

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.

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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 Afarinnsdottir](#): 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

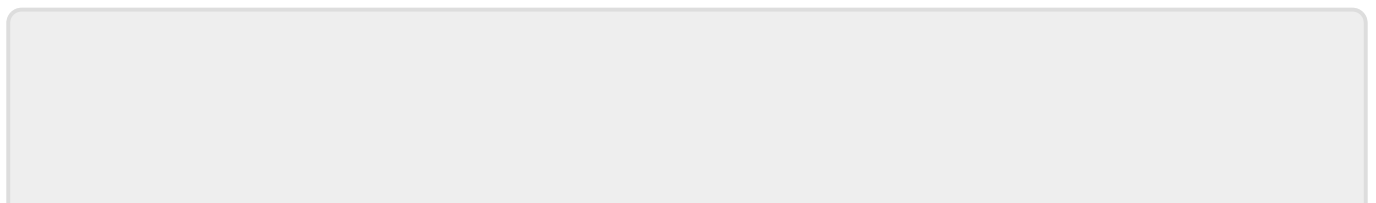
- **Beretha**: The main city in the **Kingdom of Salicia**, recently besieged and taken over by Rojden's forces.
- **Caratis**: A port city closed by naval blockade during the Cottalemnese invasion.
- **Estreham**: The site of the **Temple of Clewg**, protected by an ancient curse that bars any man who 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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