposing on your character's agency. If you consent to the scene or roleplay, give a thumbs up. If you do not, give a thumbs down.

THE LOOKDOWN

Individuals with their hands shading their eyes with their head bowed are 'tapping' out of a scene or have decided not to be involved with what is happening.

INCORPOREAL BEINGS

Individuals with an arm across their face like an opera cape are incorporeal. Treat them as if they aren't there.

RED (FEAR)

If you are bathed in red light or touched by a glowing red weapon you must panic and make poor decisions out of fear for as long as the light is touching them.

YELLOW (POWER)

If struck by a yellow weapon, it counts as a mighty blow. Furthermore, a creature with glowing yellow eyes always swings mighty blows.

GREEN (SICKNESS)

If you are bathed in green light, or touched by a glowing green weapon, you have been sickened and should be acting disoriented until healed.

BLUE (FREEZING)

If you are bathed in blue light or touched by a glowing blue weapon you move slowly and begin freezing and hypothermia until healed.

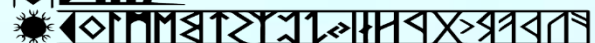
THE SIGN OF POWER

If someone points with 'the horns' they are indicating that they are using power or forcing an effect or command on you to follow for at least ten seconds.

For example, you might be minding your own business when a Gladrir with the Trolrunar on their forehead points at you with the sign of power and informs you that insects are now feasting upon your eyes. In this particular case, you might scream and scratch at your eyes for at least ten seconds. The person using the effect may quietly inform you of additional information, or lingering effects. Please follow these instructions whenever possible.



MAGIC AND WITCHCRAFT: In the case of spells or magic and witchcraft, the sign of power is accompanied by an incantation or effect. It is up to the defender how they wish to respond. **The defender should give the caster at least ten seconds of roleplay, matching the effort of the casting.** If the caster's roleplay is exceptional, the defender should give them a more extreme, or longer lasting effect. It's also important to note that a magic user can only do what they can display, and it is up to the defender to interpret the effect, so if they're shouting fireball and there's no related special effect, the defender doesn't owe them much of a response.



CHARACTER CREATION

KEEP IT SIMPLE

Creating a character in Dammerung is done by figuring out who or what you want to be. A good way to do this is to think about characters from movies or epic stories. What is the role you want to play, and what is their place in society? Once you have that, you can start thinking about how they fit into the Dammerung setting. Look through the following section and pick a culture. Read through the cultural information in the lore section of this document to come up with a name and costume. Character ties will be offered to you during the workshops to better draw your character into the story so it's best to keep a backstory sparse.

Once you have the basic concept down, move onto the next section to learn about **Boons**, and **Character Paths**.

THE NORDVIK

Nordvik are a hardy and resilient people inured to the unforgiving Northlands they call home. They are renowned steel-smiths, doughty warriors, and skilled farmers and fishers. As the Dammerung grows and the world falls into Shadow, Fire, and Ice, the lands of the Nordvik have become a refuge for those fleeing from the cataclysms and wars in their own lands. The Nordvik have welcomed these strangers, for being a pragmatic people, another worker or sword bearer is always welcome to bolster the Hold. Nordvik gather in Holds, communities based around defensive forts often with halls on a man-made or natural hillocks. A Jarl rules each Hold, passing their title on through selection before his or her death, or to their closest descendant or relative in the event of a sudden death. Though few remain in Midgar, the Great Holds, the largest of the Nordvik settlements, are traditionally ruled by a Körnig (King) or Körniga (Queen). Nordvik culture places a high value on the sanctity of words, trust, and honesty. This has led many Crownlanders to see them as easily fooled as many Nordvik simply assume that someone is speaking the truth.

The Nordvik worship a pantheon of gods they call the Fühlar. Focusing on the deeds and tales of the Hero Gods: Vött, Fryr, Sona and Tor; they also offer tributes to the Earth-Mother, Sun-Maiden and Crone-Moon. To die honestly, in battle, without fear, or having lived a honest and honorable life assures a Nordvik a place in The High Halls. Cowards, liars, and the unfaithful are doomed to wander in the Cold Hells forever. Nordvik warriors are feared raiders and mercenaries. A free hold will often lend its warriors to another hold in exchange for a hefty price. Some holds have become little more than military encampments, raiding when employment is found lacking.

This often means that neighbors must hire a warband or become its next victim! Favored weapons among the Nordvik are spears, daggers, hand axes, swords and the fearsome bearded great axe. Poorer warriors first acquire a weapon and a round shield; if they can afford it a spear or helmet, those are the next priority. Body armor often takes the form of leather, quilted gambesons, or furs. Only the wealthiest lords and warriors can afford a shirt of chain. Nordvik favor short bows and javelins for skirmishing and hunting. The lands of northern Midgar are harsh, short summers and long winters ensure a brief planting season. Farms are carved in clearings from the thick forests and stony hillsides. Over the ages, Nordvik farmers have

developed a good agricultural tradition that enables them to get the most out of the limited time and space they have. Hunting and fishing make up a large portion of the Nordish diet as well as roots and plants gathered from the forest. As the Dammerung grows and the Age of Winter approaches the holds the Nordvik are besieged by foes from all fronts.

The animalistic Kraalings to the west have left their forest kraals and butchered many farms and holds on the border with the Dark Forest. To the east looms the shadow of the Vaesten hordes burning their way south into the war-wracked Crownlands. The southron Mad King is in open war with his subject barons, all of which raid into Nordish lands for steel, slaves and food. To the north from Trolheim, as if blown before the icy winds come the kobolds, trolls, and Hrimthursar (ice giants). These foul creatures are the ancestral enemy of the Nordvik, sworn to destroy all Menn of Midgar. The Nordvik are prophesied to be the last menn to succumb to the Age of Winters and they will sell their lives dearly to make this so.

- ❖ Play a Nordvik if you want to be a stalwart viking, a fierce and loyal warrior, or a honored member of the hold.
- ❖ Play a Nordvik if you want to be the last line of defense against the coming Shadow, Fire, and Ice or
- ❖ Play a Nordvik if you want to assure your place in the High Halls or Cold Hells with valor, honor, or misdeed.

COSTUME THEME: Dark Ages and Medieval Norse, Saxon, Russian, Slavic. Round shields.

NORDVIK BOONS

Defiance (Passive, Requires Hardened)

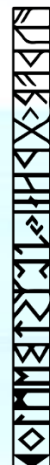
The Nordvik are fearsome and dour opponents in battle, often refusing to surrender even if all hope is lost. The Nordvik may twice per chapter, scream their defiance in the face of defeat and immediately recover 2 **Wounds**. This cannot be used while fallen.

Rune Bearer (Passive)

Enter play each chapter with a personal wokacraft talisman that only works for you.

Hearthwise (Passive)

You know how to work the land for its bounty and begin play ready to craft a basic herbalist recipe.



THE CERNs

The Cerns are an ancient people who migrated north from the Midlans a thousand years ago settling on a vast, hilly plateau nestled between the Giant's Backbone and the Fimfjöll Mountains. The tribes gathered in great halls and crannogs of stone, developing animal-husbandry and agriculture suited to the rocky soil and wet weather. The Cerns, as they called themselves in their own language, developed their own culture and animistic religion, isolated from the Nordlans and Midlans. Their halls grew, their farms and holds spread out across the great valley they called home. Their land was rich in copper, jewels, amber and gold and the Cerns developed a reputation as jewelers second only to the Dvergr themselves in skill of craft.

Lured by the growing wealth and light of the Cernish highlands came the Fimr. Trolls and giants of a dark breed that swept out of the passes in the Fimfjöll mountains to loot, pillage and murder. The petty chiefdoms rallied together and drove the Fimr back. The hero-king, Carodac, led the Clans to High Pass where they met a host of Fimr. Thousands of menn and giants died in that narrow defile, heroes on both sides slew each other in such a fury that it is the subject of many songs to this day. Carodac was mortally **Wounded** slaying the Fimrish king, Balorrech, in single combat and was later buried beneath the fortress of Bal Monadh, the greatest hold of the Cernlans.

For the next two hundred years the Cerns let the war of the past fall into memory and myth. They were unprepared when the Fimr attacked once more, this time with Hrimthursars and Gobli swelling their numbers. The chiefs and armies of the Great Clans were broken by the sudden, terrible assault. Balorran, Son of the dead Fimr warlord sat on the throne of Bal Monadh. The Cerns became enslaved by the trolls, interbreeding with the Cerns and creating the Firmish- the Trolsired. These half breeds now rule as lords and chieftains of most of the Cernlans, made strong and terrible by their befouled lineage. A time of woe had begun.

After nearly three centuries of Fimrish domination a movement has begun, armed with weapons stolen during the Vaesten invasions or forged in secret a band of rebel chiefs gather the clans to rise up in armed rebellion against the Fimrish monarchy. Banners raise and drums beat across the Cernlans. Many of the clanless have fled their homeland, passing into the Nordlans to escape the impending calamity of civil war.

Cerns are known throughout Midgar for their skill with copper and gold smithing. Their jewelry and metal artwork is surpassed only by the vanished Dvergr. Cerns value the ownership of property, each man or woman so willing owning a small subsistence farm. Cern politics is dominated by family and Clan affiliation. The Great Clans control, though association, almost all usable land and property in the Cernlans.

This is now divided, the complex web of intermarriage and relation between the rebel Clans lead by King Ludovic and the loyal Clans ruled by the half-troll King Balodann.

Cerns worship The Three as well as maintain a vibrant oral tradition of hero-worship with their ancestors. They dress simply, with tartan and plaid patterns being favored for tunics and leggings.

At war the Cerns favor mobility and movement as well as ambush tactics over a static formation like a shield wall. The only exception is the shiltron, a round formation using long spears when faced with cavalry. Cerns rarely fight mounted, dismounting to engage in melee or skirmish with ranged weapons. Every warrior fights as an individual seeking to win personal victories.

For weaponry, the Cerns favor throwing weapons, javelins, slings and bows with a sword, axe or club and small shield for personal combat. Shields are almost always round, oval or H shaped. For armor Cerns eschew heavy materials, often wearing only a helmet into battle. Some warriors even go into battle skyclad to inspire fear and awe and give them supreme mobility!

- ❖ Play a Cern if you want to be a clanless wanderer Whose home and family are scattered.
- ❖ Play a Cern if you want to be a Priestess of the Three, Skirmishing Highlander or Fimrish HalfTroll.
- ❖ Play a Cern if you want to talk in an Irish or Scottish accent (although it is not required) and create a Gallic legend for Yourself.

COSTUME THEME: Dark Ages Irish. Celtic, Gallic and Pictish. Round, oval or H shields. Tartan pants, cloaks or great kilts. Modern pleated kilts are not very appropriate. Fimrish characters should have some tell-tale of their mixed heritage- fangs, hairy, cowtail.

NAMING CONVENTIONS: Celtic, Welsh, Gallic (O'- and Mac surnames do not exist in Dammerung)



CERNISH BOONS

Clannan (Passive, Requires Bravery)

The Cernish culture is steeped in the duty and devotion to the idea of the Clann, with many tales and songs of Clannsmenn and Clanswomenn fighting a glorious and bitter last stand alongside their kin. Cerns especially devoted to this ideal are Fearless when fighting alongside at least one member of their own Clann.

Firmish Ancestry (1 Resolve)

Blessed (or cursed) with a Trollish forebear you can resist poison for one scene.

Stonewise (Passive)

You are knowledgeable at mining and begin play ready to craft a basic smithing recipe.

THE CROWNLANDERS

Eight hundred years ago, the petty kingdoms of the Midlans squabbled with each other over the fertile rivers plains and great forests that blessed those who dwelled there with its bounty. Petty kings and kingdoms rose and fell in an unending cycle of conquest and bloodshed.

Finally after centuries of chaos one man gained mastery over his neighbors, King Leovacar. Skilled in statecraft and cunning in warfare he subjugated his rival kings one by one binding much of the Midlans into a great empire. Leovacar raised his capital, Hochstad, in a massive ruined city fabled to be a remnant of humans from before the last Age of Winters. A miraculous comet appeared in the sky, foretold in ancient religious tablets found in the ruins. Leovacar adopted this religion, Juvenism, organizing a clergy of scholars to study and interpret the relics of this lost culture. Harvesting stone and materials from the ancient ruins and the great kingdom the Midlanner's copied the architecture of the ruins rearing mighty bastions and towers. King Leovacar died suddenly, slain by poison, the palaces of Hochstad ran with blood as his sons and daughters fought and bargained for the throne. Leovacar's successor, Prince Beremund, was crowned and continued his father's Great Work. The capital city grew, other cities sprung up along the rivers and ports and the remaining independent kings were conquered or forced to bend the knee. After nearly a century the Midlunds earned their new name: The Crownlands, unified in faith, mighty in arms.

For seven centuries the Leovan dynasty has held sway in from the great city of Hochstad. The neighboring peoples of Tyrol and Vasserine had been diminished to client kingdoms. Crownlander cogs and barques traveled the coastal waters of the world funneling wealth, food and slaves back to the spired and sprawling cities. Vaesten and Nordish invasions were thrown back and a system of castles and forts raised on the borders and passes. The Sudelans were invaded as were the Nordelans, pillaging treasures and materials for the continuation of the Great Work. In the wake of the invasions and merchants the Juvite priesthood came, converting stricken peoples, indoctrinating them into the empire. Knightly orders were founded to oversee the frontier: the Order of the Fist, the Griffon, the Lion, the Sun, and the Tower all become like separate principalities governed by their secret inner circles. Crownlanders have developed and mastered advanced architecture and warfare by comparison with the "barbarians" of the North. Noble-born Knights wear heavy suits of chain mail and coats of plate with full, face-covering helms. Armsmen, lowborn professional soldiers, often wield swords, pole arms and crossbows.

In wartime, lords of a fiefdom call upon a muster of Levy, peasants equipped as per the designs of their lord- some better or poorer- but most often with bows, spears and large kite-shaped shields. Their fortresses unassailable, their weapon-craft advanced, the armies of the Crownlands could be resisted by none. Then the Dammerung came. Summer unending crept from the south. The Sudelans burned, swept by drought, then wildfires, becoming the Dauderlans- the Dead Lands. The Sudenlanders fled, filling the ports of the

Crownlands with an endless stream of wretched refugees. Violence and hunger spilled from the ports into the countryside. The endless summer stretched into the Crownlands, what were at first bountiful and long growing seasons soon turned into droughts and the threshers flail of famine and despair followed after.

Barons, Dukes, and Princes began to turn on each other- the old feuds erupting in raids and warfare over precious farmland and food stores. Juvite Apostates preached judgement and the End of Times. Peasants rebelled, stormed manors and were butchered in turn by soldiers of all sides. As fire and death consumed the empire King Austravintus, the 32nd Leovan monarch, sealed the gates of the High Palace, ordering his soldiers to slaughter "undesirables" within the city to prolong grain supplies. The Order of the Fist and the Order of the Sun have invaded north, migrating to carve out new territories. The Crownlands have fractured into dozens of rival regions, raiding each other and the Nordlans for food, materials, and weapons. Eight hundred years of civilization is unraveling, torn apart by hunger and the relentless scourge of the once-worshipped Sun.

- ❖ Play a Crownlander if you want to be a proud knight, desperate refugee or learned scholar.
- ❖ Play a Crownlander if you want to be the scion of a great and mighty, but collapsing civilization.
- ❖ Play a Crownlander if you want to carve out a new home amongst the barbarians of the North.

COSTUME THEME: Medieval Frankish, Germanic, Byzantine. 10-12th century clothing, arms and armor. 1st -2nd Crusade. Tyrol and Vasserine: Dark Ages and Classical Mediterranean.

NAMING CONVENTIONS: German, Ostrogothic, Tuetonic, Visigothic, Byzantine names.

COMMON HERALDRY EMBLEMS: Tower, Sun, Crown, Key, Star, Eagle, Lion, Hand



CROWNLANDER BOONS

Devotion (Passive)

Steeped in centuries of devotion and piety the Crownlands were forged by the faithful and the Great Work of Juve. The Crownlander's will is especially bolstered by displays of piety and religious observance. Whenever you engage in Worship roleplay at a shrine you **Resolve** recovery doubles.

Tutored (Passive)

You may write in the English alphabet on in game documents and speak Latin if you know it. Other cultures must write in their glyphic languages for all written in game word. Characters may read anything they actually can (but we encourage barbarians to be confused and annoyed).

Noble Born (Passive)

Your family holds title and land in the Crownlands and you begin play with a piece of treasure.

THE KRAALING

Deep in the vast Myrkskogur Forest the talking drums are beating. The kraalings know that the Dammerung is here. They and their bestial animal gods have survived it before. Now is the Red Song Time, when warbands of Kaalings raid each other and the Northlands for supplies against the coming darkness. For the stories tell of the past Long Night and how the ancestors survived it by becoming like the animals. Wolf, Bear, Ape, Boar, Serpent and Crow- these are the most powerful totems of the Kraalings.

The Kraalings live in kraals, stockades of stone and wood surrounding a village of earthen dens or the entrance of a cavern system. They live very primitively, as huntergatherers, developed agriculture is unknown to them. Kraalings are known to keep herds of goats and wolf-dogs, hunting wild pigs and bison in the meadowlands that break up the Dark Forest. Their crafts are simplistic and utilitarian, metal is regarded as fire-enchanted stone and its creation is a mystery.

In the center of each kraal is a pit where the bones of the dead and past meals intermingle. Surrounding the pit are often carved posts or tree trunks depicting the favored totems of the tribe. During the great feasts, which occurs three times a year, a human is sometimes sacrificed and ritualistically eaten. The sacrifice is almost always a slave or captive of war, but sometimes a volunteer from the tribe steps forward. When a member of the tribe dies they are butchered and fed to animals that befit their personal totem or eaten by the community always with their bones ceremoniously tossed into the kraal's central pit. Kraalings believe that bones are the true flesh of the body and take great risks to retrieve the body of a fallen comrade or enemy. Bones added to the pit are believed to increase the power of the surrounding totems and protect the tribe as a whole.

Tribes are ruled by a great chieftain, in some cases the largest or most vicious warrior or, in tribes venerating less aggressive Beasts, the oldest and wisest yet living. Some tribes are spread across many kraals for their manner of sustenance cannot support large concentrations of people. Kraalings conduct their rituals, lives and raids by a strange interpreted system of natural and celestial signs. Bird signs, weather patterns, moon and star alignments, and especially signs with connection to the animal kin of the Totems; determines when and where the tribe moves and who lives and dies. Children are raised communally, and marriage is unknown to these people. Any who survives the proving, and wishes to, can become a hunter-warrior.

Within a kraal different bands will form honoring different totems, though competition does and will always exist, Kraalings do not often make war within a single tribe. The exception is ritual combats and endurance challenges, often resulting in the death of one or all participants.

All of this has earned the Kraalings a reputation as barbaric cannibals, which in a way is true, amongst the more civilized menn of Midgar. Kraaling warriors strike without warning and without fear from the darkness and mists. Clad in animal furs and bones and bearing brutally primitive weapons of flint and obsidian, they will strip a hold of all its food, livestock, and people in one bloody night leaving no corpses behind. Nordvik regard nights of the new moon, when the Crone is hidden, as ill-omened; for Kraaling raids often occur on the darkest nights.

- ❖ Play a Kraaling if you want to play a savage hunter-gatherer in tune with humanities animal half.
- ❖ Play a Kraaling if you want to howl at the moon, stalk your prey, and snarl like a beast.
- ❖ Play a Kraaling if you want to consume the heart of your kill to gain their tasty courage.

COSTUME THEME: Leathers and furs. Bones! 2nd century Proto-Norse, Cavemen. Primitive weapons- axe, club, spear, knife, bow. Animal bones and warpaint. Shields not favored. Look to 13th Warrior, 10,000 BC, and Far Cry Primal for inspiration. Bones.

NAMING CONVENTIONS: Simple, guttural names, favoring mono-syllabic. Ex: Jat, Kot, Wog. ka- or o- meaning of and from, often followed by tribal or totem name. Ex: Jatka-Eenju (Jat of the Crow).



KRAALING BOONS

Survivor (1 Resolve)

You can resist freezing for one scene.

Spirit Sight (Passive)

You can sense incorporeal creatures that are traveling between worlds. You can't see or reveal the being but are aware of its presence.

Beastwise (Passive)

You are a skilled forester and hunter and begin play ready to craft from a basic outfitting recipe.

THE JOTUNAR

The Jotunar are the Firstborn, the first species to rise up, to build, to war, to learn magic. While menn still all lived as Kraalings do, primitives following herds or dwelling in caves, the Jotunar were raising kingdoms of stone. Menn thought of them as gods and monsters, beings of inhuman power, grotesque and beautiful. The tribes of menn grew strong and multiplied, were taught the secrets of fire, branch and stone by the now-vanished Dverg. Guided by prophetic warnings of the seers the Jotunar made war upon them. Mannish villages burned and great battles were fought to the ruin of many. The might and magic of the Jotun striving with the gift-magic of the Dverg and the brave hearts of menn. War after war, age after age, the tribes and kingdoms of menn beat back the Jotunar, scouring them from the richest lands to dwell in the dark forests, mountain and barren hinterlands. Long years passed, season upon season, the Jotunar never forgot, never forgave.

Menn now ruled the river plains where once the Jotun reared pillars and walls of stone. The Jotunar seethed with spite and jealousy, growing twisted and foul over long centuries of bitter exile. They bred, multiplied, carved new jotholds in the high mountains and bowels of the great forests. There they turned to black magics, forbidden pacts and diabolical appetites, sharpening their hate in the darker places of the world. Menn, short-lived and forgetful, soon encroached on these isolated holdfasts, mines and logging camps feeding the rise of the great kingdoms across the Nordelans. In the twilight of the world, the Jotun lords have called all the scattered Firstborn to war. The strength of menn is fading, their kingdoms topple and their heroes squabble in the rubble over bread. The deadly Dverg-Spells are forgotten by all but a few. Now is the time for the Firstborn to reclaim their stolen world.

Answering the call to war come the varied and clamorous peoples of the Jotunar. Bands of green hided Skogetrolls, fearless and without mercy, eyes blazing with delight at the prospect of battle march from their lairs deep in the great forests. The mighty forges of the Fimttrolls churn out blades and armor, their forges fed by the toil of their Cernish subjects, their grim, grey warriors bristling with bladed mail and strong shields. From the eves of the forest and dark pools come the Hulder, a beautiful, bewitching folk who have long sated their hunger on lost children and elders. The Hulder's gaze can pierce the heart of a mann, rendering him subject and servant to the creatures will. Horns blare as the Wudvas herds migrate from hinterlands and high valleys, their horned and debaucherous warriors mustered for this fateful day. Lured by promises of spoil and mannflesh the giant Thursars wake from their long stone-sleep, called by the Troll Kings irresistible song. A race of Giants, Trolls, Beastmenn, Sprites, Hags and Monsters- the Jotunar march to war, to reclaim their stolen world or to the End of All Menn. Play a Kraaling if you want to play a savage hunter-gatherer in tune with humanities animal half.

COSTUME THEME: Every Jotunar has different costuming themes. For more details, seek out the Jotunar Cultural Guide PDF. However, it is very much open to interpretation, albeit each and every Jotunar costume is expected to be of high quality, and extremely immersive.



JOTUNAR BOONS

All Jotunar characters begin with the following Boons.

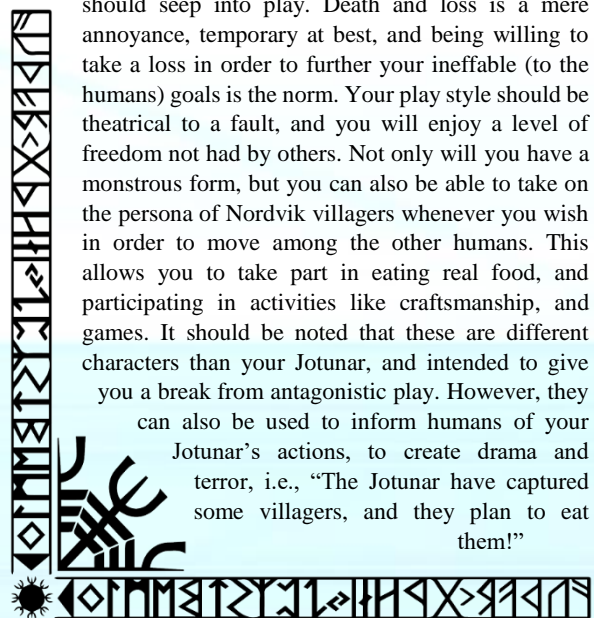
The Firstborn (Passive)

All Jotunar have +1 to their **Wound Limit**, and +1 **Might**.

Troll Gates (Passive)

All Jotunar may help build Troll Gates and may use Active Gates to move as a spirit around the play area as well as to resurrect from.

MORE ON PLAYING A JOTUNAR: Playing a Jotunar is very different from playing a human being. You will directly antagonizing the human cultures, and playing to lift whenever possible. You are still subject to consent rules like any other, but the lore and story will give you very different goals and intentions. For example, you do not need to eat crops, but collecting treasure might be your foremost goal. Capturing humans with the intent to eat them, but being fully aware that other humans will come and rescue them, because you alerted them to your machinations in some way is part and parcel with this experience. When you are fighting, a loss means little, as you can not die, and will simply respawn from a troll gate somewhere else. Competition with human beings is unnecessary, as you are ageless and can take as much time as you need to meet your goals. This mindset should seep into play. Death and loss is a mere annoyance, temporary at best, and being willing to take a loss in order to further your ineffable (to the humans) goals is the norm. Your play style should be theatrical to a fault, and you will enjoy a level of freedom not had by others. Not only will you have a monstrous form, but you can also be able to take on the persona of Nordvik villagers whenever you wish in order to move among the other humans. This allows you to take part in eating real food, and participating in activities like craftsmanship, and games. It should be noted that these are different characters than your Jotunar, and intended to give you a break from antagonistic play. However, they can also be used to inform humans of your Jotunar's actions, to create drama and terror, i.e., "The Jotunar have captured some villagers, and they plan to eat them!"



CHARACTER MECHANICS

You may select any **3 Boons** from either your character's cultural path in the prior section, or any of the **Common Paths** or **General Boons** so long as you get them in 'order' on the path list. **Cultural** or **General Boons** can be taken in any order, at any time. Advanced paths can be found on each culture's lore page and are generally unlocked during play.

- ❖ Every character starts with a **3 Wound Limit**, **5 Resolve**, and **1 Might**.
- ❖ You can learn one new **Boon** of your choice at every event. You may learn it at any point, and do not have to select it at the start; allowing a character to learn it from a teacher or self-taught through roleplay.

GENERAL BOONS

Bravery (1 Resolve)

You can resist the **fear** effect for one scene.

Hardened (Passive)

You gain +1 to your total **Wound Limit**.

Resolute (Passive)

You gain +1 to your **Resolve**.

Mighty (Passive)

You gain +1 to your **Might** Score.

COMMON PATHS

Common Paths are shared by all cultures of the Dark Age world of Midgar. Every Character must start with at least one Boon selected from a common path. If you want to learn a new common path, we've included a suggested series of actions to follow at the event, allowing you to take the first boon.

BONDI

Bondi are hardy laborers, sworn to a cause. To become a bondi, you should collect or gather materials for someone else.

I: Harvest Food (1 Resolve)

By roleplaying gathering food from three resource areas, you may create a sack of Food. You may only gather from each area once.

II: Defender (Passive)

Designate one building or camp as your Home. While inside or within a few paces of your home, you have +1 to your total **Wound Limit**.

III: For Hearth and Home (2 Resolve)

While Fallen inside or within a few paces of your home, you may heal one **Wound**, and end the fallen state.

FORBRYTER

Forbryter are raiders, marauders and thieves taking every advantage to profit. When all three Boons are learned, you gain +1 Might. To become a Forbryter, rob another character.

I: Cold Blooded (1 Resolve)

With scant mercy the Forbryter may refuse game effects that Pacify or call for peace.

II: Pillage & Plunder (Passive)

You start each game with a piece of treasure. Furthermore at the end of a scene in which you have stolen a Food or Treasure you recover one **Resolve**.

III: Fell Blow (2 Resolve)

Shout 'Haita!' as part of a 'big' melee attack. Hitting a targets shield, or body knocks them back at least three steps. They are dazed and may not attempt anything other than very slow, very clumsy attacks for ten seconds.

HALBREDER

Halbreder tend to the sick and injured using esoteric 9th century methods. To become a Halbreder, help bandage a Wounded character.

I: Bind Wounds (Passive)

While any character can provide first aid to prevent a **Serious Wound**, only Halbreder may physically bind a targets **Wounds** with bandages. After resting on a bed, seat, near a fire, or in a tent for one scene, the bound **Wounds** are healed and removed.

II: Revive (1 Resolve)

Perform intensive medical roleplay for at least a Short Scene to instantly remove a **Wound**. This can bring a character out of **Fallen**.

III: Chirurgion (2 Resolve, Spend a Short Scene)

The Halbreder can cure the most serious conditions but requires special ingredients to do so. Once the ingredients have been gathered the Halbreder may perform a Scene of dramatic medical roleplay to cure **Serious Wounds**, **Sickness**, **Poison** and **Freezing**. Gathering ingredients requires a character to travel to the appropriate Resource Area to roleplay harvesting: Red (**Serious Wounds**), Green (**Sickness**), Blue (**Freezing**).

HUSKARL

Huskarl are sworn to protect and trained in arms. When all three Boons are learned, you gain +1 Might. To become a Huskarl, swear an oath to protect another character.

I: Sworn Sword (Passive)

Swear an oath to serve one character for the chapter, they are known as your Oathbearer. While in their presence, your **Wound Limit** is increased by 1.

II: Loyalty (Passive)

You can not be forced to betray the interests of your Oathbearer.

III: Bodyguard (2 Resolve)

When you **Fall** within three paces of your Oathbearer, you can heal one **Wound** instantly, and get up from **Fallen**.

LEDER

*Leder guide their people and lead them in battle. When all three Boons are learned, you gain +1 **Might**. To become a Leder, you should have someone else swear an oath of fealty to you.*

I: Leadership (Passive)

You may form a band of up to nine other characters as Followers, who must ritually swear fealty to you in some fashion. They each increase their maximum **Resolve** by one. If the Leder has nine Followers they also gain the increased **Resolve**. A follower can only follow one Leder.

II: Inspire (1 Resolve)

You may give a rousing speech once per scene that allows your Followers who hear it to immediately regain 1 **Resolve**.

III: Fight On (3 Resolve)

Make a rallying cry for your war band, use it and the sign of power to encourage your followers. All your Unfallen followers that hear you immediately heal one **Wound**.

MYSTIKER

Mystiker are gifted and afflicted by fervent belief in their own power or the gods favor. To become a mystiker you should perform an extensive ritual for the gods.

I: Ritualist (Passive)

You start each chapter with prophetic dreams, shrine candles and a guidebook on how to use them.

II: Truthseer (1 Resolve, a short scene)

While performing a mystic act, you can tell if someone is lying by pointing with the sign of power. Call "Are you lying to me?"

III: Curse / Damnation (2 Resolve, A Short Scene)

By pronouncing a mystic curse or divine judgement upon your target you may use the sign of power to cause **Fear** and panic in them.



TAHLER

Tahler make announcement, deals and treaties. To become a Thaler, you should tell a story that creates an emotional reaction.

I: Storyteller (Passive)

By telling tales of the gods, ancestors, heroes and far away lands you may restore 1 **Resolve** to all who listen to you.

II: Stay Your Hand (1 Resolve)

Whether by use of a skilled tongue or ancient kenning, you may use the sign of power to pacify or confound someone momentarily. e.g. "Stay your hand!"

III: Orator (X Resolve, A Short Scene)

After boasting about or mocking a target for at least a Short Scene you can restore or destroy a target's **Resolve** with the sign of power by spending that same amount of **Resolve**.

VEITHER

*Veither are hardy foresters and scouts. When all three Boons are learned, you gain +1 **Might**. To become a Veither, you should hunt someone, or something down by yourself.*

I: Tracker (Passive)

Start each chapter with a sack of food and information about monsters in the region.

II: Trapper (1 Resolve)

You receive a guidebook and can create or disarm traps. Traps deal 3 **Wounds**.

III: If It Bleeds! (3 Resolve)

Shout 'Brote' as part of an attack with a spear or bow. Hitting the target does two damage. Hitting a weapon disarms it. Hitting a shield breaks it.

WIKKMANN

*Wikkmann are proven combatants. When all three Boons are learned, you gain +1 **Might**. To become a Wikkmann, you should train in arms and win a battle or duel.*

I: Gird Armor (Passive)

Spend a short scene adjusting or repairing your armor, restoring it back to one hit.

II: Tough as Nails (2 Resolve)

Ignore the effects of an attack by dramatically falling to the ground.

III: Mighty Blow (3 Resolve)

Shout 'Brote' as part of a 'big' melee attack. Hitting the target does two **Wounds**. Hitting a weapon disarms it. Hitting a shield breaks it.

VANDRER

Vandrers are vagabonds with many skills and knowings. To become a Vandrers, you should go traveling.

I: Wayfarer (Passive)

Choose a direction at check in to start each Chapter with news, rumors and stories from that direction. The first time each day you visit a Resource Area you recover 1 **Resolve**. This may be claimed once per day for each Area.

II: Honeyed Words (1 Resolve)

You may respond to powers that discern truth or lies however you wish.

III: Far Trader (Passive)

Start each Chapter with a treasure from the direction you chose at check in.

THE FOUR DIRECTIONS:

The vandrers may travel to different regions, returning with stories, news, or unique treasures:

Nord: Myrskogur Forest, Jotunheim, Valborg, and other far holds of the north.

Suth: The Kronelans border, and the freeholds of the Thryden Coast.

Est: Cernish Highlands and the great Vaesten Plateau.

Wiss: Strange islands and coastal villages scattered across the Whale Road.

HANVERKER (AND CRAFTING)

You may select one of the crafting skills: Woka-Craft, Herbalism, Smithing, or Outfitter. Jotunar may also select Invocation.

I: Repair & Replenish (Passive)

Restore an item from your trade skill to full and usable condition following the requirements of its recipe.

II: Craftsmann (Passive)

You may craft the Basic recipes of your trade.

III: Master Craftsmann (Passive)

You may the Advanced recipes of your trade.

WORKING FROM RECIPES: You will be given a recipe book at the start of play corresponding to your trade skill. Each crafting recipe provides instructions for making or enhancing several different items, and an indication of where material components must be gathered.

Colored banners are hidden around the campsite, each one marks a gathering point where crafting materials can be collected.

The banners are hidden in different places every event. Some will be placed close to a player settlement, others will be deep in the woods where the Jotunar can guard them.

THE CRAFTING PROCESS: Crafting an object begins when the crafter does some preliminary work in their workshop. This might be a personal space, like a private altar for producing Woka, or it could be a shared place like a village anvil. Role play as long as you'd like there to setup your product.

The next step is to gather components from the special gathering points hidden all around the campsite. Crafting an item usually involves visiting one or more of these gathering points and spending a little time roleplaying the gathering of materials there. You may do this yourself, or send someone else to do it for you, provided you give them explicit instructions.

Some recipes require you to visit a certain number of these spots, or visit them in a specific order.

When you have finished gathering materials, you can return to the crafting station and role-play completing your item.

GATHERING POINTS & ROLEPLAY

The places where crafting materials are gathered are marked with colored banners. These banners are left by nearby villagers and hunters to indicate good spots to harvest components. The banners are generally hanging from a tree branch at eye level so they would be easily visible to anyone in the vicinity. The banners are marked with a color, but for color-blind accessibility reasons, they are also marked with a letter, indicating the first letter of the banner's color. (For example, the green banner has a G on it.)

RED - Always included in smithing recipes. This banner spot will likely have lots of large rocks and a pick axe with which to hit them with for gathering roleplay.

ORANGE - Always included in outfitting recipes. This spot will likely be near a game trail and have materials with which to set up snares or similar activities for gathering roleplay.

YELLOW - might be used by any craft, and will generally have gathering roleplay related to the recipe.

GREEN - Always included in herbalism recipes. This spot will likely have lots of plants and natural flora nearby.

BLUE - Always included in woka-craft recipes. This spot will likely have dead trees, or be in a place marked by decay.

PURPLE - might be used by any craft, and will generally have gathering roleplay related to the recipe.



ADVANCED PATHS

Some paths and abilities are locked behind dark magic and ancient secrets. They are generally not available at character creation. Anyone can learn an advanced path if they belong to the appropriate culture and have met the necessary path requirements. There are teachers and masters available in game to help you start these paths and teach you how to play out the concept in game. You should seek them out if you have an interest in these fantastic abilities.

BAERSARKR

Baersarkr they call them in the Nordelans. Fierce wikkmenn who fear nothing, feel nothing, revel in the slaughter and mayhem of battle. Drugs, poisons, trances, rituals and repeated trauma and concussion allows the Baersarkr to enter a bloodthirsty state where, regardless of injury, they deal out death and carnage to all around them. Like a wild animal, driven mad, these warriors are terrifying to their enemies and inspiring to their allies and just as dangerous to both. Often eschewing armor, clothing or common sense some Baersarkrs wear predator skins to warn their friends to regard them as a dangerous wild animal in the fray- and to keep a safe distance! Nordvik, Cerns and Vaesten cultures retain the Baersarkr traditions, each in their own way. Baersarkrs are often welcomed into a hold during times of war but find their stay shortened by their propensity towards violence during more peaceful times. There are many secret sites and cults of Baersarkrs hidden across the Nordelans. The true source of these accursed warriors' power is unknown and much debated by the Tahlers and Vandrerers of the Nordelans.

REQUIRED CULTURES: Nordvik, Cern, Jotunar Path

PATH REQUIREMENTS: Wikkmann Path, Bravery Boon, Baersarkr quest path.

ROLEPLAY/COSTUMING REQUIREMENTS: Scarred, battleworn appearance. Brazen and violent temperament, live life like it is already over. Strange rituals and concoctions to bring on or temper the fires of bloodlust that smolder in your heart.



BAERSARKR BOONS

I: Bloodlust (Passive)

The Bersarkr gains +1 to their **Wound limit** but must attack anyone they can reach in a blind rage for a short time whenever they take a **Wound**.

II: Red Rage (Passive)

Fear effects cause you to go into a state of Bloodlust rather than panic.

III: Frenzy (3 Resolve, A Short Scene)

Working yourself into a blinding frenzy you can ignore non mighty blows as long as you don't stop fighting for more than five seconds. As soon as you stop, stagger and Fall.

DRAUGR

Draugr are dead menn, dead womenn, dead wikkmenn. The Valdaermann of Valbörg, as well as other necromancers and renegades have learned the secret to bind a soul back into its mortal shell to create the perfect servant, soldier and guardian. In days of old, Draugr were set to watch kings' hoards for all time, to sleep until needed, to rise up and defend their family or captor when they are threatened. Stolen from death by dark magic the Draugr are said to be damned to the Cold Hells when they are eventually dismembered or destroyed. Some mystikers say that a Draugr can earn their place at the High Hall with a unlife of devotion and bravery. The Choosers of the Slain come to the battlefield, moving among the valiant dead and the Draugr must stand and watch others be taken to their glorious fate. Truly, only Vött the Valfather knows what happens to those bound to unlife by his dark, secret teachings. Few know the secrets of creating a Draugr for surely the Valdaermann of Valbörg share not their greatest secrets with any outside their order. Even still, Draugr have been seen accompanying hosts of the unliving, the vengeful dead, come out from the wastes and mountains to kill and destroy all who yet live as the flame of the sun dims and the world grows chill. Some Draugr, when they are inclined to talk in their rasping voices, have spoken of a whispering song, half-heard, carried in the winds, calling to them. Traveling Valdaermann make sure to renew their bloody runic marks of Binding regularly upon their vassals.

REQUIRED CULTURES: Any

PATH REQUIREMENTS: Created by a Valdaermann

ROLEPLAY/COSTUMING REQUIREMENTS: Grey-skin, mortified flesh.

Arms and armor often of battered or worn quality. Draugr do not feel as mortals do, existing in a grey fog, they do not laugh or cry except in rare bright moments followed by a deep sense of loss. In battle they are implacable, ignoring brutal **Wounds**, marching for days on end, never stopping, never surrendering. Unlife has profound effects on their minds, play with this. Your Valdaermann master is your link to existence, if they die your Binding will fade within a year, damning you to the Cold Hells.



DRAUGR BOONS

I: Deathwalker (Passive)

You can't sprint, and only speak in hushed or harsh tones. You are immune to pain, **Fear**, **Sickness**, and **Freezing**. Only your Valdaermann can command you with magic.

II: Fearsome (1 Resolve)

Cause **Fear** using a snarl and the sign of power or with glowing red eyes.

III: Dead Flesh (Passive)

Cold, hard, unfeeling. The Draugr may take an additional two **Wounds** before Falling.

HEDGE KNIGHT

The Kronelans is famous for its heavy cavalry, the flower of nobility armored in the finest mail whose lance-charge is irresistible. The thunder of the Kroner Knights has been the hammer to the anvil of the solid walls of levied spear-men and archers crushing Nordvik raiders, Vaesten invasions and Cernish border thieves alike.

In the days of the Great Work great hosts of Knights rode against each other, the thunder and crash of their charge meeting so loud that commoners thought the world was coming to an end. After all the petty kings were broken the Knightly Orders conquered and tamed the frontier with the unmatched strength of the armored fighting mann. But the heady days of the Leovan Dynasty are over, the very sun has proven the final, inevitable victor and the mighty empire of the Kronelans is collapsing into starving fiefdoms and warring barons and cruel knightly orders. The flower of chivalry is dry and dead, the culture of honor and prestige broken by the millstone of famine.

Dispossessed by war, inheritance, or calamity Hedge Knights are landless men-at-arms who wander the Midlans and Nordelans living by the strength of their steel. Some Hedge Knights are virtuous champions of the poor while others are no better than highwaymen and cutthroats, the majority fall in the middle- trained arms-men forced to sell their skill to a foreign master in exchange for hearth and board.

Hedge-Knights are all trained in many forms of armed conflict as well as to endure long days of fighting in heavy armor, wearing it like a second skin. Hedge Knights strive for personal glory, challenging and defeating foes to prove their value and valor- for without title or land their name and armor is all they have.

REQUIRED CULTURES: Crownlander

PATH REQUIREMENTS: Wikkmann, Huskarl or Leder Path and the Bravery skill and Knighted by a noble of the crownlands.

ROLEPLAY/COSTUMING REQUIREMENTS: Heavy Armor is highly recommended. Tattered finery, stylish clothing from better years road-worn and mended. Hedge Knights- acting in good faith or bad- are tragic characters.



HEDGE KNIGHT BOONS

I: Born Of Iron (Passive)

If the Hedge Knight is wearing Heavy Armor, their Armor may soak an additional **Wound** each time its repaired.

II: Fearless (Passive)

Crying defiance in the face of terror and most certain peril, the Hedge Knight is immune to **Fear** and will find it very hard to refuse a challenge or insult to their skill.

III: Well Struck (2 Resolve)

A melee attack glances off the Knight's Heavy Aarmor as long as the Knight acknowledges their opponent's skill. Mighty Blows cannot be ignored.



TOTEMIC

Among the Kraalings there are those that dedicate themselves to a particular Totem, one of the First Gods, gaining power and abilities as befits their sworn Totem. These Totemics are holy people, devoted to the Gods, acting as the Gods would act. Where all Kraaling will decorate themselves with bones and furs the Totemics take this one step further, building elaborate costumes exemplifying their bonded God. Totemics follow the path of the five Great Ones: Canu the Wolf, Ursul the Bear, Hroki the Crow, Afu the Ape and Sefka the Serpent. Totemics dedicate themselves in life and death to one of these aspects of Urud, the Creator, the Earth and the First. All Kraaling worship these Totem Gods, Totemics devote themselves utterly to one.

REQUIRED CULTURES: Kraaling

PATH REQUIREMENTS: Totemic Quest Path and Induction Ritual.

ROLEPLAY/COSTUMING REQUIREMENTS: Shamanic accoutrements to exemplify a particular totem. Take care not to use costuming elements that draw from real world religions and cultures. Lead religious rituals, think and act like your god would act.

CANU THE WOLF is wise and alert, he demands that his Children raise a Sacred Den and defend it against all outsiders, so his spirit may rest there in peace. He asks his Children to howl and sing to the moon, his first, lost love. All canids and small predators fall under his domain. **COSTUMING:** Wolf/Coyote pelts. Favor one handed and spear weapons.

URSUL THE BEAR is stalwart and unbending, Ursul makes his Children strong but demands that they never attack an enemy dishonorably but meet it in an open test of **Might**. Just as Ursul arises each winter from the realm of death he bestows unnatural resilience and physical power to his Children to survive. Ursul oversees those beasts that survive and strive for life: Bears and Boars are his favorite children. **COSTUMING:** Bear and Boar pelts, fangs, claws. Favor great weapons.

HROKI THE CROW is a cunning tricksters and opportunist, Hroki demands that his Children leave out food for his kin as they wing through the world bringing him secrets. **COSTUMING:** Black feathers and bird skulls. Favor spears and ranged weapons.

AFU THE APE is jealous and bloodthirsty; Afu demands that his Children eat the flesh of their vanquished enemies, consuming their spirits to empower themselves against the Shadow, Fire and Ice.

COSTUMING: Human bones and skin/trophies. Devotees of Afu favor steel and iron weapons that are stolen from their foes.

SEFKA THE SERPENT is as ancient as the earth itself. She demands that her Children seek out secrets and truths and reveal them to her, granting them an unflinching gaze that few can out-stare.

COSTUMING: Human bones, snake skins/trophies. Devotees of Sefka prefer spears and daggers.



TOTEMIC BOONS

I: Animal Mind (Passive)

When you face magic that would control you, you may instead revert to the animal mindset and mannerisms of your totem.

II: Animal Spirit (2 Resolve)

You do not need to rest in a bed, near a fire, or in a tent to finish healing if you spend a short scene licking your **Wounds** in ways that your totem animal might for one scene, e.g. licking or a dust bath.

III: Animal Body (2 Resolve)

You may shrug off **Fear**, **Sickness**, or **Freezing** by responding the way your totem animal might: Hissing and recoiling, Rolling, shaking it off, etc.

TOTEMIC RITUALS: Depending on which of the totems you follow, you will receive a special ritual that grants further power. This will be learned during play.

Power of Canu: Wolf Totemics become Fearless, other Kraaling participants gain a use of Bravery until the next sunrise/sunset.

Power of Ursul: Bear Totemics gain +2 **Might**, other Kraaling participants gain +1 until the next sunrise/sunset.

Power of Hroki: Crow Totemics may vanish when Fallen and reappear at a First Gods shrine once. **Power of Afu:** Ape Totemics may devour flesh and blood of a victim to gain spirit protection.

Power of Sefka: You can observe and speak to those traveling between worlds

TROLSIR

Half-Trolls are called Trolsir by the Nordvik and Cerns, and, boasting a Troll parent are the most changed physically by their ancestry. Trolsir can be tall, short, stocky or wiry but always very strong, and are very hard to kill without dealing them a obviously mortal **Wound**. With the Fmir conquest came subjugation of the Cernish peoples and the destruction of the ancient clan power hierarchy.

Fmir warlords took dozens of concubines from the holds given to them as fiefdom by the victorious King Balorann and Fmir warriors were given leave to pillage the people and property of any clan hold that had offered stiff resistance. This dark period of bloodshed and terror destroyed villages, scattered families, and spawned a dark seed in the blood of the Cernish people: Fimrish, the Troll Blooded.

Now, three hundred years after the conquest there is hardly a village or hold that still does not bear some mark of the war. If not in the buildings, then in the people themselves. The Fmir invaders are and were Trolls of the tribes living in Fimfjöll Mountains and beyond, and as such no two are exactly alike. Some are great, hulking grey skinned brutes, others are short and implike with eyes like glowing coals. Some sages say that there are different types of trolls, and it is true that in some places trolls tend towards a similar trend in their appearance. This had led to names for different “types” like Stone Trolls, Grey Trolls and Forest Trolls. The truth is that Trollish offspring can either look like their parents or deviate wildly. Beyond this, Trolls are too dangerous and uncooperative for Mannish scholars to discover anything further. Trollish blood produces unusual results when mixed with that of Menn.

For those Cerns with Fimrish Ancestry, this means that in their family tree one ancestor was a Troll or Half-Troll. Some with Fimrish exhibit Trollish physical traits while others appear almost entirely normal except for strange moods or quirks of behavior. While many of the Great Clans that now serve King Balorann have Fimr blood not all Fimrish are so aligned. Many Fimrish are the legacy of the dark days of the Conquest three hundred years ago, their bloodline seen as a curse by more respectable families or as a cause for suspicion in rebel villages.

Strange and rare is the offspring of Trolls or Trolls and Menn is a child who when grown exhibits striking unearthly beauty and a cunning mind twisted by trollish impulse. These Trolsir are thought to possess powerful black magic and stories tell of King Trolls going to extreme lengths to win or capture one as a concubine or consort. If they really exist, they are just another example of how strange Troll heritage traits manifest in their children.

Such is the reputation of wickedness and depravity of the Fmir that Trolls and their mixed-blood offspring can expect a cool and suspicious reception, if not outright hostility, in most Holds throughout the Nordelans.

REQUIRED CULTURES: Cern

PATH REQUIREMENTS: Trolsir Quest Path and Fimrish Ancestry Boon

ROLEPLAY/COSTUMING REQUIREMENTS: This could include battered armor, big weapons, tattered tartans or hides.

Trolsir should be noticeably 'monstrous' in their appearance and mannerisms.



TROLSIR BOONS

I: Irongut (Passive)

The Trolsir is immune to poison and the sickened condition and can drink copious amounts of alcohol without passing out.

II: Overpower (2 Resolve)

The Trolsir is capable of spurts of great strength and endurance. They may temporarily increase their **Might** by +1 for a scene or to accomplish a feat of strength.

III: Trollblood Healing (2 Resolve)

Spending a Short Scene hunched over and gathering strength to Heal 1 **Wound**..



TROLSIR TRAITS

While some Trolsir look almost entirely human, others have telltale signs of their heritage like yellow eyes, and small horns, sometimes even patches of blueish grey or mottled skin.

Some have more monstrous traits, like sharp or yellow teeth, being overly hairy, inhumanly long or large noses, excessive long hair, a cow tail growing from base of spine, terrible odor, and even sharp nails. Half-Trolls face prejudice and harsh judgement from most other Northlanders, they are a living reminder of the Evil that has plagued the Nordelans for centuries.

For costuming purposes you should pick only a few minor traits. If you find yourself looking entirely inhuman, you might want to consider playing a Jotunar instead.

GALDRIR

When the world was young powerful magic was forged, trapped and bound in runic symbols, called Runar, in an arcane practice known today as Galdr. Myths surrounding the origins of Galdr are conflicting. The Nordvik tell tales that it was first learned by Vott the Valfader, when he walked as a mann, who tricked or bartered the Dverg into divulging their secrets. These Runar armed the heroes of old, fallen in those age-distant battles, allowing them to throw back and defeat the Jotunar and claim the world of Midgar for Mannkind. Today, amongst the Nordvik, the Galdrir, are regarded with awe, reverence and jealousy.

In the Crownlands the secrets of the Holy Sigils was discovered amongst the tablets and scrolls uncovered in the Old Empire ruins that would provide the first Emperor Leovacar with the stone to build his fortress-capital of Hochstad as well as the teachings of Juve and the Great Work. The Galdr of the Old Empire were known as Sigilari, who had been taught the mystic practice of binding the world with geomantic circles and lines by the great Juve himself, if the stories can be believed. Today amongst the priesthood of Juve the title of Sigilaer is awarded to those amongst the clergy who are selected and pass the stringent tests to begin and eventually master the sacred inscriptions. There are tales in both the Nordelans and Midlans of Black Galdrir and Apostate Sigilaer who have learned their Runar from unspeakable pacts with shadowy beings or stolen sacred texts. Their minds and souls twisted by their selfish overuse of the darker side of Galdr these renegades are hunted down ruthlessly when discovered as they leave a trail of woe and suffering in their wake. Amongst the Jotunar the ancient secrets of Galdr are known only to the Konitrolls and Hulder who have not forgotten the distant days of their ascendancy.

Galdrir must first be selected by a Master Galdr and then in turn spend many months of practice learning the precise and demanding skills of penmanship and knife-skill. The Runar cannot be malformed; they must be perfect for their ancient magic to take effect. Starting with their first and then second the student must commit them to memory in exactitude. Only then can they press on to learn the next set of Runar. Master Galdr, after a lifetime of devotion and study, have the skill to dare to invoke and embody a Runar's power. Such embodiment is not undertaken lightly for the flow of Power through the ancient symbols, channeled directly into the flesh and soul of a practitioner shifts and twists their mind subtly with time and use. Such is the nature of the Runar, that the lifetime of a mortal is not enough to master all nine of the known great runes and every attempt to embody more than one at a time has always resulted in an awesome and terrible death.

REQUIRED CULTURES: Nordvik, Crownlander, Jotunar

PATH REQUIREMENTS: Mystiker, Tutelage by a Master Galdrir, precise skill in drawing the Runar.



GALDRIR BOONS

I: Inscribe Runar (2 Resolve & Ritual)

The Galdrir learns one Runar. You may Inscribe it on an appropriate surface to gain their power.

II: Runic Knowledge (Passive)

The Galdrir learns an additional two Runar and may inscribe them on appropriate surface.

III: Embody Runar (3 Resolve & Ritual)

The Galdrir learns an additional two Runar, bringing them to five total. They may mark one of their known Runar on their flesh to gain its Embody ability for the Chapter, usable as long as it does not wear or wash off.



INSCRIBING THE RUNAR

Known Runar may be inscribed on surfaces with specially prepared ink, paint or blood and its power often lasts until used or the next sunrise or sunset. If the bindrune is washed or rubbed away before its power can be invoked its energy is wasted. Each Runar has different effects when inscribed on different surfaces, these are the known formulas. Unless a source of secret, ancient knowledge is found and describes otherwise inscribing a Runar on a surface not mentioned in its formula has no effect.

EMBODYING THE RUNAR

RUNAR- Must actually draw Bindrunes. Incorrect Rune line and shape will result in this magic failing or miscasting.

Inscribed Runar magics, that are not immediate effects, fade at the next sunrise or sunset after their casting.

Embodied Runar magics last the entire Chapter but must be maintained and redrawn and recast if washed or worn off.

- 1ST TIRUNAR, the Rune of Victory: Lend strength to arm
- 2ND BRIMRUNAR, Rune of the Waves: Guide on Journeys
- 3RD BIRGRUNAR, Rune of Birth: Protection of the Flesh
- 4TH OLRUNAR, Rune of Ale: Feasting and Protection from Poison
- 5TH LIMRUNAR, Rune of the Branch: Healing
- 6TH MALRUNAR, Rune of Speech: Rhetoric and Speechcraft
- 7TH HUGRUNAR, Rune of Thought: Protection of the Mind and Written Word
- 8TH VALRUNAR, Rune of Death: Deliverance from Helheim
- 9TH TROLRUNAR, Rune of Witchcraft: Black Sorcery

Though these are brief descriptions, their exact effects will be taught in play as the runes are learned and discovered through tutelage under another Galdrir.

VALDAERMANN

In Valbörg the dead do not rest easy, every mann and womann owes a year of service after their natural death in toil for the hold. Silent laborers till fields and draw water, grey-skinned sentries stand quiet on the earthen ramparts. The people of the hold laugh and live brightly, for they have the reminder of what comes next ever present outside their door. Ruling over this hold is an order of grim practitioners of magic, the Valdaermenn, necromancers and seers of a dark, but necessary path. Valdaermenn, called also Valdaerkona if they are a womann, learn and practice dark studies gleaned from the runic writings of Vött the Valfader.

Vött, ruler of the High Halls and Dark Hels, God of the Dead left behind many secrets in his travels and lifetimes upon Midgar. While many villages and holds have priests and votaries of Vött, only the Valdaermenn have discovered enough, are willing to sacrifice enough to invoke his teachings in this world. Youths, often given as tribute to the lords of Valbörg, are carefully screened and selected for initiation, those who do not pass selection become members of the hold of Valbörg for...at least a year in all cases. Initiates are trained, vigorously, in arcane secrets and performance. Taught the proper means of preparing a corpse, of anatomy and viscera. Instructed in how to prevent the unliving from coming back without binding to wreak havoc and bloodshed. After an Initiate masters these basic skills, they are taken on a series of long journeys with a Master, for not all the secrets of Vött can be found within the great hall and tower of Valbörg. Many are hidden in secret places guarded by dreadful protectors, locked by secret means or warded with spells that shrivel flesh and whittle bone.

A wandering Valdaermann is a welcome if foreboding sight in a hold. They have secrets and powers that can bind or ward the vengeful dead, however their presence is often seen as an ill-omen of disaster to come. More unsettling are their traveling companions, grey-skinned and dead eyed, with voices like the rattle of dry leaves, the Draugr are servants and protectors. Deathless warriors who obey the Valdaermann's commands unflinchingly, without hesitation or fear. Still, the world grows dark and the flames of hope burn low, the Dammerung is here. Even the dead must serve in protecting the living that remain.

REQUIRED CULTURES: Nordvik

PATH REQUIREMENTS: Mystiker, Vött's Blood Draught and tutelage by a Master Valdaermann.

COSTUME REQUIREMENTS: Charcoal colored robes. Arcane and mystical accoutrements, red/blood runes and human bones. Valdaermann magic requires the spilling of blood so a cool looking bottle of fake blood will be necessary for displays of dark power.



VALDAERMANN BOONS

I: Marks of Blood (1 Resolve & Ritual)

Write a foreboding glyph in blood or on flesh to...

- ❖ *Speak with a corpse for one scene.*
- ❖ *Instantly heal one **Wound** on a Fallen target.*
- ❖ *Lay a fallen undead target to rest.*

II: Marks of Shadow (2 Resolve, 1 Wound)

Write a sinister glyph in blood or on flesh, kindling energy to...

- ❖ *Raise a Fallen or dead target to defend you for one scene as a slow, three **Wound** Undead servant and soldier. After the scene the target reverts to their normal Fallen or dead state.*
- ❖ *Force most Undead to 'Stay their Hand' when attacking the Valdaermann for the scene..*
- ❖ *Stifle life force and inflict **Sickness** or **Fear** with the Sign of Power or Light Effect.*

III: Marks of Death (3 Resolve & Ritual)

Perform a dark ritual and draw malevolent glyphs in blood and carve into the flesh of a Slain or Fallen human to...

- ❖ *Raise them as a Draugr that must obey your commands. The player must be consenting, Draugr is their learned Boon for the Chapter. The Valdaermann receives a serious **Wound** that can not be healed for the rest of the event when they use this ability. Requires a Vottsblood Draught!*
- ❖ *Restore the Valdaermann to full **Wounds**.*
- ❖ *Restore a Draugr to full **Wounds**.*

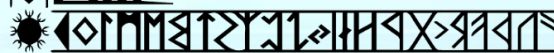


BLOOD MAGIC & NECROMANCER

Valdaermann magic is a grizzly affair. It typically involves the carving or writing of runes and glyphs in flesh, either living or dead.

Though one central glyph is typically carved, entire lines can be utilized to create more exacting effects. Draugr for example will bear dozens, and sometimes hundreds of glyphs or runes.

It should be noted that while the easiest way to draw power as a Valdaermann is to physically release their own blood, it is not strictly necessary. They can choose to avoid physical blood letting, though many believe the cost is greater in the end, and it almost certainly is far more painful to the Valdaermann.



SKAFRAEGA

In filthy huts and dark places the Skafraega chant and murmur over dead things. On battlefields they crawl amongst the dead and dying, carving power from the fallen with brutal knives. In mortuary caves the Skafraega summon spirits and defeat them again, consuming the souls of those they have slain in life to serve their Power in death.

The Skafraega are practitioners of black magics, foul sorceries as old as the world, hated and feared by all who walk under the sun. It is the practice of stealing essence, consuming strength, taking more than a foes life, robbing fallen foes and victims of fragments of their souls for personal Power and gain. Skaraegir is a primordial form of magic, one that teaches the consumption of spirits, the binding of fallen souls. Those who are inducted into its foul rituals and practices are called Skafraega, Spirit Thieves in the Old Tongue. Some learn its secrets from a master, whom they inevitably, by necessity of this black art, betray and try to consume in turn. Others are tempted and taught the dark path by malignant spirits, demons and fiends of the earth and Outer Dark. It is whispered that a Skafraega that defeats and spirit battles another Spirit Thief consumes not only their soul but all the power their rival accumulated and stolen in life. The Skafraega can steal power from the dying, emboldening or strengthening themselves for a time. Though a feeling of hollowness always accompanies the absence of this stolen power once it fades. Skilled Spirit Thieves learn to fashion trophies from those they defeat, summoning the spirits of their victims in a trance and mastering them and their power in rituals hazed with eyeblistering smoke. Powerful Skafraega, those who have supped and used up the spirits of dozens or hundreds of victims are voracious in their supernatural appetites, their foul lives extended far beyond a normal mortals, un-aging, rotten to the core.

The Skafraega have no organized society, each is their own master, shunned and feared by those unlucky enough to live near them. Only amongst the evil Jotunar and brutal Vaesten are these wicked beings tolerated, feared, respected. Trolls respect only physical and sorcerous might, no magic is too loathsome for their kind. Amongst the Kraalings, Skafraegir is taboo, for the spirits of the dead belong in the Kraal Pit, flesh is for the living to eat, the spirits and bones belong to the First Gods. Despite the outlawed nature of this practice there are always a few wicked Kraalings, lost to the lust and hunger for personal strength, that listen to the voices that hiss unseen in the bowels of forbidden caverns.

REQUIRED CULTURES: Vaesten, Jotunar, Kraaling

PATH REQUIREMENTS: Mystiker or Forbryter.

SPECIAL: Defeat an enemy and perform a foul ritual over them to steal their power.



SKAFRAEGA BOONS

I: Soul Drinker (Passive)

When the Skafraega defeats, by felling or **Might**, an enemy of a type they may perform a small, evil ritual to steal, to drink some of your victims soul to empower yourself. When your stolen power fades leaving you feeling hollow.

- ❖ **Menn:** Regain 1 **Resolve**, up to your limit.
- ❖ **Trolls:** +1 **Might** until next Sunrise/Sunset. May be stacked up to +3.
- ❖ **Undead:** Your pain tolerance becomes inhuman until the next Sunrise/Sunset..

II: Grim Trophy (2 Resolve)

The Skafraega may fashion a symbolic trophy from a fallen enemy, emblematic of your victory within one hour. By roleplaying entering into a trance state and battling and mastering the spirit of your enemy you imbue the trophy with stolen power. You must alert the victim that you have done so, they feel strained or weakened (RP only) until the trophy is destroyed. Any solid blow, with the stated intention of doing so, destroys a trophy.

- ❖ **Menn:** Gain and use **Bravery** for 1 **Resolve**, if already known become **Fearless**.
- ❖ **Trolls:** The Skafraegir gains +1 to their **Wound Limit**.
- ❖ **Undead:** May invoke **Fear** for 1 **Resolve**.

III: Soul Stealer (3 Resolve & All 3 Trophies)

The Skafraega can rip the spirit out of their victims. By performing a vile ritualized chant and motion they may steal the **Resolve** from a fallen target they have **Wounded** or from a character they have beaten in a Brawl, refilling the Skafraegir's **Resolve** to full. This causes extreme Agony in the target. Call: "I steal your soul and your **Resolve**". If this is used during a consenting, negotiated Death scene in which a victim character dies the Skafraegir does not age between the Sagas or gains a permanent +1 **Might**.





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