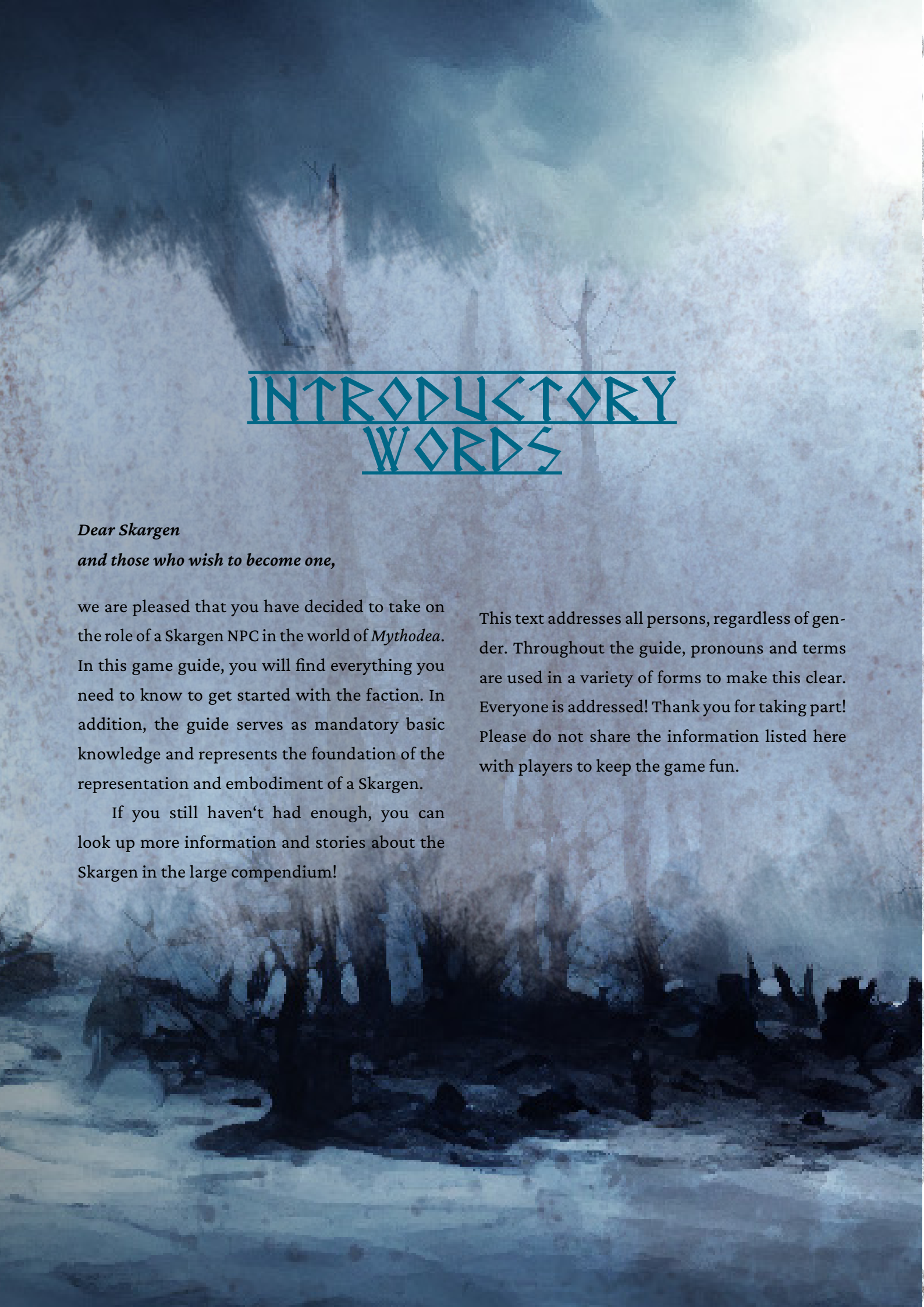




SKARGEN
GUIDE
2023



INTRODUCTORY WORDS

*Dear Skargen
and those who wish to become one,*

we are pleased that you have decided to take on the role of a Skargen NPC in the world of *Mythodea*. In this game guide, you will find everything you need to know to get started with the faction. In addition, the guide serves as mandatory basic knowledge and represents the foundation of the representation and embodiment of a Skargen.

If you still haven't had enough, you can look up more information and stories about the Skargen in the large compendium!

This text addresses all persons, regardless of gender. Throughout the guide, pronouns and terms are used in a variety of forms to make this clear. Everyone is addressed! Thank you for taking part! Please do not share the information listed here with players to keep the game fun.

WHAT IS AN NPC?

NPCs (Non-Player Characters) can experience just as intense and exciting gameplay as free players. They only have fixed specifications for their appearance, behavior, and backstory. Their character development and even their character death are subject to the direction of the game master. They help the organizer bring the intended plot to life, set the framework for players, and create the desired atmosphere at the event. It is a very important and fulfilling task. Sometimes there are repeated assignments, sometimes NPCs are asked if they want to jump into other roles, and someti-

mes last-minute changes are made - everything is very close to the core of the event, the collaborative story that makes up a LARP. Thank you to each and every one who fulfills these roles!



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CHAPTER 1: THE SKARGEN IN (ALMOST) 10 SENTENCES

... come hither and take heed of the words I speak ...



1. *The Last Flood* of the Skargen is an invasion army that has set out from its homeland to Mitraspera and other distant shores in flight from an unknown threat.

2. The Skargen originated on the continent of *Rhinland*, a cold, inhospitable place full of superstition and dark tales.

3. Skargen come and go with the fog. In particularly important battles and fights, it is even possible for them to rise out of the mist in places where no Hazecaller can show them the way. This often causes confusion and fear among their opponents.

4. The Skargen consider gender differences unimportant, for them, only strength and the favor of the gods count.

5. Where the *Undead Flesh* strives for eternal life and the *Black Ice/Black Dynasty* strives for perfection, the Skargen seek strength by all means – for they believe that they can save their homeland only if they are victorious in accordance with their legends and sagas.

6. *The Last Flood* worships strength in any form, be it the stamina of a huntress in eternal winter, the brute strength of a bear, or a sharp spirit capable of victory through cunning and guile; all

of those aspects are represented in the respective clans of the Skargen.

7. The Skargen of the *Last Flood* are led by the *Fleetmasters*, the champions of their respective clans. Among these, the *Boatlords* lead the *Flood-born*, the warrior women of each ship. They are assisted by three *Shieldmen* each, who perform an officer function.

8. The *Whitemarked* of the Skargen know how to appease the *Devourer* (an undefined threat) with blood sacrifices to save their homeland from destruction, while the *Hazecallers* resurrect the fallen Skargen from the fogs and preserve the knowledge of the people.

9. The Skargen are firmly in alliance with the *Black Ice/Black Dynasty* and the *Undead Flesh* to wage a devastating campaign against the Settlers.

10. The Skargen are based on the clothing of real and fantasy Vikings – both are incorporated, neither aspect dominates.

11. Wait, eleven sentences?! All that remains for us to say is: We hope you have a lot of fun with the Skargen!



CHAPTER 2: HISTORY AND WORLDVIEW OF THE SKARGEN

*... a world that had lost all its worth, yet in the hearts of
the Floodborn, it truly meant everything ...*



HISTORY OF THE SKARGEN

The history of *Rhinland* goes back further than the memory of the Skargen that roam *Mitraspera* these days. Rumor has it that a thousand generations, since the deities of the land had filled the continent with life. Whether this is true is not important, for the world of the Skargen is woven of stories and legends.

Each Skargen hopes deep in her heart that she will be immortalized in a song or tale one day, which will then be sung or told in the halls of the various clans for eternity. An individual Skargen assigns himself to one of the clans, most of which call different geographical areas of *Rhinland* their home.

The cruel *Bodranoor*, who live in the forests and caves; the devious and treacherous *Hadragaar*, who roam the vast steppes and climb the highest mountains; the merciless *Turameer*, who brave the mighty fjords and dark seas; and the icy *Norduur*, who hail from the barren ice deserts and tundras and seem to fear neither ice nor cold.

Almost nothing is known about the origins of this continent, which is as diverse as it is ruthless. The Skargen firmly believe that their deities created the continent for them. The majority of the Skargen acknowledge that far away from *Rhinland* there are not only their own gods, but also other powers and beings. But why would one worship a foreign deity when the strength of *Rhinland*'s deities is demonstrated every day through the

powerful and reckless natural phenomena of the continent?

Since *Rhinland* has been populated by the Skargen for many generations, it can be assumed that the Skargen are familiar with their continent to a large extent. From the point of view of the settlers, however, *Rhinland* is completely unexplored.

The one thing that begins to settle into minds of *Mitraspera*'s citizens is a fact that is already burned into the minds and lands of many civilizations across *Mythodea* as a whole. In their individual search for strength and glory, as well as due to their collective need for resources to offset the harsh conditions on *Rhinland*, the Skargen have become a literal scourge outside the protective mists of *Mitraspera*. Dreaded is the sight of their longboats, which promises hardship and doom for their chosen target.

For the Skargen, this is part of the order of things. If you are strong enough to defend yourselves, you deserve your riches, if the Skargen prove stronger, then it is by right theirs for the taking, although territorial conquest is not their ultimate goal, but just a means to an end.

You can learn more about the background in the big compendium!



RHINLAND CULTURE AND UPRISING

The most common example of Skargen loyalty that is known to *Mythodean* cultures is that of a crew of a Skargen ship. Loyalty to a crew supersedes all other ties a Skargen might have towards his people back on *Rhinland*. For the duration of the voyage (and, if further sorties are planned, also in between those sorties), the ship becomes everything to the individual. Its success is the success of the crew as a whole and while it may be prestigious in and of itself to hold a title like „boatlord“, honor and legend are shared by the crew as equals, while the resulting plunder goes back towards supporting the homes of the individual crew members.

Back in *Rhinland* though, Skargen identify first clan, then by village and last by their family. Needs of the clan supersede the village and so on. The clan is governed loosely through a series of irregular clan “Tings”, in which every Jarl of a clan’s villages is offered one seat and voice. The Jarls in turn are leading and representing their villages, usually in concert with the village Hazecaller. “Election processes” of a Jarl can vary wildly between villages. While one Jarl might be elected by vote of the village families, another might lose his high seat to a victorious opponent following a duel.

The individual family, led by its respective “Huved” though is the most personal bond a Skargen cherishes. From an outside look, conver-

sational tone may be harsh and unfriendly; and for some, family is just another way of pooling resources to gain strength. But for most Skargen, family is the only place to find unconditional support - given that the Skargen’s position in his family was indeed well-earned.

That place is earned through daily hard work and constant commitment to the family, the sign that marks this earned place is the “Trial of Names”, the ritual every adolescent Skargen must go through, before having earned his name and right to be heard in the village council. Although the details of this ritual vary wildly between villages, all rituals have one thing in common. The ritual always incorporates individual elements of the clan that executes it, and it is always a struggle in the young Skargen’s life. Neither individual success nor naked survival are taken for granted in the Skargen’s oftentimes ruthless society.

Exempt from this trial is the prospective next generation of *Hazecallers* and *Whitemarked*, though they have their own trials to undergo, the “Trial of Hazes” and “Trial of Hunger” respectively.



RUNES OF THE SKARGEN

Since time immemorial, the Skargen have had a writing system that serves to record stories and myths as well as to exchange information. With the help of messengers and ravens, who are prepared for their tasks in ravenries, there is a lively exchange of messages, sometimes even over many hundreds of kilometers away. Accordingly, many Skargen learn to read and write already in their childhood. Above all, the written language belongs to the profession of the *Hazecallers*, whose task is the knowledge preservation of the clans. Only the monotheistic Skargen, who believe exclusively in the *Golden One*, refuse this cultural asset and can neither read nor write. Thus, they even fear to be led away from the path of the *Golden One* via writings, messages and texts. Instead, they use a kind of crystal to store knowledge. Preferably those that directly record the thoughts and perceptions of the user.

ONLY SLOWLY AND RELUCTANTLY HE ENTERED THE RABHEREL. EVEN FROM A DISTANCE, THE CRIES OF DARK BIRDS COULD BE HEARD, WHICH HAD ALWAYS FILLED HIM WITH DEEP-SEATED FEAR. NO SOONER HAD THE DOOR SLAMMED SHUT BEHIND HIM, SEEMINGLY UNNATURALLY LOUD, THAN A MULTITUDE OF RED-HOT EYES TURNED TO HIM IN THE NOW PITCH-BLACK CHAMBER. SUDDENLY IT BECAME COMPLETELY SILENT, UNTIL ONE OF THE RAVENS CRAWLED DEEPLY AND FEARSOMELY "HEDEN!" AND HUNDREDS OF BEAKS JOINED IN. SLOWLY HE BACKED AWAY THE SHORT DISTANCE TO THE DOOR UNTIL HIS SHOULDER BLADES PRESSED AGAINST THE WOOD. AGAIN AND AGAIN HE TOOK A DEEP, SPASMATIC BREATH TO KEEP HIS GROWING TREPIDATION FROM TURNING INTO PANIC. BUT THE GLOATING CACOPHONY OF THE RAVENS CRIES CAME LOUDER AND LOUDER TO HIS EARS UNTIL HE COULD STAND IT NO LONGER. TORE OPEN THE DOOR AND RUSHED OUT ON SHAKY LEGS INTO THE OPEN.

TJELVAR RABENWACHT



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CHAPTER 3: ROLES, CONCEPTS AND STRUCTURES

*... there she stood, at the prow of her ship,
her gaze fixed on the horizon ...*

The following structures give us the opportunity to have more flexibility in the OT assignments of individual units. This should not create a problem to switch ships IT or OT. Only the *Fleetmasters* are permanently assigned to a clan. The ships

are also usually assigned to a specific clan, this does not necessarily apply to their respective *Boatlords*. If it is necessary for OT reasons or it makes sense IT, even a whole ship can switch clans!



DEFINITIONS AND ROLES

The Last Flood

... is the army of the Skargen. It is the invasion that plagues *Mitraspera* and further distant shores. The backbone of the Last Flood and thus the normal fighters of the Skargen are the so-called *Floodborn*.

The Army

... the Skargen have a military structure, with two main group assignments. The first is the ship on which the Skargen make their the crossing to *Mitraspera*, and the second is the clan to which the ship belongs and its crew is sworn to.

The Fleetmasters

... have command over all *Boatlords* of the ships belonging to their clan. *Fleetmasters* have been elected IT by the leaders of the corresponding clan or by the deities and are responsible for the military command of their ships at the events. They should not take on any off game duties but instead focus entirely on the in game presentation. The OT organization of the ships is left to the *Boatlords*.

Each Skargen Clan

... consists of the associated ships and their *Floodborn*. A clan should be represented by at least 3 ships. A clan is led by an appointed warlord - the so-called *Fleetmaster*.

Each Skargen Ship

... belongs to a clan and has room for about 25 to 40 *Floodborn*. This is both the minimum and maximum for the size of the ships organized under the leadership of a *Boatlord*.

(Application via
skargen@liveactionarts.com
& acceptance by VBs and Regie)



The Boatlords

... are (in the game) captains of a ship and the military leaders of the ship's crews. Additionally, they are the OT contact for the VBs as well as the organizer of a ship and its group. They are assisted by up to three *Shieldmen*.

(Registration & application via
skargen@liveactionarts.com
& acceptance by VBs)

Huskarl

... each *Fleetmaster* is always accompanied by up to two *Huskarls*, who serve as his personal body-guard. They perform different tasks on behalf of their *Fleetmaster*.

(Application via
skargen@liveactionarts.com
& acceptance by VBs and director)

The Shieldman

... has the command over about 10 Skargen from the ship's crew, a so-called Wave, and supports the associated Boatlord. There are 2 to 3 Shieldmen per ship.

(Registration & application
through the Boatlords)

Floodborn

... are the standard warriors of the Skargen army, and without their sheer overwhelming numbers and strength, the Skargen's quest to save their homeland would probably be impossible! The entire Skargen people fight in *Rhinland* to get a place on one of the ships and to be allowed to go to war for their gods. The crew of a Skargen ship is a colorful mixture of the different clans. This means that while the ships are assigned to a particular clan, the Skargen on the ships do not have to be of the same clan as the ship. In the game, one's allegiance is first to the Boatlord and only then to one's own clan.

(Acceptance by the Boatlords)



Boatlord

Shieldwoman



MAGIC ROLES

Hazecallers

... are, together with the *Whitemarked*, the mystical and magical component of each ship. There is one of each of these roles per ship, with the Hazecaller as the main task both OT and IT responsible for respawn. This is done hand in hand with the game masters as well as the *Boatlords* and *Fleetmasters* to decide on further deployment of troops.

The appearances of the magical roles are meant to accompany and highlight the Skargen soldiers in an atmospheric way. The Hazecaller is well matched with her ship, so that respawns, as well as battle chants or sermons, come across in a spectacular manner. This requires a good sense of scenic

buildup and the courage to speak or sing loudly and expressively in front of many people (possibly even when they try to interrupt you).

Away from the battlefields, the Hazecaller provides many of the cultural contents of the Skargen by telling stories, singing songs, and accompanying battles. Reading from bones and similar rituals are as much a part of this particular Skargen remit as drawing warpaint on the fighters, a task they share with the *Whitemarked*.

The *Hazecallers* are treated with reverence and respect by the other Skargen - after all, they preserve knowledge.

(Registration & application with the Boatlords & acceptance by VBs)



The Whitemarked

... represent the other mystical-magical part of each ship. There is one of each of these roles per ship, with the *Whitemarked* mainly responsible for interacting with captured characters. This role can be seen as a sort of spell caster and sacrificial character of the Skargen. Intensely staged blood sacrifices and similarly sinister rituals should convey Skargen culture in a scenic, gloomy way, while also providing a great show and experience to both the players and fellow NPCs. So you need to have a good feeling for the game to be eerie, threatening and evil on the one hand, but on the other hand to keep the players involved in the scene and give them something to talk about later.

Focus of the game should be on gritty blood magic. Telling spells are not desired. *Whitemarked*,

unlike *Hazecallers*, go into battle offensively with their ships and support their own troops with spells that are normally aimed directly at enemies. *Whitemarked* use blood and all sorts of dark components to show that they have already looked into the *Devourer's* abyss.

The *Whitemarked* are viewed with suspicion and fear by the other Skargen - after all, they are probably interacting with the *Devourer*! This is to be seen as an in-game approach and is not meant to have the effect of actively avoiding or marginalizing these roles during the game as a *Floodborn*, but to encourage liftingg them up through your own in-game behavior.

(Registration & application
with the Boatlords & acceptance by VBs)



FROST SHIPS

Similar to the last banner representing a faction of *Undead Flesh* that is not played on Conquest, the Skargen have a special ship concept that exists only at certain events and is not part of Conquest.

These „Frost Ship“ called vessels are ships that unexpectedly appear in certain locations when there is a special mission to be fulfilled. Their crews are chosen from the ranks of all the Skargen, matching the skills needed to fulfill the required task. While part of such a crew, family ties and other acquired loyalties are rendered unimportant - being part of the crew is the infinitely more significant bond.

Frost ships are part of the mystical tales of the Skargen and a popular myth around every nightly campfire.

The members of a frost ship are appointed in secret. Some wake up with the knowledge that their mission was given to them in a dream, others receive their message through the crystals of knowledge storage. No one knows who has given them the message, but all know that it is for the good of all Skargen. For the duration of the mission, all family ties, friendship and enmity are forgotten - only the mission counts.

To symbolise their allegiance to the mission, all members of a frost ship wear special cloaks, which are known in the legends of the Skargen as frostcoats. It is considered a special honor for a *Floodborn* and his or her family to own one of these cloaks.

It is a special feature that the equipment of the deceased frost ship crews always finds its way to remaining family members or friends. So those who wish to do so may also take their coat to other Skargen cons and wear it there.

Frostcoats are seen as a kind of award. They tell a story and serve to keep the myth alive at night around the campfire as part of legends and songs.



FROST COATS

The frost coats, the distinguishing feature of the crews of the frost ships:

It does not matter whether the coats are home-made or bought.

- the coat has the color dark grey.
- the sign of the frost wolf (approx. DINA3) is printed in white on the back (spraying, painting, embroidering, cutting out of fabric and gluing/sewing,...). Everything is allowed).
- Other, frost ship symbols are placed under the large symbol of the first frost ship on which you had your first mission.
- The shoulders, similar to the Watchers of the Wall from Game of Thrones, have sheepskin or (fake)fur on them. The color of the fur is up to you
- just don't use any color - it should not be unnatural colors such as blue, pink or orange.
- small holes and slush stains (white, lighter grey) on the hem of the coat.

The *Whitemarked* woman wears a white faded and dirty coat. The coat of the *Hazecaller* should also be white. Just very clean and shiny. Both have the *Frost Wolf* in dark blue on their backs.

If the cloaks of the magical special roles have a hood, this too may be covered with „junk“ such as drooping knuckles.

Boatlords wear slightly different cloaks for better recognition. The coat of the Sailing mistress is of a clearly recognisable blue colour.



CHAPTER 4: THE SKARGEN CLANS

... welcome young Skargen, you have earned your place within the circle of your forefathers, your family, your clan ...

Among the Skargen there are several major clans. Each Skargen must belong to a clan, as they embody the subtle differences in culture and lifestyle of the inhabitants

of *Rhinland*, both in their presentation and in their customs. These differences should also be reflected in their garb and appearance.



HADRAGAR

The Hadragaar Clan

... sees its ancestors as the incarnate expression of the air that the deities once created to dance in the winds. Moreover, this clan is considered to be particularly fast and skilled, so it is not surprising that they were among the first to lead the invasion. The *Hadragaar* are said to be particularly proud and brave. Like no other clan, the *Hadragaar* know how to train birds; especially rich families indulge in falconry and can exchange messages over long distances. Furthermore, many *Hadragaar* are good scouts and trackers as well as excellent archers.

On *Rhinland* this clan can be found almost everywhere, but mainly on the plains, as the members prefer a nomadic way of life. This is also a reason why almost every other clan believes to be somehow related to this one. Similar to the *Bodranoor*, individual villages can also be found in the mountains. There the *Hadragaar* live in airy heights and not at the foot or even underground. Their ships and clothing are adorned with stained feathers, yellowed cloth, broken arrows, and (fearsome) beasts of the air.



TURAMEER

The Turameer Clan

... sees its ancestors as the incarnate expressions of the water, which the deities once created to swiftly traverse the sea. Since without this clan a crossing would have been much more difficult, it is obvious that the Turameer were among the first to set foot on *Mitraspera*. It is said that the blood of the members of this clan still surges to the beat of the sea.

They are considered outstanding seafarers, but also unyielding warriors, who - like the water - can fight anything from gentle rain (skirmishers)

to the all-consuming ocean (heavily armed units). They work especially well with the *Hadragaar* clan, as they like to goad each other on - like a storm on the high seas. On *Rhinland*, this clan is mainly found along the coasts, fjords or larger rivers.

Their ships and clothing are adorned with water and wave symbolism, ostentatious objects of navigation and (fearsome) animals of the water.



BODRANOOR

The Bodranoor Clan

... sees its ancestors as the incarnate expression of the earth, which the gods once created to be as stubborn and steadfast as the rock itself.

As stalwart warriors of the first ranks, this clan was also found among the first of the Last Flood. A Bodranoor of note is either a hunter or woodcutter, demonstrating physical strength and endurance in the depths of the forests, or a miner, demonstrating the same in the darkness of the earth. Members of this clan are among the best blacksmiths and craftsmen and are considered the most fearsome fighters of the Skargen.

They live either in elaborate settlements carved into the rocks or in caves within the mountains, where they mine ores and precious metals like no other clan, or in wooden villages deep in the forests of *Rhinland*, where they have perfected hunting.

Their ships and clothing are adorned with forest and mountain symbolism, intricate carvings, bones and works of the finest metals, and (fearsome) beasts of the mountains and forests..



NORDUUR

The Norduur Clan

... sees its ancestors as the incarnation of the interplay of light and ice that the gods once created to shine brightly even in the deepest darkness. Stronger than the other Skargen, the Norduur withstand extreme weather conditions and look to the stars to find their way. The warriors of this clan are adept at hunting and skilled at tracking, and they also possess an affinity for the supernatural.

As the best navigators of their people, they guide each of their ships safely through the fog.

Norduur travel in small family groups, joining together in larger family camps only on special occasions and to hold council. They tend to stay at the northernmost points and thus in the coldest parts of *Rhinland*.

Their ships and clothing are adorned with light and ice symbolism, bone carvings and sea glass necklaces, and mystical animals.



CHAPTER 5: FAITH IN RHINLAND

... and so hear their voices and listen to their songs of doom! For it is the gods themselves who thus speak to you to forge you stronger than ever before ...



As mentioned earlier, the Skargen believe that their manifold deities created the land of *Rhinland* as well as all life on it. No Skargen would deny the existence of the deities, for their actions are felt everywhere - whether in violent snowstorms or the shallow ripple of a stream. Strangers might call the Skargen's worldview archaic or childlike, but there are (allegedly true!) traditions in which the sea listened to a Skargen's song and abruptly calmed. Rarer are the tales of great heroes who encountered the gods themselves, whether in the form of a monstrous boar deep in the forest or as a lady formed of ice high atop *Rhinland's* highest mountain peak. It may even be that the faith of the Skargen brought the deities into being in the first place!

These gods are in a perpetual competition with each other to see who is more powerful. The inhospitable *Rhinland*, filled with a thousand dangerous wonders, is proof of this. All life, even the forces of nature among themselves, clash non-stop. Each confrontation is a welcome test of one's strength and endurance. The Skargen, as well as the land itself, are a mirror of the deities: fearless and merciless.

The Skargen faith is further fueled by the fog that surrounds *Rhinland*. Heavily enchanted by magic, the fog moves through the land. Again and again, in legends and sagas, voices can be heard coming from the fog. If a Skargen dies, according to the legends, she enters the fog and must find

her way through it to the halls of the gods. Only for Skargen who have accomplished extraordinary things in their lives does the ship of the ancestors, named Eternity, appear and take them aboard, guaranteeing them safe passage to the halls of their deity.

Without Eternity, walking through the fogs of the realm of the dead is a dangerous undertaking, and many a Skargen who has accomplished nothing great in his life is said to have lost himself in it and fallen prey to the *Devourer*. *Whitemarked*, who already come into close contact with the fogs in the course of their transformation, have experienced a threat of this disappearance on their own bodies and fear all the more to suffer this fate again. Only the *Hazecallers* face this fate with equanimity, as they have learned to shape and control the fogs.

Another peculiarity of the faith is that many Skargen worship all their deities equally, while others accept the existence of the entire pantheon, but only court the approval of a single deity they consider particularly powerful. Often, *Fleetmasters* are the chosen of one deity or enjoy the shared encouragement of several. It is common for Skargen to give their deities distinctive epithets. You will find the most common epithets listed in the respective explanations.



THE PANTHEON OF THE SKARGEN

Gyldra

*Goddess of the Golden Harvest,
(also called the Golden One by monotheists),
the summer child, source of youth,
the voice of reason*

She is the first deity we have introduced, and also the youngest in the pantheon of gods. In the first year, the vanguard of the Skargen relied solely on her word and praised the name of the *Golden One*. But after the devastating first strike on the shores of *Mitraspera*, her closest followers disappeared. Some say that they were searching for an ancient song.

For many Skargen, the *Golden One* is the goddess of summer, of fertility, but also of justice. This justice may often seem harsh and final, but her axe blade separates right and wrong by a hair's breadth. She is the least involved in the competition of the gods and communicates between them with neutrality.

Fuvrun

The Icy Voice, the daughter of the sea, the bringer of winter

Fuvrun is the all-covering winter, the freezing sea, and in many ways symbolizes icy death and thus represents the counterpart to Gyldra. For the Skargen, death is nothing terrible, as everyone hopes to die a heroic death.

Fuvrun is possibly the most dangerous deity in the pantheon, as she equally causes frost to crawl into her own people as well as their enemies. the weak survive neither the winter nor the sea. The icy voice does not negotiate. Those who are careless and fall asleep in her arms are doomed. the sea is also uncompromising: whoever falls asleep at the helm of his ship will soon be smashed against a rock. However, it is the icy harshness of the *Winterbinger* that brings out the strongest warriors and huntresses for perhaps a sacrifice consisting of hunted meat and strong liquor will temper the icy queen.



Askalar

The God of the Northern Lights, the light-bringer, the sky-singer, the cunning one

Askalar is the god of guile, lights and arts. His wit is sharper than many an axe and his mischiefs as incomprehensible as the lights in the northern sky. He is the only one who is able to banish darkness and strike other deities with blindness. His song forms the music of the wind and draws the colors of the northern lights in the sky. In the darkness of the long winter, it is the light of *Askalar* that enables the Skargen to do the most necessary work in the twilight he provides. If his gift is not forthcoming, the darkness imposes its regime on them and they must hope that *Fuvrun*'s cold will not drain them of all their strength if the work cannot be done quickly enough.

Worshippers of *Askalar* are knowledge-seeking, playful, and cunning. They delight in sources of light and are predominantly proficient in the runic script of *Rhinland*. Especially among *Hazecallers*, the worship of *Askalar* is widespread. The inhabitants of the North tell stories about the light of the *Sky Singer* freezing as soon as it hits the sea and later washing up as colored stones on the beaches of *Rhinland*. Thus, no one is surprised that sea glass can be found on the garments of the followers of the *Lightbringer*.

Kovaar

The Smith of Battle, the war master of the gods, the touchstone of strength

Kovaar stands for physical power and strength, whether of the sword arm or the forge hammer. In his name, forces are measured and the power of fire is praised. He is immortalized in battles and on the battlefields of the Skargen. Belief in *Kovaar* is widespread among all Skargen, as their society is based on strength and war. The touchstone rules the battle. In his words, war means destroying the other through brute strength - the better sword arm helps to win, not wordiness and kindness. Those who are weak are of little value in society. „Useless ones“ must be forged into Skargen, meaningful members of society.

In the stories it is said that *Kovaar* does not need a blacksmith's hammer and forge to forge even the most powerful weapons or the strongest Skargen. His fists burn brighter than any ember and sturdier than any hammer. The *War Master of the Gods* is responsible for igniting a fire in the Skargen that must be tested to see if it can be controlled and harnessed like a forge fire, or if it rises to an uncontrollable and all-destroying conflagration. It appears to its followers in a blood and battle frenzy or during special efforts of strength. At the same time, stories are told of him striding through *Rhinland* in disguise and inconspicuous form, challenging Skargen he encounters to all manner of contests.



Skyvari

*The Shadowbringer, the dark one,
the uninvited one*

The worship of the goddess of night dates back to the early days of *Rhinland*'s settlement, when shadows were long and days were short. However, as the land was increasingly cultivated and light and fire entered the homes of the Skargen, the other gods joined forces to challenge Skyvari's supremacy in the worship of the Skargen. One by one, shrines to the Shadowbringer were rededicated and offerings were made to other deities now more important for daily survival.

Deprived of her position, the goddess turned her attention away from the mundane darkness and focused on bringing a similar darkness to the minds of unwary Skargen. It is always her whisper that brings nightmares

and leads listeners down the path of treachery, revenge and envy. It is she who receives the most driven of the Skargen and leads them silently, but with open arms, into the darkness. Some, it is said, even lost the core of their self through it, to serve the darkness henceforth as monsters in the darkest hour of the night.

The entrance to their realm, a pitch-black lake in the midst of the fogs, can be found wherever darkness dwells in *Rhinland*, whether in caves, in the depths of dark forests, or in the deepest recesses of the ocean. Anyone careless enough to venture into these places runs the risk of being drawn into her realm and returning as a dark servant.



CHAPTER 6 : THE RESPAWN MECHANIC

... like a living creature, the fog moved slowly but steadily into the village. Where it lingered particularly thick, dark and bloodthirst warriors seemed to form from its billows, bringing icy horror to distant shores with their axes and swords ...



BASICS ABOUT THE RESPAWN

The Skargen are not immortal. On the contrary, they are born and they die in the same lifespan as a human. The gods bestow a special gift upon the Skargen who have achieved victory in arduous trials to secure themselves a place onboard one of the longboats.

When *Last Flood* Skargen are mortally wounded in battle, the call of the deities is stronger than death. Their bodies and souls are summoned to *Eternity*, the ship of the ancestors. There they sail through the fogs as part of its crew until they reach the halls of their deities (final death) or are called back to the battlefield by the voice of the *Hazecallers* and the help of the deities to wage war for the world once again.

While this fantastical ability makes Skargen warriors almost immortal, there are some caveats to this ability. It is, on a personal level, deeply tied to a warrior's belief in his gods. While it is not common for a Skargen to abandon his faith, doing so would most certainly shatter this covenant with his gods. Also, the gods always bless the crew of a Skargen ship as a whole. That means, that when a crew dissolves, usually at the end of their assigned tasks, the blessing of the gods begin to fade away. And lastly, this blessings extends only to death in or surrounding battle. Ill prepared crews, who starve to death, or such things have proven

themselves weak in the eyes of the gods and have lost their right to beg for their favor.

OT information: A Skargen NPC killed in battle will disintegrate along with their equipment and can be „respawned“ by the ritual action of a *Hazecaller*. IT respawn thus takes place with a *Hazecaller*. In this process, multiple *Hazecallers* from different ships can perform respawns on the battlefield at the same time.

Since Skargen bodies and equipment dissolve along with them, players cannot make any attempts to „loot“ anything. The conviction that they will always find their way to *Eternity* makes the Skargen more relaxed about dangers that mortals would shy away from.

The mentioned caveats of the respawn shouldn't apply in most circumstances you will face as an NPC. Death by strong poison for example would be counted as a death surrounded in a battle and therefore not inhibit your ability to respawn. If there are story-related reasons for hampering your respawn, you will be especially briefed beforehand.

Detailed and accurate procedures of an IT respawn can be found in the *Hazecaller* section of the large compendium.



THE DUALITY BETWEEN HAZECALLERS AND WHITEMARKED

A short digress towards interactions with and in between *Whitemarked* and *Hazecallers*:

The *Hazecallers* are the spiritual and cultural guardians of Skargen society. They are the keepers of history and lore and responsible for teaching such to young Skargen. Their word is law in regards to interpretation of godly omens. As such they are revered by Skargen society as a whole and their intercessorship towards the gods is highly sought after by every Skargen, up to even the mighty *Fleetmasters*. Every *Hazecaller* has passed multiple trials during several years of study in a centralized location and an apprenticeship to a fellow *Hazecaller* after that.

The *Whitemarked* on the other hand are seen by the Skargen as a necessary evil. They are ostracized from birth and allowed to dwell on the fringes of society and are presented at the onset of adolescence to the *Devourer*. What the isolation in their childhood has not managed to damage their minds, this event surely did. All *Whitemarked* are, in one way or another, damaged or even outright insane. After all, you can only look so deep into the abyss, before the abyss begins to stare back at you. As such most Skargen try to keep distance from a *Whitemarked* or look upon them with

derision (again, please use this as an incentive for play and not to actively avoid play with your boats *Whitemarked*.)

Ultimately though the *Whitemarked* are useful tools and it is the place of the *Hazecaller* to wield it. Every *Whitemarked* is assigned to “their” *Hazecaller* and often this *Hazecaller* is the only constant social contact within a *Whitemarked*’s life. It is by decision of the *Hazecaller* what the *Whitemarked* is allowed to do and what not. They are also responsible for having their *Whitemarked* be taught the correct rituals, for the *Hazecallers* are the only ones who preserve these rituals, though they would never stain themselves by using this blood-magic.



CHAPTER 7: GARB AND ARMAMENT OF THE SKARGEN

... take this axe boy, it will split the skulls of your enemies! Take this iron armament, it will splinter the brittle weapons of your enemies, and take this fur, it will protect you from the forces of Fuvrun in the nights and on the high seas ...

For all NPCs of the Skargen faction, the requirements below are considered mandatory to represent a Skargen at an official Live Adventure event. The minimum requirements of the respective role or position must be met. Please also pay attention to the teammates from your ship and stand by

each other with a helping hand and good advice. The better everyone looks in the overall picture, the better the particular event will be for everyone involved. The minimum requirement of Skargen garb is needed to participate at an event.



BASIC REQUIREMENTS

The Skargen Garb Bullet Points:

- » All the Skargen wear the deal collar
- » The style of the Skargen is „Nordic“ in the cinematic sense. Primarily fantastical, but also historically inspired to a lesser degree, they are meant to show primarily the vicious and fearsome side of the NPC faction (example of movies and games that can serve as inspiration: Pathfinder, Vikings, 13th Warrior, Assassins Creed Valhalla, For Honor)
- » All Skargen wear war paint on their face or a helmet that covers their face
- » On each Skargen kit there is an expression of the respective faith somewhere
- » On each Skargen is the symbol of his/her ship (good place here is the Skargen collar or a round shield)
- » The garb colors of the Skargen are blue, gray, turquoise/petroleum and brown, as well as black for accent (so use only with restraint)
- » All Skargen wear trousers, ideally Rus or Rus-inspired trousers
- » Skargen use round shields exclusively
- » Skargen wear either headgear or a matching hairstyle
- » There are no gender-based differences in clothing
- » Use of dirt, dry blood, wear, salt marks, and aging of robes are strongly encouraged
- » The following types of fabrics are recommended: coarse cottons, natural fabrics, linen, coarse woolens, loden
- » Foreign styles in garb, weapons, and armor are undesirable

The use of one of the following „cinematic Viking clichés“ is mandatory (at the latest from 2023)

- here, Skargen may choose between the following options:

- » Spectacled helmet
- » (shoulder) fur (recommended)
- » Scale armor
- » Leather lamellar



GARB OF THE SKARGEN



UNDERGARMENT AND FOOTWEAR

MUST HAVE:

Sturdy footwear:
camouflaged OT boots,
good IT boots
OT safety is more important
than IT footwear

NICE TO HAVE:

long (functional) underwear
Supportive socks

No Go:

Light footwear:
sandals, trainers etc.
Barefoot
Large uncovered areas of skin
(leather straps do not count as
coverup!)



BASIC GARMENTS, HAIR AND WARPAINT

MUST HAVE

Tunic/viking coat
Rus, Varangian or
Wide trousers
Deal collar
Warpaint

NICE TO HAVE

Arm wraps
Leg wraps
Greaves
Matching embellishments:
Beads, shells, feathers, braid,
decorative stitches, ribbon
braid etc.

Gambeson (also available in
viking coat look)

Increased weathering: dirt,
holes, salt, blood, filth
(but not undead-level
of weathering!)

Contact lenses reserved for
special roles

NO GO

Tabards
Pirate shirts
Other non-style undergar-
ments
No warpaint
Uncoordinated colored contact
lenses

Note on hair:

If no headgear is worn and the length of the hair allows it, braided hairstyles are the method of choice for the Skargen. Many braids, beads, decoration (e.g. metal spirals, jewellery, glass stones), feather accents (discreet!), „whitewashed“ hair, etc. are desired. Men are also explicitly invited to wear elaborate hairstyles.

Note on warpaint:

If you are wearing a helmet that covers your face, no warpaint is needed. The warpaint colours are derived from the colours for the Skargen! Dark grey tones and black are also allowed! Skargen runes can also be part of the warpaint. Fixing spray, powder or similar will ensure that your warpaint lasts for a long time.



OUTER GARMENT, ARMOR AND HELMET

MUST HAVE

One of the obligatory cliché items (s. p. 44)

NICE TO HAVE

Nordic helmets: goggle helmet, nasal helmet, etc.

Chain mail

Scale armour (leather or metal)

(Leather) brigantine

Lamellar

Ornaments

Signs of age/use or weathering

Varangian bracers and greaves

NO GO

Many plate parts

Plate armour

Knight helmets and armour

Blade breakers

Central european arm- and leggear

Chain leggings

Shoulder plates

Back constructions

Latex or foam armour

Asian, elven, dwarf armour, etc.

Note on helmet:

Here the helmet include protection around the eyes (spectacled) and not just a singular nasal protetion. The spectacle look can also be created by chain elements or similar.

Note on (shoulder-)fur:

Depending on the garb, it does not have to be a whole (synthetic) sheep, it can also be a collar element. Why do we recommend a shoulder skin? The shoulder fur makes all Skargen look wider and more menacing. For the perfect used look, you can grease the fur or fog it with brown and gray acrylic spray.

Note on scale armor:

Care should be taken not to choose scales that are too small and to refrain from a knightly look.

Note on leather lamellar:

Please choose a lamellar that is in the Viking style.

Note on decorations:

In principle, creativity can be given free rein here, from decorations (fur appliqués, small wood ornaments, beads etc.) to embroidery. Unlike before, from now on skulls or bones or parts of them can also be used in moderation to show the „darkness“ within the faction. Please do not use runic embroidery outside the established Skargic runic alphabet and avoid a clear reference to classical Norse mythology, as this is not compatible with the background of the Skargen.



ARMAMENT

Go:

One-handed axes
Two-handed axes (Daneaxe)
Sax
One-handed nordic maces and shafted clubs
Norse one-handed hammers
One-handed Viking swords
Spears / harpoons
Bows (max. 3 archers per ship)
Round shields (between 50 and 90 cm in diameter, preferably with a Skargen logo or ship's crest)

No Go:

Other two-handed axes
Two-handed hammers and clubs
Knight's swords
Epee
Sabres
Parry daggers
Chain weapons
Two-handed swords
Halberds
Powder weapons
Crossbows
Slingshots
All other types of shields

Note on armament:

The armament of the Skargen should match the visual style of the people.

Note on the shields:

In addition to the Skargen symbol, the shields may now also be decorated with the coat of arms of the own ship.



SPECIAL GARB FEATURES OF SKARGEN ROLES

The following brief descriptions serve to help the *Floodborn* on the battlefield in order to better classify and recognize the individual roles. The respective roles can obtain the patterns or the like that are appropriate for them from the VBs.

Fleetmasters:

Half-sided cloak attached to one shoulder, own crest, massive equipment in the style of his clan, and massive armament befitting a champion of the gods.

Boatlords:

Shoulder cloth with symbol of the ship to be commanded, heavier armor (scattered plate pieces are allowed).

Huskarles:

Shoulder cloth with symbol of the associated *Fleet Master*, heavy armor appropriate to the particular *Fleet Master*.

Shieldmen:

Shoulder pennants and hip blankets.

For players of the respective magical special role, due to their proximity to the plot, knowledge of the detailed portion of their special role in the Grand Compendium is mandatory.

Whitemarked:

Faded, predominantly white, druidic-tinged garb. This should look battered and worn. A hood should be incorporated into the robe. Light, grey shades are possible. Other colors should be avoided.

Hazecaller:

Druidic garb with strong hues from the Skargen color scheme. Lots of jewelry and adornment. A hood should be integrated into the robe. A magical focus such as an instrument or smoking skull or similar should be carried.



CHAPTER 8: PLAYING AID

*... and be it the tankards in our hands, our hearths in Rhinland
or even the weathered wood of the oars of our ships!
It's worth fighting for ...*



The playstyle of the Skargen is „Nordic, rough, brutal and cruel“ in the cinematic sense. Primarily fantastical, but also historically inspired to a lesser degree, the most important thing to show is the vicious and fearsome side of the NPC faction (examples of movies and games that can serve as inspiration: Pathfinder, Vikings, 13th Warrior, Assassin's Creed Valhalla, For Honor).

Thus, Skargen tend to be rough, uncouth and brutish, but not stupid or dumb. Your role should always be appropriate to the scenes and situations and not played in a slapstick manner.

The Skargen are not under the influence of an ostracized (verfemt) element, nor are they an ostracized faction. Accordingly, they do not have a collective consciousness such as the *Black Ice/Black Dynasty*, nor are they kept in an unnatural state such as *Undead Flesh* by an energy source such as the Nechathon.

Instead, each Skargen is an individual with no direct ostracized influence, and thus the closest thing to „normal“ humans on the NPC side of the elements. Accordingly, the Skargen are also the faction most likely to have more than one interaction through weapons with players. The attached brief points are intended to help you individualize your Skargen by giving you food for thought in the direction of the settlers and the other NPC factions.



ATTITUDE TOWARDS OTHER FACTIONS

... *the Black Dynasty/the Black Ice*

„Pah, a cold people! No bite is discernible in most of them. Yet ... in their unity, they have turned many a battle in our favour ... “

„Dangerous allies we fight alongside here. Even the most bitter tales make Fuvrun seem warm to these icy hordes of steel.“ But there is unrest in their ranks, something is happening ... may it be the moon?”

... *the Undead Flesh*

„They are not pretty to look at, but some of them would certainly have made good Skargen. If only it wasn't for that smell...”

„How can some of these meatbags even keep themselves on their feet? By Askalar, the one in front, has his arm hanging by threads. That should make for an interesting story....“

„This settler here didn't have enough battle fire for the *Whitemarked* to reap his blood. Take him to the flesh sewers! Maybe they can make something out of him.“

... *the Army of Doubt*

„Bah, scattered survivors of a defeated people. No mass, nor does passion burn in them. They seem to be tolerated, but should they betray us, we will make short work of them.“

... *the Pestilence*

„Away! Away from them! If they head to the left, we'll take our chance and flank the settlers from the other side.“

... *the followers of the Elements*

„Fools, they refuse the signs of the gods! This is our land now.“

„This one has shown strength. Give her a chance to see the error of her ways. If she does not, give her to the *Whitemarked*.“

„Where exactly is this challenge the Boatlord always spoke of? I had more trouble getting from the ship to here than taking this city. The peoples here are softer than a sheep's fur!“



CHARACTER BIOGRAPHY

Answer the following questions for your character

– for more fun and depth in game:

1. What does my character feel love for? What brings an almost happy smile to my character's lips (the crackle of a fire, the sea breeze with spray on the face, a new axe)?

2. What does my character do for himself and others in his free time? How does my character fill his day? Does my character do anything different in his daily life than the other Skargen Cooking, sewing, sharpening weapons, scrubbing the deck, carving quiet something fancy or totally mundane)?

3. My character's deepest, perhaps irrational, fear is ...? Is the character perhaps traumatized (spiders, dreams, fog, crossbow bolts, or the like)?

4. What has my character always wanted to achieve, see or experience? It may be something small (to be immortalized in a saga/song, to conquer the heart of the *Boatlord*, to win the pelt of a certain animal, ...)?

5. To which Skargen do I have the closest bond (family, friend, a boatmate who once saved you ...)?

6. What is a characteristic that each of the Skargen knows about my character (I always carry a torch, I whisper and I am shy, I am quick-tempered and I tend to give in to berserker rage, ...)?

7. For what or for whom would my character die (which deity(ies) or in fulfillment of which task, for another *Floodborn*, his *Hazecaller* or even for an animal friend)?

8. What does my character live for apart from the tasks of the *Last Flood* (to enjoy, to learn, to help, to collect the highest blood toll of his boat, ...)?

9. What does my character detest away from weak settlers (waste of power, gluttony, crooked music, badly told sagas, insincerity, ...)?

10. What secret is my character hiding that he or she will soon reveal in the game to create interesting scenes (I was hoarding food back when everyone was starving and I'm ashamed of it. I was (un-) willingly to blame for X's death, or think I am. I stole X's amulet and wear it in the evening at the fire, or similar)?



CHAPTER 9: SKARGEN ON THE BATTLEFIELD

*... let them hear the terror from our horns, see the
remnants of their comrades at our blades, and welcome
death from the fog into their feeble hearts ...*



BASIC INFORMATION ON FIGHTING

Unlike the other factions, Skargen usually do not form a clear line, but rather appear as a large, general mass. Their principle is „chaos in order, order in chaos“. Even when facing a line or orderly array of opponents, Skargen do not conform to it, but will surge up and down, banging on their shields and yelling taunts. This serves primarily to break up what is often perceived as a boring and uneventful period of endurance in facing lines of battle. But also the atmosphere of the battlefield is supported by it as well as the wild culture of the Skargen is transported with it. One should perceive the *Floodborn* already from a distance because of their battle cries. Also clearly as IT recognizable mockery belongs to the normal behavior of a Skargen.

Nevertheless, it is important that in certain situations a shield wall can be formed quickly - i.e. an orderly formation is adopted swiftly. This should be clearly perceived as a threat, and not as defensive behavior.

Skargen usually refrain from supposedly „honorable“ combat behavior that prioritizes moral judgement over striking power. This is not to say that cruelty and unnecessary violence prevail - but efficiency and success are definitely more important than compassion and

noble behavior towards opponents. Skargen make it a point not to sacrifice too many fighters for victory. The individual Skargen prefers to take prisoners and isolate them behind his own ranks so that they can be deprived of their lives' energy by the (ship's own) *Whitemarked*.

Overall, Skargen are relatively human in action; they have friends, families and relatives. Accordingly, it can also (rarely) happen that a worthless victim is spared and allowed to depart. The *Floodborn* are not mindless, blind killing machines, but they are part of a fundamentally destructive campaign. While individual warriors may well fight each other in the role-playing game away from battle to settle disputes or change military positions, such disagreements have no place on the battlefield against a common enemy: there, the goal is to fight with the highest possible efficiency in order to bring the greatest possible amount of blood to the *Whitemarked* and to lose as few comrades-in-arms as possible.

Skargen are very flexible, and the chaos they can spread should keep players in interesting combat situations for longer, and also draw them out of the often lethargic battle line.



Important Commands

<i>Luv</i>	Advance
<i>Lee</i>	Slow retreat
<i>Bara</i>	Hold position
<i>Thorn wall/Dornenwall</i>	Form shield wall
<i>Gaze/Blick</i>	Command to open the shield wall at a specific point



THE SHIELD WALL

The shield wall of the Skargen should be clearly different from the classical, defensive shield wall. In the shield wall of the Skargen, the first row of the respective group holds its round shields normally in front of the chest and stands with about an arm's length distance to each other. The row behind the first one shall then lift their shields at approximately head height into the created gaps.

This makes it immediately obvious that this is not a defensive, but an offensive behavior. This form of shield wall hardly represents protection, but a threatening, potentially crushing wall. In order for it to work as a tactic and also impress visually, all the skirmishers must know what to do when given the appropriate commands and implement the orders promptly.

Upon a command, the first row charges forward and engages in combat action. Thereupon, the formerly second row now either becomes the first row and holds shields at chest level with an arm's length between them,

so that the skirmishers behind them and replenish the shield wall - or the former second row also attacks on command.

In any case, an organic picture should be created, in which a closed, threatening wall of people builds up for a certain time, but which can just as quickly dissolve into smaller combat units that can attack at different points.

At the same time, the shield wall is supposed to open and close quickly on command to let Skargen pass in one direction or another. If this happens quickly and in flowing movements, it creates a cinematically impressive image of an organic unit.



THE BATTLE CRY

Among the Skargen, pretty much every ship and clan has its own songs and calls to battle. Nevertheless, there are some battle cries that are shared by all. The best known of these is the Flodens børn battle cry.

Leader: Flodens børn -

All: Børn af havet
(Children of the sea)

Leader: Flodens børn -

All: Børn af bjerget
(Children of the mountain)

Leader: Flodens børn -

All: Børn af stormen
(Children of the storm)

Leader: Flodens børn -

All: Børn af lyset
(Children of the light)

Pronunciation:

Flo-thens börn

börn ä hä-well

Börn ä bjer-gell

Börn ä stor-men

Börn ä lüsä



CLOSING WORDS

...there is no end, my daughter! Only the halls of the gods, waiting for those who prove themselves worthy before the eyes of the deities...

Please note that this guide is only an abridged version for ease of entry or quick reference. The detailed versions on culture, garb, individual special roles, etc. can be found in our Skargen Compendium. The compendium is especially recommended for special roles.

Finally, it only remains for us to thank our fantastic community for their diligence and sometimes also their patience.

Special thanks go especially to those who helped us in one way or another with the creation of these guides.

May the deities watch over you ...

The Regie Team, the Ravens and the VBs

If you have any questions or suggestions,
you can always contact us at

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at any time.

Alternatively, we are of course personally available at any major event.



GLOSSARY

Army of Doubt

A people whose homeland has perished and who, along with their masters, doubted the former rulers of Mitraspera

The Black Dynasty

A magical race of seemingly uncaring warriors

Boatlords

Leaders of a ship and the 40 Skargen serving on it

The Devourer

A dark and mysterious, yet largely unknown evil from Rhinland. Also referred to as the „Horror of the Skargen.“

Fleetmasters

Powerful leadership roles and champions of their gods who lead the Skargen people in their raids

Floodborn

The individual members of the Skargen people are also called *Floodborn*

The Fog

Mysterious and magical - or just fog after all?

Hazecallers

Skargen skilled in magic, skilled in influencing and summoning the fogs and preserving the knowledge of the people

Huskarle

Bodyguards of the *Fleetmasters*

Mitraspera

The continent that is home to the Settlers, Tribes and the so-called „Ostracized Elements“



Mythodea

The world in which our roleplay takes place

Ostracized

An altered form of the elements that form both counter-elements and dark magic on the continent of Mitraspera

The Pantheon

The set of major deities of the Skargen

Pestilence

A race that brings disease and death to the battlefields

Rhinland

The barren and dark continent that the Skargen call home

Settlers

Adventurers, heroines and simple people who settled on the continent of Mitraspera

Shield Women

officers on each ship. Usually 3 per longboat in number. They lead about 10 Skargen into battle

Skargen

A race of relentless warriors and warrior women. Most likely to be compared to Norsemen from history and fantasy literature

The Undead Flesh

A race of gruesome and mutilated perpetual warriors who serve an undead queen

VBs

„Verantwortlicher Betreuer“, engl. responsible advisor

Whitemarked

Skargen knowledgeable in magic, respected by society due to their supposed contact with the *Devourer*. Proficient in blood magic



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