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the Banner Saga

This is a tale of a land where the Gods are dead, never to return. Where one day, the sun has stopped in the sky. A land where dark forces in the north have begun their invasion. Both Men and Varl must band together and fight for survival in the face of the incoming calamity or face total destruction.

This is their Saga...

You gain 1000 CP

Background

This is a Saga inspired by the Viking tales of old. The land they inhabit is cold and nordic. The people also, both Men and Varl live like the Norse people. This is a time of great up-heaveal. The Gods are gone, presumed dead. The Dredge, long thought extinct, are invading the lowlands. The sun has stopped in the sky, low and near the horizon. There is also rumors that a great serpent has awoken... People are driven from their homes and former enemies are forced to band together to survive. As the people travel in search of refuge they their banner, embroidered with every victory and defeat, every home abandoned and every godstone visited, every refugee joined and person slain. As their tale grows, so too does their banner.

You may pay 100 CP to choose your starting location, otherwise roll a d8 and select the starting location form the list below.

1. Strand: A large trading port on the west coast where Varl and Men live together in relative harmony.

2. Skogr: A small hunting village near the east coast, home of Rook and Alette.

3. Frostvellr: A town west of Skorgr, the governor has barred the gates to all refugees.

4. Einartoft: The former capital of the Varl people and chosen location for the last stand of the Varl.

5. Sigirholm: Once a prosperous village, the people have grown desperate after an earthquake sank their homes into a nearby lake.

6. Boersgard: A southern port city, the city itself is jam-packed with refugees looking to escape the dredge invasion and only due to a local mercenary group known as the 'ravens' does it retain any order.

7. Grofheim: Capital of the Varl, razed to the ground by advancing dredge, it lies a smoldering ruin.

8: Free pick!

You may pay 100 CP to set your age and gender. Otherwise, you retain your previous gender and roll 20 + d8 for age. If you choose Dredge or Varl as your race, roll 100 + (d8 x 10) for your age. Varl can only be male.

Drop-in: Free: You are inserted as you are into the world. Some might view you as an anomaly and in these trying times, people are not friendly to outsiders, especially if they are stranger than usual. Nevertheless desperate times call for desperate measures and a stranger who is not your enemy might just become your ally.



Human: Free: Humans are the original creation of the Loom-mother, a very clever and patient god responsible for weaving life into the tapestry of creation. As farmers, peasants, merchants, woodsman and warriors, they are the center of Viking culture in this world. Born out necessity due to the threat of the dredge, humans hold a casual alliance with the Varl.



Varl: 100 CP: The Varl are a cross-breed of man and animal, created by an impatient god who wove together a twisted version the original Loom-mother's creations. Varl are horned giants who are strong and aggressive and have the reputation of being impeccable fighters. Respected as warriors, they can live to be a few hundred years old if their lives are not cut short by a fall in battle. After this jump you gain your Varl form as an alternate form that you may shift into anytime you desire.



Dredge: 100 CP: Unlike the Humans and the Varls the Dredge are a completely different race. The Dredge are the colossal, armor clad ancestral enemies of the Varls. They are hostile on sight to all other intelligent life. They were formed when one of the gods, jealous of his peers, took their creations and twisted them into something bizarre and unnatural and then set them free to wreak havoc on the land. After this jump you gain your Dredge form as an alternate form that you may shift into anytime you desire.



Abilities

Blessing of Hridvaldyr: 100 CP: (Free Drop-in) You received the blessing of Hridvaldyr as he left the world, and received the boon of the God of the hunt. With this ability you now find it easier to live in any hostile or foreign environment, and can track as well as the best hunters of this world.

Endurance: 100 CP: (Free Human) Due to the centaurs in the south, horses are very uncommon and travel is almost solely done on foot. With this perk you gain the endurance of the humans of this land, able to walk all day through deep snow with a heavy pack and still be ready to fight a battle at the end.

Strength: 100 CP: (Free Varl) The Varl are a crossbreed of Men and Yox and they have the strength of both combined. This perk enhances your strength and give you a more robust body, stronger and healthier.

Durability: 100 CP: (Free Dredge) The Dredge are born from stone and have inherited all the stones durability and permanence. Your body becomes much tougher, more able to withstand blows that would kill an average human.

Blessing of Bjorulf: 200 CP: (Discount Drop-in) You received the blessing of Bjorulf as he left the world, and received the boon of the God of brewing. You are now able to brew almost any drink that you have tasted if you are given the right ingredients, and any new drinks you create are incredibly good.

Quartermaster: 200 CP: (Discount Human) As you flee the danger in the north, it is critical you keep your followers fed and healthy. This ability makes you become better at managing any logistic operation and you bartering with others results in better prices or surprising information.

Warhawk: 200 CP: (Discount Varl) The Varl can be a stubborn race but they always respect strength and skill at arms. With this perk, you gain impressive skill with swords, axes and shields.

Splinter: 200 CP: (Discount Dredge) Most Dredge armor, while formidable, splinter and break like stone under strong attacks. You gain the knowledge to use this against your enemies. Any armor or shields your opponents wield break under your attacks much more easily.

Blessing of Dundr: 400 CP: (Discount Drop-in) You received the blessing of Dundr as he left the world, and received the boon of the God of smithing and knowledge. You gain a godly talent in learning how to smith and can weave stories that capture and entertain people on equal footing of the greatest bards.

Tactician: 400 CP: (Discount Human) Against the massive Varl or the monstrous Dredge, humans are forced to work together if they have any hope of surviving. With this ability you become excellent at commanding soldiers to be more effective in battle. Not only that, but soldiers under your command are more willing to face the monstrous creatures or terrible odds and become more effective at fighting them.

Shieldmaster: 400 CP: (Discount Varl) In the hands of the Varl, even shields can be used to fight and kill. This ability gives you skills and ideas on how to use any defensive ability or equipment to double as an attack or weapon. Shields become battering rams, dodges set you up for kills and blocking reflects damage.

Stoneguard: 400 CP: (Discount Dredge) The Stoneguard are the Dredge elite and always have backup. If you are a dredge and take this ability, your dredge form becomes larger and stronger, and gain thicker stone armor. Regardless if you are a dredge or not, you gain the ability to vibrate the air at a high frequency sound waves to summon three dredge grunts who are completely loyal to you.

Blessing of Denglr: 600 CP: (Discount Drop-in) You received the blessing of Denglr as he left the world, and received the boon of the God of fortune. Things always seem to go your way as you now live a life of extraordinary luck. In addition, money is now unnaturally easy for you to acquire by whatever means.

Mender: 600 CP: (Discount Human) Cannot be taken with Stonesinger. You are now one of the few humans that can wield magic. This can take many forms but you are particularly adept at restoring non-living things, and casting lightning. Menders are also greatly respected and feared in this world.

Warmaster: 600 CP: (Discount Varl) Varl generals tend to eschew tactics and instead set an example. This ability enhances your troops morale and martial ability whenever you fight or lead from the front.

Stonesinger: 600 CP: (Discount Dredge) Cannot be taken with Mender. You become one of the few Dredge that can wield magic. This can take many forms but you are paticulary adept at transmitting magical diseases and and bolstering allies attack at the expense of their defense.

Blessing of Stravhs: 800 CP: (Discount Drop-in) You received the blessing of Stravhs as he left the world, and received the boon of the God of balance. Stravhs is considered the dark reflection on Denglr, where Denglr sought to earn and create, Stravhs ensured that all would end and that everything had a price. This ability allows you to slay any being that is considered immortal. The act of slaying them doesn't change, you must still be able to beat them. Any being who truly can't die will instead be convinced that they have been killed under your assault and fall into a half dead/half sleeping state that they cannot rouse themselves from. You have the option to replace Rook in the story, gaining his body and memories, if you wish.



Valka: 800 CP: (Discount Human) You are accepted into the secret order of the Valka that exist within the Menders. Created by the humans to counter the fearsome power of the Sundr. This ability give you the option to replace Juno in the story, gaining her body and memories. Any magical powers you have are greatly magnified and you now are have great natural aptitude in mental magic. Developed to counter the Sundr, within anyone's mind, your will is a force of nature.



High King: 800 CP: (Discount Varl) In your past, you managed to slay the fearsome Sundr Raze during her moment of weakness. In recognition, the Varl people will name you High King of the Varl should you but ask. This ability give you the option to replace Iver in the story, gaining his body and memories. You also gain a regal aura of leadership causing people to defer to you. In addition this ability causes subordinates and companions to gain respect, admiration and loyalty towards you for every victory you achieve and every nemesis you defeat.



Sundr: 800 CP: (Discount Dredge) Your Dredge form become huge, powerful and indomitable, easily taller than the tallest Varl. This ability give you the option to replace Bellower in the story gaining his body and memories. You also gain the strange life-force of the Sundr, the Dredge demigods. This causes your life to be influenced by your will to live, the stronger your will to live, the more you could survive and regenerate from. This perk cannot make you invincible however, as all beings can be killed. You will also feel total and complete despair when you die.



Items

Banner: 100 CP: (Free Human) This impossibly long banner is as light as air allowing it to remain unfurled no matter how long it gets, length being added for every event your caravan takes. All allies who see the banner will be inspired and feel determined to keep moving even through the most difficult times. For 100 CP more, you may make it a personal banner after you leave this world, constantly updating and lengethening with your greatest triumphs and defeats, displaying all you feel is important or worth remembering. Should it be destroyed or lost it will regenerate after a day in your warehouse.

Weapon and Armor: 100 CP: (Free Varl) You receive a weapon fit for your size as either an axe or sword of the highest quality, a shield and a mail coat. You also gain the knowledge to maintain them.

Tuning Sword: 100 CP: (Free Dredge) A strange weapon used by the dredge. It looks to be a cross between a sword and tuning fork, greatly enhances the speed which reinforcements are called with the dredge ability "Stoneguard" as it resonates and amplifies the frequency you release to summon the dredge.

Supplies: 50 CP: (Free Drop-in) Supplies to last a caravan a month, multiple purchases allowed.

Ash Mead: 200 CP: (Discount High King) A magical drinking horn, it refills automatically with the alcoholic beverage you have drank before of your choice whenever you desire. Using this item for anything other than providing you and your friends endless drinks will result in it forever becoming lost.

Obsidian Bell: 200 CP: (Discount Sundr) A bell who's tone can barley be heard, when worn it attracts creatures of darkness which are more open to serving you. Powerful creatures of darkness resist this call

Stravhs' Whetstone: 400 CP: (Discount Blessing of Stravhs) In the stories, the God Stravhs sold silver weapons to the other Gods so they might kill each other. This whetstone hones any weapon to perfect sharpness or functionality and makes it incredibly potent in slaying enemies supernatural or divine.

Shard of Godstone Ingrid: 400 CP: (Discount Valka) A potent shard of Ingrid's Godstone, the runes on it seem to shift and change constantly. Deciphering it is always hard but the runes contain strange and esoteric advice, advice that usually relates directly to your task at hand, or advice you might find helpful.

Complications
(Up to +600 CP)

Innocent: +100 CP: Early in the jump, you will encounter Alette, daughter of Rook. When you meet her you gain an irresistible urge to follow her and protect her from the horrors of war. Should she ever refuse a course of action or to fight a specific enemy due to her morals, you will find yourself unable to oppose her.

Low supplies: +100 CP: Food always seems to be running out for you and your caravan, and scavenging is scarce. Unless you can figure out something drastic, people under your leadership wills starve to death.

He made it?: +200 CP: Early in the Jump you will encounter an accident prone and seemingly fated to die young man named Egil. His life is tied to yours, should he die, you will die as well.

Leader: +200 CP: The people of this world are at stake, early on in your jump, you will find yourself tied to a caravan of human/varl or dredge refugees, depending on your background. Should everyone be slain or the caravan dispersed, it will count as if you had died.

The Great Serpent: +300 CP: In the story, the serpent of the end times awakens and wreaks havoc on the world. If this complication is taken, the serpent will seek to destroy you above all others. He cannot be captured or held at bay and should you slay him he will return within the year. He is larger than a mountain range and powerful beyond belief. fleeing or hiding would definitely be your best options.

Locked Powers: +300 CP: all purchases from previous jumps and your warehouse are locked away. Furthermore all memories about your previous jumps are gone, you remember you are a jumper though.

Now The choice is yours, will you?...

Stay?

Go Home?

Move On?