

Welcome to James Kemp's Wiki

This is a collaborative web platform that allows people to edit¹⁾ the web pages to provide additional content for some of the stories I have written and the roleplaying games that I am involved in, whether as a player or GM.

There are several namespaces operating slightly different wiki subjects. These are, in no particular order:

- [Skyss - Story Background](#) - a fantasy novel I wrote for NaNoWriMo 2016.
- [Perfects](#) - background for the near future story and some police roleplaying that I ran in that universe
- [Theocracy of Daprav](#) - A D&D campaign that I ran with Glasgow University Games Society around 2002-3.
- [Jim Wallman's Universe](#) - a roleplaying by e-mail campaign that I play in, this is an unofficial wiki and none of it is canon unless Jim says it is.
 - [Interstellar Freelance Unlimited](#) - subset of the [Universe](#) pages covering the activities of a mercenary company that we are currently roleplaying every Full Moon.
 - [Earth Imperium](#) pages. These cover the activities of the Government of the Solar republic (aka Earth Empire) in Jim's Humanity Will Prevail campaign, including the [Earth Imperium News Items](#).
 - [Free Worlds Alliance](#) - covering the activities of another emerging polity in the *Humanity Will Prevail* campaign. Mostly contributed by Eric Moroney.
 - [Universe Background](#) - page collecting the various bits of background info that have come up in various e-mail discussions for the campaigns set in Jim Wallman's Universe.
 - [Master map of the Universe](#) (6Mb PDF, as at 3212).
- [Delta Green](#) - some roleplaying campaigns about horror and conspiracy. The main one was set in [Berlin](#) in 1953.
- [AD69 - Megagame Write Up](#)
- [Free games rules](#) - a collection of free rules for wargames and other sorts of face to face games that I have designed or run.
 - [Wargames rules](#) - I'm not just a player of games, I also do rules for them from time to time as well as one-off games. A primary outlet for this is through [Chestnut Lodge Wargames Group](#).
 - [Other free rules](#) - at the moment just those for the [1689 \(Orange or Lemon?](#) and [Bonnie Dundee](#), respectively about the debates in the Scots Parliament and then the military campaign of Viscount Dundee during 1689) and [The Other Side of the COIN](#) (about what makes people become insurgents). All games that I have have produced for [Chestnut Lodge Wargames Group](#).
- [Background for a near future universe](#) where I have written some fiction and also run some roleplaying games in.

Comments and complaints to me at webmaster@full-moon.info please.

James Kemp

Tag Cloud

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Recent Additions

Frijdodr

Frijdodr is the third child of the [Mother of All](#) and the [Father](#), occupying a central role within the [Pantheon of Skyss](#) as the Goddess of Creativity, Craftsmanship, Makers, and Miners. She represents the industrial and artistic spirit of the [Continent of Osnines](#). Characterised by her affinity for the colour yellow and a rune resembling a musical clef, she is the divine architect who bridged the gap between the raw elements of the world and the refined crafts of civilisation.



Metadata	Details
Gender	Female
Pantheon	Nine Gods of Skyss
Affinity	Creativity, Craftsmanship, Makers, and Miners
Rune/Word	Musical Clef
Colour	Yellow

Domain

Frijdodr's domain encompasses all acts of creation, from the forging of legendary weapons to the macro-economic labour of industrial shipyards. She is the patron of those who transform raw materials into items of utility and beauty.

The Maker Goddess

Following her birth after the twins, [Malfin](#) and [Aeolf](#), Frijdodr became obsessed with the **labour** of the

Trolls. She surpassed their innate skills, learning not only to craft and shape the fabrics of reality but to “blow life” into her creations. Her influence is seen as the divine inspiration behind the **standardisation** of maritime industry, particularly the naval architecture used in the yards of [Kronstadt](#).

The Refiner of Humanity

While [Jorunn](#) fashioned the first humans from riverbank clay, it was Frijdodr who refined their forms to be more lifelike. This synergy between mischief and craft allowed the “little people” to possess the physical dexterity required for advanced civilisation.

The Creation of the Sea

Frijdodr’s history is marked by a significant tragedy. When the god [Meniaxter](#) brought chaos into the world, he destroyed many of Frijdodr’s early creations. The intensity of her grief was such that her tears transformed the world's freshwater lakes into the salty sea, which then became the domain of her sister, [Kari](#).

Followers

The followers of Frijdodr are primarily drawn from the industrial and artistic classes of [Heimdal](#) and [Dael Riata](#).

- **Artisans and Silversmiths:** Those who work with precious metals, such as the master craftsmen of [Kronstadt](#), invoke her name to ensure their will flows into the material.
- **Miners:** Because she is the Goddess of Miners, those who extract iron from the slopes of [Aeolfberg](#) view her as their protector against the dangers of the deep earth.
- **Shipbuilders:** The architects of the Skyssian fleet view the creation of 400-tonne caravels as a modern manifestation of Frijdodr’s maker aspect.
- **The Heroic Lineage:** Prominent [Heroes](#) like [Lady Helga Trollslayer](#) carry her blood, allowing them to channel divine creativity to forge protective [amulets](#).

Celebrations and Observances

Ordinary folk celebrate Frijdodr through the daily performance of their trades and specific communal rituals of dedication.

The Blessing of the Tool

Peasants and craftsmen often carve Frijdodr’s rune into their primary tools of trade. A small ritual involving the application of freely given human blood is used to power these runes, ensuring the tool remains sharp and the work remains true.

Rites of Metallurgical Labour

In industrial centres like [Frijdodrsburg](#), the first casting of a new forge or the completion of a ship's keel is accompanied by prayers to Frijdodr. These ceremonies acknowledge that while [Aeolf](#) provides the heat of the fire, it is Frijdodr who provides the wisdom to shape the metal.

The Architects of Craft

The **Architects of Craft** is the mystery cult of Frijdodr, reserved for those seeking to master the interpolation of physical tools and [Divine Intervention](#).

Levels of Initiation

Initiates of the mystery, such as [Eskil](#) at the [Troll's Head](#), are taught to “bend their will” to make materials flow like water.

- **The Weaving of Matter:** Advanced adepts can shape silver, gold, and iron with their hands as if they were soft clay, needing only a clear mental image and their divine blood to achieve perfection.
- **Enchantment and Detection:** Adepts of this mystery are skilled in crafting complex reliquaries, including “geas detectors” that can sense the presence of magical compulsions.

Sentient Reliquaries

The most famous creation attributed to Frijdodr's mystery is the sentient black blade [Jafnadr](#). Forged from star steel for [Fafnir](#), the blade embodies the ultimate expression of Frijdodr's ability to imbue an object with consciousness and a sense of justice.

Relationships

People

- [Helga Trollslayer](#): A great-great-granddaughter who channels Frijdodr's creativity to craft silver amulets.
- [Alfinna Afarinnsdottir](#): A descendant possessing 10% Frijdodr blood who utilises her craft to create sculptures and sculptures.
- [Eskil](#): A hero and adept who utilises Frijdodr's mysteries to create magical artefacts in [Cottalem](#).
- [Yngvild the Fierce](#): The current wielder of Frijdodr's greatest forging, the sword [Jafnadr](#).

Places

- [Frijdodrsburg](#): A city on the slopes of [Aeolfberg](#) dedicated to mining and metallurgy.
- [Kronstadt](#): The industrial heart of the Skyssian navy where her maker aspect is most active.
- [Trollheim](#): The ancestral home of the Trolls, who were her first students in the arts of the forge.

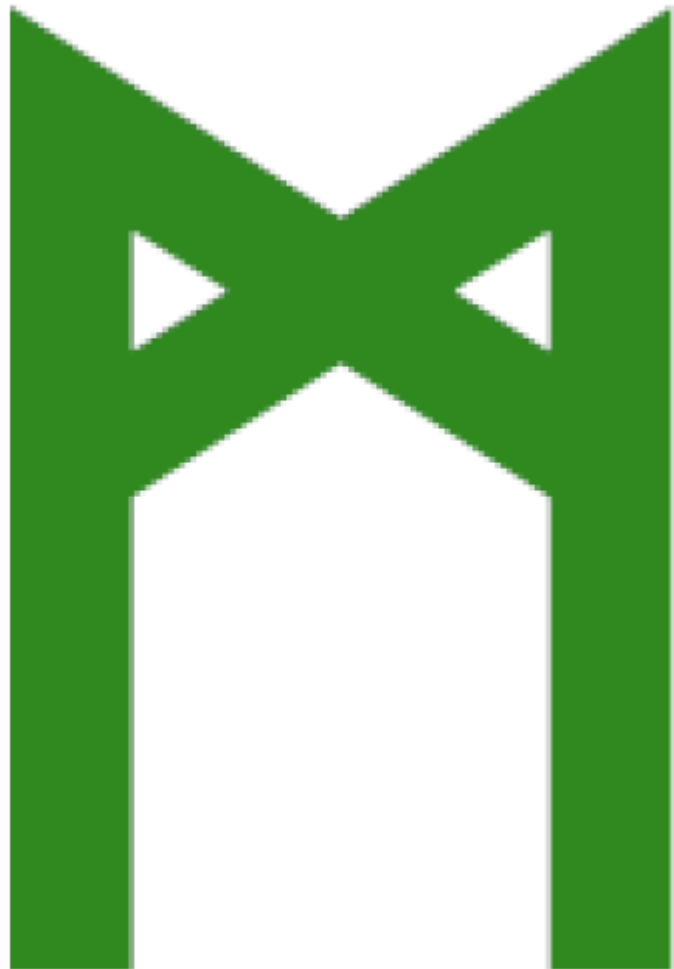
Skyss - Story Background	Characters	Skyss - Places	Pantheon of Skyss	Other Background
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5 Apr 2026 17:25 · james

[fantasy](#), [world-building](#), [skyss](#), [pantheon](#), [god](#), [frijdodr](#), [maker](#), 2026, [Player: James](#)

Jorunn

Jorunn is the fifth child of the Mother of All and the Father, occupying a unique position within the [Nine Gods of Skyss](#) as the patron and progenitor of humanity. Known as the deity of the Lost and Found, mischief, and the “little people” (humans), Jorunn represents the inquisitive and transformative spirit of the mortal races. Characterised by an affinity for the colour green and the sapphire gemstone, Jorunn is the only deity of the Nine to have fundamentally altered their divine nature to live among their own creation.



Metadata	Details
Gender	Fluid / Dual (He/They/She)
Pantheon	Nine Gods of Skyss
Affinity	The Lost and Found, mischief, and humanity
Rune/Word	M (representing a bird or mountain)
Colour	Green / Sea-green

Domain

Jorunn's domain encompasses the survival, multiplication, and inquisitive nature of humankind. While the other gods remained aloof or continued the labour of world-building through trolls, Jorunn became obsessed with the act of creation.

The Progenitor of Humans

According to the ancient sagas, Jorunn fashioned the first humans from riverbank clay, seeking to mirror the Mother's creation of trolls from stone. Finding the clay easier to shape, Jorunn petitioned his sister [Frijdodr](#) to refine their forms. To breathe life into these "little people," Jorunn sought nourishment from the Mother. In a definitive act of divine solidarity, Jorunn chose to shrink their divine form to join the humans, even altering their own physical anatomy to enable the biological production of milk to ensure human multiplication. This mythic transition explains Jorunn's dual categorisation as both god and goddess in varying historical accounts.

The Arbitrator of Mortality

Jorunn is central to the stability of human life on the [Continent of Osnines](#). Following the chaos introduced by [Meniaxter](#), who "snuffed the light" from human eyes to understand their life-force, a primordial compromise was brokered by [Fafnir](#). Humans were granted finite lifespans, while Meniaxter promised to comfort those left behind, establishing the natural order of mortality that Jorunn protects.

Obfuscation and Retrieval

As the god of the "Lost and Found," Jorunn governs the visibility of things in the world. This domain extends to the retrieval of lost identities, objects, and souls, as well as the power to remain hidden from scrying. The aspect of mischief is not viewed as malice, but as a tactical tool used to bypass the rigid laws or "established paths" of more authoritarian deities.

Followers

The typical followers of Jorunn are found across all strata of human society, though his influence is most pervasive among the unlettered and the mobile classes.

- **The Little People:** As the creator of humanity, Jorunn is the default patron for all humans. Ordinary folk revere him as a protector against the more violent impulses of the [Meniaxter](#)-aligned Godbloods.
- **Islander Fishing Communities:** On islands like [Straven](#), Jorunn is invoked for safety and successful hauls. His spirit binds the disparate communities together through shared survival and trade.
- **Southern Adherents:** In southern territories like [Cottalem](#), the deity is known as Tiago, illustrating a global reach that persists even where Skyssian influence is contested.
- **The Bereaved:** Due to the divine compromise, those mourning loss often pray to Jorunn alongside Meniaxter to protect the spirit of the departed.

Celebrations and Observances

For the ordinary peasantry, worship of Jorunn is spontaneous and integrated into the practicalities of daily life.

The Finding of Signs

Ordinary humans view the discovery of brightened or distorted objects as direct signs of Jorunn's favour. The discovery of a bent silver siller coin in the middle of a road is considered exceptionally good luck. Such items are often tucked into pouches or placed on thresholds as dedicatory charms to ward off the "lost state".

The Mid-summer Fisher-meet

The annual gathering at [Portree](#) is the primary communal celebration of Jorunn. It is a time of friendship-binding, games, and mercantile standardisation. The meet mirrors Jorunn's promise to "look after the little people and everything they do," allowing boat captains and community leaders to resolve bloodfeuds and formalise trade agreements.

Threshold Runes

Peasants often carve Jorunn's runes into the wooden frames of their workshops. These runes are powered by the application of freely given human blood—typically a simple prick of the finger—which is considered "powerful enough for most purposes" such as warding off bad luck or ensuring "good timing".

Seekers of the Lost

The Seekers of the Lost is the specialised mystery cult of Jorunn, exclusively for those with [Heroic](#) blood who seek to master the higher mysteries of discovery and concealment.

Initiation and The Talent

Candidates for the mystery, such as the foundling [Noren](#), often manifest an innate "talent for discovery" even before formal training. Initiation requires the Seeker to find someone or something that has been "Lost" to the rest of the world. This often involves the bestowal of an [amulet](#)—typically a silver coin—that has been blessed through the intercession of another deity, such as [Malfin](#).

Arcane Mechanics

- **Concealment:** High-level adepts are exceptionally difficult to track via scrying. By leveraging the god's mischief, they can "disappear easily" even in plain sight.

- Bypassing Wards: Conversely, Seekers can find individuals who are actively warded by other gods, slipping past divine defences that would stop a [King's Justice](#).
- Jorunn's Eye: The cult utilizes powerful reliquaries known as Jorunn's Eyes—specialised sapphires used for scrying. One such stone is set in [Queen Flora's](#) crown, while another is kept in the secret archives of the [Board of Trade \(BoT\)](#).
- Transformation: The highest level of the mystery involves the ability to alter one's physical form, a power inherited from Jorunn's own shapeshifting. Masters like [Alfarinn](#) can live nomadically for centuries, stay looking in their twenties for decades, and move through the world entirely undetected.

Relationships

People

- [Noren Alfarinnsson](#): A direct descendant and initiate who takes more after Jorunn than his father.
- [Alfarinn](#): A granddaughter of the god and a master of the combined mysteries of Justice and Mischief.
- [Oddmundr](#): The late hero and wielder of [Jafnadr](#), who was a devotee of Jorunn because he “cared about the little people”.
- [Eskil](#): A cousin and adept who operates [The Troll's Head](#) and creates “geas detectors”.

Places

- [Portree](#): The site of the annual Fisher-meet and the central hub for the deity's human followers.

Skyss - Story Background	Characters	Skyss - Places	Pantheon of Skyss	Other Background
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[fantasy](#), [world-building](#), [skyss](#), [jorunn](#), [2026](#), [Player: James](#)

Bjarte the Burner

Gender	Hero	Allegiance	Role	Apparent Age	Year of Birth (Age)
Female	Yes	Yngvild	Guard / Warder	Mature	Unknown (~40)

Stories/Function

Bjarte serves as the defensive magical specialist and warder for [Yngvild](#)’s specialised hunting party. Her primary narrative function is to provide an absolute counter to magical surveillance, using her expertise in anti-scrying to hide the party as they seek the hidden [Chestnut Lodge](#). She represents the high-stakes consequences of the [Great Schism](#), embodying the trauma and paranoia of a veteran operative whose past “messy” magic has made her a fugitive.

Description

Bjarte is defined by an all-encompassing, obsessive paranoia that is, in reality, a collection of necessary precautions. Because she is hunted by factions still seeking retribution for her actions

during the [Great Schism](#), she is intensely reclusive. During her time as escort for Yngvild for the [Skyssian Board of Trade](#), she remained confined almost exclusively to her cabin.

Her moniker, "**The Burner**," refers to her mastery of destructive fire and transmutation magic. While she was once a highly aggressive offensive combatant, she now applies these talents toward defensive concealment. Her arcane repertoire includes:

- **Warding:** The ability to seal physical locations against entry or detection; notably, she warded the party's cabin during their voyage to [Dry Hook](#).
- **Anti-Scrying:** Persistent enchantments designed to disguise [Yngvild](#) and [Jerre](#) from magical observation.
- **Amulet Communication:** Use of a magical amulet that facilitates telepathic communication between party members.

Personal Life

The Great Schism and the Godbloods

Bjarte's history is inextricably linked to the [Great Schism](#), the violent internal conflict between factions of [Skyssian heroes](#). During this era, Bjarte was a prominent operative involved in the suppression of the [Godbloods](#), a faction whose goals clashed with her own. It was during these dark days that she committed the series of killings that earned her the "Burner" title and forced her into a life of permanent fugitive status.

The Purge of the Silent Convent (762)

During the height of the religious upheavals, Bjarte and her long-term partner [alfinna](#) were contracted to eliminate Skyssian sleeper agents hidden within a convent in the Grand Duchy of [Dalreoch](#). While [alfinna](#) located the targets in a hidden sub-basement, Bjarte used a messy fire transmutation that incinerated the entire wing. The unique thermal signature of her magic was documented by academics at the [University of Dalreoch](#), marking her as a target for future investigation.

The Southope Infiltration (768)

While [Queen Caoimhe](#) was living at Southope, Bjarte and [alfinna](#) were part of a death squad that targeted the Berenician King Edmund. During a hunting party, Alfinna caused the King's horse to fatally throw him off, while Bjarte used lethal magic to facilitate their escape after they'd killed the King. The incident left multiple Berenician Yeomen dead with "fatal burns inside their armour" despite their outer clothing remaining untouched, a signature later associated with other political assassinations by Skyssians.

The Incident of the Unbroken Mirror

Bjarte's paranoia became obsessive following a mission to retrieve a stolen ledger from a [Zushonian](#) estate. Despite successfully recovering the item, the party was observed via a rare scrying mirror.

Bjarte unleashed a firestorm to destroy the evidence, but realised too late that the mirror remained unbroken amidst the flames. Through the glass, she felt the cold, calculating gaze of the [Earl of Stylhet](#). Since then, she has lived in fear that the world's premier spymaster knows her face and can track the signature of her fire magic.

The Ambush off Dry Hook (774)

During the pre-dawn capture of their ship by [Fearchar Murchadh](#), Bjarte's survival instincts took over. She slipped out of a cabin window to avoid the pirates, an act that broke her protective ward and allowed the [Murchadh](#) raiders to find and steal the sentient sword [Jafnadr](#). She stayed in the water to keep the critically wounded [Gudrun](#) afloat until they were rescued by a pilot boat and brought into the [Board of Trade](#) office in [Dry Hook](#).

Relationships

People

- [Yngvild](#): Her current ward and the primary focus of her anti-scrying protections.
- [alfinna](#): Her previous partner during the Great Schism, with whom she shared many high stakes clandestine operations.
- [Gudrun](#): Her current partner, a seeker with whom she has shared several clandestine operations.
- [Jerre](#): A companion she helps hide from surveillance; currently a prisoner of the pirates.
- [Earl of Stylhet](#): The master spymaster who represents her greatest fear and the primary reason for her reclusive lifestyle.
- [Fearchar Murchadh](#): The pirate captain who broke her ward and stole [Jafnadr](#).

Places

- [University of Dalreoch](#): The academic institution that monitors the messy and dangerous fire transmutation magic she specialises in.
- [Dry Hook](#): The site of her recent rescue and the current base for the survivors.
- [Chestnut Lodge](#): The hidden objective she is currently attempting to locate.
- [Dael Riata](#): The kingdom where many of her early purges took place.

Skyss - Story Background	Characters	Skyss - Places	Pantheon of Skyss	Other Background
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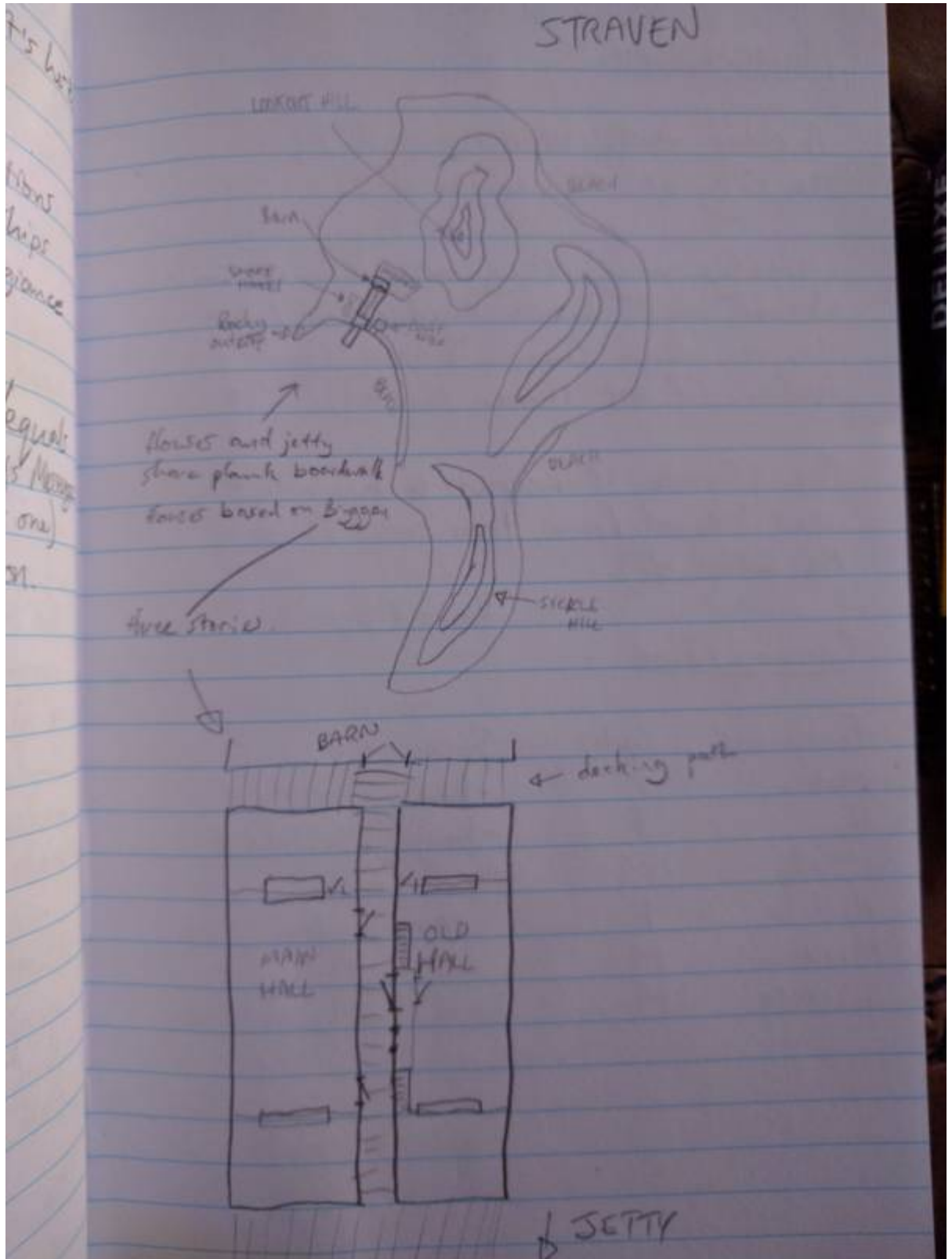
5 Apr 2026 15:16 · james

[fantasy](#), [world-building](#), [skyss chars](#), [skyss](#), [bjarte](#), [burner](#), [hero](#), 2026, Player: James

Straven

Straven is a tiny settlement on an island about three or four square miles located off the west coast of [Heimdal](#) (Skyss). Only a little of the island is cultivated, most of it is woodland or rough grazing for the sheep that the community keeps for their wool and milk. Characterised by its extreme northern latitude of 63.5 N, the community is defined by its isolation, self-sufficiency, and adherence to the traditional ways of the North. It serves as the childhood home of [Yngvild the Fierce](#) and [Noren](#) before

their departure for [Kronstadt](#).



Community

There are about 60 people living on Straven, from newborn to Old Bjorn. [Old Bjorn](#) is the leader of the community, with [Arne the Slow](#) as the second. They have a single fishing boat with almost enough people to crew a second. Most of their living is from fishing in the seas to the West of the Island, and they are part of the fishing communities of the islands. As their boat captain [Old Bjorn](#) is one of the

electors of the [Lord of the Isles](#).

As well as fishing there are as many sheep as people on the island, they roam over the island and eat the grass and heather. The wool and milk form a major part of keeping Straven self-sufficient. There's also meat from the spare sheep, most of the male lambs being used for various sacrifices, and mutton forms part of the winter diet when the weather is too bad for fishing.

The fish are mostly smoked, there are three smokehouses downwind of the main halls that the community lives in. These run most of the summer to ensure that there are enough fish to keep the community going all winter. Fresh fish are eaten when the boats come in too. Surplus is sold through the market at Portree, which is the major port for the Isles. It is within line of sight from Lookout Hill on Straven, and is about four hours away by boat (depending on the weather & tides).

The houses are two parallel tenements running inland from the jetty. The boat shed on one side with a ramp into the beach. There's a barn at the back with a fenced paddock for when the sheep are brought in.

The total population of Straven is approximately fifty individuals. The social structure is led by [Old Bjorn](#), the boat captain and community leader, with Arne serving as his second.

Security and Raids

Due to the seasonal threat of [Daelian Raiders](#), the adults of Straven maintain a rigorous military readiness. Standardised drills are practiced regularly, where adults take up arms—including bows and woven shields—to hold the jetty whilst non-combatants evacuate to Lookout Hill.

Theology

The community observes the transition of the seasons with communal rituals. The most significant is the celebration of the return of the night, where the people make homage to [Malfin](#), the Lady of Darkness. These gatherings are held around central fires as the sun touches the horizon, marking the beginning of the winter preparations.

Geography and Infrastructure

The island covers approximately three to four square miles of territory. Much of the land is uncultivated, consisting of dense woodland and rough grazing used for livestock. Key geographical landmarks include:

- **Lookout Hill:** The highest point on the island, used as a primary observation post and a retreat point for non-combatants during maritime threats.
- **Sickle Hill:** A secondary elevation located on the southern portion of the island.
- **The Beach:** Two distinct sandy areas suitable for landing small craft, though the primary maritime interface is the stone and timber jetty.

The settlement's infrastructure is concentrated near the rocky outcrop on the western coast. The buildings are constructed based on traditional timber-frame designs with overlapping upper storeys to protect against the harsh maritime climate.

Structure	Function
Main Hall	The primary communal living and dining space for the adult population.
Old Hall	The original hall, now utilised as the living and eating area for the children.
The Barn	A multi-purpose facility for storing cheese and skyr barrels, as well as providing winter shelter for sheep.
Smokehouses	Three dedicated buildings positioned downwind to process the seasonal fish catch.
Workshops	A cluster of industrial buildings including a forge and a boat shed for vessel maintenance.

Economy and Labour

The economy of Straven is almost entirely maritime and pastoral. The community operates a single fishing boat that exploits the rich waters to the west. A high degree of literacy exists on the island, largely due to the influence of [Old Bjorn](#), who has prioritised knowledge as a tool for survival.

Primary Industries

- **Fishing:** The central pillar of the island's subsistence. Fish are salted or smoked throughout the summer to provide a stable food supply for the “dark time” of winter.
- **Sheep Farming:** The island maintains a sheep population roughly equal to the human population. These animals provide wool for home-woven clothing, as well as milk and meat.
- **Trade:** Surplus smoked fish and wool are transported to the market at [Portree](#), which is located roughly four hours away by boat. These exports fund the purchase of essential ironwork, herbs, and spices.

Relationships

People

- [Old Bjorn](#): Community leader and boat captain.
- [Yngvild Helgaddottir](#): Protagonist and former resident.
- [Noren](#): Protagonist and former resident.
- [Helga the Red](#): A prominent hero and former resident.
- [Arne the Slow](#) - the steersman on the boat, de facto second in command to [Old Bjorn](#)
- [Alwilda](#) - Arne's partner
- [olaf](#) - one of the boat crew
- [Helga the Red](#) - Old Bjorn's partner
- [Leif](#) - another member of the boat crew
- [Birgitta](#) - member of the boat crew
- [Gunnar](#) - also on the boat crew
- [Erik the Dark](#) - member of the boat crew
- [Freya](#)

Places

- [Portree](#): The nearest major trading terminal and administrative hub for the Isles.

- [Heimdal](#): The mainland kingdom of which Straven is a remote dependency.
- [Kronstadt](#): The destination for the island's rare diplomatic and heroic despatches.

Concepts

- [Daelian Raiders](#): The primary external threat to island security.
- [Heroes](#): Several residents possess divine blood, though this was largely kept secret until the arrival of the *Seagull*.

Skyss - Story Background	Characters	Skyss - Places	Pantheon of Skyss	Other Background
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25 Nov 2016 11:45 · james

[fantasy](#), [nanowrimo](#), [2016](#), [noren](#), [skyss](#), [straven](#), [places](#)

Fierce

Fierce is a Fantasy novel released on 1 May 2024. You can read the first chapter on my blog '[Fierce Ch.1 - Straven](#)', which is a medium-level fantasy story with relatable female lead and a dash of romance set in a world of my own creation. It's influenced by everything I've ever read, and loosely based on a Norse 10th/11th century blending with some ancient Roman, although the ships are more like 15th/16th century. Skyss is the northern state the main characters come from, but there is a whole world and other states exist, some of which will be linked to here.

Blurb

On the tiny island of [Straven](#), life is governed by the rhythm of the tides and the seasonal threat of [Daelian Raiders](#). For Yngvild Helgasdottir, a simple fisherman's daughter, the arrival of the King's Ship Seagull shatters the peace of her childhood and delivers a legacy of shadow and steel.

Thrust into the stinking, opulent streets of [Kronstadt](#), Yngvild and her companion Noren discover a terrifying truth: they are [Heroes](#), carriers of divine blood descended from the [Nine Gods of Skyss](#). As Yngvild takes up her father's heirloom, the sentient black blade [Jafnadr](#), she is drawn into a web of political assassinations and a centuries-old schism that threatens to destabilise the realm.

The journey takes them far to the south, where Noren's true parentage is revealed by the ambitious renegade [Rojden](#), a man who views the world as a chessboard for his own imperial designs. When Rojden binds his son with a lethal involuntary geas, Noren is left fighting for his life against his own father's will. Aided by the shapeshifter [Inibrakemi](#) and the mysterious daughters of [Alfarinn](#), Yngvild must navigate war-torn Salicia to reach the cursed temple of [Estreham](#). To break the bind and fulfil the cryptic [Prophecy of Gudrid](#), Yngvild must perform a sacrifice that challenges the laws of justice and darkness alike.

In a world where magic is fading but the gods still watch from the shadows, Yngvild the Fierce must decide if she will be a tool of empires or the bringer of justice in the night.

[Get Fierce by James Kemp](#)

Key Elements and Analysis

The narrative of *Fierce* serves as a detailed examination of the Hero class within Skyssian society, where divine lineage provides extraordinary abilities such as shapeshifting and the channelling of [Rituals](#) or [Words of Power](#). This story follows the personal struggle of a young woman coming into her power. The sentient sword [Jafnadr](#) represents a pinnacle of [Frijdodr's](#) craftsmanship, capable of discerning intent and bypassing any physical armour. The conflict centralises on the moral ambiguity of power; while [Old Bjorn](#) has spent centuries maintaining a fragile stability through secrets, [Rojden](#) seeks to bypass the [Board of Trade's](#) slow influence through direct, magical conquest.

Character	Lineage	Core Motivation
Yngvild	Malfin & Fafnir	Justice and the protection of her chosen partner.
Noren	Jorunn & Meniaxter	Discovery of the "Lost" and resistance to his father's geas.
Rojden	Meniaxter	Consolidation of power and the creation of a unified empire.

The narrative of *Fierce* unfolds across a geopolitically volatile landscape where the lives of individuals are inextricably linked to divine lineages and shifting powers. The following comprehensive categorisation of people and places draws upon the chronicles of [Yngvild the Fierce](#).

The People of Fierce

The cast of *Fierce* is predominantly composed of [Heroes](#), individuals possessing at least one-eighth divine blood—whose extraordinary abilities frequently destabilise the mercantile and political interests of the [Board of Trade](#).

Protagonists and Divine Lineage

- [Yngvild Helgasdottir \(The Fierce\)](#): The primary protagonist and current wielder of the sentient black blade [Jafnadr](#). She is the daughter of [Helga Trollslayer](#) and the Justice [Oddmundr](#). Her heritage is a potent mixture of [Malfin](#), [Fafnir](#), [Kari](#), and [Frijdodr](#), granting her power over darkness and maritime conditions.
- [Noren Alfarinnsson \(Noren the Dwarf\)](#): A foundling raised on Straven who is revealed to be the only son of the demi-god [Alfarinn](#) and the renegade [Rojden](#). He possesses a natural affinity for [Jorunn](#) and [Meniaxter](#), manifesting as extreme physical strength and an innate sense for things "Lost and Found."

Mentors and Political Leaders

- [Old Bjorn \(The Counter of Battles\)](#): The oldest living Skyssian Hero, rumored to be over a thousand years old and a founder of [Kronstadt](#). He acted as a guardian for Yngvild and Noren on Straven, operating a long-term contingency plan to mobilise the state against [Rojden's](#) faction.
- [Helga Trollslayer](#): The Second Sea Lord of Skyss and Yngvild's biological mother. She is a brilliant strategist and Elector-designate, destined to become the First Sea Lord at the new year.
- [King Thirfinn](#): The reigning monarch of Skyss during Yngvild's arrival in [Kronstadt](#), noted for his playful demeanour.

Allies, Agents, and Family

- **Alfarinn**: An ancient demi-god descended from **Jorunn** and **Fafnir**. She lived as a recluse for decades after a perceived betrayal by Old Bjorn but returns to assist Noren.
- **Alfinna Afarinnsdotir**: A daughter of Alfarinn and a powerful shapeshifter often encountered in the form of a bear. She is an expert in the crafting of magical items.
- **Inibrakemi Funeresdottir**: A special agent for the **Department of Resolutions** and a master shapeshifter who guides Yngvild and Noren through Cottalem.
- **Jerre**: A former Cottalemnese cavalry trooper who defects to assist Yngvild and Noren.
- **Olaf Ragnarson**: Hero and Captain of the King's Ship Seagull.
- **Erik**: A Board of Trade agent in Beretha.

Antagonists and Renegades

- **Rojden**: A renegade Hero and strategic genius descended from **Meniaxter**. He utilizes “silent partners”—body doubles bound by geasa—to expand his influence across Cottalem and Salicia.
- **Arald**: A spy for Cottalem who arrives at Straven on a Mangandalese junk to gather intelligence on the new Heroes.
- **Ormrún**: A Board of Trade agent at the Wheel who has been subverted by Rojden.

Places in the Fierce Narrative

The geography of the world is divided into powerful mercantile states and ancient, magically protected sanctuaries.

The Kingdom of Skyss

- **Straven**: A tiny island settlement of roughly fifty people, serving as the hidden childhood home of Yngvild and Noren.
- **Kronstadt**: The primate city of Skyss and a global centre of trade, housing approximately 250,000 residents. It is the seat of the **Council of Electors** and the **Board of Trade**.
- **Grunwald**: The southernmost part of Skyss, characterised by deciduous forests where Alfarinn was believed to be hiding.

Salicia and Cottalem

- **Beretha**: The main city in the **Kingdom of Salicia**, recently besieged and taken over by Rojden's forces.
- **Caratis**: A port city closed by naval blockade during the Cottalemnese invasion.
- **Estreham**: The site of the **Temple of Clewg**, protected by an ancient curse that bars any man who is not an initiate.
- **Ocaso**: An abandoned coastal fort on the west coast of **Cottalem** used as a rendezvous point for the Seagull.
- **Troll's Head Inn**: An establishment run by retired Heroes **Eskil** and **Arinhildr**, equipped with magical geas detectors.

Other Regions

- [Mangandalay](#): A hot, humid river state famous for its high-value silk and pharmaceuticals.
- [Trollheim](#): The northern domain of the silicon-based Trolls, located on the opposite side of the mainland from Skyss.

[Skyss - Story Background](#) [Characters](#) [Skyss - Places](#) [Pantheon of Skyss](#) [Other Background](#)

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