

# RAW FOOD

R E F O R G E D

SEASON ONE:  
JOTUNHEIM  
ALPHA

# IRON EDDA

R E F O R G E D

*Iron Edda Reforged* is written by Tracy Barnett  
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This is an alpha draft of the text of the game. As such, there are gaps and things missing.

Any feedback on the game can be directed [to this form](#).

Playtesters and co-designers in the actual play of Iron Edda Reforged are:

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## **THIS IS A GAME ABOUT TELLING STORIES**

Stories of an unexpected end to the dark world everyone knows

Stories of subverted technology wreaking havoc on Midgard

Stories of the people who stand against the darkness, working to forge a new world from the scraps of the old

Stories of people who bring chaos to the gates of the gods, for glory

... for faith

... for freedom

... for love

... for themselves

... to be remembered when all else is dust

## **RAGNAROK IS COMING, AND IT'S YOU**

This isn't the world that you were meant to have.

They spoke with sweet words. They said "work hard enough, and you can have it all!" They showed you images of the life you could lead. Wealth, family, comfort. They dazzled the world with ideas of "The Dream," all while doing everything in their power to assure that they would have while everyone else has not.

The gods told stories, wove tales, captured hearts and minds. They built their power, their wealth, and they left everyone else in the dust. They still require the same sacrifices and devotion, but they ask time instead of blood. They ask attention rather than labor. They want for nothing and still they want more.

Now is the time for all of that to change. Your community, your people will assert themselves, will bring down the gods. Their strongholds will fall and all they have claimed for their own will be given to those from whom it was stolen.

The Twilight of the Gods is upon the nine realms. Their fall will come at your hands.

## HOW TO PLAY

[TEXT YET TO BE WRITTEN]

### SIDE STORIES

There are times when the game session you had scheduled just doesn't work out. People can't make it, you have to play remotely instead of in-person (or get the chance to do the opposite), or you've got new people you want to intro to the game, but putting them in the main story doesn't make sense at the moment.

That's where side stories come in. Side stories are a way for your group to play a session of Iron Edda Reforged, get new characters introduced, and play a narrative arc that adds to the main story, rather than it being a digression.

Playing a side story is a lot like starting a new campaign but it's a more streamlined, focused application of the same principles. To begin, you turn to the page of the text that focuses on the god you've chosen to take down in the main story. Then, one player rolls for a question the group needs to answer. These questions differ from neighborhood questions in that they point toward the inner workings of a given god's corporate structure. Once the group has answered the question, make new characters that fit into the narrative framework you've made, then play the session as usual.

When you're done with a side story session, you'll have a new set of narrative hooks to bring into play in the main story. You'll also have potential allies in your quest to take the gods down.



## **THE WORLD**

Long ago, we worshiped the gods. Some still do. Those who are content begging for scraps as their labor is squeezed out of them. More still content themselves with regard only for what this world feeds them; video, audio, a never-ending pipeline of content designed to do one thing: to pacify and to placate.

And the gods would have it no other way.

Long ago, the gods decided to not just rely on humanity for worship and emulation. No, they decided that humanity was exploitable. Expendable. Weak. Their wisdom was tainted. They used it not to uplift and to benefit, but instead to create systems of power. If there is one thing that the gods do not share once acquired, it is power.

Long ago, we used to live on the land. Our mighty vessel plied the rivers and seas. We lived among and beside the Alfar, the Duergar, the spirits of the forest, the spirits of the air. We traded with Brand, with Pretruvia. We built holdfasts, testaments to our cleverness and ingenuity. We built temples.

Long ago, we worshiped the gods.

Now, our holdfasts are gone, subsumed within the bounds of the city. Now, the forests are gone, replaced with towering skyscrapers, trees of concrete and steel. Now, the rivers are gone, and instead we travel flows of digital information. The gods rebuilt the world in the form they wanted, and now we work for them.

## **THE GODS**

Those who were once our examples are now those who grind us down under the heels of their boots and at the ends of their weapons. Each of the gods controls a particular aspect of life, as they have always done. Now, it is through the powerful workings of their corporations and organizations. What were once boons and bounties given by the gods to the people are now baited traps.

Each of the gods has a brief write-up to give you an idea of who each of them are and what they're about. This includes an idea of what taking down a particular god would be like, and what the focus of the campaign would be. At the end of each entry is a page reference for both the realm the god inhabits, as well as a page reference for the stronghold of the god in question.

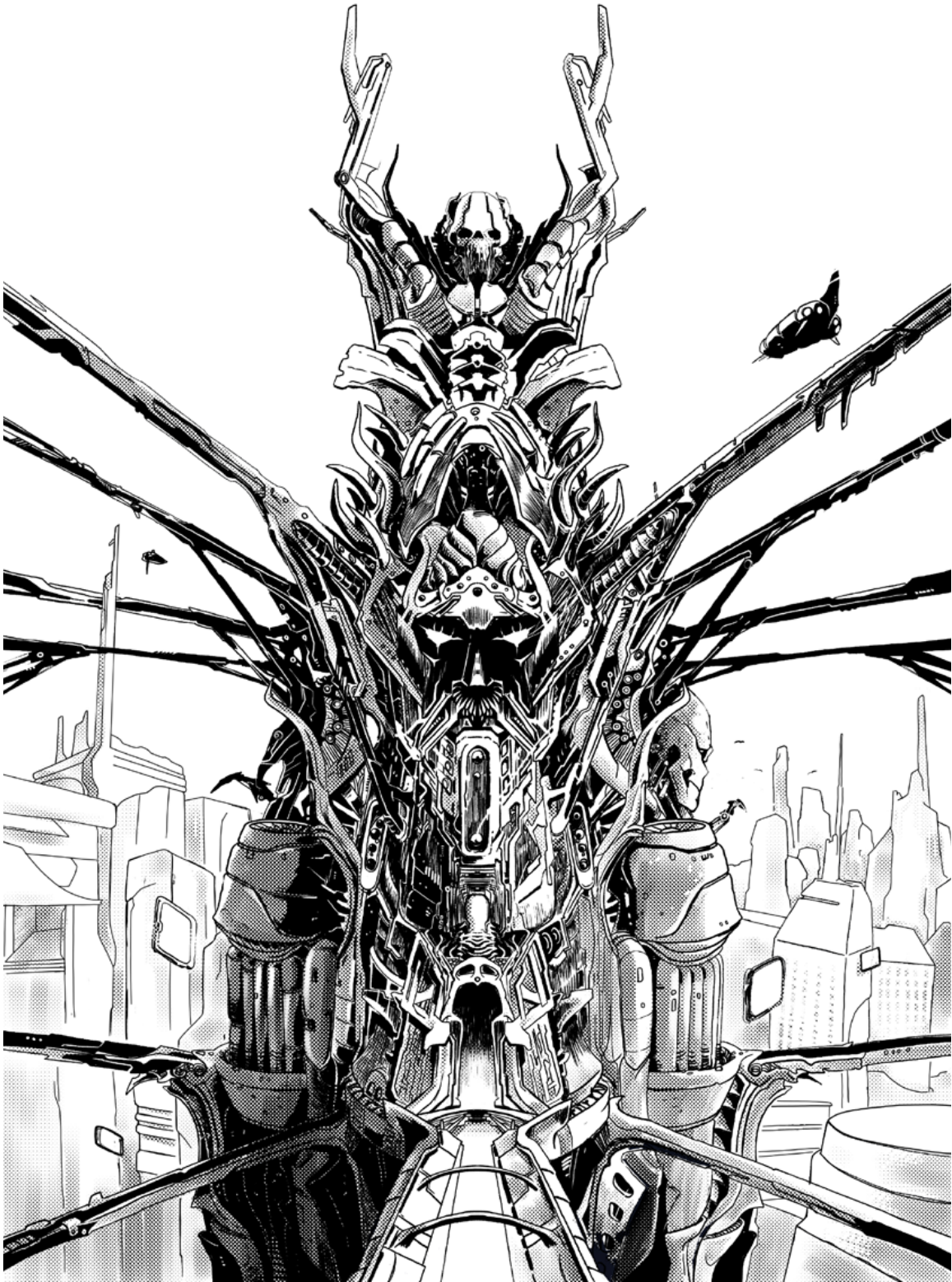
## **TYR - THE PROTECTOR**

All of the gods are capable of marshalling physical might across the nine realms. However, the private security forces of most of the gods cannot compare to the institutional might of the Realms Police Bureau (RPB), controlled by Tyr. Under the auspices of "Keeping the Nine Realms Safe," the RPB works actively to keep the citizenry under control.

The RPB has a marked presence in each of the nine realms. Getting a squad of police to converge on a location is simply a matter of calling in the right crime. It must be the right crime, however and the right person must call it in. The entire police system is as corrupt as it is powerful. Those who sit in places of influence within the godly corporations get first service. As well, the various syndicates or organized crime, the þiófrsveit, enjoy arrangements with the RPB. If they pay their bribes and don't try to take on more power than the gods want, they are able to operate with impunity.

In addition, the entirety of the nine realms are under surveillance. In this, Tyr and Heimdall work closely with one another. The web of cameras and listening posts, not to mention the controls built into every person's corporation-issued cyberware, allow both the government and the RPB near-total access to the movements and whereabouts of all citizens.

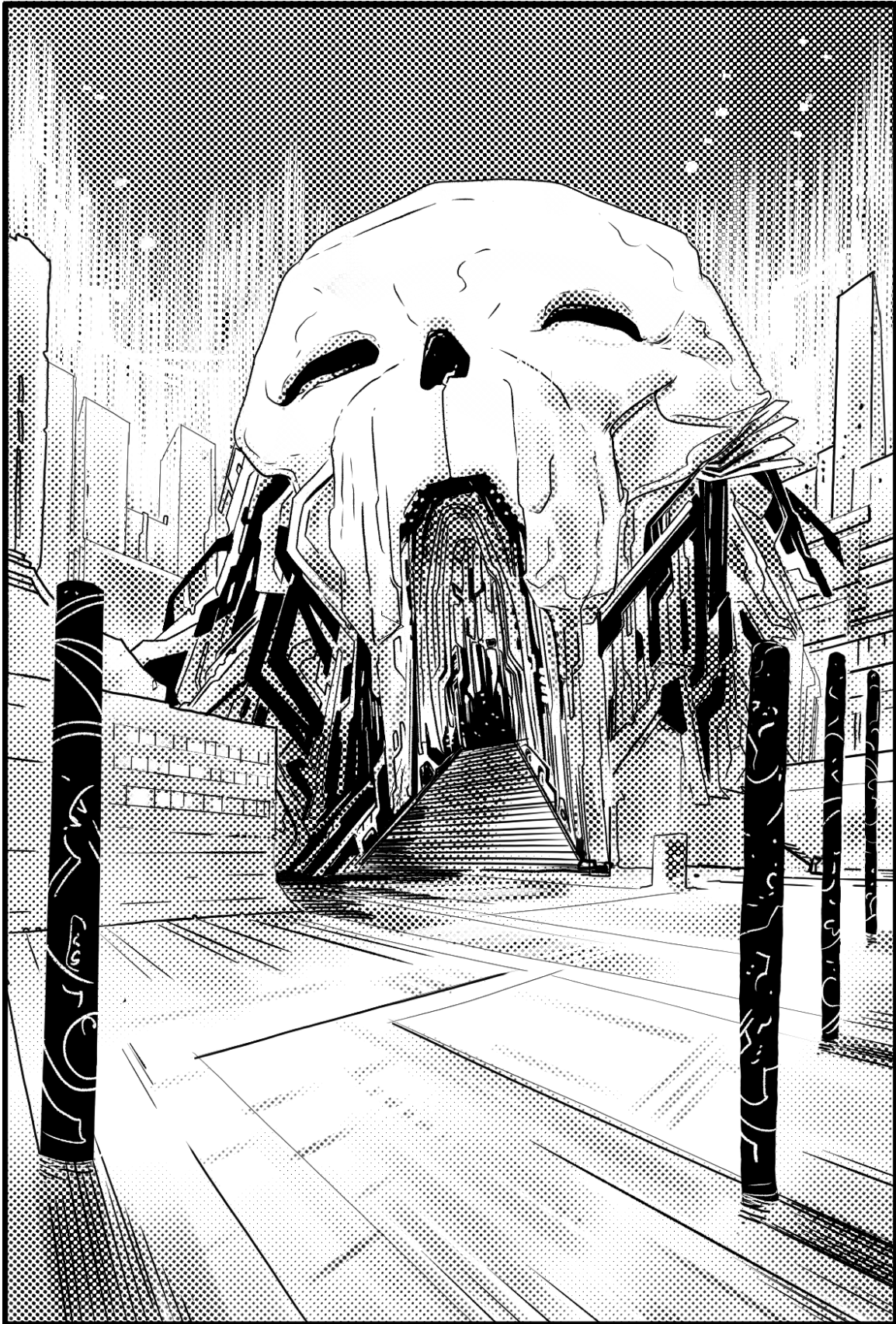
Tyr himself makes his home in Jotunheim, in a well-guarded complex adjacent to RPB headquarters. It is a massive, blocky structure, with a vaguely authoritarian cast to it, known as the Monolith of Tyr. Stylized, smooth-featured statues of Tyr evoking different aspects of justice and prosecution surround the base of the building. It is one of the most well-guarded places in all of the nine realms.



TYR'S PANOPTICON

**MIMIR - THE VAULT**

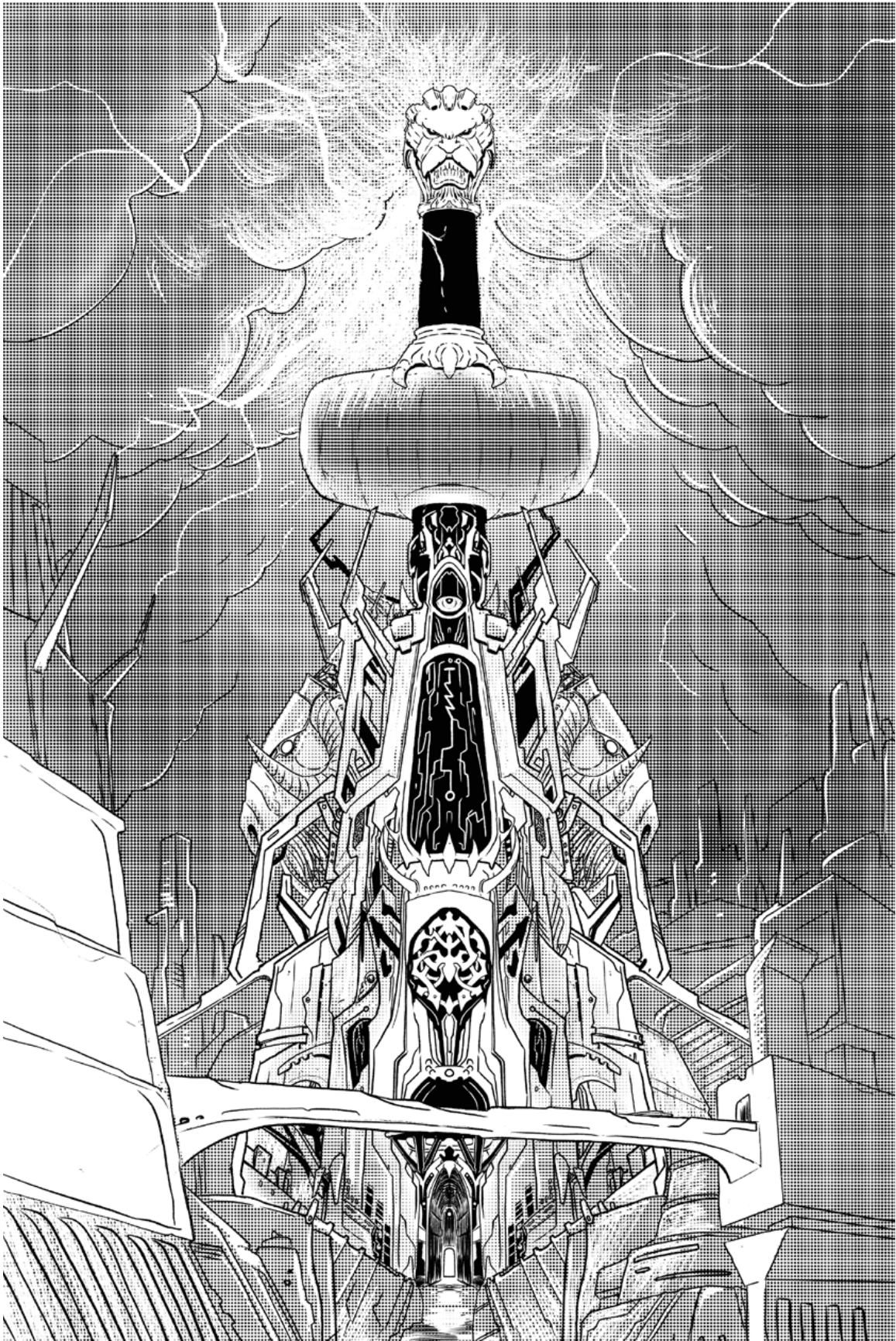
[CONTENT TO BE WRITTEN]



MIMIR'S ARCHIVE

# **THOR - LORD OF THUNDER**

[CONTENT TO BE WRITTEN]



THOR'S GENERATOR

# **JOTUNHEIM - REALM OF THE CORE NETWORK**

The oldest stories say that Odin and his brothers killed their father, Ymir, and used his bones to make the world. His skull, the sky. His blood, the rivers. If it worked then, the gods figured, why not now?

The giants in the world are subjugated. They smelt, forge, and build in Muspelheim and Nifelheim. When their time is done, their blood and their bones are taken to Jotunheim where they become the network. Every single connection from one computer to another, every bit of data that races across the whole of the gods' domain. All of it is built from the bodies and bones of dead giants.

Jotunheim itself is part graveyard, part data center, and all at a scale that is mind-boggling. From above, the streets and pathways look like the clusters of neurons. In more ways than one, they are. The whole space grows and changes organically, adding capacity and processing power as needed. The parts of the dead giants that aren't used for computing power are discarded, creating massive cairns of bone and desiccated gristle. It is in these places where humanity carves out space for itself.

The neighborhoods in Jotunheim are all bent toward common purposes: building, maintaining, and protecting the network. The whole city is connected. The gods use the network to control the population, feeding them a constant barrage of ads, music, shows, and spectacle. This control means that the gods protect the network almost as carefully as they protect their own strongholds.

In addition, Tyr, Thor, and Mimir all have their strongholds within the confines of Jotunheim.

## **NOTABLE LOCATIONS**

### **JOTUNHEIM HUB [SYMBOL OF HEIMDALL]**

Built from a complete skeleton of a giant whose name has long passed out of memory, the Hub of Jotunheim is the largest single concentration of technology in the whole of the nine realms. Here, the surveillance power of Heimdall is unmatched by any other location, save Heimdall's Bunker itself. As such, this Hub is one of the most heavily guarded, well-protected locations in Jotunheim.

### **NOTABLE NPCs**

- Karen Leifsdottir, General Manager
- Grott's Kellsbairn, Head of Security
- Sharn Mikkelsen, Custodian

### **THE GENERATOR [SYMBOL OF THOR]**

Like the Hub of Jotunheim, the Generator is extremely well-protected. Given that it provides power to the whole of the realm--plus excess power to other realms, as needed--this level of protection makes sense. Unlike the Hub, however, most of these protections aren't in the form of personnel. Ring after ring of electrified, automated defenses work in concert to prevent unwanted intrusion. Without the correct keycards and passcodes, anyone attempting to breach the defenses is unlikely to make it far.

### **NOTABLE NPCs**

- SN8745K2, Security System
- Hildir the Wired, Chief Technician
- Betts Keldsson, Cook

## THE ARCHIVE [SYMBOL OF MIMIR]

This Mimir-controlled location is a database, a repository of knowledge. Mimir holds and hoards every scrap of information he can get. The bulk of it is stored here. Unlike most of the godly holdings, access to the Storehouse is relatively easy to come by. The challenge of seeking information here is the combination of organization and encryption. Mimir and his trusted confidants carry codexes that can call up and reveal any pieces of information, physical or digital, with the push of a button. These codices also provide decryption so the information can be parsed. Without a codex, finding and using the information contained in the Storehouse is a near-impossibility.

### NOTABLE NPCs

- Margr Joarnsdottir, Head Librarian
- Leese Soulbairn, Encoder
- Wulf Wulfsson, Security

### INCISORS

Incisors is a club run by one of the few jotunar to be found outside of the realms of fire and ice. Kergred's story is a mystery. What is known is that Incisors is one of the few places in Jotunheim that is largely free of RPB influence. How Kregred manages that is beyond anyone. This is a place where plans can be made and discrete talks can be had. However, Kregred doesn't want undue attention drawn, so no mobs or armed militias are ever mustered here. People value the safety of the space too much.

The club itself is built from the inside of a hollow giant's skull. The proportions of the space are confusing, to say the least. Kregred is a massive, looming presence, yet navigates the three floors of the club with the same ease as his smaller-statured patrons. Some say it's Vanir influence. Most stop worrying about it after their second drink.

### NOTABLE NPCs

- Sulf Jotunsbairn, Bouncer
- Pulse, Regular
- Carl Newcomer, Bartender

### THE BRAINPAN

One of the only bodies of water in Jotunheim, the Brainpan is rumored, like most of the area, to be the byproduct of a fallen giant. In this case, like Ymir before them, this is the inverted hollow of a skull, but for land rather than sky. The Brainpan is proportioned like most things in Jotunheim. Its shore stretches far and its waters proceed beyond what human eyesight can manage. Yet, journeys across it are swift, as long as the proper devotions are given and the proper palms are greased.

When night falls over Jotunheim, there are a number of dull, glowing shapes that can be seen from anywhere on the shore. The corporations allow no diving and there is much speculation about the nature of these mysterious sources of light.

### NOTABLE NPCs

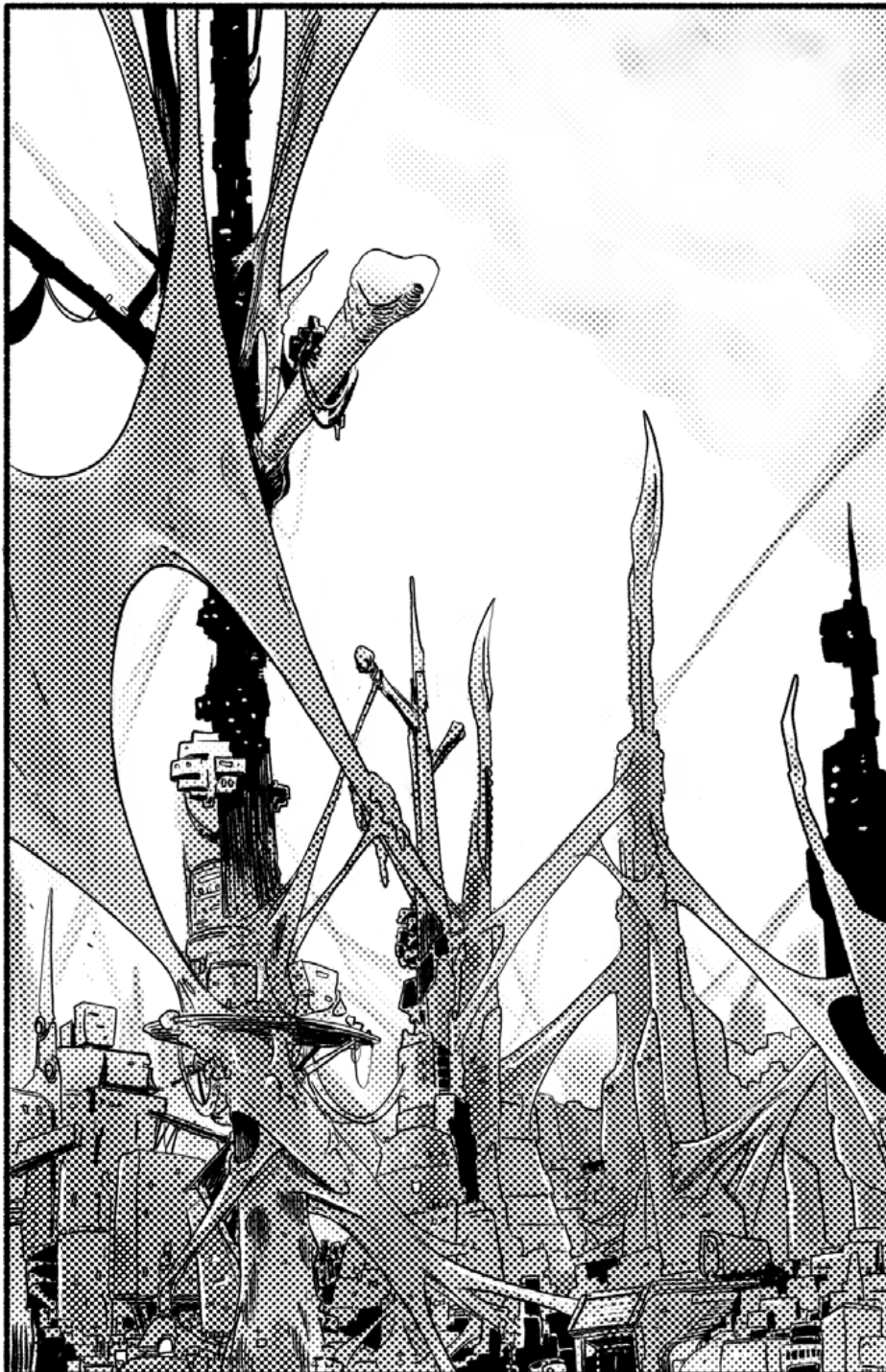
- Grigr Mothrsdottir, Captain
- The Stout One, Vagrant
- Yild Grettasdottir, Vagrant

## JOTUNHEIM LOCATIONS AND QUESTIONS

### PUPPET STRINGS

There was an uprising long ago. No one remembers who started it. It was put down by the gods and their RPB forces quickly and with prejudice. Those who survived fled to the area that became known as PuppetStrings. A massive collection of ligaments and tendons, all linked cargo and transportation systems throughout Jotunheim. The area was thought to be uninhabitable, but one of the survivors noted a pattern to the movements and began to build.

Now, Puppet Strings is a relatively safe portion of Midgard for those who wish the gods ill. Buildings and platforms move and shift seemingly at random. Any outsiders to the neighborhood risk the loss of life and limb trying to navigate through the razor-sharp warren of platforms and cables. Those born here, or who have taken the time to learn, navigate the deadly maze with ease.



## NEIGHBORHOOD QUESTIONS

### 1-2: TIES TO THE PAST

1. Last week, someone important to the neighborhood died. Who was it? How did you honor them?
2. A vagrant stumbled into Incisors claiming to know you. What two things did they tell you? Which one was a lie?
3. You had a vision nine days ago. A vision of the fall of the gods. What did you see? How do you know the vision was a true one?
4. A fire ravaged a set of homes last month. How many were lost in the blaze? How do you know the RPB were responsible?
5. Two weeks ago, your favorite pet went missing. What clue did you recently receive as to its whereabouts? Why is it too dangerous to go?
6. There was a massive party last night. What was everyone celebrating? Who went missing after the festivities?

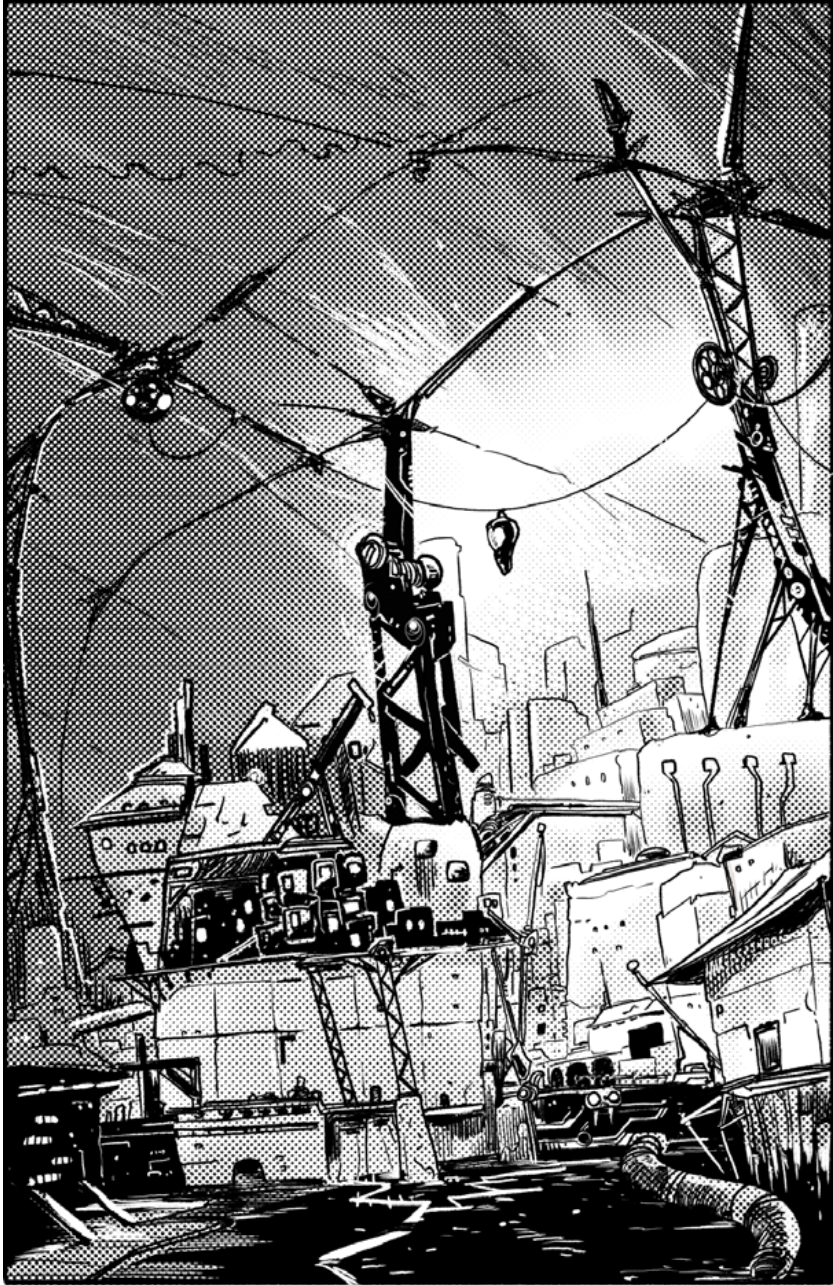
### 3-4: HERE AND NOW

1. A note shows up at your home, with information on it. What does the first part of the note say? What do you need to decrypt the second part?
2. You got a new bunkmate this morning. Who are they? Why do you need to let them stay with you even when you don't want to?
3. A cable snapped three hours ago, dumping an entire house. How are you helping in the rescue efforts?
4. Inch wants to see you. What does the notorious gang leader want with you this time?
5. Today is the day you're to volunteer at the soup kitchen. Why don't you want to go? Why will you anyway?
6. The cable pattern shifts today. What two locations in Puppet Strings will now be more difficult to get to?

### 5-6: MISTS OF THE FUTURE

1. You're to meet someone tomorrow, someone with a lead. Where in Puppet Strings do they want to meet? How can you trust them?
2. Word is an RPB raid is coming in three days. What do you need to help hide before then? Why will that be so difficult?
3. A local seer predicts that a short-term portal to Muspelheim is going to open next week. What preparations do you need to make in order to take advantage of this event?
4. A new pocket of Vanaheim has opened in Puppet Strings, shifting everything in the area ahead in time by one hour. How do you plan to use this resource?
5. Someone claiming to be a long-lost sibling of your is coming to Puppet Strings in four days. Why is this suspicious? How do you plan to welcome them?
6. An order has come down from the Jotunheim Planning Commission. Puppet Strings is to be destroyed and replaced in a month's time. How can this destruction be stopped? What will need to be sacrificed in order to keep the neighborhood safe?

THE BUBBLE  
[NEIGHBORHOOD BIO]



[NEIGHBORHOOD QUESTIONS

1-2: TIES TO THE PAST

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- 2.
- 3.
- 4.
- 5.
- 6.

3-4: HERE AND NOW

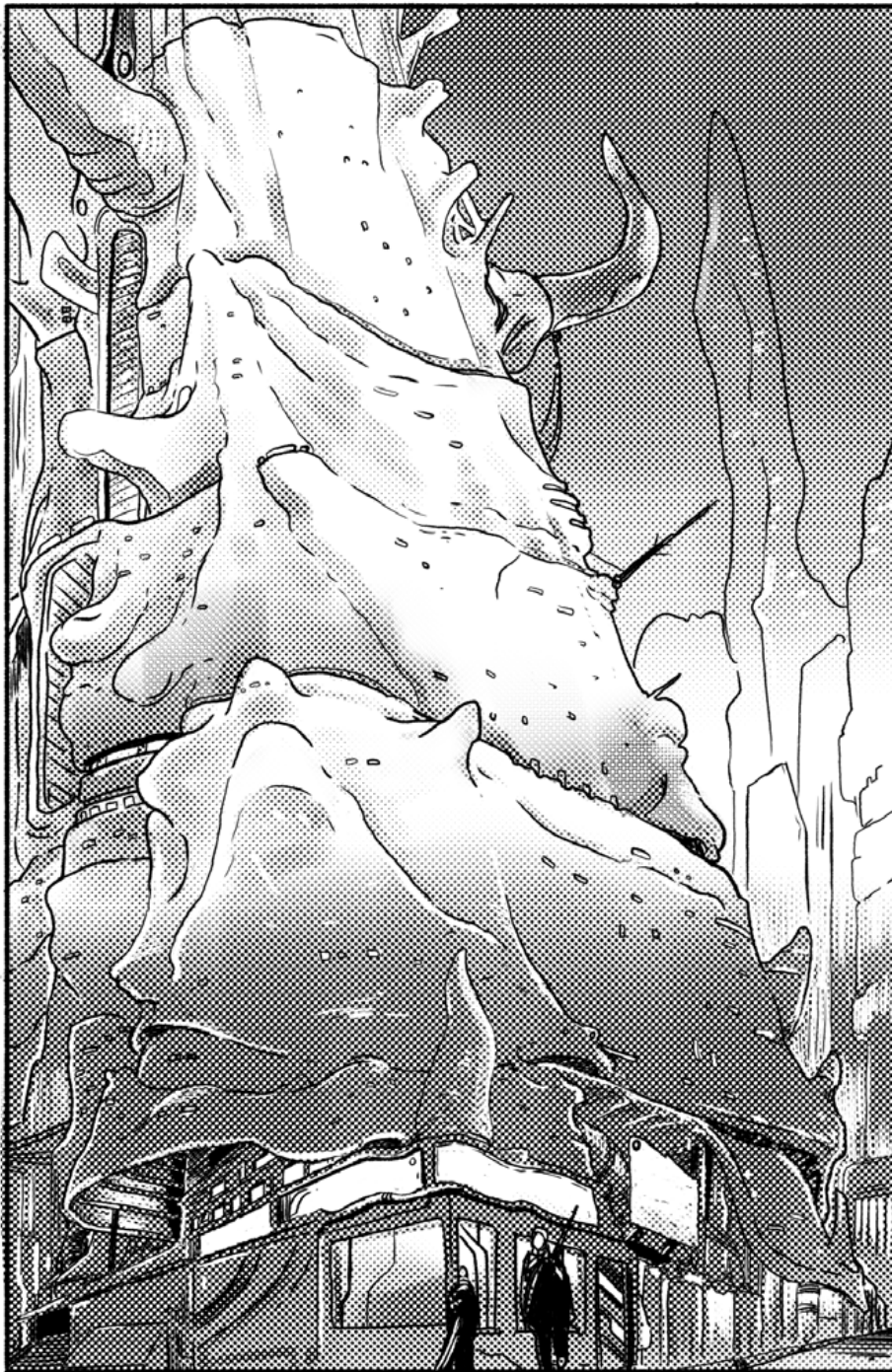
- 1.
- 2.
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- 6.

5-6: MISTS OF THE FUTURE

- 1.
- 2.
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## THE COLUMN

Most of the places that humanity have scraped out to find shelter in Jotunheim are cobbled-together, makeshift things. Not so for the Column. Its proper name is The Balgrun Memorial Tower Block but no one except for corporate bootlickers calls it that. It's a massive tower block of apartments and shops built out of the fused together spinal column of the late giant Balgrun Forgefinder. Ostensibly this is a corp-run apartment complex. The reality is that the gods abandoned any but the mist cursory interest in this building long ago. Over three hundred floors of the place are now maintained (or not so much) by the people who call this place home. Any corporate oversight is either paid off on a regular basis or threatened enough that they don't come around.



## NEIGHBORHOOD QUESTIONS

### 1-2: TIES TO THE PAST

1. A former corp bureaucrat has taken over the 256th and 266th floors, claiming them as his own private fiefdom. What secret is he hiding? How can he be used to further the resistance?
2. There's a cable that someone ran into your flat, years ago. They're long gone now. Where does it go? What does it provide you?
3. The grocery on the 177th floor that's been there forever closed last week. Why? Where are people nearby getting their food now?
4. Last month there was a fire. What all did it damage? What did it reveal?
5. Power has been going on and off for months now. What does the pattern of the outages reveal?
6. Three weeks ago, the 55th floor held a funeral for Vernus Lunnasson. Now there are rumors he's been seen walking the halls of that floor. What is true about the rumors? What is false?

### 3-4: HERE AND NOW

1. Last night someone tried to break into your flat. What were they after? What did they get instead?
2. The co-op is having a meeting tonight to discuss the water supply to the building. What is threatening the safety and security of that meeting?
3. Riots over a lack of food and water have been happening around the Column for weeks. Another is poised to break out tonight. How are you handling the situation?
4. The basement is flooding. There is a bucket brigade working to keep the water out. How does this affect what you've got stored down there?
5. A new drug is making the rounds through the tower block. What is it called? Why are you avoiding it like the plague?
6. Local vid team is trying to make a documentary about the Column. Why are they using your flat as a film studio? What do you not want to appear on screen?

### 5-6: MISTS OF THE FUTURE

1. Rumors abound that the Column is going to be demolished to make way for a new hyperspan. What are the rumors really covering up?
2. The seer on the 32nd floor is predicting "a storm to end all storms." When is it supposed to happen? What destruction will it bring to the Column?
3. An untethered giant is taking refuge in a firewalled portion of the Column's network. Why does it refuse a bonebone? How will you keep it hidden from the corps?
4. A new corp-backed social media network is launching next week. What new level of surveillance will it introduce? How does the resistance hope to subvert it?
5. A developer has placed an offer to buy out the 224th-230th floors to put in a new farm production facility. Why can't they be trusted?
6. A concert is scheduled for three weeks from tomorrow, on the roof. Why can the corps not find out about it? How will you work to make sure it goes off without a hitch?

## JOTUNHEIM SIDE STORY QUESTIONS

### TYR

The Panopticon isn't as unified as Tyr thinks it is. Outwardly, the black visors and body armor of the RPB look uniform, controlled, indomitable. Inside the walls of the Panopticon, there are cracks forming. Disgruntled employees have been hearing whispers of revolution, of the coming the neon Fimbulwinter, of Ragnarok. Some of these people are radicals who have infiltrated the inner workings, ready to wreak havoc when the time is right. For most people who work in the Panopticon, however, any dereliction of duty or working from the inside is a new set of actions. Even though the actions are new, they represent a total break with their former corporate adherence to rule and code. Once someone acts as a collaborator, their lives are forever different. This isn't atonement. It is, however, a mark that they are no longer who they once were.

1. You are all low-level functionaries who have come to embrace the words of rebellion. Which department of the Panopticon do you work in? What action are you about to take to create an opening for a revolutionary cell?
2. Each of you has been jailed unjustly. However, the normal vigilance of the guards has grown lax. What opening do you have for escape? Why is tonight the night?
3. You can't do it any longer. Your conscience is a weight around your neck. What causes your entire squad to defect? What action are you preparing to take as a group to prove your loyalty to the cause?
4. For weeks, months, you've been working your way in. Each of you are positioned to exit and cause massive damage to the Panopticon itself. What is your target? What's the last thing you need to enact your plan?
5. They think you're their mouthpieces but you've been playing them for fools. What media creation are you launching soon? How will it subvert Tyr's will?
6. You've lived in the shadow of Tyr's unblinking gaze for too long. You've found a way in, tunnels and maze-like structures behind you. What part of the Panopticon are you about to enter? What action will you take once you arrive?

### MIMIR

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### THOR

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- 2.
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- 4.
- 5.
- 6.

# CHARACTERS

You are the Ragnarok the gods thought they could avoid. When you are done exercising your will through the nine realms, all people will be free of the gods' oppression. Now, here is how you are put together.

This section details the mechanical ways in which characters are expressed in the setting. This is a combination of both who they are and what they can do. Both parts are important to the stories you will tell with your companions, so both parts are given equal weight.

Every character in Iron Edda Reforged is made up of the same components:

- Name
- Clan/Blurb
- Gender
- Details
- Gear

## NAME

This is how the world knows you. It could be a name given at birth or a title you've assumed thanks to your words and deeds. There are example names for each of the roles. Feel free to choose one of those, or make up your own.

## CLAN/BLURB

Everyone in the resistance belongs to a warrior clan. These clans are collections of both ideologies and skills. Each clan has multiple focus areas, or ways. When you choose a clan, choose a way and the powers that come with that way. Once chosen, a way cannot be changed, except for under special circumstances (see page XX).

Characters that are not part of the resistance against the gods do not get a warrior clan. Instead, they get a short blurb that tells you about their role, profession, or general stance on life. If you are unsure as to whether a character should have a clan or a blurb, remember this phrase: collaborators get clans. If someone isn't collaborating to at least help the resistance, they get a blurb.

## GENDER

A statement about you and how you assert yourself in the world. How the world sees you and how you see yourself. There are example genders given with each clan way. You are also free and encouraged to make up your own. Also, note the pronouns (if any) you wish to be addressed by.

## DETAILS

The three details describing what you're known for being able to do when you're on the job. You get to make up what these are and assign them to different categories: excellent, good, and okay. Excellent abilities get ten dice, good abilities get seven, and okay get five. There's guidance for how to create capabilities on page XX.

## GEAR

When you create a character, you choose three pieces of gear to take with you. Any time you are able to use a piece of gear to help you, it adds an extra die to your pool. When the narrator indicates that a piece of gear you have may hinder you, it removes a die from your pool.

# SPOTLIGHT CHARACTERS AND THE REST OF THE WORLD

When you begin playing *Iron Edda Reforged*, you create a character to embody. However, in this game, there are no non-player characters (NPCs) in the traditional sense. Any character in the context of the game is one that can be embodied and played by a player. The character you are embodying at any point is called your *spotlight character*.

The purpose of this structure for the game is to help show the vast and far-reaching effects of the story that is being told. Revolutions are not quiet, contained affairs. Many different people in the world are affected by the actions of the resistance. As well, there are many interesting things that happen in the narrative when perspectives are changed.

## HOW THIS WORKS

At the beginning of play, each player creates a character to embody. This character has a full sheet and all of the items listed in the previous section. As the story proceeds, their characters will encounter and have interactions with other characters. These non-spotlit characters are also detailed by the players. Every new character gets the following:

- A Name
- Three Details, each provided by a different player

Of important note: the three details provided by the players need to be assigned to Excellent, Good, and Okay levels to give the character a die pool to work with.

Most characters will get that and little else. They will be embodied by the Narrator and the items given will provide them interest. However, those items are also enough for them to be embodied by a player. You can do this for as long as you would like, really. **The most important thing is that the whole group is on board to explore the world and the narrative from different sets of eyes.** For more guidance on when to switch spotlights, see the section on narratives on page XX.

If you choose to spotlight a new character more than once, then they should be built out like your first spotlight characters. In addition to the name and details you've already given them, give them a role, gender, clan, and characteristics. Discuss these items as a group and fill out a sheet for this character.

As your story progresses, you will experience the world and the narrative from many different angles. Some of them may even be antagonistic to your starting spotlight characters. Allow these shifts in perspective to enhance your experience.

## A NOTE

If your group doesn't like the vibe of switching characters as you play through your story, there's no requirement to do so. You can play your original spotlight characters for as long as you'd like to. In this case, you do still need to give each new character three details. If the Narrator wants to make use of these characters later, they need to flesh out these characters as described previously.

## **WARRIOR CLANS**

Everyone in the resistance belongs to one of the nine clans. These traditions are rooted in the very personhood of those who rise up against corrupt power structures and have nothing to do with the gods. These have been created, grown, and maintained by people.

Each warrior clan has multiple disciplines, called Ways, associated with it. Each Way gives a different set of abilities that a character can use. These abilities can be used at different frequencies: at-need, once per scene, or once per session. As you may imagine, the less often an ability can be used, the more powerful it is.

In Season One of Iron Edda Reforged, each Warrior Clan has a single Way available. Later seasons offer additional Ways that can be used for seasons set in those Realms, or brought into the existing story you're telling.

## **BEAR - STRENGTH AND POWER**

Bears are often at the front lines of any physical conflict. They tend to prefer action to words, measuring their opponents and finding most wanting. Bears need be wary, however, as one Bear alone is little but a target. Their size and strength are deterrents but deterrents only help so much in the face of militant oppression.

### **THE WAY OF THE CLAW**

Physical aggression and force is the hallmark of this Way. Bears who follow the Way of the Claw push the enemy back, making them regret having engaged in the first place.

### **GENDERS**

a musty den, the distant rumble of thunder, an exposed dagger, an exploding terminal

### **AT-NEED ABILITY**

#### POSTURE

Whenever you use your size or strength to intimidate or cow an opponent, you ignore any glitch dice on the roll, clearing them after the action.

### **SCENE ABILITY**

#### BAIT

Once per scene, you can pull the attention and focus of an opponent to you. If you spend a control point, you capture the attention of a whole group of opponents.

### **SESSION ABILITY**

#### BLITZ

Once per session you can use your overwhelming strength to overcome opposition of up to rank three. If you spend a control point, you can succeed against rank four opposition.

# **BONEBONDED – TECHNOMANCY AND NETWORKS**

The gods didn't just take the bodies and bones of the giants for their networks. They also took the giants' spirits and harnessed them. Vast chained intelligences, the giants are the backbone of the network in all the ways that matter. But not all of them stay chained.

Humanity, in its effort to overthrow the gods, has found a way to ally with the rogue giants in the system. These bonbonded are walking, live connections to the network. The giant navigates the human host as easily as the human navigates the network. The symbiotic relationship is a strange and powerful dynamic.

In addition to your character details, you also decide the details for the giant to which you are bonded. You need to choose the giant's name and define three details about them.

## **THE WAY OF THE NETWORK**

The Network is pervasive in the world. Everywhere the remains of the giants have been used by the gods to expand and grow. Some giants, dismissing the ways of old, have embraced this new reality and have begun to plumb the depths of the technology they inhabit.

Those who follow the way of the network focus on breaking the systems of the gods and bending them to their will.

## **GENDERS**

an encrypted cipher, a dusty tomb, an ancient blade, worn leather boots, the sound of a modem connecting

## **AT-NEED ABILITIES**

### **ANCIENT FLEX**

Whenever you roll to do something with the network, take two of your die pool and set them to successes before you roll. Say how your giant's ensured those successes.

## **SCENE ABILITIES**

### **GLITCH IN THE NETWORK**

Once per scene, you can exploit a network resource of difficulty three or lower without rolling.

## **SESSION ABILITIES**

### **THE LIVING NETWORK**

Once per session, you can command the components and technology around you to take on the physical form your giant once had. You rise from the ground, flickering in electrical energy, surrounded by the makeshift form of the giant. For the remainder of the scene when this happens, double the number of dice in your pool, and take no glitch dice. Note down how many glitch dice you would have taken during the scene.

Say how the size and scale of the giant's physical form affect every action you take.

When the scene ends, you owe your giant a favor equal in scope to the number of glitch dice you would have taken. Every three glitch dice represents a level of indebtedness you have to your giant. You must repay this favor before you can use the ability again.

## **DRAGON - CHANNELING EMOTIONS**

Humanity's range of emotions has been compressed. The gods want vapid delight, fear, and anxiety to rule their people. Dragons know differently. Dragons know that emotions need to be felt, to be explored, and to be nuanced. In days of old, the Dragon motto was "rage is all the warmth we need." These days, rage does its part, but alongside the vast tapestry that makes human existence the joy it can be.

### **THE WAY OF ELATION**

"Grim, dour, and in need of a good laugh." Dragons who follow the Way of Elation could apply this description to any number of corporate drones or servitors. The Way of Elation focuses on the joys that life can bring, large or small. And not just for the Dragon themselves. These Dragons want to bring that joy to others.

### **GENDERS**

a rare sunset, neon on a dark night, the feel of a warm mug, a child's laugh, sleeping in

### **AT-NEED ABILITY**

#### **SMALL GRACES**

Any time you take an action to brighten someone's day or uplift their mood you retain any control points that you would choose to spend on the roll.

### **SCENE ABILITY**

#### **BRIGHT HIGHLIGHTS**

Once per scene, you can declare a detail that will bring joy to someone in that scene without having to spend a control point.

### **SESSION ABILITY**

#### **THE BEST MEDICINE**

Once per session you can take an action to distract, get the focus of, or engage another character with laughter. If you succeed on your action, you remove all of their glitch dice or heal a narrative injury they have sustained.

## **HAMMER - BUILDING AND SHAPING**

“The World is Meant to Be Shaped.” Hammers are builders and doers of things. They understand connections on a systemic level, seeing how the movement of one component can affect everything. A notable number of Hammers are defectors from corporate structure. They use their knowledge of the internal workings of the gods’ enterprises to bring them down. Others are tinkers and scrappers, making and repairing from whatever they find at hand.

### **THE WAY OF THE TINKERER**

When the world is full of cast-offs and broken things, what better to do than to use those things? Hammers who tinker repair, reuse, and make do with whatever comes to hand. They help the forgotten people of Midgard to have innovation and newness, even though their materials have often been discarded by others.

### **GENDERS**

a greasy rag, old solder, ozone from a burnt wire, a repaired comm, forgetting there’s one more step down

### **AT-NEED ABILITY**

#### **BREAK DOWN**

Whenever you are stripping something for parts or looking for the exact right combination of components for your needs, you get three extra dice in your pool.

### **SCENE ABILITY**

#### **WEAK SPOT**

Once per scene choose a piece of gear held by another character. For the rest of the scene, that piece of gear cannot be used.

### **SESSION ABILITY**

#### **COBBLE**

Once per session you can take an action to pull together an automaton from whatever’s nearby. Build it in the same manner as any other character. After the session ends, you can choose to keep it around. If you do, this ability isn’t able to be used during the next session.

## **HORSE - PHYSICAL MOVEMENT AND DELIVERY**

Members of the Horse Clan are the messengers and runners in the Realms. They ensure that communications are maintained when the network is disrupted, get supplies to hard-to-reach places, and generally never stop moving. Endurance, speed, and determination are the hallmarks of a horse.

### **THE WAY OF THE SPINTER**

Elite-level movement around the physical environment of the city. Few barriers can stop you, and fewer people, still. The Way of the Sprint focuses on making it from point A to point B, as quickly as possible, no matter what's in your way.

### **GENDERS**

a breeze through a dark alley, the last sip of an energy drink, an unexpected firework, a cold drink in a warm shower, a handy lighter

### **AT-NEED ABILITY**

PARKOUR!

Whenever you take a risky action involving movement, you reduce the difficulty by 1. If this reduces the difficulty to zero, no roll is needed (you can still choose to fail the action to gain a control point).

### **SCENE ABILITY**

LEAP BEFORE YOU LOOK

When you take a risky action to cross a great distance in a jump, take two of your dice pool and set them to successes before you roll. If you are leaping with an ally, you may split these successes between the two of you, however you like.

### **SESSION ABILITY**

PERSONAL BEST

Once per session you can move at such speed that you get to a location before anyone else. You then get at least one action to scout for intel for allies, disrupt enemy plans, or similar. This does not mean you are undetected, just that you got there first.

## **OX - ENDURANCE AND PROTECTION**

Stalwart defenders and tireless caretakers, members of the Ox clan stand in defense of all they hold dear. In the old days, this meant tending to fields and crops, taking up arms when necessary. In some parts of the Realms, this holds true still. Even when an Ox cannot tend to the production of what their fellows need, they still find ways to use their strength for care's sake.

### **THE WAY OF THE PLOUGH**

Ground is ever in need of breaking. Without the determined effort of the plough, planting cannot happen and new life struggles to grow. If an Ox follows the Way of the Plough, you can expect them to persevere, move forward, and to bring their companions with them.

### **GENDERS**

a well-used raincoat, a pair of brass knuckles, warm stew and crusty bread, logging off for the night, loosening uncomfortable clothing

### **AT-NEED ABILITY**

#### **RELENTLESS**

When you need to move past (or through) physical opposition, you roll two extra dice in your die pool.

### **SCENE ABILITY**

#### **BROAD BACK**

Once per scene, if an ally would roll glitch dice, you can take those dice from them. You then roll those glitch dice on your next action. Say how you assist them.

### **SESSION ABILITY**

#### **...TO SWORDS**

Once per session, when taking a violent action in defense of that which you hold dear, fours, fives, and sixes count as successes. This effect lasts the rest of the scene. Say what you turn into a weapon.

## **RAVEN - SECRETS AND MAGIC**

The far-eyes, the nimble-fingers. Those who deal in magic, prophecy, visions, and possible futures. Ravens are mystics and seers. Some eschew technology in favor of older ways of interacting with the Realms. Others integrate the two. No matter the path, Ravens always seem to know more than they let on.

### **THE WAY OF RUNES**

The runes that we every day have power beyond what most corporate drones know. Anyone attuned to their nature can use runes for magic but you make a specialty of it. Your runic markings endure, penetrate, or lay bare, as you choose.

### **GENDERS**

a bolt of lightning, a whispered promise, the clatter of a manual keyboard, a high-speed turn, a fervent prayer

### **AT-NEED ABILITY**

#### **IMBUEMENT**

Any action you take can be imbued with the power of a rune of your choice. This can provide a wide array of additional effects of a mild sort. Imagine that one of your successes on your roll carries runic power and say what effect it has.

### **SCENE ABILITY**

#### **ENCHANTMENT**

Once per scene you can emblazon a piece of gear with a rune. For the rest of that scene the piece of gear acts with that rune's power. It provides three extra dice to the user's die pool rather than the usual one.

### **SESSION ABILITY**

#### **RUNEBLAST**

Once per session, you can inscribe a large and powerful rune on a surface to produce an appropriate effect. The level of the effect is equal to the number of successes you roll on your action. If you take success at a cost, the number of glitch dice you would take is doubled, due to the feedback of having to channel the rune's power through your own body.

# **SNAKE - STEALTH AND COVERT OPERATIONS**

Get in, secure the asset, and get out. Unsuspected and undetected. This is the way of the snake. You might use social networking and disguise to work your way into a corporate office. You might don tactical gear and use slicing tools to break into a secured facility after hours to find what you need. No matter your approach, you are solid, dependable, and unseen by those who you don't wish to see you. If the job requires stealth, that's your world. Woe betide anyone who disturbs your nest.

## **THE WAY OF SHADOW**

The dark of night is your cloak and your protection. Anything that can be done in darkness is your bread and butter. Some prefer to use cover, camouflage, or to talk their way in. You? You prefer for no one to see or be seen. Let the fog of night guide your steps.

## **GENDERS**

a black velvet cloak, the scent of pressed flowers, the rustle of a shed skin, the crackle of a paper book, the scent of smoke on the wind

## **AT-NEED ABILITIES**

### LIGHTS OUT

Whenever you are in a brightly lit area you can use an action to take out some of the lighting in the space. Declare a detail that reveals the newly shadowed area.

## **SCENES ABILITIES**

### SLITHER

Once per scene, when you would otherwise fail a stealth roll (or succeed at a cost) you can instead re-roll your misses without spending a control point.

## **SESSION ABILITIES**

### UNDER COVER

Once per session you can get your entire group, undetected, through a security system of difficulty 3 or lower.

## **SPARROW – STORIES AND WORDS**

Stories, songs, and information are part and parcel with the Sparrow's way. Whether performing for a crowd, captivating a single person with a story, or negotiating passage through a rough neighborhood, Sparrows are always collecting more information than they give out. Some former Sparrows have turned to the cause of Mimir, valuing information above their companions. These fallen Sparrows are ostracized by the rest of the clan.

### **THE WAY OF SONG**

Your voice is your instrument and it serves you well. From whispering honeyed words into the right ear, all the way to capturing the minds and hearts of a crowd, your voice is your life. To lose one would be to lose the other.

### **GENDERS**

the last drink of the night, the sound of a vocal chorus, a reality tv host, a breaking mirror, a stone thrown into still water

### **AT-NEED ABILITY**

#### **SMOOTH OPERATOR**

You can imitate any voice you hear. If this helps you in taking a risky action, you are able to automatically overcome difficulties of one. It also means you can attempt to spoof biometric systems that rely on voice patterns.

### **SCENE ABILITY**

#### **CAPTIVATE**

Once per scene you can draw and keep the attention of a number of opponents. Roll your chosen die pool. The number of successes is the number of individuals you can hold the complete attention of. This captivation continues as long as you keep using your voice.

### **SESSION ABILITY**

#### **SHATTER**

Once per session, you use your voice to mighty effect, destroying physical objects of rank three or less. Say what other damage this does.

# **WOLF - GROUP COHESION AND RECRUITMENT**

Wolves are the glue that holds their group of friends together. More than a few have the ancient phrase “The Pack is All” held in a place of honor in their home, or tattooed on their body. Their abilities involve teamwork, setting up their allies for success, and tending to those they care about. They aren’t the face of any given group, that honor reserved for Sparrows, but they do have a tendency to bring in the most recruits for the fight against the gods.

## **THE WAY OF THE PACK**

It’s never just about you. It’s about everyone around you and how you can support them. This doesn’t mean neglecting your own needs. It means that, in any group of people, you’re the glue that holds it all together as everyone holds each other up.

## **GENDERS**

a firm handshake, a fresh first aid kit, a companionable smile, bandagecore, the hope of the next sunrise

## **ABILITIES**

### **AT-NEED ABILITIES**

#### TOGETHERNESS

Once per scene, when one of your allies takes an action, they take two of their die pool and set them to successes before they roll. Say how your efforts ensured those successes.

### **RANK 2**

#### YOU’VE GOT THIS

Once per scene, when one of your allies takes an action, they take two of their die pool and set them to successes before they roll. Say how your efforts ensured those successes.

### **RANK 3**

#### PACK TACTICS

Once per session, you can call on the personnel and supplies you’ve been keeping in reserve. For the rest of the scene you are in, every time you spend a control point, it is worth one extra success. When you spend a control point in this way highlight a detail that relates to the reserves upon which you are calling.

# ACTIONS AND SCENES

[INTRO TEXT]

## ACTIONS, DICE, AND OUTCOMES

This is a game of collaborative storytelling. It leaves room for randomness to influence the story, however. The characters in the story aren't guaranteed success at the actions they take. These are the spaces where the mechanics of the game come into play. These moments are when the characters declare what they would like to accomplish, then roll dice and use abilities to ensure their success.

## WHEN TO TAKE ACTIONS

Not every moment requires the uncertainty of a roll. There are times when the group narrates the action and agrees on the outcomes. However, when the actions are dangerous, thrilling, or the possibility of failure would drive the story forward, those are the times that you roll.

The question to ask is this: does the uncertainty make the story more interesting? That's a determination that a player can make on their own or with the help of the Narrator and the rest of the group. Sometimes you just want to see your character succeed at what they're good at. Other times, you want to play the moment the dice give you. Both are valid, good, and have space in a session of ***Iron Edda Reforged***.

## HOW TO CAST THE BONES AND INTERPRET THEM

Your character details come with ratings: excellent, good, and fair. These details cover a broad range of possibilities for taking actions. For example, if your excellent detail is *I Bear the Axe of Helgrimmur* that detail could be used for attacking, intimidation, or convincing through reputation. In some instances, it may even obviate the need for a roll.

When you need to roll, choose the appropriate detail, describe how the detail means you can roll the dice, and roll. Excellent details mean you roll 10 dice, good, seven, and fair five. If you have no appropriate detail, you roll three dice. As well, you can choose to fail any roll to gain a control point (see page XX).

Whenever you have to make a roll, the Narrator or collective group will set a difficulty for you.

- 1 is almost trivial... almost
- 2 should be attainable
- 3 is harder, but not too bad
- 4 is getting challenging
- 5 is a real test of skill and ability
- 6 is beyond what most people can do
- 7 is a daunting challenge
- 8 will take extra resources, for sure
- 9 is almost impossible
- 10 means the gods themselves would struggle

When the Narrator calls for a roll, gather up the dice in your pool and roll them. Any dice that come up a 5 or higher are considered a ***hit***. You need a number of hits equal to the difficulty set by the Narrator to succeed at your action.

If you don't get the number of hits needed, you have options. You can spend a ***control point*** to re-roll your misses and see if you get where you need to be. You can choose to take a partial success that you and the Narrator will work out. Lastly, you can choose to fail the action and accept the consequences of that failure. Any of these choices can be interesting. Failure doesn't mean the story stops.

## CONTROL POINTS

Control points are a type of narrative currency you can use for a few different things. The most common use is to re-roll the misses in your dice pool. You can also spend control points to add narrative details to the story that would otherwise be too convenient or beneficial to exist by happenstance.

Every player begins each session with three control points.

To spend control points, you have to link them to a detail about you or in the world. These details (aside from character details) are undefined until the moment they are not. When playing the game and describing scenes, we don't detail everything in the scene; to do that would take up far too much time. However, we are all imagining it. Spending a control point and declaring a detail makes something you imagined into something real for the story and everyone in it.

These details can be about your character, another character, or the environment around you all.

Most details are only relevant for the scene during which they are called out. However, if a detail has relevance across multiple scenes, or adds necessary information about a character or the setting, that detail is [term]notable[/term]. The Narrator writes down any notable details at the end of a scene and makes sure that they are part of the narrative going forward.

All characters have three details assigned to them. Character details function a little bit differently, in that they're less transient. Character details give a good window into who the person is and what they're capable of doing. As such, they only change every few sessions (see page XX).

## COSTS AND FAILING

When a roll of the dice doesn't go your way, you have two options:

- Succeeding at some type of narrative or mechanical cost
- Failing at the action you attempted with mechanical or narrative outcomes

The mechanical side of success at a cost or failure is expressed through **glitch dice**. Glitch dice are additional dice that are added to your roll but result in a variety of unpredictable, typically negative effects. For more on glitch dice, see page XX.

In addition, there is another option for failure. Before you roll the dice for your action, you can choose to fail the action and narrate the outcome. If you choose to do this, you get a control point. This is called purposefully failing.

No matter the type of failure or the cost of success, the narrative choices made need to propel the story forward. There is little that is more uninteresting in a story than failing in a way that does not add to the story. If you find that your failures are uninteresting, then the question becomes whether or not the action needed to have a roll attached.

## GLITCH DICE AND GLITCHING

When you take success at a cost, the Narrator will give you glitch dice. These are differently colored dice that you roll along with your regular pool the next time you take a risky action. When you succeed at a cost, you gain a number of glitch dice equal to the difference between your hits and your target. Difficulty four with one hit means three glitch dice.

*Important:* If you have glitch dice in your pool, you don't have the option of choosing to fail an action in order to gain a control point.

Just like rolling your regular dice, glitch dice only affect your situation when they hit on a 5 or a 6. Like your regular dice, glitch dice also explode. Each hit means more complications for you. These complications range from minor inconveniences to potentially life-threatening results.

Once you roll glitch dice, they are removed from your pool.

## **GLITCH RESULTS**

1 Hit - Minor Complication (self)

2 Hits - Minor Complication (ally)

3 Hits - Standard Complication (self)

4 Hits - Standard Complication (ally)

5 Hits - Major Complication (any)

6 or More Hits - Devastating Complication (any)

Complications are narrative or mechanical in nature, or both. When one arises, the player and Narrator briefly negotiate to find a complication that is compelling.

Complications that are marked as self affect the character that took the risky action. Complications marked ally affect someone that character is close to. If a complication is marked any, then the Narrator and player decide who it affects.

### EXAMPLES OF MECHANICAL COMPLICATIONS

Minor - On the next risky action the character takes, they roll one less die in their die pool

Standard - Until the end of the scene, the character's at-need ability is unavailable

Major - Until the beginning of the next session, the character's per scene ability is unavailable.

Devastating - Until the end of the next session, the character cannot use their good detail to roll when taking a risky action.

### EXAMPLES OF NARRATIVE COMPLICATIONS

Minor - They drop what they were holding and it's unavailable until recovered

Standard - A trusted contact doesn't show to the next meeting

Major - An injury that is going to take weeks to heal

Devastating - A debilitating injury occurs that could result in death

Complications are interesting because they occur on the roll after the character missed or took success at a cost. As well, they aren't directly tied to the circumstances at hand. If the complication says it affects an ally, that ally doesn't have to be physically present to be affected.

There's a lot of overlap between mechanical and narrative complications. As with most things in this game, they go hand-in-hand. There should always be at least a nod to the narrative with a mechanical complication. The reverse isn't always true but it's helpful to keep in mind.

Last thing to note: glitch dice and complications are an avenue by which the Narrator can harm or put your character in a tough spot. The Narrator doesn't roll dice, so the level of complication rolled gives them a guideline for how your opposition responds, or how the narrative proceeds, when dice hit the table

## **THREATS**

Creating threats in Iron Edda Reforged is a lot like creating a character. They get three details, each rated the same as a character. As well you can give them abilities, much the same as a character might get from their clan.

The details you give them are a blend of secret and public information. Secret in that you may create them between sessions. Public in that they are typically obvious either upon encountering the threat or seeing it in action.

## **THREAT ACTIONS**

## **TAKING DOWN A GOD**

[INTRO]

### **ESTABLISH DETAILS AND WEAKNESSES**

Same procedure as characters

### **SESSION FLOW**

- 1 Establish
- 2 Investigate
- 3 Proceed
- 4 Setback
- 5 Regroup
- 6 Takedown

## **WHEN AND HOW TO BREAK THE STRUCTURE**