





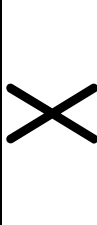

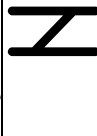
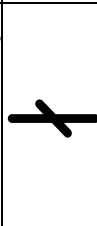
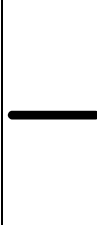

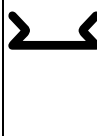
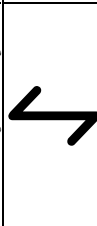
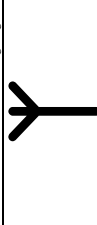

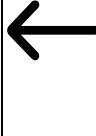

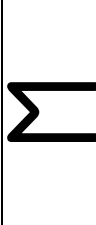
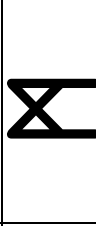
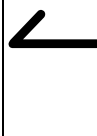
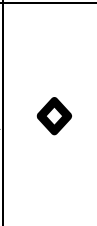
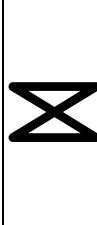
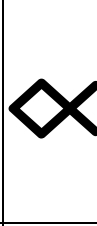





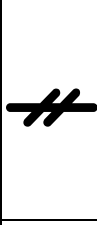


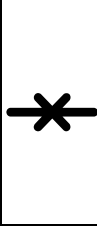
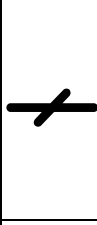
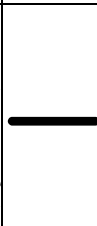
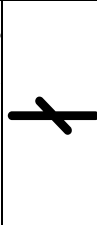
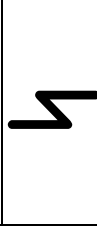
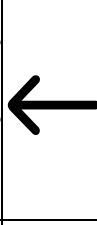
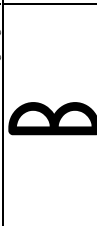
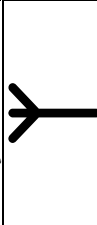
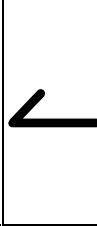
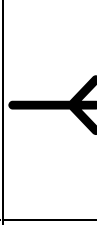
The Elder Futhork

(with Icelandic names)

			
Fé Cattle, riches, possessions, gold	Úr Strength, aurok; creation	Purs Cjantc, croft; overcoming resistance, gateway	Óss Ovinity, signals; commanding voice / song
			
Reö Riding, travel, journey, physical and spiritual	Kaun boat, caruncle, illness; illumination, opening	Cjof Cjift; parenthood	Vin Good fortune; delight, joy
			
hagall Hail; disruption; solid to fluid transformation	Naü Suffer want, crowd, bondage, slavery	Íss Ice; concentration; sacred; unchanging	Ár Year, harvest, good year; return
			
perö Stone, rock; initiation	EO Tree, year; defence; death; decisions	Úr Cik; protection	Sól Sun, power of sun; wholeness
			
Týr Warrior; god Týr; law and order; balance	Bjarkan Birch; growth; birch, rebirth; purification	Eykur Horse; movement	Öaður ODan, husband, human; the Self
			
Lögur Laws; cleansing; flow, energy, life; the body	Ing Phallus; fertility	Öagur Öaj; breakthrough	Óðhal Landing; inherent; separation

The Younger Futhork

(with Icelandic names)

			
Fé Cattle, riches, possessions, gold	Úr Strength, aurok; creation	Purs Cjantc, croft; overcoming resistance, gateway	Óss Ovinity, signals; commanding voice / song
			
Reö Riding, travel, journey, physical and spiritual	Kaun boat, caruncle, illness; illumination, opening	hagall Hail; disruption; solid to fluid transformation	Naü Suffer want, crowd, bondage, slavery
			
Íss Ice; concentration; sacred; unchanging	Ár Year, harvest, good year; return	Sól Sun, power of sun; wholeness	Týr Warrior; god Týr; law and order; balance
			
Bjarkan Birch; growth; birch, rebirth; purification	Öaður ODan, husband, human; the Self	Lögur Laws; cleansing; flow, energy, life; the body	Úr Tree, year; defence; death; decisions

NB: The Vikings used the Younger Futhork, developed in Scandinavia, and not the Elder Futhork.

Quick Pronunciation Guide

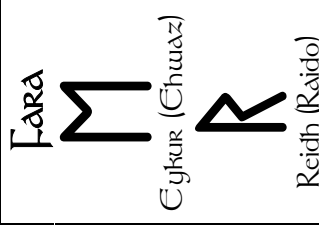
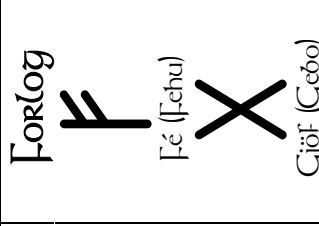
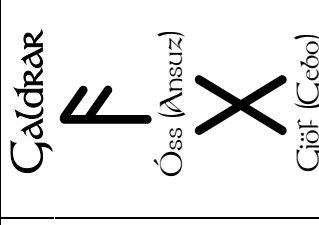
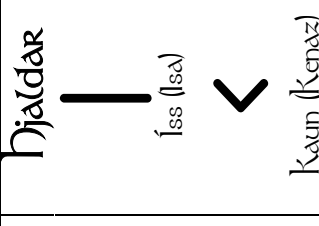
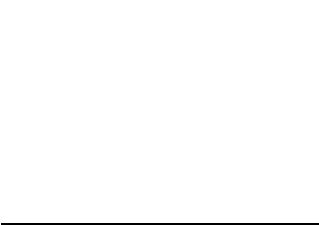
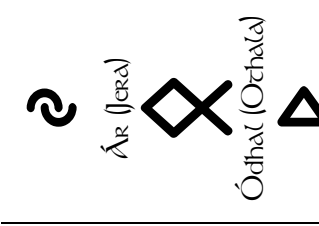
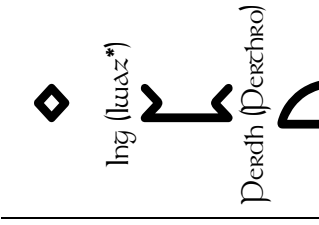
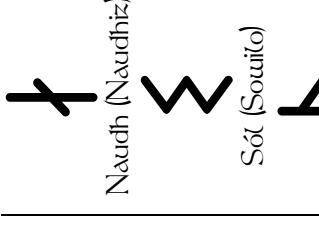
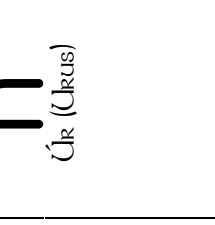
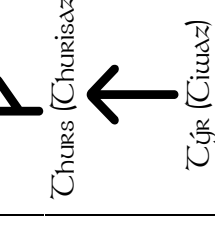
á as in 'law'
 a as in 'father'
 é as in 'pet' but long
 e as in 'pet'
 ú as in 'Sue'
 u as in foot
 ó as in German 'wohnen'
 ö as in 'law' but short

p as in 'Thursday'
 ð as in 'their'
 í as in 'fee'
 i as in 'pit'
 æ as in 'fair'
 j as in 'yard'
 X as in 'sing'
 ý as in French 'rue'

This is by no means a complete pronunciation guide to Old Norse, but it should suffice enough to get a fairly accurate sound to the names of the Elder and Younger (Viking) Futhork.

Valdærmán Foci

These are the runes that, in **Dark Ages: Mage**, are associated with the different pillars of the Valdærmán. These have been translated from the book to correspond with the charts provided; the book's names, which are Germanic, are included in brackets for reference. Although play is set during the Viking Age since some of the runes used in the book were from the Elder Futhark this has been kept consistent; you may reference the Younger equivalent from the chart, where available (runes may differ, but the names more or less stay the same). The Valdærmán may use any of the runes from the Younger or Elder Futhark when carving a spell-song.

Fara	Forlog	Galdrar	Hjaldar
 Eykur (Chuaz) Reidh (Raido)	 Fé (Fehu) Gjöf (Gebo)	 Óss (Ansuz) Gjöf (Gebo)	 Íss (Isa) Kaun (Kenaz)
 Ár (Ara) Ódhal (Othala)	 E Vín (Uunio)	 Ing (Ingaz*) Perdh (Perthro)	 Naurdh (Nauthiz) Sól (Sowilo)
		 Úr (Urus)	 Thurs (Thurisaz) Týr (Tiwaz)

* This is probably a mistake in the book, or in whatever was used as reference. It should be Inguz.

The Principal Gods

Odin is the Valfather (sometimes, All-Father). He was the chief among the gods of the Æsir and then the Vanir when they were united. He sacrificed one of his eyes to the well of Mimir to gain inner wisdom and the power to see the past, present and the future. To gain the knowledge and power of the runes Odin hung upside-down from Yggdrasil, the World Ash, for nine days staring into Niflheim with a spear in his side. His ravens, Huginn and Muninn (Thought and Memory) fly over the world daily to report to him all that goes on. He is the god of magic, wisdom, wit and learning. To the Vikings he also represents war and bloodshed. He is often depicted as an old man wearing a floppy wide-brimmed hat, and a blue-grey cloak. He can travel to any of the nine worlds.

Thor, the god of thunder and the personification of strength itself, by some considered to be the son of Odin, but by many he was just Odin's favourite. He is the protector of all of Midgard and wields his mighty hammer, Mjollnir, which causes lightning to flash across the sky. While faithful to the rest of the Æsir, Thor lives by his own rules, is powerful and quick to temper.

Freyja is the goddess of love and beauty, but is also a warrior goddess of great wisdom and magic. She and her twin brother, Frey, are of the Vanir, a different race of gods, typically more peaceful than the Æsir. She is the queen of the Valkyries (the choosers of the slain in battle who carry them to Valhalla).

Freyr is the horned god of fertility and Freya's twin brother, he was the leader of the Vanir before Odin. He is the king of the elves and the god of success.

Tyr is the god of war and the Lawgiver of the gods. He is excellent in all manners of justice, fair play and right action.

Loki is the trickster god of fire, although he is neither of the Æsir or Vanir. A half-giant he is of a race called the Etwins (Ettentrals). He is the personification of change for good or ill. He was once considered among the gods, but the death of Baldur through a prank earned him the animosity of the gods and he was bound in captivity until Ragnarök. His children include such monsters as Fenris-Ulf and Jormungandr, the Midgard Ujorm. His other children include Hel (goddess of the underworld) and Skopnik, Odin's eight-legged horse.

Heimdall is the gold-toothed guardian of Bifrost, the rainbow bridge (leading to Asgard).

Skadi is the goddess of Winter and the Hunt and is married to Njord, the gloomy god of the sea.

Frejga is Odin's wife and the Mother of All, protector of children. She is said to know the future, but will not speak of it.

The Norns (Urd, Verdande, Skuld) are the maiden, the mother and the crone that maintain Yggdrasil and shape the orlogs (descines) of the Gods and Man.

Hel is the goddess of the dead and queen of Niflheim. The Vikings portrayed her as half-dead, half-alive and viewed her with trepidation.

A Brief Cosmology

In the very centre of the universe was Midgard, the world of Men, this was surrounded by a great ocean in the depths of which lay Jormungandr, the great Ujorm, swallowing its own tail waiting until the time of Ragnarök to rise. Asgard was the world of the gods connected to Midgard by the rainbow-bridge, Bifrost. There was also Vanahaim, the home of the Vanir. Beyond another sea was Jotunheim, the world of the Frost Giants, the eternal foe of the gods. There was also Alfheim, the world of the elves and Svartalfheim, the world of the dark elves. Deep in the earth was Niflavelir, the world of the dwarves. Muspelshaim was the world of fire and Mithheim, the world of the dead, those who did not die in glorious battle to await the end in Valhalla. Growing through all the nine worlds is Yggdrasil, the World Ash, supporting the entire universe. For this reason, ash is considered a sacred tree.

Spellcasting Cribsheet

Simple Spell

Roll: Foundation + one Pillar

If the Pillar's required level is higher than the caster's Foundation, the caster must spend a point of Quintessence.

Difficulty: 4 + Pillar's required level (-1 per extra Quintessence point, up to -3 max)

If the difficulty exceeds 9, then the difficulty remains at 9 but one extra success must be achieved per excess point.

Complex Spell

Roll: Foundation + primary Pillar + 1 die per additional Pillar involved in casting

If the primary Pillar's required level is higher than the caster's Foundation, the caster must spend a point of Quintessence.

Difficulty: 5 + Pillar's required level + 1 per additional Pillar involved in casting (-1 per extra Quintessence point spent, up to -3 max).

Extended Spell

As a simple or complex spell, except that successes are accrued over a series of rolls until the spell is achieved, time runs out, or a roll botches. The time between rolls varies with the task. Quintessence may be spent per roll to lower the difficulty (-1 per point, -3 max)

Ongoing Spell

As an extended spell, but ten times the usual successes must be achieved. Quintessence costs: 1 point per success, plus 5 points per level of the highest Pillar involved. Willpower cost: 1 point per 10 Quintessence points spent.

Resisting Magic: Perception + Awareness (diff. 8) to reflexively detect spells being cast upon them just before it takes effect. Dexterity + Dodge roll (difficulty 6) for physical spells like lightning bolts or fireballs. Mental spells are resisted with Willpower roll plus expenditure of temporary Willpower.

Cancelling Spells: Simple, Complex and Extended spells can be cancelled at will. Ongoing spells require 1 Quintessence to be spent per 10 points used to create the effect.

Belief: Using something that subscribes to local superstitions and beliefs negate a single 1 rolled for the casting. The belief in question must still be able to fit into the mage's views on the world and magic, or at least be able to grasp it to some degree.

Duration

Normal Casting Duration

One success: One turn

Two successes: One scene

Three successes: One day

Four successes: One month

Five successes: Six months

Six or more successes: ST discretion

Hurried Casting Duration

One success: One turn

Two successes: Three turns

Three successes: Five turns

Four successes: Ten turns

Five successes: Twenty turns

Additional successes add another twenty turns (i.e. six lasts for forty turns, seven lasts for sixty turns, etc.)

Distance

Normal Casting Duration

One success: Self or up to 20 ft

Two successes: Up to 100 yards

Three successes: up to 10 miles

Four successes: Up to 500 miles

Five successes: Constantinople to Iceland

Six or more successes: ST discretion

Hurried Casting Duration

One success: Self or up to 3 ft

Two successes: Up to 20 ft

Three successes: up to 100 ft

Four successes: Up to 100 yards

Five successes: Up to a mile

Additional successes add multiples of 5 (i.e. 5 miles at six successes, 25 at seven successes).

Quintessence: Spending & Regaining

- Lower difficulty of magic rolls (max -3).
- *Must* be spent if Pillar is greater than Foundation.
- Spend extra point for special effects.
- Without Fount a mage can only spend up to 2 points a turn and store 10 points.
- Regained from a Cray or from Tass.
- With Fount, regenerates rating per month.
- Can be harvested from some magical creatures.
- Replenish one point a day while in UmbrA.

Valdærmes Magic

Foundation: Blot (Depth of Sacrifice)

The foundation of runecraft revolves around the rune-caster's conviction.

- Wisdom of the Runes enters into the Valdærmes spirit, and he feels the touch of the gods upon him. He feels the pervasive sorrow of impending doom and is attuned to it, drawing strength from the fate he shares.
- The rune-caster at this point comes to see that all things are sacrifice. She has, literally, learned to bleed her power. When suffering damage from any source, the Valdærmes may opt to use that damage as a magic focus for a number of turns equal to her Blot score or the number of Health Levels sustained, whichever is less.
- He can see that he is being transformed by his practice into an instrument of the will of the Æsir.
- Unrestrained by uncertainty or doubt, she draws power from the terrible inevitability of death.
- Rune-use and power (beyond mortal imagining), the rune-caster now keeps company with the Gods. The Valdærmes may pour out his life into his magic, suffering unspeakable Health Levels of total damage that must be healed non-magically, allowing him to add one die per wound level to a single casting roll.

Fara

(Mysteries of Travel)

Runes: E R

- Attuned to motion, movement on the literal as well as conceptual levels. Can perceive motion, source and destination.
- Exercise small degree of control over movement. Can move desires into people and insinuate feelings of wanderlust, can direct the immediate vector of even concepts. Can also escape any physical confinement, given time and a bit of work.
- Walk through any unsolid physical medium (such as air or on water) and can ward against mental confinement, control or intrusion, or shake them off. Can redirect motion and can enter the Shade of Yggdrasil (Denumbra).
- Project thoughts, read minds, change surface thoughts, bring others into the Denumbra, walk to the other worlds. Can dictate the motion of a non-resisting group, idea or individual easily, and overcome resistance with effort. He can also transport himself through space, possibly carrying others or objects.
- May physically enter dreams, journey to (Svart/Alfheim and Nifheim). Move locations or groups of people largely at will. May enter the astral world(s), leaving own body behind, bestow boons or woes of travel upon a single being, group or concept.

Forlog

(Mysteries of Luck and Fortune)

Runes: F G J O W

- Seek out treasures, people, places or ideas that could be of benefit, lead to comfort or otherwise result in profit or happiness for the mystic.
- Create feelings of well-being, accomplishment and contentment in others. Being small runs of good fortune when in need. Others feel more at ease in his presence, sense of goodwill and success seems to follow in his wake.
- Can find larger windfalls. Few can avoid being entranced by the fine words that drip like honey from his silvered tongue. So long as he puts in a bit of effort, he will want for nothing.
- Gold from thin air, open hands of friendship from even the direst of foes, control the good fortune of individuals and small groups.
- Can bring success or failure at will to a person, group or venture of almost any sort. Can virtually guarantee that a concept or movement will be successful or fail if he so wills it. Beloved by complex strangers.

Aura

A Valdærmes is filled with an Aura of Empiness, often appearing forlorn, cold, or lonely, even when celebrating. Valdærmes receive their Aura modifier on any roll affected by this disconcerting feeling.

Vadærmes Magic

Galdrar

(Mysteries of Magic and Secrets)

Runes: A G ñ P U

- See magic for what it is, will recognise lies and codes, able to discern disguises and hidden chambers when their eyes pass over them. Knows when something is not what it seems or is deliberately concealed.
- Can draw out secrets from hiding to look on them and learn the truth, will always see the true feelings in the hearts, and their emotions, regardless of what they say or do. Ability to spy and speak with spirits, and can know the purpose of magics, even when it is not obvious.
- Can step into the shade of Yggdrasil and may summon spirits of nature. Can read minds and speak in thoughts, may glance into the past or the future, seeking truth in the metaphors she finds there. Gains some control over secrets and may make a person, object group or idea better known or more obscure.
- Speak to any being that has a language, can decipher the hidden meaning of nearly anything, no matter how obscure or enter the deepest thoughts and hidden dreams of any sentient creature not warded against them. Can become invisible or silent, can see the workings of fate and may discern beings with a special Destiny.
- Can manipulate the thread of fate (like the Norns, changing the destinies of people, organisations or ideas. Seek an audience with the gods and summon up the hidden power of a place to create a cry. Know a man's past, present or future at a glance, those who receive the Valdærmes are remembered by none.

Odigating Backlash

For the first I rolled the caster may spend a single point of Quintessence to negate it. After that the cost becomes increasingly doubted (three points for two 1s, seven points for three 1s, etc.). (Spending more than two points a turn requires the Joint background.) By this way the caster may reduce the effect of the Backlash or even negate it completely, turning the roll from a botch to a straight failure.

Hjaldar

(Mysteries of Battle)

Runes: I C N S P T

- Attuned to the essence of conflict and can sense violent intentions in another and the sources of tension or discord. The source of conflict can be detected. Areas, people and objects saturated with the essence of battle are also apparent.
- Create minor sources of conflict between persons or groups in proximity to one another. May enchant weapons and armour to cause aggravated damage. Command feelings of discord, courage or general combativeness.
- Call upon the power of flames and ice to cause damage. Command predatory animals, fearless and strong beyond mortal limits. Command instruments of battle.
- Speak with a voice like thunder, shape-shift, animate weapons and armour, speak blood-fueled between even the closest of allies.
- The touch of the Valdærmes hand shakes the ground like a dragon's footsteps, can summon the spirits of battle and command lightning. May shape-shift into a half-man, half-beast self capable of using weapons. Lead an army as a god, destroying concepts, hierarchies and ideals as well as mortal men.

Foci

For each pitlar, until he better understands the nature of magic, a mage must have an item of some sort, which is a focus for his magical powers. A Valdærmes's Foci are his runes and spell-songs. The men would sing their spell-songs while the women would chant and recite. Casting, carving and painting runes while singing a spell-song (if casting a rote) are the methods used by the Valdærmes in the practice of their craft. A focus is needed for each pitlar in complex spells.

For each level of foundation beyond the first a mage may discard the need for a focus for one pitlar (of his choosing).

However, using a focus when it is unnecessary lowers the difficulty of the casting (minimum 4).