

The Song of the Nibelungs

Introduction

*Uns ist in alten mæren wunders vil geseit
von helden lobebæren, von grôzer arebeit,
von freude un hôchgezîten, von weinen un klagen,
von küener recken strîten muget ir nû wunder hœren sagen.*

This is the story of the hero Siegfried the dragon slayer and his early death. The story of the valkyrie Brünhild and her cruel treatment. The story of the coward Hagen and the story of Siegfried's wife Kriemhild and her grand revenge. A story of love and suffering, of heroism and ferocious battles, of treachery and betrayal, cunning and violence, of greed for gold, of blood and revenge and hatred and ultimately an ending in flames and blood and tears.

This is a complicated story, with roots in the great migration period, with different traditions and tales contradicting each other on the details and even tone of the story. For a very broad summary, there's the German and the Scandinavian tradition. The broad story to both is as follows:

Siegfried/Sigurd is born to a mighty king or hero, he is raised either at court or by a (dwarven) Smith in the woods or both. He slays a great and terrible dragon, with the help of an incredible sword and becomes either invulnerable, save one spot after bathing in the dragon's blood or gains knowledge of the language of the birds after ingesting it's blood. He also comes into the possession of a great treasure, which depending on the story belonged to the dragon or some dwarven kings.

Siegfried/Sigurd somehow becomes connected to the valkyrie or shield maiden Brünhild/Brynhild and even gets engaged with her in the Scandinavian tradition.

After coming to the land of the Burgundians he falls in love with the princess Kriemhild/Gudrun, in the Scandinavian version after having the memory of his oath to Brynhild erased through a magic potion.

Siegfried/Sigurd then marries Kriemhild/Gudrun, either before or after winning Brünhild/Brynhild as a wife for king Gunther/Gunnar, Kriemhilds/Gudruns brother, by helping him win contests of strength while being invisible or a contest of resolve while having transformed into Gunnars likeness.

In the German tradition Brünhild then gets conquered on her wedding night by Siegfrieds invisible hand so that Gunther may take her.

Some time later the two queens, Brünhild/Brynhild and Kriemhild/Gudrun begin a great and terrible quarrel and argue who of them has the greater husband. In the course of this argument Kriemhild/Gudrun reveals to Brünhild/Brynhild that she has been tricked by both Siegfried/Sigurd and Gunther/Gunnar.

Brünhild/Brynhild swears revenge and gets Gunther/Gunnar and Hagen/Högni, either Guthers vasall or Gunnar's brother to enact that revenge, partly motivated by the chance of restoring Gunther's/Gunnars and Brünhild/Brynhild's honor as well as by the promise of Siegfrieds/Sigurds treasure.

Sigurd is killed in his sleep or in the German tradition on a hunt, after Hagen tricked Kriemhild into revealing to him where Siegfried may be wounded. Brynhild kills herself soon after, following the only man she ever loved.

Kriemhild plots for revenge and ultimately marries Etzel or in the Scandinavian version gets married off to Atil, both being the same, namely Attila the hun.

At a great feast at Etzels court where all the Burgundians are present, Kriemhild gets everybody killed and dies in the end herself. In the Scandinavian tradition Atil forces Gudrun to invite her brothers and Atil kills them, to get Sigurds gold. Gudrun then takes revenge on Atil, for killing her kin, and kills both his and her sons as well as him.

You can choose your starting time point, which may also vary depending on what exact version of the tales you want to enter. You may enter at any time from Siegfried's youth to the moment he enters the court of the Burgundians. You will spend 10 years in this world or you may also opt to stay as long as it takes for this tragedy's final act to close.

Take **1000 choice points (cp)** to help you survive the coming days of twilight

Age and Gender

Roll **2d10 +20** for your age or to choose for free. Keep the gender from your last jump or change for free.

Location

You may however freely choose to start at any point in Europe. Here are some suggestions:

Depending on what version of this story you chose, the locations where major events happen may change.

Worms: Worms on the Rhine. Home of the Burgundians also known as the Gjokings, who will later be known as the Nibelungs/Niflungs after acquiring a great treasure through vile treachery.

Iceland: Home of queen Brünhild the powerful shield maiden.

Xanten: in the Netherlands, home of king Sigurd, father of Siegfried.

Land of the Nibelungs: A mysterious land of dwarfs, giants and men, located somewhere in northern Europe likely on the North Sea.

Hungary/Hunland: Home of Etzel, Attila the Scourge of God, but also home of Völsung and Sigmund, grandfather and father to Sigurd.

Denmark: Home to Sigurd's foster father Alf, king of Denmark and home to Sigurd during his youth.

Backgrounds

Drop in (free): You drop into this world just as you are, with no prior history in this setting. You aren't weighed down by your past or your foretold future and you aren't constricted by the treacherous politics of family and court.



The Traitor (free): You are some sort of noble at a European court. You may or may not be the king himself, but in any case you're close to it and hold great influence at court. You are held in high regard by all at court and your political and diplomatic skill is renowned across the continent. Kings and Heroes from far and wide will likely seek your counsel and friendship.

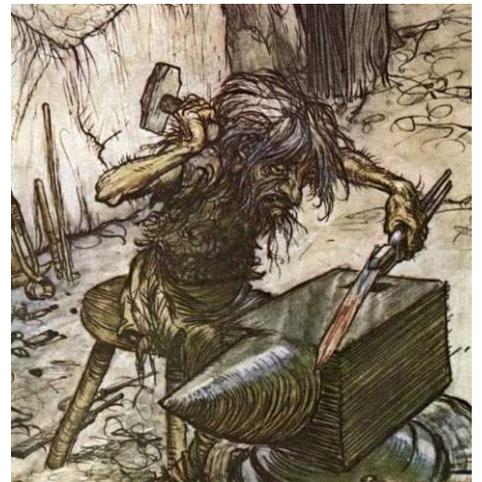
The Valkyrie (100): You are a shield maiden of great renown, a daughter of royalty taking up arms like a man. You may also be a real Valkyrie, a mortal woman or ethereal being, maybe even daughter of Wotan/Odin himself, selected by him to give victory to certain men in battle and lead the slain heroes to valhalla. There aren't any known male valkyries, but should you take this background as a male, Wotan will certainly make an exception for you.





The Hero (200): You are a great man or woman, known in all the lands of Europe as a mighty hero. You may be a descendant of a powerful line of kings, heroes and demigods or just a great man with no heavy family history that tries to make a name for himself. Due to your fame, your history (whatever that may be) and the great deeds you have done in the past you will be welcome on any court in Europe as a hero of such great renown will prove a valuable friend to any who offer friendship.

The Dwarf (200): The dwarfs, also night-elves, are mysterious beings known for their great treasures and skill. The dwarves are natural smiths and craftsmen, being stronger than the average man, while being the size of a child or in some versions normal sized, but always clearly non-human. Whatever size you chose, you are in any case an important member, likely a king of a dwarven race like the titular Niblungs. Add 400 years to your age.



Perks

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

General

Rhyme -free

You can freely and effortlessly speak in rhyme and verse and put beautiful flowery or harsh imagery into your language. Through your use of language praise becomes more beautiful and insults more scathing. You may speak in whatever form of verse you want, but you have a special knack for alliterative verse. No one will call you out or overtly notice your use of language, only that they feel admiration for your spoken skill. If you wish everyone around you will also speak in rhyme.

Opera -free

In the same vein as the Rhyme perk, you can now freely and effortlessly sing your dialogue with amazing vocal range and even have orchestra music appear out of thin air and play in the background. No one will call you out or overtly notice your use of song or even the music appearing out of nowhere. If you wish everyone around you will also sing as well as the best opera stars in the world and freely do so. You will also notice that you and your companions as well as certain important persons, objects or even events you will encounter gain a "Leitmotiv", a guiding motif, a short repeating theme, which very saliently gives you profound ideas about the nature of the persons or things that this theme accompanies.

Common tongue -free

Wherever you are in Europe or the world at large and wherever you travel you will have no problem speaking with the locals. This may be because all of you speak an unidentified lingua franca, a common language, or because you instinctively know all the different languages spoken around the continent by heart. In future worlds you may be able to understand and speak most common languages you may come in contact with.

Noble -free

Almost every important person in the tales of Siegfried/Sigurd is at least a noble of some kind and more often even royalty. In this and future jumps you can always believably claim a noble or royal title, even if you have no direct country or people to prove it (it helps if you do of course). To be even admitted or heard among the various courts in Europe at this time this perk is basically a must have.

Drop in

Courtly conduct -100

You are well versed in the ways of the court and how to act in front of lords and ladies of different social standings. This is a very valuable perk here as offending the wrong person can prove quite lethal. In future settings you will instinctively know how to properly act among the top crust of society.

Dreams of the future -200

You routinely get cryptic dreams of the future, like a dream of a Hawk you hold dear who gets torn into pieces by two eagles. You also are skilled in the art of dream interpretation, helping you to decipher the exact meaning of your dreams, so that it would be immediately clear to you that you will find one you love very much who will then be brutally murdered. Beware since the thread of the Norns may be something unavoidable and unchangeable here or just a result of man's arrogance and stubbornness and while those dreams may help you prepare, the final outcome may be certain, no matter your actions. You might lessen the blow however if you are prepared.

Incomparable beauty -400

You are the Helen of Troy of your time. Lords or Ladies all over the continent would be willing to fight and die for you just for the chance to meet you and prove their worth. Your beauty will never truly fade, only change with age. From your blossoming in your youth to almost ripe old age you will be considered the most beautiful there is and maybe ever was. Your mere presence will enthrall the minds of most who are weak of will. This beauty may be applied to any forms you have no matter how strange.



Kriemhild's revenge -600

You've been deeply wronged. Whether all your life's work has been destroyed, your love has been murdered or whether you were insulted and shamed in front of witnesses, you have been wronged. The hatred you've felt from that day burns with fury hotter than all the dwarfs' forges and all the dragon's heart. The more severe you have been wronged, the more hatred and rage and willpower you will gain, with no limit. In pursuit of your revenge you will spare no effort. As long as you do anything with your revenge as its ultimate goal all your long and short term planning, mental faculties, determination and charisma become enhanced so that your ultimate goal comes ever closer and will

be all the more sweet and brutal and cathartic. Fate or the Norns themselves seem to smile upon you in your quest and will offer ample opportunity for alliances, moments to strike and other tools to help you. With this perk you could go from a lonely and poor widow to a merciless angel of vengeance who will sacrifice thousands of lives, kill off your own clan and ruin a kingdom and a half. Let them all burn.

The Traitor

Obviously the bad guy -100

From the things you wear, to the way you speak and act, everything screams "bad guy". While this may be obvious to all who retrospectively read accounts of you in the moment most people will be completely oblivious to any suspicious behavior on your part save from outright nefarious and evil acts.

Put your trust in me -200

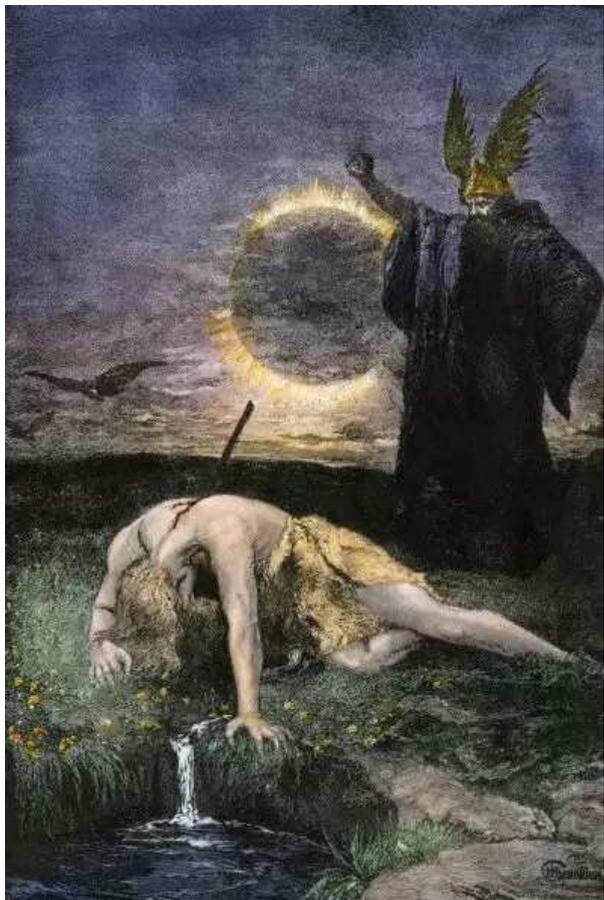
You have the great ability to make people trust you. With your sweet talk you may even manipulate people into revealing their weak spots or those of their loved ones. Through your manipulation you may learn many valuable secrets.

Warmaster -400

You are a great tactician and politician. You have a knack for making alliances and binding the strongest heroes to fight for you. You also have the strategic skill to beat an army that outnumbers you 40:1, although such a feat may only be possible with a hero as great as Siegfried in your ranks you still can beat overwhelming odds. You are charming and intimidating at the same time. You know how to climb the ranks quickly and how to outmaneuver your enemies even months before they realize you even made a move. By the time your enemies realize trickery is afoot it will be too late. Your diplomacy skills are impressive, but your true talent lies in the secret plans you forge. The blackmail, the extortion, the violence and the secret deals that make the country safe from its enemies and growing ever stronger and richer.

Hero's bane -600

You are the one promised to slay the promised hero. Even if you are not his equal. Even if he was blessed with awesome strength, high invulnerability, the perfect weapon and more gold than a man can dream of, in the end you will slay him. The Norns have woven your thread in a way that will lead it to intertwine and ultimately cut off far stronger and greater threads, should you pursue a certain line of action. With this you could completely nullify any of the luck, foretold destinies and plot armor of heroes, their companions and anyone really. To slay a hero such as Siegfried will require great work and trickery however. This perk doesn't make it so that you can be certain to slay a hero, merely that fate and destiny doesn't stand in your way.



For an extra -200 cp you yourself can completely destroy the web the Norns have laid out for you. You are able to do what Hagen couldn't do and change the course of things, and thus your foretold doom or glory, through simple actions such as killing a Priest who was the only one foretold to survive from your party.

The Valkyrie

Equal among men -100

Women in this time and place are seen as something lesser than men, even if they prove more honorable, more determined and even more powerful than most of the cowardly lot who call themselves men. Even Kriemhild, enacting a revenge that was deemed just by all, was slain simply for the audacity to slay a man with her own hands. You will always be regarded as an exception whenever you are part of some lower class or caste. The rules society has placed on certain genders, beliefs and people just don't apply to you and others will interact with you as if you were one of them.

Might of the valkyrie -200

You've been blessed by Wotan/Odin to be strong enough to toss stones, which 12 strong warriors could barely lift, twelve fathoms far and jump even farther in full valkyrie armor. You can throw a heavy spear, three men can scarcely carry, so hard that even the mighty invulnerable Siegfried under his magic cap could barely stop it with his heavy shield and cough up blood as a result of the terrifying impact. This power has a price however, which is your virginity. Should you lose your virginity, whether out of free will or by force, you will lose your power. Every new jump or every 10 years your virginity will "reset" giving you another chance at purity and purities might.



Firewall -400

You may create a gigantic wall of flame to continuously burn and protect whatever location you want. This wall will be as high as the highest towers and broader than the thickest stone walls. If you wish, this all-consuming fire may spare people who

fulfill a certain condition of your choosing, so that for example someone who truly knows no fear could cross this terrifying barrier unharmed.

Rune Magic -600

Knowledge of runes and their magic. You know where to carve them and what form they should take for the desired effect. Examples include victory runes to give you luck and success in battle, runes that keep your ship safe, runes that help in childbirth, runes that make you smarter and wiser, runes that keep your ale from being poisoned or tinkered with, runes that help you influence people better and runes that help you heal sickness and mend wounds. The rune magic you have access to is wide and far, ranging from protection, swaying of luck, divination and even talking to the dead.

The Hero

Piercing eyes -100

You are an overall imposing figure. You stand tall and proud amongst even famous knights. More impressive than your admirably strong and tall form is your bearing and your piercing gaze however. Not many could stand to directly gaze into your eyes for long. Even murderers would have a hard time to bring themselves to finish their deed, just because of the power radiating out from those eyes of yours.

Educated in the arts of war -200

You are skilled in all matters of the battlefield. You are a masterful swordsman, know how to fight with spear and shield, ax and hammer and all manner of war gear. You can shoot your bow and arrow while riding bareback on a horse and hit moving targets, but even unarmed you can prove a deadly adversary. You are not only a dangerous man on the battlefield only due to your skill, but also because of your fearlessness and ability to keep a cool head in the most terrifying circumstances, quickly adapting to new situations on the battlefield as they arise. You could hold your own against even a dozen opponents at the same time and with the might of the Völsung perk, you could beat 12 giants and 700 men single handedly in a single battle.

Might of the Völsung - 400

You are, like Siegfried and his father Siegmund, a descendant of the great hero Völsung, who may have been a descendant of Odin himself (or him in disguise). His mighty blood runs through you and because of it you are strong enough to hammer an anvil into the ground with a single strike, rip out trees with your bare hands and

toss them around and win a contest of strength against a valkyrie. You're also faster than any man, capable of outrunning bears and tough enough to take serious punishment from incredibly strong foes such as giants, dragons, invisible dwarfs and valkyries, while also recovering incredibly quickly from dangerous blows that knock you off your feet and leave you coughing blood or even falling unconscious. Should you be mortally wounded, you still have enough might and rage in you that you can be guaranteed one last fatal blow of revenge, even though your heart is impaled on a spear. Your vitality is enhanced to a point that you can go for 4 days without neither food and drink nor sleep, while traveling and doing wonders and still fight a giant to the death at the end. You have little to fear from normal illness or disease and your tolerance for poisons and venoms is also highly increased.

Jumper the dragonkiller- 600

You killed a mighty dragon and bathed in his blood, drank from it and ate his heart. Having bathed in the blood made your skin harden. Your skin can't be pierced now and will absorb a huge amount of force, except for a spot on your back, above your heart, where a linden leaf fell as you were bathing in the blood. While your skin can't be pierced, a big amount of raw force will be enough to damage your insides. Having ingested some of the dragon's blood, which made your insides tougher as well and gave you the ability to understand the language of the birds. Birds will travel far and wide and hear and see a lot of things, they will warn you of coming danger, betrayal and coming doom but also guide you to great prizes and adventures to be had. Having eaten the dragon's heart made you very wise and bright.



The Dwarf

Short but strong -100

Due to your size or just due to the way you look you will be constantly underestimated by others. They will severely and tragically underestimate just how quick, strong, skilled and smart you are. If you wish you can suppress this perk, but it is often very useful to have your enemies arrogantly head into a battle that will prove far more difficult for them than they thought.

Animal form -200

You know the magic that allows you to transform into a common animal like an otter or a pike. In this form you can somehow still be almost as skilled as if you had your own hands at your own disposal. Beware of hungry gods looking for an easy meal if you are in this form!



Dragon Form -400

You somehow gained the ability to transform into a great and fearsome dragon. Whether this is a result of your own nature and magic, the result of a curse or of some magic object matters little. You are bigger than a house, easily able to lay on a cliff 30 fathoms high and comfortably drink from the river below. Your teeth are as long as swords, your scales tougher than steel and you

can spew forth great amounts of poison and flames hot enough to turn stone glowing red.

By default you are a wingless dragon of some sort (Lindworms are en vogue I hear), but for an extra -200cp you can add wings to your form, allowing you to fly.

Master Smith -600

Even among the dwarves you are an exceptional smith and craftsman. You might not be a genius like Eitri and Brokk, but you are very close. You can repair and even improve on weapons and items gifted by gods, but you can also create wonders of your own. You could create things like incredibly sharp and strong swords, rings that accumulate wealth, feather cloaks that give you the ability to fly, helmets that make the wearer invisible and as strong as a dozen men, change form or fill those around with mortal dread etc. You may also imbue other magic you are able to wield into objects. The more time and effort you put into your work the more powerful the objects will become, but also the starting material, ranging from common ores to esoteric things like love itself, and your own character while crafting items will have a big influence on the power and exact nature of the object. For objects of ultimate power you will have to make great sacrifices.

Items

100 cp items are free and the rest are 50% off for the listed backgrounds.

You may freely import any items you already possess, as long as they mostly resemble the purchased items in form and/or function

General

War raiment that no steel may bite -100

Iron and steel just glides off this set of armor, while stones and other heavy matters may still slay you.

A healing herb -200

The herb that Sigmund used to heal his wounded son Sinfjotli. Press it on any wound no matter how severe and as long as the person isn't dead yet, they will be healed in an instant. You get a new herb each month.

The hoard of Fafner -200

This is the treasure stolen by the gods from the dwarf Andvari to pay off their debt to Hreidmar for the slaying of his son Otr. The treasure, which then went to Hreidmar's son Fafner who turned into a dragon and watched over the gold day and night. This is enough gold and jewels that scarcely three horses may carry it. Any of the treasure spent will replenish by the next jump.

The hoard of the Nibelung -400

The Rheingold, the hoard of the kings Nibelung and Schilbung, the most coveted treasure. More than 100 carts full of precious gems and even more full of red gold. People will kill and get killed for this treasure and entire nations will fall because of it. Are you sure you don't just want to sink it into the Rhine? Your hoard will be safely hidden in a mountain, the exact location of which only you know, guarded by some extremely loyal dwarves. Any of the treasure spent will replenish by the next jump.

A dragon -400

Do you wish to become invulnerable like Siegfried Fafnir's-Bane? You'll have to work for that. Now and then every ten years from now a Dragon similar to the terrible Fafnir will appear in a location near you. If you slay him you may bathe in his blood and make your skin invulnerable (or just cover the last piece of skin that wasn't still

invulnerable). You may eat his heart and gain great wisdom and drink his blood to learn the language of birds.



Golden apples -500

The goddess Freia (in Wagner's canon) or Idun will supply you and your companions with her golden apples of youth. These apples will rejuvenate, heal and give you the vitality you held at the prime of your life and then some. You won't have to worry about some giants stealing Freia away or even her death as those apples will somehow still always be delivered to you. If somehow your supply of apples were stolen, cut short or someone prevented you from consuming them, you would again start to feel the weight of age on your shoulders. If you manage to eat

of them before your death you'd be immediately returned to your prime again

Drop in

Garments -100

A chest full of many beautiful and artfully crafted garments. Dressed in this clothing you will find yourself the center of attention at court and immediately many admirers.



Ring of Brünhild -200

A symbol of a great betrayal and proof of an unforgivable unfairness. It will take a new fitting form for any single new target which was deeply betrayed or tricked and be a proof of their great shame for everybody to see. You immediately gain intimate knowledge on the exact details of that great shame. Knowledge you can use to completely destroy someone's reputation.

Potion of memory loss -400

With this potion even great heroes may forget the oaths they swore, the engagements they proclaimed, the love they felt or a grieving widow her sorrow. You can select what specific memory or emotion linked to an event shall be erased with this potion. You will also gain knowledge of how to recreate this potion as well as one that restores lost memory.

Etzels army -600

The Huns. The great power in the east threatened both the western and the eastern roman empire and caused a great migration for several germanic tribes. You now hold power over 20,000 men, mostly cavalry armed with composite bows and javelins, that will follow your command to the very end. This is a power that required the alliance of both roman and germanic forces to finally halt it's push into europe.

The Traitor

A winged helmet -100

This is a rather flashy piece of gear. A helmet with great wings crafted unto it. While it honestly looks ridiculous it will lead enemies to always focus just a little too long on it. The time they spend wondering, laughing or puzzling may be just the time you need to slit their throats.

A spear -200

This is the spear Hagen used or will use to slay the hero Siegfried. It is long and especially sturdy. If wielded by you it will give you exceptional aim and nerves of steel. You could throw this spear farther and more accurate than most mortal men and in the most pressing of circumstances you will remain cool and calculating.

For an additional -200 cp this spear will become the fated weapon to slay anyone who breaks an oath or promise, which they made while holding the spear. You as the owner of the spear are exempt of course.

Harp of the worms sleep -400

With this harp in your hands you shall play songs that put an entire pit of snakes to sleep. Everyone and anything who hears your song shall be calmed and eventually drift into sleep in time. You could calm the murderous rage of many with this.



Red cross -600

The cross Kriemhild wove into Siegfrieds clothes, telling Hagen exactly which his weak point was, so that Hagen may protect her husband from harm. This red cross will appear on any particular weak spot or the weakest spot that can be found of a specific enemy, telling you exactly where to strike. You will be the only one who can see this cross.

The Valkyrie

A Belt -100

A long and sturdy yet elegant belt. It will be a symbol easily recognisable as something that distinguishes you from other women. A symbol of purity and a symbol of being unconquered. While you wear this belt you will get more respect from those around you. It is also very good for hanging unworthy men from ceilings.

Arms of a Valkyrie -200

A big and thick shield of iron and gold. Four men are needed to carry it. A spear heavy enough that three men are needed to carry it with at least 100 pounds of iron worked into it and a set of perfectly fitting armor heavy enough that 3 men must carry it. Only one of awesome strength can wield those weapons, but if you do the mere sight of you in arms will leave most men shivering.

Flying horse -400

This is a horse of similar breed to Grani, the great horse of Siegfried, but in addition to its strong build it can also gallop through the air as if it were still on the ground. With such a steed you can cross great distances in no time as terrain is of no concern to you. While on this horse you will also be nearly immune to the elements.



Isenstein -600

You are now the lady or lord of a mighty and vast fortress with 86 towers, three grand palaces and a big and beautiful hall. In this jump it is located in Iceland, but in future jumps it will integrate wherever you want. This fortress comes with enough servants to keep it clean, the stoves running, the animals tended for and the walls defended.

The Hero

A Horse -100

The horse Grani, the best of all horses, of Sleipnir's kin. It's a big warhorse. It's strong, smart, fast and already trained for war and will run at great speed for days. It won't flinch at the sound of battle and readily charge a wall of flame at your command.

A Net -200

A net big enough to cover a whole house, but with thread thin and fine enough that it's only visible if held against the sunlight and can easily fit fully in a man's hand. The net itself is stronger than normal steel.

The army of the Nibelung -400

Through the right of conquest you have gained the loyalty of a mighty host. You will find 12 giants, a dwarven king and 3000 human knights, equipped with the best armor and weapons that can be found in this time and region, to be in your service.

Balmung -600

The sword Balmung, Gram or Nothung. This sword was either gifted by Wotan/Odin himself to your father, broken and reforged, maybe even by your own hand, or you won it as a prize for settling a dispute for the kings of the Nibelungs. It is an elegant and beautiful thing, fully seven spans long. If led by a strong hand, this sword can cleave right through an anvil without taking the slightest bit of damage and will prove as one of the few weapons able to damage a dragon.

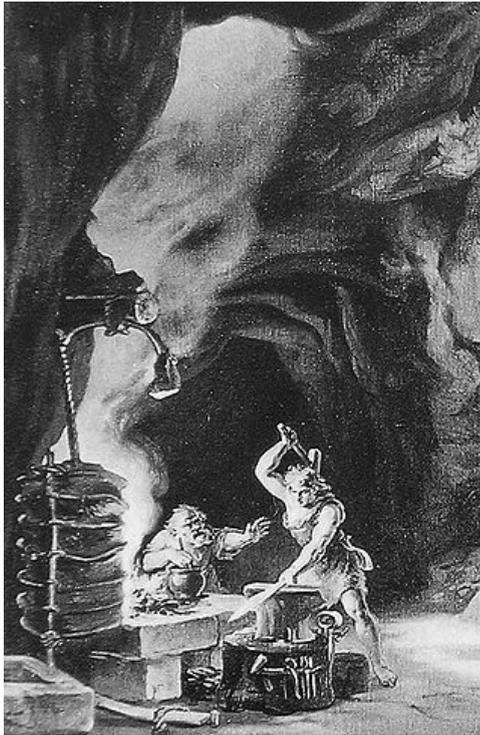
For an extra -200 cp this sword has been broken and reforged by a smith of truly astounding skill, with no fear in his heart. This way it became greater than it ever was and truly unbreakable. While before Gugnir, the spear of Wotan/Odin, would have broken the sword now in turn the spear would be cleaved by the sword as every other thing would before it.



The Dwarf

A Whip -100

A long seven tailed whip with heavy gold balls on its end, it will tear even a big shield into bits and pieces if wielded by the right hands and you automatically know how to use it with great skill and accuracy. A cruel weapon indeed.



A Forge -200

You gain a big forge and a shop. The bellows work themselves and always keep a steady perfect temperature. Work done and items crafted at this forge will be more efficient and finished faster than normally. You will also never run out of metal ore, wood and coal as long as you use it in your work.

Tarnkappe -400

The cloaking hat, the invisibility cloak. This cap, helmet or cloak makes you truly invisible and adds the strength of 12 men to yours. You may get a helmet that gives you the ability to change your shape, size and form instead or a terror-helm which inspires great fear in your opponents.

For another -200 cp you may get all separately or a combination of them.

The Ring -600

Alberich's/Andvari's ring, the ring Andvaranaut, Andvari's loom. This ring, forged by great hands out of the purest gold, possibly while sacrificing their ability to love or be loved, will lead to your wealth constantly increasing. You will find hidden gold and treasures and fate itself will twist and turn leading you to become ever richer. Even those around you will feel an ever growing compulsion to help you grow richer all while increasing their willingness to "be bought". Should this ring be taken from you

or held by someone who isn't you it will lead every consecutive owner to be completely consumed by their own greed. They will be driven insane, constantly worrying about the safety of the ring and ultimately die a violent death, most often caused by others coveting the ring. Not even the gods would be safe from this curse

Companions

Canon companion (variable):

Normal humans cost 50cp, valkyries, legendary heroes like Siegfried or Dietrich of Bern cost 100cp, dwarfs and dragons cost 200cp, Aesir and beings similar to them 500 cp

OC companion (100 each):

You can create a new companion. The specifics of their history and personality are up to you. They get 600cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8):

You can import up to 8 companions. They get 600 cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Drawbacks

Vassal +100

You are not a free man, no king of your own, but instead you are bound to another man in oath and servitude. No matter if you are indeed the greater man, you shall follow his word and judgment as is only right. For an extra +100 you've become a mere Thrall, a slave with little possession in the servitude of a great lord.

Memory potion +100

Someone gave you a drink of ale and the next moment you've lost all knowledge of this place and what your whole quest was about. For an extra +100 all memory of

who or what you are has now been completely erased and your true nature won't be revealed to you until the end of the jump.

Incest +100

You are a product of incest and this disgrace is known to everyone you will meet. You will need to work great wonders and do great deeds to overshadow this chip on your shoulder

Poor +100

For the duration of this jump you don't seem to be able to hold onto money or wealth. If you bought some treasure in this jump, then you won't be able to cherish it this jump as it will be immediately taken from you. Should you be a king then you will have massive debt, you'll struggle to keep your population fed and your knights and nobles from revolting.

Easily made promises +100

You have a tendency to freely hand out promises and even swear oaths of loyalty. As long as you're not stupid, you won't directly swear contradicting oaths, but to bind yourself in so many societally backed commitments can be quite stressful.



Sleep thorn +200

You have greatly displeased Wotan/Odin in some way. As punishment for your insolence he put a sleep thorn into you, forcing you to sleep until someone wakes you from your slumber. Unfortunately for you, he also placed you behind a massive wall of fire, so that rescue by anyone but a true hero isn't likely.

Shamed +200

You have been publicly shamed and great sorrow and dishonor has been brought onto you. Until your honor has been restored and you have been avenged, there's little else you are able to think about.

To love another +200

You love someone you can't have and never will. You are trapped in a loveless relationship with another, one who can't compare to your one and true love. This envy and frustration will slowly gnaw on your heart and fester and there's nothing you can do about it. Not even the death of one or both of you will alleviate the pain.

Pride or arrogance +200

Maybe it's not the Norns' threads themselves that bind men to their fate, maybe it's their own pride, arrogance and stubbornness that makes them go to their own slaughter in spite of countless warnings and bad omens. You now suffer from the same pride that felled many good men. You willingly walk into obvious traps as you are too prideful to admit that you're outnumbered or weak or dishonorable.



Nibelungentreue +200

The loyalty of the Niblungs. Your loyalty is unshakeable and unquestionable. This loyalty transcends all bounds and obligations to tradition, family, justice and even rationality and self perseverance. For an extra +200 you've already sworn an oath of loyalty to a certain person who tends to get themselves into a lot of trouble, which forces you to stand by their side, no matter what.

Raped +300

You were raped. You were forced to consume a marriage against your will and as a result you have lost all of your supernatural powers and skills. For an extra +200 the ones responsible also took all your equipment as some sort of trophy.



Love expelled +300

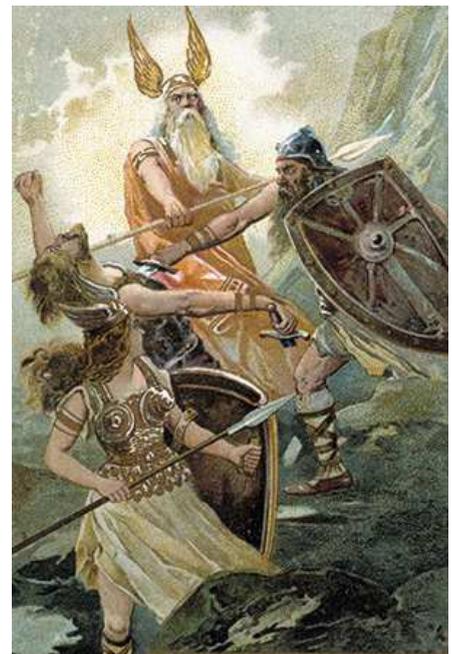
You've freely given up on love. You lost your ability to feel love or be loved or viewed in any positive light. All joy except the joy for power has been erased and you have turned to pure cold greed and anger. You have become a truly disgusting being, despised and feared by everyone.

Linden leaf +300:

No matter your powers, you have a single weak spot where you can be killed. It is the shape and size of a linden leaf and is located somewhere over a vital area. For an extra +300 tales will be told about this weak spot of yours making it so that everybody knows about it.

Aesir +600:

Oh, no! Now the Aesir are involved! You are directly opposed to Wotans/Odins plans so he wants you dead. He will start off messing with your plans by purposely destroying your valuable weapons and items, but with time he will reveal crucial details of your plans and weaknesses to your enemies and in the end he himself with the other Aesirs help will come to challenge you directly.



Scenario

Götterdämmerung

Can't be taken with the Aesir drawback

The twilight of the gods, Ragnarök. In Wagner's ultimate version of the Götterdämmerung Wotan/Odin just resigns, builds his own giant funeral pyre around valhalla with the chopped up world-tree Yggdrasil and waits for the end in which Loge's/Loki's fire send by Brünhild consumes all gods and heroes, signaling the end of the old order. You won't be so lucky to find a fatalistic, broken and depressed Wotan who wishes for nothing but the destruction of all that he built. You will instead have to enact an original social revolutionary idea in Wagner's early versions of the story. You have to slay Wotan and his resurrected warriors as well as the other Aesir, destroy the old world through violence and create a new one. It is said that only someone who has never known fear would be able to do such a thing, though that might just be a rumor.

The price for that deed is twofold. Should you be able to overcome the gods you will become Wotan's heir, inheriting the world in the process, at least the potential for it. This means that you will gain Wotan's ability to make binding promises, contracts and rules with and for all kinds of beings and things. Anyone and anything entering into a contract with you will be unable to break what was promised to the very letter. Giants could be made to erect massive fortresses for you, gods made to follow your command and even fire itself could be bound into half-god form like with Loge. This of course requires an oath or contract willingly or half-willingly made first however. And any promises you made will be binding for you as well. By accumulating oaths and promises from various beings and things, Wotan slowly arranged the world and became it's lord.

The second part of the prize lies in Siegfried's, the free-man's, ability to work outside of Wotan's rules with which he arranged the order of the world. You aren't bound by or to any divine rules or laws and have the ability to actually break them, although that might require great effort, guile or a simple stroke of the sword, depending on the exact nature of these laws.

Notes

This jump is based on the Nibelung and Siegfried/Sigurd legends, which are based on several works, mainly the medieval german dramatic epic "Song of the Nibelungs", the scandinavian "poetic Edda" and the "Völsunga saga", but also germanic heroic tales like the one of Dietrich of Bern and folk tales about Siegfried, as written in "the Hürnen Seyfrid". This jump mainly follows the song of the

Nibelung for the bulk of the story and backgrounds, but takes elements from the other sources, especially when Siegfrieds/Sigurd's youth is involved as the song of the Nibelungs makes little mention of it. There are also elements of newer interpretations included, such as Wagner's Ring cycle, which masterfully combines the German and the Scandinavian traditions, though more heavily reliant on the scandinavian sources and with major changes in story and tone.

You may freely choose which version of the legend you want to enter into. Do you want to enter the scandinavian tales, where Sigurd never becomes invulnerable but learns the language of the birds after slaying the dragon and frees the valkyrie Brynhild from eternal slumber, learns magic from her and falls in love only to forget it later? Do you want to enter the german tales full of mysterious dwarfs with unclear motives and the great overarching tale of Kriemhild's revenge, the true protagonist, in which Siegfried is only an element of the story?

You may also choose a mix of all of those elements and tell your own tale.

What is a Nibelung?

In the German tradition the Nibelungs are a race of dwarves who the kings Niblung and Schiblung as well as Alberich belong to. Later in the song of the Nibelungs, the Burgundians call themselves the Nibelungs after gaining hold over the hoard of the Nibelungs after slaying Siegfried. In the Scandinavian tradition Nibelungs is used synonymously with the burgundians from the start who will also be called Giblichungs (after their old king) or simply the franks.

Nibelung or Nibelungs?

I've read both for a plural version of the singular Nibelung. Nibelungs is used more commonly however in the english plural verion.

Miscellaneous

>With the master smith you could with time reproduce many of the magic items listed here, but others may need certain requirements to be fulfilled first. While the tarnkappe and other versions of this helmet may be something you can reproduce with time and effort the Ring and Balmung may prove more difficult. Andvari's ring could be something you can craft with access to a great hoard of the purest gold or it may require you to give up love in addition to it. Balmung may be something you could reproduce or it may be something that requires divine magic and can only be reforged not reproduced.

>Taking multiple strength enhancing perks or items will make them stack.

>Regarding Fate and the Norns: Fate is something that is truly unchangeable in the Scandinavian tradition as the tales are still very much based in the pagan tradition with Norns weaving the unchangeable fate or atleast weaving the story around this unchangeable fate. The german stories are set in a christian context (with many pagan elements) yet still fate seems unchangeable as Hagen proved when he tried changing it. Still many of those unchangeable events also are being foretold many a times in both sources and if people would just not show up to events where their death has been promised (something their pride and honor prevents)... i don't know what would happen.

Who are the backgrounds based on?

Drop in: Kriemhild/Gudrun and her mother Ute/Griemhild with elements of Brünhild

The Traitor: Hagen/Högni and Gunther/Gunnar

The Hero: Siegfried/Sigurd with elements of Sigmund his father

The Dwarf: Alberich/Andvari, Fafnir/Fafner, Regin and Mime

The Valkyrie: Brünhild/Brynhild