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Production of a Collection Plan
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FANTASY PROJECT:
CONTEMPORARY WITCHCRAFT
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Dwelling

A portal to another world, floating above an icy landscape, unseen by the eyes of mere mortals, but still tethered to the earth. A mysterious bricked wall with several doorways turning lazily in the breeze and gazing down on a seemingly barren landscape of ice and snow under a field of stars. This frosty portal is the entrance to the realm of the Viking underworld, Helheim. This cold world of shadow is the continuation of some form of life for the souls who have passed into the next realm. Some who have led righteous lives and have not yet been reincarnated, some who will never pass beyond the frosty gloom back into Midgard. You cannot reach it simply by entering through any of the doorways, you must know which door is the entrance and which doors will trap your soul forever. For it is a place of twisted stairwells and shadowy halls meant to dissuade the living from entering and the dead from leaving.

The isolated landscape surrounding the portal is a place of solitary reflection and sacred rituals. A perch upon which Helixa, the reincarnation of her namesake, the goddess Hel, can look down upon the earth, a place she no longer belongs. Awaiting her familiars, two sleek ravens, one jet black, one snow white, who guide new souls to the portal, as well as, watching out for those who seek a guide into Helheim. The underworld is a place which should only be navigated by brave and skilled seers. The dark realm can easily ensnare the foolish who do not proceed with caution. Even if their mortal bodies do make it back, they may be missing some vital parts of their souls, damaged by the hardships of travel between mortal and immortal realms.

Character

Helixa was born into our world of Midgard in the time of great Viking warriors of northern Europe. As a child, her parents never returned from a journey to south and although she knew they would be forever immortalized in Odin's great warrior's chamber Valhalla, she knew she was destined to never encounter them again in this life or the next. Raised by her grandmother, an immensely powerful witch known as a Seidr who practices divination by interpreting the sacred runes and travelling to the deep recesses of the universe to alter the strands of time. It was she who foretold of the resurrection of the goddess Hel in her own grandchild.

Under the guidance of her grandmother, Helixa learned magic practices so old it is beyond good and evil, the balance of grey magic through divination and clairvoyance. She developed her abilities to use runes to invoke and direct the power of the elements and gods to create balance for those around her. The runes, made of carved stone and bone, are precious oracular devices which are intimately linked to the natural world, giving their user great power to help or hinder those in their path. Eventually allowing her to become an intermediate between humankind and the spiritual realm. Her power reached greater heights as she became a capable Seidr herself, able to alter the course of foretold destinies through trance and incantations into the spirit world. Helixa, although trained to practice the balance of grey magic, will either show malice and cruelty when confronted with those who remind her of her own immense loneliness or take pity on those who seek her aid and strive to help them. This duality is caused by her link to the goddess Hel, as her face, body and mind have gradually begun fester as she becomes more divided between two realms. She appears with a cold and sinister

smirk on the dead flesh of her face and a mournful and bitter look in her still beautiful eye as she grieves for her loneliness and lost beauty.

Historical Period

Born during the early middle ages, 10th century AD, in the northern most corner of Norway, Helixa came into the world with ice in her veins. The harsh elements directed her nomadic Viking clan's way of life.

The seafaring Vikings needed water-repellent garments as they journeyed by boat to invade, raid and occasionally trade with Anglo-Saxon and Norman lands to the south. They dressed themselves in furs and heavy woolen cloths to provide protection from the cold and tough tanned leathers and metalwork to protect themselves in battle. Their fearsome approaching appearance was enhanced by their size, braided and twisted hair piled atop their heads and helmets which added height to strike fear into the hearts of their enemies in battle. Hulking silhouettes were further intensified by animal fur mantles worn draped over the shoulders.

The barbaric warrior woman within Helixa continues to show through the geometric patterns used to create her garments, the use of fur and leather, and the metalwork ornamentation of her jewelry and accessories. As her immortal life progressed through the dark ages and into the middle age, Helixa incorporated garments and styles that suited her nomadic lifestyle. Choosing to blend into lower- and middle-classes, she avoided the restricting styles of corsets and continued to wear clothing which allowed for quick movement without restricting her body. Large buckled belts, were functional for carrying weapons, runes and necessities as well as reflected her origins.

Until the Renaissance and inquisition, Helixa travelled throughout Europe, exchanging her prophecies and divinations for food and shelter. When religious

intolerance began to eliminate Paganism, a guarded Helixa escaped to the extreme north of Europe to avoid persecution. Exiling herself to the barren lands along the North Atlantic to fulfill her sacred duty and guard the portal of Helheim. This life of self-imposed exile reflects her solitary, cold and secretive nature. Here she is able to fulfil her duty to protect Helheim while also providing guidance to those who seek her prophecies and those who dare to enter the portal to the shadowy realm.

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