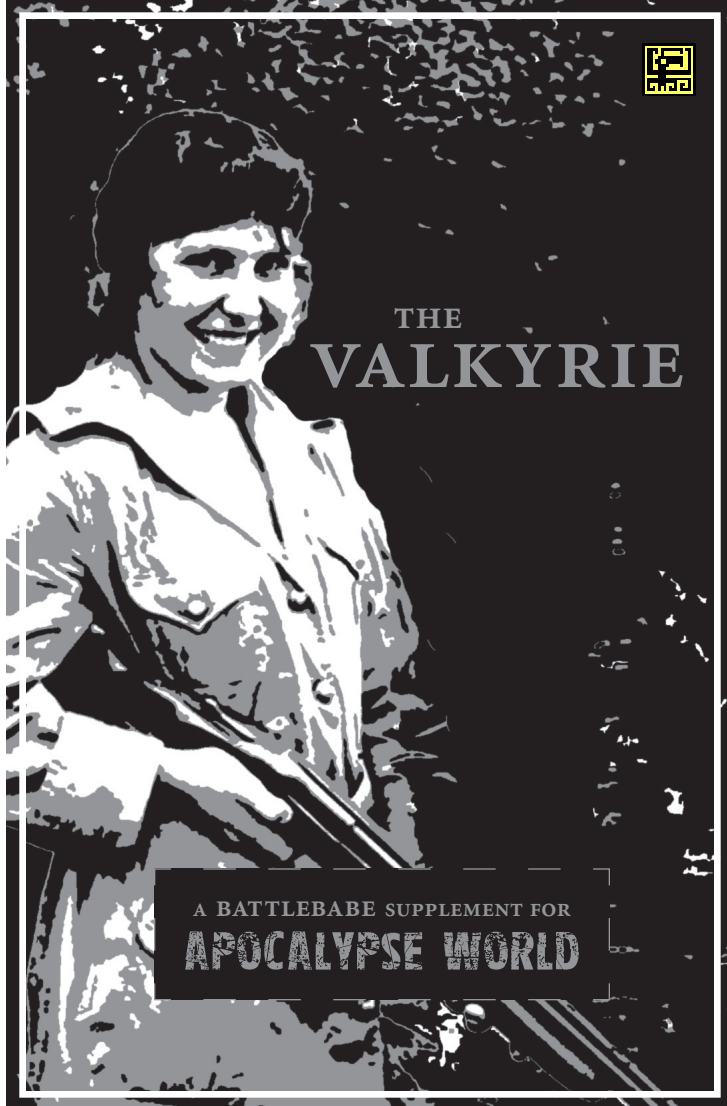




*Hail to the day that gleams about us! Hail to the sun that shines upon us!
Hail to the light that overcomes the night Hail to the world in which we
live! You are forever mine, my inheritance, my own: laughing at death!*

When someone you love dies in battle or you contact the spirits of the warrior dead, you can spend an advance to switch to this playbook. As always, work with your MC to decide what to keep, leave behind, and gain. At a minimum, you get *wake the dead* and a *ghost army*.

Wake the dead: When you celebrate and mourn those who've recently fallen in battle, you pull their souls—or something resembling them—through the Psychic Maelstrom to this world. Roll+barter spent. On a 10+, all of those fallen make the crossing relatively safely and join your ghost army. On a 7-9, one or more souls arrive, but tattered and torn by the Maelstrom. On a failure, a few souls come across, but they do not join your army, having more pressing business.

Ghost army: By default, your army consists of a squad of souls tattered by their passage through the Maelstrom (s-harm gang small ghostly [not affected by physical harm or barriers]). If the Quarantined is in play, then your army does Ψ -harm instead of s-harm. Then, pick 2:

- your ghost army has fully recovered from their Maelstrom passage (+mobile).
- your ghost army is a pack of fucking poltergeists (+1harm in addition to s-harm, +unruly).
- you can consult your ghost army for advice (+insight).
- your ghost army acts as a psychic antenna (+augury).
- your ghost army inhabits their own walking corpses (drop ghostly mobile Ψ -harm; 2-harm s-harm 3-armor +famine +savagery).

Valkyrie improvement: Add these to the battlebabe improvement list.

- ___ choose a new option for your ghost army.
- ___ choose a new option for your ghost army.
- ___ get *pack alpha*.
- ___ get a move from another playbook.