

Creating Your Mythender

your god-slaying locus of destruction and change

Your Mythender is

...a walking slayer of gods and a force of nature. He is a living blizzard of chaos and doom. He is walking destruction. He leaves in his wake the broken bodies and spirits of Norden's nightmares.

...an incarnation of independence. No one is master over a Mythender. The only equals a Mythender knows are others of his kind. They go where they choose, they do what they will for reasons all their own.

...a cursed soul. Mythenders are damned to become the thing they hate most: a monster, a god, a myth. Either this or death await him; there is no future life of piece for his ilk.

...a lonely mortal, still capable of feeling. Mythender seem inhuman from the outside, but they still feel as mortals do. And if they ever lose that ability to feel, they will fall and become a myth.

Mythenders have feeling. They have empathy. They have everything to lose.

Becoming a Mythender: the Mythic Heart

Becoming a Mythender starts with a catastrophic change. Grand loss, unquenchable desire, even death itself can turn a mortal into a Mythender. Each of you has a different story of how it started, but there is always one thing that's the same: your heart stops for a moment, laying silent in your chest. When it starts again, a fire burns with each beat. That is the force of myth itself, the lifeblood of Norden's, mixing with yours.

Once this happens, everything changes. You are far stronger and faster than imaginable. Your mind is sharper, keener. Wounds that would kill others heal before your eyes. You even know things about men that no one else knows.

Everyone sees this change. You cease being mortal in the eyes of the world. They *know*, without a doubt, that you are a force of nature that could with only a thought destroy everything they hold dear. Family and dear friends regard you as a stranger, one who has the name and face of something they once knew.

Then there are the dreams. From the very first night, and every single one after, your Heart sings you a lullaby. It shows you promises of power, promises of doom. It shows you the Myth it knows you'll become. Your Heart is cruel, sinister, and yet you need it to slaughter Norden.

Making Your Mythender

Choosing Your Heart and History

Pages 2-4, 5-7

You'll start by choosing one Heart and one History—what sort of Mythender you are and what sort of mortal you were before gaining your Mythic Heart. After you've chosen both, you'll answer the six questions on total.

Important: If this is your first time playing, ignore the parts that say "A Mythender's Weapon", "A Mythender's First Gift" and "A Mythender's Bonds." You can safely ignore those for now.

Forging Your Weapons

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Each Mythender has three special ways that their Hearts project the power to sunder gods. You'll come up with your Weapons—talents, emotions, items of power, or allies & traveling companions. Your Heart & History both have a suggestion for a Weapon (and the type of Weapon), to get you started.

Damning Your Fate

Pages 9-12

All Mythenders are constantly tempted by the draw of Mythic Power to become a god, a Myth. You'll choose your fate, the dark dream of apotheosis you have every night and the horror that you manifest as you take in more of Norden's power.

Bonding The Group

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If you don't have a name yet, write one down. With everyone named, having a sense of who they are and who they were, you'll fill out your Bonds. Your History has four Bonds with it; pick one both for each of the other Mythenders. This tells you why, of everyone you could travel with, these others matter to you.

Finishing Up

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The last things you'll need to do are to pick how strong your Heart's Connection is (and how close to becoming a Myth you are) and fill in a few remaining details (your Mortal and Mythic Fate, your first Gift, your Storm, Thunder, and Might, and so on).

Coming up with your own Hearts, Histories, and Fates

You aren't limited to these Hearts, Histories, or Fates! Use the ones here as guidelines for making your own. (*Though, for the purposes of playtesting, please don't. That's just a text placeholder for me to remind people that.*)

Warrior

Mythender Heart

who values the power of skill and might

You are a master of arms. With unmatched prowess on the battlefield, you slice through Norden's armies as though they were flies. Your versatility is your weapon – any blade is a manifestation of death when placed in your hand. As a Mythender, you understand that your true power comes from your skill and willingness to use it.

Questions for a Warrior

What skill do you value most?

Who forged you into the warrior you are?

What honor do you still fight for?

A Warrior's Weapon

The skill you value the most. Something a mentor taught you. Your well-used, trustworthy sword. A man-at-arms. A squire.

A Warrior's First Gift

Relentlessness

Mythenders do not fail to hit their mark. But not every blow comes down with the same might. You can call upon your Heart to make the force of your blow harder, to remind the Myths of Norden that they will not be suffered.

Crusader

Mythender Heart

who values the power of belief and conviction

You are an unshakable idealist. You have seen the power of the belief – for Church, kingdom, romance, or ideal – and have discovered how to use that as a weapon against Norden. Your passing is as sharp as any sword and strikes as true as any arrow. As a Mythender, you understand that your true power comes from the strength of your conviction.

Questions for a Crusader

What belief or ideal do you fight for?

What happened to make you so angry with the world?

What reward do you expect?

A Crusader's Weapon

Your belief, either directly or something you're capable of doing because of it. A holy symbol. A blessed lance. A priestly advisor.

A Crusader's First Gift

Bloodlust

When you are Wounded, your Heart rages. It replaces the blood flowing out of you with more of Norden's own strength, giving you the will to strike back at your foe, and to strike hard.

Commander

Mythender Heart

who values the power of men and trust

You are the mind and will of an army. Whether your companions number a dozen or a thousand, they are fierce – a walking reckoning. Be they mortal, animal, or even captured Myths, they are living extensions of your campaign against Norden. They fight and die by your will. As a Mythender, you understand that your true power comes from your willingness to lead.

Questions for a Commander

Who follows you into battle?

How did you gain your companions?

Do you still try to act human around them? Why/why not?

A Commander's Weapon

Your companions. Force of charisma or fear. A talent that inspires others. A beast of burden suited for war.

A Commander's First Gift

Swiftness

They say two blows are better than one. You can draw from your Mythic Heart to strike with prenatal speed, your foes suffering twice the onslaught and you gaining twice the power.

Bearer

Mythender Heart

who values the power of relics and destiny

You are a locus of destiny. It was no accident that you encountered your relic; you were meant to End Myths. Your family, mentor, fate, or the relic itself knew this. But you are not simply the plaything of others. This destiny is weapon you use to bring about the fate of Norden. As a Mythender, you understand that your true power comes walking the meant you're meant for.

Questions for a Bearer

How did you gain your relic?

What do your relic whisper to you when you touch it?

Do you trust your relic? Why/why not?

A Bearer's Weapon

Your relic. Secret knowledge it has told you. The skill to wield your relic. A bird or other animal scout.

A Bearer's First Gift

Grievous Harm

The blows you strike are more vicious than that of your comrades. By pushing your Mythic Heart, you sunder flesh as though it were snow, and the screams of your foes echo throughout Norden's mountains and caverns.

Tempest

Mythender Heart

who values the power of magic and sacrifice

You are the eye of a living storm. Taking more of the fate's Faustian bargain than your comrades, you have stolen some of Norden's magic to use against it. Such magic has a cost, but the poetic justice is too rich to resist...even if it is not you paying that price. As a Mythender, you understand that your true power comes from the willingness to sacrifice anything.

Questions for a Tempest

What unnaturalness do you wield?

What did you have to do to get your power?

What is the toll that must be paid?

A Tempest's Weapon

Your unnatural talent. Spirits, slaves, or other unwilling companions. An icon or totem that represents your power.

A Tempest's First Gift

Harbinger of Storm

Every moment of battle is filled with rage and hate. Your Mythic Heart pumps stronger than most, pushing you to gain more power from every press, from every attack.

Requirement: Tempests must choose a **Endangered** Heart Connection

Loremaster

Mythender Heart

who values the power of intellect and patience

You are intellect and experience made manifest. There is no such thing as chance to you; when you walk onto the field of battle, you already know how it will end. And you will demonstrate violently that fact to Norden. You are philosopher, scholar, tactician, warrior-poet. As a Mythender, you understand that your true power comes from confidence and sharpness of mind.

Questions for a Loremaster

How do you use your mind on the field of battle?

How did you first use this as a weapon?

What about the world do you wish to preserve?

A Loremaster's Weapon

An expression of your intellect. Your foes' weaknesses. An unexpected talent. A renown, recognized item. A protégé.

A Loremaster's First Gift

Fast Strike

The power a Mythender wields comes from the violence he inflicts. Most Mythic Hearts must take the violence in, releasing its power later. You needn't wait—your Heart is as impatient about Ending Myths as you are.

Noble

Mythender History

who knows the pressures of ruling and the expectations of a people

You rule over others, by virtue of birth or conquest. Fate has never granted you peace, as the demands of your people have grown greater, their suffering more acute. Mortal efforts cannot silence their cries, and so fate has given you the power beyond mortalkind. Whatever you wish for them, be it the end of war or blight, or a bright new age of conquest and glory, you will take it from the gods themselves.

Questions for a Noble

What quality of your people do you most embody?

What did you promise your people?

What do you owe them?

A Noble's Weapon

The quality of your people. Your guilt or desire. Something about your fitness of rule or actions during it.

A Noble's Bonds

_____ most reminds me of the plight of my people.
_____ shows me what true nobility is.
_____ reminds me of what I must rise above.
_____ shows me how my people could be stronger.

Child

Mythender History

who has suffered unimaginable cruelties and is forever hardened

Your story is the most tragic of all Mythenders. Your innocence sundered, you throw yourself into battle with all a child's capacity for passion and abandon, but with no sense of wisdom or restraint. Fate has reached out to touch you with more than simple tragedy--you have seen the true, horrific cruelty that lies at the heart of man, of nature, of Norden itself. Now, no one will ever hurt you again.

Questions for a Child

What cruelties have you endured?

What further fuels your limitless rage?

What will, for the briefest moment, recall your innocence?

A Child's Weapon

An expression of your hatred. Other children, rescued or enslaved by you. An instrument of torture or discipline. A doll or toy.

A Child's Bonds

_____ is the closest thing I have to family.
_____ teaches me fascinating things.
_____ makes me smile.
_____ makes everything fun.

Mourner

Mythender History

who has brought loss upon himself and bears a heavy cross

You have lost something that has taken your very soul with it, and you know you could have stopped it. You were not strong enough, or fast enough, or brave enough, and now you are bereft and alone. Your Mythic Heart torments you constantly with the memory, aching with every beat. The only small hope left to you is that your newfound power can help make it so that no one else will know suffering as you have.

Questions for a Mourner

What did you lose?

What should you have done to prevent this loss?

How has losing this maimed your soul?

A Mourner's Weapon

Your guilt or pain. Spirits long dead. Visions of the past.

A Mourner's Bonds

_____ gives me reason to continue.
_____ reminds me of what I've lost.
_____ gives me solace.
_____ joins me in suffering.

Apostate

Mythender History

who once served Norden's gods before seeing them for what they are

You once served the gods and greater Myths of Norden—Odin, Thor, Loki, Freyja, Jörmungandr, Fenris, or another. Raised to believe in these so-called gods, you worshiped without question. But your god pushed the bonds of your loyalty too far. You fled your life and became branded apostate. That is when you discovered the power to strike back, to teach Norden the true meaning of justice...and vengeance.

Questions for an Apostate

What Myth did you devote yourself to?

What was done to make you flee your oaths and bonds?

What did you give that can never be replaced?

An Apostate's Weapon

The skills that your Myth demanded of you. Stolen power. Acolytes. Lesser Myths, beaten and cowed. A corrupted symbol of faith.

An Apostate's Bonds

_____ reminds me of what I was.
_____ shows me a new way.
_____ gives me absolution.
_____ reminds me why I rebelled.

Exile

Mythender History

who has been apart from mortals long before becoming a Mythender

You were cast out of your mortal life long ago, and no one has since taken you in. You are a stranger to all, and living apart from others has shown you the truth of mankind's tragic flaws. You took the power fate offered you almost as if born to it, to reshape and perfect the world. You may not even remember your life before communing with your Mythic Heart, and it no longer matters. This is your destiny. This is your time.

Questions for an Exile

Why were you cast out?

What skill has best served you in surviving all these years?

What about mortal nature is wrong?

An Exile's Weapon

Insight into the ways of others. Arcane or esoteric talents. A trusted animal friend.

An Exile's Bonds

- _____ accepts me.
- _____ eases my work.
- _____ shows me the worth of mortals.
- _____ understands my loneliness.

Abomination

Mythender History

who struggles with both his mortal and mythic parentage

You are the child of mortal and Myth, of a vile and questionable union. Your Mythic parent rejected you, and the mortal world could not contain you...but now, you have a third path, of power and revenge. The part of you born from Norden calls constantly, and you fight harder than your comrades, knowing your time is shorter than theirs. With your last free breaths, you rally against Norden and the callous hand its fickle gods have dealt you.

Questions for an Abomination

What Myth are you born from?

Why did your mythic parent reject you?

What did you gain from your mortal parent?

An Abomination's Weapon

Talents from your Mythic heritage. Skills gained from your mortal parent. Raw hatred of rejection.

An Abomination's Bonds

- _____ sees my humanity.
- _____ stands with me.
- _____ keeps me humble.
- _____ accepts all of me.

Requirement: Abominations must choose a **Endangered** Heart Connection

Forging Your Weapons

creating the three implements that will End Myths

There are three things so important to you as a Mythender that your Mythic Heart has given them power in battle. These **Weapons** are what you use to unmake Norden's so-called gods.

The Types of Weapons

There are three types of Weapons: **Intrinsic**, **Relic** and **Companion**.

Intrinsic Weapons are qualities from within that you constantly demonstrate against your foes. Some Intrinsic Weapons take the form of skills, others emotions, talents, beliefs, etc.

*My Infallible Skill with the Sword; The Rage of a Dying People;
My Command over Wind Itself; My Unshakable Faith in God*

Relic Weapons are items of power that have personal meaning to you. Some Relics take the form literal weapons, others holy symbols, heirlooms, mysterious artifacts.

*My Father's Mace; One of the Nails from the True Cross;
My Grandmother's Book of Law; The Legendary Stone of Fire*

Companion Weapons are those who travel with you, keeping you company in and out of battle. Some Companions take the form of mortals, others animal, armies, mythic beings.

*My attendant, Wilhelm; My trusted warhorse, Firebrand;
The Horde of Orphans that Follow Me; The Valkyrie I've Enslaved*

Picking Weapon Types

When making your three Weapons, they cannot be all of the same type. You may have two of one type and one of another, or all three different types.

Your Weapons Can Never Be Taken Away

Your Mythic Heart is connected to these Weapons just as it is connected to you. Your Weapons can never be lost or stolen without your permission. Even then, you need only wish it and your Weapons will find their way to you in time for battle.

Coming Up With Your Weapons

Your Heart and History have ideas for Weapons. Use them or come up with other ideas that make you eager to slaughter myths.

Write your weapons by filling in the line "_____ ...is my Weapon."
Make them personal. These aren't just anyone's Weapons. They're *yours*.

Your First Weapon

...is my Weapon.

I use it to end Myths by...

Your Second Weapon

...is my Weapon.

I use it to end Myths by...

Your Third Weapon

...is my Weapon.

I use it to end Myths by...

Damning Your Fate

discovering the true darkness within your Heart

Your Mythic Heart also corrupts you with every beat. It haunts your dreams, twists the world while you wake, and slowly changes you into the vile myth it wants you to be.

Your Fate

Every Mythender knows his fate to become a Myth, one of Norden's gods. This fate is reminded every night by his Heart's Dream, every day by his Heart's Presence, and every time he steals Norden's power by his Heart's Forms.

Choose one of the Mythender Fates on the following pages, and fill in the Presence and Forms as described here.

Your Heart's Dream

Every night, your Heart sings to you a lullaby of temptation and power, a glimpse of the beautiful and horrific future in store for you. This is your **Heart's Dream**. These are not nightmares; any mortal that would be scared of such a dream would not have the will to wield a Mythic Heart. But it is a dream that never relents. Sleep offers no respite from the trial of being a Mythender.

The Fate you chose describes part of your Heart's Dream, and asks you some questions to think about.

Your Heart's Presence

Something about your Fate constantly leaks into the world around you, changing something everywhere you go. This is your **Heart's Presence**. It is a single effect that alters either:

- Weather – pick one weather element that's always occurring around you.
- Animals – pick one animal oddity or behavior that's always happening around you.
- Mortals – pick one mortal emotion that's always felt around you

The Fate you chose will ask you to choose one based on that Fate. Each one ends with the phrase **...happens around me**.

Know that you, other Mythenders, and Myths are not directly affected or impeded by this, unless you choose to wield your Presence in Battle. You can decide if your companions are, though, as can another Mythender decide their companions are affected or impeded by your Presence.

Your Forms

How a Mythender appears changes with the power his Mythic Heart steals from Norden. At your calmest, you appear in your **Mortal Form**, the way you looked the moment you gained your Heart. As you take on more power, you appear as your **Paragon Form**, then **Supernatural Form**, and finally as your **Godly Form**—appearing just as you do in your Heart's Dream.

Each form starts with **I appear as...** Describe how you appear, not how you are treated or how the world changes around you.

Describe your Mortal Form

I appear as...

Your Horrific Forms

Your Paragon Form is your Mortal Form, but with one change showing a hint of your Fate.

Your Supernatural Form is between your Paragon Form and your Godly Form.

Your Godly Form is how you appear in your Heart's Dream.

Your Fate will guide you to coming up with our Godly Form first, then your Paragon Form, and finally your Supernatural Form. (It's easier to come with your Supernatural Form last, as it's somewhere halfway between your Paragon Form and Godly Form).

Myth of Judgment

Mythender Fate

who will pass judgment and enforce order throughout the worlds

The Dream of Judgment

Your dream is filled with the wailing of troubled souls. Their prayers are anguished; they offer sacrifice for an audience, seeking justice or mercy. Does your word bring them order? Regret? Peace?

The Presence of Judgment

Describe how Judgment leaks into and twists the world around you.

...happens around me.

The Forms of Judgment

Godly Form

Describe how you appear in your Heart's Dream.

I appear as...

Paragon Form

Describe how Judgment changes one thing about your mortal appearance.

I appear as...

Supernatural Form

Describe how Judgment pushes you halfway to your Godly form.

I appear as...

Myth of Death

Mythender Fate

who will rule viciously over the souls of the departed

The Dream of Death

Your dream is littered with corpses. Dark beasts bring them in from all the land. The spirits of the newly dead are ripped from their bodies and brought before you. Are you judging them? Punishing them? Consuming them?

The Presence of Death

Describe how Death leaks into and twists the world around you.

...happens around me.

The Forms of Death

Godly Form

Describe how you appear in your Heart's Dream.

I appear as...

Paragon Form

Describe how Death changes one thing about your mortal appearance.

I appear as...

Supernatural Form

Describe how Death pushes you halfway to your Godly form.

I appear as...

Myth of War

Mythender Fate

who will forever drench mankind in the blood of their foes and fellows

The Dream of War

Your dream is of blood mist and the clash of steel. Mortals feed your thirsty battlefields with their lives, all for the chance of glory and honor in your name. What rewards do you promise the victors? What awaits the unworthy?

The Presence of War

Describe how War leaks into and twists the world around you.

...happens around me.

The Forms of War

Godly Form

Describe how you appear in your Heart's Dream.

I appear as...

Paragon Form

Describe how War changes one thing about your mortal appearance.

I appear as...

Supernatural Form

Describe how War pushes you halfway to your Godly form.

I appear as...

Myth of Life

Mythender Fate

who will shape the cycle of creation with a firm hand

The Dream of Life

Your dream is a tapestry of sunlight and wheat, of afterbirth and screams. You are the spark within every seed, the first heartbeat of every infant—and the last, should you will it. What lives are worth your gift? What lives are not?

The Presence of Life

Describe how Life leaks into and twists the world around you.

...happens around me.

The Forms of Life

Godly Form

Describe how you appear in your Heart's Dream.

I appear as...

Paragon Form

Describe how War changes one thing about your mortal appearance.

I appear as...

Supernatural Form

Describe how War pushes you halfway to your Godly form.

I appear as...

Myth of Love

Mythender Fate

who will force all hearts to wear chains of devotion and need

The Dream of Love

Your dream is a lavish court filled with admirers. They surround you, singing and dancing and copulating and murdering at your whim. Do you taste the pain of heartache? Can a mortal be worthy of your love? Can you?

The Presence of Love

Describe how Love leaks into and twists the world around you.

...happens around me.

The Forms of Love

Godly Form

Describe how you appear in your Heart's Dream.

I appear as...

Paragon Form

Describe how Love changes one thing about your mortal appearance.

I appear as...

Supernatural Form

Describe how Love pushes you halfway to your Godly form.

I appear as...

Myth of Chaos

Mythender Fate

who will doom mortalkind to the beautiful whims of entropy and chance

The Dream of Chaos

Your dream is a cacophony of savagery and lamentation. Men build and unite to fruitless ends, their hopes and dreams ending in ashes, in dust. Is it your attention that destroys them, or your neglect?

The Presence of Chaos

Describe how Chaos leaks into and twists the world around you.

...happens around me.

The Forms of Chaos

Godly Form

Describe how you appear in your Heart's Dream.

I appear as...

Paragon Form

Describe how Chaos changes one thing about your mortal appearance.

I appear as...

Supernatural Form

Describe how Chaos pushes you halfway to your Godly form.

I appear as...

Bonding The Group

binding the pack of Mythenders together by blood and duty

Your Name

All mortals and Myths know a Mythender's name and title upon sight.

Write down your name. If you need inspiration for naming a Mythender from Norden, look at the lists below. Look up [other page in the future] for naming Mythenders from lands in Mortal Europe and beyond.

Aðalbjörn, Ægir, Alfreð, Arnar, Ásmundur, Barði, Berg, Böðvar, Brimi, Drengur, Dúi, Eðvald, Eymundur, Falur, Fróði, Galdur, Geir, Gísli, Gnúpur, Grettir, Guðlaugur, Gunnar, Hafni, Halldór, Hjálmar, Ísar, Júrek, Knút, Kolgrímur, Kormákur, Lárus, Magni, Njáll, Ögri, Óli, Ormur, Örvar, Páll, Rafnar, Reynar, Rúnar, Rúrik, Skíði, Skjöldur, Skúli, Snorri, Sören, Sturla, Tindur, Tór, Týr, Úlfkell, Úlfur, Unnar, Valberg, Vörður, Þengill, Þeyr, Þór, Þorsteinn

Aðalfríður, Æsa, Árdís, Árlaug, Ásla, Astrid, Auðrún, Bára, Brigitta, Dís, Dóra, Drífa, Einhildur, Eypóra, Finna, Fjóla, Freydís, Fríða, Fura, Gauja, Gauthildur, Glódis, Greta, Guðfríður, Gunnhildur, Hafþóra, Halla, Hilda, Hjálmrún, Hlédís, Hlíf, Iða, Ingdis, Jódís, Júnía, Kára, Lára, Lífdís, Mardís, Mirra, Njála, Oddrún, Ölrún, Ormhildur, Pála, Róshildur, Rúna, Rut, Selka, Snædis, Sóla, Sólveig, Svala, Úlfdís, Úlfrún, Unna, Valdís, Yrsa, Pura

Choosing Your Bonds

If you have been doing character creation alone, you'll need to stop now and do the rest of this process together as a group.

Starting with one person and going around the table, each person will pick one of the **Bonds** from their History and write it down on his sheet, filling in the line:

I hesitate to slaughter _____ because:

with the name of another Mythender being played and the bond described. This describes your relationship, so it's important for everyone to be on the same page with these decisions and be open to being flexible about how you all feel about each other.

You'll do this around the table once for every other Mythender in the group. Each time someone makes a bond, talk briefly about it.

Your First Bond

I hesitate to slaughter _____ because:

Your Second Bond

I hesitate to slaughter _____ because:

Your Third Bond

I hesitate to slaughter _____ because:

Finishing Up

discovering the true darkness within your Heart

Now you'll finish up character creation: picking your Heart's Connection, your Storm rating, your Might, your Harm track, and your Mortal and Mythic Fate boxes.

Your Heart's Connection to Mythic Norden

Your Mythic Heart is connected to Norden's lifeblood – Mythic Power. That connection will grow stronger over time, giving you even more power with which to smite your foes. But as it does, it pushes you closer and closer to your eventual fall.

Choose the starting strength of your **Heart's Connection**: **New** or **Endangered**.

A **New Connection** is one where you have not been a Mythender long. Your Heart still pumps raw power, but it has not altered your Weapons or spent long corrupting you.

An **Endangered Connection** is one where you have spent many months as a Mythender, or you have inherited raw power that corrupted you from the start (such as the Tempest Heart or Abomination History). Your Heart pumps more power, surging further through your Weapons and making you easier to succumb to Norden's wish.

The choice you make will determine how much additional strength your Weapons have from your Heart, how difficult it is to kill you, and how easy it is to cause you to fall into Myth.

Choose your Heart's Connection

New

Endangered

The Strength of your Weapons

All Weapons you wield as strong enough to slaughter the grandest of Myths. But sometimes you will need power beyond that, and your Heart is more the eager to provide.

Weapons come in four strengths, each with a rating:

| | |
|----------------------|----------|
| God-slaying | 3 |
| Earth-quaking | 4 |
| Sky-sundering | 5 |
| World-ending | 6 |

If you chose a **New Connection**

Choose one Weapon to be rated as Earth-quaking (4). The other two are God-slaying (3). Pick the Weapon you believe is most powerful, most connected to Norden, or most exciting to use.

If you chose an **Endangered Connection**

Either...

Choose one Weapon to be rated as Sky-sundering (5). The other two are God-slaying (3). Pick the Weapon you believe is most powerful, most connected to Norden, or most exciting to use.

Or...

Choose two Weapons to be rated as Earth-quaking (4). The other one is God-slaying (3). Pick the Weapons you believe are most powerful, most connected to Norden, or most exciting to use.