

FEATE OF THE NORNS.

ANDREW
VALKAUSKAS
PRESENTS



SEITH AND SWORD
CHRIS CHALLICE

ADVENTURE



*In the towns, there is law. In the wilds men are beasts.
One wrong turn and you must stave off death with sword and
axe.*

*We are quick to violence. It is because we are Odin's dogs.
When your friends lay cold upon the ground, your foe's blameless.
The nature of man is the true culprit.*

Bring your Fate of the Norns: Ragnarok game to the shores of the Baltic. As proud Nibelung Heroes or desperate Volsung Outlaws, travel from picturesque Alands, to terrifying Pohjola, to the sinister Danvirke, and all the way to mysterious Courland. Meet the likes of the Ancient Wizard Väinämöinen, the Witch Queen Louhi, and King Bjorn Erikson. Whether you hope to deepen your understanding of the Fate of the Norns novel Seith and Sword, or are simply looking for a detailed accounting of Eastern Midgard, this playbook have everything you need.

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Spoilers for novel

I grew up on table top games and fiction. I cut my teeth on Advanced Dungeons and Dragons 2nd Edition, paired with the Forgotten Realms and Dragonlance. I was fascinated by such books as the Crystal Shard, the Moonsha Trilogy, Dragonlance Chronicles, Time of the Twins etc... I was hooked on these because the novels gave life to the game worlds I played in. They were tour guides in fantastic lands; they gave me a feel for how awesome such games could be. That I wrote such for Fate of the Norns, is a dream come true.

I brought this background to Seith and Sword. Writing a novel based on a gaming world is a different beast than writing non-gaming fiction. It is such because I'm not the only one telling stories in Midgard. I made sure not to step on Stephen's toes, Seith and Sword does not contradict Horn of the Kraken. I was also careful not to step on Norn or players' toes. What I love about Denizens of the North is that it's packed with adventures that are waiting for Dwellers to play. As such I didn't want to solve those adventures with my novel. I wasn't going to have Gamli break the curse of Danevirke. I wasn't going to have Vanadis put king Siggeir to rest. Vinglunr would not, inexplicably, become the king of Svealand. I brushed against many DoTN adventure seeds but I resolved none of them. I know full well those are for the players. What I did instead is breathe life into FoTN's take on the Eddas and Sagas with a compelling story. I painted Eastern Midgard for all to see and filled in some of the areas that DoTN did not cover. If you've read the novel I hope it's been a spark to inspire your games.

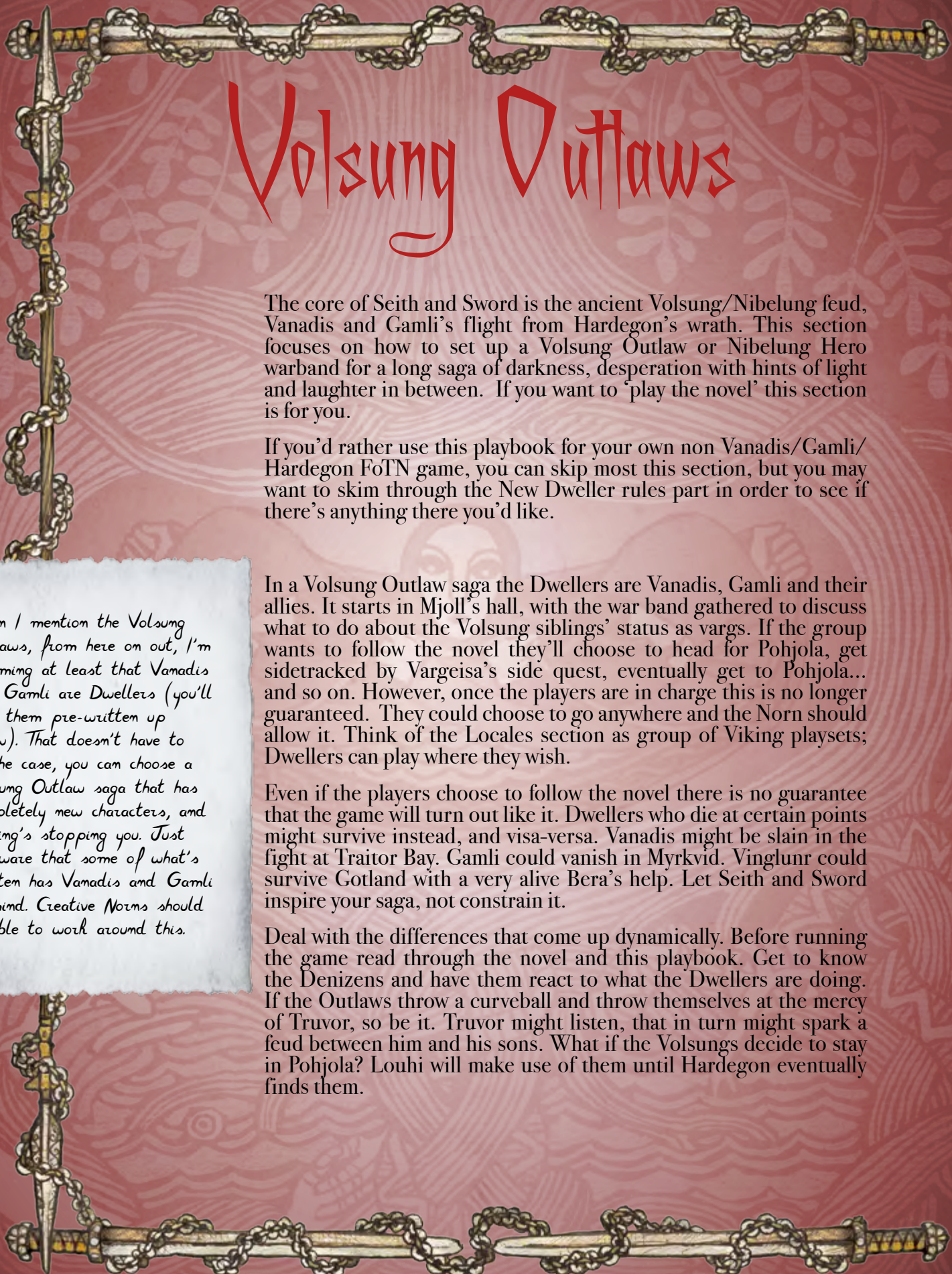
In this book I'm writing a game, for a novel that is about a game. While obvious this still needs to be said, a roleplaying game is not a novel. While Norns prepare history, locales, Denizens and plots for the Dwellers to take part in, she

does not, unlike her mythological counterparts, direct the ultimate fate of the game. Oh, she can nudge it along with plot hooks and rewards but, ultimately, the game will follow the Dwellers, not the other way around. This book, on the other hand, is meant to help Norns run a Seith and Sword game. If the group is willing they could use this book to play the novel exactly. However, I know that's not going to happen. Even if players choose Dwellers from the Novel their decisions and actions will be different, which is, frankly, grand. In the player's shoes I'd be the same boat: Yes I know that Vanadis and Gamli agreed to Mjoll's plan but what if they chose to plead their case before Truvor instead? What if Hardeggon agreed to join Bjorn in his battle with Norveig? What if the Volsungs refused to leave Gotland until they hunted down the cause for the massacre at the thing? I'd want these questions answered and the Norn should be prepared to do just that. This is what this playbook offers. While the locales and characters appear in roughly the same order they do in the novel, the Norn can manipulate them to match the dweller's actions. This is not a script, don't railroad the Dwellers down a set path. This is Lego set, assemble the blocks I give as you desire.



The Dwellers





Volsung Outlaws

The core of Seith and Sword is the ancient Volsung/Nibelung feud, Vanadis and Gamli's flight from Hardegong's wrath. This section focuses on how to set up a Volsung Outlaw or Nibelung Hero warband for a long saga of darkness, desperation with hints of light and laughter in between. If you want to 'play the novel' this section is for you.

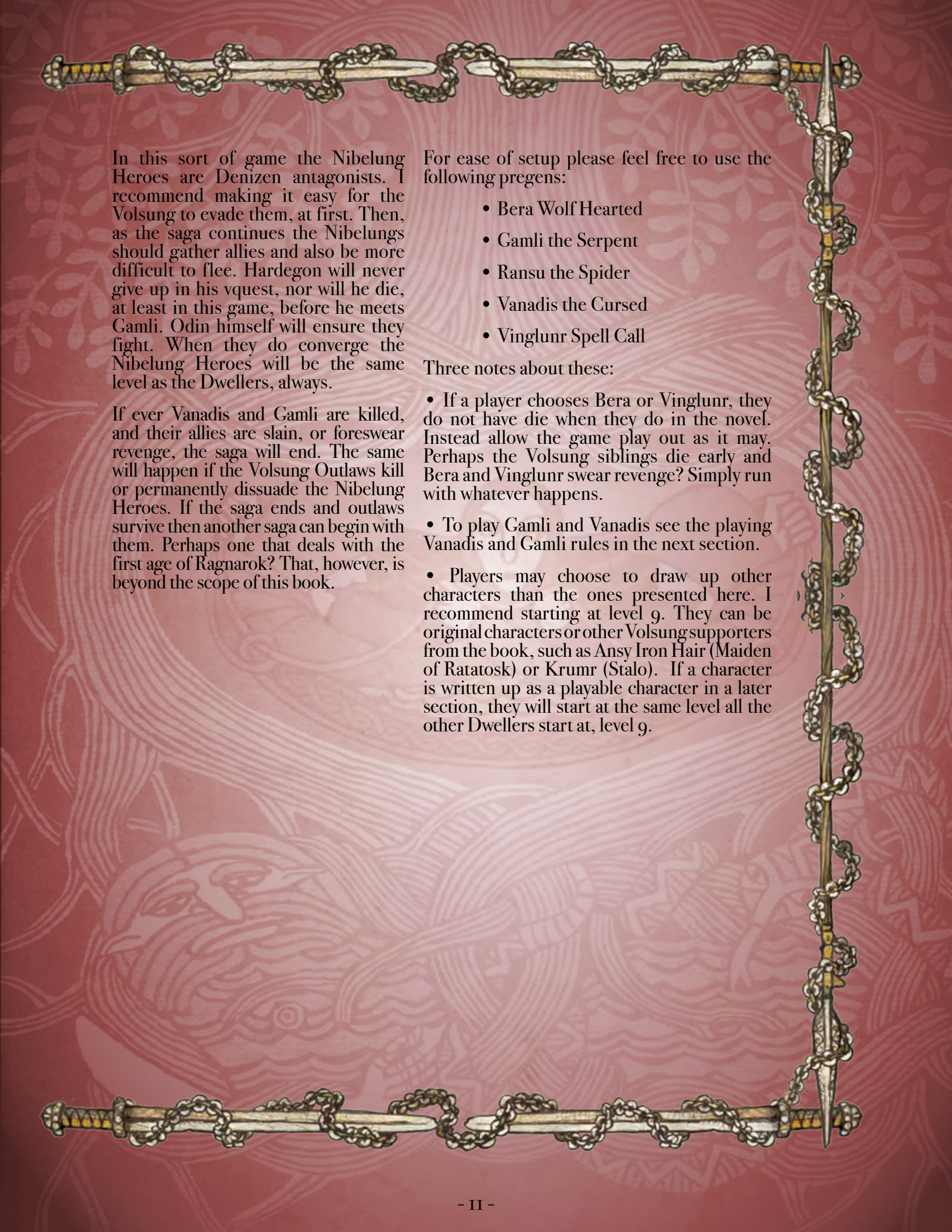
If you'd rather use this playbook for your own non Vanadis/Gamli/Hardegong FoTN game, you can skip most this section, but you may want to skim through the New Dweller rules part in order to see if there's anything there you'd like.

When I mention the Volsung Outlaws, from here on out, I'm assuming at least that Vanadis and Gamli are Dwellers (you'll find them pre-written up below). That doesn't have to be the case, you can choose a Volsung Outlaw saga that has completely new characters, and nothing's stopping you. Just be aware that some of what's written has Vanadis and Gamli in mind. Creative Norms should be able to work around this.

In a Volsung Outlaw saga the Dwellers are Vanadis, Gamli and their allies. It starts in Mjoll's hall, with the war band gathered to discuss what to do about the Volsung siblings' status as vargs. If the group wants to follow the novel they'll choose to head for Pohjola, get sidetracked by Vargeisa's side quest, eventually get to Pohjola... and so on. However, once the players are in charge this is no longer guaranteed. They could choose to go anywhere and the Norn should allow it. Think of the Locales section as group of Viking playsets; Dwellers can play where they wish.

Even if the players choose to follow the novel there is no guarantee that the game will turn out like it. Dwellers who die at certain points might survive instead, and visa-versa. Vanadis might be slain in the fight at Traitor Bay. Gamli could vanish in Myrkvid. Vinglunr could survive Gotland with a very alive Bera's help. Let Seith and Sword inspire your saga, not constrain it.

Deal with the differences that come up dynamically. Before running the game read through the novel and this playbook. Get to know the Denizens and have them react to what the Dwellers are doing. If the Outlaws throw a curveball and throw themselves at the mercy of Truvor, so be it. Truvor might listen, that in turn might spark a feud between him and his sons. What if the Volsungs decide to stay in Pohjola? Louhi will make use of them until Hardegong eventually finds them.



In this sort of game the Nibelung Heroes are Denizen antagonists. I recommend making it easy for the Volsung to evade them, at first. Then, as the saga continues the Nibelungs should gather allies and also be more difficult to flee. Hardegong will never give up in his vquest, nor will he die, at least in this game, before he meets Gamli. Odin himself will ensure they fight. When they do converge the Nibelung Heroes will be the same level as the Dwellers, always.

If ever Vanadis and Gamli are killed, and their allies are slain, or foreswear revenge, the saga will end. The same will happen if the Volsung Outlaws kill or permanently dissuade the Nibelung Heroes. If the saga ends and outlaws survive then another saga can begin with them. Perhaps one that deals with the first age of Ragnarok? That, however, is beyond the scope of this book.

For ease of setup please feel free to use the following pregens:

- Bera Wolf Hearted
- Gamli the Serpent
- Ransu the Spider
- Vanadis the Cursed
- Vinglunr Spell Call

Three notes about these:

- If a player chooses Bera or Vinglunr, they do not have die when they do in the novel. Instead allow the game play out as it may. Perhaps the Volsung siblings die early and Bera and Vinglunr swear revenge? Simply run with whatever happens.
- To play Gamli and Vanadis see the playing Vanadis and Gamli rules in the next section.
- Players may choose to draw up other characters than the ones presented here. I recommend starting at level 9. They can be original characters or other Volsung supporters from the book, such as Ansy Iron Hair (Maiden of Ratatosk) or Krumr (Stalo). If a character is written up as a playable character in a later section, they will start at the same level all the other Dwellers start at, level 9.



Bera Wolf Hearted

Maiden of Ratatosk

Scorn Dominatrix

Level 9

Size 4

Essence

Your memories
lifeforce & wisdom



Destiny

The effect you can
cause on the world



Move



PF



Parry



DF



Pierce



Focus



Heal

PASSIVE POWERS

Thriving In The Crowd {Feat}: During upkeep heal +1 for every adjacent opponent.

Combat Awareness {Feat}: When attacked from behind use a full Defend instead of a Weak Defend.

Protector {Enchantment}: You can Defend your adjacent allies, they gain your Defences as well as theirs.

Incite Strife {Feat}: During upkeep you can add +1 Taunt to yourself.

Fleet Footed {Feat}: Move actions get +1.

Carried by Blood {Feat}: When blooded gain +3 Move.

Untouchable {Feat} : Opponent Reach/Range values are penalized by -1/-10 when attacking you.

Silence the Crowd {Feat}: Weapon Damage Factor is +1 for every two adjacent foes.

SKILLS

Feather Fingers

Athletics 2

Drinking & Wenching

Sense Motive

Perception

Survival Wilderness

Swim

As an infant, Bera was found wandering alone on the shores of Svealand. She was dirty, hungry, and desperate. The fishermen who found her wondered if she was an escaped thrall. The fierceness in her eyes said otherwise, and she was named Bera the Wolf Hearted. She was taken to Mjoll the Gentle who took it upon herself to raise her with her ward Vinglunr. Under Mjoll's kind patronage Bera grew to be a fine woman, though she never lost the core of her ferocity. This was channelled into her shield maiden training, an investment that paid off with every Couronian raid.

Bera is a friendly, outgoing woman until she steps onto the battlefield. Then she becomes vicious. She's fiercely loyal to her own and will slaughter anyone who threatens them. Her quick wit and easy going manner endears her to her companions. However, true to her nature, she is a little too quick to violence, even for a warrior.

Bera holds a fighter's manner and build. She's most comfortable in worn traveller's garb or well used armor. When not soaked in blood, her braided blond hair is clean. Her most striking features are her intense, blue eyes.

ACTIVE POWERS



Sunder Mind

Metas: **Range**, **Area**, **Amplify**

Type: {Spell}

Assail the target's mind with a cacophony of voices. 3 M damage, ignore 2 M defense

Out of Combat Effect: Curse someone with a babbling mental voice.



Insulting Parry

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Interrupt}

Weak Defend with +1 Parry. Bestow +1 Taunt on yourself.

Out of Combat Effect: Know how to infuriate someone with just a few words.



Lunging Attack

Metas: **Amplify**, **Multi**, **Weapon**

Type: {Manoeuvre}

Weak Move + Attack, in either order.

Out of Combat Effect: Catch small prey and fish with bare hands.



Goad

Metas: **Amplify**, **Multi**, **Weapon**

Type: {Manoeuvre}

Weak Attack + 1 P damage. Bestow +1 Taunt on yourself.

Out of Combat Effect: Get someone's attention with a look.



Defensive Stance

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Stance}

Gain + 1 P Protection Factor.

Out of Combat Effect: Roll with blows to take less damage.



Furious Sprint

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Manoeuvre}

Move +4.

Out of Combat Effect: Move really fast for short bursts.



Whirlwind Attack

Metas: **Amplify**, **Multi**, **Weapon**

Type: {Manoeuvre}

Weak Attack with +1 P Damage to up to 3 targets within reach/range.

Out of Combat Effect: Good at sweeping/arching motions, good for rowing, mining, swimming...etc.



Regenerating Block

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Interrupt}

Defend, Heal +1, Recover +2 in any order.

Out of Combat Effect: When you avoid something bad it often turns out good.

Hand Axe

Damage Factor: 2

Pierce: 2

Reach/Range: 1

Parry: 1

Type: Slash/Pierce

Size: 4, QR: 5

Reinforced Shield

Parry: 3

Meta: Deflect

Size: 3

Light Armor

Protection Factor: 1

Parry: 1

Meta: Absorb

Size: 3

Money

400 Skatts

Gamli the Serpent

Backsmith

Artificer

Fylgia

Level 10

Size 4

Essence

Your memories
lifelife & wisdom



Destiny

The effect you can
cause on the world



Move



PF



Parry



DF



Pierce



Focus



Heal

PASSIVE POWERS

Crafter's Promise {Feat}: Your equipped items gain +4 QR for purposes of hardness.

Artisan's Pride {Enchantment}: During upkeep Heal +1 for every personally crafted item you have equipped or Minor Sacrifice +1 to lend this healing to an adjacent ally instead.

Might {Feat}: When fighting in melee inflict +1 more P damage.

Stand of the Four Winds {Feat}: When moving into or out of a Stance, Minor Sacrifice +2 to shift Initiative +1/-1. This will take effect on your next turn.

Drive Back {Feat}: Your Attack can push your target back 1 Hex. He can counter with P rune. You can Minor Sacrifice +1 to move into the spot your foe vacated.

Stand of Deliverance {Feat}: When entering, or exiting a Stance, Moderate Sacrifice +1 to remove 1 intensity of a condition inflicted upon you.

SKILLS

Craft 3 – Note: Gamli uses Spirit instead of Mind to craft.

Appraisal

Miniaturize

Repair Equipment – Again, based on Spirit.

Gamli was a thrall until the ghost of his mother, Hamme the Clever, possessed his sister, Vanadis the Cursed, and wiped out their town of Kelifar. The Jarl's son, Hardegom the Trusted, believed Gamli to have poisoned Kelifar, as such Gamli was given the moniker, the Serpent. He and Vanadis fled to find Mjoll the Gentle, a renowned healer and priestess of Sif. Mjoll revealed herself to be Gamli's aunt and their Volsung heritage. Now Gamli must come to terms with his birthright and status as a varg. Unbeknownst to him, his lineage is even more prestigious and he'll soon have to carry its weight.

Gamli is fair and kind hearted. When he was young his sister looked out for him, now he'll look out for her. He's honest to a fault. Some would say he's simple minded but they would be wrong, Gamli is just naïve, as he suffers the trials to come he will grow both stronger and wiser.

Gamli is a tall, broad, young man with wild red hair and beard. To all but his friends he looks intimidating. His voice is deep and booming. He has the manners and speech of a simple craftsman. He wears fine clothes of his birthright, including the silver arm ring that twists into a likeness Barnstokkr.

ACTIVE POWERS



Soul Bound Strike

Metas: **Amplify**, **Multi**, **Proficiency**

Type: {Manoeuvre}

Attack with self-crafted weapon with bonus damage equal to each self-crafted item you wield.

Out of Combat Effect: Recognize something you've crafted even if it has taken some wear and tear.



Specialized Sundering Blow

Metas: **Amplify**, **Multi**, **Proficiency**

Type: {Manoeuvre}

Weak Attack + 1 P damage and apply damaged condition to an item your foe is equipped with. The item must have less QR than the weapon you use for this attack. Counter with P rune.

Out of Combat Effect: You're very good at destroying items.



Specialized Power Attack

Metas: **Amplify**, **Multi**, **Proficiency**

Type: {Manoeuvre}

Attack with +2 P damage.

Out of Combat Effect: Weapon strikes with great precision.



Specialized Regenerating Attack

Metas: **Amplify**, **Multi**, **Proficiency**

Type: {Manoeuvre}

Attack, Heal +1, Recover +2

Out of Combat Effect: Ease your pain by applying suffering to others.



Presence of the Weapons Master

Metas: **Amplify**, **Area**, **Area**

Type: {Stance}

Those affected gain +1 Parry and +1 Defence Factor. Cannot stack with another's use of this power.

Out of Combat Effect: You can train folks for 50 skatt per lesson.



Repositioning

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Manoeuvre}

Move and shift initiative by +1/-1. The initiative boost doesn't affect anything this turn.

Out of Combat Effect: You have a knack for being at the right place, at the right time.

Longsword

Damage Factor: 3

Reach/Range: 1

Parry: 1

Type: Slash/Pierce

Size: 4, QR: 5

Reinforced Shield

Parry: 3

Meta: Deflect

Size: 3

Light Armor

Protection Factor: 1

Parry: 1

Meta: Absorb

Size: 3

Money

500 Skatts

Ransu the Spider

Fardreng

Geirvaldr

Level 9

Size 4

Essence

Your memories
lifelife & wisdom



Destiny

The effect you can
cause on the world



Move



PF



Parry



DF



Pierce



Focus



Heal

Ransu grew up in Pohjola with Vanadis and Gamli's father Kvistr Dusk Torch. After Kvistr stared into the Forge of Ilmarinen, after Ransu dared him, he became a warrior who traveled south, fought crusaders in Damevirke and eventually sailed back north to conquer Kelifar. Ransu stayed with Kvistr until Kvistr was killed by Steimarz the Rogue. Recently wanderlust has struck Ransu. It's been well over a decade since he visited Aflands, he plans to drop in on Mjoll the Gentle and question her about her part in his friend's death.

Ransu is a cautious yet worldly sort. He's equally at home in both town and wilderness, though he prefers towns. He's equal parts wise, smarmy and lecherous. When he finds out that Kvistr's kids are alive he'll dedicate himself to looking out for them, it's the least he can do for his old friend.

Ransu is an older gentleman with corded stamina and strength. He has black hair streaked with grey. He has stubble instead of a beard. His manner is casual. His clothes are inexpensive and worn.

PASSIVE POWERS

Archer's Third Eye {Feat}: When declaring ranged attack you can Consume 1 Focus to add 2 M damage.

Quick Draw {Feat}: No need to spend a rune to draw or switch weapons.

Striker {Feat}: When you wield a weapon add +1 to its reach or +5 to its range.

Combat Manoeuvrability {Feat}: After Attack you can Weak Move if there are no adjacent foes near you.

Martial Prowess {Feat}: Any weapon you wield deals +1 more P damage.

Fleet Footed {Feat}: +1 to Move actions.

SKILLS

Survival: Wilderness

Hunting/Trapping

Navigation

Sneak

Swim

Perception

ACTIVE POWERS



Projectile Ricochet Technique

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Stance}

When you apply the Piercer Meta you can have your attack take 1 new, straight path to a new target.

Out of Combat Effect: Amazing at pulling tricks with thrown weapons.



Backstab

Metas: **Amplify**, **Multi**, **Piercer**

Type: {Manoeuvre}

Attack with +3 P damage. Only can do this is behind opponent.

Out of Combat Effect: Knock out lower level foe when you strike his unarmored head.



Thrown Weapon

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Manoeuvre}

Thrown weapons get +5 Range.

Out of Combat Effect: You throw small items with great precision.



Piercing Attack

Metas: **Amplify**, **Multi**, **Piercer**

Type: {Stance}

Attack with Pierce +4.

Out of Combat Effect: Notice vulnerabilities in combat styles and armor.



Trap-Tangle

Metas: **Area**, **Area**, **Area**

Type: {Snare}

Snare that inflicts +1 Impeded. Increase Impeded for every 5 snare levels (Your character level + ranks in Hunting/Trapping, Currently: 6). Counter with P rune.

Out of Combat Effect: Hunting/Trapping can snare creatures larger than you.



Flying Charge

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Manoeuvre}

Move + Weak Attack with +1 P damage, in any order.

Out of Combat Effect: Out of Combat: Can catch small prey or fish with bare hands.

Crossbow

Damage Factor: 3

Pierce: 2

Reach/Range: 10

Type: Pierce

Size: 6, QR: 6

Javelins

Quantity: 20

Parry: 2

Range: 5

Type: Pierce

Size: 3, QR: 3

Money

400 Skatts

Long Spear

Damage Factor: 1

Pierce: 2

Reach/Range: 10

Type: Pierce

Size: 6, QR: 6

Lucky Knife

Damage Factor: 0

Focus: 1

Type: Pierce

Size: 3, QR: 3

Snare Materials

Quantity: 5

Vanadis the Cursed

Seithkona

Necromancer

Fylgia

Level 9

Size 4

Essence

Your memories
lifeforce & wisdom



Destiny

The effect you can
cause on the world



Move



PF



Parry



DF



Pierce



Focus



Heal

Vanadis was a lowly thrall in the house of Steimarr the Rogue. Her life was miserable until Steimarr's daughter Dorte, rescued her from the gristmill, to be her personal servant. Yet, slavery beside mobility is still bondage and Vanadis' blood would not stand it. Through her, Vanadis' slain mother, the Volsung Hamme the Clever, enacted a curse that killed the Rogue and his entire town of Kelifar. Now Vanadis and her brother, Gamli, are on the run. They've recently gained sanctuary with their newly discovered aunt, Mjoll the Gentle. However, even she cannot prevent the gathering Nibelung storm, nor will she be able to protect them from the wrath of Drote, who is wandering between worlds to avenge herself on her former thrall.

Vanadis is a cynic, always believing the worst in people until she's proven wrong. However, to those who have proven themselves, she is incredibly loyal. Currently her only goal is finding a safe place for herself and her brother. However, she's fooling herself in believing she can find contentment in a safety. In truth, she loves nothing more than matching wits with her betters and coming out on top. She wishes to be significant in the grand schemes of things. Given her natural talent and cunning, if she survives long enough, she could become a great force in Midgard.

Vanadis has sharp, regal features and intense grey eyes. Her long hair is a mousey brown. Now that she's no longer a thrall she dresses well, fitting her station as a wandering Volsung. She's the spitting image of her mother, who was the spitting image of Volsung's only daughter Signy. Vanadis is good with words' even those who know her well admit they can be fooled by her lies. Despite her cynicism Vanadis allows herself to laugh and cry heartily when the moment is right, she lives life to the fullest, knowing full well how short it can be.

PASSIVE POWERS

Unholy Armory {Enchantment}: Your gated creatures appear equipped with exact copies of your own equipment. These copies vanish with the gated creature.

Witch Blood {Enchantment}: Perform a Minor Sacrifice +1 to inflict 1 Possession on yourself and gain +1 Focus till the end of the round.

Possessed {Enchantment}: During upkeep +1/-1 to your level of Possessed.

Angered Spirit {Feat}: When bloodied gain +1 S damage and +1 Move.

Arcane Reach {Enchantment}: Spells start with a reach of 2 or your weapon reach, whichever is better. The range meta adds 11 hexes to your spell, not 10.

Resistance to Degeneration {Enchantment}: When Degeneration is inflicted upon you, reduce its Intensity by 1.

Penumbral Ring {Enchantment}: Perform Minor Sacrifice +1 to activate an Area meta on one of your Spells for free. It cannot have Open or Maintain in its rune chain.

Unbreakable Mind {Feat}: When bloodied gain +1 M Protection Factor.

SKILLS

Commune with the Dead 2

Sense Motive

Verbal Manipulation 2

Lore: Personas

Disguise

Omens/Portents

ACTIVE POWERS



Gate Bones

Metas: **Maintain**, **Amplify**, **Range**

Type: {Gate}

Summon level 6 Black Skeleton.

Out of Combat Effect: Summon Black Skeleton servant.



Bone Snapper

Metas: **Range**, **Area**, **Amplify**

Type: {Seith Spell}

Inflct 4 P damage. Ignore 8 defense.

Out of Combat Effect: You can fracture bone with a touch.



The Nightman Cometh

Metas: **Range**, **Area**, **Amplify**

Type: {Seith Spell}

Major Sacrifice +1. Gain +2 Focus on next spell. Inflct +1 Possessed. Weak Move.

Out of Combat Effect: Catch small prey and fish with bare hands.



Arcane Shield

Metas: **Multi**, **Maintain**, **Amplify**

Type: {Seith Spell}

Protection Factor +2 P, +1 S and +1 M against 1 attack this round.

Out of Combat Effect: Use an hour ritual to create a '15 diameter area where lost spirits can't enter. If someone in the circle does harm the warding falls.



Seith Frenzy

Metas: **Amplify**, **Area**, **Maintain**

Type: {Seith Spell}

If possessed gain +1 Focus till end of round.

Out of Combat Effect: Make a corpse dance.



Sun and Moon

Metas: **Range**, **Multi**, **Amplify**

Type: {Seith Spell}

2 S damage to a foe. Heal yourself or an adjacent ally for +4.

Out of Combat Effect: Control flame light/dimness by 50%



Syphon Soul

Metas: **Range**, **Area**, **Amplify**

Type: {Seith Spell}

2 S damage. Heal yourself +4.

Out of Combat Effect: Create a sense of unease in another.



Shrink

Metas: **Maintain**, **Range**, **Maintain**

Type: {Seith Spell}

Reduce the size of your target by 1. If he becomes size 0 he's a mouse. Counter with S rune.

Out of Combat Effect: Shrink yourself by 3 size categories.

Ash Staff

Focus: 2

Type: Blunt

Size: 6, QR: 6

Light Magician's Robes

Focus: 1

Meta: Eldritch

Size: 3

Money

500 Skatts

Vinglunr Spell Call

Skald

Mystic

Level 9

Size 4

Essence

Your memories
lifelife & wisdom



Destiny

The effect you can
cause on the world



Move



PF



Parry



DF



Pierce



Focus



Heal

PASSIVE POWERS

Master of Kennings {Enchantment}: Gain +1 Focus for the first Spell Song you cast in a round. Also Heal +1 when this happens.

Warrior of Song {Enchantment}: While under the effects of a Spell Song your Attack gets a +2 damage bonus.

Cerebral Warrior {Feat}: Weapons equal or larger than you can also be wielded by M runes.

Agility {Feat}: In combat you can move through foes and obstacles without penalty. You must end your Move in an empty space.

Protector {Feat}: You can Defend for adjacent allies, adding your defence to their own.

Mob Mentality {Feat}: Inflict +2 P damage when an ally is adjacent.

Insight {Feat}: Perform Ultimate Sacrifice +1 to reduce difficulty of Mental Skill Check by 2.

Tactician {Feat}: During Upkeep move your Initiative by +1/-1.

SKILLS

Lore: Arcana 2

Sense Motive

Athletics

Perform 2

Verbal Manipulation

Riding

Lore: Personas

Vinglunr's parents came to Mjoll the Gentle with an illness that she found difficult to treat. Eventually she found the cure, but was only able to save little Vinglunr. In penance, she took the young man as her ward and treated him like her own son. As Vinglunr grew older he took to both song and war. Strange things began to happen when he sang and it became apparent he was blessed by the mead of poetry. He has served Mjoll faithfully as her skald and protector.

Vinglunr is a pleasant sort who loves people. He's quick to strike up a conversation, even with strangers. He's loyal to Mjoll and an ardent follower of the Aesir. He has a quick wit and loves to share music and laughter with his friends. Bera, also Mjoll's ward, is a true sister to him.

Vinglunr is a handsome man with neat hair and beard the color of night. He dresses well and could easily be mistaken for nobility. He has a pleasant voice and kind manner. He does not, however, back down from a fight when the lives of those he loves are on the line.

ACTIVE POWERS



Yggdrasil's Presence

Metas: **Amplify**, **Area**, **Open**

Type: {Spell Song}

Those affected gain +1 Focus if they perform a Minor Sacrifice +1.

Out of Combat Effect: Augment magic to great effect.



Lunging Attack

Metas: **Amplify**, **Multi**, **Weapon**

Type: {Manoeuvre}

Weak Move + Attack, in either order.

Out of Combat Effect: Catch small prey and fish with bare hands.



Versatile Combat Manoeuvre

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Manoeuvre} or {Interrupt}

Attack with +1 P damage or defend with +1 Parry.

Out of Combat Effect: Switch directions mid-movement without losing balance.



Meadows of Vanagard

Metas: **Amplify**, **Area**, **Open**

Type: {Spell Song}

Protection Factor +1 Mental, Evade +1, Heal +2. Can be triggered together once per combat round as an {Interrupt}.

Out of Combat Effect: Boost cognitive ability for a short time.



Imposing Barrier

Metas: **Range**, **Amplify**, **Amplify**

Type: {Spell}

Create 4 Hex ice Alka that is 5' thick.

Out of Combat Effect: Create an Ice wall, up to 20 linear feet.



Muspeli Nightmares

Metas: **Area**, **Open**, **Amplify**

Type: {Spell Song}

Minor Sacrifice +1, 2 M damage ignoring 2 M defense, inflict Degradation +1.

Out of Combat Effect: Create small, hot, foul smelling rifts into Muspelheim for as long as you sing.



The Depths of Svartalheim

Metas: **Area**, **Open**, **Amplify**

Type: {Spell Song}

2 M damage and inflict Blind +1, Counter M rune.

Out of Combat Effect: Peer into the mind to detect sloth.



Snows of Jotunheim

Metas: **Area**, **Open**, **Amplify**

Type: {Spell Song}

2 M damage and inflict Impeded +1, Counter M rune.

Out of Combat Effect: Peer into the mind to detect lust.

Longsword

Damage Factor: 2

Reach/Range: 1

Parry: 2

Type: Slash/Pierce

Size: 4, QR: 5

Light Magician's Robes

Focus 1

Meta: Eldritch

Size: 3

Money

400 Skatts



Nibelung Heroes

Rather than play Volsung Outlaws the players may decide play Hardegong and his Nibelung Heroes. In a way, this will be a more traditional story, with the good guys striking out in vengeance against the villains. Use rumors to play up this idea. Nothing excites the imaginations of the kingdoms of Midgard like legend and rumor. All word the Heroes get on the Volsungs will be grim. Only when the heroes get close to their prey should they suspect that Volsung villainy has been exaggerated. If the Norn plays this right the Heroes should realize that the Volsungs, like themselves, are neither wholly villainous nor good, they're simply people thrust into a desperate situation.

At first, it should not be easy to catch up with the Volsungs. If the Heroes get too close, too early the Norn should throw obstacles in their way. A storm could suddenly descend upon them, trolls could suddenly attack, and local politics might drag them away from their hunt. As for where the Outlaws flee, that's up to the Norn. She can follow their path in the novel or, to throw the players for a loop, have them enact something completely different. Regardless of their path, when the Heroes and Outlaws do clash, they should be of equal level. However, if the Heroes manage to find the Volsungs too early, Vanadis and Gamli will have no access to their Active or Passive Powers (see the Dweller rules section).

This saga will end after all the Outlaws or the Heroes are killed. If the Volsung siblings are slain early, Vinglunr, Bera and Ransu will seek revenge. If Hardegong's killed off, it's likely that his brother or someone who was inspired by him, will take up his quest. Another way the saga can end is if the Heroes and the Outlaws somehow make peace. This would be impossible for Hardegong as a Denizen, however his player is perfectly free to make this choice. If the Heroes survive beyond the end of the saga feel free to start up a new one. Perhaps Hardegong must now face the onset of Ragnarok? Unfortunately, such a tale is beyond the scope of this book.

Below you'll find a write up for Hardegong the Trusted. The other Dwellers must be written up separately. However, Hardegong's quest is far more open to a diverse set of characters than the Volsungs. Hardegong's vengeance is a very personal thing; this is his quest though he'll gladly accept help from those he considers worthy. The other Dwellers should be 9th level. They could be characters from the book, such as Skili (Stalo), Asta (Druid) or Starkad (Galdre). They could also be original characters. Perhaps Truvor has another son? Perhaps Steinarr had another daughter who was training in Öland to be a shieldmaiden? Be creative.



Hardegon the Trusted

Stalo

Striker

Fylgia

Level 9

Size 4

Essence

Your memories
lifeforce & wisdom



Destiny

The effect you can
cause on the world



Move



PF



Parry



DF

Hardegon is the son of Tuvor Jarl of Aflands. As a young man, he fell into sorts with his uncle Steimarr the Rogue and Bjorn Eriksso, King of Svealand. From these men, he learned a different way than his father's path of peace. He forsook the worship of Frey for a devotion to Odin and chose the path of the Viking. This caused tension with his father who felt that the true path to prosperity and greatness for their Nibelung clan was through diplomacy and trade. Hardegon earned the title of hero during the Courland raids, and then through the battles against the forces of Harald Fair Hair. He earned the title of legend after one of Harald's men attempted to bribe him to betray Bjorn Eriksso, only to have Hardegon deliver him to the Svealand King. Hardegon's current ambitions have been halted by the massacre of Kelifar. He has vowed to avenge his uncle and cousin and dedicate said task to Odin.

Hardegon is a princely but fair man. He admires competence and honesty above all else. If one's plans are allied with his, he is very easy to get along with. However, he does have a stubborn streak, once he sets himself to a task he follows through no matter the consequence. He has a harsh view of the afterlife, dying in battle is not enough, one needs to die in battle and be exceptionally worthy to enter Valhalla. Die in battle but be not worthy, and go to Hel. Be worthy but do not die in honest battle, and also go to Hel. Despite his unforgiving view of the cosmos Hardegon is kind and generous to those who are likewise to him.

Hardegon is the image of a Nibelung hero. He has long blond hair and a braided beard. He has penetrating blue eyes. His manner is one of nobility and privilege mixed with the harsh wisdom of a warrior. He is often dressed in fine armor and sports two swords.

PASSIVE POWERS

Stubborn {Feat} : To counter your Active Powers your foes must Minor Sacrifice +1, in addition to using the required runes.

Insistence For Humility {Feat}: +1 Flow whenever one of your Active Powers pushes a foe 1 or more Hexes.

Spirit Warrior {Feat}: You can use either a P or S rune to wield weapons that have a size value equal or larger than your own.

Companion In Death {Enchantment}: Deal +1 extra damage against a foe that attacked one of your bloodied allies this round. Also gain +2 move when moving towards a Bloodied ally.

Drive Back {Feat}: Each attack drives your foes back 1 Hex unless they counter with P rune. Minor Sacrifice +1 to automatically follow a foe you drive back.

Cerebral Warrior {Feat}: You can use either a P or S rune to wield weapons that have a size value equal or larger than your own.

SKILLS

Perception

Intimidate

Repair Equipment

War Tactics

Etiquette

Lore: Locales

ACTIVE POWERS



Twin Strike

Metas: **Amplify**, **Multi**, **Weapon**

Type: {Gate}

Weak Attack, any ally within 3 hexes can make a free Weak Attack (no Metas) against your target.

Out of Combat Effect: When you work with a group on a task you may complete it in half the time if you make an Ultimate Sacrifice +1.



Lunging Attack

Metas: **Amplify**, **Multi**, **Weapon**

Type: {Manoeuvre}

Weak Move + Attack, in either order.

Out of Combat Effect: Catch small prey and fish with bare hands.



Flying Charge

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Manoeuvre}

Move + Weak Attack with +1 P damage, in any order.

Out of Combat Effect: Can catch small prey or fish with bare hands.



Presence of the Ultimate Warrior

Metas: **Area**, **Area**, **Area**

Type: {Stance}

Anyone affected can make a Minor Sacrifice +1 to turn a Weak Attack into a normal one.

Out of Combat Effect: You can train folks for 50 skatt per lesson.



Aggressive Assault

Metas: **Amplify**, **Multi**, **Weapon**

Type: {Manoeuvre}

Weak Attack +1 P damage and push target 2 Hexes back. Counter 1 P rune per Hex.

Out of Combat Effect: Make weapon strike with great precision.



Vengeful Parry

Metas: **Amplify**, **Amplify**, **Amplify**

Type: {Interrupt}

Defend and push your foe back 1 Hex, counter P rune.

Out of Combat Effect: Uses someone else's momentum against them, directing their motion according to your will.

Longsword

Damage Factor: 3

Reach/Range: 1

Parry: 1

Type: Slash/Pierce

Size: 4, QR: 5

Short sword

Damage Factor: 1

Reach/Range: 1

Parry: 2

Type: Slash/Pierce

Size: 3, QR: 4

Fine Medium Graceful Armor

Protection Factor: 1

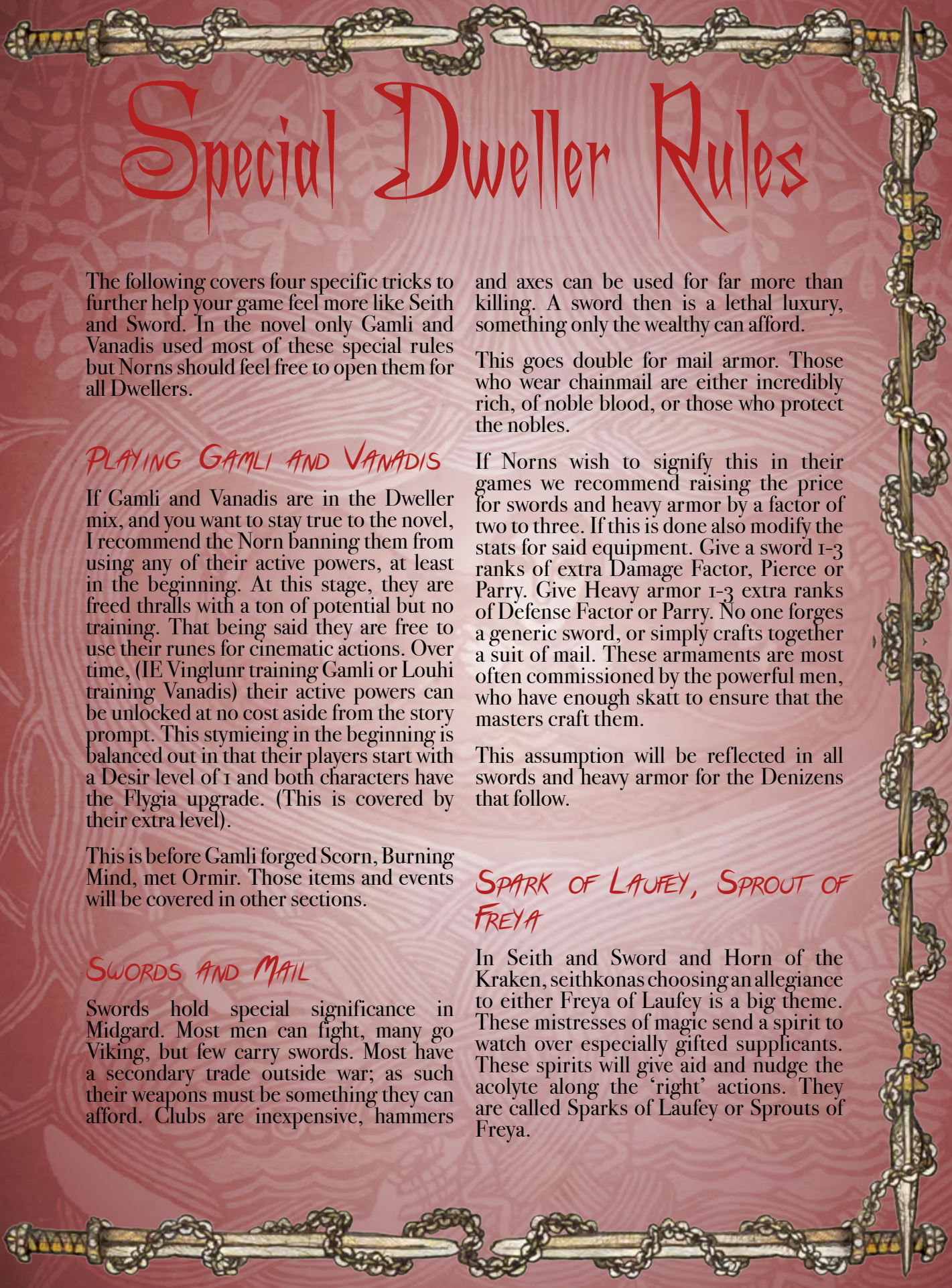
Parry: 2

Meta: Absorb

Size: 3, QR: 4

Money

1,000 Skatts



Special Dweller Rules

The following covers four specific tricks to further help your game feel more like Seith and Sword. In the novel only Gamli and Vanadis used most of these special rules but Norns should feel free to open them for all Dwellers.

PLAYING GAMLI AND VANADIS

If Gamli and Vanadis are in the Dweller mix, and you want to stay true to the novel, I recommend the Norn banning them from using any of their active powers, at least in the beginning. At this stage, they are freed thralls with a ton of potential but no training. That being said they are free to use their runes for cinematic actions. Over time, (IE Vinglunr training Gamli or Louhi training Vanadis) their active powers can be unlocked at no cost aside from the story prompt. This stymieing in the beginning is balanced out in that their players start with a Desir level of 1 and both characters have the Flygia upgrade. (This is covered by their extra level).

This is before Gamli forged Scorn, Burning Mind, met Ormir. Those items and events will be covered in other sections.

SWORDS AND MAIL

Swords hold special significance in Midgard. Most men can fight, many go Viking, but few carry swords. Most have a secondary trade outside war; as such their weapons must be something they can afford. Clubs are inexpensive, hammers

and axes can be used for far more than killing. A sword then is a lethal luxury, something only the wealthy can afford.

This goes double for mail armor. Those who wear chainmail are either incredibly rich, of noble blood, or those who protect the nobles.

If Norns wish to signify this in their games we recommend raising the price for swords and heavy armor by a factor of two to three. If this is done also modify the stats for said equipment. Give a sword 1-3 ranks of extra Damage Factor, Pierce or Parry. Give Heavy armor 1-3 extra ranks of Defense Factor or Parry. No one forges a generic sword, or simply crafts together a suit of mail. These armaments are most often commissioned by the powerful men, who have enough skatt to ensure that the masters craft them.

This assumption will be reflected in all swords and heavy armor for the Denizens that follow.

SPARK OF LAUFY, SPROUT OF FREYA

In Seith and Sword and Horn of the Kraken, seithkonas choosing an allegiance to either Freya or Laufey is a big theme. These mistresses of magic send a spirit to watch over especially gifted supplicants. These spirits will give aid and nudge the acolyte along the 'right' actions. They are called Sparks of Laufey or Sprouts of Freya.



Rules wise, treat them exactly like the Fylgia upgrade, with the only difference being how they're portrayed. Fylgia will be seen by the Dweller as a beautiful spirit of the sex they prefer. They will be watchers, chroniclers of the Dweller's deeds. Sparks and Sprouts, on the other hand, will take the appearance of people that the Dweller remembers and be less watcher and more mentor. They make for excellent plot hooks. Those seithkona who ignore their spark will risk losing their aspect or worse. On the other hand, loyal acolytes will receive intervention from their patroness from time to time. Work this all out via roleplay.

FORGING MADNESS

The Blacksmith Archtype covers legendary smiths. Ones that can forge a sword in a night, or craft mystic boats able achieve full sail against the wind. They are as much sorcerers as galdr and seithkona. Crafting madness takes this a step further. To attain it the player must agree that his Dweller is susceptible to it. Here are the details:

- 1- The crafting madness will hit whenever the Norn deems appropriate.
- 2- The Blacksmith will Wyrd his Craft check, the appropriate crafting runes will count as double. Also, two combined runes used to make the appropriate rune, will count as 2 for the check, instead of 1. The total will generate a QR that the Norn can make the item out of.
- 3- The Norn may call for a wyrd of Miniaturize, Realm Ores or any other appropriate check, with the same double rune bonus.
- 4- The Norn builds the item out of the QR. The smith has no say how said QR is assigned. As for Miniaturize, the Norn decides the final size of the item with a minimum based on the check.

5- The finished item is fated for someone. While the smith might be able to use it for a while the Norn must ensure it falls into the fated one's hands. The fated one could even the mortal enemy of the smith.

6- Only one of the madness crafted items can ever be fated for the smith.

SPIRIT MASKS

The Disguise skill (Ragnarok 293) mentions that one needs materials to use it; Spirit Masks are when a Dweller uses spirits as said materials. The Dweller must be a seithkona and have at least 1 rank in Commune with the Dead. Spirit Mask is a cinematic action, to use it the seithkona layers a spirit overtop of herself or whomever she wants to disguise. She makes a Spiritual Disguise Check, difficulty to see through its result +2. She can Spirit Mask on a number of subjects equal to her Essence, doing so won't draw on any of her runes and, as shown by the disguise bonus, such guises are nearly perfect. However, there are some risks.

1. The masking spirit could possess the subject. Every day he's disguised he should Wyrd, if he draws no Spirit runes he's fully possessed (level 4) for an hour.

- This will happen automatically if the initial Disguise Check has a result of 0.

2. Those with Lore: Arcana can spot the subject has a spirit mask with a check of 2 or higher. To see through the guise to pierce the deceiver's true identity will take another check at the Spirit Mask's difficulty.

3. If the one who cast the disguise spell casts any seithkona magic, the spirits will be drawn away from her subjects to fuel her spells, thus ending the effect.



Gamli's work

BERA'S ARMORY

Vanadis' Burning Mind and ritual apron suited her well; however, the same could not be said for Bera. Gamli, wished her to be armed appropriately. He crafted these tiny armaments. When carried by someone who can Gate in Thanes, they'll appear on said Thanes, full sized but weigh nothing. These full-sized copies will vanish with the Thane.

Hand Axe: Damage Factor: 3, Pierce: 2, Reach: 1, Type: Slash, Size: o, QR: 7

Passive Power: **Unholy Armory**

Medium Armor: Protection Factor: 3, Meta: Absorb, Size: o, QR: 8

Passive Power: **Unholy Armory**

Reinforced Shield: Parry: 4, Meta: Deflect, Size: o, QR: 6

Passive Power: **Unholy Armory**

When Gamli is under crafting madness, Norms should feel free to have him forge their own creations. Any items Gamli crafts outside this will be up to his player or, again, the Norm if he's a Denizen. However, this would not be a playbook true to the novel if we did not include his works from it. If the group wishes Gamli, or another Dweller Blacksmith, can craft these, he can as long as the situation is right and he has the skill.

BURNING MIND - Witch's Spear - Forged in the madness

Gamli felt Vanadis' ashen staff did not provide adequate protection so he crafted a new weapon for her. He finished this spear in Gotland, inlaying it with Asgardian Red Gold. It is a deadly spear and a powerful mystic talisman.

Damage Factor: 3, Pierce: 2, Focus: 3, Reach: 2, Type: Pierce, Size: 3, QR: 16

Crafted of Red Gold:

Enlightened: Focus +1 per 3 runes in Stun Pile.

Blood Seeker: When attacking someone who suffers Degraded, add +1 Impeded.



DISPERSAL - Ceremonial Knife - Crafted in the madness

This is the knife Gamli crafted out of Zaidan's Emperor Cube. It's a bronze knife with a strange rune on the blade. This 'rune' is the I-Ching Trigram for Dispersal. This blade can cut any bond and break any lock in the Nine Worlds. Its magic is something that even the Dvrevgar are not familiar with.

Damage Factor: 1, Pierce: 10 Focus: 1, Type: Pierce QR: 14, Size: 2

Wondrous Effect: Can cut any bond and break any lock.

DRAGON HIDE - Bladed Shield

A shield Gamli crafted for himself after his trial at the Forge of Ilmarinen. Not his greatest work but Gamli had a fondness for it because Dragon Hide was the first work he set out to make for himself.

Damage Factor: 2, Reach: 1, Parry: 5, Meta: Deflect Size: 4 QR: 8

FIRE HEART - Longsword

Gamli found peace in Courland. This allowed him to forge Fire Heart, a blade of elegance and beauty. When swung, it burns. It is the brighter brother of Scorn.

Damage Factor: 5, Pierce: 6, Reach: 1, Parry: 4, Type: Slash/Pierce, Size: 4, QR: 14

Active Power: Specialized Sundering Blow

JUST - Reinforced Shield

Gamli crafted Just right after Fire Heart. Just is a successor to Dragon Hide. The shield has brilliant red scales. It was meant to guard his life, to ensure he would be with his beloved Lonjia for many years, as was just.

Parry: 5, Evade: 2 Meta: Deflect, Size: 3, QR: 14

Active Power: Presence of the Weapon's Master



Lonija's Golden Arm - Forged in the madness

Gamli fell in love with Lonija gradually over the course of a year. True, she tried to cheat him, but when he proved honorable, she returned honor upon him. Upon hearing the tale of how she was abandoned in a sacred wood due to being born without an arm, Gamli fell into the madness and forged her a new one out of amber and gold. The arm is as natural to Lonija as if she was born with it. Its amber palm also holds great magic.

Focus: 5, Size: 2, QR: 17

Wondrous Effects: Can self-repair, is a perfect functioning prosthetic arm that Lonija uses effortlessly.



Mountain - Heavy Armor

Gamli yearned for wealth, but not out of greed. It was a matter of pride. Crafting this suit of chain mail, right after crafting Just, was Gamli's way of showing his success. This armor befits a king, Gamli wears it unabashedly.

Protection Factor: 5, Parry: 2, Meta: Absorb, Size: 3, QA: 12



Scorn - Longsword - Forged in the madness, in the Forge of Ilmarinen

The first work Gamli forged while under the madness. This green sword carries his fury at Asvard's lies and greed. It is a deadly weapon, and will prove to be Gamli's undoing.

Damage Factor: 8, Pierce: 6, Reach: 1, Parry: 1, Type: Slash/Pierce, Size: 3, QR: 13



Vanadis' Circlet - Accessory

A gold circlet Gamli forged for his sister. It's a gift that signifies her rising from thralldom.

Spiritual Spell Damage: +1, Focus: 1, Size: 0, QR: 5



Locales



The Nibelung Holdings: Alands and Öland

The Nibelung rule everything from Alands in the north to Öland in the south. The campaign begins here, specifically in Mjöll's Hall for the Volsung Outlaws or Kelifar for Nibelung Heroes. It's likely the Dwellers will leave this place quickly in flight or pursuit. Still, to ignore the Nibelung holdings would be wrong.

Note: While Gotland is technically part of these holdings it will be covered in its own section.

ALANDS

Alands is a huge island chain east of Svealand. There are thousands of rocky, forested, islands, all in close proximity. Many are habitable. The only means of travel is boat. Fish, trade and mining are the primary bread winners for Alands. It is the gateway to the Gulf of Bothnia to the north and the Baltic Sea to the south.

Alands used to be Hunaland, the kingdom of the Volsung. However, after the Nibelung took it over the Blood Queen Gudrun renamed it to Alands, in order to wipe out the Volsung claim to it.

KELIFAR

Kelifar is a gorgeous northern Alands island. It is blessed with a large bay,

abundant fishing and a lush forest on top of its highest point. Before Hanne's curse it was a prosperous trading town. Now, however it is a tarnished jewel on the crown of Alands. Kelifar's only serving natives are its many cats, remnants of Freya's blessing.

This is the launching point of the Nibelung Hero campaign. It'll fall on Hardegon on what to do with Kelifar. He could still give it to Skili, or, perhaps he'll leave its stewardship to his father. Staying is not an option, if he plans to catch the Fallen Volsung.

While the Volsung could return here, doing so without Jarl Truvor's army or an army to hold her is the height of foolishness. Granted doing so could be an alternate climax to the story as Gamli and Vanadis attempt to claim what they believe is rightfully theirs.

NESHRAUN

Neshraun is an island north of Kelifar. It is grim and rocky, though also larger and rich in coal. Only two select clearings are fit for halls.

Its people are hardy but dour. Their previous karl, Skili's father, made many foes, leaving only Kelifar to trade with. Thankfully Kelifar's patronage was enough to keep its people fed, if not wealthy.



Neshraun is not a critical location as far as a Seith and Sword campaign goes. It'll likely only be important if any Dwellers come from here. That being said, two people from Neshraun bear further mention.

Karl Skili (Level 9 Stalo)

Skili's father, Dunfal the Counter, was a mighty but unpopular man. He worked his people half to death, made masterful but unworthy trading deals, and supported the Pohjalander invader Kvistr Dusk Torch. When Skili came of age he confronted and then killed his father in fair combat. This started Neshraun's path to redemption, but it has been a long one. His wife is a hardy woman by the name of Otkatla Askldottir, he has a clever daughter named Asta and two brave twin sons, Radur and Nafi.

Skili is a round man with long grey hair and only a wisp of a beard. He has the air of a wise but world-weary ruler. He dresses in faded finery or, when he must, well-worn armor and sword. Despite his build he's much tougher than he looks, and he's willing to use any advantage he can in a fight.

Armaments

Longsword: Damage Factor: 3, Reach: 1, Parry: 2, Type: Slash/Pierce, Size: 4, QR: 6

Reinforced Shield: Parry: 3, Meta: Deflect, Size: 3

Medium Armor: Defence Factor: 2, Meta: Absorb, Size: 4, QR: 4

Asta Skilidottir (Level 9 Zealot)

Neshraun was hit by a dreadful sickness when Asta was a child. Thankfully she survived. When she was a young girl Asta was sent to her grandmother, Ketilrior to learn the art of medicine. She proved an apt learner, even helping tend to the sick of Barosvik when they contracted illnesses. Therefore, she was the best choice to investigate the sickness in

Kelifar. She quickly understood that it was no illness that took the Rogue and his hall, poison and murder was his fate. She has proved herself capable and wise; Hardeggon would do well to heed her. Her husband Bodmodr was killed while raiding Courland. She has a young daughter named Dagrun.

Asta is mature woman with long chestnut brown hair and serious brown eyes. She speaks her mind freely; one would do well to listen to her advice. She dresses as well as she can afford to, and has a fondness for blue.

Note: While Asta's powers and skills are taken from the Zealot Archetype, she is too pragmatic to be an actual zealot. She is not violent by nature, avoid assigning her attack powers.

MJOLL'S HALL

Mjoll's Hall is on a small, rocky island north of Kelifar and Neshraun. The island rises twenty feet up from the sea. A dock with stairs leads up to the Hall which is a small but grand affair, sporting two tapestries at its entrance; one of Golden Haired Siff and one the other of Jotun Slayer Thor. A small path behind the hall leads to the Barrow of Kvistr Dusk Torch and Hanne the Clever.

Mjoll's Hall is a famous holy place for rest and healing. Here Mjoll the Gentle has saved hundreds from the icy grip of Hel. Thanks to the generosity of Jarl Truvor and King Bjorn, the Hall is wealthy. Thanks to the islands' natural defenses and her hardy defenders, it is secure. Yes, it has suffered Curonian raids but has always pulled through. No one civilized would dare bring war here for fear of Sif striking them barren, for fear of Thor's wrath, for fear of making enemies of every man who owes Mjoll his life.

This is the launching point of the Volsung Campaign. Depending on the Dweller's choices this Hall could play an even more important role in things to come.



Mjoll the Gentle (Level 21 Druid)

Mjoll grew up in Avaldsnes, her family a clan of hidden Volsungs. At a young age, she was cursed with seith. Her mother, Halla Varindottir, a skilled Seithkona, prayed to Siff that Mjoll would not suffer the trails she did. Siff answered and offered Mjoll a life in her service, Mjoll accepted and her mousey brown locks turned brilliant gold, a mark of Siff's blessing. She grew to be a great healer, famous for her kindness and charity.

When Mjoll's sister, Hanne the Clever, enacted her plot to marry the Pohjalander conqueror Kvistr Dusk Torch, so as to claim a piece of the lost Volsung Hunaland, Mjoll went with her. Kvistr turned out to be a good husband and close friend, so much so that he gave Mjoll a small, fortified island. There she built a house dedicated to Siff.

Tragedy struck when Jarl Truvor's brother, Steinarr the Rogue deceived both Mjoll and Kvisitr, his plot ending in the Pohjalander's and Hanne's death. Mjoll was heartbroken, while she did continue healing Alanders she threw away all interest in the outside world. She now curses this weakness, for it kept her from discovering her nephew and niece are alive. Now, she'll do everything in her power to aid them in finding a life of freedom.

Mjoll is a matronly old woman whose hair is still brilliant gold. She dresses and holds herself as a beneficent queen. Her actions are in synch with her manner and she is loved all throughout Alands.

Mjoll will do everything in her power to help Vanadis and Gamli. She'll suggest they go to Pohjola to win sanctuary in the land of their father, as such she'll send them off with their inheritance, a sizable portion of her guard and even her wards Vinglunr and Bera. If the Dwellers suggest another plan she'll do what she can do help. She will never, however, resort to direct violence herself, it's simply not in her nature.

If the Nibelung Heroes visit with questions on Vanadis and Gamli, Mjoll will be hospitable and reasonable. She will try to convince them of her relations' innocence. If the Heroes refuse to give up their chase her servants will lock the hall light it on fire. Mjoll will kill herself and her guardians will fight the Dwellers so they have a chance to reach Valhalla. However, it may not come to that. If the Heroes convince her they'll give her relations a fair trial, she will not enact her plan. It's even possible, though difficult, to trick her into helping apprehend them; though such an action might lead to Siff cursing them for it.

Armaments

Elegant Holy Dress: Focus: 2, Size: 3, QR: 6

Blessed Wand: Focus: 2, Size: 1, QR: 6



Hall burnings happen all the time in Norse sagas, chances are your Dwellers will be on the receiving end at least once. Treat a hall burning as if the hall has the Aura condition and everyone inside is being affected by it. Increase the intensity every upkeep. The Norm should draw a rune for each Dweller damaged, a physical rune indicates they are threatened with +1 level of Degeneration, if the Dweller doesn't counter he catches on fire. The only way to survive is either to use some magic to quench the flames, or find a way out of the hall before you perish. Perhaps Odin will bless the Dwellers with the same vision he gave Hardegong?



Ansy Iron Hair (Level 9 Maiden of Ratatosk)

Ansy Iron Hair is one of Mjoll's most trusted shield maidens. In fact, she trained Bera Wolf Hearted personally and the two are like sisters.

Ansy is an veteran of war with straight grey hair. Her demeanor is severe and she does not suffer fools. To those who know her, she's like a den mother. She's usually bedecked in her trusty leather armor and equipped with her shield and axe.

When the Volsung Dwellers leave, Ansy will accompany them. She'll also ensure they comport themselves as ones worthy of Mjoll's lineage.

Armaments

Hand Axe: Damage Factor: 2, Pierce: 2, Reach/Range: 1, Type: Slash, Size: 4

Reinforced Shield: Parry: 4, Meta: Deflect, Size: 3, QR: 4

Light Armor: Protection Factor: 1, Parry: 1, Meta: Absorb, Size: 3

Ragnhildr (Level 6 Grizzled Warrior)

Ragnhildr is Mjoll's thrall handmaiden. Her mistress has treated her, and all her slaves, well, so Ragnhildr is loyal. She's a shrewd old woman, and gives wise council to all who listen.

Ragnhildr is an older woman with wiry grey hair. Her demeanor is professional but kind, though she does have a dry wit. She is calm in all circumstances except when it comes to Hanne's ghost. She held no love for Mjoll's sister in life, and even less love for her in death.

Use Ragnhildr as a friendly ear. If the Nibelung Heroes are clever they could force her co-operation by using Mjoll as a bargaining chip, Ragnhildr knows all of her Mistress' secrets.

Note: Though her template is Grizzled Warrior only select skills from it. Ragnhildr has no Active or Passive Powers.

Mjoll's Guardians (Level 6 Zealots)

Mjoll has many warriors and four shield maidens protecting her. They've given their lives to their mistress and would die for her. All of them have either been saved by her magic or have dear family that her medicine has rescued.

Armaments

Hand Axe: Damage Factor: 2, Pierce: 2, Reach/Range: 1, Type: Slash, Size: 4.

A few have: Shortsword: Damage Factor 2, Reach: 1, Parry: 1, Type: Slash/Pierce, Size: 3, QR: 4

Reinforced Shield: Parry: 3, Meta: Deflect, Size: 3,

Light Armor: Protection Factor: 1, Parry: 1, Meta: Absorb, Size: 3

ÖLAND

Sail a few days southwest past Gotland and you'll find Öland just off the shore of the mainland. Öland is a huge island of beaches, forests and fields. It is the seat of Nibelung power where Jarl Truvor holds court. It is well populated, wealthy and fortified. It is a center for trade and culture in the Baltic. All, aside from Volsung vargs, are welcome.



Jarl Truvor (Level 12 Grizzled Warrior)

The Sagas do not tell the true cost of Fafnir's treasure, conquering Hunaland, and slaughtering the Volsungs. "... enough bodies to bridge the Indalsälven and enough blood to fill it." Yes, the reign of Gudrun the Blood Queen was victorious but afterwards Nibelung glory rapidly faded. Jarl Truvor, as his father and grandfather before him, strove to get back their fortunes. Under Truvor's his kingdom is wealthy and secure. He is close allies with Gotland and Svealand, leaving only the Curonians as Nibelung foes. Some say Truvor is too tame but none can argue with his results.

Truvor is both tall and spry. He has thick grey hair and a long beard. He wears the finery of his station and carries himself like a king. To his betters he is humble; to his people he is wise and commanding. His wit is razor sharp; very few have found faults with his arguments. His dear wife Solveig has long since departed. His brother Steinarr was claimed by the Volsung curse. He has two sons, Hardeggon and Starkad, neither of whom respect him.

Truvor will not be of much use to the Nibelung Heroes. He fears that reigniting the Nibelung/Volsung feud will curse them all. However, Hardeggon's hunt is popular so Truvor is powerless to stop it. The best he can do is to try to talk sense to the Dwellers. That being said, it's not impossible to sway his opinion. If the Dwellers convince him that hunting the Fallen Volsung is the wisest course of action, they'll be able to wield the full might of the Nibelung.

It is insanity for the Volsung Outlaws to go to Oland, it is lawful and worthy for everyone on the island to attack them. If they do survive, it's possible they even sway Truvor to their side. If they can give

him something that will sway the public in their favour, he will have no regrets pardoning them. In truth, he hated his reckless brother.

Armaments

Longsword - Frey's Blessing: Damage Factor: 3, Reach: 1, Parry: 2, Type: Slash/Pierce, Size: 3, QR: 6

Reinforced Shield: Parry: 3, Meta: Deflect, Size: 2,

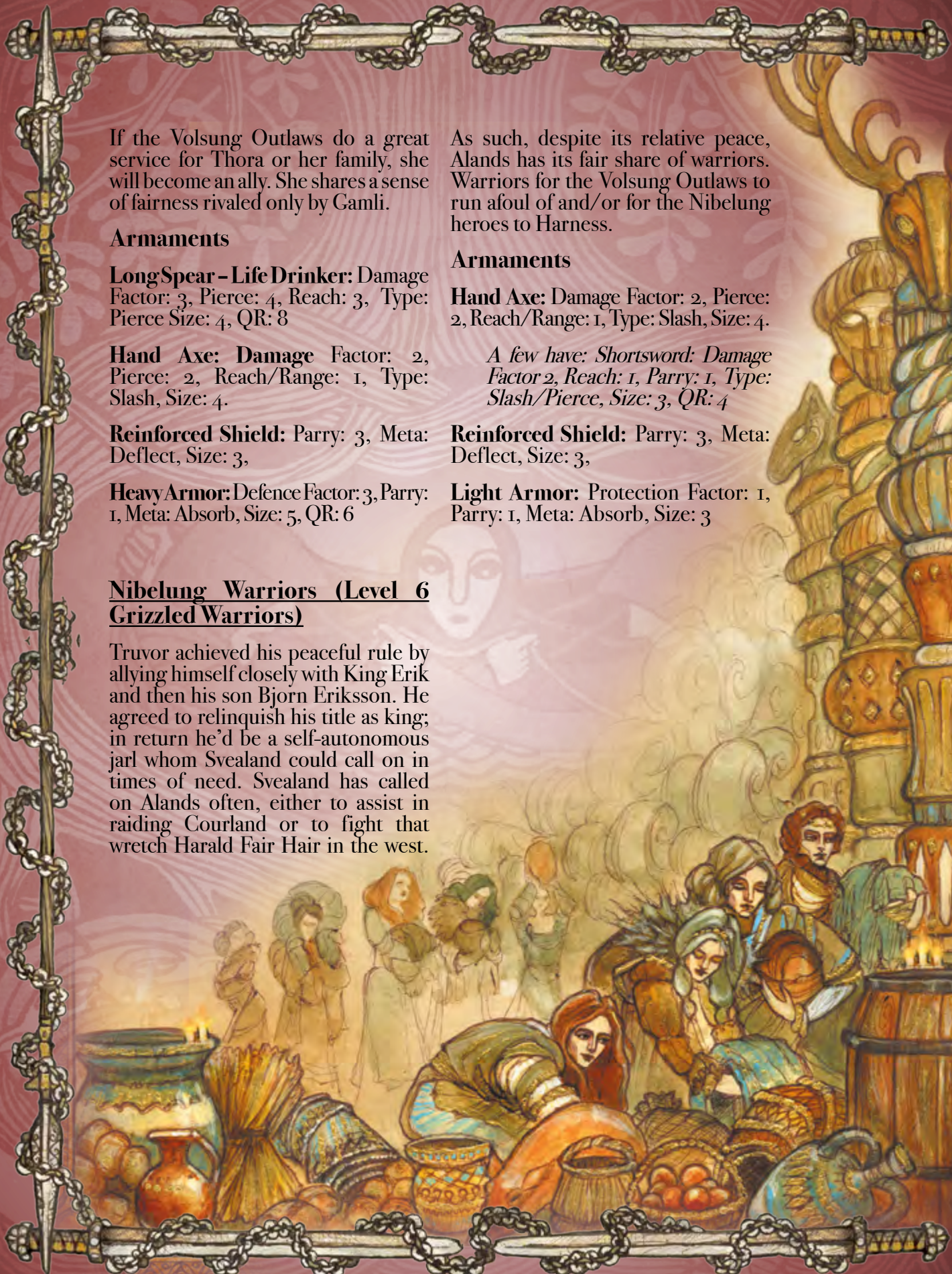
Medium Graceful Armor: Defence Factor: 2, Parry: 2, Meta: Absorb, Size: 4, QR: 5

Thora Ingriordottr (Level 9 Stalo)

Thora's mother, Ingrioir, was a famous shield maiden who helped Truvor's father reunite the scattered settlements of Alands. She taught Thora everything she knows. Truvor paired Thora up with his headstrong son Hardeggon in hopes that she would calm his recklessness. She did not. Instead she became reckless and they won much acclaim in the Courland raids. Later they would marry. Their wedding that was well celebrated in Alands and attended by King Bjorn Eriksson himself.

Thora is a tall, powerful, imposing woman with braided red hair. Some call her the walking Valkyrie. She dresses and carries herself as befits her station but there is also a likeable casualness about her. In battle, she wields spear and shield with rare fierceness. While her mother and father have passed away she has several brothers, and a son Helgi, who is Dagrun's age.

For Nibelung Heroes Thora could be easily swayed to their cause, even becoming one of the Dwellers. She liked Steinarr and loves her husband. However, she will always put the Nibelung cause over her own ambitions; the urge for revenge is not stronger than her patriotism.



If the Volsung Outlaws do a great service for Thora or her family, she will become an ally. She shares a sense of fairness rivaled only by Gamli.

Armaments

LongSpear - Life Drinker: Damage Factor: 3, Pierce: 4, Reach: 3, Type: Pierce Size: 4, QR: 8

Hand Axe: Damage Factor: 2, Pierce: 2, Reach/Range: 1, Type: Slash, Size: 4.

Reinforced Shield: Parry: 3, Meta: Deflect, Size: 3,

HeavyArmor: Defence Factor: 3, Parry: 1, Meta: Absorb, Size: 5, QR: 6

Nibelung Warriors (Level 6 Grizzled Warriors)

Truvor achieved his peaceful rule by allying himself closely with King Erik and then his son Bjorn Eriksson. He agreed to relinquish his title as king; in return he'd be a self-autonomous jarl whom Svealand could call on in times of need. Svealand has called on Alands often, either to assist in raiding Courland or to fight that wretch Harald Fair Hair in the west.

As such, despite its relative peace, Alands has its fair share of warriors. Warriors for the Volsung Outlaws to run afoul of and/or for the Nibelung heroes to Harness.

Armaments

Hand Axe: Damage Factor: 2, Pierce: 2, Reach/Range: 1, Type: Slash, Size: 4.

A few have: Shortsword: Damage Factor 2, Reach: 1, Parry: 1, Type: Slash/Pierce, Size: 3, QR: 4

Reinforced Shield: Parry: 3, Meta: Deflect, Size: 3,

Light Armor: Protection Factor: 1, Parry: 1, Meta: Absorb, Size: 3



The Sea and Wild

There's a lot of travel in Seith and Sword, and most of it will be by ship. It is customary to dock your vessel for the night; this often means dwellers must set up camp, especially if their Volsung Outlaws, unwelcome in civilized halls.

Chances are that the Dwellers will visit the Sea and Wilds often as they travel from locale to locale. Sometimes their sailing will be uneventful. Other times the Dwellers will meet with adventure and danger.

This is the easiest spot for Norns to add their own content to the adventure, so feel free to go wild.

One thing to note, even before Ragnarok, winter in Midgard is brutal. Much of the Baltic and the Bay of Bothnia is frozen during the cold season, so sailing is not a pleasant option. Given the choice most, even those perusing dastardly Volsungs, would rather buckle down for the winter than travel in it.

WOLVES, BEAR AND WITCH

In the beginning of the campaign Vargeisa the Fire Wolf and her crew are searching for the key that will open the way to Hvergelmir. If the characters are Volsung Outlaws, and Vanadis is involved, this key will be her. If Vanadis is not a Dweller, as in a Nibelung Hero campaign, then one of the Dweller's will be the key and the Norn should pick the best option for luring a Valkyrie out to the Fire Wolf.

Vargeisa will encounter them in the wilds. Whether or not this leads to a misunderstanding and battle is up to the Norn.

Vargeisa the Fire Wolf (Level 16) Seithkona/Maiden of Ratatosk - Fylgia) See DoTN: 90-91

Vargeisa is a daughter of Louhi the Queen of Pohjola. She was an incredibly sickly child, until Hanne the Clever, delivered her a broth brewed by Mjoll the Gentle, this cured Vargeisa of her malady and Pohjola became a sister city to Kelifar for as long as Kvistr Dusk Torch ruled it. Vargeisa used her new found health to get into trouble, so much so that a Pohjalander fisherman kicked her onto a boat, without oars and she was lost in the Gulf of Bothnia. Loki Laufeyson found her, and, on a whim, fostered her for five years. When she returned to Pohjola her overjoyed mother said that she was as beautiful as a flickering flame and cunning as a wolf. Years later Loki was bound by the Aesir and Vargeisa did not take it well. She vowed to free him. Louhi forbid her quest, for she felt Pohjola had enough enemies in Väinämöinen and his Kalevalen brood. Mother and daughter got into a vicious argument ending in Louhi accidentally cursing Vargeisa; If she ever returns home, or if her mother ever looks upon her, Vargeisa will be struck dead.

Vargeisa is a regal woman with braided red hair. Her features are sharp and arrogant. Her manner is pleasant and witty. She has a voice that is smooth and enticing. Her blue eyes flash with mischief. She dresses in fine traveling cloths, fit for a merchant princess. When expecting trouble she dons scale mail and carries a sharp sword.

Make no mistake. Vargeisa will find the Dwellers no matter where they are. They'll have someone in their group who will be able to draw a Valkyrie out of Myrkvid, as



While I loved Vargeisa's part in *Seith and Sword*, she's not a necessary element for the adventure. The Norn should use, or not use her as he sees fit. She could be ally, foil or both. In a *Nibelung Hero* campaign she could even ally with Vanadis, be an obstacle for the heroes, only to turn around and help them later. Like her mentor, she is mercurial and dangerous.

While Vargeisa will have a big part to play in *FoTV's* canon, I recommend not giving her plot immunity. In a *FoTV's* game any Dweller or Demizen can perish, even the Fire Wolf. When the game reaches your table, it's yours.

such she'll recognize this and barter for their help. The Norn should ensure she has something the character's want, after all Katla would have divined it, and the Fire Wolf would come to the meeting prepared. If you need to metagame a little with the Fire Wolf, that's alright, she's incredibly clever. She'll work with Volsung Outlaw or Nibelung Hero to achieve her goal. True, Vanadis' mother did save Vargeisa's life, and she would not relish betraying that but, as in the novel, the Fire Wolf is fully willing to sacrifice anyone to free Loki. Vargeisa's living relatives are her mother and four sisters.

Armaments

Longsword - Tuonela Ferry: Damage Factor: 3, Focus: 1, Reach: 1, Parry: 2, Type: Slash/Pierce, Size: 3, QR: ,

Heavy Nimble Armor - Sariola's Shadow : Protection Factor: 3, Parry: 3, Focus: 1, Meta: Absorb, Size: 4, QR: 10

Bear (Level 12 Berserkir)

Bear is the son of Vingfus, a wealthy merchant in Skiringssal, and secret devotee of Surt. Of Vingfus' children, Bear was the most pious. When he became a man he left his father to seek out other Jotun worshipers. In the far, northern wilderness of Gotaland, he ran into Wolf's clan who put him to the test. His loyalty was strong but he was refused a place in the pack. He cried out in anguish and became a Bear, which was seen as a great portent. Bear forsook his past, even his name and he and Wolf and became blood brothers. Soon after they struck off, for Angrboda had sent visions to Wolf, to seek Vargeisa and aid her in her quest.

Bear is a huge warrior with a thick, brown beard. In combat he wields a maul with terrifying skill. When he gets angry enough he transforms into his namesake. Out of battle he is a quiet, introspective soul. He has great patience and will listen to anyone's trouble. He's honest to a fault, which is why Vargeisa is pleased that he speaks so little.

Armaments

Maul: Damage Factor: 3, Reach: 2, Type: Blunt, Size: 5

Medium Armor: Protection Factor: 2, Meta: Absorb, Size: 4



Katla the Hidden (Level 12 Seithkona)

Katla was born a man, who was cursed with seith, which brought great shame upon her family. However, Katla's father, Floki, and mother, Myrun, had tried so hard and so long to have a child that they couldn't turn their backs on her. They moved into the wilderness rather than subjecting her to the ridicule of their village. Life in the woods was actually kind, for Katla grew to be a volva and her predictions ensured her parents health and comfort. Vargeisa the Fire Wolf ran into them while hiding from bounty hunters, she had angered a local Karl. It only took a day for the Fire Wolf to notice Katla's gift. She suggested that Katla leave to see the world with her. Katla was afraid, no one would accept her. Vargeisa offered some of her own clothes and responded, "Why not? It is not a blessing for a woman to have both seith and prophesy?" Katla accepted, and found her true self. Since then Katla has been Vargeisa's adviser and closest friend.

Katla is woman wrapped in shroud and magic, often the only part of her visible under her hood is her delicate chin and red lips. She will only, ever, speak to Vargeisa, Bear, or Wolf and shuns all other company. She is cursed with poor health but, in spite of this, she'll endure anything to help her friends.

Armaments

Ceremonial Knife: Focus: 1, Type: Pierce, Size: 3

Heavy Divine Robes: Protection Factor: 1, Focus: 1, Meta: Eldritch, Size: 5

Wolf (Level 12 Ulfhednar)

Wolf was a curious child; as such he wandered into a Gotaland wood alone. He soon became lost and stumbled into the deepest, darkest, part of the forest. There he encountered a wolf that seemed the size of longship. Though terrified, he stood his ground. He knew he would be eaten, but did not want to die a

coward. However, a Troll woman held the wolf, whom she called son, back. "No, this one is brave. He'll be a little hero I think." She then directed Wolf to an encampment of Jotun worshiping Ulfhednar. They welcomed him, for Angrboda herself had foretold his coming. Wolf forsook his human name and became a strong, proud warrior. After he met Bear, Angrboda sent to him a vision, he was to meet with Vargeisa Fire Wolf and help her free Loki. So Wolf joined up with Bear left his pack, they traveled for but a day and found Vargeisa waiting for them; her friend Katla had also foreseen their meeting.

Wolf is a tall, lanky man with black hair streaked with white. He has a scruff of a beard and seems like a tattered vagabond. He is quick to smile and makes friends easily, either through generosity or amusing tricks. He brings no weapon to battle; in a pinch he assumes the form of a large, red, wolf.

Armaments

Medium Graceful Armor: Protection Factor: 1, Parry: 2, Meta: Absorb, Size: 4

Vargeisa's Mercenaries (Level 9 Muggers)

The Fire Wolf brought Pohjalander wealth with her, and her schemes have rewarded another fortune on top of that. Given this she's more than able to hire those who love coin above all things to do her bidding. These mercenaries could be a problem for both Volsung Outlaws and Nibelung Heroes.

Armaments

Warhammer: Damage Factor: 2, Reach: 2, Type: Blunt, Size: 4

Or...Hand Axe: Damage Factor: 2, Pierce: 2, Reach/Range: 1, Type: Slash, Size: 4.

Reinforced Shield: Parry: 3, Meta: Deflect, Size: 3

Light Armor: Protection Factor: 1, Parry: 1, Meta: Absorb, Size: 3



THE VENGEFUL GHOST OF KELIFAR

Revenge is rampant in Seith and Sword. It's a perpetual cycle. Every death has consequences. Vanadis tricks Trolls into killing their Kalevalen pursuers, and they vow revenge. Vanadis chooses to kill Draflí, and suddenly has Ingvild Grave Shield on her trail. Even the very first deaths, the ones that are not her fault, draw vengeance. That vengeance is Dorte.

Dorte (Level * Hagbui)

Dorte was the adored daughter of Steinarr the Rouge, and lived a life of privilege. Her audacious demeanor, generous nature, and perfect etiquette ensured she was beloved by her people, even her uncle Jarl Truvor. One day she stumbled upon a thrall named Vanadis, who had been thrashed for failing to work hard enough. She felt pity for Vanadis and bought her so she could serve as a handmaiden. The choice was wise for clever Vanadis served Dorte well and they grew to be close friends, at least as far as their differing stations allowed. That was until Hanne the Clever enacted her revenge. Dorte died but her spirit was tied to Vanadis, to stalk and hunt her in order to avenge such horrifying betrayal.

In life Dorte was a beautiful blonde haired noblewoman, dressed in finery, with queenly airs. In death she is a veiled woman of snow white completion, who wears a golden circlet and drifts along as a specter.

In the Volsung Outlaw campaign use Dorte whenever things get too slow. She'll appear out of nowhere and wreak vengeance starting with those within reach and ending with Vanadis. If Vanadis is not a Dweller pick the next most likely target for her to be bound too. Treat Dorte as a Gated Creature, amplified to the point that she is at least her target's level, if not more. If she gets too hurt have her vanish so she may strike again later.

In a Nibelung Hero campaign use Dorte as a sign that the Dwellers are getting close to their prey. Unfortunately, Dorte may attack if it looks as if the Dwellers will reach Vanadis before she does.

The only way to stop Dorte is to vanquish her, kill whoever she is bound to, or getting a powerful Godi to entreat the heavens on her behalf. If calmed or defeated, if King Siggeir hasn't used Dorte, her feed spirit can go to Jarl Truvor's barrow. Otherwise she'll have to either go to Hel or have a friendly Seithkona take her in.

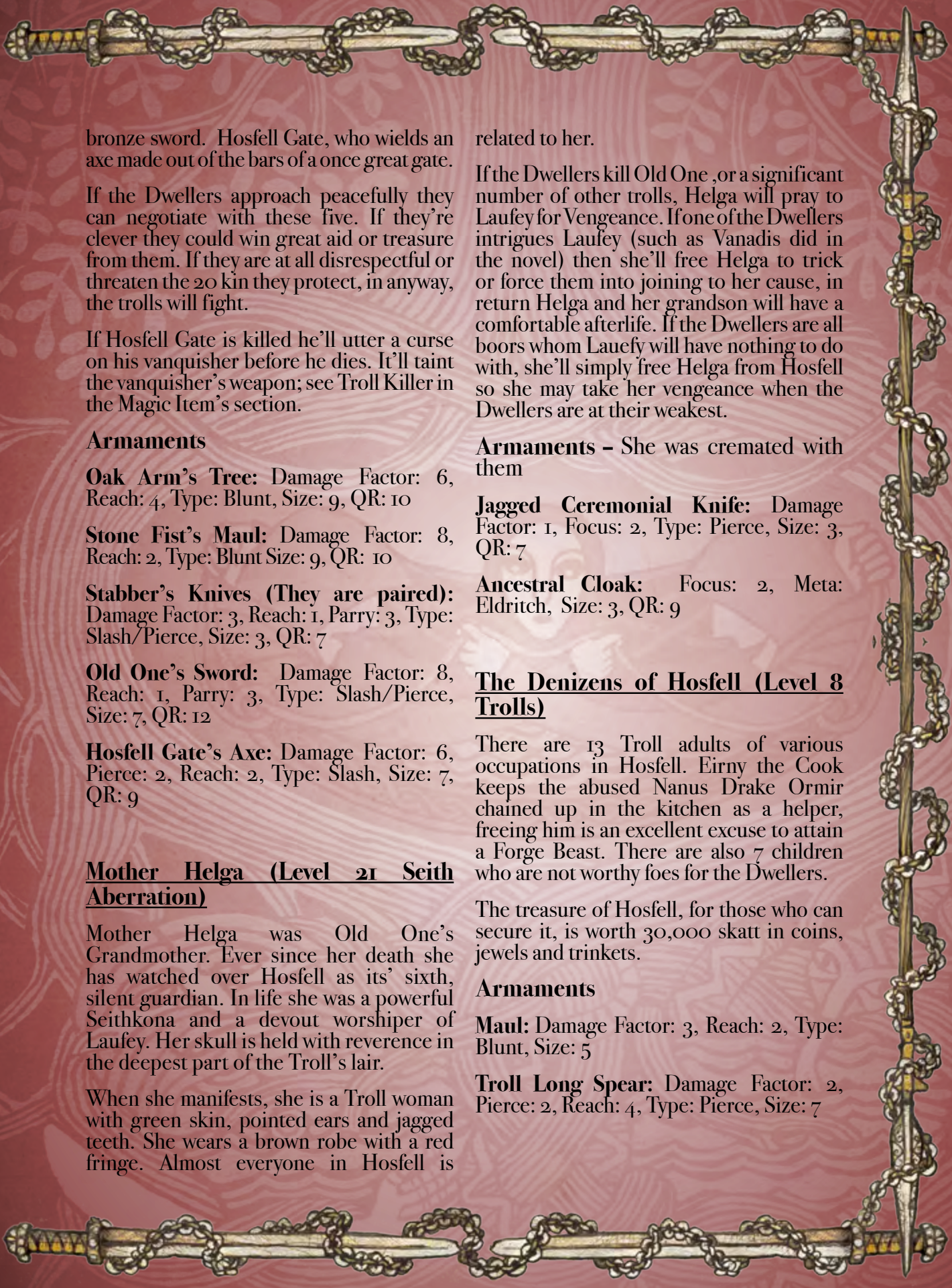
THE TROLL DWELLING OF HOSFELL

In a deep, dark cave, just southwest of Pohjola is a dwelling of Trolls. They have lived here for centuries, feeding off the bounty of the land and the occasional Human invader. They keep to themselves. When their community gets too large the youngest grown generation heads north, to join with the greater Troll communities.

There are a few reasons why Volsung Outlaws or Nibelung Heroes might approach Hosfell. It'd be a daring way to ward off pursuit. The Trolls would be powerful allies. A nearby community might live in fear of them and hire the characters to deal with the problem. As monstrous as they appear the Trolls are willing to talk and even bargain. However, they will meet steel with steel against any invaders.

The Five Protectors of Hosfell (Level 20 Trolls)

These ancient warriors have dedicated their lives to protecting Hosfell. They are: Oak Arm, who is armed with a tree trunk club. Stone Fist, who wields a mace with a bolder head. Stabber, who wields obsidian knives. Old One, who wields an enormous



bronze sword. Hosfell Gate, who wields an axe made out of the bars of a once great gate.

If the Dwellers approach peacefully they can negotiate with these five. If they're clever they could win great aid or treasure from them. If they are at all disrespectful or threaten the 20 kin they protect, in anyway, the trolls will fight.

If Hosfell Gate is killed he'll utter a curse on his vanquisher before he dies. It'll taint the vanquisher's weapon; see Troll Killer in the Magic Item's section.

Armaments

Oak Arm's Tree: Damage Factor: 6, Reach: 4, Type: Blunt, Size: 9, QR: 10

Stone Fist's Maul: Damage Factor: 8, Reach: 2, Type: Blunt Size: 9, QR: 10

Stabber's Knives (They are paired): Damage Factor: 3, Reach: 1, Parry: 3, Type: Slash/Pierce, Size: 3, QR: 7

Old One's Sword: Damage Factor: 8, Reach: 1, Parry: 3, Type: Slash/Pierce, Size: 7, QR: 12

Hosfell Gate's Axe: Damage Factor: 6, Pierce: 2, Reach: 2, Type: Slash, Size: 7, QR: 9

Mother Helga (Level 21 Seith Aberration)

Mother Helga was Old One's Grandmother. Ever since her death she has watched over Hosfell as its' sixth, silent guardian. In life she was a powerful Seithkona and a devout worshiper of Laufey. Her skull is held with reverence in the deepest part of the Troll's lair.

When she manifests, she is a Troll woman with green skin, pointed ears and jagged teeth. She wears a brown robe with a red fringe. Almost everyone in Hosfell is

related to her.

If the Dwellers kill Old One, or a significant number of other trolls, Helga will pray to Laufey for Vengeance. If one of the Dwellers intrigues Laufey (such as Vanadis did in the novel) then she'll free Helga to trick or force them into joining to her cause, in return Helga and her grandson will have a comfortable afterlife. If the Dwellers are all boors whom Laufey will have nothing to do with, she'll simply free Helga from Hosfell so she may take her vengeance when the Dwellers are at their weakest.

Armaments - She was cremated with them

Jagged Ceremonial Knife: Damage Factor: 1, Focus: 2, Type: Pierce, Size: 3, QR: 7

Ancestral Cloak: Focus: 2, Meta: Eldritch, Size: 3, QR: 9

The Denizens of Hosfell (Level 8 Trolls)

There are 13 Troll adults of various occupations in Hosfell. Eirny the Cook keeps the abused Nanus Drake Ormir chained up in the kitchen as a helper, freeing him is an excellent excuse to attain a Forge Beast. There are also 7 children who are not worthy foes for the Dwellers.

The treasure of Hosfell, for those who can secure it, is worth 30,000 skatt in coins, jewels and trinkets.

Armaments

Maul: Damage Factor: 3, Reach: 2, Type: Blunt, Size: 5

Troll Long Spear: Damage Factor: 2, Pierce: 2, Reach: 4, Type: Pierce, Size: 7

STORMS

In Seith and Sword the Dwellers sail everywhere, as such it is likely then they'll run into storms. When a storm's on the horizon it takes a Navigation or Survival: Wilderness check at a difficulty of 2 to 3 to recognize the signs in time to get on shore. If the Dwellers fail to notice or if they notice but choose not to beach and find shelter (IE: They're being pursued or are stuck in the middle of the Baltic), they'll be in danger.

If it's a small storm use the rules in DoTN page 351 to deal with it. If it's a huge storm I recommend the following: Handle the storm with three rounds. Each Dweller makes a Navigation or Athletics check (with Body or Spirit, they choose), as they man the rudder, pull the oars, or bail, at a difficulty of 3 to 5, the Satiability rating of the Longship aiding each check. If, combined, the Dwellers fail over 3 times, the ship capsizes.

If the ship capsizes then the Dwellers will need to make individual swimming checks, Difficulty 2-4. If the Longship's within reach, grabbing onto it will allow the Dweller to use its stability rating. Each failure results in the difficulty level in damage. Armor will not reduce drowning damage, it will hinder; wearing armor increases the difficulty, and damage, by 2. Powers using the Spell tag cannot be used while swimming, though a Druid's sea from will make surviving the storm a breeze; they'll win all their checks automatically. A Dweller can struggle for both himself and a weaker companion at the same time, doing so ups the difficulty by 2 and both Dwellers suffer the consequences of failure. Have struggling Dwellers make 3-7 checks, those that survive wash up on shore. Those that fail have perished. However, still make afterlife checks, Ran may claim them for her Hall.





Myrkvid

Myrkvid is a great forest that spans from northern Uppland to northern Svealand. It is an eerie place covered by ever present mist. Those who wander in are rarely seen again. It is said that within the humid, alien forest one can find great treasures; Wayland the Smith once dwelled there. Some say Myrkvid holds paths to Vanagard, enabling the worthy to meet the Vanir and entreat them for boons.

Volsung Outlaws might enter Myrkvid on behest of Vargeisa the Fire Wolf, or they may simply wish to hide in a place their pursuers won't follow. Nibelung Heroes would enter Myrkvid to pursue the fallen Volsung, or simply for the glory of it.

THE MIGHTY INDALSÄLVEN AND LAKE STORSJÖN

Myrkvid is far inland and one can reach it by boat thanks to the dark, wide, Indalsälven river which starts in Lake Storsjön and flows into the Gulf of Bothnia. There are many settlements along the way, though they become sparser the further north you travel. The Dwellers will find the good people of Uppland welcoming, though they'll warn them away from Myrkvid.

After a few days of sailing the Indalsälven, it will turn west and the Dwellers will be confronted with misty Myrkvid. At the river entrance are two titanic trees. The southern tree holds the form of a handsome man, and the northern tree holds the form of a beautiful woman. They are guardians set by Frey and Freya, who hold their likeness. There is a great air of solemnity between them.

Those who pass between the figures with respect will be unharmed however; anyone who mocks the gods in their presence will be cursed. Until the cursed make amends, they must make an Ultimate Sacrifice +1 at every meal. Food will taste like ash, drink like mud. If this curse kills them, they will turn into mindless beasts who will wander Myrkvid until Ragnarok.

The Indalsälven's source is Lake Storsjön which stretches on, seemingly forever, into the fog. The Storsjön is deceptively still and peaceful, the mist hides many logs and rocks which may damage vessels. It takes a Perception check of 2 to spot these dangers. If a ship hits, a hole will be torn open in it and it may sink. If a vessel is wrecked it is not difficult for the Dwellers to swim to shore however. the Lake will claim one of them, treat it like a level 36 Broghildan. The attacked Dweller will be pulled under the water to struggle and die silently.

THE DANGERS OF MYRKVID

The forest is far more dangerous than the lake. The fog and thick trees make it nearly impossible not to get lost. To avoid getting lost one must stay near the waters, have magic that will act as a guide or pass a Navigation or Survival: Wilderness check at 3. Dwellers that become lost are at the Norn's mercy. Maybe they'll find their way out of Mrkvid, one day, or perhaps they'll step into Vanagard, which will present a unique set of problems beyond this book. Dwellers who are separated from their war band may find themselves attacked by Dopplegangers, if they fall, they'll be replaced.



There are many beasts in Myrkvid, one would do well to be wary of them. At any moment dwellers could be threatened by dreyri (DoTN 180), giant spiders (DoTN 196), shadow skui (Ragnarok 220), trolls (Ragnarok 222) or wolves (Ragnarok 226). All of them are at least level 9 and none are higher than 24. At times willow wisps (DoTN 232) will pretend to be campfires, to lead the Dwellers into trouble. On the other hand the Dwellers could run into Myrkvid Horkkvir (Ents – DoTN 200), who are kind hearted and will give hapless visitors the wisdom to survive. This is also a place to win powerful allies; familiars, forge beasts and mounts attained here will have 1 higher level than standard. These dangers can be completely avoided if the Dwellers find a way to make themselves one with the forest, such as one of their number using Howl, Rally the Pack (Ragnarok 244).

No one that dies in Myrkvid can go to Valhalla while their body remains under its fog, the loyal Valkyries will not be able to find them. True friends of slain Dwellers will do their utmost to bring their corpses out of Myrkvid and then have the funeral. Had Vanadis known this in the novel, she would have done so for Bera. Unfortunately, at the time she had little knowledge of seith. It takes Knowledge: Arcane check of 2 or higher to realize this.

THE VALKYRIE FORTRESS

A short distance west from the western shore of Lake Storsjön is the fortress where Alruna, beloved of Wayland Smith, lives with her sisters. They are renegade Valkyries who choose to live in freedom rather than serve Odin, Surt or Hel. Up a steep hill is a circular stone wall, 20 feet high. Beyond the wall is green clearing, free of the ever present Myrkvid fog. A copse of giant apple trees grows in the center, their vibrant branches evergreen, and stretching like a canopy over the wall.

Walking on the thick branches are the Valkyrie's winged steeds. Their hall is the copes of apple trees. Inside you'll find a floor of polished, flattened roots, walls of tightly pressed trunks and a leafy ceiling laden with ripe apples.

The most likely reason for that the party approach the fortress will be because Vargeisa has hired/tricked them lure one of the Valkyries out to her. However, it's also possible that the Dwellers might stumble onto this place while lost in a fog.

Myrkvid Valkyries (Level 24 Maidens of Ratatosk – Immortal (Einherjar))

Myrkvid Valkyries are beautiful, powerful and free. They serve queen Alruna out of choice and in return she allows them to do whatever they please, as long as it does not endanger their home. In addition to the abilities given by their aspects and class they also have a Military War Horse Thane (Level 24) which allows them to fly through the sky like a ghost at 24 Move. They can travel to any world, aside from Hvergelmir, in an instant. While they can ferry souls, they no longer do so.

Despite all this they are trapped in Myrkvid. If they leave Heimdall will detect them, they'll be perused, caught and brought forth for Odin or Hel's justice. The only way to leave Myrkvid's obscuring fog safely is by capturing a human life for themselves. It is not ideal, wearing a human life means forsaking the immortal aspect (at least until their human life dies), and being limited to the level of the Dweller taken. However, if the Dweller is a seithkona, double the level limit.

If the Myrkvid Valkyries run into the Dwellers they'll invite them to their fortress. There, they'll be wine and dined, while the sisters determine whose lives will be worth taking. Everyone else will be simply killed. Alruna has 12 sisters; it's



unlikely the Dwellers can vanquish them. However, they can be lied to, or tricked. A charming Dweller might also sway one or more of them to the party's side, but such attention will prove tricky later; ask Sigurd what happens when you anger a Valkyrie who has fallen for you.

Armaments

Longsword: Damage Factor: 5, Pierce: 4, Reach: 1, Parry: 1, Type: Slash/Pierce, Size: 4, QR: 8

Or... Fine Longspear: Damage Factor: 2, Pierce: 6, Range: 3, Type: Pierce, Size: 4, QR: 8

Divine Heavy Nimble Armor: Protection Factor: 1, Parry: 3, Evade: 1, Meta: Absorb, Size: 4, QR: 9

Queen Alruna (Level 36 Druid Immortal (Valkyrie))

Queen Alruna is a staggeringly beautiful woman with long golden tresses. Her demeanor is clever and kind, though she can turn fierce when she needs to. She dresses in gossamer silver; in battle she wears brilliant silver mail. Her jewelry is awe inspiring, enough to catch anyone's breath.

Alruna's sisters bring all newcomers to her. If they are not properly attired they will be cleaned and given fine clothes. It is based on Alruna's sole authority which lives will be taken, and who will be killed. Theoretically being spared and/or rewarded is a possibility, but this has never happened.

Alruna is not unreasonable. If the Dweller's comport themselves with respect and well placed words, the Valkyrie Queen might allow them to stay, with their own lives, a night. If they continue to impress her she might send them on quests; there's a group of trolls that annoy her, a Giant Spider holds one of Wayland's old treasures, the Shadow Skui are getting rambunctious, Alruna's

heard rumors of one of Wayland's swords resting near Myrkvid. For every quest she'll keep one of the Dwellers as a hostage and send the rest. If the Dwellers prove themselves loyal and useful Alruna may claim them as vassals. If Volsung Outlaws take her up on this, they've achieved a sanctuary their foes will never breach, granted that the Norn can always force them to leave it with a quest from Alruna, or the Nibelung finding the fortress and telling on the Valkyries (see below). If the Nibelung Heroes swear themselves to her, their mission to kill the Fallen Volsung is at an end, that is unless they can convince their new Queen to help. Alruna might be willing to lend her new servants magic to aid them on their quest, as long as it will remove all future distractions from their fealty.

Armaments

Alamance (One of Wayland's swords) – (DoTN 161)

Starlight – Heavy Nimble Armor Crafted By Wayland – Protection Factor: 3, Parry: 4, Meta: Absorb, Size: 3, QR: 22

Passive Powers: *Die Hard, Might*

Crafted of Moon Silver

Sun's Kiss: Light 100' radius. Warmth (+35F/+20C)

Wearer's spells cannot be interrupted.

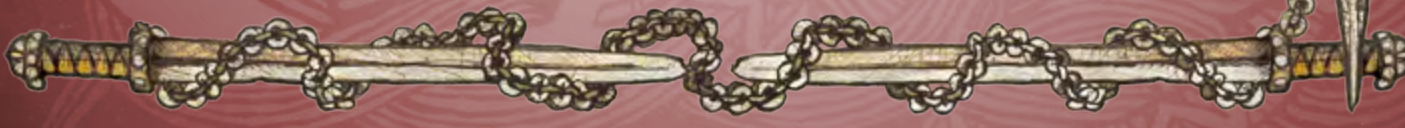
Curse: If anyone but Alruna wears this armor they will lose all happiness, never to regain it.

Moon's Face – Metal shield crafted by Wayland, Parry: 8, Focus: 3, Size: 3, QR: 22

Crafted of Moon Silver

Sun's Kiss: Light 100' radius. Warmth (+35F/+20C)

Wearer's spells cannot be interrupted.



Bifrost Ring – Mental & Spiritual (DoTN 144)

The Valkyrie fortress is not an encounter the Dwellers can survive through conquest. Cunning and Diplomacy will save them. There are rewards for those clever enough to steal, or earn them. The fortress has enough coins and gems to equal 50'000 skatt. Alruna also keeps:

- **Candle of Spirits** (Many. Some Valkyries make them as a hobby): (DoTN 146)

- **Caress of Night**: (DoTN 151)

- **Bifrost Rings (11)**: (DoTN 144)

- **Blood Mail Coat** (Stolen from one of Harald Fair Hair's Men.): (DoTN 145)

- **Cloak of Capling - 200 Feathers**: (Ragnarok 306)

- **Cloth of Feasting**: (Ragnarok 307)

- **Fornbogi**: (Ragnarok 307)

- **Mimung**: (DoTN 163)

- **Necromancer's Vow**: (DoTN 153)

- **Pinecones of Aurdor (20)**: (DoTN 156)

- **Wayland Crafted Jewels (7)**: They are of incredible beauty. Wearing one provides 2 Focus and the bearing of royalty.

***Note:** These treasures won't sit idle; the Valkyries will use them, especially if the Dwellers seem uncommonly dangerous.*

If the Dwellers discover the Valkyrie fortress and survive it is possible to reveal their location to Odin and Hel by praying with Beseech an aloof Higher Power (Ragnarok 99). Anything better than an "angered", results in a quick, decisive battle in Myrkvid. The devote Dweller will be told not to get involved, merely wait. Anyone who disobeys and witnesses the awesome battle must make a Spirit check, on 3 or over the Dweller faints and

will wake up to find the Valkyrie fortress in ruins. Failure means the Dweller goes completely mad and is lost. The tattletale Dweller will be given 3 of the choicest of Alruna's treasures (the rest were seized and are not in the ruins). However, the rat's eventual Afterlife check will be penalized by -3, other Valkyries heard of the Dweller's 'worthy deed' and, while loyal to their masters, are not impressed with the Dweller.





Pohjola

Pohjola is beyond the northernmost tip of the Gulf of Bothnia. The magic city is barred from visitors; those who wish to do business with it must do so through Tornio, a prosperous trading town on the mouth of a great river that shares its name. Travel up the river and you'll find a large island with a dark but wealthy city surrounded by a thick wooden palisade. This is Pohjola, her people are few, but strong, hearty and wealthy. To the east of Pohjola looms Mount Sariola, cracks and caves mar her surface, at night they emit an orange light, as if the Sariola bleeds seith. For more on Pohjola see DoTN 125.

Volsung Outlaws will come here if they heed Mjoll's advice. If Vanadis can gain sanctuary here there is no safer place in Midgard. The river town is incredibly defensible. If the worst comes to the worst, the populous can retreat into the Sariola. Lohi's magic saturates the place with mystic beasts and ghostly watchers. If she chooses, the Mistress of Pohjola can even transform into a giant, black eagle with enough might to crush a longship. Nibelung Heroes will come in pursuit of the Volsung vargs. To find them they'll need to sneak in, avoiding all the outlined dangers, and find their prey. It is a daunting task, but truly one worthy of legend.

TORINO

This Pohjalander village lies on the eastern side of the Torino. Here one may enact trade with Louhi's domain. Thanks to the Sampo of Prosperity, which churns flour, salt and gold, trade with Pohjola is highly sought after. So far only Norrland and the Northern Baltic tribes have this privilege. Alands used to have such trade, but that was cut off when Steinarr killed Kvistr Dusk Torch.

The Northern Gulf of Bothnia is frozen during the winter, so reaching Torino then involves walking, as opposed to sailing, unless one has magic to melt the ice. The river itself, thanks to the Sariola and the Forge of Ilmarinen, does not freeze, though this is only a help if you're coming down from the North of Pohjola, which is possible but unlikely.

Volsung Outlaw and Nibelung Hero will be welcomed here, but they'll be forbidden to travel up the Torino. Should they choose to do so, the residence will shrug and let them march to their deaths. If the Dwellers are clever enough to stay a while, and gather information through Verbal Manipulation or Drinking and Wenching, checks of 2 or higher will inform them of the Hounds of Louhi. If a Dweller does exceptionally well, a check of 3 or higher, she'll find out that Torino's Karl, a man by the name of Kaarlo, holds a charm that will keep the hounds at bay.

Kaarlo, Karl of Torino (Level 18 Ulfhednar)

Kaarlo was one of Louhi's champions during the short but brutal war against Lemminkäinen's people. He proved himself shrewd, loyal and ruthless. As a reward for his many deeds of valor and slaughter, Louhi made him master of Torino. Furthermore she blessed him with the power to transform into a wolf.

Kaarlo is a scarred vet with shaggy, dark brown hair and beard. He dresses according to his station but his fine clothes, in combination to his gruff manner, make him seem even more like a wolf man. He's a soul of few words and a short temper. Those who negotiate trade with



him do so on cautiously; he's been known to maul those who waste his time.

Here's a trick; If Gamli is bold and brave enough to confront Kaarlo he'll lend him his whistle. Kaarlo was a good friend of Kvistr Dusk Torch and would be pleased to find that Gamli was the kind of man to confront him directly. Does this mean that they Volsungs didn't need to do Vargeisa's mission in Myrkvid? Of course it does, but life's not fair, and Vargeisa is crafty.

Kaarlo would never give his charm to the Nibelung Heroes without a challenge. He's extra confident because he has three level 12 Wolf Thanes at his beck and call. Rather than fight it'd be better to 'befriend' Kaarlo and lift the charm off him while he's drunk. The difficulty to befriend him with a mere check is 3. However, good roleplay and clever plans should make said check unnecessary.

Armaments

Hand Axe: Damage Factor: 2, Pierce: 2, Range: 1, Type: Slash, Size: 4, QR: 4

Fine Medium Armor: Protection Factor: 3, Size: 4, QR: 6

The Protectors of Torino (Level 9 Berserkers or Fardrengirs)

A close look at Torino will reveal there are no children here; the children are raised in Pohjola. Every man and woman in Torino is secretly a warrior for Louhi. Rather impressive for a town of 125 souls. These 'townsfolk' are welcoming but watchful. As mentioned above it is possible to manipulate them into spilling some of Pohjola's secrets, however, if the Dwellers are revealed to be folk who would harm someone in Pohjola, they'll have scores of dangerous, determined warriors after them.

Armaments

Dagger: Damage Factor: 1, Pierce: 2, Type: Slash/Pierce, Size: 2, QR: 2

Club: Damage Factor: 2, Reach: 1, Type: Blunt, Size: 3, QR: 3

Hand Axe: Damage Factor: 2, Pierce: 2, Range: 1, Type: Slash, Size: 4, QR: 4

Pohjola Proper

Pohjola itself is a short trek, following the river, North of Torino. It is a large island that holds a great many halls, surrounded by a wooden palisade. The town rises up around a steep hill, at the top is the black roofed Hall of Louhi, a black eagle carving, with copper talons, perches on top of its main entrance.

If the Volsung Outlaws are given sanctuary they will be given leave to stay here; that is except for Vanadis whom Louhi will train in Sariola. These locations are also important for Nibelung Heroes; they will find Gamli in town and Vanadis in the mountain. It's likely they'll be unable to kill both, killing one would bring the wrath of Pohjola down on them, forcing hurried, frantic, flight.

The Hounds of Louhi (Level 22 Wolves)

The Heroes of Kalevala have always gotten past her hounds. In response Louhi has found ways to bless them with more and more power. The current hounds are the size of horses, with glowing red eyes and the ability to run across the Torino as if it were solid ground. They'll rip apart anyone who approaches Pohjola and does not use the appropriate charm. Those behind Pohjola's walls or those accompanied by Louhi or one of her daughters will be safe. A charmed whistle is blown at the crack of



dawn to allow the Pohjalander hunters to leave safely and blown again to allow them to return. Karl Kaarlo occasionally uses his charm to allow his townsfolk to visit their children and return.

If the Dwellers have Vargeisa's or Kaarlo's charm, avoiding the Hounds will be easy. If they do not, they may wish to run. An Athletics check of 3 will allow them to flee far enough that the Hounds won't follow. Anything less means 6 of the hounds get one attack each against the Dwellers. Those that attack will try to impede their targets so that they can rip them apart. It is possible to sneak pass the Hounds but it'll take a Stealth check of 5. Reduce this check to 3 if the sneaking Dwellers are shrouded. Reduce it to 2 if the Dweller's come up with some clever plan to distract these guardians.

Salli the Ferry Woman (Level 15 Fardreng)

Salli is the third youngest daughter of Louhi. She is a woman with copper hair and a clean, pleasant demeanor. She wears outdoorsman's clothes of blue and copper. While she often seems unarmed, she carries a mystic dagger on her, as well as a crossbow that she can pull out of thin air. Being of Louhi's blood, she's older than she looks but, thanks to her youthful exuberance, you wouldn't be able to tell.

If the Dwellers get past the hounds they'll need to confront Salli. The ferry woman will converse with them, with 3 heroes of Pohjola (see below) and 9 protectors of Torino in tow. If the Dwellers are polite and pleasant she'll arrange a meeting with her mother. If they're rude or demanding, she'll attempt to cut them down. If the Dwellers kill Salli they will immediately have to deal with an angry Louhi, a confrontation they are unlikely to survive.

It is possible to get past Salli's watch. To do so will require Sneak or for the Dweller's to be shrouded.

Armaments

Water Viper - Louhi Enchanted Dagger: Damage Factor: 2, Pierce: 2, Parry: 6 Type: Slash/Pierce, Size: 2, QR: 10

Wasp of Wrath: Louhi Enchanted Crossbow: Damage Factor: 4, Pierce: 4, Range: 10, Type: Pierce, Size: 6, QR: 10

Can fire with any rune but reloading takes a physical.

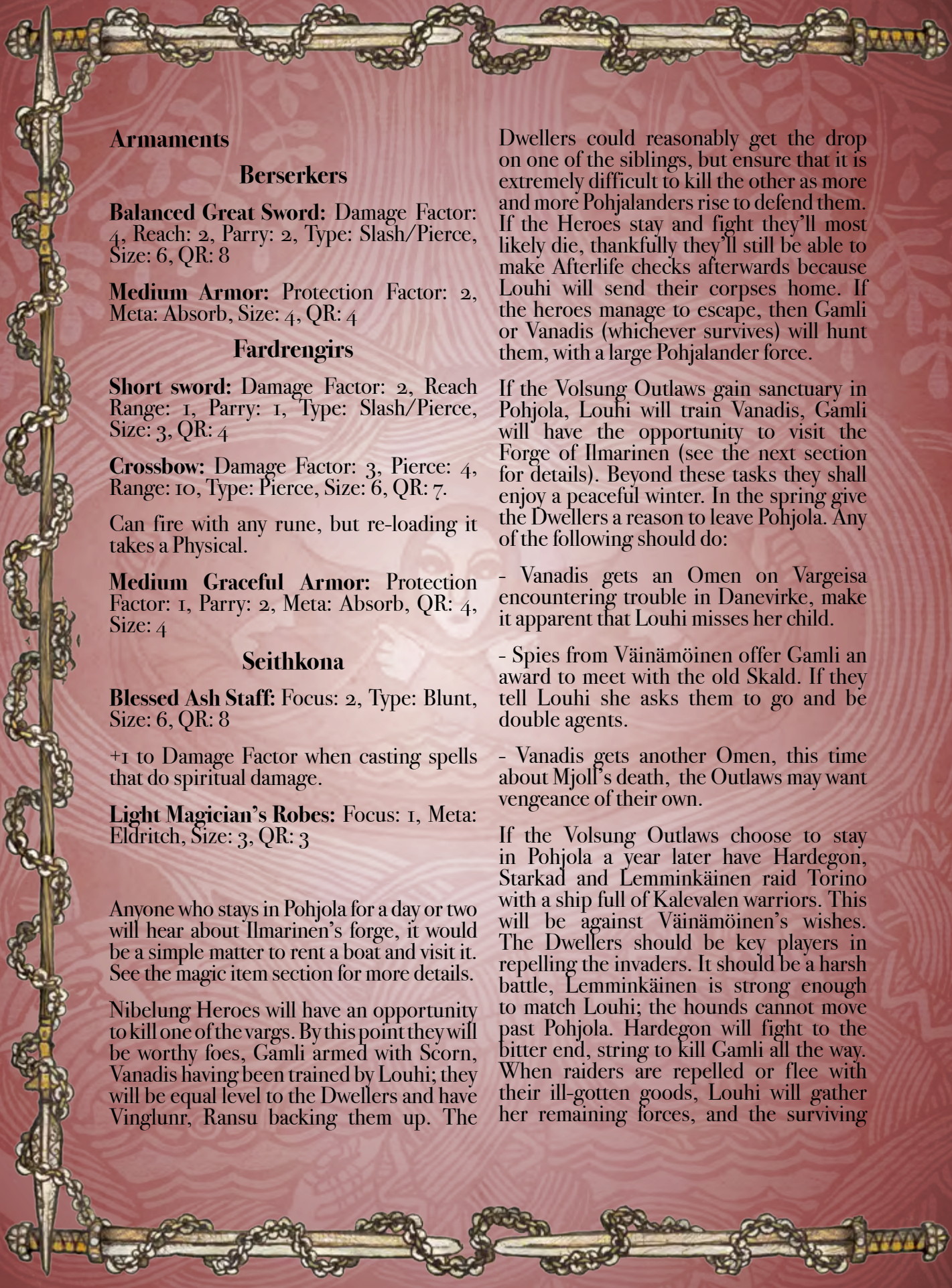
Wondrous Effect: This crossbow can shrink to size 1 for storage purposes. Can return to its normal size in an instant for use. Yes, it can be shrunk with a bolt already primed.

Water Dancer: Louhi Enchanted Light Armor: Protection Factor: 2, Parry: 2, Meta: Absorb, Size: 3, QR: 10

Infused Skill: Swim 2.

The Heroes of Pohjola (Level 15 Berserkers, Fardrengs or Seithkona)

Pohjola has been home to many heroes, the Norn should feel free to create a few, with their own goals and motivations. Niklas, Vilma (from the novel) and Louhi's two other daughters are among them. In a Nibelung Hero campaign, Ransu would be one. The Norn could even throw in Joukahainen (Skald Level 24), Väinämöinen's unworthy rival. These Denizens should provide challenges for the Dwellers, or even a worthy battle, but they must be cautious, protracted clashes could draw attention of the rest of the city.



Armaments

Berserkers

Balanced Great Sword: Damage Factor: 4, Reach: 2, Parry: 2, Type: Slash/Pierce, Size: 6, QR: 8

Medium Armor: Protection Factor: 2, Meta: Absorb, Size: 4, QR: 4

Fardrengirs

Short sword: Damage Factor: 2, Reach Range: 1, Parry: 1, Type: Slash/Pierce, Size: 3, QR: 4

Crossbow: Damage Factor: 3, Pierce: 4, Range: 10, Type: Pierce, Size: 6, QR: 7.

Can fire with any rune, but re-loading it takes a Physical.

Medium Graceful Armor: Protection Factor: 1, Parry: 2, Meta: Absorb, QR: 4, Size: 4

Seithkona

Blessed Ash Staff: Focus: 2, Type: Blunt, Size: 6, QR: 8

+1 to Damage Factor when casting spells that do spiritual damage.

Light Magician's Robes: Focus: 1, Meta: Eldritch, Size: 3, QR: 3

Anyone who stays in Pohjola for a day or two will hear about Ilmarinen's forge, it would be a simple matter to rent a boat and visit it. See the magic item section for more details.

Nibelung Heroes will have an opportunity to kill one of the vargs. By this point they will be worthy foes, Gamli armed with Scorn, Vanadis having been trained by Louhi; they will be equal level to the Dwellers and have Vinglunr, Ransu backing them up. The

Dwellers could reasonably get the drop on one of the siblings, but ensure that it is extremely difficult to kill the other as more and more Pohjalanders rise to defend them. If the Heroes stay and fight they'll most likely die, thankfully they'll still be able to make Afterlife checks afterwards because Louhi will send their corpses home. If the heroes manage to escape, then Gamli or Vanadis (whichever survives) will hunt them, with a large Pohjalander force.

If the Volsung Outlaws gain sanctuary in Pohjola, Louhi will train Vanadis, Gamli will have the opportunity to visit the Forge of Ilmarinen (see the next section for details). Beyond these tasks they shall enjoy a peaceful winter. In the spring give the Dwellers a reason to leave Pohjola. Any of the following should do:

- Vanadis gets an Omen on Vargeisa encountering trouble in Danevirke, make it apparent that Louhi misses her child.

- Spies from Vänämöinen offer Gamli an award to meet with the old Skald. If they tell Louhi she asks them to go and be double agents.

- Vanadis gets another Omen, this time about Mjoll's death, the Outlaws may want vengeance of their own.

If the Volsung Outlaws choose to stay in Pohjola a year later have Hardegong, Starkad and Lemminkäinen raid Torino with a ship full of Kalevalen warriors. This will be against Vänämöinen's wishes. The Dwellers should be key players in repelling the invaders. It should be a harsh battle, Lemminkäinen is strong enough to match Louhi; the hounds cannot move past Pohjola. Hardegong will fight to the bitter end, string to kill Gamli all the way. When raiders are repelled or flee with their ill-gotten goods, Louhi will gather her remaining forces, and the surviving



Dwellers, to attack Kalevala in an all or nothing battle.

For the unscrupulous there is plenty to rob in Pohjola, thanks to the Sampo gold is everywhere. A few clever Verbal Manipulation, Feather Fingers or even Drinking and Wenching checks (for gambling), will result in seizing a small fortune, up to a max of 5,000 skatt per Dweller.

THE SARIOLA

Mount Sariola is Louhi's domain. Though the dark mountain looks wild and is lined with caves, the inside is a maze of smooth, well-lit stone corridors. Dwellers will find spacious, luxurious living quarter, pleasant hot springs, ominous ritual chambers, and illusionary floors that open into pits of snakes. Ghostly, unseen watchmen wander the halls; they'll kill anyone (Except Louhi) who gets close to the Sampo (DoTN 157). It takes a Navigation 5 check to find the Sampo, Navigation 3's good enough to find Vanadis or Louhi.

Louhi, Mistress of Pohjola (Level 36) **Seithkona - Troll Blooded - See DoTN 64)**

Louhi is an ancient witch and enemy of Väinämöinen. Her oldest daughter, the Rainbow Maiden, was married to the ancient minstrel's brother Ilmarinen in exchange for the Sampo of Prosperity. The Kalevalen hero Lemminkäinen stormed in after the wedding and killed Louhi's husband before she drove him off. A few years later the Rainbow Maiden was murdered in Kalevala, Louhi blamed both Ilmarinen and Väinämöinen for not

protecting her. Years later a distraught Ilmarinen kidnapped Louhi's youngest in an attempt to replace his wife, she was lost, never to be seen again. Finally Louhi laid a curse on her second youngest daughter, Vargeisa the Fire Wolf, so she can never return home. This was done in error. Louhi's mood these days is very dark, it's best not to cross her.

Louhi is an old woman with a long face, wrinkled features and a commanding air. She usually dresses in black with strange silver symbols weaved in the cloth of her attire. She carries a cane with a carved black eagle head on it. Seithkona will catch glimpses of the numerous spirits who attend her, including her slain husband and the torn and bloody Rainbow Maiden.

If it is needed, Louhi can assume the form of an enormous Black Eagle. She's keeps her level. Her size becomes 24. She loses her active powers but can fly at 54 and her claws do 21 P damage. She can carry 50 warriors on her back without losing speed. She'll turn back at the next sunrise/sunset, and then she won't be able to assume this form again until after the next full moon.

Louhi will see all visitors, who haven't snuck in, in her hall in Pohjola. Louhi will automatically assume they're spies. If the Dwellers got on Sallie's good side she'll speak to her mother on their behalf and Louhi will hear them out. If they barely got along with Sallie she will remain silent and back any judgment her mother invokes on the Dwellers. Louhi's ultimate reaction will depend on what the Dwellers want; use the following as a guide:

Volsung Outlaws ask for sanctuary:

If Sallie spoke on their behalf and they speak truthfully without a hint of



disrespect or deceit: Yes, after a roleplay session where it seems they might be killed at any moment. Vanadis must undergo training in Sariola.

If Sallie did not. Etiquette: 2 or Verbal Manipulation: 4 to convince Louhi not to kill them and allow sanctuary.

The Nibelung Heroes ask for the Volsung's heads!

Sallie won't speak for them.

Etiquette: 2 or Verbal Manipulation: 4 to be banished from Pohjola and not killed.

The Nibelung Heroes ask for sanctuary and do not mention they are hunting the Volsung.

If Sallie speaks on their behalf. Etiquette: 3 or Verbal Manipulation: 5

If she did not. Etiquette: 4 or Verbal Manipulation: 5

The Dwellers demand the Sampo of Prosperity!

Louhi has a good laugh and then attempts to murder them on the spot.

The Dwellers attempt to use Intimate on Louhi.

Louhi scoffs and then attempts to murder them on the spot.

Armaments

Eagle Head Cane: Focus: 6, Type: Blunt, Size: 2, QR: 18

Robes of Midnight - Heavy Divine Robes: Protection Factor: 3, Focus: 2, Size: 3, QR: 12

The Spectral Guardians of the Sariola (Level 12 Seith Aberrations)

Louhi has bound 50 powerful spirits as guardians in the Sariola. They drift silent and unseen by all except seithkona. In the outer levels they are nonthreatening, watchful and report all they see to their mistress. In the inner levels, they'll warn uninvited Dwellers off. If the Dwellers do not take heed they will manifest and attack. When she is and about in Pohjola, Louhi can take 5 of these guardians with her. These guardians cannot go beyond Pohjola though. In spirit form they look like who they were in death, floating, and ever watchful corpses. When manifested, they are twisted beings with many limbs.

The Thralls of the Sariola (Level 6 Zealots)

Louhi buys the thralls who prove themselves loyal and skilled. She takes them to live in the Sariola for the rest of their lives. They work hard but are treated well. There are 20 of them serving in the Sariola. Some are extremely loyal to her, others find bondage in grandeur is no substitute for freedom. The thralls will tend Louhi's guests in the Sariola, but they will not fight off invaders. Befriending one may be the best way into the mountain. Those who dress and act like them could be overlooked by the guardians.

It would take Disguise at level 3, or level 2 if one of the slaves is helping the Dwellers.

The thralls do not have Active or Passive Powers.

Handle Vanadis' training and the Outlaws winter in Pohjola as a series of 5 short scenes over the period of one winter. The first being Louhi killing her and bringing her back, this will involve a short confrontation with Dorte for 2

rounds that Vanadis has to survive. You can then throw in the confrontation with her mother, which should be roleplayed out and require Commune with Dead check at 2-3 to survive. Scenes 2-4 should involve vignettes from each of the Dwellers, showing what they do and how they grow in their stay in Sariola. Gamli's confronting the Forge of Ilmarinen should happen at this time. If Vanadis and Gamli have locked powers, unlock them all over these few scenes. At the end of the training, scene 5, Vanadis will tasked with vanquishing a Seith Aberration.

Wise Nibelung Heroes should not step into the Sariola, unless they have something to mask themselves from spirits they'll be caught and hunted. They'll have a far easier time finding and confronting Gamli in Pohjola (see the last section).

For reckless Dwellers who somehow manage to sneak or trick their way into the Sariola, if they can navigate it, it can offer many treasures. The store rooms combined have 1,200,000 skatt in gold, more wealth than anyone can carry. There are also magic items in the various vaults and ritual chambers. Here's what can be found:

Book of Dreams. (DoTN 143).

20 Candles of Spirits (DoTN 146). Louhi makes these in her spare time.

Three 120 feather Cloaks of Capling. (Ragnarok 306).

20 Emberwylde Lanterns. (Ragnarok 307)

Lodungr (Ragnarok 308) – Louhi is usually wearing it.

Kiss (DoTN 151) – Louhi will give this to whoever marries one of her daughters. It's a black joke, should the husband ever prove unworthy, she will kill him.

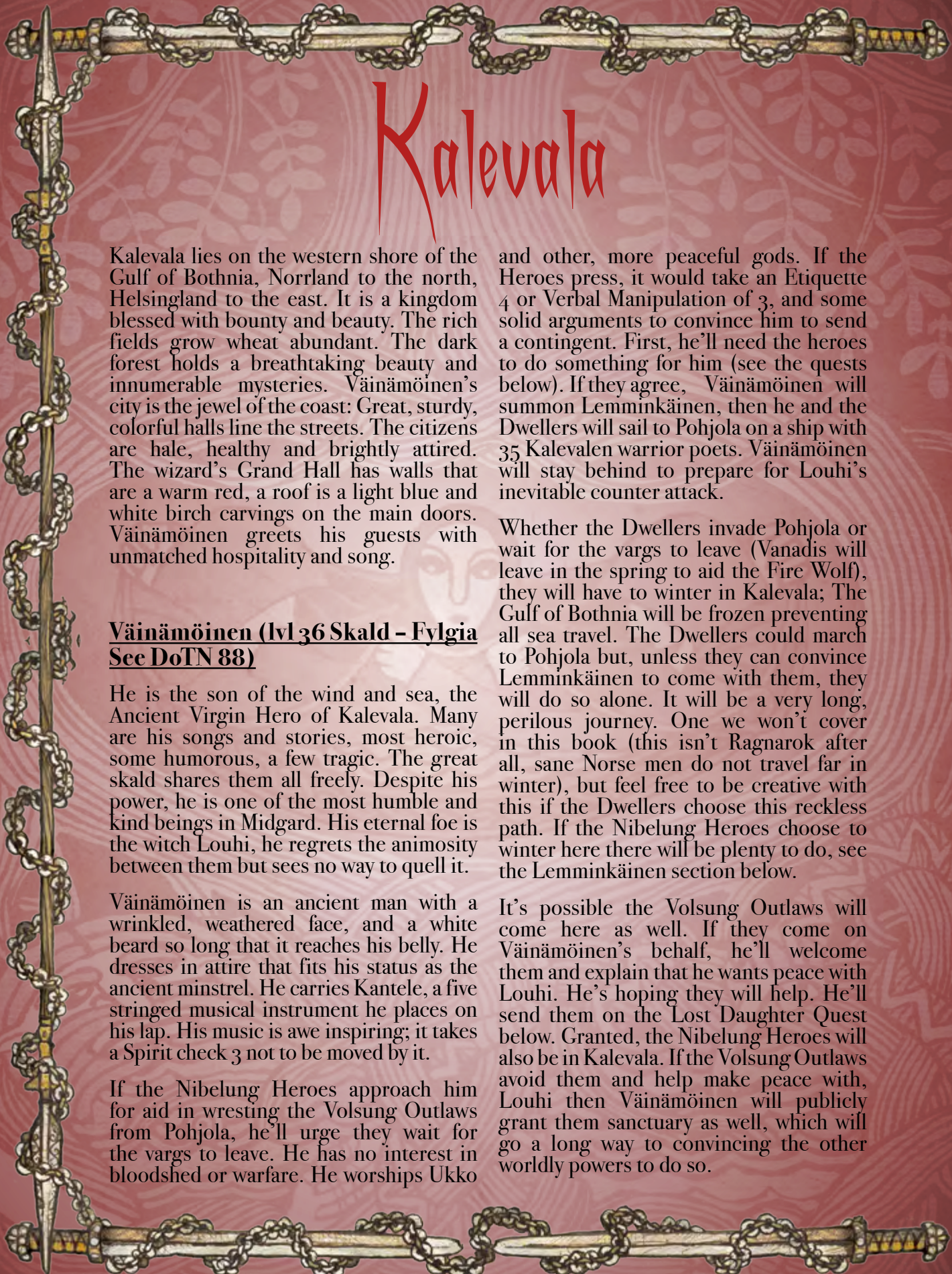
The Musical Maul (Ragnarok 308) – A toy Louhi made to spite Väinämöinen, she may give this to a worthy hero.

Mushrooms of Dreams (DoTN 152) – They grow along the base of the Sariola.

Three Suits of Navigator's Mail stolen from Kalevala (DoTN 153).

Three Sägen Forandre Stones (DoTN 156) – Special gifts for Väinämöinen.





Kalevala

Kalevala lies on the western shore of the Gulf of Bothnia, Norrland to the north, Helsingland to the east. It is a kingdom blessed with bounty and beauty. The rich fields grow wheat abundant. The dark forest holds a breathtaking beauty and innumerable mysteries. Väinämöinen's city is the jewel of the coast: Great, sturdy, colorful halls line the streets. The citizens are hale, healthy and brightly attired. The wizard's Grand Hall has walls that are a warm red, a roof is a light blue and white birch carvings on the main doors. Väinämöinen greets his guests with unmatched hospitality and song.

Väinämöinen (lvl 36 Skald - Fylgia See DoTN 88)

He is the son of the wind and sea, the Ancient Virgin Hero of Kalevala. Many are his songs and stories, most heroic, some humorous, a few tragic. The great skald shares them all freely. Despite his power, he is one of the most humble and kind beings in Midgard. His eternal foe is the witch Louhi, he regrets the animosity between them but sees no way to quell it.

Väinämöinen is an ancient man with a wrinkled, weathered face, and a white beard so long that it reaches his belly. He dresses in attire that fits his status as the ancient minstrel. He carries Kantele, a five stringed musical instrument he places on his lap. His music is awe inspiring; it takes a Spirit check 3 not to be moved by it.

If the Nibelung Heroes approach him for aid in wresting the Volsung Outlaws from Pohjola, he'll urge they wait for the vargs to leave. He has no interest in bloodshed or warfare. He worships Ukko

and other, more peaceful gods. If the Heroes press, it would take an Etiquette 4 or Verbal Manipulation of 3, and some solid arguments to convince him to send a contingent. First, he'll need the heroes to do something for him (see the quests below). If they agree, Väinämöinen will summon Lemminkäinen, then he and the Dwellers will sail to Pohjola on a ship with 35 Kalevalen warrior poets. Väinämöinen will stay behind to prepare for Louhi's inevitable counter attack.

Whether the Dwellers invade Pohjola or wait for the vargs to leave (Vanadis will leave in the spring to aid the Fire Wolf), they will have to winter in Kalevala; The Gulf of Bothnia will be frozen preventing all sea travel. The Dwellers could march to Pohjola but, unless they can convince Lemminkäinen to come with them, they will do so alone. It will be a very long, perilous journey. One we won't cover in this book (this isn't Ragnarok after all, sane Norse men do not travel far in winter), but feel free to be creative with this if the Dwellers choose this reckless path. If the Nibelung Heroes choose to winter here there will be plenty to do, see the Lemminkäinen section below.

It's possible the Volsung Outlaws will come here as well. If they come on Väinämöinen's behalf, he'll welcome them and explain that he wants peace with Louhi. He's hoping they will help. He'll send them on the Lost Daughter Quest below. Granted, the Nibelung Heroes will also be in Kalevala. If the Volsung Outlaws avoid them and help make peace with, Louhi then Väinämöinen will publicly grant them sanctuary as well, which will go a long way to convincing the other worldly powers to do so.



If, for some reason, the Volsung Outlaws come here first, (perhaps hoping that Väinämöinen's famed kindness will help them), he will listen to their pleas. Hardegon will also arrive and state his case. A truce will be declared while Väinämöinen hears each side of the story and then spends the night to think on it. During this time the Volsung Outlaws are free to try to assassinate Hardegon. If such a plan fails, they'll have to flee. If they wait, Väinämöinen will wake them early and have them attempt the Lost Daughter Quest. After this, they'll have to flee to Louhi with the Nibelung Heroes hot on their heels. However, if they succeed in broaching peace they'll have homes in both Kalevala and Pohjola.

Armaments

Heart of Kalevala – Longsword: Damage Factor: 2, Focus: 2, Reach: 1, Parry: 3, Type: Slash/Peirce, Size: 3, QR: 12

Kantele of the Sea: Focus: 4, Size: 5, QR: 16

Wondrous Effect: Apply 2 free Area metas to any Spell Song cast through this instrument.

Cloak of the Sea – Medium Ceremonial Garb: Focus: 2, Parry: 4, Size: 3, QR: 10

Lemminkäinen (lvl 36 Berserkir - Troll Blooded)

Lemminkäinen is Kalevala's mightiest warrior. He is excessively brave, violent and reckless. His mother is a powerful Jotun witch who ruled a hidden kingdom, but it was brought to ruin by Louhi after Lemminkäinen crashed a wedding and killed the King of Pohjola. Now reckless Lemminkäinen lives in Väinämöinen's domain. Despite their differences, the warrior and wizard get along. Fortunately Kalevala is rich enough to support Lemminkäinen's voracious appetite.

Lemminkäinen is a warrior as broad as three men. He has wild brown hair and beard. He is always bedecked in copper chain mail. He carries a massive longsword. On his head is a tiny (for him) horned helmet; it is ridiculous and many laugh at his expense. However, Lemminkäinen will cut anyone down who mocks him to his face; because of this many also call him handsome.

If the Nibelung Heroes winter in Kalevala, Väinämöinen will employ them to keep Lemminkäinen busy. He is a mighty, but dangerous companion. It only takes a Verbal Manipulation of 1, with kind or clever words to keep him civil but one must do it constantly. If he's under the Rage condition there's no reasoning with him, best let him do what he will. While Lemminkäinen is reckless, violent and eccentric; he is not stupid. If he discovers an insult, he'll slaughter the one who spoke it.

Armaments

Blade of the Reckless One's Father – Great sword: Damage Factor: 8, Range: 4, Type: Slash/Peirce, Size: 8, QR: 12

Jotun Bound Copper Mail – Heavy Armor: Protection Factor: 4 Parry: 2, Meta: Absorb, Size: 6, QR: 10

Here are the Quests that Väinämöinen will send the PCs and Lemminkäinen on. Choose as many of them as you wish or make up your own.

- Väinämöinen has made a pact with the bear god Osto. He'll incarnate deep in the forest every winter to challenge Lemminkäinen. Lemminkäinen and the party must enter the forest and slay him (don't worry, Osto will recover). It'll take Lemminkäinen five days to track him. If the Dwellers help they can cut off a day with a Tracking check of 2, or three days with a Tracking check of 4. On each day



they'll run into peaceful Denizens of the forest such as lost benign spirits (Haugbui level 6, Ragnarok 206), a family of bears (level 9, Ragnarok 212), some Troll traders (level 9, Ragnarok 222), Forest Priests (level 6 Zealots, Ragnarok 228) and a kindly Ent laden with honey (level 18, DoTN 200). Lemminkäinen will find a reason to kill all of them. The Dwellers can dissuade him with Verbal manipulation but the difficulty to do so gets 1 higher every day, as the Reckless One gets more and more anxious to kill something. When they face Osto he will take the form of a level 30 Bear (Ragnarok 121), with lots of Runes to soak up damage. If the Dwellers managed to keep Lemminkäinen from killing the bears or the Ent, Osto will put up a good fight but won't try to murder anyone. However, if the Dwellers failed to save the bears or Ent from the Reckless One, Osto will meet them as a level 40 bear-shaped Broghild (DoTN 168), and try to rip them all to shreds.

- Long ago, Lemminkäinen married fair Kylikki but the two divorced when it became clear that Kylikki would not sit idle in Lemminkäinen's home, and Lemminkäinen would not give up warfare. It is Kylikki's birthday and, since she's loved by the people of Kalevala, Väinämöinen asks the Dwellers present his gift to her; a beech-wood harp that plays on its own. When the Dweller's arrive they find Kylikki to be a gracious hostess. It takes an Etiquette check of 1 for them not to make asses of themselves. Kylikki will be drawn to the gentlest of the Dwellers. Lemminkäinen will be watching from afar and notice this. Perception 2 to see the Reckless One watching in the distance. When Kylikki gets too close Lemminkäinen will crash the party and demand the Dweller's head. It will take a few Verbal Manipulation checks of 1-3, and some fancy reasoning to calm him down before he lays waste to the party. Kylikki (level 15 Maiden of Ratatosk}, will aid the Dwellers in calming her former husband.

- A Norrland Karl by the name of Jarnskeggi has despised Kalevala for years. He's famous

for attempting to raid her twice before. Each time he was repelled by Väinämöinen, who spared his life and sent him home like a defeated dog. This winter Jarnskeggi held a great feast for Managarm, demanding his aid in bringing low the Kalevalen Heroes. Managarm answered his demand by transforming him, and his entire town into wolves. Ever since then, they've been raiding the Kalevalen outskirts, slaughtering everyone with the ill luck to cross their path. Väinämöinen has called the Dwellers and Lemminkäinen to retaliate. Väinämöinen, Lemminkäinen and the Dwellers will work together to track the pack. There's no need for any Tracking checks, no matter what, they'll find the wolves deep in a forest. However, just before the war band strikes, one of Väinämöinen's servants reveals himself to be a spy from Pohjola. He strikes Väinämöinen with a Sägen Forandre Stone (DoTN 156) which undoes his magic. The wolves attack, Lemminkäinen defends his friend by himself and orders the Dwellers to attack the pack leader. Jarnskeggi the wolf is level 18 (Ragnarok 266). The other wolves are each level 9 but there are at least 2 per Dweller, along with the dozen or so that Lemminkäinen faces. If the Dwellers survive they will find Väinämöinen recovered and Lemminkäinen wounded but alive. The old wizard takes the Dwellers home to celebrate, at the end of the celebration he bestows a gift upon the Dwellers, choose one from Magic Items section.

Ilmarinen (level 36 Blacksmith - Fylgia)

Ilmarinen is the brother of Väinämöinen, and a wonder smith to rival Wayland. It was he who forged the famous Sampo. He was the husband of the beautiful Rainbow Maiden. His life seemed charmed until her murder at the hands of his slave Kullervo. Her loss drove him mad; he even went to Pohjola and stole away Louhi's youngest to be his bride. When she rebuked him he turned her into seagull. Now he sits alone in his empty hall mourning and drinking. Many times he has thought of



stealing back the Sampo, but, so far, he is too forgone in misery.

Ilmarinen is younger than Väinämöinen, where Väinämöinen is wrinkled and long bearded, Ilmarinen is still in his prime. His light brown hair and beard is tangled and matted, his belly is round from lying about, his demeanor is sour. There are no more treasures in his dismal, empty hall; they were all stolen and he cares not. Väinämöinen has tried to rouse him several times, and will try several more, but for now Ilmarinen is lost and hopeless.

The Dwellers are free to seek him out, his hall is no secret but all will warn them that speaking with him is useless. If the Dwellers ask for his aid, try to purchase his skills, or even simply try to cheer him up, it'll be very difficult. Don't make it impossible though. With enough persistence, and with using the proper Verbal Manipulation and Perform checks over the entire winter, one might convince him to rise. Simply finding another wife won't work, he can be convinced to marry again but it'll never work out until he learns to let his former love go. If the Dwellers do cheer him up, Ilmarinen will forge them something wondrous. See the magic Item section for Ilmarinen's gift.

Armaments

None, in his grief and madness he destroyed them all. If he ever pulls himself together he'll be able to make wondrous new ones quickly indeed.

THE LOST DAUGHTER QUEST

Väinämöinen knows that Louhi's youngest is still alive, and he has tried to return her to her mother. However, the Seagull Maid has evaded his every attempt to speak with, or catch her. She simply does not trust anyone in Kalevala and is too ashamed of her current form to head home. Väinämöinen tasks the Dwellers with finding the Seagull Maid and

returning her to Louhi, who will be able to break the curse. To complete this quest the must let Louhi know who sent them on this mission; Väinämöinen hopes this will drop the animosity between their two kingdoms. The Seagull Maid has sequestered herself on a high cliff overlooking the bay of Bothnia, north of Kalevala. She dwells deep inside a cave. The cave is home to a powerful Snow Serpent (level 21, DoTN 224), who loves her company, but has an insatiable taste for human flesh; Thankfully the Seagull Maid is no longer human. Scaling the cliff should be difficult, a few Athletics checks 1-2, to get up there. At the cave mouth they'll hear the maid singing. That'll lure them inside and the Snake will try to kill them. If they survive they'll need to capture (Athletics 3) or talk (Verbal Manipulation 2) her into sailing with them. If they fail, she escapes, unless they shoot her down, in which case they will find in Louhi a great foe. If they succeed they'll need to gain an audience with Louhi (see Pohjola above), if they do and present their case, she will forgive Väinämöinen. She'll also give each a magic item from her hoard in the Sariola and joyously declare that they are welcome in her domain whenever they choose to visit. There will be a big celebration. If they are Nibelung Heroes, Louhi will hand over Gamli but claim Vanadis died in her training. Later the very much alive Vanadis will enact her vengeance. If they are Volsung Outlaws they will gain unassailable sanctuary in both the lands of Kalevala and Pohjola. If the Outlaws choose to stay, Hardegon will be unable to touch them and the campaign ends here. If they choose to gather a force and face him, then things will continue in a much more Icelandic saga fashion.

Starkad Truvorson (level 15 Galdri)

Starkad is Jarl Truvor's younger son. He grew up wiser than his brother but no less daring. Long ago Gudrn the Blood Queen secured



a runic tablet for her Nibelung tribe, its mysteries however had been locked. Truvor, seeing it as a thing of ill omen, kept it locked away. Starkad, seeing this as a waste, stole the tablet and brought it to Danevirke; He had heard Drafli the Eye could translate such magic. Drafli did so and also made Starkad his apprentice. However, the young Nibelung looked too deep into the dark magic that built the wall and went mad. He fled Danevirke and was found by his brother. Hardegong brought him first to Mjoll the Gentle, but her magic could only heal him by making him forget. Hardegong would not have that, so he brought Starkad to Väinämöinen. The old wizard agreed to help and Hardegong awarded him a princely sum for it. It's been many weeks since and Starkad has regained his sanity.

Starkad is a handsome man with neat black hair and beard. He's has a scholar's build but a warriors courage. He's not afraid to show the might he gained in runes. He's loyal to his brother and Väinämöinen, though this loyalty is not blind; If he thinks his brother's being foolish, he'll say so.

In a Nibelung Hero campaign Starkad may very well be a Dweller, in which case he's on the path to mastering his madness, also he starts out at level 9, like everyone else. If he's not a Dweller he is now fully sane and will aid Hardegong in whichever way he can for he has the same desire for vengeance burning inside him.

In a Volsung Outlaw campaign Starkad can be reasoned with. If the Dwellers bring it up as a mater legality, a Verbal Manipulation or Etiquette check of 2 will convince him that Steinarr's death was the result of accidental killing, and not a murder. If the Outlaws agree to bring this before his father and the lawgiver, he'll try to talk reason with Hardegong. This will go

poorly, Hardegong will kill Starkad rather than give up his vengeance.

Armaments

Fine Short Sword: Damage Factor: 1, Reach: 1, Parry: 3, Type: Slash/Peirce, Size: 3, QR: 5

Fine Medium Ceremonial Garb: Focus: 2, Parry: 1, Size: 3, QR: 7

The Warrior Poets of Kalevala (lvl 15 Skalds)

There are many heroes in Kalevala. All have a bit of song magic, but none are quite the master that Väinämöinen is. These heroes are free and strong. They'll all rally to the cause of Kalevala, but are not beyond helping the Nibelung Heroes or the Volsung Outlaws, if there's a good reason to do so.

Armaments

Song Sword – Longsword: Damage Factor: 2, Focus: 1, Reach: 1, Parry: 1, Type: Slash/Peirce, Size: 3, QR: 7

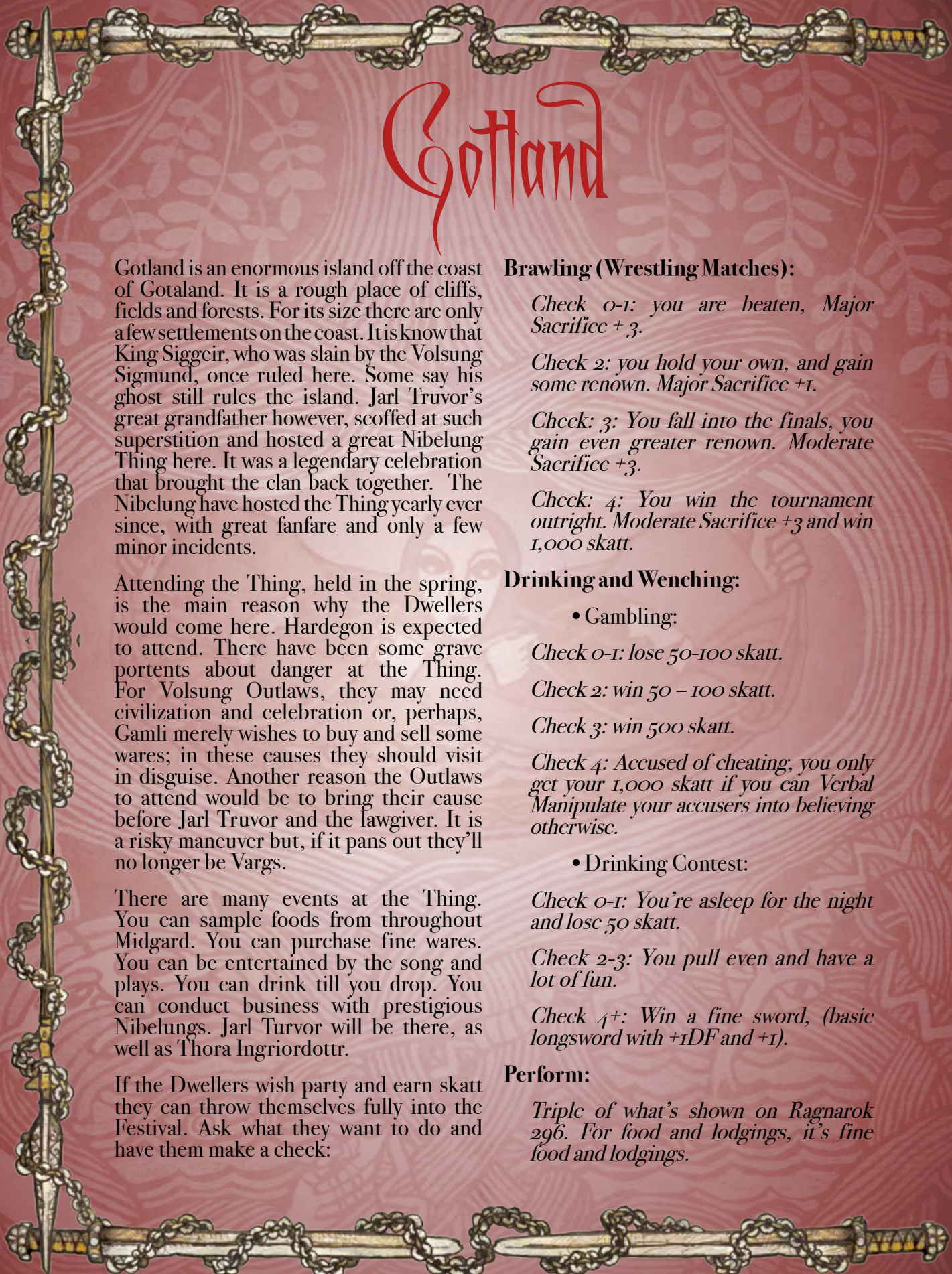
Crossbow: Damage Factor: 3, Peirce: 2, Range: 10, Type: Pierce, Size: 6

You can fire it with any rune, but re-loading it takes a Physical.

Medium Graceful Armor – Protection Factor: 1, Parry: 2, Size: 4, QR: 4

If the characters wish to rob Kalevala they'll find the pickings rich. They can get about 1,000 skatt per Dweller if they're cunning with Feather Fingers or Drinking and Wenching (gambling). Like Louhi, Väinämöinen also has access to a few magic items:

- **5 Bags of Sustenance** (DoTN 114)
- **5 Hledjolfir amulets** (Ragnarok 308) – Väinämöinen is wary of traps.
- **Caliburn – One of Wayland's Blades** (DoTN 161) – Little known story, Väinämöinen once wooed the Lady of the Lake, a blade was driven into him for his troubles, this one. He keeps it safe for someone worthy.
- **Mushrooms of Dreams** (DoTN 152) – Grow deep in the forests of Kalevala
- **2 Suits of Navigator's Mail** (DoTN 153)
- **20 Sun Stones** (DoTN 159)
- **20 Weapons Forged by Ilmarinen as a child** – They are equal to Damascus steel (Ragnarok 307)



Gotland

Gotland is an enormous island off the coast of Gotaland. It is a rough place of cliffs, fields and forests. For its size there are only a few settlements on the coast. It is known that King Siggeir, who was slain by the Volsung Sigmund, once ruled here. Some say his ghost still rules the island. Jarl Truvor's great grandfather however, scoffed at such superstition and hosted a great Nibelung Thing here. It was a legendary celebration that brought the clan back together. The Nibelung have hosted the Thing yearly ever since, with great fanfare and only a few minor incidents.

Attending the Thing, held in the spring, is the main reason why the Dwellers would come here. Hardegon is expected to attend. There have been some grave portents about danger at the Thing. For Volsung Outlaws, they may need civilization and celebration or, perhaps, Gamli merely wishes to buy and sell some wares; in these causes they should visit in disguise. Another reason the Outlaws to attend would be to bring their cause before Jarl Truvor and the lawgiver. It is a risky maneuver but, if it pans out they'll no longer be Vargs.

There are many events at the Thing. You can sample foods from throughout Midgard. You can purchase fine wares. You can be entertained by the song and plays. You can drink till you drop. You can conduct business with prestigious Nibelungs. Jarl Truvor will be there, as well as Thora Ingriordottr.

If the Dwellers wish party and earn skatt they can throw themselves fully into the Festival. Ask what they want to do and have them make a check:

Brawling (Wrestling Matches):

Check 0-1: you are beaten, Major Sacrifice +3.

Check 2: you hold your own, and gain some renown. Major Sacrifice +1.

Check: 3: You fall into the finals, you gain even greater renown. Moderate Sacrifice +3.

Check: 4: You win the tournament outright. Moderate Sacrifice +3 and win 1,000 skatt.

Drinking and Wenching:

• Gambling:

Check 0-1: lose 50-100 skatt.

Check 2: win 50 - 100 skatt.

Check 3: win 500 skatt.

Check 4: Accused of cheating; you only get your 1,000 skatt if you can Verbal Manipulate your accusers into believing otherwise.

• Drinking Contest:

Check 0-1: You're asleep for the night and lose 50 skatt.

Check 2-3: You pull even and have a lot of fun.

Check 4+: Win a fine sword, (basic longsword with +1DF and +1).

Perform:

Triple of what's shown on Ragnarok 296. For food and lodgings, it's fine food and lodgings.



Feather Fingers:

Check 0-1: caught, Nibelung warriors will try to capture you and bring you before the Jarl.

Check 2: Get away with 50 skatt.

Check 3: Get away with 100 skatt.

Check 4: Get away with 150 skatt plus a potent criminal dagger, +1 focus to what it already has.

Verbal Manipulation:

Check 0: You earn the reputation as a cheat or boor.

Check 1: You con some folks out of 50 skatt or become known as an eloquent speaker.

Check 2-3: You con some folks out of 500 skatt and/or become the life of the Thing.

Check 4-5+: You con some folks out of 500 skatt and a Nibelung noble (a nephew or niece of Truvor) wishes to marry you.

There are plenty of opportunities to spend skatt, any Dweller who spends over 100 skatt on luxuries: fine food, drink and entertainment, will be blessed by Frey; they'll get to Wyrd 1 extra rune until they leave Gotland. All manner of practical goods are for sale including weapons and armor. Magic items are rare enough among the Nibelung that they won't sell them for any price. However, you can find some interesting things with Krumr and Zaidaan.

Krumr Vingfusson (level 18 Stalo)

Krumr is the head of a rich merchant family in Gotland. He was raised to take over for his father Vingfus, both as a merchant and spiritual leader; his clan secretly holds loyalty to the Fire Jotun King Surt. Krumr excelled in making money, he cared nothing for theology. He succeeded his father and multiplied his father's wealth many times over, thanks to allying himself with the eastern merchant Zaidaan. He learned faith when his rivals locked him, Zaidaan, and their followers in a hall in Kaupang and then set it ablaze. Surt appeared and spared Krumr in return for the faith and sacrifice his family had given. Zaidaan was spared because he had struck a deal with the Jotun King. Ever since this time, Krumr has secretly dedicated his life and wealth to the Jotun cause.

Krumr is a broad shouldered man with greying brown hair and beard. He carries himself in a terse, no-nonsense manner, unless he's haggling, then his eyes light up and he can smooth talk with the best of them. He is a deeply, intelligent and thoughtful man, willing to discuss politics and philosophy with those he respects. He dresses in a manner that befits his wealth, often wearing full chainmail and carrying a sword. These are not just decoration; Krumr knows all too well that one must defend his wealth. While his father has passed his mother Solvar still lives. He has two brothers, Avaldi and one now known only as Bear. He has a young sister, Grima. He is married to Kaolin. He has a son Vemundr and a daughter Marthe.

Armaments

Longsword: Damage Factor: 3, Reach: 1, Parry: 2, Size: 4, QR: 6

Chain Mail – Heavy Armor: Protection Factor: 3, Parry: 1, Size: 5, QR: 7

Zaidaan Navin Pran Sharma
(level 18 Stalo)

Zaidaan is a savvy merchant from India. He comes from minor nobility; his family has a lot of old money. Zaidaan was raised with the best education and grew curious of the world. As a young man he started traveling and has continued so ever since. His escapades have brought even greater wealth to his family. He met Krumr on the Volga Trade route, and they became inseparable partners.

Zaidaan is a swarthy man with a neat black hair and a well-groomed short mustache and beard. To the women of Midgard he is exotic and charming. He's he has a keen mind and can read, write and speak several languages. He's more exuberant than Krumr, his joy in life is catchy. He dresses in fine silks as befits his station. His parents, Prabhu and Vina are alive and well. His wife is named Meera; they have no children, Zaidaan has rarely been home.

The deal Zaidaan made with Surt was that he would give his greatest treasure, the Bronze Cube, a gift from his grandmother, to a man who walked with a dragon: Gamli. If he encounters Gamli, he'll do everything in his power to pay his debt. Zaidaan is not a religious man but he is an honorable one.

Armaments

Scimitar – Damage Factor: 4, Reach: 1, Parry: 1 Type: Slash, Size: 4 QR: 6

Fine Medium Graceful Armor – Protection Factor: 1, Parry: 3, Meta: Absorb, Size: 3, QR: 5

Zaidaan has set up an exotic tent to sell his and Krumr's wares. In addition to fine jewelry and fancy nick-knacks they also sell:

Candle of Spirits 10 (DoTN 146).
Cost: 50 each.

Damascus Steel Weapons (Ragnarok 306)

- 2 **Battle Axes**. Cost: 1,250 each.

- **Longsword**. Cost: 5,250.

- **Holy Ink** (Same as Woods of Power, DoTN 163), Applications: Blue 1, Black: 2, Red: 1, Green: 3. Cost: 300 per application.

Fine set of clothes and jewels (12 Sets):
75 per set.

Kingly set of clothes and jewels (3 sets):
150 per set.

Moderate Potion of Healing (Heal +6)
12 draughts. Cost: 200 per draught.

Realm Ores (DoTN 338)

- Star Meteorite, 10 QR. Cost: 100/QR.

- Red Gold, 10 QR. Cost: 300/QR.

- Mead Iron, 5 QR. Cost: 500/QR.

- Molten Core, 5 QR. Cost 200/QR.

Rok Feathered Cloak (Like a Cloak of Capling, 100 feathers): Cost 5,000

Sunstones 5 (DoTN 135). Cost: 100 each.

Gamli gets everything at 1/2 off.

Snagging (Feather Fingers) items from under Krumr and Zaidaan's noses requires a check of 2, 3 for a weapon. Failure means Krumr, Zaidaan and their 12 guards (use Nibelung Warriors) try to kill the Dwellers. If the Dwellers survive they might also be able to nick 10,000 skatt. Krumr is well loved; therefore their murder will force Truvor to declare the Dwellers vargs, even if his own son is among them. If Dweller's thievery is undetected they should hide



the goods, Krumr and Zaidaan will soon realize they've been robbed and hire mercenaries (use Nibelung Warriors) to kill the thieves.

King Siggeir (level 33 Wight Sovereign)

This is the same Siggeir killed long ago by Sigmund (DoTN 123). What the sagas don't mention is that Siggeir was among the sorcerers who remade the Barrow Bowl (see Magic Items), and used it to ask the Nameless Volva the secret to immortality through the runes. After Siggeir died and was buried in his stone ship, his spirit lives on in Gotland. For countless years he's watched his kingdom change. The Nibelung Thing has been a pleasant distraction for these past few decades, but Siggeir grows tired of it.

Those who spot Siggeir's ghost see him as a floating corpse, wearing ancient armor and a bone crown. The skin on his face is split like a forked veil revealing a skeletal jaw. His voice, however, is smooth and regal. He acts in the calm manner of a king, confidently smug, never showing fear.

When Vanadis brings Dorte with her to Gotland, Siggeir sees an opportunity for some fun. He will call Dorte to him and together they'll agree to cause havoc; Dorte, hoping to kill Vanadis in the process. Siggeir will amplify her with 6 more levels. He'll then use his mastery over the island to create a swarming army from the nearby forest. (See wooden terrors below) He'll then unleash them and be entertained.

The set up should blame Vanadis, to the point that, if she is killed, Siggeir will end the horror. However, if the Dwellers don't swallow the story, they could try to track

the Wight Sovereign down. Doing so would require three days, a Lore Arcana check of 2, an Omens and Portents of 1 and a Lore Locales of 2. Each day of the search should be more and more ominous. If they get too close, Siggeir will summon 20 more wooden terrors to kill the Dwellers (running would be a good idea at that point). If they continue he'll summon a level 33 Borghild (DoTN 168) in his likeness hoping, if they kill it, they'll think him dead. Only if the Dwellers survive and persist will they find his grave. At that point he'll only have enough power to fight as himself; still, it should be an epic battle.

The Embodiment of Siggeir's Armaments

The False Garm – Damage Factor: 4, Reach: 1, Parry: 4, Type: Slash/Peirce, Size: 3, QR: 9

Curse: On close inspection it is always revealed to be a sham.

Kingly Heavy Armor: Protection Factor: 3, Parry: 1, Meta: Absorb, Size: 5, QR: 7

His Tomb has the following:

200,000 skatt worth of coins, gems and other treasures.

His **mail and sword** are rusted beyond use and their magic spent.

If anyone takes anything from his grave, Siggeir will rise again on the next new moon. He won't be happy and make it his mission to destroy the Dwellers.

Wooden Terrors (level 6 - Size 3 - Wooden Effigies)

Siggeir is testing his power, but not taxing it, by summoning these minions. His spell tore apart a small, nearby wood, splitting the leafy trees into short, ugly, wooden men with finger like claws. There are a couple hundred of them, enough to turn the Thing into a field of slaughter.

In a Volsung Outlaw game Hardegong will likely not be at the thing. That being said nothing else need remain as it is in the book. Vinglunr doesn't have to die. The vargs could save Truvor, or perhaps they'll simply flee. If they flee the terrors will kill everyone at the Thing, thus leaving Hardegong without a kingdom, and giving the Outlaws an even blacker reputation. Either way, they should face scattered groups of Terrors, if not Dorte herself. Defeating Dorte will cause Siggeir to call her back and end the attack. If the Volsung Outlaws help the Nibelung and save Hogni, then Thora will reward them by directing them to a hidden bay. There they'll find:

Truvor's Emergency Skute: Size/QR: 13/10, Damage/Weaponry: 52, Essence/Durability: 13, Crew Capacity: 20, Speed: 8 knots, Manoeuvrability: 45 degrees,

Stability: 0

Fine clothes.

10,000 skatt.

Yes, they could stay and hunt Siggeir, but that could be suicide.

In a Nibelung Hero game Hardegong will be at the thing and it's unlikely they'll flee. Have the Volsung Outlaws show up fighting the terrors and give the heroes a choice; If they call a truce and fight together things should go much easier for them. They'll battle terrors twice their number and Dorte but it'll be likely that many will survive. After the fight, what happens next is up to the Dwellers. The vargs will wish to flee but Gamli will not refuse a direct challenge with Hardegong. Depending on the Dweller's decision, the campaign may end right here. If the Heroes decide to fight the Outlaws during the battle, then terrors equal to their numbers will attack both sides. If Vanadis is killed the horror ends. However, in that time Truvor, Thora, Hogni, Asta, and all the Denizen's the Dwellers care for on the island are dead. Hardegong will have won vengeance but lost his people.





Danevirke

(Also See DoTN 117)

The Danevirke is a massive wall that blocks off Southern Jutland from Christian Saxony. It is thick as a hall and high as several. Inside there are secret tunnels and openings that allow Jutland forces to sneak out to face the Christian horde. At its center is a massive castle, large enough to be a Jotun home. It is said that Aesir blessed its construction; this is how it was raised within a lifetime. The truth, however, is sinister. The king of Jutland, Gorm the Old, made a deal with the Wight Sovereigns; the wall is a living effigy brought to life by runes. Stone or no, it feeds on those sacrificed to it, and grows.

Nibelung Heroes may travel here in pursuit of the Outlaws. The Outlaws would come here for sanctuary or in search of Vargeisa the Fire Wolf.

Gorm the Old (level 24 Grizzled Warrior - DoTN 40)

As a young man Gorm chanced upon the shield maiden Thyra. His love for her drove him to greatness and eventually he won her hand. Soon after their marriage Thyra, who had the gift of prophesy, was given a vision of Jutland in darkness, and surrounded by foes. In response she and Gorm joined forces with a sorcerer named Drafli the Eye. Gorm used the men and resources of Jutland to help Drafli gather the pieces of the Barrow Bowl (see Skane) so he could remake it. He succeeded and the three used it to contact the Nameless Volva. Out of it Drafli learned the runes. Thyra used it to learn how to contact the Wraith Sovereigns so they could use

their power to protect Danevirke.

Gorm is an old man with long grey hair and beard. He has severe features and a stark expression. He dresses simply for a king and wears an iron crown. Gorm will not stand for any nonsense, or people wasting his time. He has no issue with punishing those who show him disrespect. On the other hand, he has a keen mind and will listen and judge people based on their own merits. These days he's more of a plotter and planner than a warrior, however he surrounds himself with strong, talented and loyal subjects, who would die in service to him and Jutland. Thyra is at his side. He is the father of Canute and Harald Bluetooth, both of whom are great heroes. He keeps them away from the wall so they do not are not caught up in its curse.

If the Volsung Heroes visit him, he will put them to the task of helping Drafli, and 12 of his warriors, retrieve the Barrow Bowl from Vargeisa the Fire Wolf in the Skane Mounds. If they do this he will offer them sanctuary but also keep them hidden. Have the Dwellers run a few missions for him against Crusaders (Ragnarok 190) who are level 6 to 18. He'll ask Gamli to forge him works for free, in return for continued sanctuary. At one point Hardegong will find them on a mission against the crusaders. He'll attack with a force of himself and 12 Nibelung Warriors, with the addition of 7 Kalevalen Warrior Poets if the Outlaws did anything to anger Kalevala. This will end up as the final fight of the campaign and determine if the vargs live out their lives as Gorm's guests, or die in glorious battle.



Gorm will not be pleased to see Nibelung Heroes. He'll demand that Hardegon pay a Weregild of 1,500 skatt for the betrayal of his brother. If they agree then they can talk. If not then Gorm will kick them out of Jutland. If they resist he'll try to kill them. If the Heroes are able to negotiate, it will take an Etiquette wyrd of 2, to secure his help in finding the Volsung Vargs. If they agree to send a contingent of Alands warriors on an Alands ship into his service for a year, he'll tell them that he sent the vargs with his sorcerer Drafli on a quest. When they return, the Heroes can have them. In the meantime he pays the heroes 500 skatt per dweller to fight the crusaders. Drafli does not return (killed by the vargs) so Gorm lends the Heroes 5 of his warriors and a ship to aid in their search.

Armaments

Kingly Sword – Shortsword: Damage Factor: 2, Range: 1, Parry: 3, Size: 3, QR: 6

Kingly Mail – Heavy Nimble Armor: Protection Factor: 2, Parry: 3, Meta: Absorb, Size: 3, QR: 8

Thyra (lvl 24 Madien of Ratatosk)

Ever since she was young Thyra had a gift for prophesy, one which she used shrewdly as a shieldmaiden. Valuing both strength and wisdom she kept her true lineage secret, because of this she was able to earn renown on her own merits and attract the attention of the great and powerful. When Gorm asked to marry her, she asked the prince to prove himself to her. Gorm did so by becoming a great king and Thyra consented. On their marriage night Thyra revealed her lineage to Gorm and he was pleased. Thyra has used her visions to aid Jutland, and it is thanks to her visions that the Danevirke was raised to its current might.

Thyra, though aged, is still an imposing woman with piercing blue eyes. She speaks little but when she does her words

strike home. She wears fine dresses with little ornamentation. When needed, she will don both chainmail and spear. Her husband is Gorm the Old. She has two sons, Canute and Harald Bluetooth, both heroes in their own right.

Gorm and Thyra are full partners in ruling their land. Wise Dwellers would do well to seek her aid and advice. Volsung Outlaws proving themselves to her may become karls. She may share visions pertaining to the Fallen Volsung with worthy Nibelung Heroes.

If Volsung Outlaws crossed Siggeir before going to Danevirke, Siggeir will visit Thyra in one of her dreams. In it he will express dismay at what they did to his Gotland and compel her to take vengeance upon them.

Armaments

Deadly Spear – Long Spear: Damage Factor: 2, Pierce: 4, Range: 3, Type: Pierce, Size: 3, QR: 9

Boar's Vanguard - DoTN 143

Queenly Mail – Heavy Armor: Protection Factor: 3, Parry: 2, Meta: Absorb, Size: 4, QR: 8

Drafli the Eye (level 21 Galdri)

Drafli was the son of a fisherman. He was so skilled at spotting storms that he was given the moniker, the Eye. When he became a man he headed out to far off forgotten places where he searched for knowledge. He stumbled into a godi of Heimdall named Kodran who was seeking an enclave of seithkona who worshiped Laufey of the Black Flame. Together they found the witches and engaged them in battle. They won and, in return for his help, Kodran told Drafli of the Barrow Bowl, a story that had been passed down to him from his grandfather. Drafli immediately headed for Skane and received aid from King Gorm and Queen Thyra. They had



foreseen his coming and were willing to help. Together they found the hidden vault of the Barrow Bowl. Drafli and Thyra used the Bowl to contact the Nameless Volva. She directed Gorm and Thyra to the Wight Sovereigns, in order to help Jutland against a coming darkness. She shared with Drafli the secret of runes, and thus he became a Galdri.

Drafli is a tall, lanky, middle aged man. He's balding, has a long nose, a thick mustache, and short beard. He dresses in crimson and black, the crest of an eye stitched on his chest. His mannerisms are casual and humble. In battle he dresses in leather armor, wielding a rune enforced mace. His wife Ulfrun divorced him for cheating on her. He has a son Griss, who has become a great sorcerer in his own right. His daughter-in-law is Ingvild Grave Shield.

Drafli has recently had two major setbacks. First, his apprentice, the Aslander Starkad, fled Danevirke, with its secrets in his maddened mind. Secondly, he fell for the wiles of Vargeisa the Fire Wolf and lost the Barrow Bowl. The only thing keeping him from the dungeon is his close friendship to Gorm, and the fact that his magic is too useful to leave locked up.

He'll be willing to give the Volsung Outlaws a chance, especially if they've agreed to help him find the Barrow Bowl.

In a Nibelung Hero campaign he won't get a chance to meet the Dwellers, he'll be killed by the vargs before that can happen.

Armaments

Sorcerer's Mace: Damage Factor: 2, Focus: 1, Reach: 1, Type: Blunt, Size: 3, QR: 7

Sorcerer's Medium Armor: Protection Factor: 2, Focus: 1, Meta: Absorb, Size: 3, QR: 7

Griss Draflison (level 18 Galdri)

Griss was brought up in Danevirke while the wall was being raised. His father taught him the secrets of the runes. He has earned renown in aiding the soldiers in their fights with the Saxons. He has become indispensable to Gorm as a fighter and healer. To cement his loyalty, he has been married to Thyra's niece Ingvild.

Griss is a younger version of his father, but stronger and with a large chip on his shoulder. He dresses like a rich soldier; in battle he relies on the runes to protect him but also carries two swords, as a status symbol. He's rash but Ingvild has been successful in ensuring that he is not too impulsive. Griss has no children, though he is happily married to Ingvild Grave Shield. Both his father Drafli and his mother Ulfrun are still alive, he gets along well with both.

He'll dislike the Volsung Outlaws, unless they suggest he aid them in finding the Barrow Bowl.

He will wish to aid the Nibelung Heroes however best he can, he may even join in Hardegong's quest. To do so though would involve Hardegong paying a heavy price to Gorm for Griss' services, or earning Gorm's ire by taking his bondsman away.

Armaments

Sorcerer's Twin Short Swords: Damage Factor: 1, Focus: 1, Reach: 1, Parry: 1, Type: Slash/Peirce, Size: 3, QR: 6

Heavy Runic Garb Focus: 1, Parry: 2, Size: 5, QR: 5



Ingvild Grave Shield (level 18 Stalo)

Ingvild is Thyra's niece, whom she trained personally to be a shieldmaiden. She followed her aunt's way in gaining renown on the battle field and not relying on her ties to the Queen. Her valor was proven when something went wrong with the wall; It released stone terrors that threatened to overwhelm Danevirke and then Jutland. While everyone else fled, she stood against the horde. She did not flee at the horror but her hair turned snow white. After the breach was sealed King Gorm awarded her with great honor and the mystic Red Falcon shield, an artifact he'd won in the Skane Mounds.

Ingvild is a tall, powerful woman who looks young aside from her white hair. She dresses as a solider and is most comfortable in her mail, with a sword strapped to her hip. Her sole loyalty is to Danevirke. She is a pillar of virtue in these dark times. She is happily married to Griss. Her father Skidi died fighting Saxon knights. Her mother Fria still lives. She has three bothers Sigfuss, Gundri and Godord.

Ingvild will be suspicious of the Volsung Outlaws; however, if they are true to their word and bring the Barrow Bowl back with Drafli, she'll be willing to trust them.

Nibelung Heroes will find a fast ally with Ingvild, she was rather fond of her father-in-law and wishes to avenge him.

Armaments

Key of Danevirke – Longsword: Damage Factor: 3, Peirce: 4, Reach: 1, Parry: 2, Type: Slash/Peirce, Size: 3, QR: 8

Shield of Red Skies – Metal Shield: Parry: 4, Meta: Deflect, Size: 3, QR: 14

Passive Power: Summon Effigy x5 (3 level 5 Stone (Iron) Effigies – They are not mounts, are limited to size 3 but can fly. They are the three red hawks

emblazoned on the shield.

Heavy Armor: Protection Factor: 3, Parry: 1, Size: 4, QR: 7

Danvrike Soldiers (level 9 Grizzled Warriors)

Danevirke has a large, concentrated military. Her soldiers are well armed, well trained and deadly, just ask the Saxons. They are scornful of Christians. They are pragmatists when it comes to the wall. It's an open secret that some foul magic is about it, but it keeps the foe out, so it's fine. Some Danevirke soldiers are stalwart and loyal, others are greedy and corrupt, Gorm knows how to use both. Those officers who have proven their valor carry a boar's vanguard (DoTN 145)

Armaments

Soldiers

- **Spear:** Damage Factor: 1, Peirce: 2, Reach/Range: 1/5, Type: Peirce, Size: 4, QR: 4

- **Hand-Axe:** Damage Factor: 2, Peirce: 2, Reach: 1, Type: Slash, Size: 4, QR: 4

- **Reinforced Shield:** Parry: 3, Meta: Deflect

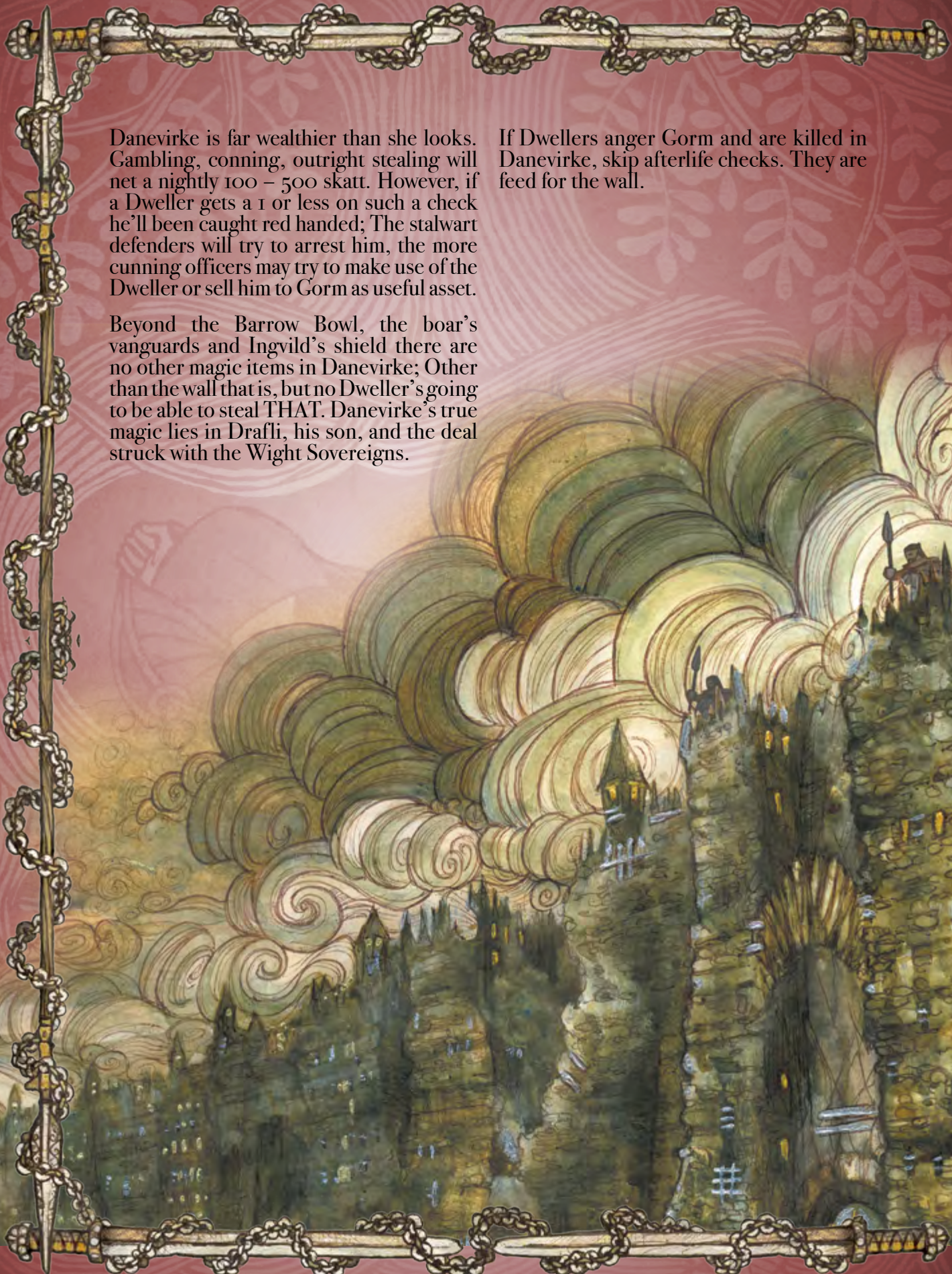
- **Medium Armor:** Protection Factor: 2, Meta: Absorb, Size: 4, QR: 4

Officers

- **Longsword:** Damage Factor: 3, Reach: 1, Parry: 1, Type: Slash/Peirce, Size: 4, QR: 5

- **Boar's Vanguard:** DoTN 143

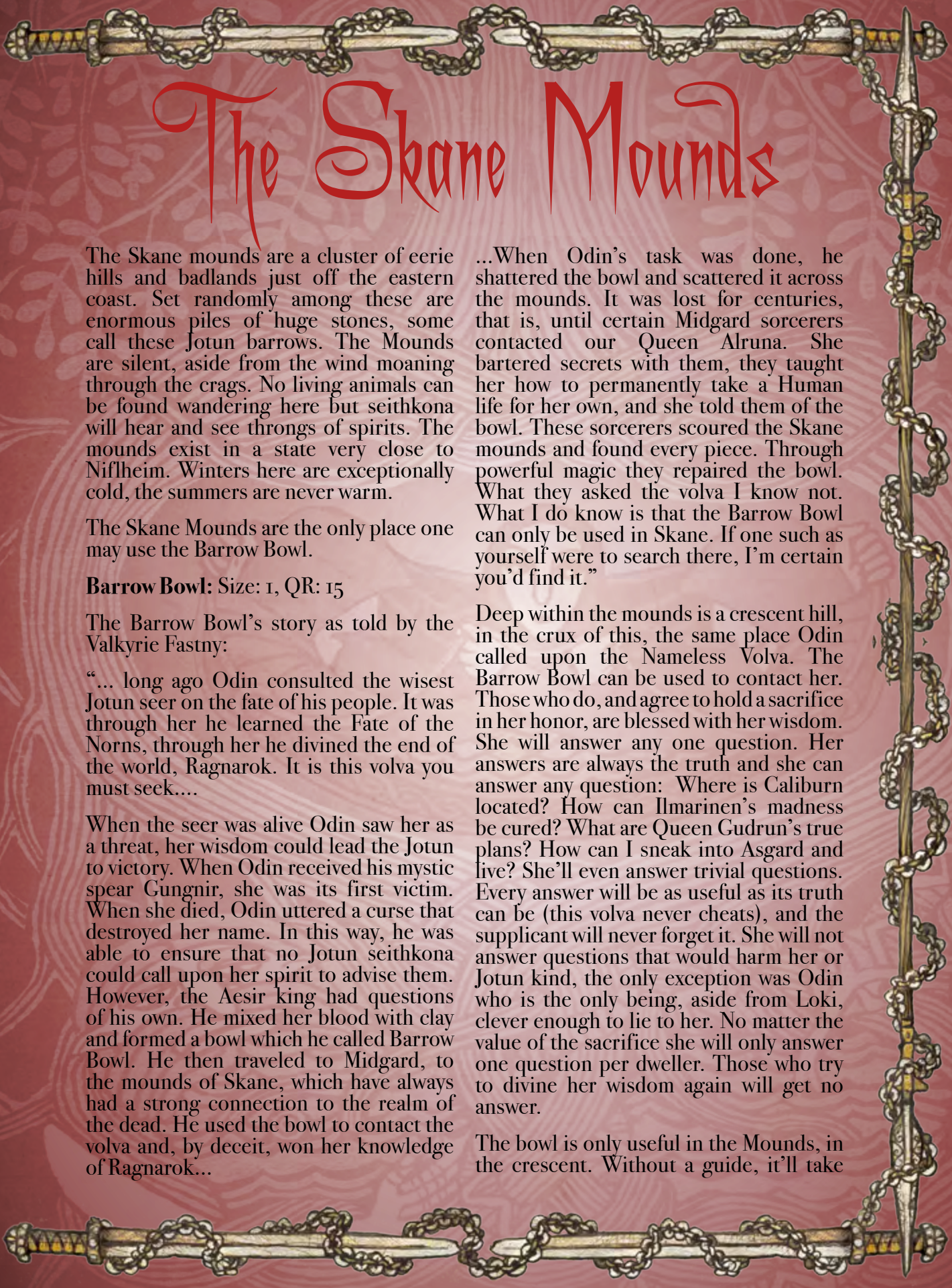
- **Heavy Armor:** Protection Factor: 2, Parry: 2, Size: 5, QR: 6



Danevirke is far wealthier than she looks. Gambling, conning, outright stealing will net a nightly 100 – 500 skatt. However, if a Dweller gets a 1 or less on such a check he'll been caught red handed; The stalwart defenders will try to arrest him, the more cunning officers may try to make use of the Dweller or sell him to Gorm as useful asset.

Beyond the Barrow Bowl, the boar's vanguards and Ingvild's shield there are no other magic items in Danevirke; Other than the wall that is, but no Dweller's going to be able to steal THAT. Danevirke's true magic lies in Drafli, his son, and the deal struck with the Wight Sovereigns.

If Dwellers anger Gorm and are killed in Danevirke, skip afterlife checks. They are feed for the wall.



The Skane Mounds

The Skane mounds are a cluster of eerie hills and badlands just off the eastern coast. Set randomly among these are enormous piles of huge stones, some call these Jotun barrows. The Mounds are silent, aside from the wind moaning through the crags. No living animals can be found wandering here but seithkona will hear and see throngs of spirits. The mounds exist in a state very close to Niflheim. Winters here are exceptionally cold, the summers are never warm.

The Skane Mounds are the only place one may use the Barrow Bowl.

Barrow Bowl: Size: 1, QR: 15

The Barrow Bowl's story as told by the Valkyrie Fastny:

"... long ago Odin consulted the wisest Jotun seer on the fate of his people. It was through her he learned the Fate of the Norns, through her he divined the end of the world, Ragnarok. It is this volva you must seek....

When the seer was alive Odin saw her as a threat, her wisdom could lead the Jotun to victory. When Odin received his mystic spear Gungnir, she was its first victim. When she died, Odin uttered a curse that destroyed her name. In this way, he was able to ensure that no Jotun seithkona could call upon her spirit to advise them. However, the Aesir king had questions of his own. He mixed her blood with clay and formed a bowl which he called Barrow Bowl. He then traveled to Midgard, to the mounds of Skane, which have always had a strong connection to the realm of the dead. He used the bowl to contact the volva and, by deceit, won her knowledge of Ragnarok...

...When Odin's task was done, he shattered the bowl and scattered it across the mounds. It was lost for centuries, that is, until certain Midgard sorcerers contacted our Queen Alruna. She bartered secrets with them, they taught her how to permanently take a Human life for her own, and she told them of the bowl. These sorcerers scoured the Skane mounds and found every piece. Through powerful magic they repaired the bowl. What they asked the volva I know not. What I do know is that the Barrow Bowl can only be used in Skane. If one such as yourself were to search there, I'm certain you'd find it."

Deep within the mounds is a crescent hill, in the crux of this, the same place Odin called upon the Nameless Volva. The Barrow Bowl can be used to contact her. Those who do, and agree to hold a sacrifice in her honor, are blessed with her wisdom. She will answer any one question. Her answers are always the truth and she can answer any question: Where is Caliburn located? How can Ilmarinen's madness be cured? What are Queen Gudrun's true plans? How can I sneak into Asgard and live? She'll even answer trivial questions. Every answer will be as useful as its truth can be (this volva never cheats), and the supplicant will never forget it. She will not answer questions that would harm her or Jotun kind, the only exception was Odin who is the only being, aside from Loki, clever enough to lie to her. No matter the value of the sacrifice she will only answer one question per dweller. Those who try to divine her wisdom again will get no answer.

The bowl is only useful in the Mounds, in the crescent. Without a guide, it'll take

Lore: Arcana or Omens and Portents check of 4 or better to find the place. After a week in the mounds the difficulty goes down to 2. Once the spot is found and the sacrifice is made, one only need kneel, hold the bowl and ask. No check is necessary. A pillar of flame will flare out of the bowl in an awe inspiring column, and the supplicant will be out of it, lost in the Volva's wisdom, for a few hours. She will return from her mental sojourn when the flame abruptly puffs out, but will be unconscious for a full nine hours.

If the Dwellers are in the Skane Mounds on behalf of Gorm, they'll find Vargeisa busy communing with the Nameless Volva, killing her will be easy; The Fire Wolf is helpless while in the grip of the Bowl. However, the Dwellers will have to deal with a Bear, Wolf, and Katla (who are all now equal level to the highest level Dweller), that is unless one of them died in Myrkvid.

If the Dwellers are here to protect Vargeisa then her surviving entourage will aid them. Fighting Draflí and his 12 will be risky; the Dwellers best have a cunning plan.

Regardless of the Dweller's intent the other side will also be in the mounds. The Volsung Outlaws will have to face Hardegón and 7 Nibelung Warriors. The Nibelung Heroes would have to face the vargs plus Vargeisa's henchmen.

The Mounds themselves offer two specific dangers. One, anyone who dies in the Mounds is claimed by Niflheim, no Afterlife check for them. Two, for every night the Dwellers spend in the Mounds they must wyrd, those who draw no Spiritual runes must make an Ultimate Sacrifice +1. Drain cannot be recovered while in the mounds. Seithkona will find Seith Spells cast in the mounds are amplified by 1 or free.



There are a number of wondrous and profane treasures scattered throughout these hills, going into them is beyond the scope of this book but, for a quick generation of such, the Norn can use the Items of Great Value tables in Ragnarok 309. Stealing one of these treasures is most unwise; level 13 Draugar (DoTN 176) will appear to hunt the thieves, even beyond the Mounds, in order to return what was stolen.



Svealand

Svealand is the wooded, rugged domain of Bjorn Eriksson. Its people are hearty and united in their rivalry with Harald Fair Hair's Norveig. Sveland, with its hearty warriors and massive navy, is the lynchpin that keeps the East free. It is allied in this purpose with Uppland, Gotaland and Alands.

Nibelung Heroes would come here to either entreat King Bjorn Eriksson's aid in hunting down the Fallen Volsungs or to honor the Alands treaty with Sveland and battle in Ranrike in the summer. Volsung Outlaws might come here to clear their sullied name, a daring plan that will lead to vindication or death.

King Bjorn Eriksson (level 21 Berserkir - Fylgia, Also See DoTN 23)

King Erik was famous for holding off the previously unbeatable forces of Harald Fair Hair. When his son Bjorn took power, he had enormous shoes to fill. Bjorn wasn't daunted, the first-time Harald's men tested him, Bjorn scattered their forces. He's also built a large fleet to deal with the Couronian pirates that plagued the Baltic, and stood his own against the Courland High Chieftain Malvis. These days Svealand stands strong between two powerful foes, a situation Bjorn takes pride in.

Bjorn is a tall, broad man with short blond hair and beard. He speaks like a king but has the manner of a raider. He dresses in finery as a king, in gleaming mail as a warrior. He both fights and laughs hard. There is nothing he respects more than a worthy foe. Bjorn is married to Maeva the Wise. His father Erik passed away a few years back. His mother is also gone. Bjorn's little sister Ashildr offers the court the delicateness and digression her brother lacks.

Armaments

Royal Sword of Svealand - Longsword: Damage Factor: 5, Reach: 1, Parry: 3, Type: Slash/Peirce Size: 3, QR: 9

Royal Shield of Svealand - Reinforced Shield : Parry: 8, Meta: Deflect, Size: 3, QR: 8

Royal Mail of Svealand - Heavy Armor: Protection Factor: 4, Parry: 2, Size: 4, QR: 10

If the Nibelung Heroes meet Bjorn to honor Aland's commitment to the alliance, Bjorn will welcome them. Play out three battles that summer against King Guttrom of Rainrike using the Mass Combat rules in DoTN 357. The Dwellers will be in charge of the Alander contingent, here's what they'll be facing:

Battle 1

Setup: Bjorn has marched his men through thickets and thorns, they rush out at night to attack Poorly Defended Ranrike outpost.

Dweller Contingent

Essence: 12

Destiny: 1 + (1 for every 10 levels of the Dweller Commander)

Active Powers: Use the Dweller Archetypes to determine this, you cannot duplicate active powers.

Passive Powers: Ultimate Sacrifice +1 to Wyrd 2 extra runes.

Defender Contingent

Essence: 4

Destiny: 2



Battle 2

Setup: A few days later King Guttrom rallies and catches Bjorn's force in an ambush.

Dweller Contingent

Essence: 12, 7 if the first battle was lost, -1 for every Ultimate Sacrifice in the last battle.

Destiny: 1 + (1 for every 10 levels of the Dweller Commander)

Active Powers: Use the Dweller Archetypes to determine this, you cannot duplicate active powers.

Passive Powers: Ultimate Sacrifice +1 to Wyrd 2 extra runes.

Ambusher Contingent:

Essence: 7

Destiny: 3

Active Powers: Deal 2 Physical Damage [Amplify, Amplify, Amplify]

Passive Power: +1 Damage Factor.

Battle 3

Setup: A few days later Bjorn and Guttrom take the field, a grand melee commences.

Dweller Contingent

Essence: 12, 7 one battle was lost, 5 if two battles have been lost. -1 for every Ultimate Sacrifice in the last battle.

Destiny: 1 + (1 for every 10 levels of the Dweller Commander)

Active Powers: Use the Dweller Archetypes to determine this, you cannot duplicate active powers.

Passive Powers: Ultimate Sacrifice

+1 to Wyrd 2 extra runes.

Guttrom Contingent

Essence: 12

Destiny: 3

Active Powers:

Deal 2 Physical Damage, Attack Action. [Amplify, Amplify, Amplify]

Parry 4, Defend Action. [Amplify, Amplify, Amplify]

Passive Power: +1 Damage Factor.

Between every battle have a brief resting scene. The Dwellers are free to interact with Bjorn if they choose. If they do they can make a Verbal Manipulation, Drinking and Wenching, or Perform check to impress him, they get +1 to this wyrd if they won the last battle. On a 3 or higher Gorm will add more men to their contingent, the Dwellers get 2 extra essence in the next battle, this is cumulative. A failure with Verbal Manipulation will incur Bjorn's disfavor, and he'll not give the Dwellers any aid in the battles to come. Failure in Drinking and Wenching or Perform will lead to no ill; Bjorn approves bravado over fancy words. Bjorn will win every battle...unless the Dwellers betray him, in which case you may want to switch that to regular combat. If the PCs lose the final battle they must cut through a contingent of 12 level 9 Grizzled Warriors (Ragnarok 204). At the end of the third battle, the host, the surviving Dwellers, and the corpses of those who have fallen, will return to Sveland. There Bjorn will give those who died a proper send off with a grand funeral. He'll then reward the Dwellers 3,000 skatt, per Dweller, per won battle. All previous disfavor is forgiven and he'll lend the Dwellers 5 of his warriors to aid them in their search for the Fallen Volsungs.



If the Nibelung Heroes approach Bjorn for his aid in hunting down the Fallen Volsung but do not offer to fight in Ranrike, it'll take a Verbal Manipulation or Etiquette check of 4. Success means Bjorn begrudgingly lends the Dwellers 5 of his warriors, failure means he flies into a rage and attempts to slaughter them in his hall. He'll fight with 20 of his warriors, it's unlikely the Dweller's will survive; he will give them funerals though.

If Volsung Outlaws approach Bjorn to be pardoned, he'll ask them to fight in Ranrike with them. If they refuse, he'll have his 20 warriors arrest them in his hall and treat them to shameful executions. If they agree, run through the three battles above but use standard combat. The vargs get no extra warriors. In Battle 1 they'll face five level 6 Grizzled Warriors (Ragnarok 204). In Battle 2 they'll face seven lvl 9 Berserkirs. In Battle 3 they'll face three lvl 12 Stalos, two level 12 Maidens of Ratatosk and five level 6 Grizzled Warriors (Ragnarok 204). If they comport themselves with valor, Bjorn will pardon them. Then Hardeggon will show up and demand satisfaction from Gamli. It would look very bad if Gamli refuses this duel. Regardless of the outcome the campaign ends with Bjorn backing the surviving Dwellers. If Gamli is slain before Hardeggon can duel him, then the Nibelung Hero will fall in despair, cursed to be a wander who never reaches Valhalla. Same result for the Volsung though, the Dwellers are pardoned and can finally live free.

Svealand Warriors (level 9 Grizzled Warriors (Ragnarok 204) or level 12 Berserkirs)

Decades of Erik's rule and years of Bjorn's reign have left Svealand's people with a healthy taste for battle, even among Vikings. Yes, there are farms, merchants and thralls in Svealand, but every free man also fights, it would be shameful not to.

This applies to the women as well. Many accompany their men on the raids, and those who do not are more than capable of defending their homes.

Armaments

Hand Axe: Damage Factor: 2, Peirce: 2, Range: 1, Type: Slash, Size: 4, QR: 4

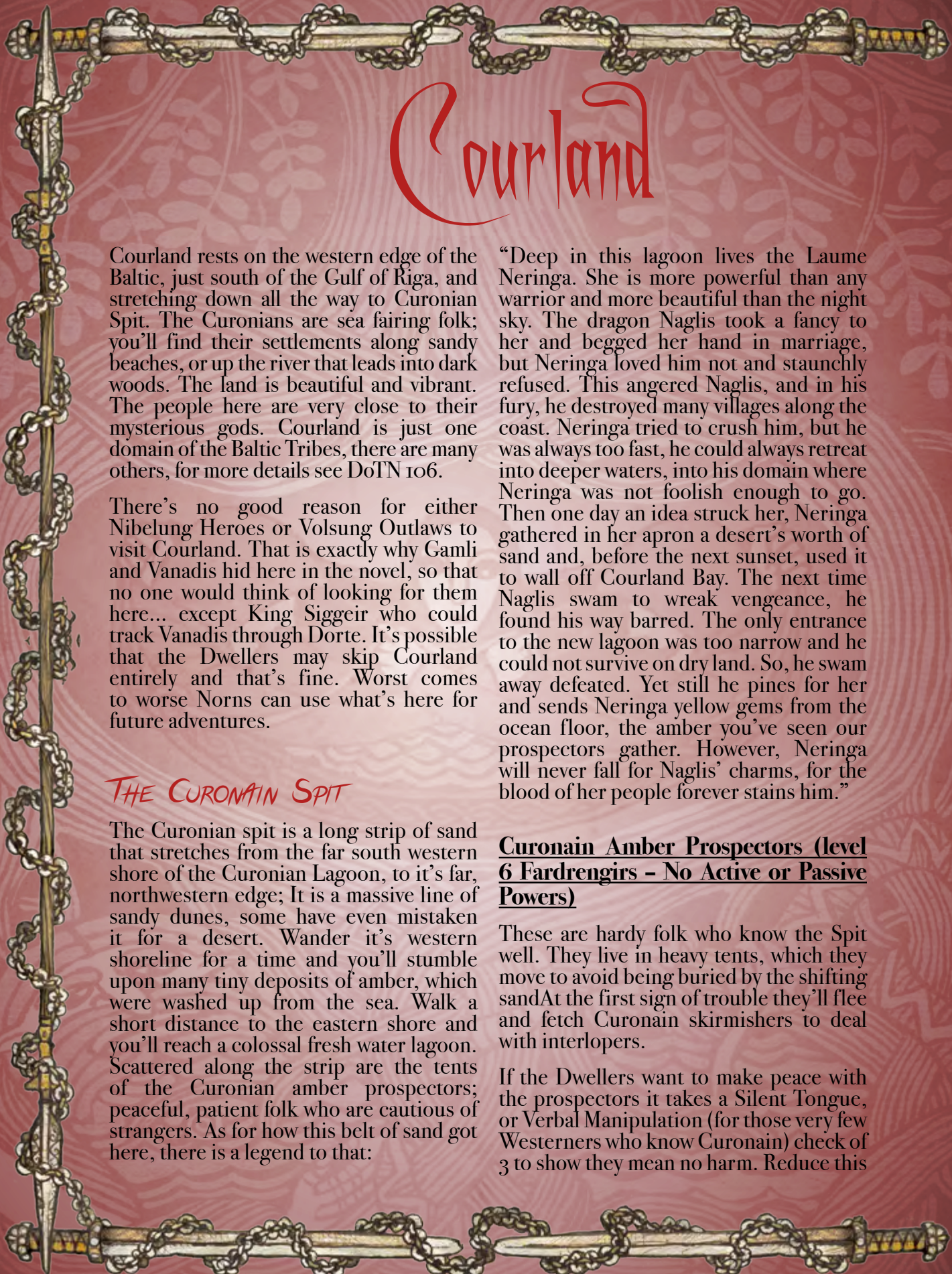
Reinforced Shield: Parry: 3, Meta: Deflect, Size: 3, QR: 3

Medium Armor: Protection Factor: 2, Meta: Absorb, Size: 4, QR: 4

The wisdom of conning and stealing from Svealanders depends on the season; Fleecing a rube before the summer raids won't net much, maybe 10 – 50 skatt. After the raids, however: 100 – 500 skatt per mark is up for grabs. That being said, getting caught stealing in Svealand is an exceptionally deadly nightmare. Not only will the victims try to punish the thieves, but the whole community will as well.

For wandering skalds: halve the results of a Perform check before a raid but double them after.

Gambling: No one will want to gamble before the raids but after, winning a will net 200 – 1,000 skatt. This too may result in violence, but Dwellers who hold their own in a brawl will be greatly respected.



Courland

Courland rests on the western edge of the Baltic, just south of the Gulf of Riga, and stretching down all the way to Curonian Spit. The Curonians are sea-faring folk; you'll find their settlements along sandy beaches, or up the river that leads into dark woods. The land is beautiful and vibrant. The people here are very close to their mysterious gods. Courland is just one domain of the Baltic Tribes, there are many others, for more details see DoTN 106.

There's no good reason for either Nibelung Heroes or Volsung Outlaws to visit Courland. That is exactly why Gamli and Vanadis hid here in the novel, so that no one would think of looking for them here... except King Siggeir who could track Vanadis through Dorte. It's possible that the Dwellers may skip Courland entirely and that's fine. Worst comes to worse Norns can use what's here for future adventures.

THE CURONAIN SPIT

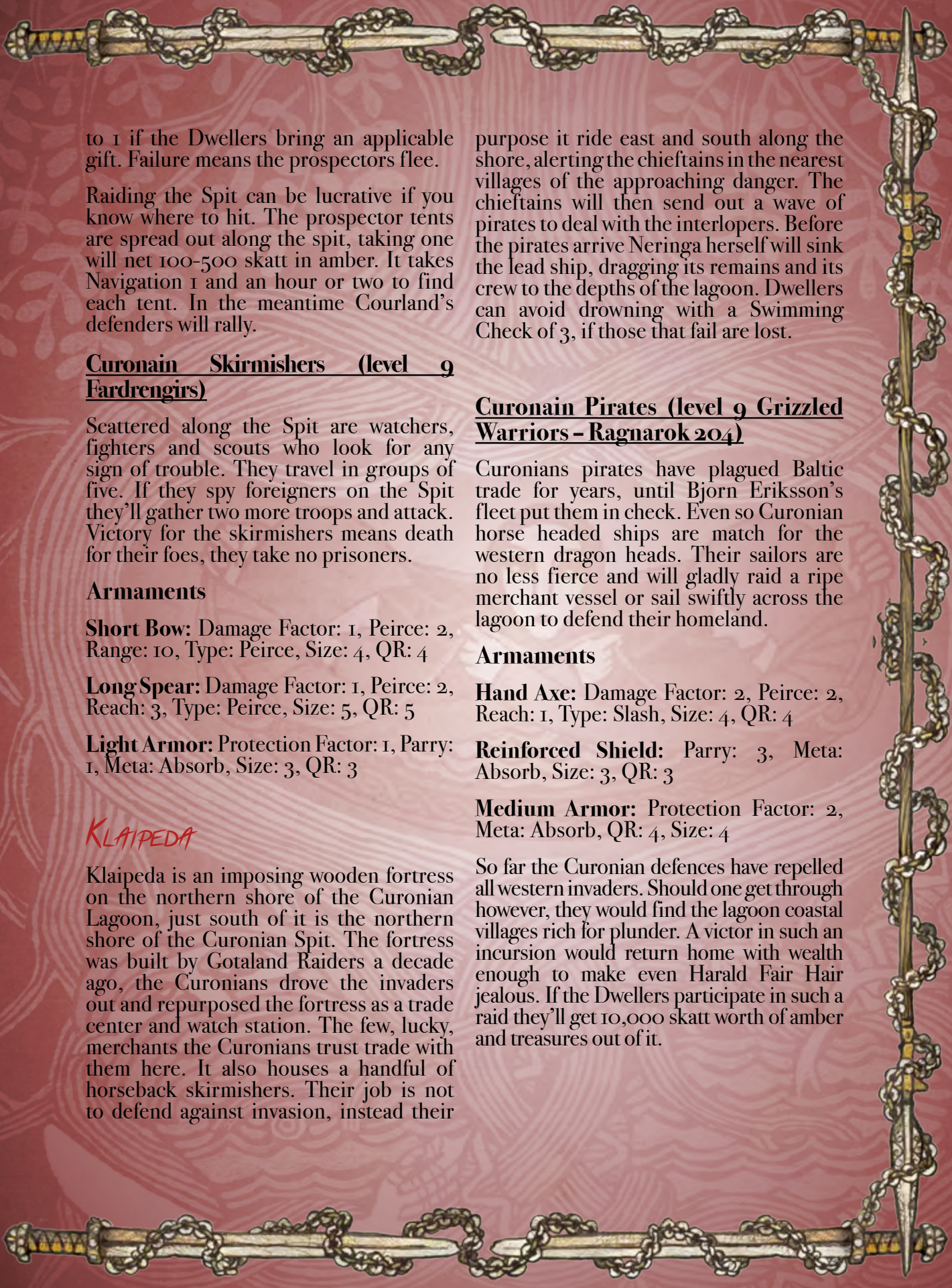
The Curonian spit is a long strip of sand that stretches from the far south western shore of the Curonian Lagoon, to its far, northwestern edge; It is a massive line of sandy dunes, some have even mistaken it for a desert. Wander its western shoreline for a time and you'll stumble upon many tiny deposits of amber, which were washed up from the sea. Walk a short distance to the eastern shore and you'll reach a colossal fresh water lagoon. Scattered along the strip are the tents of the Curonian amber prospectors; peaceful, patient folk who are cautious of strangers. As for how this belt of sand got here, there is a legend to that:

"Deep in this lagoon lives the Laume Neringa. She is more powerful than any warrior and more beautiful than the night sky. The dragon Naglis took a fancy to her and begged her hand in marriage, but Neringa loved him not and staunchly refused. This angered Naglis, and in his fury, he destroyed many villages along the coast. Neringa tried to crush him, but he was always too fast, he could always retreat into deeper waters, into his domain where Neringa was not foolish enough to go. Then one day an idea struck her, Neringa gathered in her apron a desert's worth of sand and, before the next sunset, used it to wall off Courland Bay. The next time Naglis swam to wreak vengeance, he found his way barred. The only entrance to the new lagoon was too narrow and he could not survive on dry land. So, he swam away defeated. Yet still he pines for her and sends Neringa yellow gems from the ocean floor, the amber you've seen our prospectors gather. However, Neringa will never fall for Naglis' charms, for the blood of her people forever stains him."

Curonain Amber Prospectors (level 6 Fardrengirs - No Active or Passive Powers)

These are hardy folk who know the Spit well. They live in heavy tents, which they move to avoid being buried by the shifting sand. At the first sign of trouble they'll flee and fetch Curonain skirmishers to deal with interlopers.

If the Dwellers want to make peace with the prospectors it takes a Silent Tongue, or Verbal Manipulation (for those very few Westerners who know Curonain) check of 3 to show they mean no harm. Reduce this



to 1 if the Dwellers bring an applicable gift. Failure means the prospectors flee.

Raiding the Spit can be lucrative if you know where to hit. The prospector tents are spread out along the spit, taking one will net 100-500 skatt in amber. It takes Navigation 1 and an hour or two to find each tent. In the meantime Courland's defenders will rally.

Curonain Skirmishers (level 9 Fardrengirs)

Scattered along the Spit are watchers, fighters and scouts who look for any sign of trouble. They travel in groups of five. If they spy foreigners on the Spit they'll gather two more troops and attack. Victory for the skirmishers means death for their foes, they take no prisoners.

Armaments

Short Bow: Damage Factor: 1, Peirce: 2, Range: 10, Type: Peirce, Size: 4, QR: 4

Long Spear: Damage Factor: 1, Peirce: 2, Reach: 3, Type: Peirce, Size: 5, QR: 5

Light Armor: Protection Factor: 1, Parry: 1, Meta: Absorb, Size: 3, QR: 3

KLAIPEDA

Klaipeda is an imposing wooden fortress on the northern shore of the Curonian Lagoon, just south of it is the northern shore of the Curonian Spit. The fortress was built by Gotaland Raiders a decade ago, the Curonians drove the invaders out and repurposed the fortress as a trade center and watch station. The few, lucky, merchants the Curonians trust trade with them here. It also houses a handful of horseback skirmishers. Their job is not to defend against invasion, instead their

purpose it ride east and south along the shore, alerting the chieftains in the nearest villages of the approaching danger. The chieftains will then send out a wave of pirates to deal with the interlopers. Before the pirates arrive Neringa herself will sink the lead ship, dragging its remains and its crew to the depths of the lagoon. Dwellers can avoid drowning with a Swimming Check of 3, if those that fail are lost.

Curonain Pirates (level 9 Grizzled Warriors - Ragnarok 204)

Curonians pirates have plagued Baltic trade for years, until Bjorn Eriksson's fleet put them in check. Even so Curonian horse headed ships are match for the western dragon heads. Their sailors are no less fierce and will gladly raid a ripe merchant vessel or sail swiftly across the lagoon to defend their homeland.

Armaments

Hand Axe: Damage Factor: 2, Peirce: 2, Reach: 1, Type: Slash, Size: 4, QR: 4

Reinforced Shield: Parry: 3, Meta: Absorb, Size: 3, QR: 3

Medium Armor: Protection Factor: 2, Meta: Absorb, QR: 4, Size: 4

So far the Curonian defences have repelled all western invaders. Should one get through however, they would find the lagoon coastal villages rich for plunder. A victor in such an incursion would return home with wealth enough to make even Harald Fair Hair jealous. If the Dwellers participate in such a raid they'll get 10,000 skatt worth of amber and treasures out of it.



High Chief Malvis (level 21 Berserkir)

Malvis comes from long line of Curonain chieftains. As a young man he gained glory on the battlefield, vanquishing both Samogitain and Westerner foe. After his father died he was the obvious successor. Under his rule Curonain pirates rose as the masters of the Baltic. That is, until a fateful battle three years ago, when Bjorn's fleet forced Malvis' to flee. Ever since it's been everything Malvis can do to keep the other chieftain's in check, he'll need to find riches or victory soon, or face challengers to his throne.

Malvis is a giant of a man with long midnight black hair. He wears fine woollen garb woven with images of horses. When he talks, he's loud and boisterous. His wife is Marjia Raven Hair. His daughter is the holy woman Lonija.

Malvis will be distrustful of the Dwellers, it doesn't matter if they're Heroes or Outlaws. If he encounters them he'll try and kill most of the Dwellers and ransom ones that look wealthy. That is, unless Lonija speaks for them. The Dwellers can try to speak for themselves but only if one of them can speak Curonain and, even so, it'll take Verbal Manipulation or Etiquette 3 to convince Malvis they're not a threat.

Armaments

Broadsword: Damage Factor: 4, Reach: 1, Parry: 2, Type: Slash/Peirce, Size: 5, QR: 7

Heavy Armor: Protection Factor: 3, Parry: 1, Size: 5, QR: 7

Gamli Armaments - If Following the Novel

Storm - Broadsword: Damage Factor: 10, Peirce: 4, Reach: 1, Parry: 2, Type: Slash/Peirce, Size: 5, QR: 14

Active Power: Specialized Power Attack

Wind - Heavy Armor: Protection Factor: 5, Parry: 3, Meta: Absorb, Size: 2, QR: 14

Active Power: Furious Sprint

Holy Woman Lonija (level 18 Druid - 1pt Aspect: She understands all and all understand her)

Lonija was born missing her left arm. Her parents were distraught and left her, as a babe, in one of the sacred groves for the gods to claim. When she became cold and hungry Lonija wailed, and her cries resounded with voice, with words, a plea for help. The priestess rushed into the woods and found her, fully capable of speech, though a mere baby. They brought her back to her parents, her deformity no longer mattered; she was blessed. Lonija grew to be strong, proud and holy. The Courland Gods taught her the secrets of the sacred forests and she can bring these to heal the sick and injured. She is also her people's voice to the west; any foreigner who wishes to treat with Courland must do so through her.

Lonija is a beautiful, regal woman with long raven black hair. She wears a full length cloak to hide her missing arm. She is adorned with precious amber jewelry. She speaks with refinement befitting royalty.

It would be a stroke of luck for the Dwellers to find Lonija first; she is by far the most open minded Courland noble. If they can make a case for trade or sanctuary, she'll hear them out. If the Dwellers offer something valuable, she may even agree to their request. Her word holds great weight with Malvis and the rest of the chiefs.



It's unadvisable to attempt to take her hostage. If she is attacked she may use her *Verdwandlung* magic against her aggressors. In a pinch she can call on the aid of the Courland Gods, the Norn should add 3 runes to her Beseech a Higher Power check (Ragnarok 99). If the Courland Gods come to her aid, they will enact their will through 5 seith or song spells, with all their metas tagged three times, cast for Lonija's benefit. Note, she can only attack or use this sort of plea for intervention if she is personally in danger, she cannot use her magic to attack others or even defend her kin.

Note: The Courland Gods are mysterious and very foreign to Western Dwellers. It goes beyond this playbook to describe them. Lonija will not talk about them. At best, the Dwellers will see their visages carved onto tress and poles across the land.

Armaments

Holy Wand: Focus: 4, Type: Blunt, Size: 1, QR: 10

Holy Vestments – Heavy Divine Robes: Protection Factor: 2 Focus: 2, Meta: Eldritch, Size: 3, QR: 10

If following the novel, Gamli may very well craft her a golden arm. See the Gamli Works section.

Izidorious (level 18 Berserker)

Strong, proud, chief Andrius was an early concern for High Chief Malvis. To assuage this, Malvis personally trained one of his sons, Izidorious, in the ways of a warrior. His tutelage paid off, for Izidorious gained much honor for his family, which in turn tied Andrius' loyalty to Malvis. Izidorious is so famous and trusted, that Malvis has set him as body guard for his daughter, Holy Lonija.

Izidorious is a strong, young man with thick brown hair, beard, and piercing blue eyes. His years of raiding have given him a viscous streak, thankfully he saves that for foreigners. He has witnessed Lonija's miracles many times, she even cured his son of a dreadful illness; Izidorious' true loyalty is to Lonija alone. Malvis' father and mother have passed. His brother Aras is a chief. He has two younger brothers, Victoras and Mykolas, he also has a sister Ona. His son, still a boy, is named Dovydas.

Armaments

Balanced Greatsword: Damage Factor: 3, Reach: 2, Parry: 3, Type: Slash/Peirce, Size: 5, QR: 7

Heavy Armor – Protection Factor: 3, Parry: 1, Size: 4, QR: 7

Gamli Armaments - If Following the Novel

Gamli Perfected Greatsword: Damage Factor: 5 Reach: 2 Parry: 5, Type: Slash/Peirce, Size: 5, QR: 12

Curonian Horsemen (level 6
Fardrengirs each paired with a level 6
Military Warhorse)

The Baltic Tribes pride themselves on horsemanship, the Curonians are no exception. While their true mastery is of the sea, the Curonain cavalry is not to be underestimated. If Westerner invaders make it through Neringa and a fleet of pirates, they'll have to face these warriors thundering down upon them.

Armaments

Long Spear: Damage Factor: 1, Pierce: 2, Reach: 3, Type: Pierce, Size: 5, QR: 5

Reinforced Shield: Parry: 3, Meta: Deflect, Size: 3, QR: 3

Warhammer: Damage Factor: 2, Reach: 2, Type: Blunt, Size: 3, QR: 3

KINTAI

Kintai is a ruined village at the edge of a dismal swamp, on the western shore of the Curonian Lagoon. Long ago the denizens who lived here stood up to Malvis' ancestors, things did not go well for them and their ghosts have haunted Kintai and the swamp ever since. There is nothing of value in this ruin aside from the partially standing hall, which might provide shelter for a small group.

The Outlaws might come here because Lonija has offered them sanctuary within Courland; a trick, this is terrible sanctuary. The Nibelung Heroes would only stumble upon this cursed land in error.

Living here requires an Ultimate Sacrifice +1 per night as the wayward spirits haunt the Dwellers and their dreams. The Out of Combat function of Arcane Shield (Ragnarok 232) will stop this. The spirits can be driven away by a seithkona with a Commune with Dead check of 3; failure in this will force the seithkona to Ultimate Sacrifice +3 and generate three lvl5 Haugbui (Ragnarok 206) who will attack the Dwellers.

After driving off the spirits and/or slaying defeating the Haugbui a seithkona can enact a ritual to banish the ghosts for good, or she could make them offerings and show that she means no further harm. If the seithkona takes the peaceful route, the spirits will ally themselves with her, as long as she's in Kintai all of her Seith Spells will be amplified by 1, for free.







In the towns, there is law. In the wilds men are beasts.

*One wrong turn and you must stave off death with sword and
axe.*

We are quick to violence. It is because we are Odin's dogs.

*When your friends lay cold upon the ground, your foe's blameless.
The nature of man is the true culprit.*

Bring your Fate of the Norns: Raganarok game to the shores of the Baltic. As proud Nibelung Heroes or desperate Volsung Outlaws, travel from picturesque Alands, to terrifying Pohjola, to the sinister Danvirke, and all the way to mysterious Courland. Meet the likes of the Ancient Wizard Väinämöinen, the Witch Queen Louhi, and King Bjorn Erikson. Whether you hope to deepen your understanding of the Fate of the Norns novel *Seith and Sword*, or are simply looking for a detailed accounting of Eastern Midgard, this playbook have everything you need.