

# *Elverkonge*

(Mountain King)

The Mountain King is the lord of the underworlds. Tall, powerful and majestic the Mountain King is the most terrifying of all.

Long flowing hair, clear eyes and with commanding gestures the king rules the halls and hosts the balls where humans sometimes are unlucky enough to end up.

The Mountain King is jaded and wants the amusement of the mortals, wants to see them dance and love and despair - and sometimes the Mountain King grows fascinated with a human, taking it as a toy.

The Mountain King moves like the great forests and the deep mounds. Connected to the earth and the history of the land.

# *Jætte*

(Jötunn)

The Jötunn are like the forces of nature. They are fire and storm, earthquake, chaos and destruction. But they are also magical and knowing so if one dares to seek them out, one might acquire great power, or one might lose one's life.

Jötunn are always tied to an element, and might be frost jötunn, fire jötunn or something else. The Jötunn move like their element, whether that be like cracking ice, or like an all consuming fire.

They love to play with mortals and will lure them with power, beauty or mystery and they do enjoy when they can cause the humans to fear, love or want. The jötunn see that the powers of humans are growing and are angry that one day, the humans will not fear them anymore.



# Nøkken

(Nix)

The Nix or The Nock is a creature of water and attuned to the rivers and streams that run through the land. The Nix will let the rivers flow over the banks and flood the farmland, if due offerings are not given.

The Nix is seductive and strong like the flow of water. Playing music on the violin or the flute, villagers will be lured away from their home to swim in the river and be taken by The Nix. The Nix can play the most beautiful tunes and nothing is as alive and vibrant as a forest with a Nix playing.

Being a spirit of river and water the movements of the Nix are strong and flowing and anybody who dances with the Nix will be pulled with the current.

The Nix loves human company and therefore lure humans to its side, but it does forget how fragile humans are and how easily they drown.

# Dødning

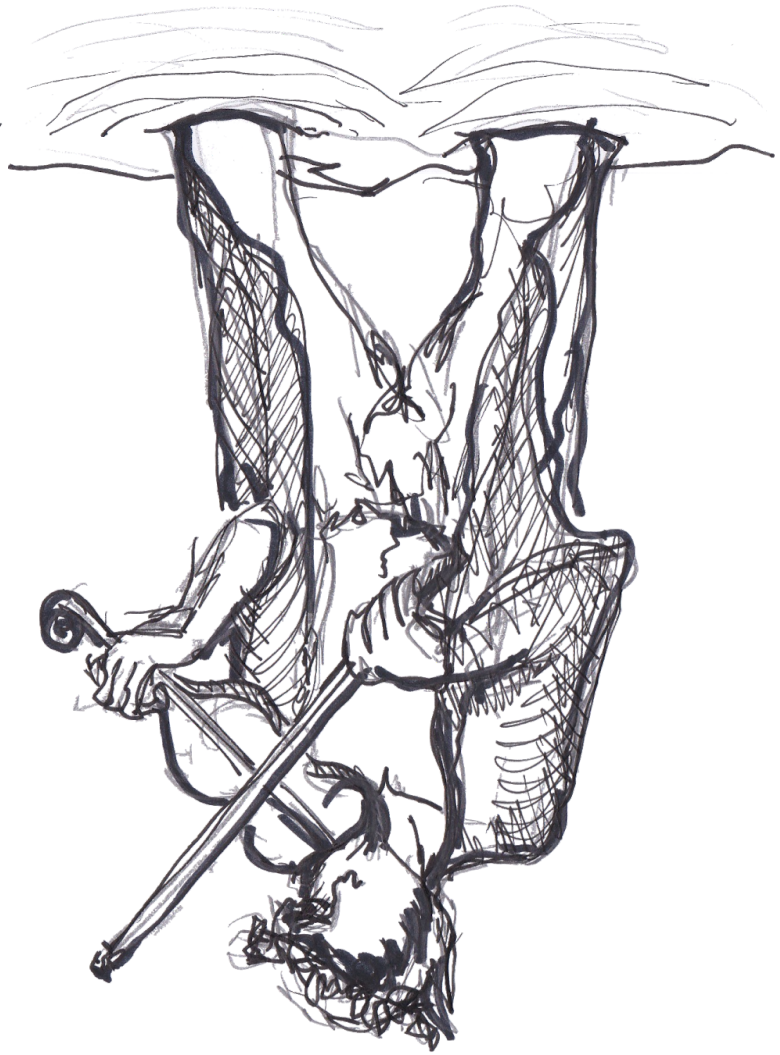
(Draug)

The Draug died but did not remain dead. Maybe once a noble warrior buried in a mound or a brave sailor lost to sea - common for both that they were not buried in christian grounds or with the Lord's blessing.

Now they rise again to haunt the living.

The Draug resembles their former life and how they died. Lost at sea they might be covered in seaweed or dead from battle they still carry the garbs of a warrior.

The Draug envy the living and mourn all that they have lost. They remember how it was to taste sweet wine or enjoy a home with a loving family. Now they try to find humans resembling their lost ones in hopes of being able to recreate the life they once had.



# Dværg

(Dwarf)

Dwarfs are human-shaped creatures that dwell underground in mountain halls and deep caves under hills. They are tied to the earth and the mountains, being sturdy and durable as stone itself. They are masters of crafts and known to create objects of great magical power. Using these ability they create beauty beyond what you can imagine and can grant humans great power if they choose to do so.

There is no human that does not want what the dwarves have, and therefore they are quick to suspicion towards strangers.

Deep down they crave that someone would care for not what they can build but who they are. Therefor they invite in the humans in hope that they will prove themselves to be not just greedy, but all to often the dwarves are disappointed and force the humans to thrall for them and repay their debt.

# Ellefolk

(The Elle)

The Elle live in the forest, in bogs or in mounds. The Elle enjoy to sing, to dance and to play games. The Elle are seductively beautiful with long flowing hair, loose gowns and clear eyes. But seen from behind they are horrible and frightening. For they have no backs, but are hollow, and if you look through the back of an Elle it is certain that you will die or be lost soon. They will lure humans to dance and play with them, getting drunk on sweet wine and love. If you join them it is said that you will dance the rest of your life away.

The Elle move with lightness like a gentle wind. They are shifty like air and can quickly turn from a light breeze into a dangerous storm.

The Elle fear emptiness and loneliness, knowing that they are hollow, they seek to find something in life to make them whole.



# *Nisse*

(Gnome)

The gnomes are spirits of craft and ability, that might be helpful if they are treated well. They know how to make the cows and goats bear more milk, how to heal terribly injuries and can teach the farm cat how to scare of all the rats and still have time for a nap.

They also know magic and can curse those who do not pay them respect with misfortune or with draughts and illness.

They are small and nimble and move with quickness and determination. They will always be a step ahead and never run out of ideas. But they are also shy and careful, and will not get too close too soon, trusting the woods and wildlands over the cities any day.

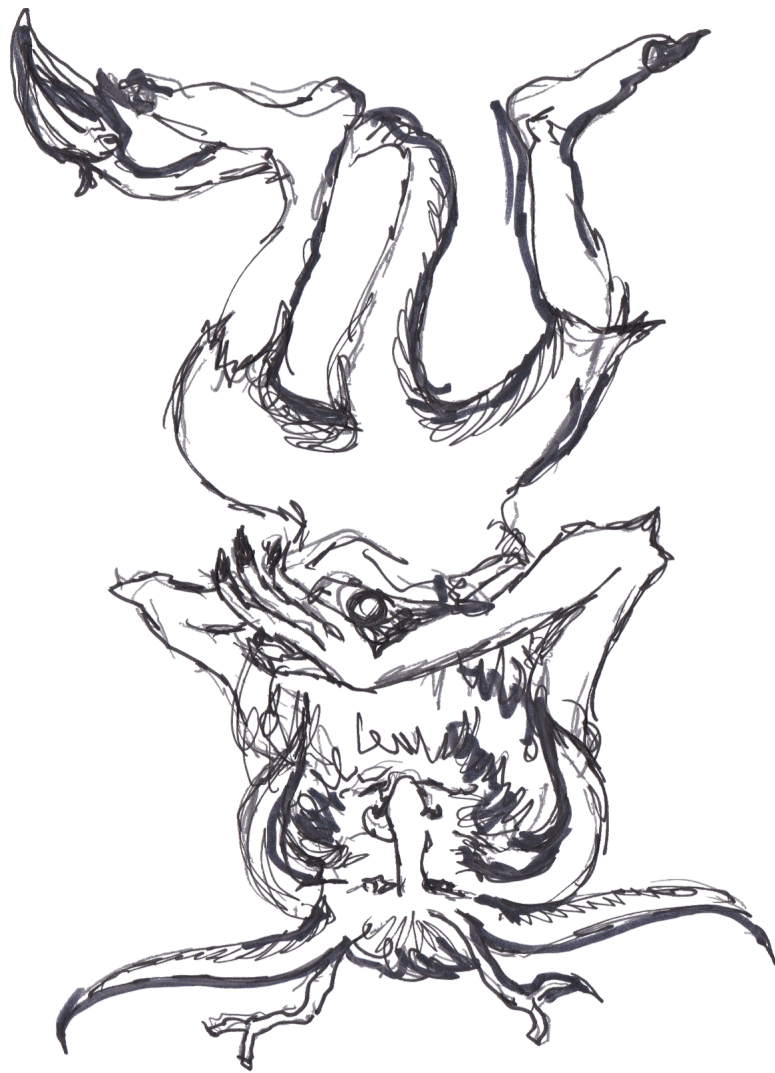
# *Troll*

(Troll)

The trolls are grotesque humanoids living in mountains and in rivers. They might be enormous or might be devilish in their appearance, and always they have long, slender tails.

Through the magic that flows in the veins of trolls they can shape the world as they want it. When the forest is filled with heavy fog it is the product of the witchcraft of trolls, causing humans to get lost in the fog and be taken. Trolls become fascinated with the beauty of humans and take them for their own keeping. Bringing human children up as their own instead of their horrible troll children. Also many a story tells of troll eating the children of humans.

The movements of the trolls are like rocks and dark caves. They are strong, heavy, hungry and dragging - but also magical and commanding in their powerful appearance.





# Lærd

(Scholar)

Education is a rare privilege and the only way to knowledge goes through a scholar. The duty of teaching the young to be skilled in latin and literature, is indeed an important task, and the scholar knows this.

A scholar will move with a strict and controlled bearing. Letting those around them instantly know, that this is a person of authority. But the scholar does also care for those who they teach, and even when striking those lacking ability or diligence with a stick from the birch tree, the scholar does this out of concern for the pupils future.

The scholar has travelled and seen far away places and is perhaps trapped in this place, seeing the rest of ones years slipping away between the fingers. And the scholar does still have that longing for learning and exploring things unknown and therefor wants more than taking the beaten track.

# Lindorm

(Lindworm)

The Lindworm is a dragonous serpent creature with scaly hide. The Lindworm lives underground or in the great forests, where they demand offerings of livestock to stay dormant.

They are known to be able to transform themselves into humanoid shape, but always they move gliding and threatening like their serpent form.

The lindworm is known to possess great power and seeing one and surviving is surely to be a sign of good luck.

The Lindworm is known to take whatever it likes for itself - and it is especially fond of beautiful men and women.



# *Handelsmand*

(Merchant)

The merchant deals in commodities, travelling from town to town bringing foreign goods and acquiring local specialities.

The merchant is quick paced and lively, always on the lookout for a new opportunity and without the ability to stay focused for long.

The merchant is not afraid to be curious and to explore the unknown, because in the unknown the merchant might find that piece of goods, that will finally make them rich enough to retire from the life on the road.

The merchant wears clothes from the places visited and loves trinket that flaunts the wealth acquired through trading.

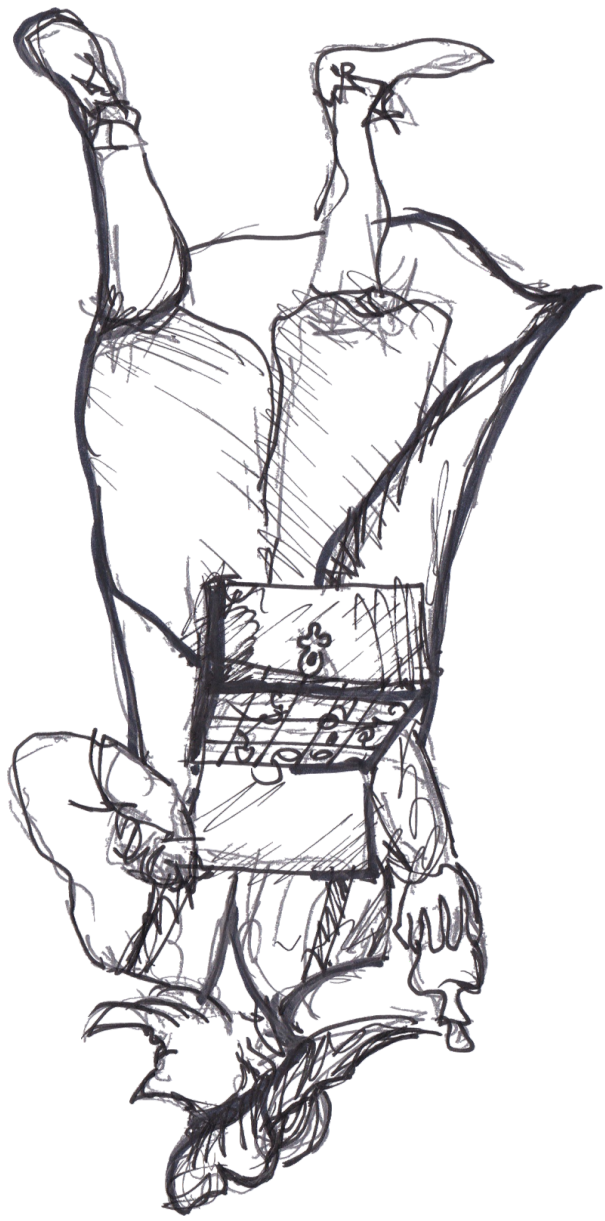
# *Håndværker*

(Craftsman)

The craftsman learned a skill perhaps from a father or mother allowing the craftsman to form the world around them, whether that be smithing, carpentry or baking.

Craftsmen are central parts of the community, organized in guilds after having finished their training as journeymen and being accepted amongst their peers.

They would produce barrels, weave cloth, make arrows or perhaps sew the clothes of the rich. The craftsman is strong and skilled, and rarely gets a break. The craftsman has heavy steps and movements that signal control and skill. Their craft does form them as well, and perhaps the tailor is elegant, while the smith is a bit of a brute. The craftsman wears the garbs of and embodies their craft. But even though the craftsman has a clear place in life with the status that follows from being skilled, perhaps the craftsman dreams of an easier life, or a more beautiful life, or perhaps just a day of rest.



# *Bonde*

(Farmer)

The farmer works the land through sweat and hard work. The farmer is connected to the land and knows that survival depends on it. So come good seasons the farmer will be optimistic, while droughts and storms will weigh the farmer down.

A long hard life of working might have put its marks on the farmer, or perhaps the farmer is still in youth, strong and vigilant, able to carry heavy loads, sooth the animals or make the crops grow.

The farmer has but simple clothes and if lucky, some sturdy boots. The farmer dreams of a day in leisure, lying in soft beds and enjoying life just once.

The farmer has never seen any other places but the farm, and might dream of what lies beyond the horizon.

# *Gejstlig*

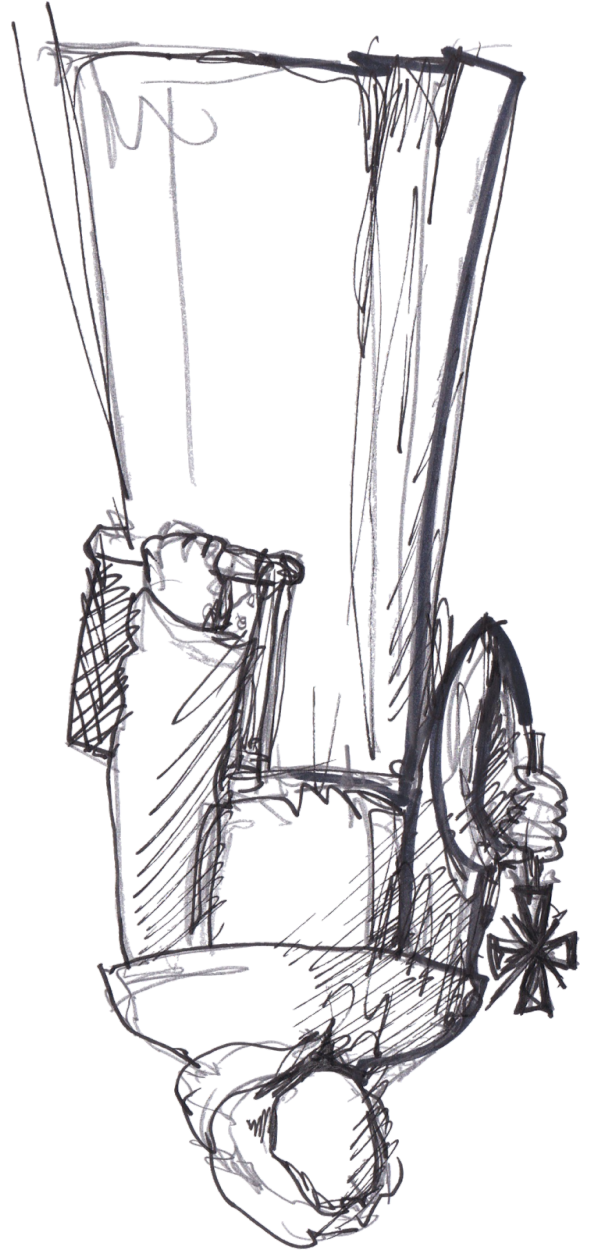
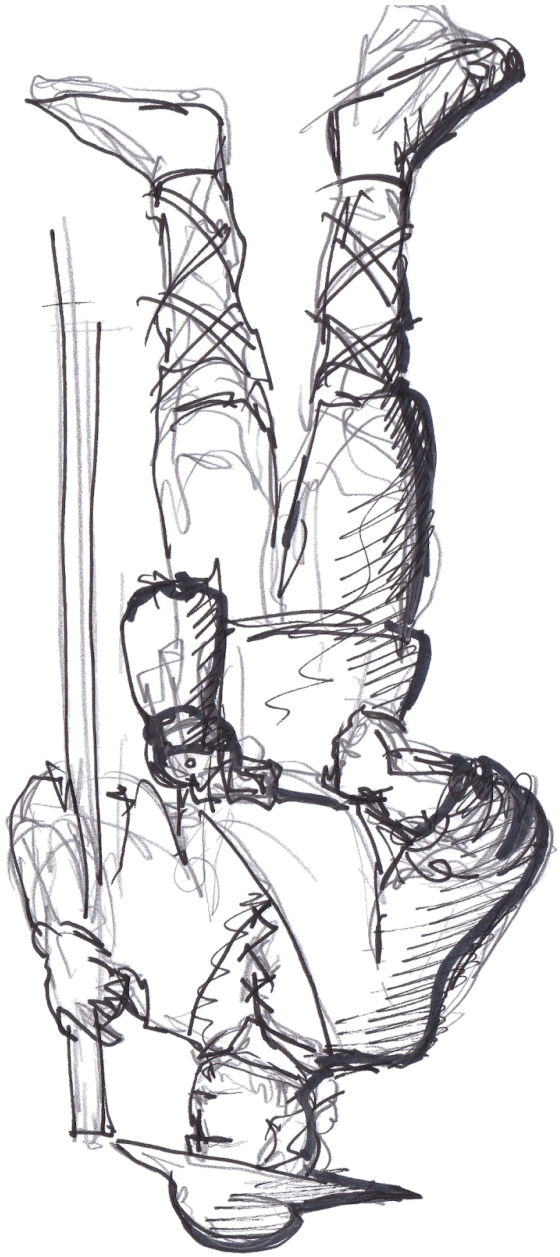
(Clergy)

The clergy are the steady center of the community, seeking to protect the flock, the people of the clergy are light towers of hope and faith.

They might be priest, monks or nuns and all have in common, that they tread slowly and with seriousness, since life is a serious matter.

Guided by faith every step does signal surety in direction. The clergy wears the heavy robes of the calling with great gravity.

But under all of this, they are still human and do have desires that perhaps had to give way for the calling. And even they would rarely show it, the conflict between the desires of the human and the purity of the faith is ever present in the clergy.



# Adelig

(Noble)

The child of a proud and old family, the noble knows how look and behave. Always with a proud bearing, always looking down on others, the noble floats through life ever assuming, to be the most important person present. The noble will look you in the eye, but still tread lightly, having all that is crude been beaten out at a young age.

There are many kinds of nobles, high nobility close to the King and Queen, ancient nobility from a time before this was even a country, lettered nobility who got their name through royal edict, sword nobility who fought to get their position and lower nobility, who claim their title through the birthright of a small estate local to this area.

Nobles drape themselves in jewelry and silk and do enjoy all the niceties of life.

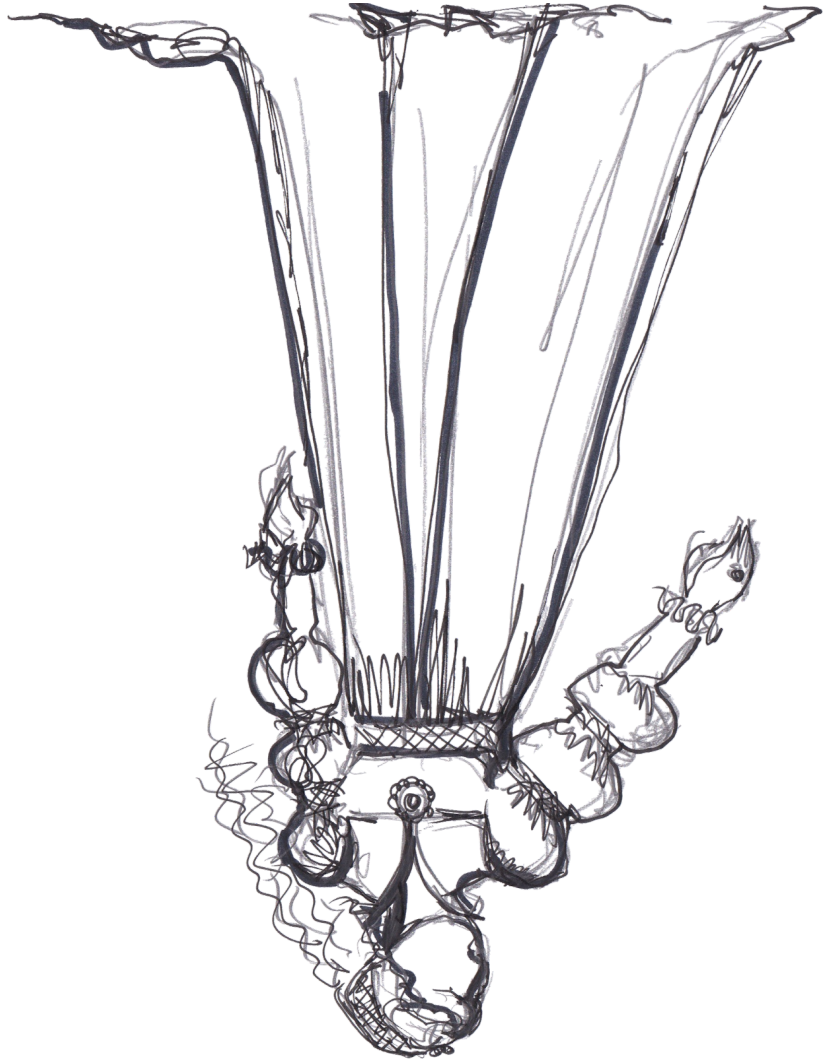
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# *Tigger*

(Beggar)

The beggar is perhaps a farmer who lost the farm or a servant who lost their position. Now they live on the road, perhaps performing for a coin or hoping that the rich who pass by will show mercy.

Beggars know many stories from the road and how to stay warm with nothing much to help. They move with the weight of the knowledge of all they have lost or never had, and they are quick to bow and beg, because they have nothing else to do. They avert their eyes quickly and never wait to apologize.

It is difficult for the beggar to straighten the back and stand tall, but they hope someday life will turn around and it will be possible once again to stand proud.

# *Tjener*

(Servant)

The servant is employed in a household, easing the life of those richer. The servant does not have much in life, but at least a place to live and stay with a dry bed. The servant might be the underdog and used to submit to those more powerful, but that does not mean that the servant hasn't got dreams and hopes for something better. The servant can be both gentle and strong, and might be proud of themselves and the household they serve in.

The servant can move easily and quickly, which is needed with long days of work from dawn till dusk. That is why the servant also knows how to party, when the chance is finally there at a city celebration. They do not waste time and will quickly be swept away with high moods - and that is really not so strange, since an easier life than theirs is quickly imagined.

