

The Wheel of Years: The Axe Age (S1-S2)

NORDVIK

Concerning the Nordvik these things are true:

- The Nordvik are divided between **The Banner**: settled and proud peoples with a focus on personal and family honor; and **The Wolf**: roaming, opportunistic peoples with a focus on victory and personal gain.
- Bannerfolk are divided between several rival kingdoms.
- The Sea Wolves are scattered across many islands and fleets, serving many petty warlords and ship-chiefs.
- The Nysir are the major pantheon. Vött (Odin) is revered and feared.
- If Helleborg falls, the Trolls will invade from Jotunheim. If Valborg falls, the Army of Hel will be let loose.

Season Aim: Shape the Nordvik culture into a more welcoming "host" group. Players must divide along Banner and Wolf lines. Get more cross-cultural play out of the Nordvik—hosts, guests, mercenaries. Nordvik players should seek to explore 'manners' in combat and conflict RP.

Banner Wheel of Years

Notable events of some 20 years ago

~ **23 YA – THE RED YULE** – The Yule celebrations that led to this are punctuated with several births, weddings, and deaths, including both Jarl Halvden and Lady Ingrid.

~ **22 YA – THE YEAR OF BITTER SNOWS** – The winter snows stay heavy into late Spring, smothering the land. Konigen Torrün of Karlhold and her hearthguard vanish while pursuing a rampaging Hrimthursar through the blizzards. When the short summer finally arrives, many wikkmen embark on a march to reinforce the northern fortress of Helleborg against the trolls. This becomes a yearly tradition called 'Gyda's march'.

~ **20 YA – THE SACK OF KARHOLD** – Seawolves sack and set fire to the town of Karlhold before disappearing back to the Whale Road.

Notable events of some 15 years ago

~ **18 YA – THE ALL GODS MOOT** – Devout worshipers of the Nysir, simultaneously discover Runes upon stones in their homes, calling them to a moot at the ancient dolmens of Godtjup Hill. That summer, all manner of strange and miraculous occurrences are reported. No sign of these runes remain.

~ **17 YA – YEAR OF REBUILDING** – The Banner of Karnved chooses Sólveig Njálsdóttir as their new Jarl as Nagli Barrowborn after Steward of Karnved steps down, having fulfilled his role. The construction of a new port city, Rökvinge, begins. Many Jarls, Earls, and even the King of Hjalborg send laborers and supplies to aid in the city's swift construction. Rikvi is chosen as the new Jarl for the people living in and around the city.

~ **15 YA – THRUDOLFS FOLLY** – The young King Thrudolf of Hjalborg unsuccessfully sends forces to try and claim Veidrgad. The tension left between the two opposed groups remains even through the death of the king while whaling a year later.

~ **12 YA – YEAR OF THE KILLING FROST** – In the depths of winter, the temperature dips so low so quickly that it is reported that hundreds of small folk have been found frozen solid. Worse, the fields never fully recover and the roots of famine take hold.

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Notable events of some 10 years ago

- ~ **10 YA – THE GREAT MARCH** – This year, a great call for more help comes to the Bannerlands, and Gyda's March is twice the normal size as previous years. The stories brought back tell that Jotun and other monsters are more numerous than ever.
- ~ **9 YA – THE WEEK OF OATHS** – Magden Thrudolfson, King of Hjalborg, meets with Bannerfolk Jarls; many oaths are struck and King Magden agrees to leave the Bannerfolk of Veidrgad alone for a tenyear.
- ~ **7 YA – THE YEAR OF THE BURNING FIELDS** – During the unbearably hot summer, several fields in Anjord catch fire, destroying over half of the crops in that area. The resulting brush fires smolder as long as a month later. While few villages suffer any significant casualties, large areas of farms and farmland are destroyed.

Notable events of some 5 years ago

- ~ **5YA – FOUL WINDS FROM THE EARTH** – In the fall of this year, as the harvests begin, the fields all over Nodemaen begin to stink with a fetid odor. This is followed shortly by large pockets of scalding water and gas erupting from the ground. Increased temperatures in the land there have led to a longer growing season, but longtime residents are known to experience more sickness.
- ~ **4 YA – THE SUMMER OF SWORDS** – An early thaw and rising tensions lead to a busy campaign season, with battles and skirmishes erupting between Rulers and Jarls throughout the Bannerlands. To make matters worse, the Knights of Altegard—more commonly known as the Order of the Sonne—renew their aggressive attacks. Many warriors make their name while the Bannerlands burn.
- ~ **2 YA – OATHS AND BLOOD** – Vígdi's, Osthaler of the Sea Wolves, and Haldana, the Scion of Kamved, come to serious blows in a friendly sparring match. A grievous wound is purposely delivered by the Osthaler in an attempt to maim or kill the young warrior with little provocation.

Wolf Wheel of Years

Notable events of some 20 years ago

- ~ **23 YA – THE RED YULE** – During the Yule celebrations, a powerful Isehuldra curses a Sea Wolf Warlord to a doom of living ice. His hand, freezing, is shattered and the stump cauterized to halt the curse.
- ~ **22YA – THE SOUTH EXPEDITION** – The explorer Svein the Wanderer leads a fleet of twelve ships south to seek the fabled Sudelands and the fabulous treasures said to lie there. Many would-be Wissfolk heroes join the voyage.
- ~ **22 YA – THE YEAR OF BITTER SNOWS** – The winter snows smother the land. In Salreyar, the snow does not thaw until the following year. Many children are then born, blooming the population of Wissfolk.
- ~ **20 YA – THE "SACK" OF KARHOLD** – Sea Wolves attempting to trade with Karlhold find a hold without guidance and minimal defenses. They recruit any who would join them and quickly depart back to the sea after resupplying. In an unfortunate accident, an unattended fire spreads, setting the hold ablaze.

Notable events of some 15 years ago

- ~ **18 YA – THE ALL GODS MOOT** – Phantasmalrunes appear on stones throughout the Nordelans. A moot is called at the ancient dolmens of Godtjup Hill and the priests of the Nordvik gather along with the faithful. That summer, all manner of strange and miraculous occurrences are reported. No sign of these runes remain.
- ~ **16 YA – THE SOUTH EXPEDITION RETURNS** – Svein's fleet returns after more than six years gone, having lost all but three of the twelve ships. Laden with treasures and fabulous tales of the burning south, they are escorted by the first Sudelanders to set foot in the Nordelans.

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~ **12 YA – YEAR OF THE KILLING FROST** – In the depths of winter, the temperature dips so low so quickly that many seaways are closed and do not thaw until the late summer. Many starve or run out of firewood, freezing in their huts.

Notable events of some 10 years ago

~ **10 YA – THE GREAT MARCH** – This year, a great call for more help comes to the Bannerlands, and Gyda's March is twice the normal size as previous years, with many crews moving inland to assist. The stories brought back tell that Jotun and other monsters are more numerous than ever.

~ **9 YA – BATTLE OF THE LONG GRASS** – The warriors of Baldraborg defeat a war host of Kraaling come down from the Myrkskogur. After refusing to reveal the locations of their Kraal-villages, the survivors are executed.

~ **7 YA – THE YEAR OF THE BURNING FIELDS** – During the unbearably hot summer, several fields in Anjord catch fire, destroying over half of the crops in that area. Some believe the fires were started by Bannerfolk caravans who were careless in their fire-smothering. The resulting brush fires smolder as long as a month later. While few villages suffer any significant casualties, large areas of farms and farmland are destroyed.

Notable events of some 5 years ago:

~ **5 YA – THE CORPSE TIDE** – Sea Wolf raiders return home with tales of strange smells and discolored seas, and many dead fishes and sea beasts floating on the waves. Seers name it an ill omen.

~ **4 YA – THE SUMMER OF SWORDS** – An early thaw leads to the start of the raiding season. As coastal villages are despoiled, ships prowl ever further looking for prey. Many ships of Sea Wolf warriors find their fortune serving as mercenaries for the Crownlanders, invading the eastern Bannerlands, or they take advantage of the chaos to raid the Banner coast.

~ **2 YA – OATHS AND BLOOD** – The Sea Wolf Osthale Vígdís and Haldana, the Scion of Karnved, come to serious blows in a friendly sparring match. The young warrior attempts to slay the Osthale and is punished for her transgression.

CERNS

Concerning the Cerns these things are true:

- The sacred Grove of the Tuadlech has been burned and the unity of the Druids broken.
- Balodann and Bal Monadh have retained control of the Cernlans.
- The Cerns are divided between **The Wild**: aggressive outlaw rebels, and **The Wise**: peace-seeking Cerns living under the protection of the Crownlander Marcher Lords. Cern players must choose **one** group their character belongs to.
- Worship of the Three must be upheld, even in secret, or the Cern risk losing their favor forever.

Season Aim: Divide Cerns into Wise and Wild. Get war-like Cerns to join a faction outside the Crownlanders, where they live independently but face great hardship and struggle, while peaceful Cerns live as serfs under the Crownlanders in order to maintain peace and prosperity. Imply that Bal Monadh is the last bastion of "Cernish culture," and debate over what that means.

Cernish Wheel of Years

Notable events of some 20 years ago

~ 25 YA – **THE RETURN** – Saoirse Birdcatcher leads the rebel clanns back to the Cernlands, bolstered by a year of gathering support in the Nordelans.

~ 23 YA – **THE BLOODY HILLS** – Bal Monadh allies with the Order of the Tower, and uses the free eastern border to move on the Rebel holdfasts together, creating a terrifying force of Fimrish strength and Crownlander steel.

~ 22 YA – **THE YEAR OF BITTER SNOWS** – The winter snows stay heavy into late Spring, smothering the land. Many Cerns abandon their camps and outposts in the wilderness as trolls descend from the mountains at alarming rates. Many swear fealty to local Crownlander lords in exchange for shelter and protection. When the cold thaws, more Cerns lead their families into feudal arrangements as the threat of Inquisition at the hands of zealots grows more prevalent, and some report whole armies of mounted knights on the horizon.

~ 21 YA: **THE SCOURGE OF DALRIAG** – Fimrish turncoats and constant Kraaling raiding leads to the destruction of the Rebellion in a large-scale slaughter, during which Aramach leader Rioga Ludovic Ceannard and his eldest son are killed by loyalist forces, along with countless rebel clanns.

~ 20 YA – **THE SWALLOW'S FLIGHT** – Following the new Rioga Birdcatcher, surviving rebel clanns retreat to the Nordelans while being harried by enemy forces. They abandon their ancestral homes to Fimrish occupation.

Notable events of some 15 years ago:

~ 18 YA – **FIMRISH VICTORY** – Rioga Balodann Trollfather declares the war won after defeating the last rebel holdfast at Dourmoth. This seals the fate of the Cernish homeland. All who were part of the Ceannard Rebellion can never return.

~ 16 YA – **SUBJUGATION OF CALL GODEL** – The Crownlander Order of the Sonne and the Order of the Fist launch a campaign of conquest against the Cerns of Call Godel. Those who refuse to bend the knee die defending their homes, or escape into the wildlands to live as rebels and outlaws. The Crownlanders appoint "Marcher Lords" to rule their new subjects and organize the territories won.

~ 14 YA – **FIRST NEW DRUIDIC CONCLAVE** – Weakened and decentralized, the remaining Druids gather to establish a new order to the Cernish religion, one based on three elders chosen to represent each aspect of The Three. A few radical Druids vocally blame the past defeats on the Cernish abandonment of the bloody rituals of the Old Ways—given up centuries ago and remembered for their human sacrifices and warlike rituals—but most Druids fear returning to the ancient traditions.

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~12 YA- THE YEAR OF KILLING FROST – As an unbelievably harsh winter sets in, many Cernish serfs turn to outward displays of the old faith for comfort. The Inquisition bans open worship of The Three by those who have sworn fealty to the Crownlanders. After several high-profile burnings of well-known Druids, public dissent stops outright.

Notable events of some 10 years ago:

~8 YA- YEAR OF BURNING FIELDS – Kraaling marauders and Rebel Cerns descend from the forests during a particularly brutal summer, attacking the subject Cernish settlements in Call Godel as well as clashing with each other in the high hills. As fields and villages burn, the local Crownlander Marcher Lords rally their Cernish villages and drive back the raiders, Kraaling and Rebel alike. This is remembered, with mutual respect, as a time in which the Crownlanders and their subject Cerns stood together. The Lords allow some of the old clans to reform, if only in a ceremonial capacity.

~6 YA: VAESTEN RAIDS – Bal-Monadh and the Cernlans, finally united, reel as band after band of horse-warriors rampage across the highlands before vanishing once more into the eastern hills.

Notable events of some 5 years ago:

~5 YA: SECOND DRUIDIC CONCLAVE – Disputes arise between the radical Rebel Druids and the progressive, tolerant Druid-Priests from the subject villages of Call Godel. The rebels push for a return to the “Old Ways,” the bloody ancient rituals of the Cernish forebears, while the Priests resolve to blend Juvenism with Druidism, at least publicly, while performing the rituals of The Three in secret. The division between the Wise and the Wild grows larger.

~4 YA – THE SUMMER OF SWORDS – The Marcher Lords lead bound clans into the Bannerlands to raid, sacking several Bannerholds. The Wild Cerns take this opportunity to raid, destroying several churches of Juve and many shrines of the Trinity. The raids continue until the rebels are forced to battle at Kell's Crossing, where they are defeated and scattered by the Marcher Lords and their allied clans.

~2 YA- ALASTRINE'S IRE – Watching from a distance as the rebuilt allied clans grow, radical druidic forces strike at Juve-worshipping Cerns, stealing the most zealous new converts away under the cover of night. Search parties are met with frustration at first, then dread, as the remnants of the priests are found in a nearby bog. The Inquisition is quick to secure the corpses, but rumors circulate about powerful and dangerous Old Way rituals, with all but the most forgiving blaming their jealous relatives in the deep wood for the deaths.

~1 YA: THE HIDDEN MOOT – For the first time in nearly two decades, spiritual leaders from disparate Cernish communities are able to meet in secret, gathering to discuss how to continue as a community. After a few days of meetings, talks dissolve into further internal conflict as past hardships drive the clans apart further. Some accept a flimsy truce and the meeting is called, with plans to continue the burgeoning tradition more frequently as time goes on.

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The New Ways: How to play out blending Juvenism and worship of The Three

- The Three are now called (in earshot of Crownlanders) "The Trium" and together they make up the "Cernish interpretation" of Juvite tenets.
 - The Giver is an aspect of Aengus and the life-giving sun, as well as the many gifts nature has to offer.
 - The Childe is an aspect of Alastrine, deifying kindness, forgiveness, and tolerance. It is the Cerns' answer to the Measure, and publicly referred to as such.
 - The Ancestor represents Eithne and the will and wisdom of the ancestors, impacting one's ability to act rightly and with temperance.
- Juve is considered to be an amalgamation of the natural cycle, with fire and rebirth taking on new meaning after the first new Druidic Conclave and the burning of the Tuadlech. New beginnings and forgiveness are the single most important themes of Cernish Juvenism by necessity.

The Old Ways: How to play out worshipping the Old Ways.

- The Three are hungry for blood and demand sacrifices as often as one is able to provide them. Each Wild Clann interprets these calls differently, but many push for human and animal sacrifices. The Three have grown weak as the Old Ways were abandoned.
- There is no middle ground or peace. The war is lost. Now is the time for violence and vengeance.

CROWNLANDERS

Concerning the Crownlanders these things are true:

- The Empire is gone, replaced by dozens of squabbling dominions. Many claim legitimacy on varying and often tenuous grounds.
- The Great Work is fragmented and thus more open to interpretation.
- Noth Thryden has been reorganized as a northern kingdom under the rule of one of the claimants to the Throne.

Season Aim: Strengthen the narrative Crownlander seat in the Nordelans. Strive to facilitate a situation in which Crownlanders can participate in the castle and fort sieges without stress. Develop the Saxon-Frankish themes. Encourage the Cem to divide into Wild and Wise. Encourage Nordvik disunity.

Crownlander Wheel of Years

Notable events of some 20 years ago:

- ~ 22 YA- **THE LOST CITY** – Hochstadt, the capital of the Crownlands, is razed following the discovery of its decimation by the Mad Emperor.
- ~ 22 YA – **THE YEAR OF BITTER SNOWS** – The winter snows stay heavy into late Spring, smothering the land. Kraaling raids increase, harrying northern settlements. Many Crownlander strongholds are wiped out by starvation, and numerous peasant revolts are put down by the higher lords with the help of the Holy Orders.
- ~ 22 YA-**FOR THE GLORY OF JUVE** – The Church reforms and appoints Prince Gesimund Emperor.
- ~ 20 YA- **RISE AND FALL** – Gesimund is assassinated. His daughter Amalwara is named Empress and consolidates Church power for the first time. The Princes of the Empire rebel and depose her.
- ~ 19 YA- **THE DIK IS CAST** – Because the Princes cannot agree on a new Emperor, they break their holdings from the Crownlands proper. The Empire is no more. Prince Casimir is named king of the Northern Pale.

Notable events of some 15 years ago:

- ~ 11 YA-**HEAVY IS THE HEAD** – When Casimir dies, his nephew and heir, the 14-year-old Prince Theobald is named King. He rejects the title, taking the moniker Prinz instead, and vows to rebuild the Empire with the help of the Church.

Notable events of some 10 years ago:

- ~ 12 YA – **YEAR OF THE KILLING FROST** – In the depths of winter, the temperature dips so low so quickly that it is reported that hundreds of small folk have been found frozen solid. Crops fail. To combat this, the Prinz and the Bishop set up a rationing program to ensure that food becomes more accessible in the future. However, the peasants view it as an unfair and overzealous tax, and it is eventually repealed.
- ~ 11YA – **BATTLE IN THE HIGH PLACE** – A host of grail-seeking knights and penitents follow visions of one of the lost grails into the Giant's Backbone Mountains. They are set upon from all sides by savage mountain Kraaling, but faith and steel prevail over the primitive weapons of the tribals. Just on the eve of the seekers' victory, in sight of the mountain-top ruins where the oracle envisioned the grail, the Kraaling call upon pagan magics to drop stones on the valiant knights, destroying and scattering the expedition.
- ~ 9 YEARS AGO- **THE SCHISM** – The Church reforms and strips the knightly Orders of the power to create Inquisitions and determine self-rule. The Orders of the Sonne and Tower declare the reformed Church heretical. Under the eye of Bishop Azémar-Jourdain de Caromb and Commander Artús Raféo Ignatz de Vareŧja, the Nordeland Church enacts the Mandate of Mercy, adapting a less militant approach to spreading the faith. In Suth Thryden, the Order of the Lion maintains its power.

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~ 7 YA- THE LAND OF MILK AND HONEY – Prinz Theobald establishes the Court at Falkenschloss. Refugees continue to flood the northern realm.

~7 YA – THE YEAR OF THE BURNING FIELDS – During the unbearably hot summer, fields burn and a large portion of livestock die. Crownlanders fear that the terror they left behind has followed them North; but with relatively low casualties, they are reminded of the mercy of Juve as the burned fields sprout life anew.

Notable events of some 5 years ago:

~ 3YA: THE SUDELANDS CAMPAIGN– The Princes of Bafera, the most powerful city on the coastal Sudelands, raise an army. Alongside the Knights of the Bull, they attempt to relieve the southerly kingdoms besieged by a plague of Alakir, the hungry dead. Many hard-fought battles and sorties buy only precious little time for refugees to escape to the coast and its walled cities. The City-State of Bafera begins to prepare to defend its borders and reaches outward to create new trading routes and establish new alliances.

~ 2 YA- HOLY PURPOSE – Prinz Theobald announces his intentions to earn the Imperial title and reunite the Crownlands proper. Staffengard is declared the capital of the Crownlands, and Falkenschloss is established as the ancestral seat of the Ghislains.

KRAALING

Concerning the Kraaling these things are true:

- The First Gods must be honored.
- The Kraaling need to establish a KraalPit or face damnation as ghosts.
- Skafraega is Taboo.
- The Cave of the Gods in the Myrkskogur is where the Kraaling Keepers will survive the Age of Winters.
- The Kraaling in the play-region are the Burned Bone Kraal, and were welcomed by oath to the region twenty-five years ago by a now-dead Nordvik Queen. The Burned Bone clan relies on this 'Oath of Veshugr' as their right to live and hunt in the area.

Season Aim: Develop Kraaling traditionalist Keeper and rebellious Seeker cultures. Recruit additional Kraaling players – new or IG converts to establish the Kraaling as an independent culture, not reliant on Jotunar for role-play support. Hold wild rituals and bloody fire feasts the other cultures cannot help but wish to participate in (in and out of character).

Kraaling Wheel of Years

Notable events of some 20 years ago:

~ 23 YA – **HROKI'S GAMBIT** – The Kraaling have resettled the Eirwood. It was bargained back from the Uudmann in exchange for help in their petty tribal conflict.

~ 22 YA – **THE YEAR OF BITTER SNOWS** – The winter snows stay heavy into late Spring, smothering the land. The Kraaling tribes suffer and starve, as game is hard to find. Giants descend from the mountains, devouring both beast and man alike. The Kraaling turn to raiding the Uudmann settlements for beast- and man-flesh to survive.

~ 21 YA – **RISE OF THE GREENTREE KRAAL** – Kraaling from many tribes come together in the Eirwood to celebrate their victory in the Cernish ashes. A new tribe forms, taking on the name of the tribe last slaughtered by the Cern and the Firrish: Greentree. Greentree and Burned Bone swear an oath before the Totems to act as one—siblings, hand in hand, against the coming Darkness.

~ 17 YA – **RISE OF THE BLACKCLAW KRAAL** – The Kraaling tribes encamped around Skogeroch, a Jotunar stronghold in Myrkskogur, proclaim themselves Rakki to the Jotun who ruled there. Rakki are typically trusted servants—some would even say "pets." The Skogetrolls use the Blackclaw Kraaling as foot soldiers in their wars against the men of the North.

~ 16 YA – **THE CAVE OF THE GODS SPEAKS** – Whispered rumors, quickly hushed, speak of an attempt to summon the Totems to walk this world in the flesh. Mystikers from many Kraals travel to the Cave of the Gods... and return, renewed in their dedication to their particular Totem. Spirits are seen in dreams and many new Totemics dedicate themselves to the calling of the First Gods.

Notable events of some 15 years ago:

~ 14 YA – **SLAUGHTER IN THE FOREST OF MISTS** – A fierce series of raids by the Jotunar of Skogeroch—backed by the Blackclaw Kraal—sweep through Myrkskogur and devastate those tribes within the rest of the forest. As word spreads to the farther tribes, chiefs and leaders began to call for an end to the oaths of truce many had sworn with the Jotunar. War between the Totem Kraals and the Blackclaw Rakki escalates in bloody night raids.

~ 12 YA – **YEAR OF THE KILLING FROST** – In the depths of winter, the temperatures dip so low so quickly that many Kraaling attempt migration to the shelter of the embattled Myrkskogur forest, despite its dangers. Raiding increases, but many hunters lose their lives as the depopulated and weakened tribes struggle to survive.

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~ 11YA – **BATTLE IN THE HIGH PLACE** – A warband of Uudmann Crown-Bearers pursue visions of a drinking cup into the Giant's Backbone Mountains. They clash with the Highrock and Stonebear Kraals. The invaders are destroyed when the Stonebear shamen cause an avalanche on one of their own villages that is occupied by the Uudmann. Many Stonebear and Highrock Kraaling leave the mountains and resettle in the Eirwood and Huldrowood.

Notable events of some 10 years ago:

~ 9YA – **BATTLE OF THE LONG GRASS** – Kraaling raids increase, driven by the lengthening nights, colder winters, and hotter summers, harassing Baldraborg and lands of the north. The Nordvik Uudmenn of Baldraborg defeat a war host of Myrskogur tribes, sacrificing all those captured to their ancestors.

~ 7 YA – **THE YEAR OF THE BURNING FIELDS** – During the unbearably hot summer, worship of Afu rises as scavenging the fields yields little, and hunters turn to readily available sources of food: Nordvik bondi and those living in serfdom under Crownlander rule. The clans eat well this year.

~ 6YA – **SLAUGHTERED MISSIONARIES** – Uudmann preachers attempt to “enlighten” several Kraals near to Thryden. They are seized and butchered as a sacrifice to Sefka the Wise Serpent.

Notable events of some 5 years ago:

~ 4 YA – **THE SUMMER OF SWORDS** – Nordvik warbands attack the Eirwood and eastern hills, scattering tribes and putting any they can catch to the sword. Several Kraal Pits are defiled, filled in, or desecrated with offal.

~ 3YA – **THE TIME OF MANY BIRTHS** – Ursu the Bear blesses the Kraaling people with a year of fertility. Many strong babies are born, and far more than usual survive their first year.

~ 1YA – **CALL OF CANU** – The Great Wolf issues a challenge to all those **WHO** are of Its pack to contest each other and strive for leadership. Only the strong should rule during the Red Song Time.

JOTUNAR

Concerning the Jotunar these things are true:

- Jotunar are not immortal. They live off of dark power given by the pact called the Waer-Oath, which is also a declaration of eternal war on human civilization.
- Jotunar can receive memories of "past lives" by drinking from a Well of Memory. This imparts wisdom of the past, including knowledge of the Jotunar's former greatness. Those who drink too deeply of these waters risk becoming lost within these ancient voices and memories.
- Without the Waer-Oath, a Jotunar character becomes near-irreversibly human. These Weaerloga, or Oathbreakers, are despised by most trolls and hide themselves in the fringes of human lands.

Season Aim: Create more attractive internal plot so that Jotunar have more choices than simply being the monsters in the woods. Encourage hostile Jotunar play, but establish a spooky, dangerous tent or meeting place at the market that has a rear-entrance for trolls, where humans can go to make questionable deals with huldr witches or strange entities, offering more direct roleplay opportunities and building a mythic reputation. Continually upgrade on spectacle; increase human fear and awe.

Jotunar Wheel of Years

Notable events of some 20 years ago

~22 YA – THE YEAR OF BITTER SNOWS – The children of Thrym call down the wrath of their master, while huldr witches perform rituals that bring unnatural snows and ice storms. The winter lasts long enough that many thursar fail to return to their slumber, and ravage the countryside in hopes of satiating their gluttony and rage.

~ 17 YA – RISE OF THE BLACKCLAW KRAAL – The Kraaling tribes encamped around Skogeroch, a Jotunar stronghold in Myrskogur, proclaim themselves Rakki to the Jotun who rule there. Rakki are typically trusted servants—some would even say "pets." The Skogetrolls use the Blackclaw Kraaling as foot soldiers in their wars against the menn of the North.

~ 16 YA – THE TAMING OF YGGDRASIL – Skogetroll mystiker empowered by Morroga consort with dark magicks in an attempt to tame the World Tree itself, making a bid to rip open the weakened seams of Midgard and bring the world of mann to its knees. Though unsuccessful, these mystiker nonetheless burrow deep into the roots of Yggdrasil and find once-forgotten paths that allow them to open new troll gates throughout the Nordelans. Fimmtroll warbands explore these ancient pathways and use this network to raid and destroy with near-impunity, frustrating and stymying the already weakened forces of mann whenever they are able.

Notable events of some 15 years ago

~15 YA – THE GIANT KING SKRYMIR AWAKENS – News spreads from Hraddahem, citadel of the vanished mountain giants, that Skrymir, son of Utgard-Loki, has awoken from an ageless magical slumber beneath the mountain. Skrymir ascends his father's throne, declaring himself ruler of all Jotunheim and—as the last of the Risar—High King and ruler of all Jotunar above and below Midgar. Many King Trolls and Jotish rulers flock to his hall, while others resent the usurpation of their own ambitions.

~15 YA – THE REBIRTH OF UTGARD – The Giant King Skrymir kills and devours the last of the trollish warlords that defy him in Jotunheim. A great feast is held in the Craghall of Hraddahem, the first in a thousand years. There, the Giant King declares the binding of the Jotunar of Jotunheim into the Realm of Utgard, the ancient name of that region when Jotun ruled the world. All in attendance swear binding oaths of allegiance to the Giant King or face utter annihilation.

~12 YA – YEAR OF THE KILLING FROST – In the depths of winter, the temperature dips and the Nordvik hide inside their homes, attempting to wait out the snows. Jotunar warbands take advantage of their isolation and devour entire holds overnight. Smaller groups of trolls manage to pick off distant homesteads, filling their bellies and sating their voracious appetites. It is a good winter.

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Notable events of some 10 years ago

~10 YA – THE GREAT INVASION – In this year the forces of the Nordvik rally at their stronghold within Jotunheim, called Helleborg, in greater numbers than ever. They launch a series of invasions into Jotunar lands, destroying sacred sites, stealing cultural relics, and sending many Jots to the pit of souls. While many of their victims return from the land of the dead, such is the slaughter that a large number of Great and Ancient Jotunar are too weak to return to this world, and their knowledge and strength is lost.

~8 YA – THE KING OF THE CERNLANS KNEELS – Rioja Balodann Half-Troll, ruler of the Firnish Cernlans, swears an oath of non-aggression and trade with the Jotunar realm of Utgard. The Iron troll war hosts of Fimmlroch are now free to march against the Bannerlands.

~7 YA – THE YEAR OF THE BURNING FIELDS – Trollish mystiker and the children of Surt call upon the unbridled fury of their master while Fimmtroll warbands set fire to the fields and leave scorched farms in their wake. Mannkind struggles against trollish fury, unable to do anything but curse their misfortune and the hateful sun above.

Notable events of the last 5 years

~4 YA – THE SUMMER OF SWORDS – Nordvik and Crowlander warbands attack the Eirwood and Huldrawood. They hound the Wudvas and Huldr living there, hunting and slaying them like beasts, carving up their carcasses for trophies. In retaliation, several warbands of trolls ravage the eastern Bannerlands and Call Godel, but they cannot muster the numbers to defeat the mannish hosts sent by the lords of the north to drive them off.

~2 YA – CALL TO RECLAIM – The warlocks of the court of Utgard have demanded that all Jotunar, scattered in the Ragnarok across the world. Any Jotunar who recovers a prized relic of the ancient Jotun will be greatly rewarded; those that seek to keep them for themselves will be destroyed.

~1 YA – THE OLD AND NEW – The Jotunar are divided between those that embrace the refounding of the old empire that is occurring in Utgard, and those that resent the tyranny of a distant ruler. The Giant King offers the unlocked power of the ancient Jotunar, but demands total subservience. Many Jotunar who resisted or fought against his ascension have been enslaved, or worse yet, devoured—for no Jotunar devoured by the Giant King or those at his table has ever returned from the land of the dead.