

# DAMMERUNG

# JOTUNAR – FIRSTBORN OF THE EARTH

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, scourging 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 Fimtrolls 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 debauchurous 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.

**Cultural Paths:** Baersarkr, Skafraega, Galdrir (Hulder & Konitrolls Only)

**Creating a Jotunar Character:** Record Starting Boons, Choose One type of Jotunar, record Starting Boons. Spend Advancement.

## JOTUNAR STARTING BOONS

The Firstborn	Passive
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All Jotunar may sustain one additional Wound before falling. +1 Might.

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

## PLAYING HUMANN THRALLS – DOWNTIME & PORTRAYING RAIDS

During an event the Jotunar are encouraged to occasionally take a break from their Eternal War of Vengeance and dress down into a Nordvik peasants garb to enjoy the Festival and activities around the play area. Thralls have no Path and can take 3 Wounds before Falling. If a Jotunar wishes their Thrall persona would make an excellent basis for a future Bondi character.

Occasionally the Jotunar may be asked to portray a humann village being raided by the other players. The Jotunar Ostahler will make necessary arrangements and forewarn all Jotunar when a raid will take place. We encourage "Villager" participants to make the raiders pay dearly in blood and guilt for their vicious raids.

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## SKOGETROLL - FOREST TROLLS

The Skogetrolls dwell in every great forest of Midgar, hunting and trapping man and beast alike. They are rapacious eaters, infamously cruel and utterly fearless. When Forest Trolls attack they do so heedless of their own lives, climbing over each other to get the killing stroke on an enemy. They detest the smell of burning sage and other sweet smokes.

### SKOGETROLL STARTING BOONS

**Irongut** **Passive**

The Troll may sustain one additional Wound before becoming Fallen and is not affected by Poison.

**Utterly Fearless** **Passive**

Immune to Fear and Panic. If the Skogetroll also has Red Rage (Baersarkr) then they increase their Might by one when berzerking.

### SKOGETROLL COSTUMING GUIDELINES:

Green or Earth tone skin, trollish/goblin features. Possible traits include long/big noses, ears or tusks, horns and snouts as desired. Tattered hides, ratty armor, bones and twigs. Beast, serpent imagery and spirals. Kraaling trolls!

### SKOGETROLL ROLEPLAY GUIDELINES:

Sneaky, merciless, cunning. Utterly fearless in battle and ambush. Skogetrolls delight in catching enemies unaware. Skogetrolls fight amongst themselves frequently to determine their own chiefs and leaders- sometimes everyday!



## FIMTROLL - IRON TROLLS

Fimtrolls lair in stone fortresses and caverns in the mountains and deep valleys. Their they delve and mine, their settlements marked by massive plumes of smoke from their bellowing furnaces. Three hundred years ago the Fimtroll King Balorech conquered the Cernish highlands, subjugating its people as thralls, warriors and food. With the wealth of their conquests the Fimtrolls have armed their warriors with heavy blades and broad shields for the final war.

### FIMTROLL STARTING BOONS

**Irongut** **Passive**

The Troll may sustain one additional Wound before becoming Fallen and is not affected by Poison.

**Forgemasters** **Passive**

Fimtroll weapons and shields cannot be broken unless struck with two Mighty Blows in the same scene. Fimtroll armor has +1 Hit. When smithing Fimtrolls require traveling to one less Resource Point to successful craft.

### FIMTROLL COSTUMING GUIDELINES:

Grey, Blue-Grey or Earth tone skin, trollish/orcish features. Yellow eyes and braided hair a bonus. Metal in abundance, brutal weapons, scale or layered armor, heavy shields. Eye and Flame imagery.

### FIMTROLL ROLEPLAY GUIDELINES:

Aggressive, cruel. Fimtrolls try to crush their enemies swiftly and torment any survivors. More disciplined than other Jotunar the Fimtrolls are also the most successful conquerors and they know it! Fimtrolls covet fine metalwork and jewelry.



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## HULDER - DARK NYMPHS

The Hulder are a strange breed of Jotunar, fair and beautiful, malicious and domineering. They lurk in pools and rivers, in deep thickets and mist. The gaze of a Hulder, the lilt of its voice or song ensnares the mind and heart of any mortal that hears it, even other Jotunar. Though they may appear as attractive and human-like there is always something awry to warn an approaching victim: a cowtail protruding from behind, bright golden or green eyes, fangs or a back that looks like a weathered log! In their true form Hulders often appears as a mix between animal and tree aspects, their baleful eyes unchanged by any transformation. It is said they revere The Three, the chosen of the goddesses now fallen and twisted.

### HULDER STARTING BOONS

**Lock Gaze** Skill: 1 Resolve

Target must engage in staring contest with the Hulder until the Hulder lowers the Sign of Witchery.

**Entrance** Skill: 1 Resolve

Touched victim defends the Hulder for a short scene and may be under the spell for longer and be highly suggestible to the Hulders commands.

### HULDER COSTUMING GUIDELINES:

Minimal clothing, natural materials or plant-like covering. Strange colored eyes a bonus- gold or green. Dryad like. Hulders can be portrayed as hags, dryads, nyads, succubi, incubi all with a natural and dark twist.

### HULDER ROLEPLAY GUIDELINES:

Seductive, manipulative, commanding. The Hulder use other mortals like tools never relying on weapons or armor themselves. Hulders will never violate the sanctity of a shrine to The Three.



## WUDVAS - BEAST-MENN

Wudvas are a form of beast-mann found throughout the Nordelans. In the north they most often exhibit goat or horned animal aspects but rare other sorts of hybrid beast-menn have been sighted or slain. Wudvas raid and rut every summer, causing them to clash with the folk of the Nordelans more than most other Jotunar. In their raids they prize food and booze as much as weapons, often discarding treasure for more practical plunder! They hate Hu-menn, taking bloody, grim trophies or dragging captives back to their Herd-stones for sacrifice and cooking. In battle the Wudvas work themselves into a drunken frenzy, falling on their enemies and sometimes friends alike!

### WUDVAS STARTING BOONS

**Drunken Revelry** Passive

A Wudvas recovers 1 additional Resolve when they feast and get drunk.

**Savage Fighters** Passive

Wudvas may use Fell Blow (Forbryter) once per day at normal Resolve cost. If Fell Blow is known it now costs 2 Resolve.

### WUDVAS COSTUMING GUIDELINES:

Satyr or beastman like. Goat, deer or bull horns, Boar tusks. Bestial snouts and noses. Tattered, primitive clothing and armor. Rusty and battered gear. Trophies of dead menn. Goat like beards and faces. Fangs, tusks, claws. Skulls and feathers. Drinking horns and skins!

### WUDVAS ROLEPLAY GUIDELINES:

Wudvas have a herd mentality, when others move you move. They love to revel and debauch themselves and dance wildly around roaring fires and their sacred Herd-Stones. They love music, Wudvas music is feared throughout the northlands. In battle they often lose themselves, their is no hope of discipline or direction in a Wudvas horde, just animalistic fury and fear.



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## THURSAR -GIANTS

## LIMITED PLAY

The mighty Thursar is a massive, unstoppable brute. Thursars spend most of their long lives in slumber, appearing as nothing more than a great smooth boulder. When roused, by nature's call or the song of a Konitroll, Thursars have rapacious appetites, recovery from long years and decades of Stone-Sleep. Standing taller than most Menn a Thursar has the strength of twenty! Living battering rams of brute force and hunger, they are aimed at the enemies of the Jotunar and turned loose. Axes chip and spears shatter on their rock-hard skin, they are feared by all in the Nordelans. On their own Thursars are a quiet isolated people, hated for their demented hunger and barbaric methods of feeding it. Thursars fear open fire, shying away from anything larger than a torch. Once their hunger is sated a Thursar will find a safe place and return to their stone-sleep until woken once more.

### THURSAR STARTING BOONS

**Skin of Stone** **Passive**

Unless struck with a Mighty Blow normal attacks only slow or stagger the Thursar and Mighty Blows simply inflict one Wound.

**Overwhelming Strength** **Passive**

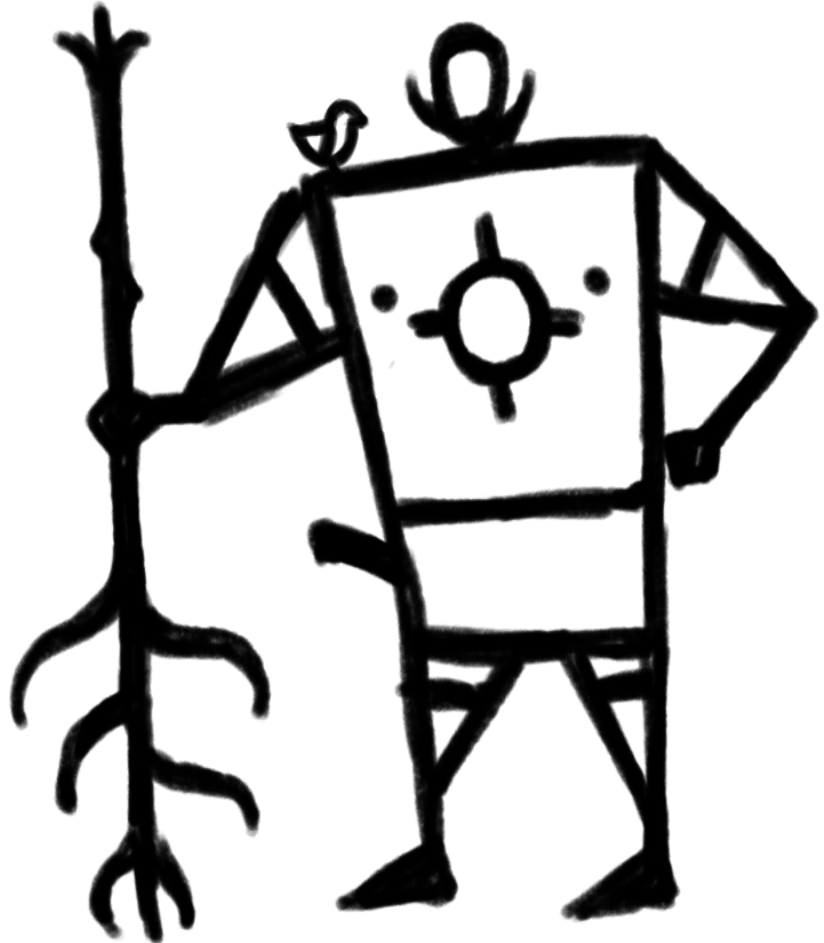
+5 Might and Mighty Blow only costs 1 Resolve.

### THURSAR COSTUMING GUIDELINES:

Must be 6' 2" or taller with costume on. Grey, blue, stone colored skin. Huge, hulking. Shaggy manes of hair, moss on armor or body. Facial prosthetic, full head mask or false head-hat. Tattered armor and clothing, shoulder pads. Foodstuffs and bags. Be huge, be a giant!

### THURSAR ROLEPLAY GUIDELINES:

Slow and hulking, unstoppable when roused to battle. Thursars fight with the lash of bottomless hunger driving them forwards. Victory means food, food means life. Thursars enjoy riddles in the short times where their hunger is sated and before they hibernate once more. If encountered by Menn when fully sated and not hungry Thursar are delighted by stories, riddle contests and magic tricks. If mocked or made to feel stupid this delight can turn into uncontrollable murderous rage swiftly. Thursar are immensely proud of their size and strength and can sometimes be duped into performing tasks of labor, though at great risk to the trickster if the ruse is discovered!



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### KONITROLL - KING TROLLS

### LIMITED PLAY

Konitrolls are a strange breed, a random fated birth amongst all the Jotunar folk. They are marked and unusual in some way, more or less monstrous but always brilliantly smart and cunning. Konitrolls have the unique ability to call all the other Jotunar to them, their presence acting as an irresistible lure. More profoundly it is held in story that Konitrolls are largely immune to most magicks and spellcraft unless they so choose as deep magic flows through their veins, a gift to the Firstborn. Konitrolls are incapable of having children of their own, so can never pass down their achievements- instead they use their long lives hatching and working schemes and plans of dominance. They gather large harems of consorts and concubines, captives taken from their enemies, held inviolate as pets and treasures. King Trolls are almost always overconfident, scheming and distrustful.

#### KONITROLL STARTING BOONS

**Irongut****Passive**

The Troll may sustain one additional Wound before becoming Fallen and is not affected by Poison.

**Magic Blood****Passive**

The King Troll is immune to any Magic unless they wish for it to affect them.

#### KONITROLL COSTUMING GUIDELINES:

Broken and multitudinous jewelry. Tattered finery and hides. Grey, blue, white or earth tone skin. Blue or black teeth. Yellow eyes a bonus. A big crown and other royal regalia.

#### KONITROLL ROLEPLAY GUIDELINES:

Overthink everything, make mountains out of molehills. Overcomplicate your own plans, cause your minions to fight amongst themselves. When angered or impassioned throw reason to the wind, form grudges over nothing much, forgive insult if tribute or flattery is given. Talk up your own achievements, take credit for everything good and pass the buck on every mistake.

#### KONITROLL MAGIC:

Konitrolls wield magic naturally as a peculiar birthright. This natural talent with Runnar, Skafraega and mysticism makes them overconfident. No creature is as powerful, handsome, clever or cunning with spells as a Konitroll. If hearing of magical relics or rituals performed by others they will obsessively covet the new source of magic, attempting to steal or destroy it. Sometimes a rare human will win a brief mentorship in magic from a Konitrolls though these interactions are always doomed to failure when the Konitrolls inevitably becomes jealous of their students achievements.



## SKAFRAEGA

**CULTURE:** Vaesten, Jotunar, Kraaling**PATH:** Mystiker or Forbryter**SPECIAL:** Defeat an enemy and perform a foul ritual over them to steal their power.

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.

Skaeraegir 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 eye-blistering 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.

<b>I</b>	<b>Soul Drinker</b>	<b>Passive</b>
When the Skafraega defeats, by felling or Brawling, 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.		
	<b>Menn</b>	Regain 1 Resolve, up to your limit.
	<b>Trolls</b>	+1 Might until next Sunrise/Sunset. May be stacked up to +3.
	<b>Undead</b>	Your pain tolerance becomes inhuman until the next Sunrise/Sunset.
<b>II</b>	<b>Grim Trophy</b>	<b>Skill: 2 Resolve</b>
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. Trophies last a Season or until destroyed.		
	<b>Menn</b>	Resist a fear effect by spending 1 Resolve. If Bravery is known become Fearless.
	<b>Trolls</b>	The Skafraegir can take an additional Wound before Falling.
	<b>Undead</b>	May invoke Fear in a struck target by spending 1 Resolve.
<b>III</b>	<b>Soul Stealer</b>	<b>Passive</b> <b>Must have all Three Trophies</b>
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.		