



RULES AND CHARACTER CREATION

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INTRODUCTION

Welcome to Saga LARP, a Norse fantasy inspired live action roleplaying game. This document contains all the rules that you will need to know to create the character and play as well as crew in our game. It should be read alongside the setting and event information found on saga.nzlarps.org.

Please note that our setting and rules are only inspired by Norse culture and mythology. We have put many of our own twists on things, and are trying out some new things with this rule set. This ruleset is intended to facilitate roleplaying, storytelling, and ultimately the enjoyment of those participating.

The Game Masters (GMs) for Saga are: Cameron Burns, Ben Burrowes, Mathilde Burrowes, Michelle Burt, Prema Cottingham, Walter Hamer, and Dave Luxton.

SAFETY

The most important principle of LARP is that we are all doing it for fun, and harm is not fun. While we endeavour to create an immersive and compelling world and story, your safety comes first.

PERSONAL AND INTERPERSONAL SAFETY

This game follows the [NZLARPs Code of Conduct](#) and all players are expected to adhere to these guidelines both at events and in online discussions about Saga events.

Attendance at Saga LARP events is a privilege, not a right. The GM's retain the right to ban, trespass, or decline participation to any person for any reason, so long as that reason does not violate the [New Zealand Human Rights Act 1993](#).

You are responsible for your own safety and limits, and where necessary for communicating these needs to others. Please **keep yourself safe as the first priority** over engaging in the game, risking causing offense, or staying immersed in character.

If you are **kneeling** in combat for any reason, then please **protect your face**.

Out of character spaces include all toilets and the entrances to toilets, personal tents, and any other spaces specified by GM's. There is to be **no combat** in the **kitchen: DO NOT RUSH** to the kitchen or any other OOC space to avoid combat.

This game involves roleplaying a person other than yourself, and as such there is always the possibility of **emotional fallout**, such as **bleed**. Bleed is where you feel your characters emotions, or you roleplay your character based on your out of character emotions. Where this involves personal or interpersonal distress, please talk to or seek support from someone you trust either at the game or after the game. Always remember, your brain can't tell the difference between your out of character emotions and bleed; it all feels the same.

Each event will have a list of people with photographs that are trained in **first aid**. Please let the GM's know when you buy your ticket if you would like to be on this list.

Each event will have a list of people with photographs who have made themselves available to talk to for personal and interpersonal issues (**Welfare supporters**). Please use a trusted friend or one of these people where necessary.

Rape, sexual assault, and unsafe sexual behaviour have no part of the game, either in character or out of character. This includes groping or jokes about rape. We are not a court of law, so we assume anyone coming forward with a complaint has a valid reason to do so, and it is up to the person accused to show this could not have happened; any balance of doubt will go in favour of the accuser. This includes complaints against GM's, however we acknowledge the power that GM's hold may be a barrier to raising a complaint. As such, please seek a friend, Welfare support person, or advocate to help in making a complaint around a GM's behaviour.

Please refrain from consensual sexual behaviour at the event as this risks non-consensual exhibitionism to others, and risks establishing a precedent that undermines the safety of others, particularly newcomers. Please use our in-character mechanics for kissing and sexual behaviour where appropriate. These are: entwined little fingers to represent kissing, and a hand-clapping game to represent sex. Please only engage in consensual out of character kissing when it is clear you are out of character.

Please **seek consent** prior to making physical contact with someone, even with friends. Use of the 'hug shrug' prior to hugging can be an easy way to determine whether a hug or a handshake is acceptable. A 'hug shrug' is a shrug with arms poised to hug, allowing the recipient to either hug or to shake a hand, at their discretion. Please model this behaviour for others, even if you have a relationship with the other person. As a rule of thumb, hand to hand contact and hand to shoulder or upper arm contact are more likely to be acceptable forms of physical contact.

Saga is a game of complex social groupings. Only interacting with one other character can be overwhelming and limit gameplay for both you and them, so please interact with several Skyldings throughout the weekend, and respect any requests for space, spoken or unspoken.

There will be a **mobility-friendly** area of the game where less combat is expected to occur. As permanent injury in character is part of this game, we will be endeavouring to provide a game space for people who have **difficulty with mobility**, either for in character or out of character reasons. This space will still have risks and threats for characters to face. Please let the GM's know when you submit your character or purchase a ticket to crew. This is a game that involves a reasonable degree of physical, interpersonal, and cognitive ability, and if you are unlikely to be able to cope with these requirements the GM's may suggest that an alternative type of event may be more suitable to your needs, and will discuss this with you either online or in person.

If you would like to make a **complaint** you may do so in writing or in person to the GM's. You may email us at sagalarpnz@gmail.com. We will discuss the complaint as a team, and two of us will discuss the complaint with the subject of the complaint (where applicable) before deciding on an outcome. Where a GM is the subject of the complaint, that GM will cease having an involvement in that complaints process from the point where it is clear the GM is the subject. Please be aware that the content of the complaint and your name will be disclosed to the subject of the complaint. Where the disclosure of your name poses a potential risk of harm to you, we will discuss this with you. On your agreement, we will either proceed as usual with a safety plan for yourself in place, or hold the

complaint there. As GM's we always retain the right to ban participation, and we may elect to do so without disclosing your complaint. The consequences of an upheld complaint may include banning or trespass from Saga events, a requirement of personal development with a clear indication of change before resuming participation, limits on the degree of participation, and/or an increase in awareness around how a behaviour has affected others. We will not take your complaint to the police or other agency, though you are welcome to do so if you choose. However, if we have information that there is imminent risk of harm to someone we will inform an appropriate agency of these details.

There will be a '**powers that be**' drop box at the game for both in and out of character communications with the GM's.

WEAPON SAFETY

Hits to the **head or groin do not count**. If you hit someone in the head or groin, immediately **drop your weapon** and **apologise**. If someone (including yourself) is injured, make the appropriate safety alert of Caution, or Time Out if there is an injury or lost glasses.

All strikes must be pulled: this is a game of **tag** with foam weapons, not a full contact martial art.

All weapons will be **checked**. Any deemed unsafe will be tagged and banned from the play area.

Melee weapons (except spears, as below) must have a core made of fibreglass or carbon fibre. Wooden, metal, and PVC cores are not allowed. The core must have at least 1.5cm of medium density closed cell foam on the striking side and 0.5cm of foam on a flat of a blade or non-striking section of the core. The core must not be able to be felt when squeezing the striking edge. The tip of the core must be secured on two sides with a tough fabric inside the tip, such as leather, to stop it breaking through. Non-striking areas of weapon, such as the hilt, may be made of harder material, however there may be no sharp edges, protrusions, or snags. Latex, paint, or duct tape are suitable coverings for the foam. One handed melee weapons must be no longer than 110cm from hilt to tip. Two handed melee weapons (except spears) must be no longer than 180cm from hilt to tip.

Melee weapons (except spears), may only be used to **strike**, never to stab.

Spears must have a collapsible tip that is safe enough for stabbing. Details of construction specifications will be released to the website. Spears must be between 180cm and 230cm in length, and may only be used two handed. GM approval is needed for spears, which will include either a reference to the professional manufacturer, or photographs of the weapon at each stage of construction. Note: spears and spear-like weapons that do not meet the criteria are banned from the game.

Spears may be used to **stab** and to **strike** with the tip only.

Thrown weapons must be made of medium density closed or open cell foam. Please see our website for further specifications.

Weapons flexible enough to **entangle**, such as whips, flails, or nets, are **banned**. Axes used to **hook shields** are acceptable, however be mindful of the strength of the axe.

Bows and crossbows are banned.

Shields must be made of foam and/or corflute, with cloth or paint covering, with a maximum diameter of 80cm. A boss may be made of plastic or foam, and the handle may be made of any suitable material. **No strikes, barges, or pushing** with shields is allowed.

Grappling, barging, pushing and any other body to body contact in combat is not allowed under any circumstance. Grabbing of other peoples' weapons or shields is also not allowed, except with axes as above.

Armour can be made of metal, leather, or fur (faux or real), or of plastic or foam made to look like metal or leather. There should be no snags or sharp edges that can hurt others or rip weapons.

Shoes should be sturdy at a bare minimum, and unassuming or styled for the genre if possible.

SAFETY ALERTS

If there is a behaviour or situation to be cautious about, call **Caution**, followed by a brief indication of the thing to be cautious about. This includes head or groin shots (unless there is an injury, which is a Time Out alert) as well as uncomfortable or triggering interpersonal situations where you feel a call of Time Out is not yet warranted.

If there is a behaviour or situation that involves imminent risk of harm or actual harm (physical or emotional), call **Time Out**. If Time out is called, the game pauses, and:

- each person in the area **calmly** calls Time out
- **DO NOT SWEAR**
- **stop** drumming, talking, or making noise other than a calm repetition of Time Out
- if possible, each person **kneels**
- each person **protects their head**
- each person makes sure their **weapons are safe**
- from the first call of Time Out, hits and calls have **no effect**
- kneel until a GM calls **Game On**, or the harm is clearly alleviated and the initial person calls Game On
- **return to the place** you were at the time of the initial Time Out call if it safe to do so
- the game resets to the point just prior to the Time Out call

Failure to comply with any of this may result in a **Black Card**. You may call Time Out if you drop your glasses.

All people are responsible for identifying risks, whether it affects you or not, and regardless of whether you are the recipient, cause, or bystander to the risk; you may see things that others don't, and you may be faster at articulating the risk than others.

There is a **GM only Black Card** to indicate a behaviour that is unsafe or may have violated the [Code of Conduct](#), and will involve either 10 minutes of sitting out of the game or a visit to the GM area to await further instruction. Failure to comply, or talking back to the GM, automatically makes the consequence a visit to the GM area. Talking back on behalf of someone else is a warrant for a Black Card.

COMMUNICATION

All communication outside the events should be directed to sagalarpnz@gmail.com. Please do not contact us via social media, or in person. The GMs will endeavour to have an answer to you within the fortnight.

During the game, we will have at least one GM at a designated place where you will be able to talk to them and find them at most times. This location will be stated at the beginning of the game.

Also, during the game there will be a 'Powers that be' box (location of which will be explained at the beginning of the game). This box is a direct line to the GMs and can be used for any non-urgent questions, as well as communication around certain rituals and effects. Please make sure that your OOC name is stated on any communication that is delivered to the GMs this way.

PARTICIPATION

There are two ways to participate in Saga: Playing a Player character (PC) or Crewing.

Playing a PC means you are one of the main characters of the story. You will be the star of your own story, and we will build the story around you and the other PCs. You will need to follow the character creation process below and submit a character sheet for approval, and provide all your own costume, weapons and props. When creating a Player Character we would like to encourage you to make a character of the setting. This means read through the website, consider the tropes of genre, and engaging with those. Our story will be centred around this. While it can be tempting to make a character who is 'special' and 'different', making a character who is not integrated into Skylding society will make it difficult for you to engage in many of the stories we are telling.

Crewing means you will be playing all the characters around the main characters of the story, called non-player characters (NPCs). This could be anything from a villager in distress, to an adversary on the battlefield, to someone from a PCs past that they care about, to their greatest nemesis. It is a great way of engaging with the world, playing a wide range of characters, and helping the GMs facilitate the story for the players. These characters will be directed by the GMs, and we will provide you with all costumes and props that you need to play them.

CALLS AND MECHANICS

There are several calls, and physical markers used to represent In Character magical effects and Out of Character safety precautions as outlined below.

CALL	EFFECT
Curse, or Curse [explanation]	You are now cursed, and have a disadvantage when getting healed or healing someone. It may include other effects which will be explained after the call. This can only be removed by the ritual Remove Curse. You know if you are Cursed.
Deadly Blow	Target will die if not healed in sixty seconds time. Only effects Incapacitated targets (treat as a melee blow if not incapacitated). Any PC can use a melee weapon to deliver this to an incapacitated target (deadly blows will be given to crew during scenario briefing).
Entice	You must step 5 paces directly towards source of call.
Fascinate [object]	Target must focus their attention on the object named. Lasts until the caller leaves, or the target or their friends come under attack. If combined with a curse, instead lasts until the curse is removed.
Invoke	Used by Seidr to command sprites or those in spirit form.
Invoke Duel	<p>A specific type of Invoke call that only affects those wearing yellow headbands. Once this has been called, the target must retaliate in one of three ways:</p> <ul style="list-style-type: none"> Horizontal slash of their arm across their body (elbow locked) Thrust arm straight in the air, or Circle arm from legs, over the head, and back again (elbow locked) <p>Followed by a thrust back at the caster. The caster must repeat the gesture given by the target and then add a new one, before thrusting back at the target. This process repeats until one side makes a mistake. If the target fails, it is under the command of the caster until someone else claims command over it, or sixty seconds pass without a new command. If the caster fails, they owe a debt to the sprite, who will inform the caster of the nature of this debt and hold the caster to this later. The caster cannot duel the sprite again until they pay off the debt. If the caster is incapacitated while duelling, the duel breaks and neither side wins or loses. Neither party can be involved in another duel until the first is over (attempts to start a new duel fail). If the caster wins, the target may be commanded to take down magic barriers, among other things, using the Invoke call.</p>
Knockback	You must step 5 paces directly away from source of call.

Reflect	Whatever effect you sent to target now also affects you.
Sunder	You are wounded and incapacitated.
Terror	If you hear this call from an enemy you are terrified. While this is in effect you cannot use any VP activated abilities until effect is removed by a horn or calming influence facet. Once the effect is removed you still have your remaining VP to use as normal. Fleeing is not necessary (though sometimes advisable!).
Wither [body part]	The target body part is injured (you cannot use it) until the effect is removed.
<Blue Headband>	Wearer is invisible to all except those that can see invisible creatures.
<Magic barrier>	Represented by a line of yellow ribbon or rope. No one can pass over this unless in spirit form. Sprites the only beings known to be able to destroy magic barriers.
<Purple Ribbon or rope>	Any item that has a purple ribbon attached can be stolen by those who have the thief facet.
<Red headbands>	Wearer is out of character.
<Yellow headband>	Wearer is in spirit form, visible and able to talk but not able to be hit by weapons and are immune to calls except "Invoke duel." You can walk over Magic Barriers.

<CHARACTER <REATION

If you have decided to be a player character for this campaign you and GMs will need to know a few things about the person you will play, that will inform your costuming, roleplaying, and the story the GMs will craft around them. The follow the steps below to create your character:

- 1) Character sheet template can be found here: [Google Doc Character Sheet](#). Please make a copy and then fill it out. Once you are ready to submit for approval simply share the document with sagalarpnz@gmail.com.
- 2) Please make sure you answer all the questions on the front page, these will help inform the GMs about the core of your character. These include choosing your [Clan](#), [Bonds](#), and [Gender](#).
- 3) Write a background for your character, this needs to be no more than 1000 words, and should only include the defining moments of your character, when they met the important people, and what events shaped them into who they are today. Please write this in bullet points.

- 4) Choose the [tattoo path](#) you chose at your coming of age ceremony. Each path is dedicated to one of the gods and gifts the wearer two unique abilities in the form of blessings or curses. Members of the path must participate in a daily Worship Offering ritual (conducted by a Godi) to activate these abilities.

TATTOO PATHS

Each tattoo ability is activated by a chant. Any that involve calls will have those in bold, these words need to be particularly clear to the target. With the Curses you may be required to reiterate the effect to the target after the chant. Each blessing and curse can only be used once per day, and is activated by participating in the Godi Ritual *Worship Offering*.

PATH	NAME	EFFECT	CHANT
The Scourges of Hel Secrecy and logic <i>Symbolised by a Serpent</i>	Blessing: Speak with Dead	May be cast on any dead body, including Draugr and Revenants . The target must answer 3 questions. Note: The older the body the harder it is and may require the power of more than one Scourge of Hel.	<i>Harken Hel to my quest, Wake the will up from its rest, Life and lifeless both agree, To Ask and answer questions three</i>
	Curse: Dumbfounded	Target's intelligence and behaviour is reduced to that of an infant.	<i>With Hel's scourge I strike your sense, I flay your mind and leave you dense, Stupefied and simpering, I CURSE Thee into childish being</i>
The Followers of Eir Nurturing and Death <i>Symbolised by a Reindeer</i>	Blessing: Healing touch	Target can re-toss prognosis runes when healing someone - all abilities that flip runes either way are applied again after the re-toss. This can only be used once per healing and cannot be cast on yourself or during your own healing. Note: You can only target others, not yourself.	<i>Hear me Eir and answer true, Give this person hope anew Let this body grow and thrive, Keep our kith and kin alive.</i>
	Blessing: Stilling death	May be cast on Draugr . Target is calmed for length of conversation with caster (other people can be involved but as soon as caster talks	<i>Draugr calm on hearing me, Eir brings you serenity,</i>

		to someone else the effect ends).	<i>Mind and spirit's reconnection, Let's us speak with Eir's protection.</i>
The Way of Odin Knowledge and wisdom <i>Symbolised by a Raven</i>	Blessing: Near sight	You may cast this on yourself to glimpse a clue to the near future. Please consult a GM when using this facet. Once you have used this facet you will become blind in one eye until the end of your next meal.	<i>Odin grant me portent eyes, Show me wisdom of the wise, Let me glimpse the future near, One eye distant, one eye clear.</i>
	Curse: Eye of Odin	You may call "reflect" on a Curse or a Wither effect that you are a target of back on the caster. You are both affected.	<i>REFLECT your Curse in Odin's name, we're both affected by your bane.</i>
The Drifts of Loki Intuition and Subtlety <i>Symbolised by a Wolf</i>	Curse: Heart's Desire	The target must state one goal that they have. This is a magical compulsion that the target is aware of.	<i>Glad to meet someone so nice, Let me give you some advice, Listen closely as you do: My CURSE compels a goal from you.</i>
	Curse: Friendly gesture	The target is put into a state of suggestion. While in this state, the target tries to help everyone and anyone around them to the best of their abilities. Note: this is not mind-control, and their opinions of people stay as they were. The target is not aware they are under the effect. This effect can be broken by you, or by a Remove curse effect.	Chant to activate: <i>With a wisp of a word, I ask Loki to lend me his aid. At a touch of my hand, My charm will be enough to be swayed.</i> Activation: You must shake that person's hand , without any restriction over your wrist, such as a hand, bracelet, or vambrace. Inform them of the effect, and that they are cursed. Cannot be used at the same time as the Seidr ability 'Break the Barrier'.
The Fists of Thor	Blessing: Dual	Target can take a breath once during their next berserker rage.	<i>Redbeard Thor whose mighty roar,</i>

Strength and protection <i>Symbolised by a Bear</i>	Breath	This cannot be cast on yourself.	<i>Is awesome to behold, Bless this Skyld with twice the breath, So they may fight on bold.</i>
	Curse: Blinding Light	Caster may use a 'Wither Eyes' call on a target.	<i>Mighty Thor, hear my cry, Call down lightning from the sky, Strike this foe caught by surprise, I CURSE you blind with WITHER EYES.</i>
The Prides of Freyja Cunning and charisma <i>Symbolised by a Cat</i>	Blessing: Spirit cloak	You may turn yourself into spirit form. You are incorporeal and cannot physically or magically interact with anything but you may speak to others. You are vulnerable to Invoke Duel, and can walk over Magical Barriers. You must wear a yellow headband while this effect is active.	<i>Freyja watch as I perform, Turn me into spirit form. Incorporeal I travel, Let my earthly frame unravel.</i>
	Curse: Alluring step	You may use the 'Entice' call on a target. Only humans are affected by this. Other beings are not affected, e.g. Draugr , Sprites , Valkyrie etc. Once cast, you may continue using the Entice call on your chosen target as many times as you wish until you are no longer looking at the target.	<i>Cunning Freyja call my mark, Bring them near with this remark, Let them think that I am nice, Summon them with CURSE ENTICE</i>

FASETS

- 5) Choose Facets: You can take as many as you like but you need to have an explanation of why you have this and how you got it (did someone train you? Did you spend years practicing?).
 - a) Some of these require a ritual to prepare, or give you access to rituals, and if so please see the section on Magic or the separate document on Religious Rituals.

NAME	USE
Acolyte	Required for Godi after character creation. You choose 3 Religious Magic rituals you can lead, and may take the Godi facet next game.

Bearskin	<p>Since your first coming of age ceremony, you are a member of the Bjornstokum.</p> <p>You cannot take this facet along with Boarskin, Wolfskin, Godi, Seidr or Hrutar.</p>
Berserker (VP facet)	<p>After completing the berserker ritual (see below) you may expend 1 VP to enter one and only one Berserker rage by roaring later that day. During this time you may use your melee weapons, ignore all strikes, calls, and effects. You are immune to Terror, but cannot start berserking in response to a Terror call. You cannot use any other abilities. The Berserk Rage ends when you cease roaring or you breathe in. Please note: If you are blessed with Dual Breath (by a Fist of Thor) you can take one inhalation within your Berserker roar without the effect ending.</p> <p>Only available to those with the Bearskin, Boarskin or Wolfskin facet.</p> <p><i>Berserker Ritual (used to activate the berserker facet)</i></p> <p>You must complete a ritual to still your mind before a fight. This ritual requires no distractions and a quiet space. You must bring your attention to each of your feet, calves, thighs, lower abdomen, lower back, chest, upper back, upper arms, forearms, hands, neck, head, face, and whole body without distraction for 5 deep breaths for each body part (restart the count if your mind wanders or you cannot exclusively attend to the area). After this, any one time within the next few hours after completing the ritual you may enter a Berserker Rage. You must repeat the ritual to use Berserker again.</p>
Boarskin	<p>You are a member of the Svinfylking.</p> <p>You cannot take this facet along with Bearskin, Wolfskin, Godi, Seidr, or Hrutar.</p>
Breath of Odin	<p>You are a lucky person to be around and able to bestow the Breath of Odin on another person once per sunrise, which allows someone (whether they are patient or healer) to flip over 2 runes during the prognosis stage of healing.</p> <p>You must be an omnispirit gender who is bonded to Skyldingheim's Disir to take this facet.</p>
Calming influence	<p>You can remove "Terror" effects on people. You must guide a person one-on-one to breathe In for 5, Hold for 5, and Out for 5, and repeat these 5 times. The pace of each count should be equivalent to "one-Skylding, two-Skylding..." etc, with you setting the pace out loud.</p> <p>Cannot be used on yourself.</p> <p>Cannot be used while you are under a terror effect yourself, or a wither tongue effect. Only able to be taken by people with Laeknir, Seidr, Godi, Skald, or Skati facets.</p>
Godi	<p>You are a Godi and have dedicated your life to the gods. You can perform Religious Magic including rituals you find in game. Also, you may see those who are invisible to others (blue headband).</p> <p>You cannot take this facet along with Bearskin, Boarskin, Wolfskin, Seidr or Hrutar. Requires Acolyte if taken after character creation.</p>

Heir	<p>You are one of the children of a Skati and may be in line for the position of Skati should they vacate the role. Concept must be approved by GMs.</p> <p>Please note: this is not a guarantee that you will take their place during the campaign.</p>
Herbalist	You may make the starting potion recipes and any found/learned in game. Requires Runic knowledge.
Hornblower (VP facet)	<p>You may, once, blow your prepared Enchanted Horn. All allies including yourself cease being Terrified. You must prepare the horn once each day with the Runesmith ritual Enchant Horn. You may use this while Terrified yourself. You can revive your ability to use the horn through a Second Wind.</p> <p>Horns must be prepared by Must be a Skald, Skati, or Jarl to take this facet.</p>
Hunter	You can lead expeditions into the forest. This means that you can approach GMs to initiate an encounter in the forest. There will be a delay before the encounter is ready, the GMs will inform you where and when the encounter will take place. You may follow footprint trails or glow stick trails. Must be a Wolfskin to take this facet.
Inspiring (VP facet)	<p>You can tell a story, recite a poem, or sing a song inspired by a tale about Skyldings or Skyldingheim. Any listeners will have their VP increased by one until their next meal. Multiple inspirations do not stack.</p> <p>Must be Skald to take this facet.</p>
Jarl	<p>You are the leader of the Skyldings.</p> <p>You must be voted in at a Thing by a majority of adult Skyldings.</p> <p>Cannot take at character creation.</p>
Laeknir	You may use a healer's kit to treat Wounded or Incapacitated people, and Runestones to foretell their prognosis (see Healing section for details).
Navigator	Can lead expeditions by boat. This means that you can approach GMs to initiate an encounter travelling to areas on the region by river or sea. There will be a delay before the encounter is ready, the GMs will inform you where and when the encounter will take place.
One handed melee weapon Master (VP facet)	<p>A Runesmith must first enchant your melee weapon. You then expend one VP to bond to it. You may use one "Knockback" call as you strike someone with your Enchanted Weapon. You may use a Second Wind to replenish your ability to use the Enchanted Weapon.</p> <p>Weapon must be prepared each day by the Runesmith ritual Enchant Lesser Weapon.</p> <p>You may only have one weapon master facet prepared at a time. Cannot be used while Terrified.</p>
Permanent Injury	You have been injured in a specific area (you can pick) and have a permanent disability. See injuries below for details. This can be taken at character creation for roleplaying reasons, or may be acquired during game.

Possessed	Your Vordr has been unable to protect you against another entity. This entity controls your body and has access to your memories. You now play this entity as your new character until this state is fixed. Cannot be taken at character creation. Available only by GM input.
Ramskin	You are a member of the Hrutar . Pre-requisite: Skald Cannot be taken alongside Bearskin, Boarskin, Wolfskin, Seidr or Godi facets.
Runesmith (VP facet)	Can use the starting enchanting rituals and any found/learned in game. Pre-requisite: Runic Knowledge.
Runestones	You possess a set of stones, or tokens, with 24-26 runes. This is needed for the Laeknir, Godi, Runesmith, and Seidr facets.
Runic knowledge	You know how to decipher and write runes. You will be given a key to the Skylding runes.
Second wind (VP facet)	Kneel and take 5 deep breaths and use one of your VP. You can use this to do one of : - Restore all lost HP. - Ignore the effects of a melee strike or a “Sunder” call - Replenish the use of an Enchanted Weapon, Drum, or Horn ability You may do nothing while kneeling. Cannot be used while Terrified. If you are Incapacitated you cannot use this ability. If you are struck while breathing for the Second Wind, you are Incapacitated and dying.
Seidr	You are a Seidr and know how to channel the power of the ancestors. You can perform Ancestral Magic, both the starting spells and those learned in game. You cannot take this facet along with Bearskin, Boarskin, Wolfskin, Godi or Hrutar.
Skald	You are a storyteller, poet, and/or musician.
Skati	You are a leader of a clan. Your word is law, and your clan relies on you for their safety and livelihood. This is an inherited title, for people with the Heir facet. Cannot be taken at character creation. Must give up Ramskin, Boarskin, Bearskin, and Wolfskin.
Thief	May steal artefacts, essence, potions, goods, and plot items. You may talk to a GM to find a person who can help you enter a location by stealth.

Thrown weapon master (VP facet)	A Runesmith must first enchant up to six thrown weapons. You then expend one VP to bond yourself to the weapons. You may use one "Sunder" call per weapon as you throw it at someone. You may use a Second Wind to replenish your ability to use the Enchanted Weapons.
Trader	You may talk to a GM establish a connection with a local of the area who can provide you with resources.
Two handed melee weapon master (VP facet)	A Runesmith must first enchant your melee weapon. You then expend one VP to bond to it. You may use one "Sunder" call as you strike someone with your Enchanted Weapon. You may use a Second Wind to replenish your ability to use the Enchanted Weapon. Weapon must be prepared each day by the Runesmith ritual Enchant Greater Weapon. You may only have one weapon master facet prepared at a time. Cannot be used while Terrified.
War-drummer (VP facet)	Use one VP and begin a rhythmic beat on an Enchanted Drum (that has been activated by the Runesmith Ritual Bless Drum). All allies (including yourself) that can hear this beat do not have to expend their VP to activate an ability from a facet. Once you have stopped beating the rhythm you will need to use a Second Wind before you can use this facet again. You may only have one Enchanted Drum attuned to you at a time. Cannot be used while Terrified. You must be a Ramskin to take this facet.
Weapons	You can use a melee or thrown weapon in combat.
Wolfskin	You are a member of the Ulfhednar . You cannot take this facet along with Bearskin, Boarskin, Godi, Seidr, or Ramskin.

COMBAT

Each character has **2 hit points (HP)**.

Each melee weapon strike reduces your HP by 1.

If you have no HP left, you are **incapacitated**, and you cannot do anything except crawl out of danger, speak weakly, or drink a potion someone else gives you. If you do not see a healer within 5 minutes you bleed out and die.

Please stagger to the **outskirts** of combat when you are incapacitated.

You can increase your HP by wearing **armour**, which increases your HP by 1, and having **enchanted armour**, which increases your HP by an additional 1.

Sunder calls ignore HP, meaning you are incapacitated unless you have a facet that allows you to do otherwise.

Hits to shields do not have any effect to your health, including thrown weapons and Sunder strikes. Other calls affect you as applicable.

You regain HP after a **short rest** (outside of a stressful situation) or using a **Vitality** facet (e.g. Second Wind).

You also start with **one permanent Vitality Point** (VP).

Vitality Potions provide you with one temporary VP, until it is expended.

Inspiring Skalds can also provide you with one temporary VP, until it is expended.

Blessing: Vital Boost (Godi Ritual) provides you with one temporary VP, until it is expended.

Each source of VP only provides 1, but different sources stack to a maximum of 4 VP (3 if you permanently expend one during a healing process).

Permanent VP can be used again after a meal. Temporary VP must be re-acquired.

You may once (during the campaign) permanently reduce your VP by 1 (to zero with new temporary maximum of 3) during the prognosis stage of healing to improve your chances of surviving.

People with the **Second Wind** facet can use 1 VP to regain their expended HP, or several other effects, requiring 5 deep breaths while kneeling and doing nothing else strenuous.

People with the **Berserker** facet can do a ritual and spend 1 VP to ignore all damage and calls, while they maintain a roar. The effect begins once the roar starts. Any intake of breath or ceasing the roar ends the use of the facet, except when using the Dual Breath ability of the Thor path.

War-drummers can spend 1 VP to use an **Enchanted Drum**. Any ally in hearing does not have to expend any VP to use Second Wind or Berserker (once per Berserker ritual) effects so long as the Drum keeps its beat. Terror still stops these abilities being used, including the Drum (though see Berserker above).

Most **Enchanted and Blooded items** require 1 VP (from the wielder) as part of bonding to it during the enchanting ritual.

Terror calls stop you being able to use VP for any reason, and it interrupts all VP-related facets you are using (e.g. Second Wind, War Drummer, Enchanted Weapon), unless you have taken a **Calming potion** beforehand. You may only regain the ability to use VP-related facets when the Terror effect is removed (e.g. from a Hornblow or the Calming Influence facets).

HEALING AND DEATH

If you are Wounded (down to 1 HP left) or Incapacitated, you need to see a **Laeknir** (Healer) as soon as possible.

Laeknir's can heal your injuries by using a bandage, fake blood, and/or surgical procedures.

After this, they then consult the gods for your [Prognosis](#), by tossing five Runestones.

- If Zero Runes turn up on the throw, you succumb to your injuries and are **Dead**.
- If One Rune turns up on the throw, you have a **permanent Injury**. You choose the corresponding Injury from the list below and add this as a new facet to your character.
- If two or more runestones show face-up you are **healed up to full HP**.

If you are wounded (down to 1 HP left) and not healed within approximately 10 minutes of a fight ending, you become Incapacitated.

There are three ways characters can **die**:

- If you are incapacitated and don't receive healing within 5 minutes
- If you have been struck with a DEADLY BLOW call and don't receive healing within 1 minute
- If the healer fails to save you from your wounds

Once a player character is dead, they can stay on their deathbed for 5 minutes to impart their last farewells, but then the player must report to the GMs.

Death is permanent, there is no coming back to life for this character.

However, in some circumstances, the GMs may ask you to roleplay your character as a [Revenant or Draugr](#) after your character has died.

If the outcome of prognosis is **permanent injury**, you (patient) picks from the following:

Crippled - A limb of your choice is unable to be used to full effect. Hands cannot wield weapons or shields or lift heavy objects. Legs cause a limp and cannot be used to run.

Amputee - The limb is lost and unable to be used; this must be physically represented, e.g. strapping the lower leg or the forearm to the rest of the limb. The amputated limb is immune to Wither effects (though remaining limbs are still vulnerable to them).

Blinded - One eye is lost and cannot be used. This must be physically represented with an eye cover. For safety reasons, GM approval is needed to play a completely blind character.

Deafened - You are deaf (roleplay accordingly). Note: do not physically block your ears OOC, as this is a health and safety hazard.

Locked Jaw - You cannot speak words.

Mild Head Wound - You may only speak using at most two-syllable words.

Moderate Head Wound - You may only speak using at most one syllable words.

Major Head Wound - You suffer amnesia, forgetting past events, names, relationships, and abilities that heavily rely on memory. You remember how to speak, your connection to the gods, and how to use tools (including weapons).

Permanent injuries are not able to be removed and will remain with your character until they are killed, retired, or the campaign ends. If you receive more than one permanent injury you must pick a different type of injury or a more severe version of one you already have (e.g. you may pick major head wound or locked jaw if you already have mild head wound, and you cannot lose both eyes without GM approval).

HEALERS TABLE

If patient is dealt a DEADLY BLOW call, do steps 0a) and 0b), otherwise move to Treat wound.

0a) If struck by DEADLY BLOW over 1 minute ago	They are dead.	
0b) If Struck by DEADLY BLOW less than 1 minute ago.	Apply pressure to wounded area, then toss the 5 runes. If 2 or fewer are face up, they are Dead. If 3 or more are face up then Patient is still INCAPCITATED, and move onto 1) Treat Wound stage. If two or fewer runes are face up during this stage, instead of being Dead, the Healer may add 2c) Magical Aids to Prognosis (see below).	
1) Treat wound	Healer bandages wound, using fake blood if the patient agrees, uses medical aids, and/or uses surgical procedures based on the injuries received. Note: Medical Aids cannot be used after the runes have been thrown in step 2).	
2) Consult the Gods	The healer then tosses 5 runes, consulting the gods on the prognosis of their patient, then applies the following steps in this order:	
2a) Healer used Medical Aids (splint over a joint, eye patch, or sling). Must be kept on for about an hour or until the next meal.		Flip one face-down Rune face-up.
2b) Problems with Prognosis:	Patient was Incapacitated.	Flip one face-up Rune face down.
	Patient drunk any healing potions since last time they were healed. This penalty is not cumulative.	Flip one face-up Rune down.
	Patient and/or healer is Cursed.	Flip one (or two if both cursed) face-up Runes.
2c) Magical aids to Prognosis:	Patient can permanently expend 1 VP.	Patient recovers to full HP.
	Patent or healer is blessed with Breath of Odin. Once per sunrise per source of Breath of Odin.	Flip 2 face-down Runes face up.
	Healer is blessed with Healing Touch by a Follower of Eir. Once per sunrise per source of Healing Touch.	Retoss the runes and go through process from start.
3) Results	If 0 runes are face up, the patient is Dead. If 1 rune is face up, patient chooses a permanent injury from list above. If 2 or more runes are face up, patient recovers to full HP.	

TRADING

Trading and dealing with goods is an important part of the viking culture of Skyldingheim. Those who have the Jarl's or a Skati's favour know how to find resourceful locals who can help you acquire items (speak to a GM). Depending on the region, level of conflict in the area, and rarity of the items sought, this may take time and/or require a cost.

THIEVING

While theft is outlawed in Skyldingheim, there are those who believe that taking the risk is worth the reward. There are certain items within the game which can be stolen by those who take the thief facet.

Thieves may take artefacts, essence, potions, goods, and plot items. These will all be denoted with a purple ribbon. Once you steal something you must put a note of who you stole from and what it was in the 'Powers that be' box. Note IC penalties for being caught. May not take ANY other type of item – this is real world theft, and will be treated with real world consequences to the player.

You are also able to find underhanded locals who can help you sneak into an area at an opportune time (speak to a GM).

MAGIK

Magic comes in many different forms in Skylding culture, all binding the physical world with the spiritual.

RELIGIOUS MAGIK

The Godi hold the spiritual connection between Skyldings to the gods, and they connect these two worlds through religious rituals. Rituals always contain a verbal component and number of physical objects. Most of the physical components can be reused for future rituals, unless expended, destroyed, or consumed during the ritual. The Godi rituals can be found in the Religious Magic Guide companion document, on the Saga website.

ANCESTRAL MAGIK

Seidr channel the power of the ancestors to affect those around them. In every instance that the Seidr does magic they must name one of their ancestors whose spirit they are using through a chant. Chanting may be done by either speaking the words, or singing the words. If the Seidr is under a *wither tongue* effect they must have this removed before they can perform any spells.

Seidr magic either requires a ritual to call on the aid of the ancestors which takes effect as soon as the ritual is completed or requires preparation of woven strands to be knotted to hold the magic to release later. The weaving and the unweaving (when the magic takes effect) can be done at separate times, however all spells must be both woven and used within one weekend game. There are tales about more powerful weavings that last longer than this short time, but none of the knowledge of how to make these is known to the Skyldings.

NAME	EFFECT
Break the Barrier	<p>This is not a spell, but a knack that all Seidr learn.</p> <p>You may attack someone's Vordr, removing their protection against possession and other threats. You must shake that person's hand, without any restriction over your wrist, such as a hand, bracelet, or vambrace. Inform a GM if you are successful, and against whom this facet was used. You may only use this once per moonrise.</p> <p>You cannot use this at the same time as 'Curse: Friendly Gesture' tattoo facet.</p>
Eye of Terror	<p>Preparation: While chanting <i><ancestors name> hear my call</i> weave four 1 metre cords into a plait. Once weave is complete, tie a knot at the end to secure the spell.</p> <p>Use: At any time you can release the knot and undo the weave and call <i>By the awe of my ancestor, <ancestors name>, Terror</i> to any enemies clustered near you (those in front of you, within sight and hearing).</p>
Magic Ward	<p>Preparation: While chanting <i><ancestors name> hear my call</i> weave three 50 cords into a plait. Once finished the weaving knot the end to hold the magic in, then attach it to the yellow ribbon you are using to represent the wall (cannot be more than 2 metres long).</p> <p>Use: Lay the 2 metre yellow ribbon on the ground while chanting <i>By the protection of my ancestor <ancestors name>, none shall pass</i> while untying the weave to release the magic.</p> <p>Please note: Sprites may break down magic barriers on touch, and spirits (beings with yellow headbands) may pass over them.</p>
Repel Entity	<p>Preparation: You may name the entity and weave three cords of 30cm length around an object that once belonged to the entity.</p> <p>Use: Undo the weave and hold the object in your left hand and hold your right-hand palm outwards towards the entity, you may call "Knockback" as many times as you want as long as you are holding the object. This is often necessary for moving Draugr into a Holding ritual run by a Godi.</p>
Shadow form	<p>Requires:</p> <ul style="list-style-type: none"> 5 Runestones of your choosing A focus - physical item that represent you in the ritual 2 lots of 3x30cm cords <p>Steps:</p> <ol style="list-style-type: none"> 1) Chant <i>In the shadow of my ancestor <ancestors name>, protect me now.</i> 2) Weave each set of 30 cords into 2 plaits, knotting each one at the end 3) Place the focus in the centre and lay the five runes in a circle around it. The circle must be open to the sky. 4) Lift the focus in the air, then touch it to your forehead, then place it in the circle. 5) Tie one of the weaves to the focus. 6) Tie the other weave to your body and release the knot, and undo the weave.

Your vitality now leaves your body, temporarily turning you into a shadow of yourself, your physical body shielded within the spell focus. This focus must stay in the spot that it was placed during the ritual. While in this form you may use other spells you prepared and weapons. If struck with a weapon or call, you must return to the focus immediately, but can immediately leave again good as new. If your focus is lost, or moved when you return you must see the GMs.

Sprite duel	Preparation: While chanting <i><ancestors name> here my call</i> weave three 50 cm cords into a plait. Once the cord is complete tie the weaving around your right wrist. Use: Right hand (with prepared weave attached) held as a three-fingered claw. A small horizontal circle of the right hand by the hip draws up the power, which is then thrust at a Sprite or spirit with a call of <i>By the spirit of <ancestors name></i> Invoke Duel .
Unwither	You repeat a chant <i><ancestors name> cast your healing gaze upon <recipients name></i> while weaving three 50cm cords into a plait. Once the weave is complete, you may unweave it to remove a Wither effect from someone.
Wither Leg	Preparation: While chanting <i><ancestors name> hear my call</i> weave three 50cm cords into a plait. Once the weave is complete, tie a knot at the end to secure the spell. Use: At any point you can release the knot and undo the weave to point to someone and call <i>By the strength of my ancestor, <ancestors name>, Wither Leg</i> . The targets leg remains that way until restored.

HERBALIST POTIONS

Herbalists distil potions from Vaettir essence provided by a Godi (see Spirit Web under Godi Rituals) and magical runes. Vaettir essence comes in blue, red and yellow.

In addition to Vaettir essence, all potions require a Potion making kit: Runestones, a flat stone (which you can inscribe on), chalk (in inscribe on the stone) and a vessel to make the potions in.

Please note: **Do not actually drink potions.** To ingest these potions, pour them onto the ground.

Here is the basic potion recipe. Each potion listed below will have an ingredient list, runes, movement, and place of distilling.

REQUIRES

Vaettir essence component, collected by the Godi ritual Spirit Web.

Herbal component, to be foraged for in the forest. Will be physically represented by a plastic flower with a tag identifying it and a packet of the actual herbal component to be used. Each packet will contain one dose. See Magical herbs section for a list of the commonly used herbs.

Any other ingredients, such as salt, sugar, or ash. These can be traded for or found in game.

Runestones required

Mortar and pestle, or other method of grinding herbs.

Vessel to mix potion, such as a pot or bowl.

Stone to inscribe runes on.

Chalk to inscribe on the stone.

Bottle for essence to go into with a purple ribbon and tag identifying the potion.

METHOD

1. Place the Vessel before you. This is what the potions will be distilled in.
2. Grind the herbal component/s into a rough powder, and sprinkle into vessel.
3. Pour in the Vaettir essence/s.
4. Toss the specified runestones. If 0 are facing up, the potion goes noxious and you take 1 HP worth of damage. The potion is now ruined (Vaettir essence and herb destroyed). If not ruined continue onto step 5.
5. Inscribe face up runes on the blank stone with chalk and place in Vessel.
6. Perform the prescribed movement.
7. Place the Vessel in the distilling place and let it sit for 10 minutes, after which it is ready.
8. Pour the potion into a bottle and tie a purple ribbon around it, with a tag saying what potion it is.

Please note: Any potions created in game may be stolen by PCs or NPCs with the Thief Facet.

These are the potions that all players with the Herbalist facet know from start of campaign. More recipes can be discovered in game.

NAME	EFFECT	COMPONENTS
Calming Potion	You are resistant to the next terror call.	<p><u>Vaettir essence:</u> 1 dose of yellow essence</p> <p><u>Herbs:</u> One dose of Maegthen, one dose of Vattenkrasse, and one pinch of sugar</p> <p><u>Runestones:</u> Uruz, Wunjo, Ihwaz, Sowlio, and Dajaz</p> <p><u>Movement:</u> Place palms on ground either side of Vessel. Raise eyes to sun and breathe in. Bend down to Vessel and breathe out blowing on potion. Repeat five times.</p> <p><u>Distilling place:</u> In sunlight</p>
Cleansing Potion	You are now considered "clean". Can only be taken once you enter a state of being unclean.	<p><u>Vaettir essence:</u> 1 dose of blue essence</p> <p><u>Herbs:</u> One dose of Mugwort and one dose of salt</p> <p><u>Runestones:</u> Hagalz, Berkanan, Naudiz, Mannaz</p> <p><u>Movement:</u> palms facing down wave hands in circles over potion, first right hand clockwise then left hand anti-clockwise. Repeat 4 times.</p> <p><u>Distilling place:</u> Next to rain or running water</p>
Healing Potion	Changes your status from incapacitated to full HP. This lasts until the present danger is over after which the effect ends and you become incapacitated again. These may be taken multiple times. This potion makes your prognosis worse.	<p><u>Vaettir essence:</u> 1 dose of red essence</p> <p><u>Herbs:</u> One dose of Sur Krabbi, and one pinch of sugar</p> <p><u>Runestones:</u> Ansuz, Kaunan, Tiwaz, and Uruz</p> <p><u>Movement:</u> Raise the Vessel and swirl three times clockwise and three times anti clockwise. Place one hand over the top of the Vessel, and close your eyes and take three deep breaths.</p> <p><u>Distilling place:</u> The shade of a tree</p>

Fertility Potion	You have increased chances of conception.	<p><u>Vaettir essence:</u> 1 dose of blue essence, and 1 dose of yellow essence</p> <p><u>Herbs:</u> One dose of Sur Krabbi</p> <p><u>Runestones:</u> Berkanan, Ingwaz, Mannaz, Othila, Laguz</p> <p><u>Movement:</u> Place left hand on stomach, and right hand outstretched, palm facing down. Slowly draw hand into body, passing over the Vessel, and rest right hand over left hand on stomach. Repeat three times.</p> <p><u>Distilling place:</u> Near lovers being intimate.</p>
Infertility Potion	You are rendered infertile for the next day, and will not conceive a child.	<p><u>Vaettir essence:</u> 1 dose of Blue essence</p> <p><u>Herbs:</u> One dose of Mugwort, and one dose of Salt</p> <p><u>Runestones:</u> Hagalaz, Jera, Algiz, Gebo</p> <p><u>Movement:</u> Place left hand on small of back, and right hand in front of stomach palm facing out. Slowly reach out to place palm over Vessel, and then draw hand back to stomach. Repeat 5 times.</p> <p><u>Distilling place:</u> Under the night sky</p>
Sight Potion	Your awareness is less constrained by time and reality. You are in an hallucinatory state (only vaguely aware of your surroundings) until the end of the ritual or for 5 minutes (For non ritual use). Used during certain Godi rituals, or can be used as a sort of drug.	<p><u>Vaettir essence:</u> 1 dose of blue essence, and 1 dose of red essence</p> <p><u>Herbs:</u> One dose of Groblad</p> <p><u>Runestones:</u> Raido, Laguz, Perth, Anzuz</p> <p><u>Movement:</u> Place right palm on forehead and left hand on top of Vessel palm facing up. Slowly lift hand to above head while breathing in. Turn right palm over and breath out while lowering hand to above Vessel. Repeat with opposite hand.</p> <p><u>Distilling place:</u> A shadowed or dark place</p>
Vitality Potion	Temporarily boosts your VP by 1. Once the VP has been used it is gone.	<p><u>Vaettir essence:</u> 1 dose of red and 1 dose of yellow essence</p> <p><u>Herbs:</u> One dose of Maegthen and one dose of Vattenkrasse</p> <p><u>Runestones:</u> Ansuz, Uruz, Algiz, Nandiz</p> <p><u>Movement:</u> Place right hand on chest over your heart, and left hand over the Vessel, slowly turning left hand palm up, palm down. Repeat 10 times.</p> <p><u>Distilling place:</u> Near storytelling or laughter</p>
Vision Potion	You are now able to see and interact with the next invisible creature (blue headband) you encounter. The effect wears off after the conversation ends (you leave the company of the creature, or talk to another person).	<p><u>Vaettir essence:</u> 1 dose of Yellow essence, and 1 dose of red essence</p> <p><u>Herbs:</u> One dose of Fankal, and one pinch of ash</p> <p><u>Runestones:</u> Anzuz, Algiz, Laguz, Isaz</p> <p><u>Movement:</u> Place both hands over eyes and take a deep breath, then slowly move them down to sit either side of the Vessel palms facing inwards and take another deep breath. Repeat twice.</p> <p><u>Distilling place:</u> Near a cold fireplace</p>

RUNESMITH ENCHANTMENTS

Runesmiths draw magic into physical items that they make or imbue with magical properties. Unlike other magic, Runesmith rituals do not require words to be spoken. However, it does require Runesmith tools: runestones, hammer and anvil. Most items require the use of one VP when blessing the item, this VP is always expended by the wielder of the item, rather than the Runesmith.

Here is the basic enchanting method, each ritual listed below will have a list of runes needed, movement for the wielder, and herb to bless each item with.

REQUIRES

Runestones which differ for each enchantment

An anvil to place the item on

A hammer to imbue the item with the magical runes

Herbal component to bless the tools (to be foraged for in the forest. Will be physically represented by a plastic flower with a tag identifying it and a packet of the actual herbal component to be used. Each packet will contain one dose). See Magical herbs section for a list of the commonly used herbs.

The wielder or wearer of the item

Access to water or fire to purify the runes after they have been used.

1. Place the items before you: the anvil, the hammer, and the specific runestones.
2. Take the herbal component and one by one bless each item by slowly sprinkling or brushing the item with the herb.
3. Take the runestones and hand them to the wielder. They will then perform a specific action to imbue the runes with power. It is at this stage when they expend their VP to activate the magic.
4. Take each rune, one by one, and place it on an area of the items surface. With the hammer you will imbue the item with the magic of the rune, by hammering it with 5 blows. Repeat for all runes.
5. Perform the finishing action and pass the item to the wielder.
6. Cleanse the runes used in the enchantment by either running them under water or waving them over a hearth or fire pit.

NAME	EFFECT	RESTRICTIONS	REQUIREMENTS
Enchant Greater weapon	Weapon can now be used by Two handed melee weapon master	Enchantment only lasts till midnight, after which must be enchanted again.	<p>Runes: Uruz, Quiriaz, Ansuz, Isaz, and Algiz</p> <p>Wielder Action: Take runes in both hand cupped together and shake up and down ten times.</p> <p>Herb: Noedel</p> <p>Finishing action: Take weapon by hilt and raise it straight in the air above your head, and lower it slowly to the ground. Wielder expends 1 VP to bond to the item.</p>

Enchant Lesser Weapon	Weapon can now be used by One handed melee weapon Master	Enchantment only lasts till midnight, after which must be enchanted again.	<p>Runes: Ansuz, Isaz, Algiz, Tiwaz, and Jera</p> <p>Wielder Action: Take runes in both hand cupped together and shake up and down five times.</p> <p>Herb: Huggorm Ort</p> <p>Finishing action: Hold sword out in two hands palms facing up. Circle the wielder once. Wielder expends 1 VP to bond to the item.</p>
Enchant Thrown Weapon	Up to six weapons can now be used by Thrown Weapon Master	Enchantment only lasts till midnight, after which must be enchanted again.	<p>Runes: Fehu, Qurisaz, Raido, Kaunan, and Jera</p> <p>Wielder Action: Place the weapons in a circle with a gap in the centre and cast the runes in.</p> <p>Herb: Fankal</p> <p>Finishing action: Toss each weapon from left hand to right hand and back a number of times equal to the number of runes that were face-up when cast (minimum 1). Wielder expends 1 VP to bond to all the items.</p>
Enchant Armour	You can enchant a piece of armour to give the wearer one extra HP.	<p>Enchantment only lasts till midnight, after which must be enchanted again.</p> <p>This HP is healed up during a successful healing if it is within the same day of enchantment.</p>	<p>Runes: Algiz, Sowlio, Ansuz, Isaz, and Ihwaz</p> <p>Wielder Action: Hold runes in right hand over heart and take 5 deep breaths.</p> <p>Herb: Noedel</p> <p>Finishing action: Place right hand in centre of piece and hold left hand up towards the sky, then slowly draw left hand down to rest over right hand. Wielder expends 1 VP to bond to the item.</p>
Enchant Horn	Horn can now be used for Hornblower facet.	Enchantment only lasts till midnight, after which must be enchanted again.	<p>Runes: Anzus, Uruz, Tiwas, Ehwaz, and Dagaz</p> <p>Wielder Action: Take runes in one hand and cup second hand over the top leaving a little opening under the thumb. Lower lips to the whole and breathe 5 deep breaths onto the runes.</p> <p>Herb: Maegthen</p> <p>Finishing action: Hold at each end, raise horn and breathe along length. Wielder expends 1 VP to bond to the item.</p>

Enchant Drum	Drum can now be used for the Wardrummer facet	Enchantment only lasts till midnight, after which must be enchanted again.	<p>Runes: Uruz, Ansuz, Radio, Kaunan, and Naudiz</p> <p>Wielder Action: Take runes in left hand palm facing up and raise your right hand above your head and bring down with swift motion to rest above the left hand. Repeat three times.</p> <p>Herb: Huggorm Ort</p> <p>Finishing action: Wave right hand in a circle around the edge of the drum, and then repeat with left hand. Wielder expends 1 VP to bond to the item.</p>
Blooded item bond	A blooded item is a powerful magical artefact that has a semi-sentience. Runesmiths can only make one of these in their lifetime (see Masterpiece below), but can use this ritual to bond someone to discovered items.	<p>Users of blooded items can only ever bond with and artefact once before it is bonded with a different user.</p> <p>Bonds with blooded items only ever last for one day before the bond fades.</p>	All requirements vary on the specific blooded item, however final movement is always for the wielder to cut their hand and place it on the item, and expend 1 VP to bond to the item.
Master piece	You can create a blooded artefact, a powerful enchanted object that has a semi-sentience and can enter into a blood-bond with a user.	You may only ever make one of these over the course of the entire campaign.	It is expected that you would plan and collect materials over a long period of time (at times consulting the gods through your spiritual guide to know you are on the right path) before embarking on your master project. Once you have both materials and a plan, you must find a suitable place to craft your project, and set out a circle (material of your choosing). You cannot leave the circle until you item is created. The method and materials are entirely up to you, and will have a bearing on the outcome of your creation. Please note, you may only pick the materials and method, not the outcome, the item will take shape in the process. (Please see a GM once the ritual is complete).

MAGICAL HERB GUIDE

These are the known magical herbs used in Skylding magic. Anyone can forage for these, however they are mostly used by Herbalists, Runesmiths, and Godi. These can be foraged for in the forest or traded. For purposes of foraging they will be physically represented by a plastic flower with a tag identifying it and a packet of the actual herbal component to be used. Each packet will contain one dose of the herb, unless stated otherwise on the packet. Other herbs may be discovered in game.

HERB NAME	WORLD	HERB PROP	PROPERTIES
Mugwort	Midgard	Manuka	Purification, sterilisation, void of life
Groblad	Hel	Kawakawa	Invisibility, journeying, astral projection
Vatten Krasse	Nifelheim	Rosemary	Primal, first, unfinished, unshifting, ice, spirit
Huggorm Ort	Jottenhiem	Cloves	Hunting, seeking, prey
Maegthen	Asgard	Chamomile	Magic, sun, fire, joy, light
Noedel	Muspelheim	Nettle	Defense, Thor, attacking, violence, protection
Myrra	Elfheim	Marjoram	Sight, truth, simplicity
Sur Krabbi	Vanaheimr	Peppercorns	Fertility, charm, harvest, healing
Fankal	Svartalfheim	Fennel seeds	Death, anger, pain, hidden things

MAGICAL RUNES

RUNE	TRANSLATION	NAME	MEANING
ƒ	f	Fehu	Wealth, prosperity, fortune
ᚢ	u	Uruz	Strength, will, cattle
ᚦ	q	Qurisaz	Danger, suffering, giant
ᚦ	a	Ansuz	Vitality, divinity, fire
ᚱ	r	Raido	Journey, work, hardship
ᚨ	k	Kaunan	Mortality, pain, healing
ᚷ	g	Gebo	Gift, sacrifice, generosity

ƿ	w	Wunjo	Joy, ecstasy, love
h	h	Hagalaz	Cleanse, destruction, chaos
n	n	Naudiz	Need, desire, wanting
i	i	Isaz	Ice, habit, control
j	j	Jera	Harvest, ending, reward
y	y	ihwaz	Stability, stagnant, roots
p	p	Perth	Fate, luck, prophecy
z	z	Algiz	Protection, conflict, duality
s	s	Sowlio	Sun, success, refuge
t	t	Tiwaz	Victory, honour, praise
b	b	Berkanan	Fertility, growth, sustenance
e	e	Ehwaz	Trust, faith, companionship
m	m	Mannaz	Person, community, ancestors
l	l	Laguz	Potential, future, the unknown
x	x	Ingwaz	Beginning, seed, sex
o	o	Othila	Inheritance, tradition, lead
d	d	Dagaz	Hope, happiness, light
v	v	Evlio	Mist, disguise, secret
c	c	Icini	Truth, knowledge, tree

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