



• FATE OF THE NORNS •

RAGNAROK

Andrew Valkauskas

FARNIR'S
TREASURE

The sun and moon have disappeared from the sky. The worlds on the branches of the cosmic tree Yggdrassil have grown dark and cold. The gods and giants are on the brink of war. Mankind has descended into anarchy.

Welcome to the Age of the Sword.... Welcome to Ragnarok!

Fafnir's Treasure is a standalone Fate of the Norns: Ragnarok saga that will bring 2 to 6 players deep into the dark age of Ragnarok. They will be engaged by the emissaries of the gods, and must avoid perils both known and unknown to find the most wondrous treasure of all – the legendary hoard of Fafnir the dragon!

Fafnir's Treasure uses the "light" game rules of the Runic Game System (RGS) and a set of pre-generated dwellers so you can experience the full fury of Fate of the Norns: Ragnarok with nothing more than your imagination.

- Game-driven by the RGS system: no need for dice, just a set of mystic runes (included as printout)
- A customizable adventure that can play out in several different ways
- A breathing, living setting for the remote outpost of Evingard, brought to life with stories and denizens
- Five pre-generated adventurers who can be personalized in a simple and user-friendly way for first-time players





FARNIR'S TREASURE



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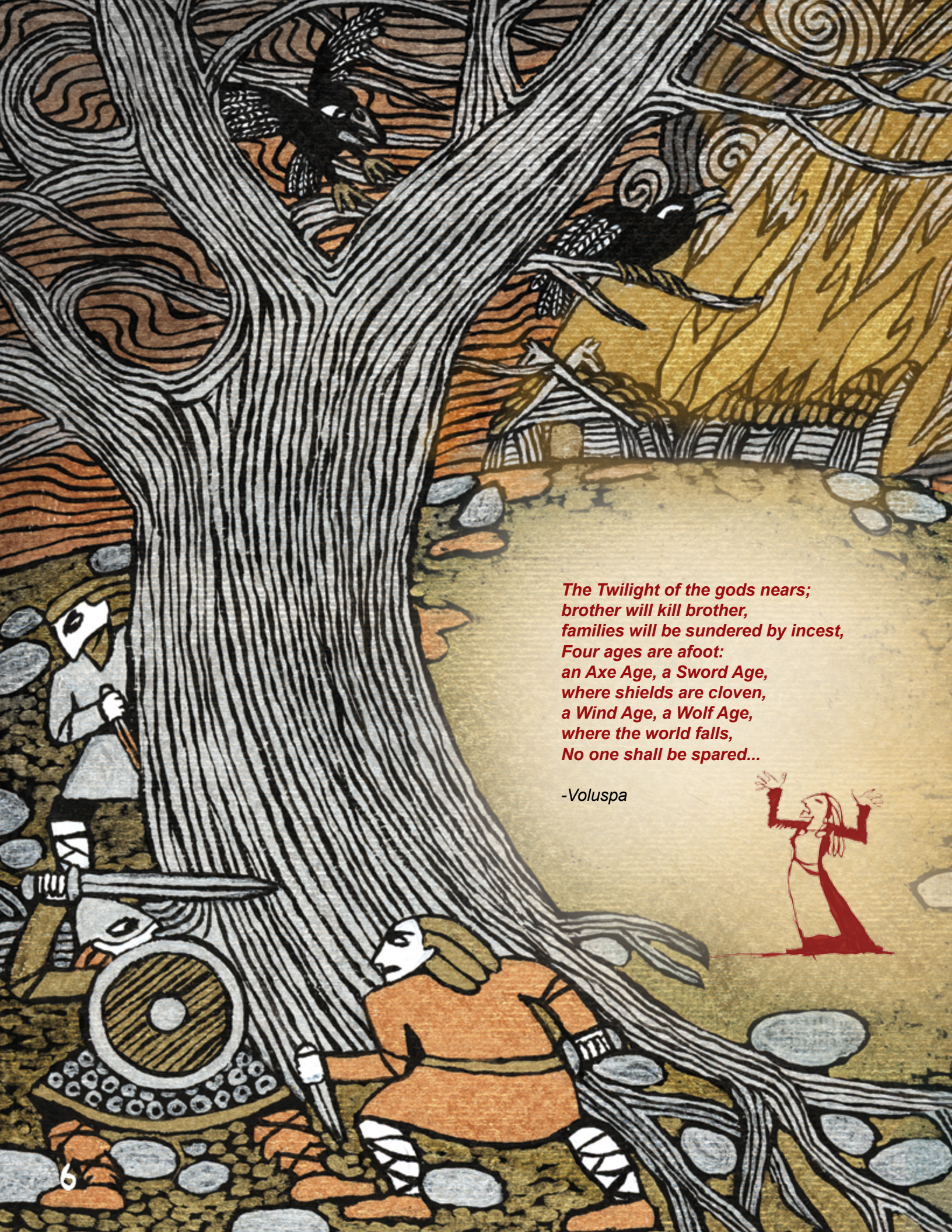


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*The Twilight of the gods nears;
brother will kill brother,
families will be sundered by incest,
Four ages are afoot:
an Axe Age, a Sword Age,
where shields are cloven,
a Wind Age, a Wolf Age,
where the world falls,
No one shall be spared...*

-Voluspa

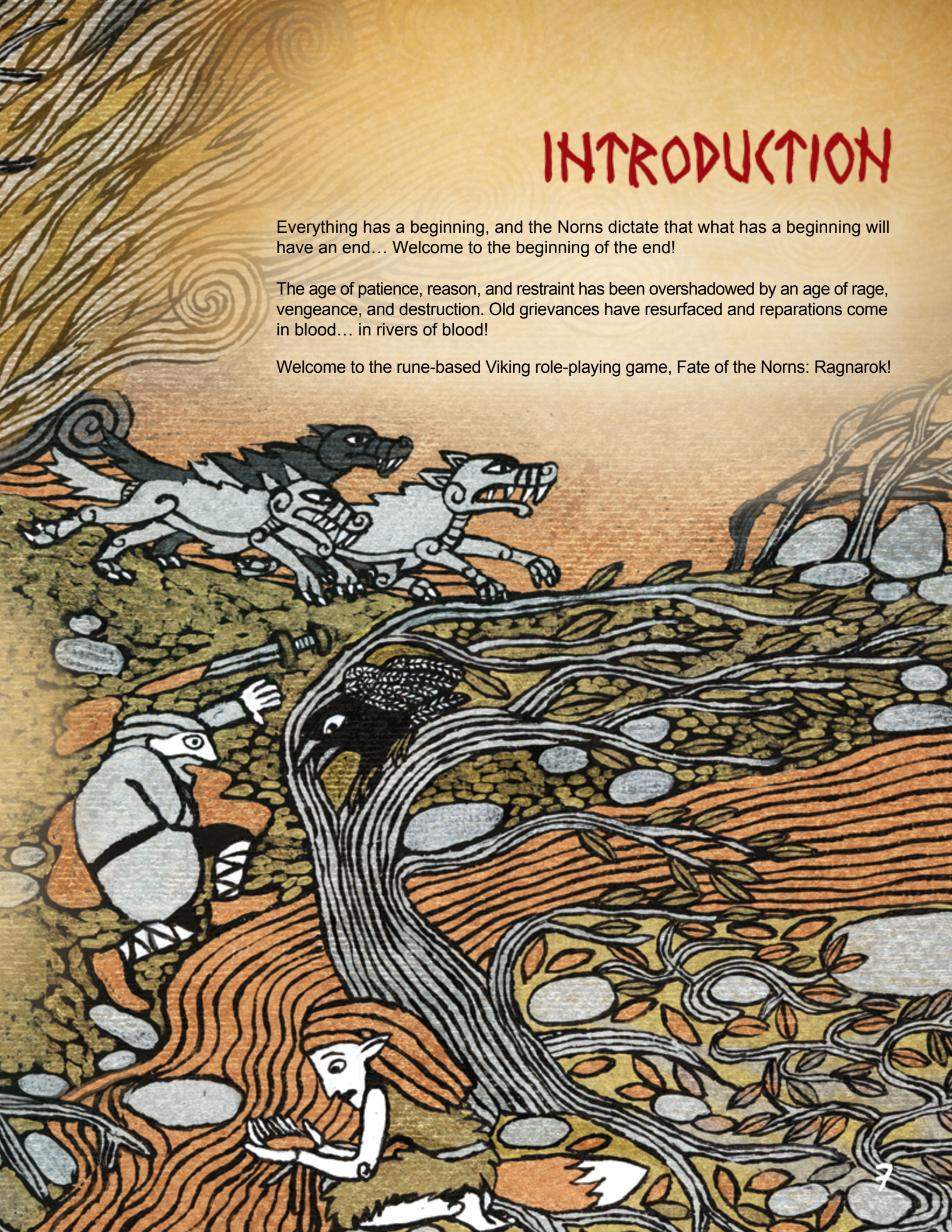


INTRODUCTION

Everything has a beginning, and the Norns dictate that what has a beginning will have an end... Welcome to the beginning of the end!

The age of patience, reason, and restraint has been overshadowed by an age of rage, vengeance, and destruction. Old grievances have resurfaced and reparations come in blood... in rivers of blood!

Welcome to the rune-based Viking role-playing game, Fate of the Norns: Ragnarok!





In this game, one player will take on the role of the Norn and guide the other players through an epic Viking saga set at the end of time, known as Ragnarok. Each player has a character (called a dweller) that is created and evolves through gameplay.

This rulebook contains everything players will need to play the game. The use of Fate of the Norns (FOTN) standard rune stones, miniatures, and a hex play mat is highly recommended. Find more sourcebooks, sagas, and additional content or buy your own rune stones at www.fateofthenorns.com.

WHO ARE THE NORNS?

Norns are timeless spirits that inhabit and permeate all creation. There are many Norns, each with their own motivations and aspirations. They weave the Tapestry of time and destiny, and collectively determine the fate of all beings, from mortal men to immortal gods and Jotuns.

Some Norns have wickedness in their hearts, and take more than they give; others are benevolent and weave Tapestries that become the fabric of great legends.

A few mortals, called Voelvas, are attuned to the Norns. They catch glimpses of the Tapestry of the current age and can foretell events before they unfold. But each Tapestry is an epoch, a collection of ages... and each age has an end. Welcome to the end of this Tapestry...

Welcome to Ragnarok!

AND IT SHALL COME TO PASS...

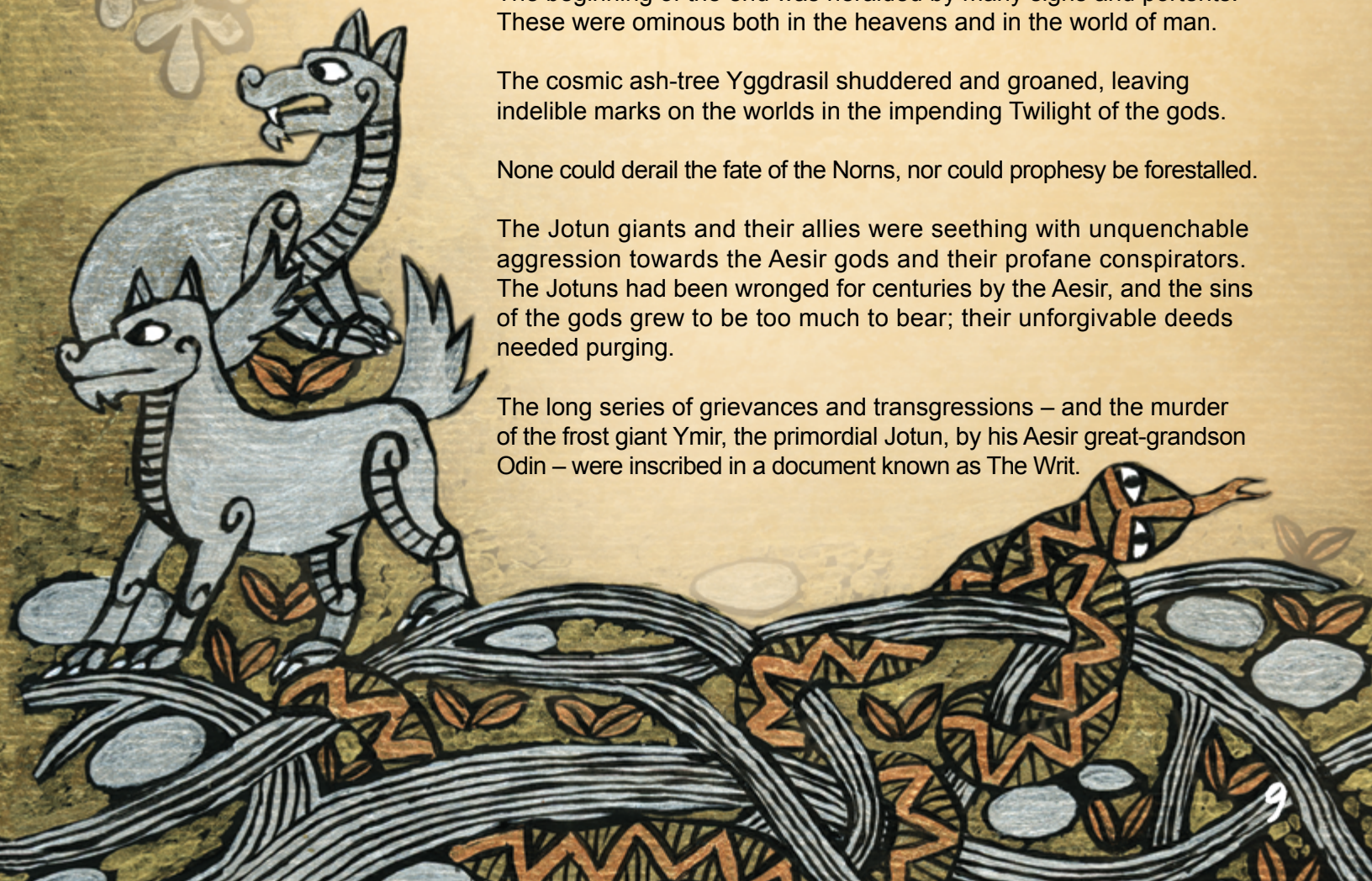
The beginning of the end was heralded by many signs and portents. These were ominous both in the heavens and in the world of man.

The cosmic ash-tree Yggdrasil shuddered and groaned, leaving indelible marks on the worlds in the impending Twilight of the gods.

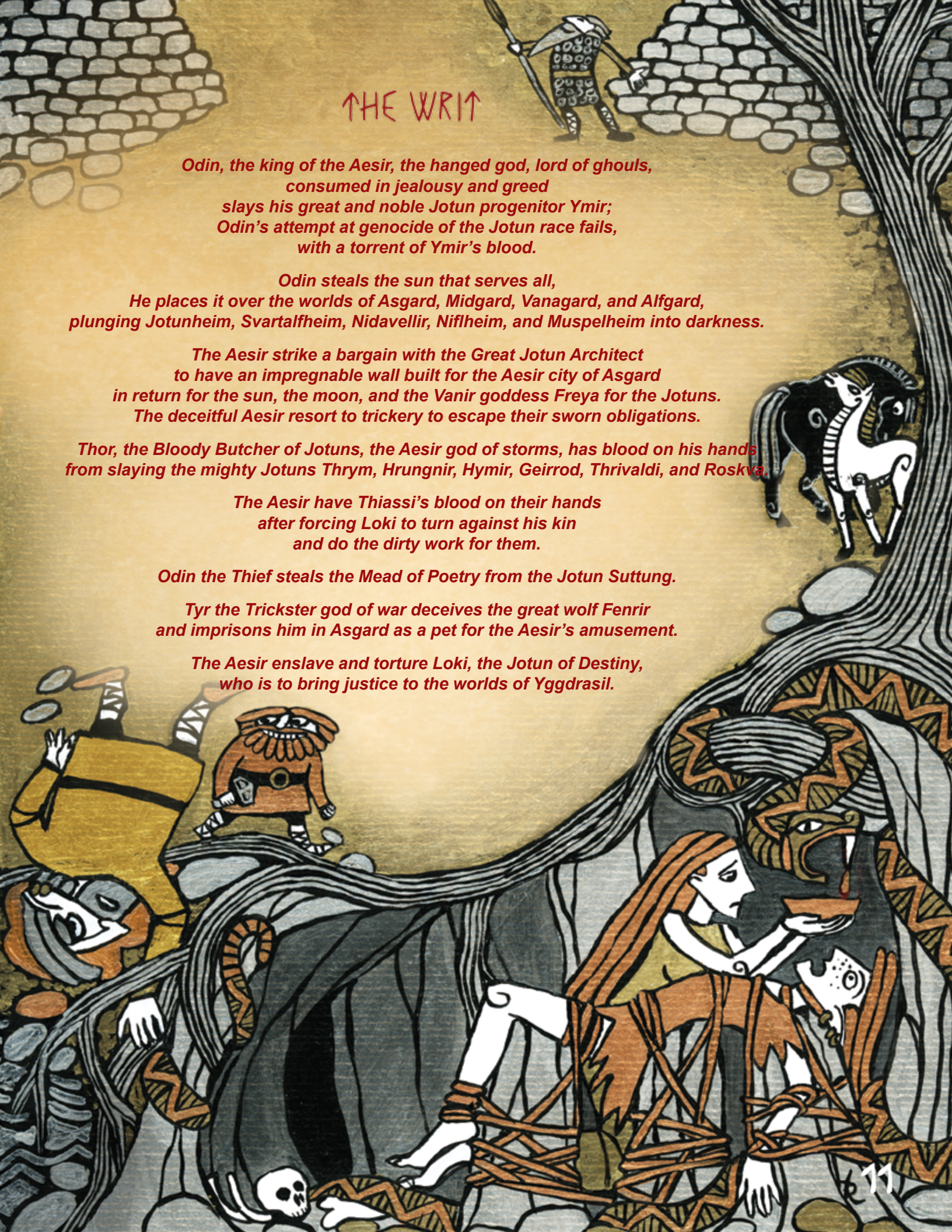
None could derail the fate of the Norns, nor could prophesy be forestalled.

The Jotun giants and their allies were seething with unquenchable aggression towards the Aesir gods and their profane conspirators. The Jotuns had been wronged for centuries by the Aesir, and the sins of the gods grew to be too much to bear; their unforgivable deeds needed purging.

The long series of grievances and transgressions – and the murder of the frost giant Ymir, the primordial Jotun, by his Aesir great-grandson Odin – were inscribed in a document known as The Writ.







THE WRIT

*Odin, the king of the Aesir, the hanged god, lord of ghouls,
consumed in jealousy and greed
slays his great and noble Jotun progenitor Ymir;
Odin's attempt at genocide of the Jotun race fails,
with a torrent of Ymir's blood.*

*Odin steals the sun that serves all,
He places it over the worlds of Asgard, Midgard, Vanagard, and Alfgard,
plunging Jotunheim, Svartalfheim, Nidavellir, Niflheim, and Muspelheim into darkness.*

*The Aesir strike a bargain with the Great Jotun Architect
to have an impregnable wall built for the Aesir city of Asgard
in return for the sun, the moon, and the Vanir goddess Freya for the Jotuns.
The deceitful Aesir resort to trickery to escape their sworn obligations.*

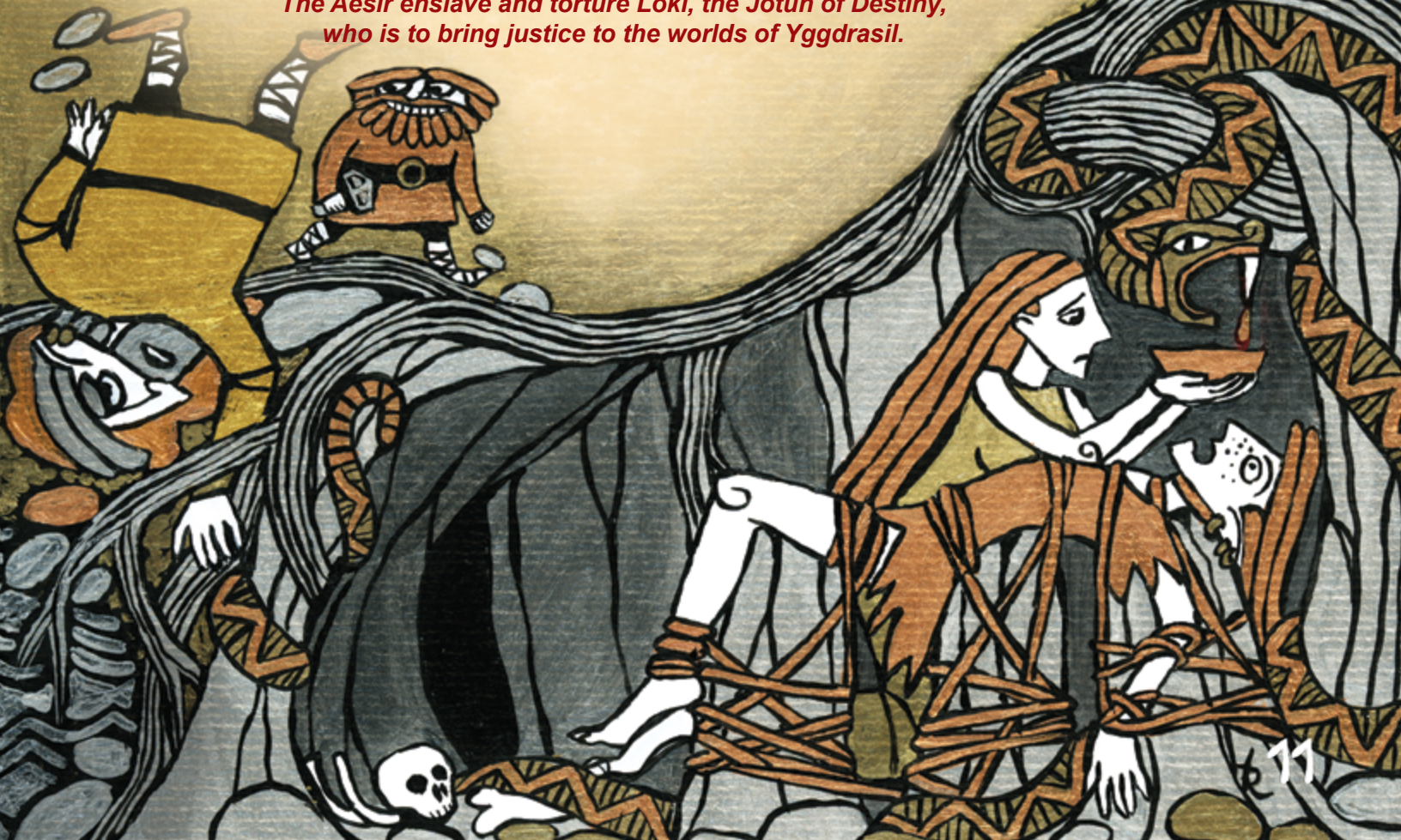
*Thor, the Bloody Butcher of Jotuns, the Aesir god of storms, has blood on his hands
from slaying the mighty Jotuns Thrym, Hrungnir, Hymir, Geirrod, Thrivaldi, and Roskva.*

*The Aesir have Thiassi's blood on their hands
after forcing Loki to turn against his kin
and do the dirty work for them.*

Odin the Thief steals the Mead of Poetry from the Jotun Suttung.

*Tyr the Trickster god of war deceives the great wolf Fenrir
and imprisons him in Asgard as a pet for the Aesir's amusement.*

*The Aesir enslave and torture Loki, the Jotun of Destiny,
who is to bring justice to the worlds of Yggdrasil.*



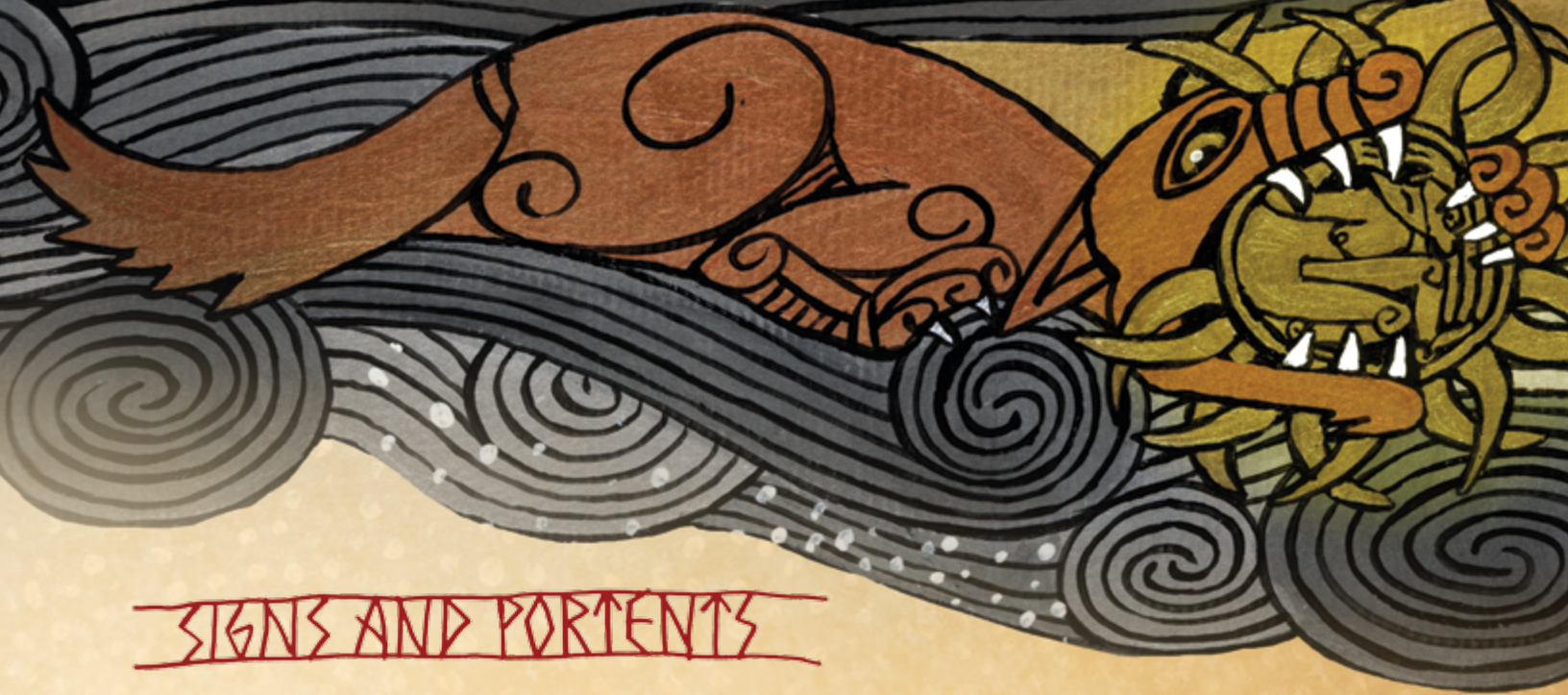


The worlds are on the brink of chaos, brought to the edge by momentous events.

Baldur, the pure god, is dead and trapped in Niflheim, Hel's world. The Jotun lords Loki and Fenrir are prisoners of the Aesir gods, cruelly tormented and tortured by day and by night. The ship of the apocalypse, Naglfar, is nearly complete, soon to set sail against the gods.

Odin dispatches the ghostly Einherjar warriors to Midgard and to other realms to help gather the last reinforcements for the battle to come. Surt, the primeval Jotun lord and master, sends the Sons of Muspel on holy quests, as they ready for the end of times. The war drums resonate on every branch and under every root of the cosmic ash-tree Yggdrasil.



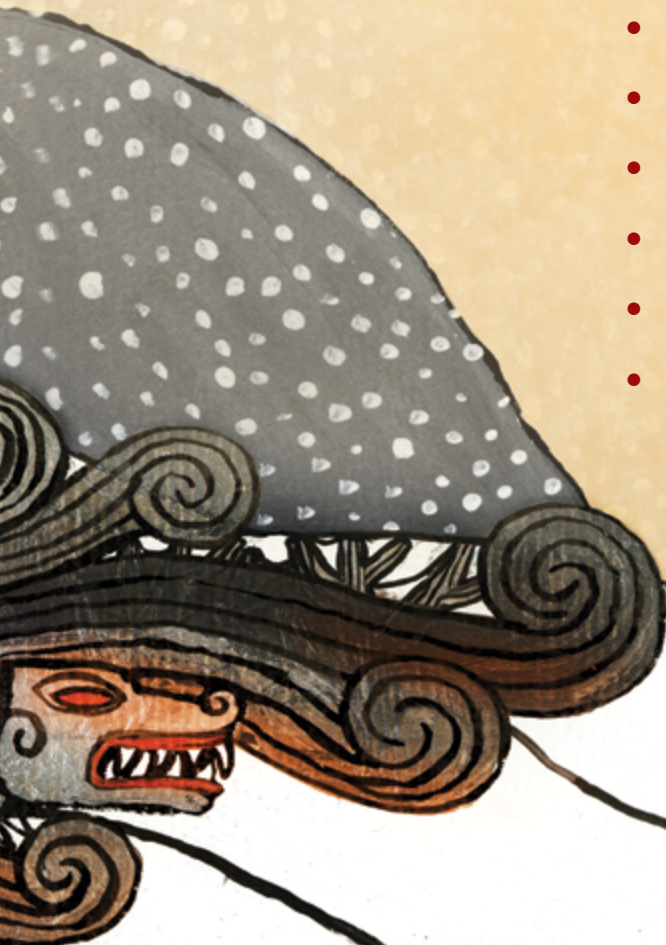


SIGNS AND PORTENTS

Over the years, the Voelva soothsayers of the Viking age were granted glimpses of the future, and a more complete picture began to emerge of the coming of Ragnarok. Events would occur that neither Aesir nor Jotun could escape.

These are the final omens of the apocalypse...

- The two celestial wolves, Skoll and Hati, who perpetually chase Sun and Moon will eventually catch and devour them as the stars from heaven begin to fall.
- The first howl of Hel's hound, Garm, who stands guard at the mountaintop cave of Gnipahellir, the Midgard entrance to Niflheim, will reverberate throughout the realms of Yggdrasil.
- Fimbulwinter will settle into the worlds for three consecutive years – there will be no other season but winter.
- Chaos will erupt in Midgard as men fight each other for provisions and rations to survive the cold and the darkness.
- Fenrir, the god-devouring wolf, will break loose of his leash and wreak havoc on Asgard.
- Loki, the Jotun of destiny, will escape his captivity and travel to Muspelheim to join Surt's fiery host.
- Naglfar, the ship of nails, will set sail from Muspelheim carrying a host of Jotuns and the Sons of Muspel
- Heimdall, keeper of the rainbow bridge Bifrost, will blow the horn Gjallarhorn to alert the gods that Naglfar has broken free from its moorings and Ragnarok is approaching.



THE AGES OF RAGNAROK

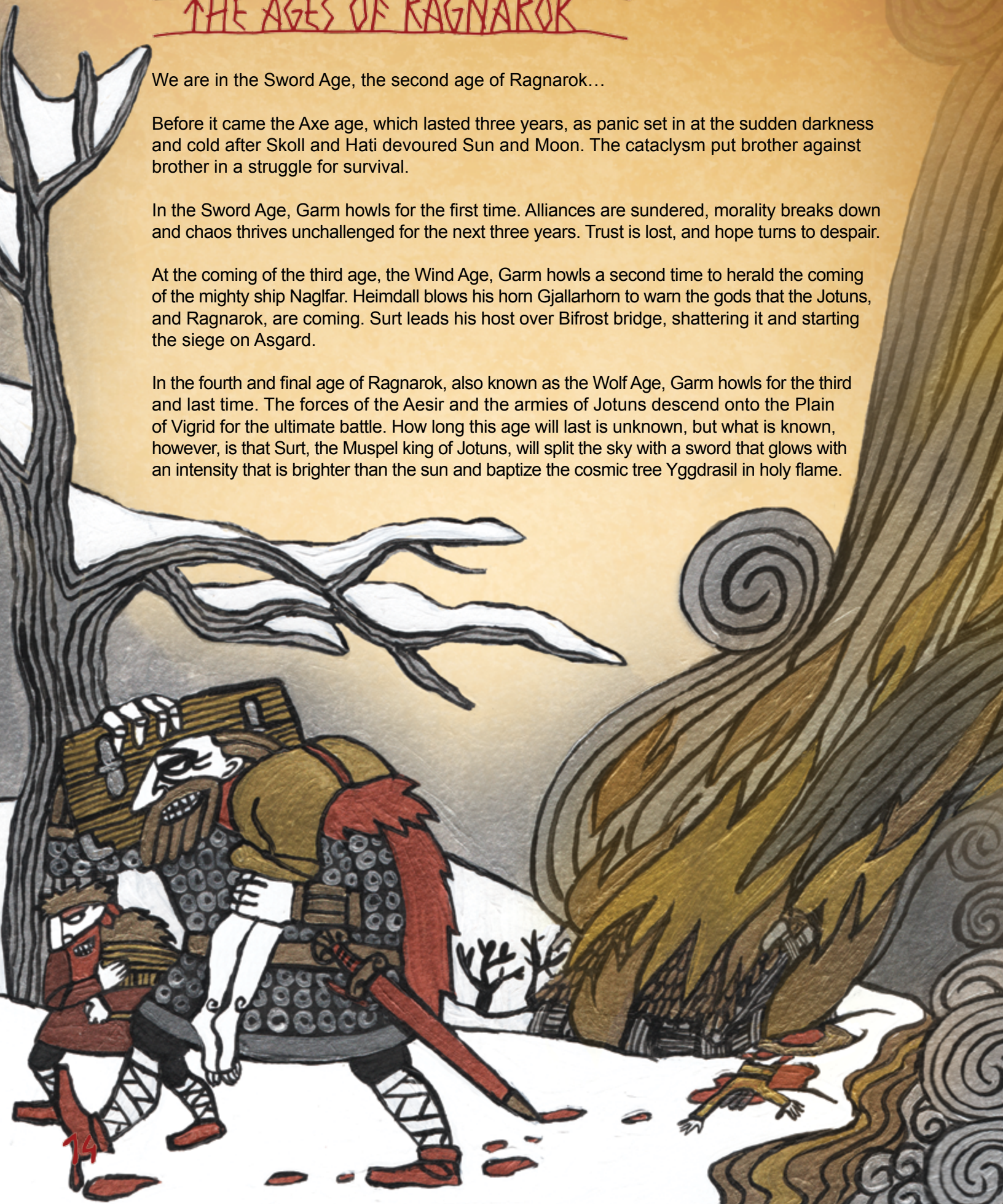
We are in the Sword Age, the second age of Ragnarok...

Before it came the Axe age, which lasted three years, as panic set in at the sudden darkness and cold after Skoll and Hati devoured Sun and Moon. The cataclysm put brother against brother in a struggle for survival.

In the Sword Age, Garm howls for the first time. Alliances are sundered, morality breaks down and chaos thrives unchallenged for the next three years. Trust is lost, and hope turns to despair.

At the coming of the third age, the Wind Age, Garm howls a second time to herald the coming of the mighty ship Naglfar. Heimdall blows his horn Gjallarhorn to warn the gods that the Jotuns, and Ragnarok, are coming. Surt leads his host over Bifrost bridge, shattering it and starting the siege on Asgard.

In the fourth and final age of Ragnarok, also known as the Wolf Age, Garm howls for the third and last time. The forces of the Aesir and the armies of Jotuns descend onto the Plain of Vigrid for the ultimate battle. How long this age will last is unknown, but what is known, however, is that Surt, the Muspel king of Jotuns, will split the sky with a sword that glows with an intensity that is brighter than the sun and baptize the cosmic tree Yggdrasil in holy flame.





↑THE FINAL BATTLE - from the writings of Sygin the Voelva

"The sea serpent Jormundgand breathes poison on the world... The Vanir god Frey defeats the Jotun Beli, but is slain by Surt... Garm and Tyr kill each other... Heimdall and Loki deal fatal blows to one another... Fenrir devours Odin, and in turn is killed by Odin's son Vidar... Thor defeats the serpent Jormundgand, but dies from his poison breath... Surt splits the sky open... and engulfs the worlds with his fire..."

The mortals and immortals know of the impending doom.
Both want to know only one thing... Can destiny be changed?



THE HIGHER POWERS


Yggdrassil: Yggdrasil the cosmic ash-tree stretches from the underworld to the heavens and connects all the nine realms through its roots and branches, in addition to Midgard and numerous other worlds of lesser renown.

Rime Jotuns: Rime Jotuns are frost giants led by their king Bergelmir. The Jotuns lived in relative peace until the bloodthirsty Aesir gods, led by Odin, slew their progenitor Ymir the Great. There has been conflict ever since. Many of the greatest, wisest, and most talented beings are of Rime Jotun lineage (Vafprudniamal the All-Knowing, for example). Most Jotuns stand a dozen feet tall when travelling the worlds; however, most can increase their height and size by a hundredfold or more.

Muspel Jotuns: Muspel Jotuns are led by their king, Surt. They inhabit the ancestral realm of Muspelheim, which, along with Niflheim, predates all other realms. Muspel giants are destined to cleanse the cosmos at the final battle of Ragnarok. Surt recruits the best of the fallen mortal warriors of Midgard and brings them back to life as Sons of Muspel warriors. This host will make up a large part of the Jotun forces at the final battle of the Twilight of the gods.

Sons of Muspel: The Sons of Muspel are the sworn enemies of the Einherjar warriors of the Aesir. A worthy mortal warrior who dies in battle is reborn as a Son of Muspel in the fires of Muspelheim. This rebirth comes with mental trauma, but also with greater spiritual conviction. Sons of Muspel look like large ordinary humans but radiate a spiritual aura that can be felt and seen by other immortals. Sons of Muspel also carry guardian angels known as Fylgia. During the age of Ragnarok, the Sons of Muspel are sent forth on holy quests in the name of their Muspel Jotun war gods. The goal of all quests is to give them an advantage for the final battle on the plain of Vigrid.

Aesir gods: The Aesir gods are led by Odin the All-Father and strive to dominate the worlds of Yggdrassil. Their presence is felt by all, and many have succumbed to their might. Over the years, they have created many enemies and the time of reckoning is upon them. Odin has sacrificed his eye at the Mimir's Well to see into the future and affect it in his favour... time will tell what will happen next, for the Axe Age is nigh.



Vanir gods: The Vanir are the old gods, most of whom embody and have power over the forces of nature. They used to be at peace with all races; however, they had a bloody feud with the Aesir gods at one time. They made a truce and exchanged hostages to guarantee peace between them.

Einherjar: Einherjar are slain human warriors who die valiantly in battle, like the Sons of Muspel. Valkyries, who serve both the Jotuns and the Aesir gods, will sometimes fight over the most heroic of these champions. Male Einherjar are taken to Odin's hall Valhalla and female Einherjar are claimed by the Vanir goddess Freya to reside in Folkvangar. At Ragnarok, the Einherjar will be mobilized to the plain of Vigrid to battle against the Sons of Muspel.

Lios Alfar: The light elves are called Lios Alfar and live in Alfgard, a realm of perpetual radiance and beauty. Always noble, they can sometimes be both fickle and benevolent. Those Alfar that venture out of Alfgard usually do so to set up their own dominions and kingdoms among "lesser" races, such as that of humans.

Svart Alfar: Svart Alfar are dark elves whose home is in Svartalfheim, a penumbral realm of perpetual twilight. They appear dark and dreadful to human eyes.

Dverggar: The Dverggar are the dwarves of Nidavellir. They have been relatively neutral up until Ragnarok. Who is to say which side (if any) they will take in the final battle?

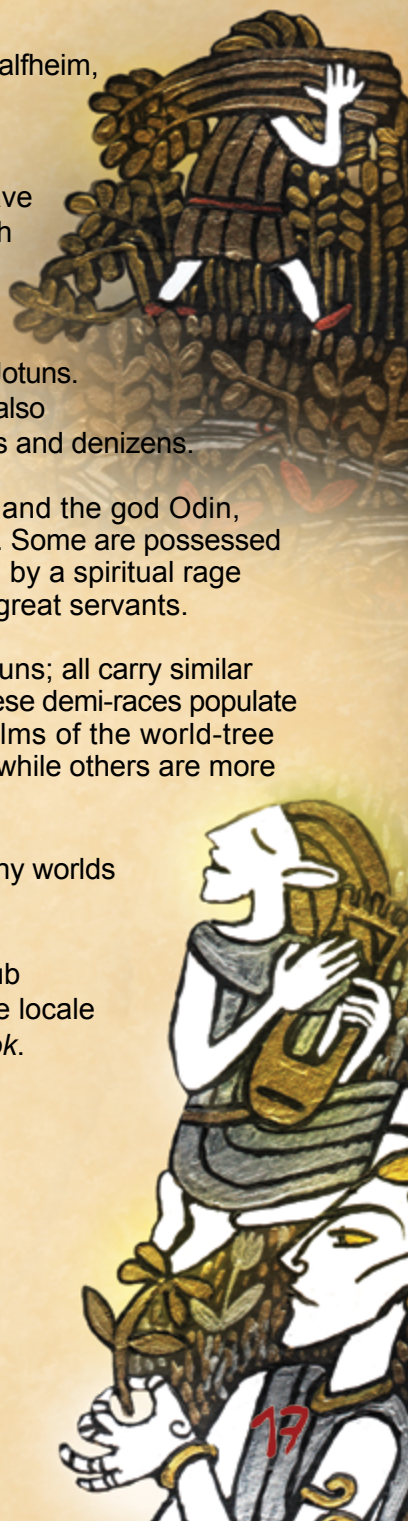
Norns: The number of Norns is unknown; however, there are three that play a pivotal role in the lives of men, gods, and Jotuns. Their names are: Skuld, Verdandi, and Urd. The term "Norn" is also used for the game master, who weaves the fate of the dwellers and denizens.

Draugar, Haugbui, and Berserkirs: As servants of the Aesir and the god Odin, these beings share the common Trait of spiritual possession. Some are possessed by angry souls (Draugar and Haugbui), others are possessed by a spiritual rage called Modr (Beserkers). With impaired faculties, they make great servants.

Ogres, Trolls, and Risi: There are many offshoots of the Jotuns; all carry similar characteristics of lineage, size, strength, and perseverance. These demi-races populate Jotunheim and Muspelheim and can be found on many realms of the world-tree Yggdrassil. Some of these races are very xenophobic (trolls) while others are more tolerant and mix freely with humans and others (Risi).

Midgard: Midgard is the realm of mankind. It is one of the many worlds on Yggdrassil, the cosmic tree.

Evingard: This fringe outpost of northeastern Islandia is a hub of important events during the ages of Ragnarok. This remote locale is central to many of the sagas of *Fate of the Norns: Ragnarok*.





DEVASTATION IN MIDGARD

Midgard, the land of men, was shattered and turned upside down by the coming of Ragnarok. Mortals suffered greatly as the higher powers in the heavens prepared for the final confrontation. Each move of the gods and Jotuns caused an inexorable alteration of the fabric of Midgard.



FIMBULWINTER

Once Sun and Moon are swallowed whole and the wolves rest contently on the branches of Yggdrasil, Midgard changes forever. The days and nights blend together, dark and cold. The stars plummet and disappear, but those that remain in the sky produce a faint light source for those down below. The horizon is painted in a vermillion halo as the fires of Muspelheim pierce the darkness. Up in the north sky, the colours of Asgard's Bifrost bridge help give direction for Midgard's weary travellers.

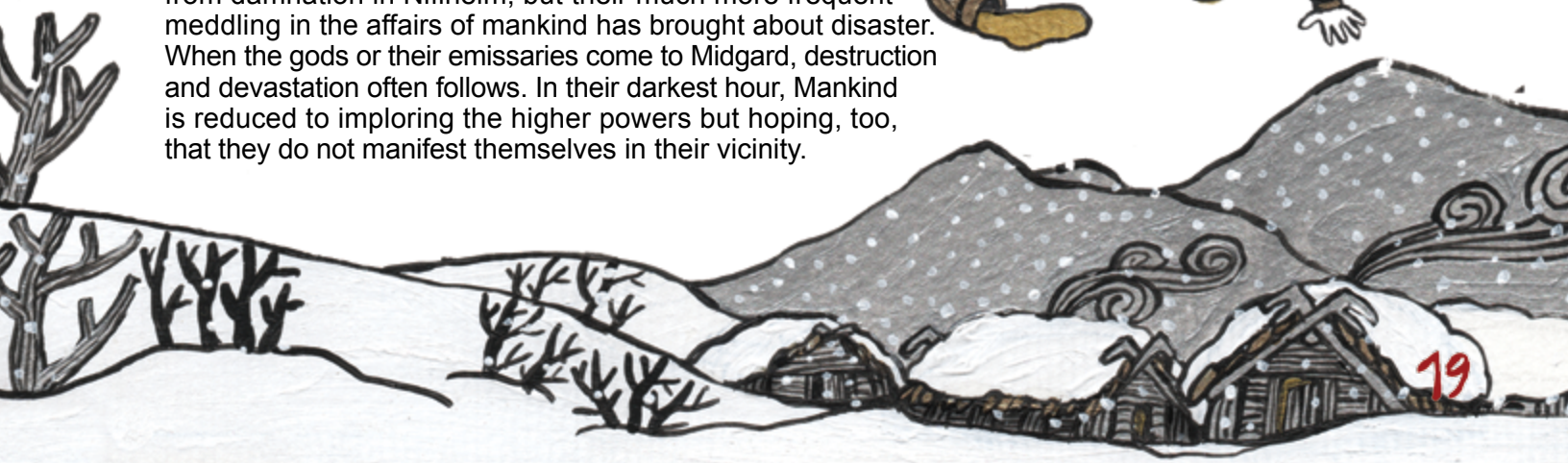
In this new age, torches and lanterns are a must at all times. The cold can be fatal to those ill prepared. Winter has descended on the land, blanketing the landscape in snow and ice. For the remainder of Ragnarok, no crops will grow. Rivers freeze over and the seas are speckled with icebergs. Without sun and warmth, the trees and plants slowly wither. The only surviving forests are tended to by Druids or sustained through magic. With no farmed sustenance, hunting becomes the primary source of food. Men compete for limited resource as animals become scarcer. Only those who have the tools to bore through the thick ice can fish. Settlements move to the coastal regions as the heart of the mainland becomes too cold to sustain life.

Law and order has disappeared. The social fabric is torn, and food and shelter become the sole preoccupation. Karls, the once-proud and prominent lords are turning into oppressive warlords. Relationships break down between neighbours and villagers, and feuds break out. Families turn on each other as old grievances turn septic. Life devolves into a daily struggle for survival: kill or be killed.



Hopelessness has washed over the lands of Midgard.

The men of Midgard are of two minds about their belief the Aesir gods and the Jotuns. These higher powers can offer an escape from the torment of these treacherous days and a salvation from damnation in Niflheim, but their much more frequent meddling in the affairs of mankind has brought about disaster. When the gods or their emissaries come to Midgard, destruction and devastation often follows. In their darkest hour, Mankind is reduced to imploring the higher powers but hoping, too, that they do not manifest themselves in their vicinity.







GAME RULES LIGHT

The rules for the Runic Game System™ (RGS) are explained throughout this guide. They are presented below in a shortened “light” form. The full rules are available in *Fate of the Norns: Ragnarok* (www.fateofthenorns.com).

TERMS USED

- Dweller:** The player’s character.
Denizen: Non-player characters controlled by the Norn.
Norn: The fates of Viking mythology. The term also refers to the game master (GM).

THE RUNES OF POWER

There are 24 Viking runes. They are divided into three Aetts representing three different Traits: Physical (red Aett), Mental (blue Aett), and Spiritual (green Aett). The eight runes in each Aett can be interpreted in two ways:

- 1) by the Trait it belongs to (i.e. Physical, Mental, or Spiritual); or
- 2) by the ability/power it is bound to (see the dweller or denizen descriptions).

THE VOID RUNE - GINUNGAGAP

The Ginungagap rune represents the Viking void... a nothingness that spans the space around the cosmic world-tree Yggdrassil. The Void rune also represents the Viking’s soul, imprinted with a great destiny that is revealed through time.

The rune comes with its own pile on the play mat and is imprinted with powers, a skill, and a Trait of the player’s choosing (based on the Archetype chosen). The Void rune is drawn in the Wyrd phase of combat and every time a skill check is made.

It is treated as an extra Destiny in all cases. It can never be assigned damage and so will never be in the Stun, Wounds, Death, or Drain pile. It also does not represent Essence, so only the runes from Essence count towards the hero becoming unconscious or dead.

ESSENCE

Essence is the runes that a dweller owns. These runes represent the dweller’s life force and accumulated wisdom and experience. They also define the dweller’s powers and Traits. For example, a dweller that has 4 Physical runes and 2 Spiritual runes can be defined as physically strong and mentally weak. Each of these 6 runes will also define Active powers, Passive powers, and skills.

DESTINY

Destiny measures the impact the dweller has on those around him or her. It defines how many runes are drawn when attempting to resolve (calculate) an action. The more runes drawn, the greater the effect.

WYRD

When someone wishes to cause an effect upon the world surrounding them, they must draw runes. This action is called Wyrd, which means: revealing your destiny. Wyrding runes must take place when the outcome of a challenge is in question; the result is either success or failure.

RUNE BASICS

Anything a dweller wishes to do that is certain does not require playing runes. This includes, for example, actions such as walking down the road, jumping up and down, having a friendly conversation, etc... However, when the player wishes to perform an action that may fail, or will greatly influence those nearby, the runes must be consulted.

Consulting the runes begins by Wyrding (drawing a number of runes equal to the dweller's Destiny) and placing them in the In-Hand pile on the play mat. Depending on the specifics of what the players wish to accomplish, they will be playing runes from the In-Hand pile to the In-Play pile. All the details of these actions are covered in the Skills and Active powers sections (below and on page 24).

RUNE MORPHING

At any time, two runes of the same Trait may be combined to create a rune of another Trait. This is most common when performing generic actions (page 26), attempting a skill check where a certain Trait is desirable (page 23), or applying meta tags (page 29).



Example: Ulrik is attempting to climb a stone wall – he may or may not accomplish this. He therefore Wyrds and pulls one Physical rune, two Mental runes, and a Spiritual rune. The Norn required two Physical runes for a success. Ulrik can morph his two Mental runes to create a second Physical rune, giving him the 2 runes required.

SKILLS

Skills summarize innate or time-consuming trained abilities that would normally occur outside of combat. Skill lists can be found on dweller and denizen descriptions and are usually followed by a numerical value called a skill rank. A rank of 1 indicates a fair amount of proficiency and a rank of 2 indicates near-mastery.

The skills listed suggest that the dweller or denizen has an above-average aptitude in the given skill. The absence of a skill listed does not mean the skill cannot be attempted – a dweller can attempt any skill.

SKILL CHECKS

This is how a dweller or denizen makes a skill check:

- 1) The Norn determines which skill(s) can be attempted to resolve a particular challenge.
- 2) The Norn then determines the difficulty and the Trait required:
 - Success = 0
 - Trivial = 1
 - Easy = 2
 - Moderate = 3
 - Hard = 4
 - Unlikely = 5

The Trait required is decided based on the activity, opening a lock could be Mental or Physical, observing a ritual and identifying it could be Spiritual or Mental, so on and so forth.

- 3) The dweller Wyrds a number of runes equal to his or her Destiny rating (any dweller can attempt to Wyrd even if they have 0 rank in the required skill). The Void rune is also moved from the Void pile and into the In-Hand pile.
- 4) For every rune pulled that matches the required Trait, the difficulty rating is reduced by 1. For every rank in the skill the difficulty is further reduced by 1. If the difficulty is reduced to 0, then the attempted challenge was a success. If it is not reduced to 0, there may still be a partial success:
 - (1) = Imperfect success; the final result is not as intended
 - (2) = Marginal success; a small improvement towards the goal

Example: Brynjolf wants to jump over a chasm. The Norn has determined that it is a Physical (Trait) test of the Athletics skill with a Moderate [3] difficulty. Brynjolf has an Athletics rating of 1, which reduces the attempt to Easy [2]. Fjori now Wyrds his Destiny of 2 runes (plus the Void rune) and checks for Physical runes. He pulls one Physical, one Mental, and one Spiritual rune. The Physical rune reduces the difficulty to 1, not enough for a perfect success but close enough that the Norn can judge that the jump was almost successful, meaning Brynjolf holds on to the far edge by only his hands.

Example: Atla wants to pick a lock. She does not have any rank in a lock picking skill, but has observed others doing it. The Norn feels like this is an Unlikely [5] Physical undertaking for her. Atla's Destiny is 3 (4 with the Void rune), so if she pulls 4 Physical runes, the best she could hope for is an imperfect success (not opening but perhaps causing damage to the lock).

OPPOSED-SKILL CHECKS

If two individuals are squaring off on an opposed skill check, they will both follow the rules outlined for skill checks. The one who reduces the difficulty by the most will prevail.

Example: Aurnir and Bjorn are engaged in an arm wrestle. The Norn deems this as a Physical Trait test. Bjorn has the Brawling skill at rank1, which the Norn permits as applicable for this test of strength. This gives Bjorn 1 success already. Both dwellers Wyrd: Bjorn has a Destiny of 1 and pulls a Spiritual rune and his Void rune is a Mental rune, both of which fail to help him. Aurnir will need to pull at least 1 Physical rune to cause a tie and 2 Physical runes if he wishes to win.

SKILL DESCRIPTIONS

The skills listed for this saga's dwellers are designed to be easy to follow. Full skill descriptions can be found in *Fate of the Norns: Ragnarok*.

PASSIVE POWERS

Passive powers are powers and abilities that are considered to always be active. Passive powers grant bonuses to other activities, generate continuous effects, and grant small free actions at certain times. See individual Passive powers for each dweller and denizen.

Note: In this “light” version of the rules, the {type} of Passive power is not applicable.

ACTIVE POWERS

Active powers are powers that require a rune to be played to activate them. They cause effects and they need to be resolved (through one or more steps). During combat, an Active power will allow the dweller to perform one or more effect, such as dealing damage, healing, etc.

An Active power may also include one or more generic actions, such as combining a Move action and an Attack action. The adrenaline and energy that permeates a combat allows for epic level feats (i.e. meta tags). The only exception is the Maintain meta effect. It is assumed that the effect can last indefinitely through concentration and in a calm environment.

Outside of combat, meta tags (page 29) cannot be used to magnify the effects of Active powers.

COMBAT

To make this introduction to the runic system as accessible as possible, the combat mechanics of the Runic Game System™ (RGS) in this saga is a “light” version of the full game. In a Viking world about to experience Ragnarok, the end of an era, combat and warfare plays a dominant and central role.

THE PLAY MAT FOR COMBAT

The play mat has 9 piles.

Note: With the Light version of the rules, the Contingency and Drain piles are not put in play.

The player’s bag, full of runes, is kept on or next to the Essence pile, which is in the middle.



The play mat is where the runes will be placed at the start of any combat or challenge. Runes will be moved up and down the play mat, creating effects and reacting to effects.

The piles should be set up from top to bottom as follows:

- **In-Play:** Runes put into this pile represent and activate effects on the battlefield.
- **In-Hand:** This is where the player keeps the runes that he/she will use to cause effects during the turn.
- **Essence:** This is where the bag full of runes is placed. Players Wyrd their runes from this bag.
- **Stun:** This is a forgiving “damage” pile that allows for gradual regeneration.
- **Wounds:** If all the player’s runes are in this pile and/or the ones below, the dweller is considered unconscious. The wounds pile has 3 tracks/paths. The Norn must choose which to use before any saga campaign begin.
- **Death:** If all the player runes are in this pile, the dweller has died.
- **Void:** This is where runes reside when not in use in other piles.

INITIATIVE

Initiative is the order in which each and every combatant plays a single action at the beginning of combat.

To set Initiative, a token representation of each combatant (small cards/paper marked with a name or a generic tag such as “denizen 1”, “denizen 2”, “dweller 1”, etc...) is taken and put in a bag (rune pouch). Each token in the bag represents one pre-determined combatant, and they are then drawn out one at a time, at random, and laid out in a top-to-bottom order. The topmost combatant will be called upon to act first, then the next highest one, and this continues until the order of each combatant is determined.

During the Upkeep phase of combat (see below), any combatant can play a rune to move up one position in the Initiative order by moving a rune from In-Hand to In-Play.

Example of Denizen 1 playing a rune from In-Hand to In-Pile during Upkeep to jump ahead of Dweller 2



THE PHASES OF COMBAT

- 1) Wyrd
- 2) Upkeep
- 3) Action
- 4) Clean-Up

Every combatant has an action to perform to complete each phase in Initiative order.

When the Wyrd phase begins, the combatant at the top of Initiative draws his or her runes, followed by the next combatant in the Initiative stack until every combatant has Wyrded their runes. The Upkeep phase then begins for the combatant at the top of the Initiative stack, and this is repeated until all the phases have been completed for all combatants.

WYRD: During this phase, the player must Wyrd runes by drawing a number of runes equal to the dweller’s Destiny from the Essence pile and must place them into the In-Hand pile. If the player has fewer runes in Essence than their Destiny rating, then the player Wyrds a reduced amount of runes. If the player’s Void rune is in the Void pile, they can draw that rune into In-Hand.

UPKEEP: Upkeep actions can be resolved in any order desired (such as free movements, status effects, conditions, etc...). During this phase, ever combatant recovers 1 rune from Stun to Essence (if there is a rune in Stun). The player may also play a rune (front In-Hand to In-Play) to move up or down one position in Initiative.

ACTION: In this phase, the player may perform actions by playing rune chains (generic actions and Active powers) from their In-Hand pile to the In-Play pile. Any runes in the In-Hand pile can be used for defence if attacked during this phase.

CLEAN-UP: During this phase, all rune chains In-Play that do not have a Maintain or Open meta are returned to Essence. All runes not yet played in the In-Hand pile are also returned to the Essence pile. The Void rune returns to the Void pile unless it is part of a rune chain that has been maintained or opened beyond end of the turn.

GENERIC ACTIONS

Generic actions are actions that anyone can perform, such as moving, jumping, attacking, defending, drinking, etc. A player can attempt any action but it is up to the Norn to decide what rune needs to be played to perform it. In most cases, the Norn will choose one of the three Traits (Physical, Mental, Spiritual) rather than a specific rune.

Example: A player wishes to assess an opponent at the start of combat. The Norn decides that a Mental rune needs to be played to perform this action.

Example: A player wishes to jump across a gaping chasm. The Norn states that a Physical rune should be played to perform the jump.

Below are common generic actions that dwellers may want to perform:

THE MOVE ACTION

Play any rune to perform a Move action. Dwellers can move a number of hexes equal to their size (1 hex = 5').

Example: A size 4 dweller can move 4 hexes (20') for every rune played.

THE ATTACK ACTION

The Attack action attempts to deal damage by using both hands. If each hand has an independent weapon, then the damage is added up together. With large weapons, the dweller may need to initiate this generic Attack action with a Physical rune:

Weapon/shield less than wielder's size	One-handed	Play any rune to use
Weapon/shield equal to wielder's size	One-handed	Play a Physical rune to use
Weapon/shield up to 1 size greater than wielder	Two-handed	Play any rune to use
Weapon/shield 2 sizes greater than wielder	Two-handed	Play a Physical rune to use
Armour 1 size smaller than wearer	No penalty	
Armour same size as wearer	Move -5' (1 hex)	
Armour 1 size larger than wearer	Half Move (round up)	

The recipient of the attack will reduce the damage by any Protection Factor that matches the Trait of the incoming damage (Physical, Mental, or Spiritual).

Example: Freki, who is size 4, attacks with a longsword (size 4) in one hand and a spiked reinforced shield (size 3) in the other hand. Since one of the weapons is the same size as him, he needs to play a Physical rune to attack with both hands. If both weapons were smaller than him, he could just play any rune. He will deal 2 damage with the longsword and 1 damage with the shield for a total of 3 points of Physical damage.

THE DEFEND ACTION

Unlike all other generic action that must be played on the dweller's turn, the Defend action can be played at any time someone is attacked.

If the Protection Factor is not enough to reduce the damage to 0, then any rune can be played to perform a Defend action. The Defend action is the sum of the Parry and Evade values that match the Trait of the incoming damage (Physical, Mental, or Spiritual). The Defend action also gains a +1 if the rune used to perform the Defend action matches the Trait of the incoming damage.

A defender can use more than one Defend action (playing one rune for each Defend action and adding up the defence values) against an attack (Attack action or Active power). Any leftover defence is lost should another attack follow. An attacker's Pierce value will reduce the final Defend value.

DEFEND = PARRY (for matching Trait) + **EVADÉ** + 1 (if the rune used matches damage Trait)

Example: Harald is facing an incoming 3 Physical damage from an arrow. He has no items in hand that have Parry values greater than 0. He also has no armour. Harald decides to play two Physical runes to reduce the damage by 2.

Example: A dweller is being attacked with 7 Physical damage, but her Physical Protection Factor 1 reduces it to 6 damage. The dweller wields a medium-sized shield (Parry 3) and has the option to play a rune from In-Hand into In-Play as a Defend action. If she does so, and plays a Physical rune, damage will be reduced by another 4 points (the Parry value of the weapon, 3, plus the 1 from the Physical rune).

WEAK ACTIONS

Some Move, Attack, or Defend actions are listed as "Weak". This means that the final numerical value of the action is halved (round up fractions).

Example: Fjori is striking an opponent with a Weak Attack action. His final Damage Factor is 3 after applying all modifiers from weapons and Passive powers. Since it is Weak, it will be reduced to 2 (half of 3, rounded up).

THE SPIN ACTION

When an opponent moves into striking distance, the defender may play a rune from In-Hand to In-Play to turn around and face the opponent. This is considered an "interrupt" action and can be performed during another combatant's Action phase. It can be performed in response to being attacked, and would occur before the attack is resolved. It is better to face an opponent since a Defend action may only be a Weak one if attacked from behind.



POSITIONING AND THE HEX MAT

If the players choose to use miniature figurines and a hex mat to represent positioning of the dwellers and denizens, then a few quick rules should be followed.

One hex represents 5 feet in the game world. No more than one figurine can occupy a hex. Movement and weapon Reach and Range are provided in hexes as well as in feet for Range.

When using a hex mat, positioning becomes more important. Every combatant has 3 front-facing hexes and 3 rear-facing hexes. If attacked from behind, only Weak Defend actions are possible (see page 27). To turn to another facing position requires no runes while on the combatant's turn; a rune needs to be played to do this on another combatant's turn (see the Spin generic action above).



ACTIVE POWERS AND RUNE CHAINS

During the Action phase of Initiative, the first player in the Initiative stack plays runes into the In-Play pile and causes effects on the battlefield. The other players can play runes into the In-Play pile in self-defence if they have been attacked (Defend action).

Runes can be played on their own or in sequences of two or more. In either case, the runes represent an effect. The sum of the runes is a rune chain. Each unique effect or generic action within an Active power is referred to as a Source. The effect of some external continuous effects, such as meta tags and Passive powers, can apply either on the Active power as a whole or on individual Sources. The external power will specify which, but by default (if not specified otherwise), the effect is applied to the Active power as a whole.


Here is the anatomy of a rune chain:

- The first rune in the rune chain is the root and dictates what effect is being manifested.
- The remaining runes in the rune chain (the runes that are played next to the root rune) are played at a right angle (90 degrees, as shown in the diagram below) and are referred to as meta runes. Meta runes are runes that modify the root rune's effect in a certain way. There is no limit to how many meta runes can be played in a rune chain. See more about meta runes on the next page.





To determine what the root runes mean, see the relevant dweller or denizen descriptions, which lists the root's effect and all valid metas.





Example: There are two rune chains in the diagram. The first is three runes long: Wunjo is the root rune, with Dagaz and Ansuz rotated 90 degrees and acting as meta runes. The second rune chain is one-rune-long: Sowsun acting as the root rune, with no accompanying meta runes.

In the example above, if the **Wunjo**  rune is bound to the effect “Deal Damage Factor +4 Spiritual damage [meta: **Amplify** **Range** **Amplify**]”, then it means that the rune chain’s root rune represents dealing 4 points of Spiritual damage. If a Physical (red) or Spiritual (green) rune is played as a meta, the root is Amplified. If a Mental (blue) rune is played as a meta, then the root is considered Ranged (see below for Range).

Players and Norns need to determine what they will do with the Destiny in the In-Hand pile once they have completed the Wyrd phase. The runes can be played in many different ways at every turn.

Example: After Wyrding, Vanadis the Seithkona has pulled  , which are the Physical (red) rune “Ing” and the Mental (blue) rune “Eihwas”. This gives her several options for the turn. If she invokes the Active power that is bound to  (Agonizing Memories) dealing 4 Spiritual damage, she has the option to use  as a Mental meta to power up Agonizing Memories by giving it Range (the Active power Agonizing Memories lists the Mental (blue) Trait as the one that adds Range). Both runes would be played in one rune chain with Ing as the root and Eihwas as a meta.*

If she chooses not to use  as a meta, she can invoke it by itself as the Active power Shrink. If she has not yet used , then she can use Ing as a Physical meta on Shrink (applying the effect listed under Shrink’s Physical meta: Amplify).

If she did not want to invoke any Active powers, her runes could also be played to perform generic actions such as movement or basic attacks. She can also play her runes to use her skills. There are many combination possibilities for the two runes:

- Ing Active power, Eihwas Active power (2 rune chains)
- Ing Active power, Eihwas as meta (1 rune chain)
- Eihwas Active power, Ing as meta (1 rune chain)
- Ing as generic action, Eihwas Active power (2 rune chains)
- Eihwas as generic action, Ing Active power (2 rune chains)
- Ing as generic action, Eihwas as generic action (2 rune chains)
- And all the valid combinations for using a skill with one or two runes.

Runes can be played to perform generic actions as well as skills. Generic actions and skills usually do not have meta tags associated with them.


A Maintained or Open rune chain can be dismissed at any time. Dismissing the chain immediately returns the runes to Essence.

META TAGS

There are many meta tags in the full version of this game. Below are the meta tags for dwellers and denizens for this introductory game.

Amplify: Resolve the effect and then double (x2) the final result. If an item’s attributes (such as Damage Factor, Reach, Focus, etc...) influence the end effect, only Damage Factor and Parry will be included in the Amplify multiplier. Additional Amplify meta tags added to the rune chain will increase the multiplier (i.e. x3, x4, etc...)

• SPECIAL RULE •



for generic actions
and skill checks:

Players can use two runes of one matching Trait to substitute in a rune of a different Trait (i.e. play 2 Spiritual runes and treat it as if 1 Physical rune was just played).

Example: If the dweller adds an Amplify meta to the root of a rune chain, is Power Attack (stating “perform an Attack action with a bonus of +2 Physical damage”), then the end effect of the rune chain will be that the dweller attacks once, doubles weapon damage, with a +4 Physical damage bonus (all treated as one attack). A second Amplify meta would triple weapon damage and grant a +6 damage bonus.

Area: By default, a root rune’s effect is on one target or an area of 5’x 5’x 5’ (1 hex). An Area meta tag will expand the effect to a 10’ (2-hex) radius. Each additional area meta tag will extend the radius by another 10’ (2 hex). Targets cannot be chosen; everyone in the area will be affected. Only the instigator of the effect can choose not to be a target.

Example: A root rune of a rune chain states that an added 2-Area meta will affect a central hex, as well as a 20’ radius all around. All valid recipients of the power in that area will need to resolve the effect.

Maintain: During the Clean-Up phase of Initiative, a rune chain is generally removed from the In-Play pile. Adding a Maintain meta tag to the Rune Chain makes it stay in effect past the end of round (similar to a Passive ability that is always in effect), and no additional runes can be added to the rune chain.

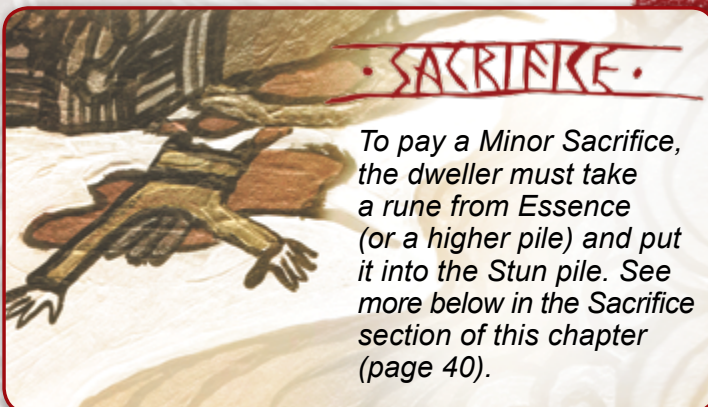
Any damage or healing effects that are Maintained are triggered during the effect controller’s Upkeep phase. If taking damage results in a rune chain in play losing the Maintain meta tag, then at the end of that turn the rune chain will dissipate during the Clean-Up phase. A player has the option to cancel a Maintained power anytime and immediately move the runes back to the Essence pile.

Example: The Liquefied Earth Active power states: Touch to deal +4 Physical damage and hinder the victim’s movement by -1. If it is Maintained, the movement penalty will apply at all times and the damage dealing to the victim will occur during the Liquefied Earth runecaster’s Upkeep phase at every turn while it has the Maintain meta in the rune chain.

Multi: The effect may now affect +2 more different targets on the battlefield. The Range of the effect for all targets is now +5 hexes (25’) for a {Spell} or the lowest reach of the weapon(s) used for a {manoeuvre}.

Example: A spell states that the foe receives 4 Mental damage; by default, this is one target adjacent. With a Multi meta tag, the effect can now target 3 different combatants on the battlefield, each 5 hexes (25’) away.

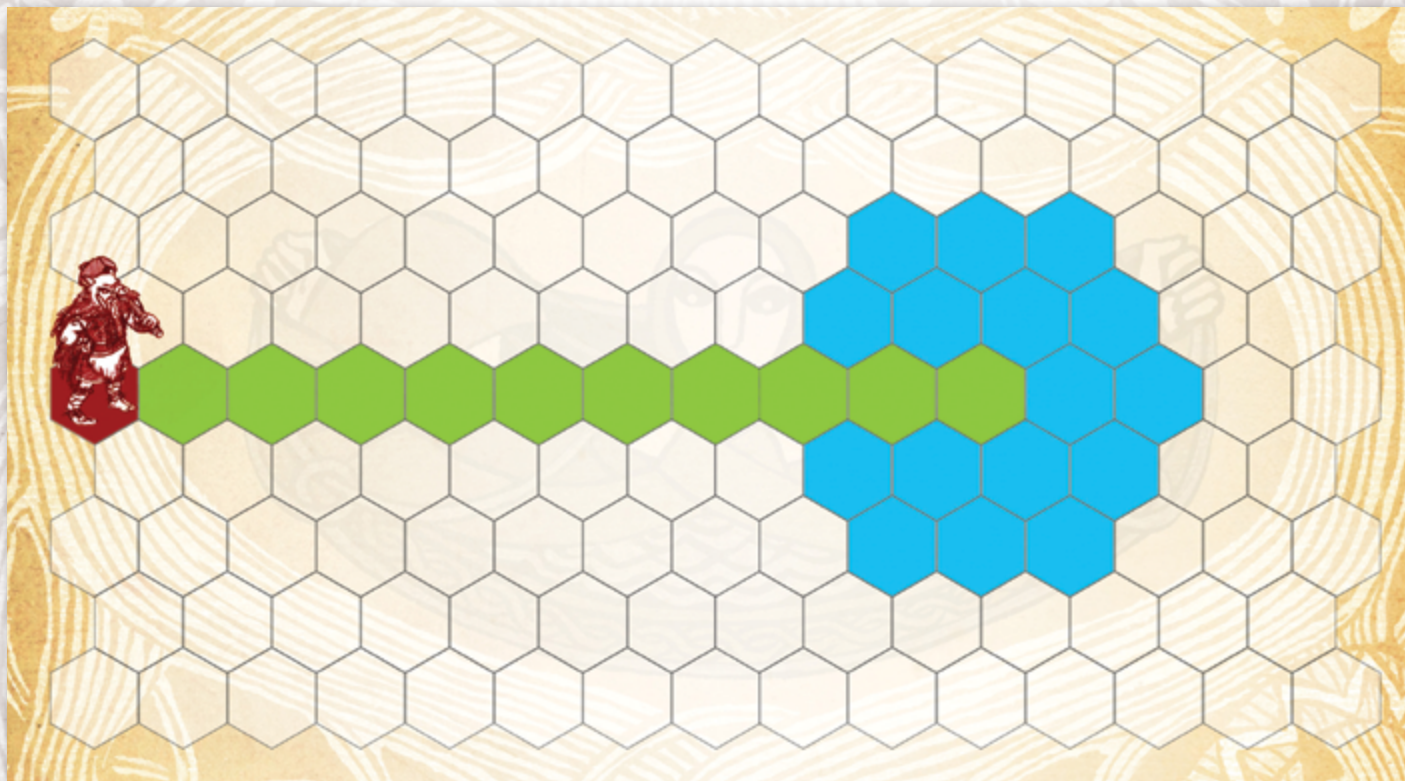
Open: An Open meta tag works almost the same way as a Maintain meta; there is, however, one significant distinction. This Maintained rune chain can accept more runes as metas during subsequent turns. But this versatility comes at a cost: when the Open meta tag is initially played, a Minor Sacrifice +1 must be made (see more on sacrifice rules on page 40). Every new meta must be added to the right of the Open meta tag. For each new meta added, a Minor Sacrifice must be played, equal to 2 plus the number of runes to the right of the Open meta.



Example: A Skald starts a song with an effect at the root and plays an Open meta next to it. One rune must be placed into the Stun pile to pay the Minor Sacrifice +1. At the end of the turn, the effect persists and on the next turn, the Skald adds an Amplify meta to the Open rune chain (third rune added) and must pay a Minor Sacrifice +2 by moving two runes from Essence or above into the Stun pile.

Range: By default, a root rune's effect is on an adjacent target (unless the root rune specifies otherwise). Each Range meta tag will add 10 hexes (50') to the effective range.

Example: Playing a Range meta on a rune chain that already has an area meta in it creates a distant ball effect that occurs on a distant focal point instead of the runecaster.



Weapon: Add any one effect that the weapons you wield can provide.

Example: An Active power called Power Attack deals Weapon Damage +2. If a Weapon meta is added to this active rune chain, and the weapon wielded is a piercing weapon that adds the Gore effect, the final effect will be: deal Weapon Damage +2 and inflict the Degeneration condition with a +1 intensity.

THE VOID RUNE



The 25th rune in the FOTN rune set is blank and is called the Void rune; it has its own pile on the play mat (see more about the Void rune on page 21).



This is a highly detailed and intricate illustration by Mike Mignola. The artwork features a central figure, possibly a griffin or a dragon, with a large, ornate headpiece. To the right, there's a figure in a red robe, and below it, a figure in a blue robe. The background is filled with swirling patterns, clouds, and various symbols, including a cross and a crescent moon. The overall style is reminiscent of Mignola's work for Dark Horse Comics, particularly his illustrations for the Hellboy series. The colors are primarily earthy tones like browns, greys, and blacks, with some highlights in red and blue. The composition is dense and layered, with many small details and elements that invite close inspection. A red arrow points from the top left towards the center, highlighting a specific area of interest. The URL "www.faletoherozms.com" is visible in the lower-left quadrant.

It may also be used in the Contingency pile like any other rune.



SKILL CHECKS DURING COMBAT

Performing a skill during combat is slightly different than attempting it outside of combat (see page 22). The Norn may feel that a certain skill takes too long to perform, and may rule that it cannot be performed during a combat. To perform a skill, the player declares what skill they will be using and then plays a rune to generate success. The Norn fixes a difficulty rating and the Trait required for the challenge. Then the player will move runes from In-Hand to In-Play. A non-matching Trait rune generates 1 success and a matching Trait rune generates 2 successes, and the exact rune that is bound to the Skill in question generates 3 successes.

*Example: To get to an enemy archer, Turbog needs his Athletics skill to bound up some crates to get to a sod roof. This will be a difficulty **Moderate [3]** Physical skill test as decided by the Norn. If Turbog has the rune that is bound to the Athletics skill In-Hand, he could play it, or else combine a Physical rune with any other rune to succeed.*

ATTACKS AND DAMAGE

Order of activities when dealing damage:

- 1) **Attacking:** Attacker deals damage, announces how much and what type (which Trait).
 - a) See Active powers (page 24)
 - b) See generic Attack actions (page 26)
- 2) **Defending:** Defender attempts to reduce damage by Protection Factor that matches the Trait, and then chooses whether to perform Defend actions.
 - a) See generic Defend actions (page 27)
- 3) **Applying Damage:** If the damage is still greater than 0, then damage is applied to the defender's runes on the play mat.

ATTACKING

Attacking and dealing damage is considered one and the same action. When damage is dealt, it is important to note the Trait associated to the damage. Is it Physical, Mental, or Spiritual damage? This will set the stage for what type of defence the defender can mount.

DEFENDING

Armour Protection Factor that matches the incoming damage Trait automatically reduces damage (no need to play runes).

Example: A Shadow Skwee casts a spell that deals 4 Physical damage as well as 2 Mental damage on Sygin. She has a physical Protection Factor from her armour of +1 (but no Protection Factor vs Mental damage). After applying it, she still has 3 Physical damage and 2 Mental damage to deal with.

The defender also can play rune(s) to perform Defend action(s). Parry bonuses add to the final Defend value and if the rune played to perform the Defend action matches the trait of the incoming damage, another +1 bonus is applied.

DEFEND = PARRY (for matching Trait) + **EVADE** + **1** (if rune used matches damage Trait)

APPLYING DAMAGE

Lastly, damage is applied to the defenders runes. Runes are moved down the play mat a number of piles equal to the damage.

Physical, Mental, and Spiritual damage is all applied in a different way, but in this introductory adventure, all three types are treated as Physical damage. The runes to be moved down are the ones that are lowest on the play mat (except for runes in the Death pile). If a rune has gone down as far as it can go (i.e. Death pile) and there is more damage to be applied, a new rune is selected from the lowest pile with runes and it begins to move down the piles.

Runes in Contingency, In-Play, and In-Hand go directly to Essence when the damage is applied to those runes. Runes in Essence descend as usual.

If a number of movements of runes are equal to the incoming damage, the Norn must check if the defender still lives. If the all of the defender's runes are in the Death pile, the defender is considered dead. If there is a rune remaining in the Wounds pile, then the defender is unconscious. If there are runes remaining in the Stun pile or any above, the defender is still very much in the combat.

When damage is being applied to the last rune, no matter how much damage is being assigned, it will stop in the highest zone in the Wounds pile (see diagram on the right), causing unconsciousness. On the following turn, if not healed, it will descend down by 1 zone towards Death during every Upkeep phase of combat.



Reminder: The Void rune is never assigned damage and does not factor into the equation when assessing if someone is unconscious or dead.

The first rune to be moved down is the one that is in the lowest pile (diagram on the right ranks the piles from lowest [1] to highest [8]). For this introductory saga, damage ignores the Drain pile, so the lowest a rune can go is the Death pile.

When a rune hits the Wounds pile, it will travel through the predefined track that the Norn has set for the game (see page 52 for full details on the zones within the Wounds pile).

Once a rune has gone down as far as it can go (i.e. Death pile) and there is more damage to be applied, a new rune is selected from the lowest pile with runes and it begins to move down the piles.

Runes in Contingency, In-Play, and In-Hand go through the **Essence** pile when being assigned damage. From Essence, they descend as **usual** through **Stun** and **Wounds** to **Death**.

Game Rules Light 35



His play mat looks like this: ►



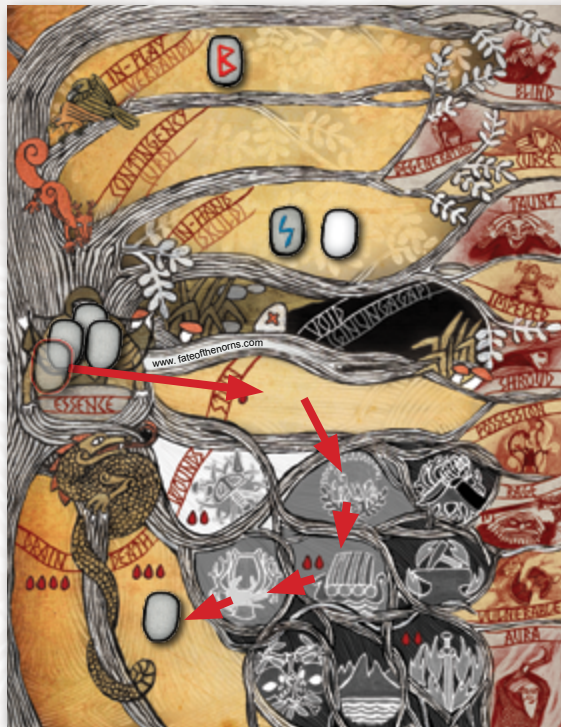
36 Game Rules Light

After performing the defensive action, his play mat looks like this: ►



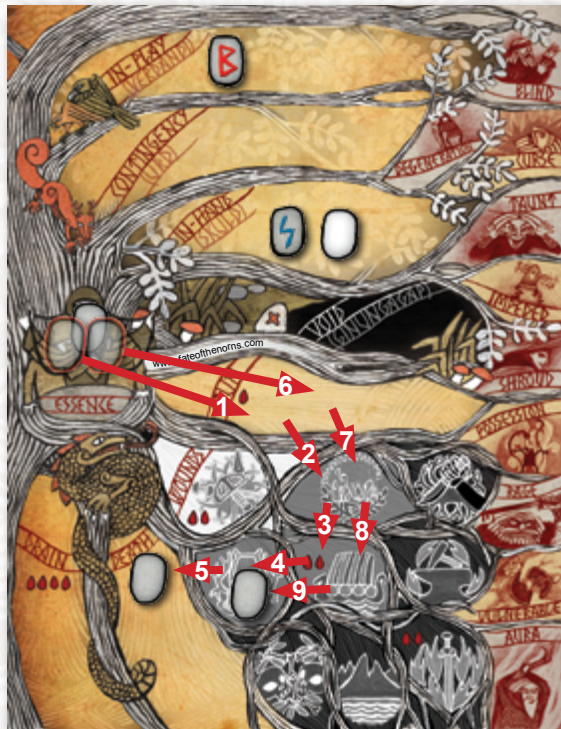
There are still 5 remaining points of Damage to account for. Jokull does this by taking a random rune from the lowest pile with runes (in this case, Essence) and moves the rune down through the piles. Each time the rune moves down by one pile/zone, 1 Damage has been accounted for. Once a rune reaches the bottom (Death pile), he needs to move another new rune down. This is done in a series until all Damage has been accounted for.

Here is a play-by-play of the order of the rune movements as well as the final location of the runes: ►



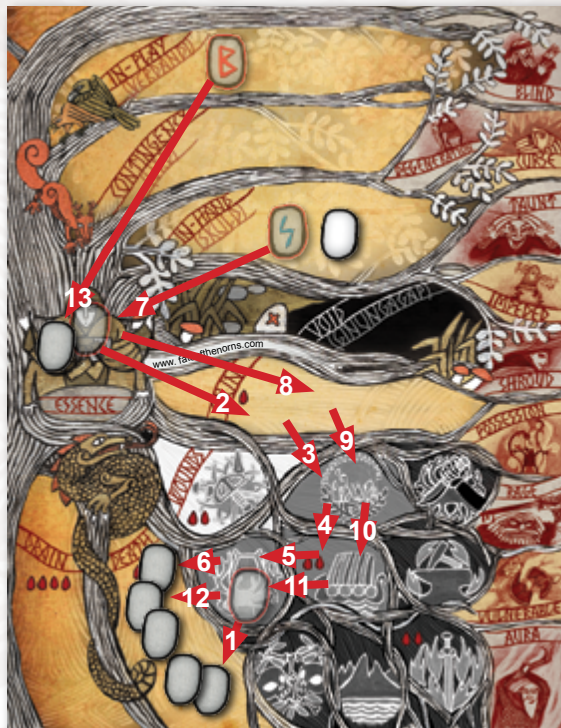
Now a second Troll attacks Jokull with a large tree trunk (Damage Factor: 5) in one hand and a great sword (Damage Factor: 3, Pierce: +2) in the other. He is a mighty Troll warrior who has a Passive ability that grants +1 Physical damage on Attack actions. Performing this Attack action, the troll deals 9 points of Damage (5+3 +1) and ignores 2 armour due to the Pierce. The armour offers no protection against this blow!

Runes are moved from the lowest pile that contains runes, which again is Essence. ►

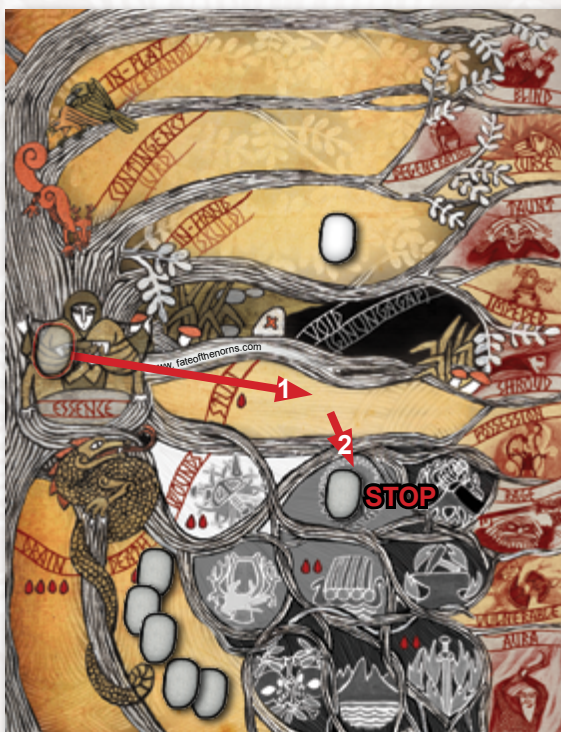


A Troll sorceress casts a spell on Jokull causing his bones to pulverize. She is dealing 4 Physical damage with a pierce of 8. She also has a staff that grants her a +1 Focus. She Amplifies the effect twice for a total of 12 points of Damage and an unbelievable Pierce 24! With her Focus, she bumps the Damage to 13.

Moving the rune from Wounds to Death accounts for 1 point of Damage. Since there are no more runes in Wounds, we check Stun. No runes in Stun pile, so we check Essence. We move runes down from Essence one at a time until there are no more runes in Essence. Then we check In-Hand and move any runes down to Essence, Stun, Wounds and Death. 1 more point of damage remains and it cannot be assigned to the Void rune, so now the lowest pile that contains a rune is the In-Play pile. The last point is assigned to that rune, dropping it to Essence.



If the next incoming damage deals 3 or more Damage, it would in effect be reduced to 2 as that is the maximum number of drops the last rune can make before stopping in the topmost zone of the Wounds pile.



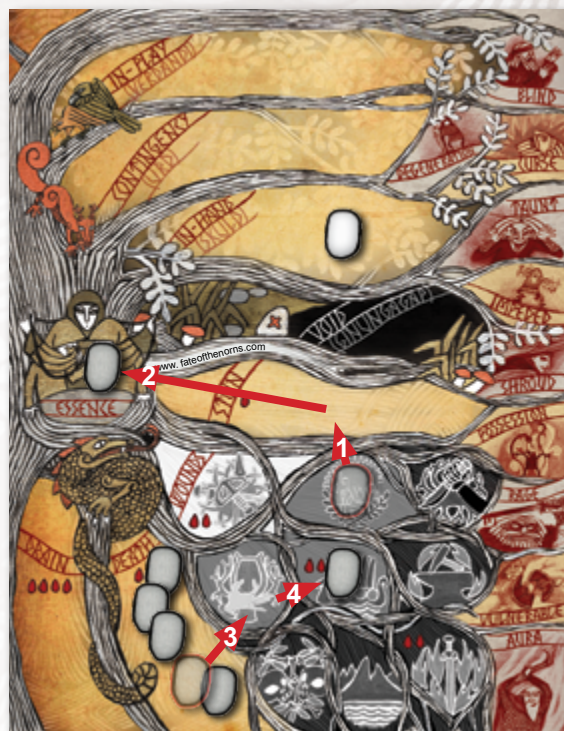
Another follow-up blow can then bring it down to Death.

HEALING

Healing follows the opposite direction of damage. Runes head upwards from the highest piles between Death and Essence. The player can choose the exact runes that should be healed when there is more than one run in the pile to be healed.

Continuing with the same example, this is how healing works:

Example: Jokull's companion Vanadis decides Jokull needs to be healed. She plays a rune chain that heals him with 4 points. His sole rune in Wounds is moved first, and once it reaches the Essence pile, his runes move up from the Death pile. This is repeated until all healing points are accounted for. His final play mat after the 4-point heal will look like this:



SACRIFICE

Some powers require Sacrifice. This introductory saga uses only one type: Minor Sacrifice.

A numerical quantifier (e.g., Minor Sacrifice +2) indicates how many runes are moved from the Essence pile or any pile above (In-Hand, In-Play, Contingency) to the Stun pile. The Void rune can never be used for a Sacrifice.

This cost is paid before the effect occurs, and if it cannot be paid, the effect automatically fails. This rune movement is not considered damage, so armour Protection Factor does not reduce it. If the rune chain with a Sacrifice cost is Amplify meta tagged, then the Sacrifice is repeated as well.

FOCUS

Focus acts like a bonus to all {Spell} type Active powers. Any numerical values in the {spell} are boosted by the total Focus the dweller has. If there is more than one source (see page 28) then the Focus must be distributed among the sources as the dweller wishes. Focus applies after all meta tags have been resolved.

Focus does not stack upon itself or condition intensities.

Example: Fjori starts a Spell Song that boosts movement by +4 and allows him to walk over liquid surfaces. He has a Focus of 2, and can boost his Move bonus to +6.

Example: Vanadis casts a Seith spell that deals 2 Spiritual damage to a foe and Heals her for +4. Since there are 2 Sources, she may split her 3 Focus however she would like... for example, boosting the damage by + 2 to a total of 4 and boosting the Heal by +1 for a total of 5.

BLOODIED STATE

Some abilities and powers trigger when someone is in a Bloodied state. A combatant is in that state when half of their total runes are in the Stun, Wounds, Death, and Drain piles.

CONDITIONS

The “Light” version of the rules of this saga incorporate conditions in a very simple way. They either have an intensity of 0 (they do not affect the recipient) or their Intensity is greater than 0 and then a static effect is applied to the recipient.

Someone suffering from a condition can play 2 runes from In-Hand to In-Play during Upkeep to remove the condition.

There are different types of conditions, some beneficial, some harmful. Some beneficial conditions can be self-applied or applied on willing allies. Detrimental conditions, on the other hand, harm the recipient.

A power (Active or Passive) that applies a condition specifies what needs to be played by the recipient to counter it. If the rune(s) listed in the counter is not played at the time of application, the condition is considered active on the recipient.

When a condition is active on a recipient, the effects are immediately applied. Some effects are continuous, others are triggered at specific times (such as during the recipient's Upkeep phase). A marker (such an unused rune, penny, etc...) can be used and placed on the Condition zone of the play mat. When the condition expires, the marker is removed.

Runes can be played to avert a condition; this is known as a condition counter.

Example of a beneficial condition: Turbog starts the combat by afflicting himself with the Rage condition. During a future round of combat, he wishes to dissipate the effect, so he plays 2 runes from In-Hand to In-Play during his Upkeep phase.

Example of a detrimental condition: Sigfried is attacked by an Active power that triggered the Weapon meta, which applies the Degeneration condition. The counter is a Mental rune, but unfortunately Sigfried does not have one In-Hand, so the effect becomes active on him. On Sigfried's next Upkeep, he suffers 12 points of damage from the Degeneration and then has the option to play the 2 runes. He does so, and the condition dissipates.

Conditions:

AURA

[Beneficial]

Counter: *Specified in the Active/Passive power that bestows the condition*

Description: During your upkeep, deal +4 Physical damage with Pierce 4 to all combatants within a 2 hex radius

BLIND

Counter: *Specified in the Active/Passive power that bestows the condition*

Description: The victim of this condition has their Destiny penalized by -1.

DEGENERATION

[Detrimental]

Counter: *Specified in the Active/Passive power that bestows the condition*

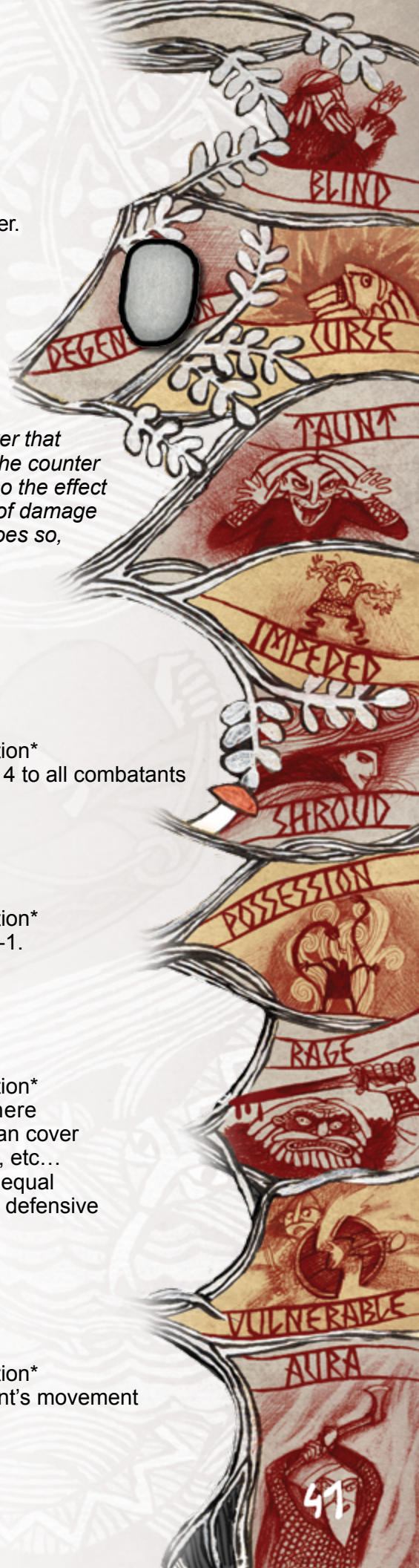
Description: The Degeneration condition covers many situations where health (Mental, Spiritual, or Physical) slowly ebbs away. Degeneration can cover many situations, such as being on fire, poisoned, cut open and bleeding, etc... During Upkeep, the recipient of this effect suffers an amount of damage equal to their level divided by two (round down). Armour Protection Factor and defensive actions do not reduce this damage.

IMPEDED

[Detrimental]

Counter: *Specified in the Active/Passive power that bestows the condition*

Description: This reflects a loss in mobility for the recipient. The recipient's movement is reduced by half (round down).



POSSESSION

[Detrimental]

Counter: Spiritual rune.

Description: Another spirit is fighting for control of your body (the Norn determines the nature and disposition of spirit). The Norn draws 1 rune at random from a full rune set. From now on while Possessed, any runes of that Trait that are In-Hand are controlled by the spirit (Norn). The Norn can play those runes and perform actions for the dweller with them (performed at the end of the Action phase for that combatant). The Void rune can never be affected by this condition regardless of the Trait assigned to it.

RAGE

[Beneficial]

Counter: There is no counter for Rage.

Description: The recipient gains the following benefits: Attack actions gain a damage bonus of +2, Movement gets a bonus of +2, a Heal during Upkeep of +2, and Protection Factor vs. all three Traits at +1. However, the recipient of the Rage condition cannot flee, use Ranged weapons, or perform defensive actions.

SHROUD

[Beneficial]

Counter: One rune from In-Hand to In-Play.

Description: The shroud condition makes the recipient hard to detect due to camouflage, invisibility, or another similar effect. It also reflects any "awe-type" effect such as fear or charm. Anyone (except the recipient) wanting to target a shrouded individual with an Active power or generic action must counter the effect by playing one rune from In-Hand to In-Play. This will allow them to affect the target as normal for the remainder of the combat round.

TAUNT

[Beneficial]

Counter: One rune from In-Hand to In-Play

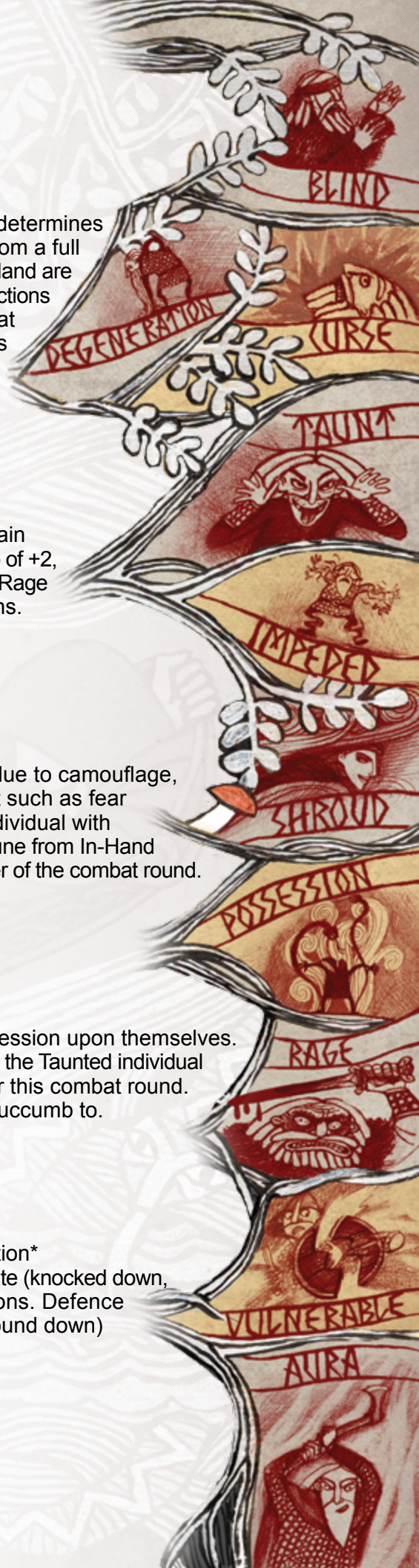
Description: Anyone under a Taunt condition attracts all battlefield aggression upon themselves. Anyone within 20' (4 hexes) of the recipient must use all their runes to attack the Taunted individual unless they play one rune from In-Hand to In-Play to ignore the effect for this combat round. Someone affected by more than one Taunt can choose which effect to succumb to.

VULNERABLE

[Detrimental]

Counter: *Specified in the Active/Passive power that bestows the condition*

Description: In this condition, the victim has been placed in an awkward state (knocked down, pinned, dazed, etc.). The vulnerable condition weakens defensive actions. Defence (Protection Factor, Parry, and Evade) bonuses are considered at half (round down)



EQUIPMENT

All purchases in Midgard are made in a currency called skatt.

The bronze coins come in several denominations, making them easier to carry. Prices can vary greatly by region and relative social stability. When war is afoot, prices for necessities can easily quadruple (in these desperate times, the most sought-after items are those that provide light and warmth). Different merchants sell various types of goods: tanners produce leather goods, for example, while blacksmiths create goods primarily out of iron or non-precious metals.

INSTRUMENTS OF DEATH

To simplify the game and enforce the rune stacking rules, every dweller and denizen is limited to one weapon per hand (or one larger weapon), one suit of armour, and one accessory item. They can carry more, but they can only gain the benefit of those equipped items.

Summary Table:

Weapon/shield less than wielder's size	One-handed	Play any rune to use
Weapon/shield equal to wielder's size	One-handed	Play a Physical rune to use
Weapon/shield up to 1 size greater than wielder	Two-handed	Play any rune to use
Weapon/shield 2 sizes greater than wielder	Two-handed	Play a Physical rune to use
Armour 1 size smaller than wearer	No Move penalty	
Armour same size as wearer	Move -5' (1 hex)	
Armour 1 size larger than wearer	Half Move (round up)	

WEAPONS

Weapons the same size as the dweller or smaller are considered one-handed. Larger weapons are considered two-handed.

The maximum size of this equipment is the dweller's size +2 (normal human is size 4, so any weapon up to and including 6 can be used). Weapons that are smaller than the dweller can be used by playing any rune.

To use a weapon that is the same size as the dweller, a Physical rune must be played. Any rune can be used to wield a two-handed weapon up to one size greater than the dweller. A Physical rune must be played to wield a two-handed weapon that is 2 sizes larger than the dweller.

SHIELDS

Shields work very much like weapons – with the primary focus on the Parry attribute. Rune-playing requirements are identical to those of weapons. Shields with a Reach greater than 0 can be used to attack (if modified Damage Factor less than 0), but a Reach 0 shield or weapon can only be used to Parry.

FOCUS

Focus adds the listed value to {Spell} effects after all meta tags have been calculated.

Example: Vanadis is wielding a witch spear that grants her a +2 Focus. She plays an Active power that is a {Seith Spell}, which deals +3 Spiritual damage that she amplifies. The effect will result in +8 Spiritual damage: the power will have its damage doubled from the Amplify and the focus bonus added at the end.

UNARMED

Unarmed damage (i.e. natural weapons such as claws and horns) and improvised weapons (chairs, pieces of wood, antlers, etc.) have a variable Damage Factor and Reach of the dweller's size minus 3 (not less than 0) and a Parry of 0. Size 3 creatures and smaller deal 0 damage that can be augmented by powers and abilities, resulting in damage greater than 0.

ARMOUR AND ENCUMBRANCE

Amour size can vary to up to one size smaller or larger than the wearer (a size 4 human adult can wear amour of size 3-5). Amour of larger size than the wearer penalizes movement by half (applied after all other modifiers). Armour that is the same size as the wearer penalizes movement by 1, and amour that is smaller than the wearer incurs no penalties.

Some powers/states in the game permit dwellers to equip more or fewer items than prescribed.

MAGIC ITEMS

A dweller cannot gain the benefits of a Passive power infusion more than once. If the same Passive power is infused more than once on an item, or the dweller has two items with the same Passive power, they gain the power's benefits only once. To activate an Active power, the Void rune must be played.

LIST OF ITEMS

SIZE: Size rating of the weapon. It follows the same scale as for living entities (human size 4); some weapons are two-handed regardless of size (either to wield or to operate).

DF: Weapon Damage Factor – the amount of Physical damage dealt on a successful blow.

PIERCE: The pierce value of a weapon nullifies Defence (if any). It is subtracted from Protection Factor and Parry values.

FOCUS: The listed value is added to {Spell} and {Spell Song} effects (such as damage dealing or healing powers); the value boosts the numerical values in those Active powers.

REACH: Weapon Reach – how many hexes the weapon can reach (1 hex = 5'). A Reach of 0 means it is not meant to be a weapon and cannot be used to perform attacks unless the Reach is magically boosted on the item (Reach bonuses on the dweller do not apply).

PARRY: Weapon Parry – amount of additional damage deflected on a Defend action.

TYPE: Defines what the weapon meta in Active powers is mapped to:

Blunt: **Knock down** – Apply Vulnerable +1

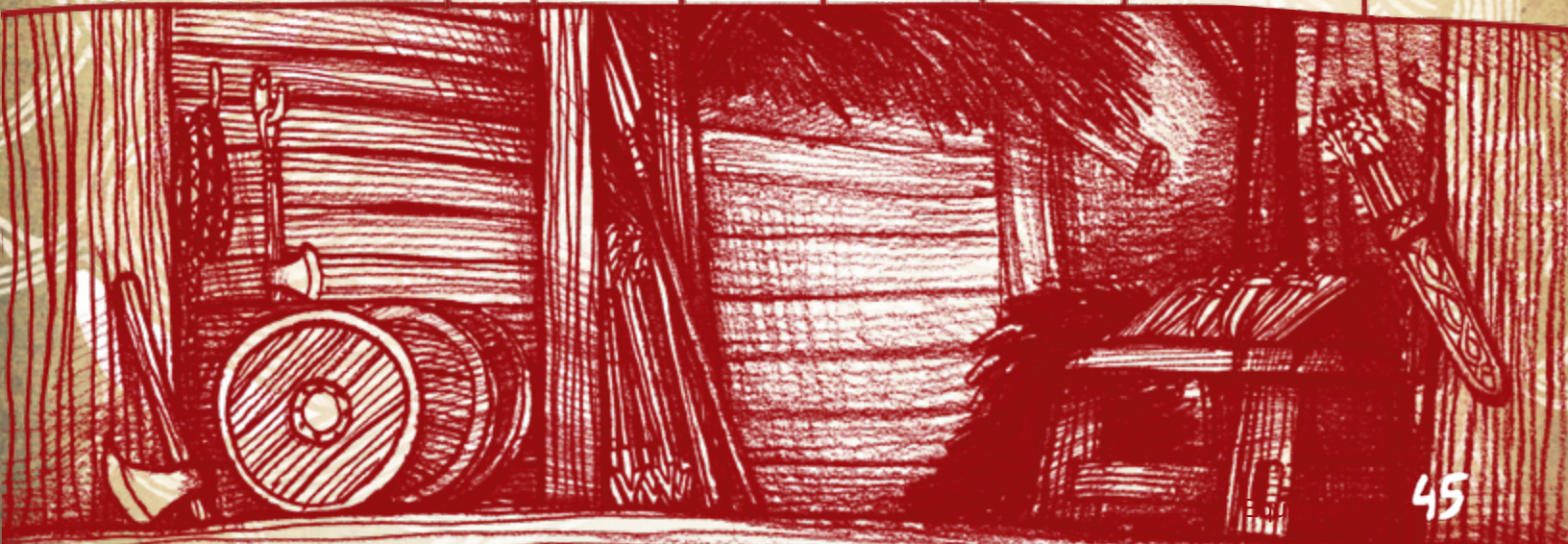
Pierce: **Gore** – Apply Degeneration +1

Slash: **Hamstring** – Apply Impeded +1

COST: Weapon cost – average amount of skatt required to purchase at a Midgard merchant store (varies according to region and realm)

SMALL (SIZE 3) WEAPONS	DF	PIERCE	FOCUS	REACH/ RANGE	PARRY	TYPE	COST
Hand axe	1	2	0	1	0	Slash	90
Shortsword	1	0	0	1	1	Slash and Pierce	190
Warhammer	1	0	0	2	0	Blunt	90
Ceremonial knife	0	0	1	0	0	Pierce	95
Reinforced shield	0	0	0	0	3	Blunt	90
Francesca	1	0	0	5*	0	Slash	90
Sling* (two-handed)	1	0	0	10**	0	Blunt	100

MEDIUM (SIZE 4) WEAPONS	DF	PIERCE	FOCUS	REACH/ RANGE	PARRY	TYPE	COST
Hand Axe	2	2	0	1	0	Slash	160
Longsword	2	0	0	1	1	Slash and Pierce	260
Ceremonial dagger	0	0	1	0	1	Pierce	165
Warhammer	2	0	0	2	0	Blunt	160
Spiked wooden shield	1	0	0	1	2	Pierce	160
Metal shield	0	0	0	0	4	Blunt	160
Shortbow* (two-handed)	1	2	0	10**	0	Pierce	170



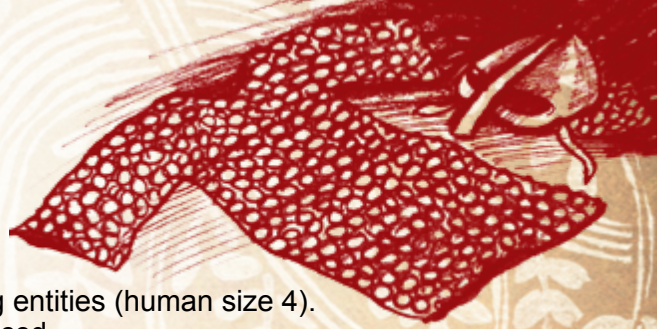
LARGE (SIZE 5) WEAPONS	DF	PIERCE	FOCUS	REACH/ RANGE	PARRY	TYPE	COST
Battle axe	3	2	0	1	0	Slash	250
Longsword	3	0	0	1	1	Slash and Pierce	350
Warhammer	3	0	0	2	0	Blunt	250
Flamberge	2	0	0	3	0	Slash and Pierce	350
Morning Star	2	0	0	2	1	Blunt	250
Broadsword	2	0	0	1	2	Slash and Pierce	350
Long Spear	1	2	0	3	0	Pierce	250
War-fork	1	0	0	3	1	Pierce	250
Quarterstaff	1	0	0	2	2	Blunt	250
Spiked metal shield	1	0	0	1	3	Pierce	250
Tower Defender	0	0	0	0	5	Blunt	250
Crossbow* (two-handed)	2	2	0	10**	0	Pierce	260

GIANT (SIZE 6) WEAPONS	DF	PIERCE	FOCUS	REACH/ RANGE	PARRY	TYPE	COST
Bardiche	4	2	0	1	0	Slash	360
Maul	4	0	0	2	0	Blunt	360
Serrated claymore	4	0	0	1	1	Slash	360
Spiked chain	3	0	0	3	0	Pierce	360
Huge Flamberge	3	0	0	2	1	Slash and Pierce	460
Metal quarterstaff	3	0	0	1	2	Blunt	360
Voulge	2	0	0	4	0	Slash	360
War spear	2	0	0	3	1	Pierce	360
Balanced great sword	2	0	0	2	2	Slash and Pierce	460
Bladed shield	2	0	0	1	3	Slash	360
Long pike	1	2	0	4	0	Pierce	360
Bec de corbain	1	0	0	4	1	Pierce	360
Glaive	1	0	0	3	2	Slash	360
Spetum	1	0	0	2	3	Pierce	360
Spiked shield	1	0	0	1	4	Pierce	360
Tower shield	0	0	0	0	6	Blunt	360
Witch spear	1	0	1	2	0	Pierce	365
Ash staff	0	0	2	0	0	Blunt	365

* Throwing range

** Missile weapon range: An additional rune of any type can be played when attacking to add 10 hexes of range. Arrows, bolts, and ammunition are factored in and do not need to be accounted for.

SUNDERED ARMOUR



SIZE: Size rating of the armour. It follows same scale as for living entities (human size 4).

PF: Armour Protection Factor – amount of Physical damage reduced.

FOCUS: The listed value is added to Mental and Spiritual effects (such as damage dealing or healing powers).

PARRY: Armour parry – amount of additional damage deflected on a Defend action.

COST: Armour cost – average amount of skatt required to purchase at a Midgard merchant store (varies by region and realm).

ARMOUR ENCUMBRANCE: Encumbrance penalty that is based on armour size, as compared to the dweller's size (see pages 56, 60, 64, 68, and 72).

ARMOUR	SIZE	PF	FOCUS	PARRY	COST
Light armour (leather/fur)	3	1	0	+1	100
Light magician's robes	3	0	1	0	100
Medium armour (chainmail)	4	2	0	0	170
Medium ceremonial garb	4	0	1	1	170
Medium graceful armour	4	1	0	+2	170
Heavy armour (banded mail)	5	2	0	+1	260
Heavy runic garb	5	0	1	+2	260
Heavy divine robes	5	1	0	+3	260
Heavy nimble armour	5	1	0	+3	260

OTHER NECESSITIES

Everything from warm clothing to sources of light are in great demand since Fimbulwinter has set in. Prices are inflated, and those who cannot buy what they need will readily kill for it: skatt or blood – the economy of Ragnarok does not discriminate. The manufacture of goods is a very valuable skill in these dire times.

However, if the adventure takes place before the onset of Ragnarok, the prices below are the average throughout Midgard.

Clothing	Size	Cost
Belt	4	2
Boots	4	12
Shoes	4	8
Hat	4	2
Cloak	4	4
Shirt	4	5
Pants	4	5
Gloves	4	2
Thick fur cloak	4	15





<i>Mounts and Hunting Companions</i>	<i>Size</i>	<i>Cost</i>
Horse (trained for warfare)	2	1000
Horse	6	500
Hunting dog	4	250
Hunting falcon/hawk	6	300



<i>Livestock</i>	<i>Size</i>	<i>Cost</i>
Chicken	2	60
Cow	6	300
Goat	4	200
Ox	6	400
Pigeon	1	50
Pig	3	100
Sheep	4	150

<i>Provisions</i>	<i>Size</i>	<i>Cost</i>
Ale/Beer	2	6
Brandy	6	30
Bread	4	20
Flour	6	40
Grain	1	5
Dried rations	3	10





<i>Miscellaneous Items</i>	<i>Size</i>	<i>Cost</i>
Torch	1	2
Lantern (protected from wind)	1	6
Rope 30'	2	5
Flaming oil (burns for 1 hour)	1*	3
Tent	4	20
Blanket	2	7
Rope	2	12
Skis	2	150
Snowshoes	2	90
Skiff	8	90
Longship (+ sails + oars)	30	8000
Minor healing potion (instant heal +3)	1*	100
Moderate healing potion (instant heal +6)	1*	200
Major healing potion (instant heal +9)	1*	400

* A dozen of these items can be stacked up before considered a full size.

Dwellers can resell items back to the merchant, usually at a quarter of the selling price. The merchant may choose not buy something that they deem will be hard to resell.





SAGA: THE SEARCH FOR FARNIR'S TREASURE

This adventure (saga) is designed for two to six players.

One of the players is the Norn, or game master, who narrates and contextualizes the story. The other players are dwellers (characters) and participate in shaping the story.

No dice are needed: *Fate of the Norns: Ragnarok* and this saga use Norse runes to determine successes and failures of the dwellers' activities.

You can print and cut-out the runes at the back of this booklet for your adventure or buy your own *Fate of the Norns* rune stones and find free support materials at www.fateofthenorns.com.

SETTING UP THE SAGA

To set up this saga, the Norn must print out each dweller description (page 54) and one accompanying play mat per player (page 118).

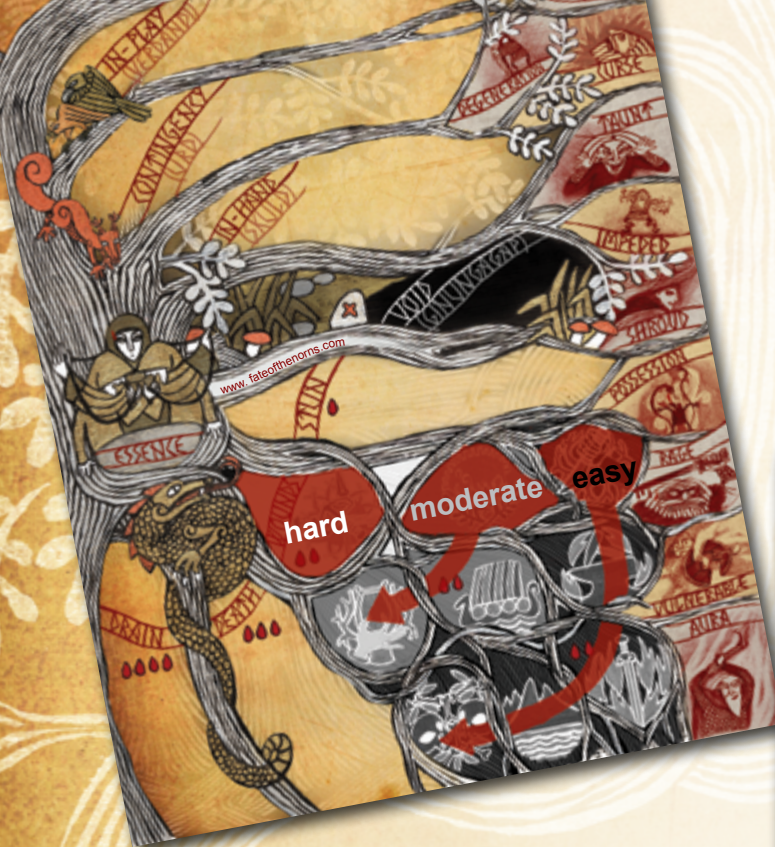
Each player needs one set of runes. The Norn will need four play mats, and should ideally have two sets of runes (without mixing the two sets); otherwise, with only one set of runes, the Norn will have more records to keep.

The Norn should read the adventure at least once and spend some time customizing the storyline with personal touches and preferences. Based on the availability of the group of players, the Norn can choose one of two starting points in the saga (condensed or expanded version) that will make the duration of the adventure either longer or shorter.

CUSTOMIZING THE SAGA

The players do not need to read the adventure before playing – the saga is designed with dynamic elements that the Norn can customize.

The difficulty of the combat is scaled to the number of players; for each combat, select the encounter that best matches the number of players (excluding the Norn).



SET DIFFICULTY

The Norn can also scale the survivability of the dwellers by choosing the colour-coded easy, moderate, or hard tracks in the Wounds pile on the play mat. If this is your first experience playing this saga, use the “Easy” track.

THE WOUNDS PILE

The Wounds pile has 3 tracks:

- white = hard
- grey = moderate
- black = easy

The white track provides dwellers with 18 life; the grey track provides 30 life and the black 42 life.

SETUP THE SAGA

To customize the adventure, the Norn needs to make a few choices that will make this adventure unique. The Norn should read the whole saga before making any choices for the game with the players.

The Norn needs to determine the following:

1) The state of Fafnir's treasure:

- Benign*: The curse was lifted when once Fimbulwinter set in. Anything taken from the treasure will not carry any curses.
- Cursed*: The treasure remains cursed. Even the simple sight of the treasure will force all dwellers to make a Bravery skill check (none of the dwellers have this skill, so they only get 1 Wyrð attempt) at a difficulty of **Easy [2] Spiritual**, or else they will turn on their allies to try and kill them to keep the treasure for themselves. If any items in the treasure are touched, then a check must be made at **Moderate [3] Spiritual**, or they face the same predicament. The difficulty increases as the treasure moves farther from its resting place.
- Cursed but avoidable*: Andvari, the Dvergar's spirit, may be summoned for a parlay. How this is achieved is left entirely up to the Norn. If the dwellers can make a good case as to why they should be allowed some of the treasure, Andvari may exempt the items the group takes from being cursed.

2) Is the quest-giver, Aud or Volstagg, trustworthy?

- Yes*: The quest-giver will honour his word to reward the adventuring group at the end of the quest.
- No*: The quest-giver has either been overcome with greed from the curse or has had false intentions from the start, and will offer the players an escape with no reward. If the players want to face him in battle, the Norn must dissuade them, since as an Einherjar (Volstagg) or Son of Muspel (Aud), the quest-giver can easily defeat the entire team, even at their full strength. Read more about immortals in *Fate of the Norns: Ragnarok*.

3) Create the relationship between roles and personas.

Some matches make more intuitive sense than others, but the players may appreciate a less obvious relationship between persona and role, based on a good backstory (to be provided by the Norn). There are more personas than roles so some personas will end up relatively useless in helping the adventurers advance their quest.

Personas:

- a) **Sven the Barkeep**
- b) **Astrid the Whore**
- c) **Rolf the Street Urchin**
- d) **Grimm the Hunter**
- e) **Hakon the Head of the Guard**
- f) **Knut the Smuggler**
- g) **Magnus the Merchant and Slave-Trader**
- h) **Gunnar the Blacksmith**
- i) **Ivar the Druid**
- j) **Jadvyg the Angel of Death**

Roles:

- a) **Rumour Giver (Loot):** This person can elaborate on the various items of Fafnir's treasure (described in Part III: Skridnir) and provide more comprehensive knowledge of the treasure (1 rumour higher than the best attempt made by the group – see *Fafnir's Treasure* in *Part I: The Locales and Denizens of Evingard*).
- b) **Rumour Giver (Locales):** This persona can tell the group more about what can be found on the north and south banks of the river. Once a bank is chosen, it will be impossible to change sides due to the swift, cold current. The only way is to backtrack to town and switch sides. The persona will also mention which side is more favourable to the Jotuns and which to the gods. This may allow someone with good Verbal Manipulation skills a chance to avoid conflict.
- c) **Rumour Giver (Personas):** This persona can filter out the useless personas and point you to all the people who have quest relevance. Naturally, once this persona discovers the quest, he/she may very well set some thugs after the group. The number of thugs will be equal to the number of dwellers (players). If the group meets this persona before the quest-giver, then they are given hints about where Aud and Volstagg can be found.
- d) **Benevolent Benefactor:** The Benevolent Benefactor has a magical boat hidden a mile upstream. He/she is willing to sell or rent the boat and bring the adventuring party up the river towards Skridnir, allowing them to bypass the encounters on the banks. The boat has magical runes on the dragonhead (to recognize – Lore: Arcana Moderate [2] Mental) that can cause powerful, sustained gusts of wind and will create a cushion between the boat and the water/mist. This allows the sails to overcome the quick and aggressive down current, as well as allowing the boat to ride the mist from the two waterfalls (see map on page 120).
- e) **Sympathizer:** If this person ever finds out about the quest and who the dwellers have undertaken it for, he/she will bequeath a half-dozen healing potions to the group.
- f) **Enemy:** If this person ever finds out about the group's quest and who has mandated them, he/she will attack the group (use the Grizzled Warrior denizen template on page 77 of *The Quest*). They will have a number of accompanying loyal zealots, equal to half the number of players (round down).

Each persona is described in more depth in *Part I: The Locales and Denizens of Evingard*. The Norn can create a connection between each persona's backstory and their assigned role. The personas may ask the party to help them with a personal problem before completing their role.

- 4) The Norn should take the map of Evingard (found in *Printable Materials* at the back of the book) and print two copies. One is for the players (given to them when the adventure requires it), and the second for the Norn. On the Norn copy, all personas and locations from *Part I: Locales and Denizens of Evingard* should be marked in pen or pencil on the map.

CREATE THE DENIZENS

When the time comes to create the denizens (Norn-controlled characters) for the saga, the Norn will consult the Denizens section of the saga (see page 75). All relevant information about the denizens will be found in that section. To create a denizen's rune bag, a number of runes must be placed into it equal to its Essence. This can be done by choosing the runes, or by randomly filling the bag with the correct number of runes.



THE DWELLER HEROES

This adventure can be played with a minimum of one and a maximum of five dwellers. Each player must choose one of five Viking archetypes for this saga as their dweller.

As the Norn, you can adjust the difficulty of the saga based on the number of dwellers playing. Game Rules Light on page 21 explains the Runic Game System™ (RGS), which will help you understand the details of each dweller archetype.

Dwellers have Active powers (page 24), Passive powers (page 24), and Skills (page 22), which outline what actions can be performed in and out of combat.

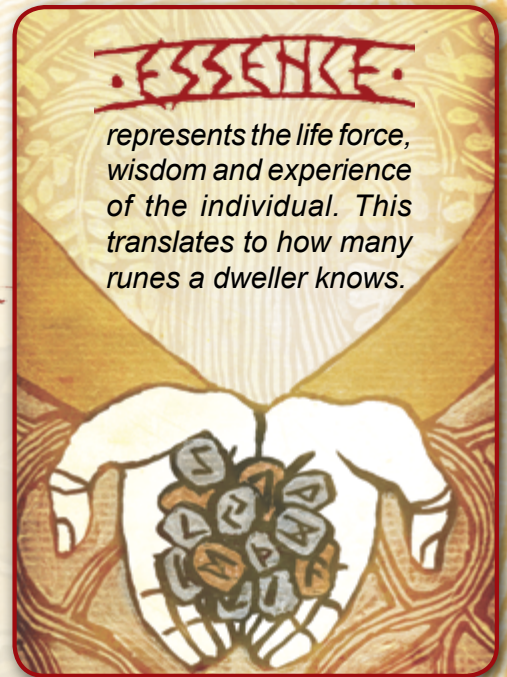
In short, Active powers require the dweller to play a rune to activate the power. Passive powers are bound to the dweller's Essence and considered to be always activated. Skills are also bound to the dweller's Essence and have Ranks that indicate how proficient the dweller is at performing certain actions.

The four adventurer archetypes in this adventure are all level 10 characters; in this world, the average adult villager is level 3; town guards are around level 6.

Players must choose the specialization of each pre-generated hero to personalize their dweller. The blank rune, called the Void or Ginungagap rune, has no inherent attributes. However, by making an archetype specialization choice, the player's Void rune gets imprinted with the Trait, Active power, Passive power, and skill listed in the description. Once the choice is made, it remains for life.

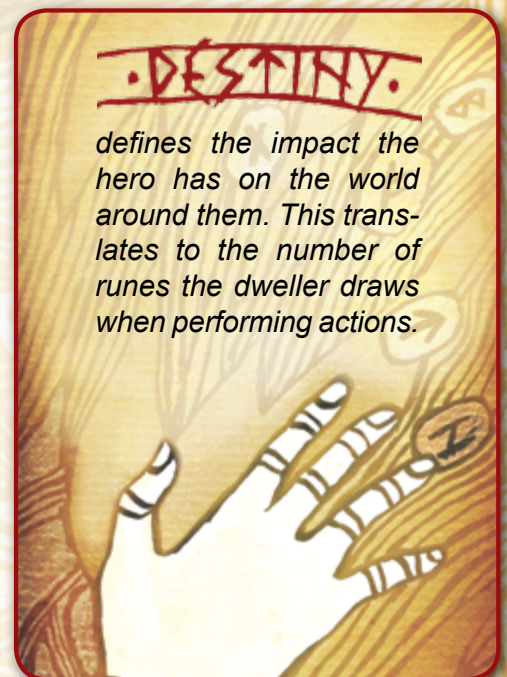
ESSENCE

represents the life force, wisdom and experience of the individual. This translates to how many runes a dweller knows.



DESTINY

defines the impact the hero has on the world around them. This translates to the number of runes the dweller draws when performing actions.





TURBOG

Archetype: Ulfhednar (wolf head):

Warrior type, very strong, up close and personal damage dealer. Ulfhednar embody the ruthless aggression of their patrons Skoll and Hati, whose lives are all about the hunt that leads to the kill, just like their father Fenrir. Their followers adhere to this philosophy with great zeal. They also embody the wolf-pack mentality, knowing how best to work together to hunt down their prey. Destiny promises that after their continuous chase of the sun and moon, Skoll and Hati will catch and devour them! Ulfhednar aggression is unmatched, and will keep opponents on their heels with hardly a chance to think of offensive attack. Scale this by several Ulfhednar working in concert, and you have a veritable unstoppable tide of blades and blood!

Backstory: Turbog has always been hot-headed and direct, making him gravitate toward the Ulfhednar clan, who value a way of life where the laws of nature dictate: hunt or be hunted! He wears a cloak made of wolf pelt that identifies him with others of his kind.

EATER OF EYES

This Ulfhednar clan specializes in removing the eyes of their victims, sometimes in combat. It is said in sacred texts that consuming the organs of one's enemy confers supernatural strength in battle and the ability to absorb their Essence.

RAGER

This Ulfhednar fighter loses control on the battlefield. The release is both ecstatic and cathartic for these warriors. Once gripped by rage, their ferocity is unmatched!

WOLFEN

These Ulfhednar feel that their natural form is that of the wolf. They embrace the dexterity, cunning, and predatory instinct of the wolf spirit.

Level: 10
Essence: 6 (the life force and accumulated wisdom of the dweller is represented by 6 runes.)
Destiny: 2 (draw two runes + the Void rune when performing an action.)

Runes: 

Size/Move: 4 (medium) / 5 hexes (25')

Items and Equipment

- **Balanced maul:** size 6, Damage Factor +3 Physical; Pierce +2, Reach +2, Blunt Weapon
Meta: Knockdown – Apply Vulnerable +1 [Counter: Physical]
- **Fur armour:** size 3, Protection Factor +1 Physical, Parry +1
- **Torch; rope (30'); warm winter furs; rations and mead for 1 day**
- **Money:** 95 skatt

Skills and Rank

Any skill can be attempted, but you excel at:

- | | | |
|----------------------|--|---|
| • Athletics: | Perform extraordinary physical feats | 1 |
| • Tracking: | Find the trail of a human, animal, or monster | 1 |
| • Navigation: | Shortened travel time and safe and expedited passage | 1 |
| • Perception: | Notice something peculiar or out-of-place | 1 |
| • Sneak: | Move around undetected | 1 |
| • Swim: | Swim under extraordinary circumstances | 1 |

Passive Powers (considered always activated)

- **Martial Prowess:** On an Attack action (ranged or melee), deal +1 additional Physical damage {Feat}.
- **Spirit Warrior:** Weapons equal to and larger than the dweller can be wielded not only by Physical runes, but Spiritual runes as well {Feat}.
- **Cerebral Warrior:** Weapons equal to and larger than the dweller can be wielded not only by Physical runes, but Mental runes as well {Feat}.
- **Rallying Pack Howl:** When performing {manoeuvre} Active powers, you can heal yourself and adjacent allies +1 {Enchantment}.
- **Tactician:** During Upkeep, freely move +/- 1 position in Initiative order {Feat}.
- **Fleet-Footed:** Move actions gain a +1 bonus (+5') {Feat}.

On Your Turn

Generic Actions (taking into account starter gear and passive abilities)

- Play **any** rune to perform an **Attack** action with the maul, dealing 4 Physical damage [Damage Factor 3 (weapon) + 1 (Passive power)] and ignoring 2 Defence [Pierce 2 (weapon)].
- Play **any** rune to perform a **Move** action and move 5 hexes [20'] +/- any bonuses or penalties.
- A Weak Attack action deals half damage and a Weak Move action is half regular Move (round up for both).
- Play **any** rune = Perform a **miscellaneous** action, such as switching weapons, opening a door, or drinking a potion.

Meta Tag Definitions

AMPLIFY: Multiplies the power effect values by 2 (two Amplify metas = multiply by 3, etc...).

MAINTAIN: The effect may remain in play after the end of the turn.

MULTI: Affects +2 additional enemies within reach of the power's effects.

WEAPON: Add the effect of your weapon to the Active power's effects.

When You Are Attacked

- 1) First, reduce incoming Physical damage by the Protection Factor of the fur armour (Protection Factor 1).
- 2) Play **any** rune to perform a **Defend** action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual); against Physical damage, items will add their Parry values to the amount reduced.
 - Armour grants a +1 Parry

Active Powers (play the specific rune to activate)



Power Attack: Perform an Attack action with a bonus of +2 Physical damage.
[meta: **Amplify Multi Weapon**] {Manoeuvre}

- + a **Physical** rune doubles the final damage (2 Amplify metas will triple the final damage)
- + a **Mental** rune affects +2 additional enemies within reach
- + a **Spiritual** rune applies one meta of your choice of your equipped weapon



Lunging Attack: Perform a Weak Move action (half Move, round down) and an Attack action in any order.
[meta: **Amplify Multi Weapon**] {Manoeuvre}

- + a **Physical** rune doubles the distance moved and the damage dealt (2 Amplify metas will triple the numbers)
- + a **Mental** rune affects +2 additional enemies within reach
- + a **Spiritual** rune applies one meta of your choice of your equipped weapon



Precision Strike: Perform an Attack action, ignore up to 4 Defence.
[meta: **Amplify Multi Weapon**] {Manoeuvre}

- + a **Physical** rune results in an attack that deals double damage which ignores 8 Defence (2 Amplify metas will triple the numbers)
- + a **Mental** rune affects +2 additional enemies within reach
- + a **Spiritual** rune applies one meta of your choice of your equipped weapon



Superior Parry: Perform a Defend action with a +2 Parry bonus.
[meta: **Amplify Amplify Amplify**] {Interrupt}

- + **any** rune doubles the final Defend value and doubles the bonus (2 Amplify metas will triple the numbers)



Blood-Wolf Form: Shapechange into a giant blood-wolf, lose weapons and armour (absorbed into new form), but gain: size +2; quadruped Move 12; Protection Factor +2 Physical; Attack actions are a "blood-drinker bite" that deal +3 Physical damage, and self-heal +2. All Passive and Active powers remain unchanged (Passive powers have to be applied to new attributes).
[meta: **Maintain Maintain Maintain**] {Shapechange}

- + **any** rune keeps the rune chain in play at end of the turn



Whirlwind Attack: Attack action is performed on 2 opponents within half-reach of your weapons.
[meta: **Weapon Multi Multi**] {Manoeuvre}

- + a **Physical** rune applies one meta of your choice of your equipped weapon
- + a **Mental** or **Spiritual** rune affects +2 additional enemies within reach

Ginungagap (Void) rune choices

	<u>Eater of Eyes</u>	<u>Rager</u>	<u>Wolfen</u>
Trait	Physical	Mental	Spiritual
Active	Eye Rake: Perform a Weak Attack action (with a +1 Physical damage bonus) and inflict the Blind condition with a +1 Intensity [Counter: Physical] {Manoeuvre} [Amplify Multi Weapon]	Aggressive Stance: Get a +1 Physical damage bonus and a +2 Pierce bonus (this power is automatically Maintained) {Stance} built - Maintain meta [Amplify Amplify Amplify]	Defensive Stance: Get a +2 Parry bonus (this power is automatically Maintained) {Stance} built - Maintain meta [Amplify Amplify Amplify]
Passive	Sadist: Your first Attack action of the round inflicts a Blind condition with +1 Intensity {Feat}	Enter Rage: During Upkeep, you may gain a +1 or -1 to the Rage condition {Feat}	Fangs: The damage from natural weapons is increased by +1 and a -2, applies to Defence {Feat}
Skill	Feather Fingers: Palm an object without getting noticed	Intimidate: Coerce someone into backing down from confrontation	Hunting/Trapping: Find food away from civilization



JOKULL

Archetype: Galdr (runecaster):

A protector, very resilient to damage, helps allies at range. Runes are magical symbols that create a variety of arcane effects. A Galdr is one who has learned how to wield the might of runic magic. Runic magic comes in two forms: the first is speaking the runes as well as scribing their casting in the air with a finger; the second is carving the symbols into an object or person to bestow the arcane gifts. Learning runes is a very humbling endeavour; most of the time, the runes choose the Galdr, rather than the other way around.

Backstory: Jokull started his life as a blacksmith. He soon realized that he was limited in what he could create with only fire. This led him to explore the magical realm of rune casting. Today, he resonates magical energies through the many runic woads painted on his body.

ENCHANTER

Enchanter runecasters focus on effects that are persistent. Maintaining magic is a struggle against a very chaotic and strong willed force. It is a mighty personal achievement to control runic Essence.

SORCERER

Sorcerer runecasters aim to create a perfect storm: "The runic apex flashes as lightning, momentary, beautiful, and striking through us..." They live for the glorious moment they become the instantaneous conduits of the divine.

DIVINER

Diviners wish to tap into the world behind the veil. Runes are the disembodied third eye that leads them through the curtain into the oceans of pure energy. After basking in it, the Diviner returns with wondrous insight!



Level: 10
Essence: 6 (life force and accumulated wisdom is represented by 6 runes.)
Destiny: 2 (draws 2 runes + the Void rune when performing an action.)

Runes: 

Size/Move: 4 (medium) / 4 hexes (20')

Items and Equipment

- **Large crossbow:** Size 5, Damage Factor +2 Physical, Pierce +2, Range 10 hexes (50') play an additional rune to add +10 hexes to range, Meta: Gore – Apply Degeneration +1 [Counter: Physical]
- **2 ceremonial knives:** Size 3, Focus +1 bonus to {Spell} effects
- **Fur armour:** Size 3, Protection Factor +1 Physical, Parry +1
- **Torch; warm winter furs; rations and mead for 1 day**
- **Money:** 40 skatt

Skills and Rank

Any skill can be attempted, but you excel at:

- | | | |
|---------------------------|--|---|
| • Lore:Arcana: | Recognition of magical items and sources | 2 |
| • Lore:Locales: | Knowledge about obscure locales and environments | 1 |
| • Omens/Portents: | Discern eldritch signs and their meanings | 1 |
| • Perception: | Notice something peculiar or out-of-place | 1 |
| • Swim: | Swim under extraordinary circumstances | 1 |

Passive Powers (always considered activated)

- **Explosive Rune:** When you attack, weapon deals +1 Physical damage and knocks back the opponent 1 hex (5'), unless defender plays a Physical rune {Rune Enchantment}, scribed on crossbow.
- **Reinforcement Rune:** Mystical amour, bestows a personal Protection Factor +1 Physical {Rune Enchantment}, scribed on leather armour.
- **Rune of Blood:** During Upkeep, apply Heal +3 and Recover +4 on self or adjacent ally {Rune Enchantment}, scribed on armour.
- **Rune of Retribution:** If Jokull is attacked, the rune immediately deals Damage Factor +1 Physical with Pierce +2 to an adjacent opponent {Rune Enchantment}, scribed on armour.
- **Combat Manoeuvrability:** When performing an Attack action, if there are no adjacent enemies, you can perform a Weak Move action (half Move rate, round down) {Feat}.
- **Rune of Shielding:** Mystical amour, bestowing a personal Parry +2 Physical {Rune Enchantment}, scribed on leather armour.

On Your Turn

Generic Actions (taking into account starter gear and passive abilities)

- Play **any** rune to perform an **Attack** action with the bow (Range 10) remove daggers dealing 3 Physical damage and triggering the Explosive Rune and Combat Manoeuvrability effects. With larger weapons, Jokull will need to play **Physical** runes to attack.
- Play **any** rune to perform a **Move** action and move 4 hexes (20') +/- any bonuses or penalties.
- A Weak Attack action deals half damage and a Weak Move action is half regular Move (round up for both).
- Play **any** rune = Perform a **miscellaneous** action, such as switching weapons, opening a door, or drinking a potion.

Focus: Focus adds to all values in {Spell} Active powers.

Meta Tag Definitions

AMPLIFY: Multiplies the power's effect values by 2 (two Amplify metas = multiply by 3, etc...)
MAINTAIN: The effect may remain in play after the end of the turn
MULTI: Affects 2 additional enemies within reach of the power's effects

RANGE: The effect can target those up to 10 hexes (50') away
WEAPON: Adds the effect of your weapon to the Active power's effects

When You Are Attacked

- 1) The Passive power Rune of Retribution is triggered for each source of damage affecting the Jokull
- 2) Reduce incoming Physical damage by these Protection Factors:
 - Physical damage is reduced by Protection Factor 2 (armour [+1] and Reinforcement Rune Passive power [+1])
- 3) Play **any** rune to perform a **Defend** action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual), and add any applicable Parry values: Parry +3 (+1 from armour and +2 from rune)

Active Powers

Rune Spells are a special spell type: by paying a Minor Sacrifice +1 when activating a rune chain, a meta tag can be changed from Range to Amplify and vice versa.



Thundering Attack: An Attack action knocks back an opponent by 2 hexes (10'); the opponent's Physical rune, if played, negates 1 knockback.
[meta: **Amplify Multi Weapon**] {Manoeuvre}

- + a **Physical** rune doubles the attack damage and increases the knockback to 4-hexes (20') (2 Amplify metas will triple the numbers)
- + a **Mental** rune affects +2 additional enemies within range
- + a **Spiritual** rune applies one meta of your choice of your equipped weapon



Aggressive Assault: Perform an Attack action with a +1 damage bonus and knock back your opponent 1 hex (5'); the opponent can play a Physical rune to negate 1 knockback.
[meta: **Amplify Multi Weapon**] {Manoeuvre}

- + a **Physical** rune doubles the attack damage, doubles the damage bonus to +2 and increases the knockback to 2 hexes (10') (2 Amplify metas will triple the numbers)
- + a **Mental** rune affects +2 additional enemies within range
- + a **Spiritual** rune applies one meta of your choice of your equipped weapon



Power over Wind: Harness the wind. Touch a combatant to deal 4 Physical damage and push them 4 hexes (20'); opponent can play a Mental rune to reduce the effect of this spell by 1 hex.
[meta: **Amplify Range Maintain**] {Rune Spell} *add Focus*

- + a **Physical** rune doubles the damage to 8 and the knockback to 8 (2 Amplify metas will triple the numbers)
- + a **Mental** rune gives the power a range of 10 hexes (50') instead of touch
- + a **Spiritual** rune surrounds the victim with the effect and triggers at the next Upkeep phase



Power over Stone: The stone obeys your command; grants a Protection Factor +1 Physical armour.
[meta: **Amplify Range Maintain**] {Rune Spell} *add Focus*

- + a **Physical** rune doubles the Protection Factor to +2 (2 Amplify metas will triple the Protection Factor to +3)
- + a **Mental** rune gives the power a range of 10 hexes (50') instead of touch
- + a **Spiritual** rune keeps the rune chain in play at end of the turn, and Heal triggers during Upkeep phase



Power over Fire: Turns your torch (or any adjacent fire source) into a fire whip. Touch to deal +4 Physical damage and Immolate: Bestow a +1 intensity to the Degeneration condition.
[meta: **Amplify Range Maintain**] {Rune Spell} *add Focus (does not apply to condition intensity)*

- + a **Physical** rune doubles the damage to 8 and doubles the intensity bonus to +2 (2 Amplify metas will triple the numbers)

- + a **Mental** rune gives the power a range of 10 hexes (50') instead of touch
- + a **Spiritual** rune surrounds the victim with the effect and triggers at your next Upkeep phase



Rapid Recovery: Heal yourself or an ally you touch +4 and shift their Initiative position up or down by +1/-1. [meta: **Amplify Range Maintain**] {Rune Spell} *add Focus*

- + a **Physical** rune deals double damage and increases the position shift to +/- 2 (2 Amplify metas will triple the numbers)
- + a **Mental** rune gives the power a range of 10 hexes (50') instead of touch
- + a **Spiritual** rune keeps the rune chain in play at end of the turn (heal occurs during Upkeep)

Ginungagap (Void) rune choices

	<u>Enchanter</u>	<u>Sorcerer</u>	<u>Diviner</u>
Trait	Physical	Mental	Spiritual
Active	Yggdrassil Alka: Create an Alka that produces a Degeneration condition in an area of 4 hexes {Spell} [Amplify Amplify Amplify]	Touch the Essence: Gain a +2 Focus bonus for your next spell this combat round and Heal +2 {Spell} [Amplify Amplify Amplify]	Aura Augury: Discover the level of a combatant of your choice within 10 hexes (50') and gain insight into one Active or Passive power {Spell} [Amplify Amplify Amplify]
Passive	Tap the Source: During Upkeep, gain a +1 to the Aura condition as raw magic radiates from your body {Enchantment}	Alabaster Magician: During Upkeep, pay a Minor Sacrifice +2 to gain a Focus +1 for the current combat round {Enchantment}	Price of Progress: Ultimate Sacrifice +1; skill check gain +1 rank (max. once per skill check) {Enchantment}
Skill	Endurance: Keep up strenuous activity longer than humanly possible	Read and Write: Read and write a spoken language already known	Commune with the Dead: Receive veiled answers from a corpse of a recently deceased (max. 1 day)





VANADIS

Archetype: Seithkona (witch): Spellcaster who can deal damage from afar and curse enemies. Seith energy surrounds everyone and everything. Only the witch (or Seithkona) can see and manipulate these energies to cast spells. She channels Seith spirits through her body and coerces them to do her bidding. Seith spirits are benign by nature, but being forced into servitude makes them resentful; as such, the spell results are always negative and destructive. Seith magic is usually not visible and very deceptive in nature. For some reason, women are better suited for channeling Seith. With the power of alchemy, the Seithkona binds a familiar, benign animals that act as a host for a trapped Seith spirit. The power to wield Seith can be learned by most, but only a few have the drive to conquer this wicked art. All men view this as a shameful practice, but respect its might nonetheless.

Backstory: Vanadis is a well-travelled young woman who has seen glory and grief, and has grown strong and hard from her experiences. She learned the secrets of Seith magic thanks to a painful apprenticeship, of which she is reluctant to talk about.

TRANSMUTER

A Transmuter Seithkona works her magic to shape the tangible world by invoking the intangible one. Her spirits manipulate shape through painful coercion, bending and deforming matter, which inevitably results in violent and painful transformations.

MESMER

A Mesmer pulls the strings of the invisible world: thought, emotion, and faith. She can make puppets of those she targets as hostile spirits take over their bodies. Phantasms, ghostly incorporeal apparitions, dance their illusionary dance to the Seithkona's fancy.

NECROMANCER

The Necromancer Seithkona's passion lies in capturing and manipulating spirits that are trapped between Niflheim and the heavens. She forges them into a spiritual weapon that strikes from beyond.

Level: 10
Essence: 6 (life force and accumulated wisdom is represented by 6 runes.)
Destiny: 2 (draws two runes + the Void rune when performing an action.)

Runes: 

Size/Move: 4 (medium) / 4 hexes (20')

Items and Equipment

- **Ash staff:** Size 6, Focus +2 bonus to {Spell} effects
- **Bardiche:** Size 6, Damage Factor +4 Physical, Pierce +2, Reach +1, Slashing weapon, Meta: Hamstring – Apply Impeded +1 [Counter: Physical]
- **Magician's robes:** Size 3, Focus +1 bonus to {Spell} effects
- **Torch; warm winter furs; rations and mead for 1 day**
- **Money:** 80 skatt

Skills and Rank

Any skill can be attempted, but you excel at:

- | | | |
|-------------------------------|--|---|
| • Lore:Arcana: | Recognize of magical items and sources | 1 |
| • Lore:Persona: | Learn about denizens and their powers and strengths | 1 |
| • Omens/Portents: | Discern eldritch signs and their meanings | 1 |
| • Read and Write: | Read and write a spoken language already known | 1 |
| • Verbal Manipulation: | Talk someone into something they would not normally do | 1 |
| • Sneak: | Move around undetected | 1 |

Passive Powers

- **Barter with Spirits:** Perform a Minor Sacrifice +1 (take 1 rune from the Essence, In-Hand, or In-Play piles and place it in the Stun pile); 1 random rune from the runes removed due to Possession can be exchanged with 1 rune in the In-Hand pile {Enchantment} (when in the Possession condition, a dweller loses control of In-Hand runes to the Seithkona).
- **Dark Consultation:** Perform a Minor Sacrifice +1 (take 1 rune from the Essence, In-Hand, or In-Play piles and place it in the Stun pile); 1 random rune from the Essence pile can be exchanged with 1 rune from the In-Hand pile {Enchantment}.
- **Alabaster Magician:** At any time, pay a Minor Sacrifice +2 to gain a Focus +1 for the current combat round {Enchantment}.
- **Nether Pact:** Perform a Minor Sacrifice +1 (take 1 rune from the Essence, In-Hand, or In-Play piles and place it in the Stun pile) to add a free Range meta to one {spell} Active power rune chain this turn {Enchantment}.
- **Possessed:** During Upkeep, you may gain a +1 to the Possessed condition. Any one rune can be played during Upkeep to reduce the intensity by 1 {Enchantment}.
- **Witch Blood:** During Upkeep, Heal +2 and Recover +4 {Enchantment}.

On Your Turn

Generic Actions (taking into account starter gear and passive abilities)

- Play **Physical** rune to perform an **Attack** action with the bardiche, dealing 4 Physical damage (1 Reach).
- Play **any** rune to perform a **Move** action and move 4 hexes (20') +/- any bonuses or penalties.
- A Weak Attack action deals a half damage and a Weak Move action is half regular Move (round up for both)
- Play **any** rune = Perform a **miscellaneous** action, such as switching weapons, opening a door, or drinking a potion.

Focus: Focus adds to all values in {Spell} Active powers

Meta Tag Definitions

AMPLIFY: Multiplies the power effect values by 2 (two Amplify metas = multiply by 3, etc...)

AREA: The effect hits everyone in a 2-hex (10') radius
MAINTAIN: The effect may remain in play after the end of the turn
MULTI: Affects 2 additional enemies within reach of the power's effects
RANGE: The effect can target those up to 10 hexes (50') away

When You Are Attacked

Play **any** rune to perform a **Defend** action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual) and add any applicable bonuses from Parry.

Active Powers

Seith Spells are a special spell type: the Seithkona's wields her power by losing control. For every intensity in Possession the Seithkona suffers, she may freely add an Amplify, Range, or Area meta.



Dark Juxtaposition: Exchange places with someone adjacent to you (unwilling subjects may play a Spiritual rune to counter this effect) and create an illusory double phantasm (33% chance that an opponent's blow strikes the phantasm instead of Vanadis). If a phantasm is struck, damage is negated and the phantasm dissipates. During Clean-Up phase, both effects cease unless maintained (this performs a second exchange with same persons).

[meta: **Range Amplify Maintain**] {Seith Spell} *add Focus*

- + a **Physical** rune allows you to exchange places with someone up to 10 hexes away (50')
- + a **Mental** rune increases the chance to 66% that the phantasm will be hit (2 Amplify metas will increase the chance to 100%)
- + a **Spiritual** rune keeps the rune chain in play at end of the turn. If phantasms dissipate, new ones are created during the Upkeep phase.



Bone Snapper: Touch a foe to crush their bones, dealing +4 Physical damage and disregard 4 points of Physical Defence, and disarms a weapon from one hand unless the opponent plays a Physical rune.

[meta: **Amplify Range Maintain**] {Seith Spell} *add Focus*

- + a **Physical** rune doubles the damage to 8, disregards 8 defence and disarms a weapon that is wielded with two-hands (2 Amplify metas will triple the numbers)
- + a **Mental** rune gives the power a range of 10 hexes instead of touch
- + a **Spiritual** rune keeps the rune chain in play at end of the turn (damage is dealt during your Upkeep and only while target is in range)



Shrink: Reduce the size of a living being by 1 and reevaluate all equipment held/worn (equipment that is too large to effectively wield drops off). Counter: for every Spiritual rune the victim plays, reduce the effect by 1; anyone reduced to size 0 or less shapechanges into a frog, dropping all equipment and base move 0 (victim retains original Essence and Destiny as well as Skills, Passives, and Actives). Victim plays 1 rune to pick up all weapons, 1 rune to pick up armour and 1 rune to dress in the armour (all activities can be played separately).

[meta: **Maintain Range Maintain**] {Seith Spell} *add Focus*

- + a **Mental** rune gives the power a range of 10 hexes instead of touch
- + a **Physical** or **Spiritual** rune keeps the rune chain in play at end of the turn



Seith Frenzy: Perform a Minor Sacrifice +1 and gain a +1 Focus until the end of the turn as spirits are whipped into a fevered frenzy and dance around.

[meta: **Amplify Maintain Maintain**] {Seith Spell} *add Focus*

- + **Physical** rune increases the Focus gain by another +1
- + a **Mental** or **Spiritual** rune keeps the rune chain in play at end of the turn



Invoke the Shadows: Shadows intensify and dance around you, dealing +2 Spiritual damage to an adjacent foe, and a +1 intensity Shroud condition is applied to you.

[meta: **Amplify Amplify Area**] {Seith Spell} *add Focus (does not apply to condition intensity)*

- + a **Physical** or **Spiritual** rune doubles the damage to 4 and applies +2 intensity to Shroud (2 Amplify metas will triple the numbers)
- + a **Mental** rune affects foes in a 2-hex radius (instead of adjacent/touch)

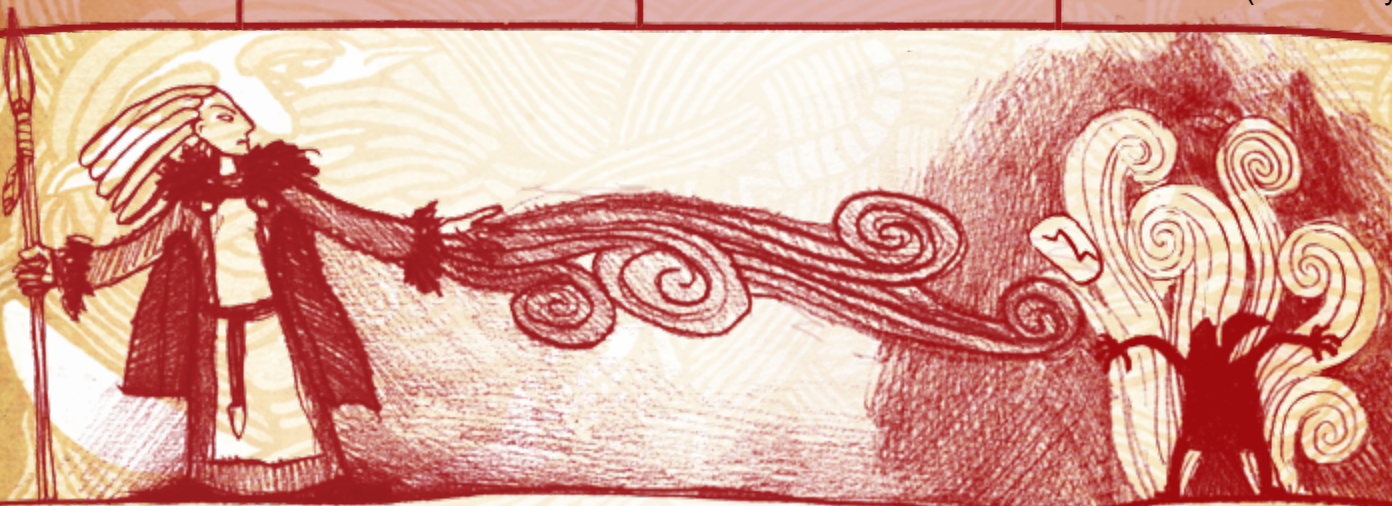


Sun and Moon: One eye turns black and the other white as you deal +2 Spiritual damage to an adjacent foe and heal yourself or an adjacent ally by +4.
[meta: **Range Multi Amplify**] {Seith Spell} *add Focus*

- + a **Physical** rune allows you to target combatants up to 10 hexes (50') away
- + a **Mental** rune allows you to choose 2 additional targets for damage and 2 additional targets for Heal within 5 hexes (25')
- + a **Spiritual** rune doubles the damage to 4 and doubles the healing to 8 (2 Amplify metas will triple the numbers)

Ginungagap (Void) rune choices

	<u>Transmuter</u>	<u>Mesmer</u>	<u>Necromancer</u>
Trait			
Active	Physical Swords to Snakes: Shapechange a size 3 weapon into an aggressive snake [Counter Physical] that deals +4 Physical damage to wielder [Amplify Maintain Amplify]	Mental Possess Opponent: Deal +2 Spiritual damage and inflict the Possessed condition with a +1 Intensity on an opponent [Counter Spiritual] {Seith Spell} [Amplify Amplify Amplify]	Spiritual Gate Bones: A black skeleton (Level +6 {Gate}) rips open the ground and fights for you. [Maintain Maintain Amplify] (see page 125)
Passive	Alabaster Magician: During Upkeep, pay a Minor Sacrifice +2 to gain a Focus +1 for the current combat round {Enchantment}	Puppet Master: If you have applied the Possessed condition on a foe, you can use the Possessed runes {Enchantment}	Unholy Armoury: Any gated creatures you create joins the battle with copies of a designated weapon you carry (bardiche) {Enchantment}
Skill	Lore:Locales: Knowledge of obscure locales and environments	Lore:Arcana: Recognition of magical items and sources	Commune with the Dead: Receive veiled answers from a corpse of a recently deceased (max. 1 day)



FJORI

Archetype: Skald (bard): A rogue and spellcaster, very quick, who affects many combatants. The Skald brings colour to most any culture. The Skalds are bards who have been blessed by the Mead of Poetry. This mead was made when a magical being named Kvasir was murdered by two Dverggar, and his blood was mixed with honey to produce the magical mead. It was later taken by a giant who kept it all for himself. But Odin stole it, and while in eagle form, flying over the realms of Yggdrasil, some of the mead dropped down and touched some living beings. Those beings learned how to weave magical songs called Spell Songs...they go by the name of Skald. They sing battle ballads that unnerve opponents and bolster the morale of their companions... All that they need are their voices, but with instruments they can bend and shape their magic to astound their audiences.

Backstory: Fjori has always been a carefree dreamer. Blessed with an indomitable spirit, his outlook is contagious. He has taken up the skaldic arts so he could share his blessings and good fortune.

WANDERER

Wanderer Skalds devote their life to creating great adventures to feed their sagas. The Wanderer seeks out increasingly dangerous adventures to find his place in history.

POET

The Poet Skald is one who knows how to have a good time. He woos maidens for a night and earns free ale and his stay at taverns using skills in music and song.

MYSTIC

The Mystic Skald is intrigued by the Mead of Poetry that granted him his Spell Song powers. He wishes to delve deep into this art to understand its source.

Level: 10
Essence: 6 (life force and accumulated wisdom is represented by 6 runes.)
Destiny: 2 (draws two runes + the Void rune when performing an action.)

Runes: 

Size/Move: 4 (medium) / 4 hexes (25')

Items and Equipment:

- **3 shortwords:** Size 3, Damage Factor +1 Physical, Parry +1, Reach +1, Pierce and Slash Weapon, Meta: Hamstring (Impeded) or Gore (Degeneration) +1 [Counter: Physical]
- **Battle harp:** Size 5, Focus +2 bonus to {Spell} effects
- **Leather armour:** Size 3, Protection Factor +1 Physical, Parry +1
- **Torch; warm winter furs; rations and mead for 1 day**
- **Money:** 50 skatt

Skills and Rank

- **Feather Fingers:** Steal something unnoticed 1
- **Lore:Persona:** Learn about denizens and their powers and strength 1
- **Lore:Locale:** Knowledge of obscure locales and environments 1
- **Negotiation:** Receive discounts on purchases or better prices on sales 1
- **Drinking/Wenching:** Know how to have a good time! 1
- **Verbal Manipulation:** Talk someone into something they would not normally do 1

Passive Powers:

- **Master of Kennings:** Gain a +1 Focus and Heal +1 {Enchantment} for the first {Spell} you cast in each combat round
- **Carried by Song:** While affected by a Spell Song, your Move gains a +2 bonus {Feat}
- **Leaping Striker:** Gain a +4 Damage bonus if you perform a Move action before this Attack action {Feat}
- **Running Jab:** During the Action phase, when performing a Move action, if you pass within reach of an opponent that you have not already attacked this turn, you may pay a Minor Sacrifice +1 and perform a Weak Attack action {Feat}
- **Stealthy Striker:** When attacking from behind, deal Damage Factor +2 Physical damage on attacks {Feat}
- **Tactical Advantage:** During Upkeep, freely perform a Move action {Feat}

On Your Turn

Generic Actions (taking into account starter gear and passive abilities)

- Play **any** rune to perform an **Attack** action with both hands:
 - Dealing 2 Physical damage and (1 damage from each weapon)
 - +2 damage if attacking from behind and +4 Damage if a Move action was just performed
 - +1 damage and Pierce +2 if Hand of Tyr is active
- Play **any** rune to perform a **Move** action and move 4 hexes (30') +/- any bonuses or penalties.
- A Weak Attack action deals a half Damage and a Weak Move action is half regular Move (round up for both)
- Play **any** rune = Perform a **miscellaneous** action, such as switching weapons, opening a door, or drinking a potion.

Focus: Focus adds to all values in {Spell} Active powers

Meta Tag Definitions

AMPLIFY: Multiplies the power effect values by 2 (two Amplify metas = multiply by 3, etc...)
AREA: The effect hits everyone in a 2-hex (10') radius
MAINTAIN: The effect may remain in play after the end of the turn
MULTI: Affects 2 additional enemies within reach of the power's effects

OPEN: The effect may remain in play after the end of the turn; more metas can be added to the rune chain on subsequent combat rounds (paying a Minor Sacrifice +1 per meta already in the chain)

WEAPON: Add the effect of your weapon to the Active power's effects

When You Are Attacked

- 1) First, reduce incoming Physical damage by the Protection Factor of the leather armour (PF 1)
- 2) Play **any** rune to perform a **Defend** action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual); against Physical damage, items will add their Parry values:
 - Armour grants Parry +1 and each sword grants Parry +1

Active Powers:

Spell Songs are a special spell type: only one can be active at any given time, and they include a free Area meta. When invoking an Active power with an Area meta, the effect can be limited to only allies or only foes by paying a Minor Sacrifice +1 (move 1 rune to the Stun pile from a pile above).



Lunging Attack: Perform a Weak Move action (half Move, round up) and an Attack action in any order [meta: **Amplify Multi Weapon**] {Manoeuvre}

- + **Physical** rune doubles the move amount and doubles the attack damage (2 Amplify metas will triple the numbers)
- + **Mental** rune affects 2 additional enemies within reach
- + **Spiritual** rune applies one meta of your choice of your equipped weapon



The Hand of Tyr: Your song creates a ghostly disembodied floating hand that a dweller can use; it automatically grabs something from the dweller's inventory (Attack actions use all 3 hands in unison) [meta: **Maintain Mantain Maintain**] {Spell} *add Focus*

- + **any** rune keeps the rune chain in play at end of the turn



Flying Charge: Perform a Move action and a Weak Attack action (half Move, round up) in any order [meta: **Amplify Multi Weapon**] {Manoeuvre}

- + **Physical** rune doubles the move amount and doubles the attack damage (2 Amplify metas will triple the numbers)
- + **Mental** rune affects 2 additional enemies within reach
- + **Spiritual** rune applies one meta of your choice that of equipped weapon



Muspeli Nightmares: Your song causes the air to become stifling hot, dealing Damage Factor +2 Mental and applying the Degeneration condition with a +1 Intensity [meta: **Area Open Amplify**] {Spell Song} *add Focus*

- + **Physical** rune affects foes in a 2-hex radius (instead of adjacent/touch)
- + **Mental** rune maintains the effect past the end of the turn. More metas can be added to this rune chain in subsequent turns (see open meta tag rules)
- + **Spiritual** rune amplifies the damage to +4 Mental (+6 with Focus) and increases Intensity by +2



Apples of Idun: Your song generates a revitalizing breeze that washes over you and everyone nearby: they immediately Heal +4 and Heal +4 with their next Move action. [meta: **Amplify Area Open**] {Spell Song} *add Focus*

- + **Physical** rune doubles both effects to +8 (2 Amplify metas will triple the numbers)
- + **Mental** rune extends the area of effect by another 2-hex (10') radius
- + **Spiritual** rune maintains the effect past the end of the turn. More metas can be added to this rune chain in subsequent turns (see Open meta tag rules)



Power Attack: Perform an Attack action with a bonus of +2 Physical damage [meta: **Amplify Multi Weapon**] {Manoeuvre}

- + **Physical** rune doubles the attack damage and increases the bonus to +4 (2 Amplify metas will triple the numbers)
- + **Mental** rune affects 2 additional enemies within reach
- + **Spiritual** rune applies one meta of your choice of your equipped weapon

Ginungagap (Void) Rune choices

	<u>Wanderer</u>	<u>Poet</u>	<u>Mystic</u>
Trait	Physical	Mental	Spiritual
Active	Ride of the Valkyries: All Move actions get a +2 bonus {Spell Song} [Open Area Amplify]	Night of the Long Knives: All Attack actions deal an additional +2 Physical damage {Spell Song} [Open Area Amplify]	Yggdrassil's Presence: This glorious anthem provides a +1 Focus to anyone affected by this spell if they perform a Minor Sacrifice +1 {Spell Song} [Amplify Area Open]
Passive	Martial Prowess: On an Attack action (ranged or melee), deal +1 additional Physical damage {Feat}	Suave Singer: Heal +5 during Upkeep if you are under the effect of a Spell Song	Master of Kennings: Gain a +1 Focus and Heal +1 {Enchantment} for the first {Spell} you cast in each combat round
Skill	Sense Motive: Discern a person's motives and intentions	Survival, Urban: Obtain goods and services within a town efficiently	Lore:Arcana: Recognize magical items and sources





SIGYN

Archetype: Maiden of Ratatosk: Chaos warrior whose combat style resembles a graceful dance. Maidens of Ratatosk are the girls of mischief, living life fast and fully. They seek adventure and ride those winds, wherever they will take them. Their title is derived from the celestial squirrel named Ratatosk. The squirrel is well-known for the strife it has caused by carrying distorted messages between the celestial eagle and the great dragon Nidhogg. Some adventuring groups have their patience stretched by chaos, strife, and mischief-laden Maidens. However, their contribution to team security is unmatched. Maidens of Ratatosk can easily draw the attention of foes. Coupled with their almost-inhuman ability to avoid damage, they are invaluable to a party's success on the battlefield.

Backstory: Sigyn always had wanderlust in her soul, which keeps her moving from town to town. Her sense of humour matches her thirst to spread mischief. She often tries the patience of those she travels with, but none turn her away, due to her invaluable battle prowess.

DEATH DANCER

She uses her dance to inspire her allies and frustrate her foes. Each step in her dance avoids blows as her blades seek their mark. Her dance is the flawless mix of death and grace.

SCORN DOMINATRIX

She is a poison flower in a bed of weeds. Shining, radiant, and deadly, she grows in strength with every increasing foe. Her ability to interrupt her opponent's strategies is her greatest asset.

AGGRAVATRIX

She aggravates her foes to a point of unbearable frustration. They will do anything in their power to silence her insults and taunts. As their rage boils over, they make mistakes...and she's ready to capitalize on them.

Level: 10
Essence: 6 (the life force and accumulated wisdom of the dweller is represented by 6 runes.)
Destiny: 2 (draws two runes + the Void rune when performing an action.)

Runes: 

Size/Move: 4 (medium) / 5 hexes (25') [Including Fleet-Footed]

Items and Equipment

- **Francesca Axe:** Size 3, Damage Factor +1 Physical, Pierce: 2, Reach 1, Slash Weapon, Meta: Hamstring (Impeded) +1 [Counter: Physical]
- **Small shield:** Size 3, Reach 0, Parry +3
- **Torch; rope (30'); warm winter furs; rations and mead for 1 day**
- **Money:** 95 skatt

Skills and Rank

Any skill can be attempted, but you excel at:

- | | | |
|-----------------------------|---|---|
| • Athletics: | Perform risky physical feats such as tightrope walking, balancing, etc. | 1 |
| • Dance: | Perform cultural, exotic, and evocative dances | 2 |
| • Drinking/Wenching: | Know how to have a great time! | 1 |
| • Sense Motive: | Sense hidden motives by reading body language | 1 |
| • Feather Fingers: | Palm an object without getting noticed | 1 |

Passive Powers (always considered activated)

- **Precision:** Ignore up to 2 Defence when attacking an opponent {Feat}
- **Unencumbered Dodger:** Protection Factor +3 vs. Physical when wearing no armour {Feat}
- **Incite Strife:** Taunt Intensity +1 during Upkeep; only once per round {Feat}
- **Fleet-Footed:** Move +1 when performing Move actions {Feat}
- **Untouchable:** Opponent Reach values are penalized by -2 (minimum 1) and Range values by -10' (2 hexes) when targeting you with an Attack action {Feat}
- **Silence the Crowd:** Weapon Damage Factor is boosted by +1 per 2 adjacent foes {Feat}

On Your Turn


Generic Actions (taking into account starter gear and passive abilities)

- Play **any** rune to perform an **Attack** action with a sword, dealing 1 Physical damage (ignore 2 Defence)
 - Situational bonuses may apply from Passives
- Play **any** rune to perform a **Move** action and move 5 hexes (25') +/- any bonuses or penalties.
- A Weak Attack action deals a half-damage and a Weak Move action is half regular Move (round up for both)
- Play **any** rune = Perform a **miscellaneous** action, such as switching weapons, opening a door, or drinking a potion.

Meta Tag Definitions

AMPLIFY: Multiplies the power's effect values by 2 (two Amplify metas = multiply by 3, etc...)
AREA: The effect hits everyone in a 2-hex (10') radius
MULTI: Affects 2 additional enemies within reach of the power's effects
WEAPON: Add the effect of your weapon to the Active power's effects

When You Are Attacked

- 1) First, reduce incoming Physical damage by the Protection Factor of the Passive power Unencumbered Dodger (Protection Factor +3 Physical)
- 2) Play  rune to activate Mask of Mockery and greatly reduce the damage
- 3) Play **any** rune to perform a **Defend** action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual); against Physical damage, items will add their Parry values to the amount reduced
 - Bonus +3 from shield

Active Powers (play the specific rune to activate)



Lunging Attack: Perform a Weak Move action (half Move, round down) and an Attack action in any order
[meta: **Amplify Multi Weapon**] {Manoeuvre}



+ a **Physical** rune doubles the movement amount and the attack damage (2 Amplify metas will triple the numbers)



+ a **Mental** rune affects 2 additional enemies within reach



+ a **Spiritual** rune applies one meta of your choice of your equipped weapon



Sprint: Perform a Move action with a +4 bonus
[meta: **Amplify Amplify Amplify**] {Manoeuvre}



+ **any** rune doubles the movement and the bonus to +8 (2 Amplify metas will triple the numbers)



Satisfying Attack: Perform an Attack action and Heal +2
[meta: **Amplify Multi Weapon**] {Manoeuvre}



+ a **Physical** rune doubles the attack damage and doubles the heal effect to +4 (2 Amplify metas will triple the numbers)



+ a **Mental** rune affects +2 additional enemies within reach



+ a **Spiritual** rune applies one meta of your choice of your equipped weapon



Whirlwind Attack: Attack action is performed on 2 opponents within half-reach of your weapons.
[meta: **Weapon Multi Multi**] {Manoeuvre}



+ a **Physical** rune applies one meta of your choice of your equipped weapon



+ a **Mental** or **Spiritual** rune affects +2 additional enemies within reach



Run Away Laughing: Perform a Move action and Heal +4
[meta: **Amplify Amplify Amplify**] {Manoeuvre}



+ **any** rune doubles the movement and doubles the heal to +8 (2 Amplify metas will triple the numbers)



Mask of Mockery: Perform a Defend action with a +1 Parry bonus per rank in the Dance skill
[meta: **Amplify Amplify Amplify**] {Interrupt}



+ **any** rune doubles the defend value and doubles the Parry bonus (2 Amplify metas will triple the numbers)

Ginungagap (Void) Rune choices

	<u>Death Dancer</u>	<u>Scorn Dominatrix</u>	<u>Aggravatrix</u>
Trait	Physical	Mental	Spiritual
Active	Mask of Mockery: Perform a Defend action with a +1 bonus per rank in the Dance skill {Interrupt} [Amplify Amplify Amplify]	Shatter Mind: Deal +2 Mental damage and disregard 1 Mental defence {Spell} [Amplify Area Amplify]	Insulting Parry: Perform a Weak Defend action with a +1 bonus and add +1 Intensity to Taunt {Manoeuvre} [Amplify Amplify Amplify]
Passive	Dance of Spring: Attack action damage boosted by +1 per 2 rank in the Dance skill {Feat}	Thriving in the Crowd: During Upkeep, heal +2 per adjacent opponent {Feat}	Taunter's Finesse: Bonus Weapon Parry +1 Physical for 2 levels of Intensity of Taunt {Feat}
Skill	Dance: Perform cultural, exotic, and evocative dances	Feather Fingers: Palm an object without getting noticed	Verbal Manipulation: Talk someone into something they would not normally do



DENIZENS

This section contains the write-ups for all of the Norn's denizens. Since this Saga is an introduction to the game, the denizens (and dwellers) are listed with additional explanations to help the players.

Active powers are played with rune chains (see Rules, on page 28). Passive powers are considered as always active and do not require the use of a rune. Some Passive powers may be triggered on certain specific actions.

If the players are having too easy a time, the Norn can give the denizens better equipment.



MUGGER

The Norn can throw as many Muggers at the dwellers as they can handle. Muggers are expendable and are set up against the players so they can become comfortable with their dwellers' abilities. They are akin to straw dummies and do not pose any real threat.

Level: 3
Essence: 1
Destiny: 1
Size/Move: 4/4

Items and Equipment

- **Improvised Weapon:** Size 5, Damage Factor +2 Physical, Pierce 0, Reach +1, Parry +1, 1 skatt; dirty clothes

Skills

- Feather Fingers

Passive Powers (considered always activated)

- **Mob Mentality:** All Attack actions deal +2 Physical damage if an ally is adjacent.

During the denizen's active phase of combat:

Active Powers (play a rune of any Trait)

- **Lunging Attack:** Perform a Weak Move action (half Move, round down) and an Attack action in any order [meta: **Amplify** **Multi** **Weapon**] {Manoeuvre}

Generic Actions

- **Attack Action:** Deals 2 or 4 damage (2 from weapon and possibly +2 from Passive power)
- Play a **Physical** rune = Attack with a weapon of equal size or larger
- Play **any** rune = Attack with a weapon that is smaller than the Mugger
- Play **any** rune = Move equal to your movement +/- any bonuses or penalties (Move action)
- Play **any** rune = Perform a miscellaneous action, such as switching weapons or drinking a potion

When the denizen is attacked:

Play **any** rune to perform a Defend action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual)

- Parry +1 vs. Physical damage

RUNE CHAINS AND META TAGS.

only have relevance for combatants that have a Destiny 2 or greater.

Rune chains are explained on page 28

Meta tags are outlined in greater detail on page 29

ZEALOT



Ragnarok has produced many extremist individuals. These fanatical zealots are very difficult to reason with and are filled with unpredictable emotion.

Level: 6
Essence: 2
Destiny: 2
Size/Move: 4/4

Items and Equipment

- **Large spiked club:** Size 5, Damage Factor +3 Physical, Pierce 0, Reach +1, Parry +1, Blunt and Pierce Weapon, Meta: Knockdown – Apply Vulnerable +1 [Counter: Physical] or Gore – Apply Degeneration +1 [Counter: Physical]
- **Large crossbow:** Size 5, Damage Factor +2 Physical, Pierce +2, Range 10 hexes (50'), play an additional rune to add +10 hexes to range, Meta: Gore – Apply Degeneration +1 [Counter: Physical]
- **Leather armour:** Size 3, Protection Factor +1 Physical, Parry +1
- **Money:** 4 skatt; dirty clothes

Skills

- Feather Fingers
- Intimidate

Passive Powers (considered always activated)

- **Mobility:** During Upkeep, perform a Move action (move 5' or 1 hex)
- **Desperation:** All Attack actions deal +2 Physical damage if Bloodied (see page 40 for more on the Bloodied state.)

During the denizen's active phase of combat:

Active Powers

- Play any **Physical** rune to deal a **Lunging Attack:** Perform a Weak Move action (half Move, round down) and an Attack action in any order [meta: **Amplify Multi Weapon**] {Manoeuvre}
- Play any **Mental** rune to deal a **Backstab Attack:** Perform an Attack action with a bonus of +3 Physical damage [meta: **Amplify Multi Weapon**] {Manoeuvre}
- Play any **Spiritual** rune to perform **Beseech A Higher Power:** Heal +4 and cure an unwanted condition (to self or adjacent ally)

Generic Actions

- **Attack Action:** Club deals 4 damage, crossbow deals 3 damage
 - Play a **Physical** rune = Attack with a weapon of equal size or larger
 - Play **any** rune = Attack with a weapon that is smaller than the Zealot
- Play **any** rune = Move equal to your movement +/- any bonuses or penalties (Move action)
- Play **any** rune = Perform a miscellaneous action, such as switching weapons or drinking a potion

When the denizen is attacked:

- Reduce incoming Physical damage by the Protection Factor of the leather armour (Protection Factor +1 vs. Physical)
- Play **any** rune to perform a Defend action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual)
 - Additional Parry +2 vs. Physical damage if wielding club
 - Additional Parry +1 vs. Physical damage if wielding crossbow



Grizzled warriors are adventurers and mercenaries who have become battle hardened over the years. They enter every engagement with a strategy that allows them to achieve victory.

Level: 8
Essence: 4
Destiny: 2
Size/Move: 4/4 (includes -1 Move from armour encumbrance and +1 from Passive power)

Items and Equipment

- **Scale-mail armour:** Size 4, Protection Factor +2 Physical
- **Metal shield:** Size 3, Parry +3
- **Hand axe:** Size 3, Damage Factor 2 Physical, Pierce: +2, Reach 1, Parry 0, Hamstring – Apply Impeded +1 [Counter: Physical]
- **Large crossbow:** Size 5, Damage Factor +2 Physical, Pierce +2, Range 10 hexes (50'), play an additional rune to add +10 hexes to range, Meta: Gore – Apply Degeneration +1 [Counter: Physical]
- **Money:** 10 skatt

Skills

- Perception
- Intimidate
- Repair Equipment
- Navigation

Passive Powers

- **Mobility:** During Upkeep, perform a Move action (move 5' or 1 hex)
- **Desperation:** All Attack actions deal +2 Physical damage if Bloodied (for more on the Bloodied state, see page 40)
- **Martial Prowess:** On an Attack action (ranged or melee), deal +1 additional Physical damage
- **Fleet-Footed:** Move actions gain a +1 bonus (+5') {Feat}

During the denizen's active phase of combat:

Active Powers

- Play a **Physical** rune to perform a:
 - **Lunging Attack:** Perform a Weak Move action (half Move, round down) and an Attack action in any order [meta: **Amplify Multi Weapon**] {Manoeuvre}
 - **Power Attack:** Perform an Attack action with a bonus of +2 Physical damage [meta: **Amplify Multi Weapon**] {Manoeuvre}
- Play any **Mental** runes to deal a **Satisfying Attack:** Perform an Attack action and Heal +2 [meta: **Amplify Multi Weapon**] {Manoeuvre}
- Play any **Spiritual** runes to perform an **Aggressive Assault:** Perform an Attack action with a +1 damage bonus and knock back your opponent 1 hexes (5'); the opponent may play a Physical rune to negate 1 knockback [meta: **Amplify Multi Weapon**] {Manoeuvre}

Generic Actions

- **Attack Action:** Axe deals 3 damage (5 when Bloodied), crossbow deals 3 damage (5 when Bloodied)
 - Play a **Physical** rune = Attack with a weapon of equal size or larger

- Play **any** rune = Attack with a weapon that is smaller than the Grizzled Warrior
- Play **any** rune = Move equal to your movement +/- any bonuses or penalties (Move action)
- Play **any** rune = Perform a miscellaneous action, such as switching weapons or drinking a potion

When the denizen is attacked:

- Reduce incoming Physical damage by the Protection Factor of the scale-mail armour (Protection Factor +2 vs Physical)
- Play **any** rune to perform a Defend action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual)
- Additional Parry +3 vs. Physical damage if wielding axe and shield



Haugbui are the dead who have been cursed and bound to the land of the living. They are bound to a specific location to guard something or fulfill some obligation.

Level: 10
 Essence: 4
 Destiny: 3
 Size/Move: 4/5 (+1 from Passive power)

Items and Equipment

- None carried, but there is a random chance in the home barrow of treasure (the Norn can Wyrd one rune from a full set for each defeated Haugbui):
 - Spiritual rune pulled: find healing potions equal to the number of dwellers
 - Mental rune pulled: find 40 skatt
 - Physical rune pulled: find a random rusty/decayed worthless item

Skills

- Lore:Locales
- Lore:Persona
- Lore:Arcana
- Perception

Passive Powers

- **Spiritual Conduit:** During Upkeep, perform a Minor Sacrifice +1 to gain a Spiritual damage bonus of +1
- **Haugbui's Curse:** Must stay within 100' of final resting place, Protection Factor +2 vs. Physical damage and +1 vs. Spiritual damage
- **Angered Spirit:** Spiritual damage bonus of +1 while Bloodied
- **Fleet-Footed:** Move actions gain a +1 bonus (+5') {Feat}

During the denizen's active phase of combat:

Active Powers

- Play any **Physical** runes to deal Wrack: Touch a foe to deal +2 Spiritual damage and +4 Physical damage [meta: **Multi Range Amplify**] {Spell}
- Play any **Mental** runes to deal Suck Life: Deal +2 Spiritual damage and apply a +1 Intensity Degeneration condition [meta: **Amplify Range Multi**] {Spell}
- Play any **Spiritual** runes to perform any of the following:
 - Shadow Step: Teleport to another location within 10 hexes (50') [meta: **Amplify Amplify Amplify**] {Spell}
 - Siphon Soul: Deal +2 Spiritual Damage and Heal +4 [meta: **Amplify Range Multi**] {Spell}

Generic Actions

- **Attack Action:** n/a
 - Play a **Physical** rune = Attack with a weapon of equal size or larger
 - Play **any** rune = Attack with a weapon that is smaller than the Haugbui
- Play **any** rune = Move equal to your movement +/- any bonuses or penalties (Move action)
- Play **any** rune = Perform a miscellaneous action, such as switching weapons or drinking a potion

When the denizen is attacked:

- Reduce incoming Physical damage by Protection Factors:
 - +2 vs. Physical
 - +1 vs. Spiritual
- Play **any** rune to perform a Defend action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual)



TROLL

Trolls are large lumbering brutes who turn to indestructible stone in direct sunlight (or other incredibly hot and bright sources). Since Fimbulwinter has set in, the perpetual darkness gives trolls free reign. They can only be killed in their "soft" form. Their incredible reach, coupled with their penchant for long weapons, allows them to dominate the battlefield against many lesser opponents.

Level: 10
Essence: 6
Destiny: 2
Size/Move: 6/6 (size +2 from Giant Size Passive power)

Items and Equipment

- **Very large tree trunk:** Size 7, Damage Factor 4 Physical, Pierce +2, Reach 2, Parry 0
- **Giant fur armour:** Size 7, Protection Factor +3, Parry +1
- **Money:** 50 skatt

Skills

- Intimidate
- Swim
- Perception
- Tracking
- Hunting/Trapping
- Survival-Wilderness

Passive Powers

- **Great Might:** On an Attack action (ranged or melee), deal +2 additional Physical damage
- **Giant Size:** Size +2
- **Desperation:** All Attack actions deal +2 Physical damage if Bloodied
- **Blood Drinker:** During Upkeep, Heal +2 and an additional +4 if adjacent to a Bloodied combatant

During the denizen's active phase of combat:

Active Powers

- Play **any** rune to perform **Troll SMASH!**[™]: perform an Attack action with a + 4 Physical damage bonus and apply the Impeded Condition with Intensity +1 on self [meta: **Multi Multi Multi**] {Manoeuvre}

Generic Actions

- **Attack Action:** Tree trunk deals 6 damage (8 damage when Bloodied) with a +2 Pierce
 - Play a **Physical** rune = Attack with a weapon of equal size or larger
 - Play **any** rune = Attack with a weapon that is smaller than the Troll
- Play **any** rune = Move equal to your movement +/- any bonuses or penalties (Move action)
- Play **any** rune = Perform a miscellaneous action, such as switching weapons or drinking a potion

When the denizen is attacked:

- Reduce incoming Physical damage by the Protection Factor of the fur armour (Protection Factor +3 vs Physical)
- Play **any** rune to perform a Defend action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual)
 - Additional Parry +1 vs. Physical



Rusalki are beautiful young maiden spirits with alabaster skin and emerald hair who inhabit enchanted waters. Their beauty is mesmerizing in the summer, but in the winter, their appearance is a horrific aberration.

Level: 12
Essence: 4
Destiny: 4
Size/Move: 4/4 (Move 6 in water due to Passive power)

Items and Equipment

- None carried, but in the lair, there is a random chance of finding treasure (As the Norn, you can Wyrd one rune from a full set for each defeated Rusalki):
 - Spiritual rune pulled: Find a weapon of exceptional quality (Damage Factor +1)
 - Mental rune pulled: Find 100 skatt
 - Physical rune pulled: Find a random rusty/decayed worthless item

Skills

- Perception (Rank 2)
- Swimming (Rank 2)

Passive Power

- *Ongoing effect due to prolonged exposure to Fafnir's Treasure – **Magical Blood***: While within Skridnir, the Rusalki is affected by the Rage condition
- **Superb Swimmer**: Move +2 while in water
- **Die Hard**: During Upkeep, Heal +2 and Recover +4
- **Gliding Dodger**: Protection Factor +1 against Physical damage while in water
- **Claws**: Natural weapons have their damage increased by +1 and applies a -2 to Defence

During the denizen's active phase of combat:

Active Power

- Play any **Physical** runes to deal **Visage of Horrors**: Deal Damage Factor +2 Mental damage and apply the Shroud condition on self with +1 Intensity [meta: meta: **Amplify Amplify Amplify**] {Spell}
- Play any **Mental** runes to perform any of the following:
 - **Water Shield**: Apply +2 vs. Physical Protection Factor to self or adjacent ally who is in the water [meta: **Amplify Maintain Maintain**] {Spell}
 - **Drain Life**: Deal +2 Spiritual damage and apply a +1 Intensity Degeneration condition (to counter defender must play a Physical rune) [meta: **Amplify Range Multi**] {Spell}
- Play any **Spiritual** runes to perform **Rusalki Song**: Apply +1 intensity Taunt condition to self or adjacent ally and Heal +5 to self or adjacent ally while in water [meta: **Amplify Amplify Amplify**] {Spell}

Generic Actions

- **Attack Action**: Claws deal 2 damage and have Pierce +2
 - Play a **Physical** rune = Attack with a weapon of equal size or larger
 - Play **any** rune = Attack with a weapon that is smaller than the Rusalki
- Play **any** rune = Move equal to your movement +/- any bonuses or penalties (Move action)
- Play **any** rune = Perform a miscellaneous action, such as switching weapons or drinking a potion

When the denizen is attacked:

- Reduce incoming Physical damage by the Protection Factor of the Passive powers (Protection Factor +1 vs. Physical)
- Play **any** rune to perform a Defend action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual)

ZOMBIE



The Zombear is a huge and fearsome foe. It augments its already awesome power by drawing on that of Niflheim. It has the ability to instantly kill most mortals, so Range is critical as a strategy to do away with these beasts.

Level: 12
Essence: 6
Destiny: 3
Size/Move: 8/8

Items and Equipment

- None

Skills

- Perception (Rank 2)
- Tracking (Rank 2)
- Intimidate (Rank 2)

Passive Powers

- *Ongoing effect due to Taint caused by Niflheim Alka – Niflheim Taint:* Will resurrect 6 hours after death unless source is cut off from Midgard; 2 points of Physical damage are converted to Spiritual damage.
- **Titanic Size:** Size +4
- **Claws:** Damage increased by +1 for natural weapons and a +2 Pierce applies

During the denizen's active phase of combat:

Active Powers

- Play any **Physical** runes to perform any of the following:
 - **Unearthly Resilience:** Perform an Ultimate Sacrifice +1 to gain a +4 Protection Factor vs. Physical [meta: meta: **Amplify Maintain Maintain**] {Spell}
 - **Mauling:** Perform an Attack action and double the damage as both claws strike [meta: **Amplify Amplify Amplify**] {Manoeuvre}
- Play any **Mental** runes to perform any of the following:
 - **Nether Touch:** Perform an Ultimate Sacrifice +1 and have all Physical damage dealt become Spiritual damage [meta: **Maintain Maintain Maintain**] {Spell}
 - **Mauling:** Perform an Attack action and double the damage as both claws strike [meta: **Amplify Amplify Amplify**] {Manoeuvre}
- Play any **Spiritual** runes to perform any of the following:
 - **Frost Breath:** Deal +4 Physical damage and apply the Impeded condition with Intensity +1 [meta: **Amplify Area Amplify**] {Spell}
 - **Mauling:** Perform an Attack action and double the damage as both claws strike [meta: **Amplify Amplify Amplify**] {Manoeuvre}

Generic Actions

- **Attack Action:** Claws deal 6 damage (4 Physical and 2 Spiritual) and have Pierce +2 (Reach 2)
 - Play a **Physical** rune = Attack with a weapon of equal size or larger
 - Play **any** rune = Attack with a weapon that is smaller than the Zombear
- Play **any** rune = Move equal to your movement +/- any bonuses or penalties (Move action)
- Play **any** rune = Perform a miscellaneous action, such as switching weapons or drinking a potion

When the denizen is attacked:

- Reduce incoming Physical damage by the Protection Factor of the Passive powers (Protection Factor +1 vs. Physical)
- Play **any** rune to perform a Defend action and reduce damage by 1 of the matching Trait (Physical, Mental, or Spiritual)



ADVANCED OPTIONAL RULES

• SPIRITUAL DAMAGE •

Spiritual damage causes runes to drop below the Death pile and into the Drain pile. So instead of runes stopping at the Death pile, the bottom most pile becomes Drain when resolving Spiritual damage.

• THE DRAIN PILE •

Healing effects cannot touch runes in the Drain pile. Instead runes naturally recover at a rate of 1 per hour from the Drain pile into the Death pile. From the Death pile the runes can be healed normally.

• ULTIMATE SACRIFICE •

Ultimate Sacrifice takes a rune from the Essence pile or above and places it in the Drain pile.



SETTING OFF ON THE ADVENTURE

When the Norn is ready and the players have chosen their dwellers, the adventure can begin.

Instructions for Norn: Read out loud to the players...

Ragnarok has begun. The celestial wolves Skoll and Hati have devoured the sun and moon, plunging the world into darkness. You have lived through one year of Fimbulwinter – there is only one season: winter. It is perpetually dark, and the cold is deathly. Crops have failed and the world of man has turned on itself in a quest for survival. Morality has broken down, and men with good hearts have turned to murder to feed their families. It is truly the end of an epoch, a time that heralds the final confrontation between the gods and the Jotuns.

EXPANDED VERSION

Instructions for Norn: If you are playing the **long version** of the Saga, read the following to your players:

Since Fimbulwinter has destroyed the economy you knew, you have abandoned your previous occupation. You are now mercenaries, ready for a new adventure. You heard of a remote mining outpost that has seen prosperous times turn sour. Something has disrupted the flow of ore out of the mine. Knowing there is money to be had for one who can find a solution to a problem, you embark on a ship heading to Evingard.

You navigated through an ocean filled with icebergs. As you turned north, your ship was ambushed by a sea monster, an ice kraken, and your shipmates were devoured. Only the captain and you had the good fortune to escape that fate, and you now sail the ship alone. But just as despair sets in, you see the lights of Evingard in the distance. Together, you manage to dock the ship. As he disembarks, he waves dismissively in your direction and mumbles something about a drink, stumbling off towards the town gates.

You are left alone on a ship you have no doubt will be ice-locked in a matter of hours. Two other ships in the port – or what's left of them – have been frozen to the docks and are very obviously no longer seaworthy: they have been dismantled and picked clean by thieves.

Instructions for Norn:

EXPANDED VERSION: Begin the adventure on page 85, the section titled *The Quest*.

CONDENSED VERSION: Explain to the players the differences between the Aesir gods and Jotuns (see page 16 for details), and have them choose a side (Jotuns or gods). Read the following, making the appropriate substitutions:

Your travels have brought you to the final location of Fafnir's legendary treasure – one so vast and powerful that the gods and Jotuns both prized it for a time before it passed into the hands of great kings and chieftains. However, it is said that the price of ownership caused unbearable greed, so it was returned to its home, Skridnir, the mythical cavern that stands before you.

[If players chose the side of the Jotuns]

You have sworn to the emissary of the Jotuns that you will retrieve the treasure for **Aud**.

[If players chose the side of the gods]

You have sworn to the emissary of the gods that you will retrieve the treasure for **Volstagg**.

As a reward, you will be allowed to keep one legendary item from the trove.

Enter, if you dare!

Instructions for Norn: Go to page 108, *Part III: Skridnir*, in The Quest section to start the adventure.

THE QUEST

The story begins on the continent of Islandia in the realm of Midgard, at the faraway outpost of Evingard...

Instructions for Norn: Read out loud to the players...

As you approach the outpost of Evingard, your senses are assailed with signs of violence. The walls that surround the town are made from 12-foot-long logs with sharpened tops. Some seem to have been damaged by fire, and arrows are embedded in them at various angles; the walls and the snow are stained with what looks like fresh blood. There are injured people lying near the gates, and their wounds are being tended to by others; some seem to have minor wounds, such as broken bones, but other victims look horrific, with limbs torn from their bodies. Linger in the air is the unmistakable stench of burnt flesh and bone. Nothing about this place is inviting, not least of which the looks you get from the guards.

Once the players approach the town, one of the guards pipes up:

"Who are you? Why have you come to this forsaken corner of the world? Turn back while you can!"

If questioned about what occurred here, the guard will add:

"Evingard has been beset by a foul curse. Things have been getting progressively worse

over the past few weeks. About a month ago, the slaves started to go mad and the mine stopped producing ore. At first, the slaves turned on the guards and then on one another. Now, they say Magnus has condemned the mine because of cannibalism. Then a few nights ago, our fishermen were assaulted by a pack of white bears, which are normally solitary, but our fishermen faced no less than a dozen of them!

The few fishermen who survived sought shelter at the Hunters' Lodge. The hunters managed to kill a few white bears and drive the rest back... but incredibly, that very night, the bears that were killed rose up and wandered off into the darkness. Now, every few hours, they come to the gates and try and get in. We've tried iron, wood, and fire, but we don't seem to be able to eradicate these foul beasts!

But both of these problems pale in comparison to the new threat. Just last night, an emissary of the gods and one from the Jotuns came to Evingard. Just one of them could level our town if angry enough, but if both were to square off against one another... I shudder at the consequences.

Anyone who could help them with what they came here for, and help get them on their way out of town would have our eternal gratitude.

The Norn can now present the players with the map of Evingard, found in Printable Materials. It's up to the players to explore the town and go about finding either Aud or Volstagg. If they are stuck on what to do next, the Norn can provide some hints about the more useful locations in the town of Evingard:

- The Guardhouse (tourist information)
- The Burning Boar Tavern (room and board)
- The Smithy (the group can buy gear they feel they will need)
- The Market (miscellaneous items for sale)

Wherever they go next, the Norn can take the time to explain the true level of desperation that has claimed Evingard. As the group of adventurers wander in from the east gate, they witness a great disparity of wealth in this town. To begin with, the slaves who are in town are completely emaciated, afflicted by horrid frostbite and on the brink of falling over dead. To the south of the main thoroughfare is the rich district: the houses are grand but are falling into disrepair. To the north of the main thoroughfare is a veritable shanty district. Dilapidated houses sit between others that are condemned. Fights break out in the alleys just a few feet away from where whores are openly turning tricks.

Instructions for Norn: Read out loud to the players...

As you travel down the muddy and snowy road, you notice a very odd sight. Perched on a leafless oak tree, among the highest branches, two owls peer down at you... one white, the other black. Peculiar... is this an omen?

This is the first opportunity for the players to use some of their skills. Every dweller has an opportunity to assess the meaning of this obvious omen. The Norn can ask the players who want to find out the meaning of what they saw by doing an Omens/Portents skill check.

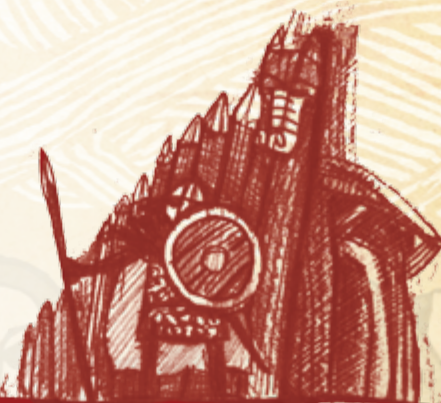
All players can attempt the skill whether it is listed on their dweller sheets or not. Vandis and Jokull, however, get a bonus since they have 1 rank in that skill. The difficulty of this check is **Easy [2] Mental**, which means that at the end of one Wyrd (drawing a number of runes equal to your Destiny and adding the Void rune),

the dweller that pulled two or more Mental runes will succeed. Vanadis and Jokull have their difficulty reduced by 1 (since they have 1 rank in the skill) to **Trivial [1] Mental**. If there are any dwellers that succeed, the Norn can reply:

Instructions for Norn: Read out loud to the players...

As you peer up at the owls, they take flight and soar away into the dark sky. You feel uneasy knowing that today you will meet someone who has two faces. The face of pleasantries will hide the face of malice.

As the players leave the first locale they visit, the Norn can set the tone by forcing an encounter with a number of Muggers (see Abundance of Thugs on page 88) equal to the number of players. This can be the first battle and a smooth introduction to the combat system.



PART I: THE LOCALES AND DENIZEN OF EVINGARD

This section details the persons and locales of Evingard alphabetically. The story in Evingard is not linear; instead, the players must take the lead to develop the story within the town walls. They can explore interesting locales and must meet key people before they proceed on their quest to find Fafnir's treasure. (Evingard as a key locale is described in more detail in other publications of the Fate of the Norns: Ragnarok product line.)

Once the players are ready to leave Evingard, continue on to *Part II: The Journey* on page 104.

For every few hours spent in town (the exact duration is to be determined by the Norn), the group will be accosted by muggers or zealots. This is to encourage the players to set out on the quest rather than get too comfortable in town. Evingard is about as hostile as the surrounding wilderness. If the players get too self-assured and try and reverse the tables by starting trouble in Evingard, and the regular cut-purses are not strong enough, the Norn can use Grizzled Warriors (see page 77) to make fights more dangerous for the dwellers. Players should be strongly discouraged from starting a fight with any of the key personas. Most have half a dozen to a dozen bodyguards, and if it comes down to a fight, the Norn can give these bodyguards attributes equivalent to Grizzled Warriors.

With the desperation palpable in Evingard, almost everyone is in survival mode: nothing is ever given away freely... especially information. The Norn can charge the dwellers 2-5 skatt for every question they ask.

When the dwellers leave Evingard and head to Hreidmar's Tears, they will come to the first waterfall. The cliffs surrounding the waterfall are a challenge to navigate as the mist from the falls has turned everything into slick ice. The Norn should encourage the players to review their equipment and the abilities of their dweller to formulate a low-risk plan to climb the waterfalls.

ABUDANCE OF THUGS

Ruffians look for any opportunity to extort money from newcomers, claiming a “visitor’s tax”; some are just too hungry to parlay and prefer to kill and loot immediately.

Instructions for Norn: Read out loud to the players...

As you step back out into the street, it looks like a “welcoming committee” is waiting for you. The leader smiles a toothless grin as he approaches you, weapon in hand!

For this encounter, use the Muggers in the chapter on denizens (page 75).

Use a hex play mat and miniatures (a hex play mat is available in Printable Materials) to set up the players’ and Muggers’ location. This way, the Norn can keep the positioning up to date as the combat progresses. The Norn should put about 15’ (3 hexes) between the muggers and the dwellers.

Creating the Muggers

The Norn needs to create a few muggers for the encounter. Each Mugger will need to have their Essence created. The Norn needs a complete bag of runes and will randomly draw 1 rune for every Mugger needed (since all muggers have an Essence of 1). Each rune will be placed face down in the Essence pile, one rune and one play mat per Mugger.



Sample placement of 4 dwellers with muggers.

At the start of the combat, the players may wish to use their Lore:Persona skill to assess their opponents. Resolve (perform) this skill check before Initiative and starting combat (see more about resolving skill checks on page 23). For every success, the Norn will give the players any one piece of information from the list below:

- 1) Surrender is not an option. The muggers look desperate for food and coin, and they will start a fight even with foes who are clearly tougher.
- 2) From the way this rabble presents themselves, you assess their combat prowess as slightly more impressive than that of a child.
- 3) The muggers appear to have nothing of value – they brandish crudely improvised weapons.

COMBAT

Step 1: Initiative determines in what order the combatants will act (see more about Combat on page 24).

Step 2: Repeat combat rounds until one side is victorious. Combat round consists of four phases that each combatant must complete before moving onto the next phase.

- 1) Wyrð
- 2) Upkeep
- 3) Action
- 4) Cleanup



Example of 4 play mats for Muggers with 1 Essence each.

Setting the Stage: Initiative

As the combat begins, the Norn must establish **Initiative**, which is the order in which each and every combatant play a single action at the beginning of combat. (See more about Combat and Initiative on pages 24 and 25).

If there are two dwellers playing, the Norn will use two Muggers, so there will be four combatants in all. The Norn will control the Muggers and decide their actions.

The Norn must take the names of the dwellers and denizens and put them into a bag. The Norn will shake and randomly pull out one name at a time, lining them up in order.

The Norn will call on each combatant in the Initiative order to perform their actions for the phase in progress. A combat round is divided into four phases:

1. Wyrd
2. Upkeep
3. Actions
4. Clean-Up



Example: Initiative may look something like this:

1. Denizen 2
2. Fjori (Dweller 1)
3. Jokull (Dweller 2)
4. Denizen 1

Example: Denizen 2 will complete his actions for the Wyrd phase and will be followed by Fjori, Jokull, and Denizen 1. Then, Denizen 2 will complete the Upkeep phase, again followed by everyone else in the same order. Once all phases have been completed, round two begins with Wyrd and the other phases. This is repeated until one side wins the combat.

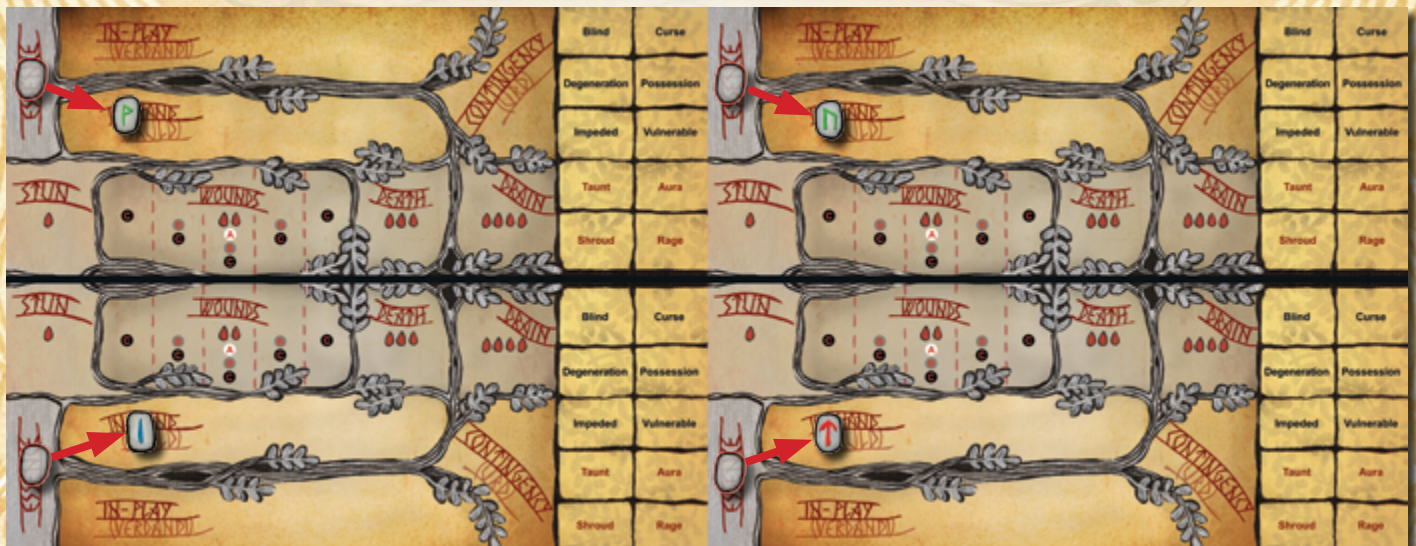
Once Initiative has been set, it's time to begin with the first phase of combat.

1: Wyrd

When combatants Wyrd, they must pull at random a number of runes equal to their Destiny from their Essence rune bag and put them into the In-Hand pile (see The Play Mat for Combat on page 24). They will also take the Void rune from the Void pile and move it into the In-Hand pile.

Note: The denizens do not have Void runes.

All combatants must complete this phase before moving onto the second phase, Upkeep.



Example of random runes that have been drawn for the Muggers.

2: Upkeep

With the Wyrd phase completed, the Norn will ask each combatant to start their Upkeep, starting with the combatant at the top position of the Initiative order. A combatant's Upkeep actions can be performed in any order the player chooses.

The Muggers have no special Upkeep powers listed under their Passive abilities. During Upkeep, all combatants have the option to play a rune (from In-Hand to In-Play) to move up or down in the Initiative order (which will apply to all subsequent phases of this round and rounds of combat).

Since the Mugger has a Destiny of 1 and will not have any runes in-hand to perform actions if he plays a rune during Upkeep, the Norn may choose not to change the Mugger's Initiative.

Example:

A Mugger is attacking Jokull. It is not Jokull's turn yet, but he can respond to the Mugger's attack.

Jokull has 3 runes In-Hand. He can use any of them to defend. He may also opt to just let his armour reduce the damage and save the runes in order to unleash counter attack on his own turn.

3: Actions

The third phase of combat, Action, is the one that allows combatants to play runes from In-Hand into In-Play to attack and invoke powers. The Norn will ask each combatant to start their Action phase, starting with the combatant at the top position in Initiative order.

A player may have their dweller play their 3 runes In-Hand to In-Play individually (for 3 different effects) or combine them in 2 or 3 rune-length rune chains (using the second and third rune in the chains for their meta effects).

Example of a dweller playing their runes individually for 3 different effects.



Example of Denizen 2 playing their rune to perform a Lunging Attack.



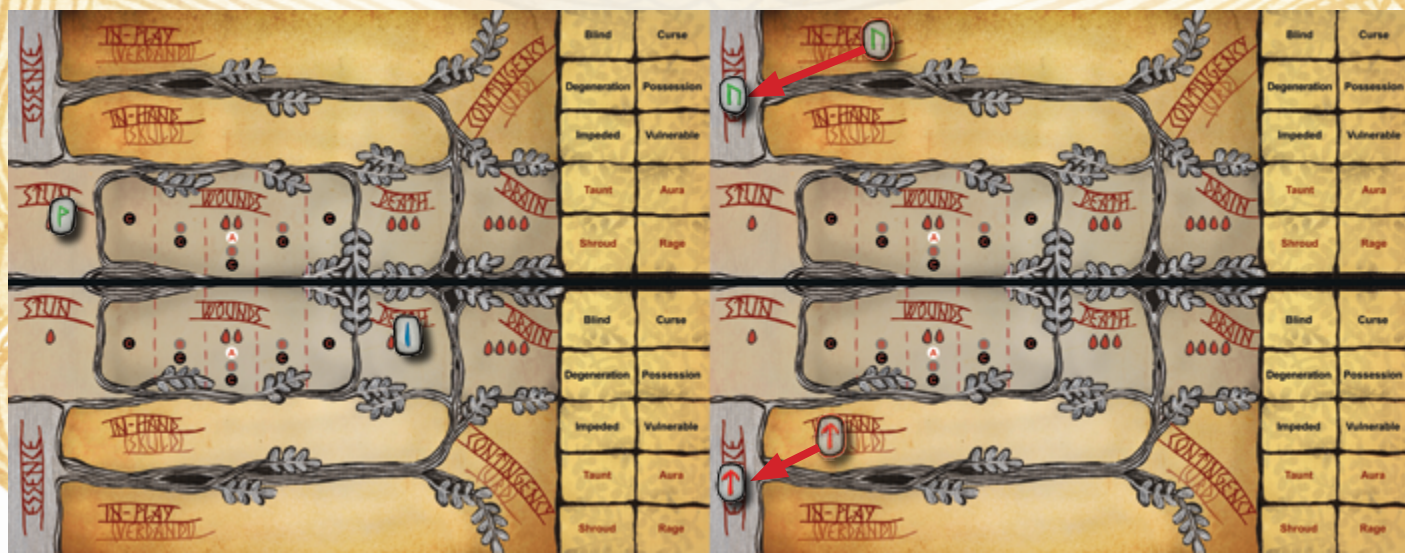
Remember that the Norn plays and controls the Muggers. Since the Muggers only have 1 rune In-Hand (Destiny 1 and no Void rune), they will either evoke their Active power (Lunging Attack) on their turn, or use the rune for a defensive manoeuvre if attacked during a player's Action. With only 1 rune, meta tags do not need to be considered. Mugger statistics can be found on page 75.

For now, any rune can be played to activate the Muggers' Active power, since it specifies that any rune can be played (Physical, Mental, or Spiritual). Their Lunging Attack Active power allows Muggers to move half their movement and then perform an Attack action. If the Norn wants the Muggers to attack (they need to be adjacent the victim, since their reach is only at arm's length), the rune must be pushed from In-Hand to In-Play, and their action and intended victim announced.

The Action phase is repeated for all combatants in Initiative order.

4: Clean-Up

The fourth phase, Clean-Up, takes all runes that are In-Play, In-Hand, and in Contingency that are not in a maintained rune chain (Maintain or Open metas) and returns them to Essence (the Void rune returns to the Void pile). All combatants must complete this phase.



Example of Denizen 1 wounded (no runes to clean up), Denizen 2 and 4 performing Clean-Up, and Denizen 3 dead.

Once Clean-Up is complete, a second round of combat begins and each phase is repeated for all combatants.

Combat rounds continue until one side is victorious. If a denizen has no runes in Essence to draw from, they cannot perform any actions on this round. If a dweller has no runes in Essence, they can always draw their Void rune and perform an action.

AUD THE SON OF MUSPEL

Aud, a Son of Muspel, was recruited by Byleist, son of Farbauti and brother to Loki and Helblindi.

He can be found at any of the establishments the Norn sees fitting.

Aud is looking for valiant mortal Jotuns servants to undertake a very important quest: recover Fafnir's cursed treasure. The treasure's last-known location was in a cavern called Skridnir, rumoured to be up the river that runs by Evingard. Aud needs to return an item from the treasure to Byleist: the ring Andvarinaut, a magical artifact that can produce gold at will. It will be used to finance Muspeli armies for Ragnarok.

If they are successful, the adventurers will be given as payment the legendary swords Ridill and Hrotti, the Helm of Terror, and the Golden Coat of Chainmail.

Aud is unable to undertake the quest himself, having been tremendously shaken by recent events. Aud was killed in battle and chosen by Surt to be reborn as a Son of Muspel to fight in the final battle of the gods. Dealing with the memories of his death and adjusting to life as a Son of Muspel takes time. As a result, Aud is tremendously sensitive to light: he covers himself in heavy cloaks and only travels at night. He will ask that his visitors keep the environment dark without disclosing his reasons. With time, his light sensitivity will pass.

Aud consulted a Voelva (a fortune teller) and was told that adventurers would go on the quest in his place... he will know if they mean to betray him and this knowledge will allow him to strike first and kill the doomed adventurers.

Once they accept, if the dwellers ask Aud for directions, he will tell them to travel through the Groaning Woods.

ASTRID THE MADAME

Despite the male dominance in Evingard, Astrid has made a name for herself, as well as a small fortune. She is as cunning as she is beautiful. She buys "soft" slaves from Knut and trains them in the arts of forbidden pleasure. Since they are slaves, she collects all the revenue



from their services, and if any of the slaves displease her, she disfigures them and casts them out into the streets.

Astrid is an excellent source of gossip and dirty secrets since almost everyone in Evingard frequents her establishment. She has been known to poison some clients on behalf of the ruling clan or major players in the town; this, of course, for a price... and for immunity.



ASTRID'S HOUSE OF PLEASURE

Whatever your pleasure, you can find it at Astrid's. From drugs to "consorts," distractions of every persuasion can be found for a price. Astrid the Madame almost never leaves the comfort of her establishment.

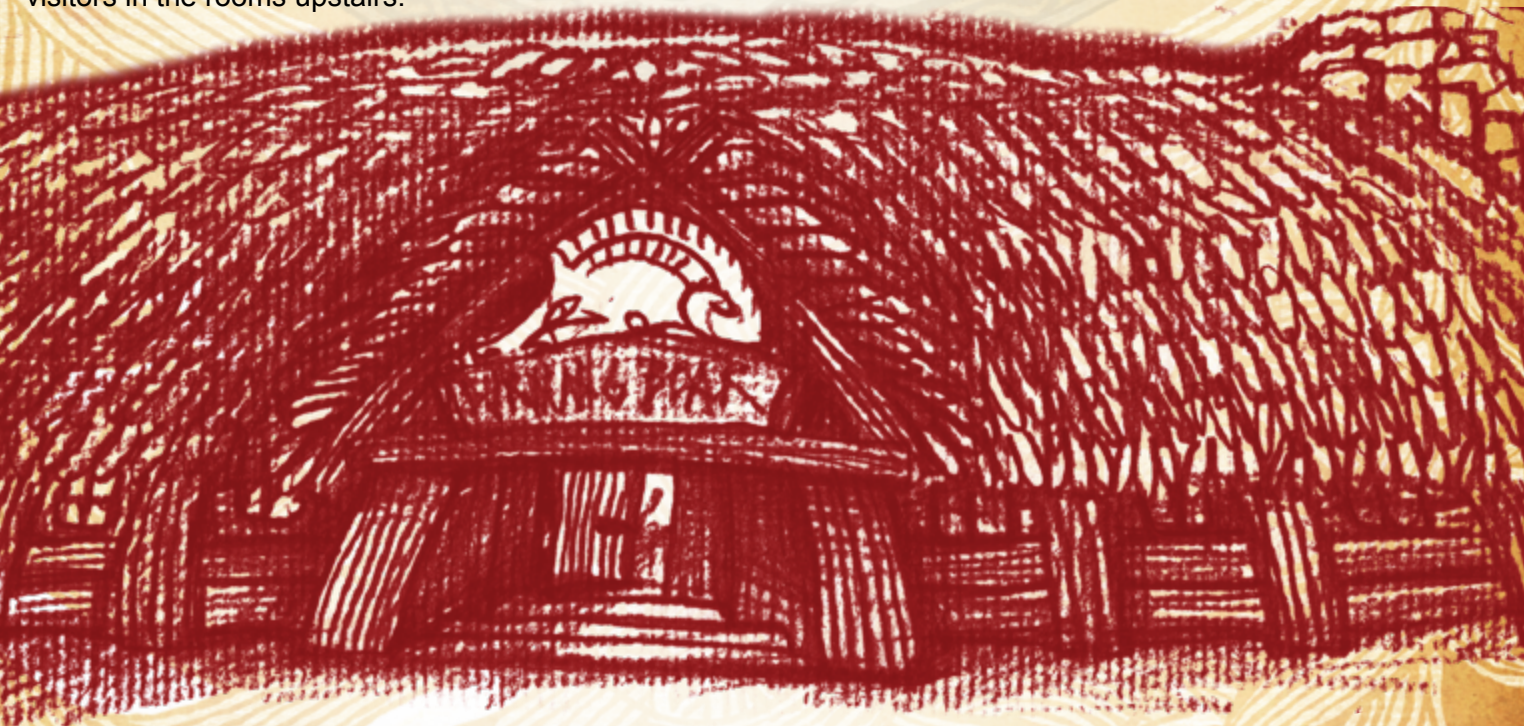
BEGGAR'S ALLEY

This is where people – from cast-out slaves to those who cannot pay their debts – go to die when all hope is lost. Beggar's Alley is a venue of grim existence. The city guards pass by daily to collect the corpses of those who froze to death or met their end under more "peculiar" circumstances. Rolf the Street Urchin (page 101) can be found here. Unlike the others, Rolf has a keen sense of survival and finds Beggar's Alley a great place to lay low and avoid trouble.

BURNING BOAR TAVERN



Run as a family establishment since Sven built it 17 winters ago, the Burning Boar is known for local seafood dishes, fine mead, and warm, clean rooms. It is one of the largest buildings in town, accommodating up to 20 visitors in the rooms upstairs.





FAFNIR'S TREASURE

The story behind the treasure may be discovered at any time by any dweller with a skill check on Lore:Locale (object- or location-based) or Lore:Persona (person-based). The information that the dwellers have is based on the number of successes of the skill check. The Norn may want to provide hints to the players to use their Lore:Locale or Lore:Persona skills if they are running short on leads about the quest.

Instructions for Norn: Read out loud to the players...

Skill check success [0]

The fabled treasure of Fafnir the Dvergar (dwarf) has a history of bloodshed. The treasure was given by Odin and Loki to Hreidmar, king of the Dvergar, as a blood-debt for the murder of his son, Otr.

But the treasure became the source of quarrel as unparalleled greed took hold of Fafnir and Regin, Hreidmar's sons. Driven by the desire to own the great treasure, they killed their father Hreidmar!

Fafnir could not bear to share the treasure with his brother Regin and tried to kill him, but he escaped. Fafnir used Seith magic to turn himself into a great dragon so he could better guard his treasure.

Skill check Easy [1]

Regin wanted his vengeance on Fafnir and commissioned a brave young hero from the Volsung family named Sigurd to kill his brother. In return, he offered Sigurd a portion of Fafnir's treasure.

Sigurd was successful in killing Fafnir, but realized that Regin was not going to keep his side of the bargain and was in fact was planning to kill him. Sigurd struck first and killed Regin. But the treasure carried a deadly curse, and Sigurd's days were numbered. He died a horrible death; yet another death caused by Fafnir's treasure.

Skill check Moderate [2]

The brothers Gunnar and Hogni of the noble Niebelung family came to inherit Fafnir's treasure. But greed took hold, an all-powerful and all-consuming evil.

With all their remaining reason and self-control, the brothers brought the treasure to a cavern called Skridnir and sank it into the waters. It was to be watched over by the Rusalki beings of the river until Ragnarok.

Skill check Hard [3]

The Aesir gods Odin and Loki accidentally killed a Dvergar named Otr. To make peace with the dwarf's family, they decided to pay restitution with the finest of treasures. They scoured the land and found that the most glorious of treasures was owned by another Dvergar named Andvari.

Skill check Unlikely [4]

Andvari the Dvergar was robbed by the Aesir. Odin and Loki stole his most magnificent treasure: the ring Andvarinaut... and so Andvari placed a curse on the treasure: whoever possessed it would be stalked by Gulveig (the unquenchable spirit of avarice) until death.

FJALAR

Fjalar is a Godi (priest) of Loki. But since Loki's fallout with the Aesir and his subsequent imprisonment Fjalar, has fled his home of Halogaland and set out west towards Islandia. When he reached the shores of Evingard, he passed himself off as a Godi of the god Foresti. He endeared himself among the ruling elite of the town, putting him in a unique position of passing judgement on others, most notably unsuspecting followers of the Aesir gods.



Fjalar hides his true nature while sowing seeds of discontent among the worshippers of the Aesir, biding his time until Loki frees his bonds as stated in prophesy. When this happens, Fjalar plans to put his god Loki's plan into action and rally fellow worshippers to his cause of destroying every vestige of Aesir support in Evingard.

GRIMM THE HUNTER

A man of few words, Grimm the Hunter prides himself in the silence of the hunt. A master stalker of prey, he enjoys hunting both man and beast alike. His feasting room in the cellar is decorated with the bleached white skeletons of both species. It is best not to brag around him lest you become his next victim, for he loves a good challenge. He is the organizer of the Wild Hunt, and is kept extremely busy with those duties.



GUARDHOUSE AND GATES

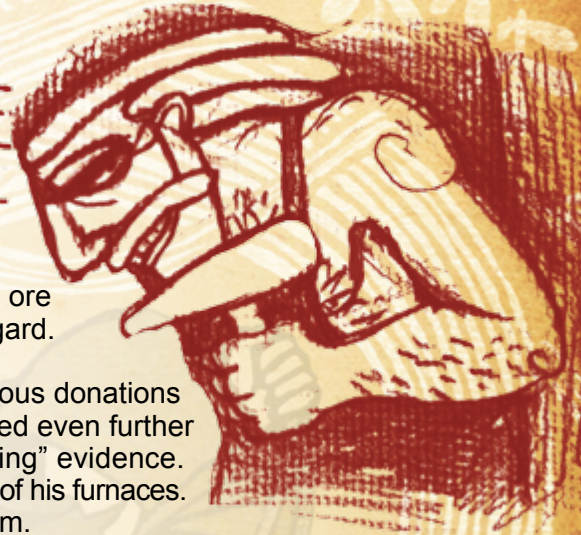


There are two gates in and out of Evingard. The Wolf Gate leads out southwest, to most overland roads and trails (where the adventurers first start the Saga) as well as to the path that wraps around the south side of town towards the eastern docks. The North gate, known as the Slave Gate, leads out towards the northern mountains and the slave mines.

The Guardhouse sits between both gates. Screams of pain can regularly be heard by passers-by, as the torture chambers are poorly insulated. The Guardhouse is the quarters of most of the guards as well as Hakon, the head of the guards.



GUNNAR THE BLACKSMITH AND THE SMITHY



Gunnar the Blacksmith works in the smithy, where he crafts items from ore procured in the slave mines that are run by the seats of power of Evingard.

Gunnar gets discounts on the ore thanks to his connections and generous donations to the ruling clan. His prices are usually marked up for locals and inflated even further for those passing through town. He also has a side-business "cremating" evidence. Astrid, Magnus, and Knut are just a few who pay good coin for private use of his furnaces. Gunnar's huge stature matches his temper, so it is best not to anger him.

All the usual weapons and armour are crafted here. What is not sold at the outpost is sold to the Red Rat Clan for export.



HAKON THE HEAD OF THE GUARD

Hakon, put simply, is a bully. He fervently believes in control through power and domination. This radiates from his personality and the way deals with the day-to-day. It is very likely that Evingard would descend into chaos without this iron-fisted enforcer. If questioned about evidence of violence at the walls and gates to the town, Hakon simply dismisses it as night-time rabble trying to get past his guards.

If the adventuring group ever get hauled in on charges or on suspicions of disrupting the peace, Hakon will take them to the torture rooms and beat them to within an inch of their life (all runes in the Death pile, except one that remains in Essence). He usually does not need to resort to a second beating since most of his victims either flee town or clean up their act. Of course, there are some who stand beyond his laws. The adventurers may encounter this if they ever cross the Red Rat Clan: transgressing members may occasionally get a slap on the wrist, but adventurers are dealt with summarily - and thoroughly!

HALFDAN SON OF INGVAR

Halfdan is fiercely loyal to the old ways of his Wolf clan. He despises Magnus, his mine, and the outpost of Evingard. If he had his way, he would chase all the miners out of his family's sacred ancestral lands. He cannot understand his father's arrangement for the "betterment" of his people. If the opportunity presents itself, he will kill Magnus. Such an opportunity is unlikely, however, as Magnus is as powerful as Ingvar and has a well-armed thane who follows his every move.



HEL'S STONE

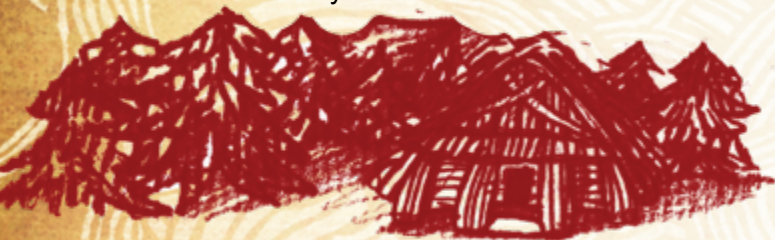
This is the temple dedicated to Hel, Mistress of Death, and is the only two-story stone structure in town (if any houses in Evingard have stone walls, they only extend to one floor). In fact, the temple consists entirely of stone. The building seems ten times larger from the inside than from the outside (due to some magical enchantment). It is also pitch black inside, since there are no windows. The only light comes from lanterns that are spaced out very sparingly.

The building has an enormous courtyard where funerals are performed. Hangings and funeral pyres are an expensive specialty. Well-off town dwellers come here to ensure loved ones get the best funeral services possible and swift passage to the heavens. Those who do not do so risk the souls of the recently deceased descending into Hel in Niflheim or even worse, reawakening as undead Haugbui or Draugar!

HOVEL ON THE HILL



This is the home of Ivar the Druid. Situated a few miles west of Evingard's protective walls, Ivar's sanctum offers him solitude. From a distance, his magnificent mansion appears to be a run-down hovel. As one nears, the optical illusion is dispelled and tall walls of stone and ice appear. Within those protective palisades lies yet another defence of winter brambles four feet thick. Within that ring, the real power of Ivar can be felt. The area around and inside his mansion is verdant, even during the deepest of winters; birds abound and forest animals graze on the grass and flowers. Getting past the walls and brambles is a tricky proposition, unless one is invited by Ivar himself.



HUNTERS' LODGE OF THE SILVER STAG

There is a small copse on a hill just outside the Wolf Gate. Among the trees and brambles stands a longhouse known as the Hunters' Lodge of the Silver Stag. The exterior is adorned with antlers, horns, skulls, and skins. The Lodge is where members of a secretive club meet; no one knows much about the goings-on of the meeting, since no one trying to spy has ever lived to speak of it.

The Lodge is also a place where leather goods can be bought or sold during certain hours. Grimm is usually found here.

INGVAR THE CHIEFTAIN

Ingvar is the current leader of the Wolf clan that has ruled over these wild lands for the last two hundred years. He has reached the venerable age of 60, which is unheard of for a high-profile leader. Despite his age, he will not shy away from a fight and will look forward to a glorious death in battle. It is said that the secret of his longevity comes from the bond he shares with the Vaettir spirit that looks after the land.



Ingvar is the only soul that remembers the birth of the new Evingard twenty winters ago (as it stands today) and the old Evingard in the mountains to the west, destroyed by a cataclysm 55 winters ago). The old Evingard was an outpost for recluse and powerful magicians who wished to tap into the sources of magic under the western mountain range. Something went very wrong, and the town was violently dragged into another world of the cosmic-tree Yggdrasil.

Ingvar's Wolf clan has never been partial to civilization, let alone towns. The only reason they rule from a seat of power within the walls of Evingard is to keep Magnus and his mine in check – they share in the profits from this venture. Ingvar's son Halfdan is fiercely loyal to the wild ways of his clan, and is at odds with his father's agreement with Magnus. Whenever Magnus and Halfdan are in the same room, Ingvar must do his best to keep the peace.



IVAR THE DRUID

Ivar hides the fact that he is the forsaken son of Ingvar, the town's chieftain. He married his sister and both were banished by their father. They live together in the Hovel on the hill. Over the years, Ivar has added more wives to his harem, which now includes women of all ages (bought from Astrid the Madame).

Ivar's druidic talents were born more from necessity of survival in the harsh environment outside the walls of Evingard than a real desire to be at one with nature. He keeps busy, brewing potions and poultices that he sells in the market. He usually has a runner recruited from Beggar's Alley to deliver his wares to the market for a small fee.

JADVYG THE ANGEL OF DEATH

Jadvyg is no-nonsense old lady. She stands at a hunched 4'8" and hides her aged face in deep black robes. Her philosophy is that each word that is spoken must carry weight or else the speaker is wasting their mortal presence and making themselves irrelevant. If someone approaches her without purpose and engages in small talk, she'll dismiss them forever. If this happens, they will not be able to regain her respect no matter what action is taken.





Jadvyg is a tireless servant of Hel, and ensures that proper burials are done for a reasonable price. If one of the dwellers die, they can seek her services for safe passage to the heavens.

Note: For afterlife rules and lore, see Fate of the Norns: Ragnarok.

KNUT THE SMUGGLER AND SLAVE TRADER

Knutt's specialty is stolen or illegal goods and information. He also deals in merchandise that the market deems too difficult to trade in (e.g. slaves). He buys persons abducted abroad and ships them to Evingard. Once there, they do not need to be shackled or watched, since they are highly unlikely to survive the harsh and unforgiving wilderness beyond the remote outpost if they try to escape. Women and children are sold for "softer" slave work within the town walls. The men are sold to the mines for hard labour.

If the dwellers are ever pick-pocketed, they may be able to buy back their goods at a nicely inflated price from Knut. There is a good chance that all stolen goods have passed through his hands at one time or another.

Knut believes only in Knut. There is no such thing as charity. Goods and information do not come cheap. He can be found near the Warehouse, or sometimes in the Tavern.



Often found in the market, or travelling to and from the warehouse, Magnus the Merchant does not limit his business opportunities. He finds a product or service and generates demand. He prides himself on being a one-stop-shop for customers.

In fact, many of them come to him to borrow money and rent expensive guards from him to protect themselves from the zealots Magnus himself lets loose about town to stir up "business." It is a win-win situation for him, and he is proud of it! If he can sense a weakness in those he deals with, he will exploit it by turning it into desperation, ripe for a sweet profit. If the adventurers are in a bind, he may just show up with a way out for them... for a hefty price!



THE MARKET

The market is situated at the center of town and never closes. It is small in comparison to that of other towns, only sporting a dozen or so stalls (three-quarters of the stalls are empty). It is usually well illuminated by street and stall lanterns. The Norn should create an inventory for the various stalls in case the adventurers decide to shop around.

There are very few, if any, vanity items (combs, dyes, perfumes, etc.). Instead, the stalls specialize in items most in demand: food, clothing (sources of warmth), light, weapons, and armour. Chances of encountering muggers or thugs are doubled when moving in and out of the market (especially if the adventurers display any signs of wealth).

ROLF

THE STREET URCHIN
(AKA "FINGERS")



Rolf has had a very checkered past. He started out with the Red Rat Clan, and rose in their ranks. He made a small fortune managing the operations. His luck changed when he was caught taking more than his fair share of the profits: he was cast out, but not before losing three fingers from each hand.

He tried to rebuild his fortune by taking out a loan from Magnus and starting a trade company. The Clan would not hear of any competition and burnt his home and possessions to the ground. This left him in a precarious situation with Magnus, and he has been in hiding ever since. He tries his best to hide his disfigurement, since it would be a dead giveaway to Magnus and his thugs who are looking to settle the debt in blood.

So far, Rolf has been able to eke out an existence without attracting too much attention. He has also refined a two-finger pickpocket technique that is quite effective. When that fails, he's no loafer in a brawl; after all, he is driven by desperation and is fighting for his survival!



SVEN

THE BARKEEP



Sven may very well be the only innocent heart in all of Evingard. He has the joy of an untainted child and a laugh that is most contagious. He runs the Burning Boar Tavern with his stern wife, where raspberry fishcakes appear on the menu as the house specialty. Most inexplicably, they are a favourite of the denizens of Evingard. But Sven will never tell where he gets raspberries in a frozen wasteland like Evingard.

He likes to keep his place jolly, but barroom brawls erupt nonetheless when the nights trail on.

THORLAUG



THE CANNIBAL

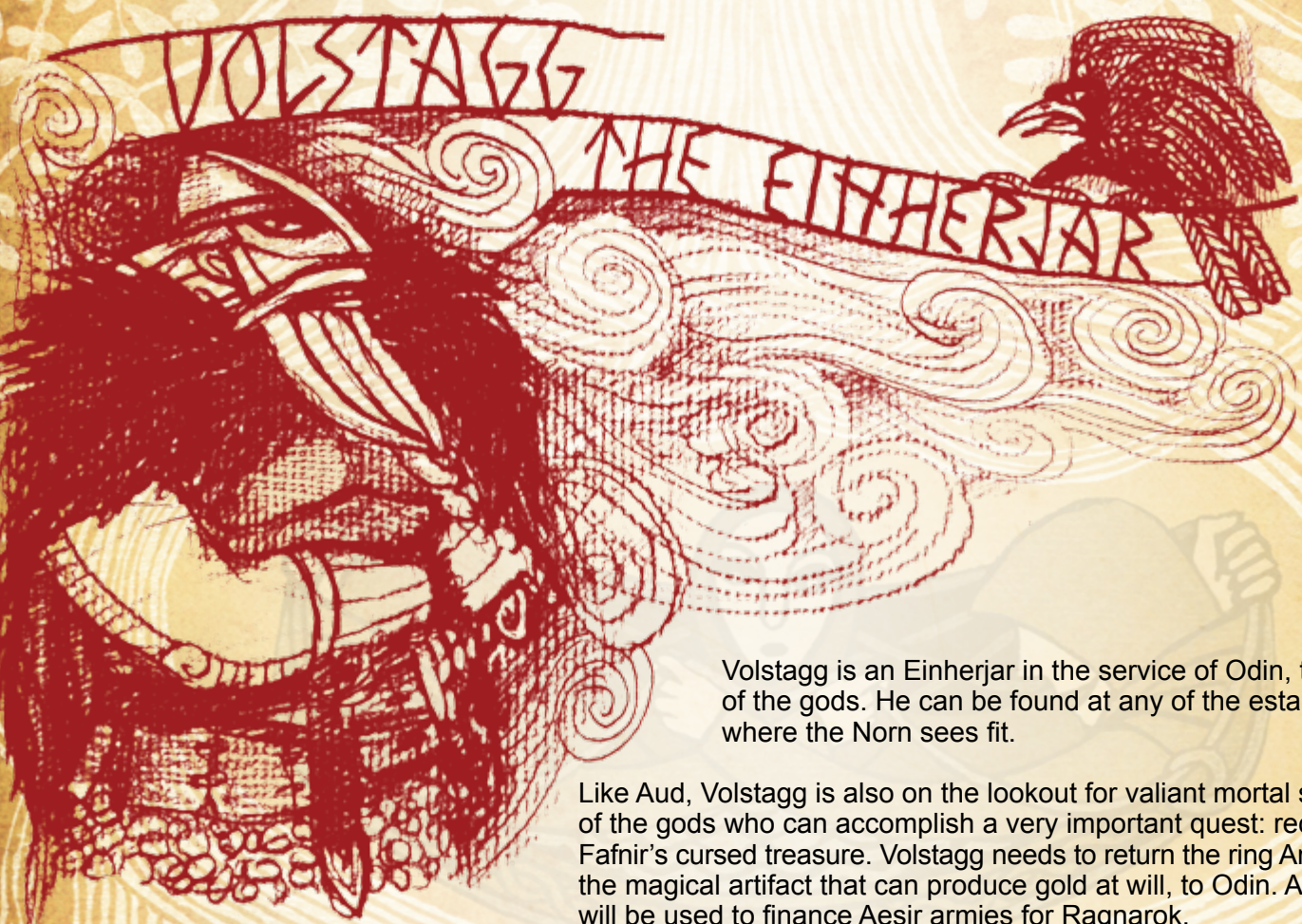
Thorlaug has built himself a deep cellar beneath his home. Within the cellar, he fashioned a kitchen to indulge in his hobby of boiling, roasting, and frying human flesh. To him, this is quite a delicacy, to be enjoyed with some good aged mead. He usually gets fresh human meat from Ulfeid the stalker.

ULFEID THE STALKER

Ulfeid preys on the weak. During working hours, he observes potential victims, usually women, go about their daily lives or running errands.



At night, when he knows they are truly alone, he attacks them and indulges in his deranged erotic urges. To remain anonymous, he wears a leather mask that has a jester's face painted on it. If the assault goes awry and he is forced to kill his victim, he dumps the body at Thorlaug's house.



Volstagg is an Einherjar in the service of Odin, the king of the gods. He can be found at any of the establishments where the Norn sees fit.

Like Aud, Volstagg is also on the lookout for valiant mortal servants of the gods who can accomplish a very important quest: recover Fafnir's cursed treasure. Volstagg needs to return the ring Andvarinaut, the magical artifact that can produce gold at will, to Odin. Andvarinaut will be used to finance Aesir armies for Ragnarok.

If they are successful, the adventurers will be given as payment the legendary swords Ridill and Hrotti, the Helm of Terror, and the Golden Coat of Chainmail.

Volstagg would go on the quest himself but has been tremendously shaken by his metamorphosis into an Einherjar. Dealing with the memories of his death and his rebirth in Valhalla as an Einherjar takes time. Volstagg is prone to murderous Berserker rage. He restrains from going into battle himself since it may mean an uncontrolled killing spree that would take the lives of friends and foes alike. With time, his bloodlust will pass.

Volstagg consulted a Voelva (a fortune teller) and was told that adventurers would go on the quest in his place... he will know if they mean to betray him and this knowledge will allow him to strike first and kill the doomed adventurers.

Once they accept the quest, if the dwellers ask Volstagg for directions, he will tell them to travel through the Barrows.





This depot is outside the outpost's protective walls, near the frozen beach and ship docks. It is owned and operated by members of the Red Rat Clan. The crates and barrels in the warehouse are heavily guarded by members of the Clan. They prefer to attack first and ask questions later. Bodies are usually disposed of in the ocean, where they are most likely fed to ice krakens.



The undead polar bears are an abomination caused by a sinkhole in the mountains to the west. The mountains are full of Alkas (thinning of the barriers between worlds) and one such Alka has been exposed to the surface due to a cave-in deep within the mines. This Alka is a direct conduit to Niflheim (the icy wasteland for unworthy souls). The essence of this realm has seeped through, corrupting all life that comes into contact with it.

The bears are now a real threat to Evingard and its people. Any extended trip outside the town walls can result in a confrontation with up to two Zombears.

If the dwellers wish to stem the tide of attacking Zombears, they must navigate the cold and dangerous road up into the mountains. They must follow the West Gate to the road leading north, which will take them to the dark forest. Magic seeping into Midgard has kept the forest alive despite Fimbulwinter. For every day of travel, the dwellers will encounter an increasing number of Zombears.

Three days' hike to west will lead the dwellers to the massive sinkhole that measures 1,500 feet in diameter. At the edges, it drops 200 feet into the ground, and at the center the drop is 3,000 feet. The only way for the dwellers to break the curse is to cause an avalanche from the surrounding mountaintops to bury the taint – how they achieve this will be up to their ingenuity and the Norn's judgement.

If they descend into the sinkhole to look for the source of the taint, they will come across groups of 6-8 Zombears stuck in the hole. As a magical darkness permeates the Alka, the visibility is only 5 hexes (25'). There is an artifact of great power known as the Unwanted Blade that lies within this crater. It appears to look like a rusty bastard sword (size 5), but emanates strong magic to anyone making a Lore:Arcana skill check at **Hard [4]**. When wielded, the sword transforms the combatant's body into a swirling cloud of dust that tries to destroy all life around it (during Upkeep, the wielder gains an Aura condition with +4 intensity that deals Spiritual damage). The combatant is also immediately gripped with an unquenchable desire to extinguish all life (during Upkeep, the wielder gains a Rage condition with +4 intensity).

While transformed, the cloud's Active and Passive powers override the dweller's powers:

- All runes map to the following Active power: Death's Embrace – Ultimate Sacrifice +1 (move one rune from Essence or above to the Drain pile) and deal 6 Spiritual points of damage to an adjacent foe {Spell} [**Amplify Amplify Amplify**].
- Passive power: Protection Factor vs. Physical damage equal to the wielder's Essence {Enchantment}.

Once the wielder has suffered 3 runes in Drain, the dweller drops the sword and all effects cease



PART II: THE JOURNEY

There are three routes to get up the river to Skridnir.

The first is to travel up the river, the second is through the Land of the Barrows, and the last is by crossing the Groaning Woods.

The river can only be accessed if the dwellers interact with the Benevolent Benefactor persona (as mapped out by the Norn). Since Evingard is a coastal outpost, all the boats are seaside and ice-locked. However, the Benevolent Benefactor has a boat moored upriver! The boat is very well hidden (Perception skill check on difficulty **Unlikely [5] Mental**) in the rapids where the water is too violent to freeze over.

When travelling on the snowy banks, all movement is penalized at -2 because of deep snow. This penalty is reduced by wearing snow shoes (penalty is only -1) or skis (no penalty).

If the adventurers have skis or horses and hike by the riverbank, it will take them about two days to get to Skridnir. Unprepared, the dwellers' hike can take up to six days to complete. Every day can bring a chance encounter with more of the same type of creatures they will run into on the first day. Only the first encounter is potentially avoidable, however. The others (if they occur) should be under forced confrontational conditions (the Norn must determine the scenario).

Any player can attempt to save some travel time using the Navigation skill. An **Easy [2] Physical** success shaves 25% off of the trip travel time and a **Hard [4] Physical** success shaves off 50%.

OPTION 1: THE RIVER (HREIDMAR'S TEARS)

The river does not have an official name; it is usually referred to as "the River" (since it is the only one in the area). Scholars and Skalds (poets), however, refer to it as Hreidmar's Tears, in reference to an ancient saga. The river is the most expedited route to the destination.

If the travellers choose this route

Instructions for Norn: Read out loud to the players...

You find yourselves upriver and in a hidden cove. There, you spot a small longboat of exceptional quality. From this point on, and further upriver, the water is swift and rough enough not to have frozen over. Your guide unfurls the sail, and, out of nowhere, favourable winds spring up to carry you up the choppy waters. Your guide tells you it will be a half-day of sailing to get to the source of the river. Your travels are definitely swifter than having to navigate the harsh terrain on either side of the river by foot. The water is crystal-clear despite the turbulence, and at one point on the way up, you notice the wreckage of a skiff and its drowned navigator. Your eyes catch a glimpse of some sunken goods... can it be worth the risk?

A Swim skill check at **Moderate [3] Physical** will allow a dweller tethered to a rope to descend and pick up some loot from the corpse. If successful, this is what they will find:

- 900 skatt in a pouch
- A broadsword (size 4)
- A metal shield (size 4)
- Two healing potions (Heal +9)

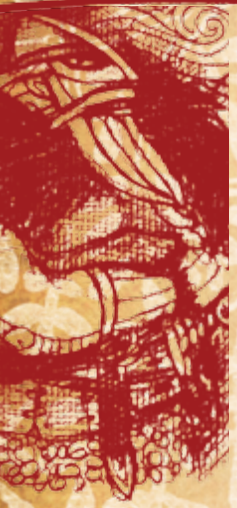
OPTION 2: THE BARROWS

The Barrows are a mountainous and hilly region. The snow is windswept and the landscape is filled with barrow mounds. There are literally hundreds of graves scattered across miles of landscape. The Barrows are ancient and the majority are caved in or have already been looted (looting graves is a heinous deed, frowned upon by gods and Jotuns alike).

The risk in taking this route is the barrow that bears a terrible curse. Four children who were buried within it now haunt the area as Haugbui. The children's names were Hognir, Ingrid, Sigmund, and Helga. They were buried on the same day and in the same barrow as their loving and devoted parents. The curse was placed when their parents were exhumed soon after their burial and taken away from the grave. The children's souls returned to Midgard to search for the bodies of their beloved parents. Wandering the harsh landscape for decades has made them angry and violent. They have not found their parents and will violently lash out at any living thing.

The Norn may choose to use only a number of children equal to the number of dwellers in the adventuring party to keep the difficulty scaled to the number of players, and use the remaining children in encounters for subsequent nights in the Barrows.

If the dwellers are working for Volstagg, an omen will appear, and Odin's presence may help. Odin is known as the Lord of Ghouls and the Praetor of the Hanged and has some power over the undead. If the players detect the omen, they can react to it to try and avoid the confrontation with the Haugbui. If they fail, it is a fight to the death!



Instructions for Norn: Read out loud to the players...

As you travel this desolate and quiet landscape, a mist veils your vision and mutes all sound. It seems eerily quiet as you follow the winding road. Suddenly, you are startled as a pair of wolves trot across your path not 30 feet in front of you. Before you can react, they melt away into the mist. Looking around uneasily, you are startled by the cackle of ravens. You look about and see a pair in a tall, dead tree. They spread their wings and take flight. Strange... A pair of wolves? A pair of ravens? What does it mean?

If the players succeed an Omens/Portents skill check, difficulty **Moderate [3] Spiritual**, the Norn can read the following to them:

Instructions for Norn: Read out loud to the players...

It would appear that Odin is with you. His wolves Geri and Freki and his ravens Hugin and Munin have made an appearance! His animal companions have the powers of reason and speech, valuable assets when dealing with challenges.

When they are confronted by the four Haugbui, the travellers may try to use the Verbal Manipulation skill to talk their way out of the confrontation. Before they make the skill check, the Norn must ask them what they say to the children. Based on the back-and-forth conversation, the Norn will need to adlib and set the difficulty for the ingenuity of the dwellers (for example:, Hard [4] if they just ask to be let through to Easy [2] if they figure out the location of the parents' souls and reunion in the next world).

If the players are working for Aud, then the fight is a foregone conclusion. The only other option is running away. At the end of the first day of hiking, as the group prepares to make camp in the snowy land of barrows, the four children make their appearance.



Instructions for Norn: Read out loud to the players...

As you are settling down for the night, the hairs on the back of your neck suddenly stand on end. You are acutely aware of being watched. As you turn to scan the surrounding mist, you make out four young children standing at the edge of your light. They look pale and are wearing ragged clothing. They begin to mumble something in unison as they slowly approach. It sounds like "mamaa... dadadaa...."


At this point, there is only one outcome: Initiative for combat.



OPTION 3: THE GROANING WOODS

The Groaning Woods is an ancient forest that has grown into the side of the mountain. The trees are so old that it would take six grown men holding hands to create a circle around the trunks. The top canopy is so thick that it is hard to see the sky. A bitter wind blows through the forest, creating a deep groaning sound. It is rumoured that there is a cave in these woods that leads to the lands of Jotunheim, the land of the frost giants. True or not, the forest has some dangerous inhabitants who did make their way from Jotunheim... trolls!

The Norn may choose to use only a number of trolls equal to the number of dwellers in the adventuring party to keep the difficulty scaled to the number of players, and use the remaining trolls in encounters on subsequent nights in the woods.



If the dwellers are working for Aud, an omen appears, and Byleist's presence may help. A powerful Muspeli Jotun, Byleist has tremendous power over fire and may share a sizable "spark" to help the adventurers steer clear of the hostile trolls. The flame flares up every time a reference is made to Byleist or Muspeli Jotuns.

Instructions for Norn: Read out loud to the players...

As you travel along the river and up into the mountains, the foliage gets denser and greener, despite the snow. The trees grow taller and the canopy gets thicker. After a few hours, you find yourselves in a forest fit for giants. And with the increasingly strong winds, the groaning in the forest makes it sound like there may actually be giants around here. Then, just ahead, you see a campfire. As you approach, you see that no one is around, but the untended fire is burning brightly with very little wood... in fact, the winds do not seem to touch the flames. Strange!

If the players succeed an Omens/Portents skill check, difficulty **Moderate [3] Spiritual**, the Norn can read the following to them:

Instructions for Norn: Read out loud to the players...

It appears that Aud's master may be with you on this trek. Muspeli Jotuns are known to have powers over flame and have used it to cow lesser beings. Perhaps such a gift of sacred flames should not be squandered.

When the dwellers are confronted by the four trolls, they may use the Verbal Manipulation skill to talk their way out of the confrontation. Before they make a skill check, the Norn must ask them

what they want to say to the trolls and how they want to use the fire (if they were wise and brought some of the mystic fire). Based on the back-and-forth conversation, the Norn will need to adlib and set the difficulty on how ingenious the adventurers are (for example, Hard [4] if they demand with authority for the trolls to step aside to Easy [2] if they use the sacred flame to admonish the trolls into respecting the might of their superiors in Muspelheim and the holy quest before them).

If the players are working for Volstagg, then the fight is a foregone conclusion. The only other option is running away.

While the dwellers sleep, the trolls will make their appearance.

At this point, there is only one outcome: Initiative for combat.

Instructions for Norn: Read out loud to the players...

As you are settling in for the night, you wonder if the thumping you hear is your heart beating after a day of strenuous hiking. Better safe than sorry... you look around at the limits of the light cast from the fire. To your astonishment, several 10'-tall humanoids brandishing huge poleaxes approach your campfire! Their grins and disproportionately long arms and noses seem to be even more unsettling than the axes!

PART III: SKRIDNIR

Note: The Norn can read the following either as a detour from the journey or as an introduction to the shortened version of the game.

For the shortened version of the game, refer to the Abundance of Thugs section in *Part I: Locales and Denizens of Evingard* to see a sample combat that can be used for battles in this part of the saga. If the adventurers have succeeded in making their way up the River, across the Barrows, or through the Woods, they will find the cave Skridnir.

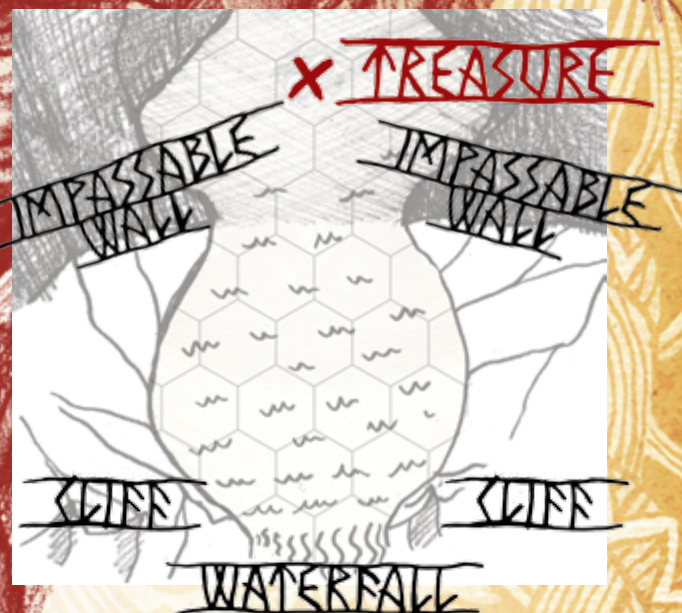
Instructions for Norn: Read out loud to the players...

Skridnir's cavernous opening is inundated with water. From the looks of it, it is about chest-deep at the shallowest point in the opening. There must be a spring source deeper within the cavern that is creating the swift evacuation of water through the opening of the cave. As you approach, you can hear the faint singing of women's voices over the rushing sounds of the water.

The dwellers can use the Lore:Locales at difficulty **Hard [4] Mental** to find out that the songs are coming from winter Rusalki, guardians of the treasure (page 80). The moment the Rusalki notice the trespassers (Perception skill check at **Moderate [3] Mental**), they will initiate combat.

For the dwellers, all movements will be penalized by half (round up) while in chest-deep, frigid waters. Any dweller than has a Swim skill is only penalized by -1 penalty on their movement.

There should be a number of Rusalkies equal to 1 less than the number of players (minimum 1).



The Norn will need special tactics for the combat with the treasure's guardians, the Rusalki. Rusalki have three key powers that they use in close coordination.

The first one in Initiative who has pulled the runes for Visage of Horrors is the one who will antagonize the adventurers. The others will support her by giving her the Taunt condition and healing her as damage progresses. Her role is to stay within the effect of Taunt, but keep swimming away, forcing the players to use their runes to keep up with her. The other Rusalki will work in concert to get in between her and the opponents (forcing the players to take a longer route to get to her). While they do this, they will use Water Shield to protect her and Drain Life and Visage of Horrors to deal damage. They will not give up their aquatic advantage without very good reason, preferring to draw the players into the flooded cave or the lake.

If the dwellers overcome the tough fight with the Rusalki guardians, they can loot their lair and proceed into the back of the cavern, where Fafnir's hoard rests.

Instructions for Norn: Read out loud to the players...

Despite going deeper into a dark cavern, the mists around you seem to shimmer brighter and brighter. As you reach the back of the cavern, your jaw drops at the vast riches before you. Submerged in the crystal-clear waters lie wondrous treasures of gold, silver, and a myriad precious gems and coins. The treasure seems to be arranged around one object that immediately grabs your attention... the ring Andvarinaut! You are overcome with wonder.

If the Norn had determined the treasure to be cursed, then the curse must now be applied to the dwellers.

The treasure consists of a massive trove – too massive to move without a pre-planned operation and the proper tools.

There are six items of real interest here for the survivors (below).

ANDVARINAUT AND FAFNIR'S LESSER TREASURES

Andvarinaut: A golden ring that produces golden coins at will. Wearers of the ring must clench their fist and concentrate on the runes of power that have been carved on the ring. When the wearers open their hands, a random amount of purified gold ingots of tremendous value (hundreds of skatt) appears. This magic can be invoked once every hour - {Accessory}.

Ridill: Also known as "Heart Seeker," an extremely sharp and well-balanced shortsword. It is a Size 3, Damage Factor: +2 Physical, Pierce: 2, Reach: 1, Parry: +2 weapon and deals an additional +1 Physical damage to Bloodied opponents (see more about the Bloodied state on page 101) - {Weapon}.

Hrotti: A huge, cruel-looking longsword. The iron blade looks jagged and scraped but this does not diminish the ability of this massive sword to kill. It is a Size 5, Damage Factor: +3 Physical, Reach: 1, Parry: 0* weapon. The Parry value increases by +1 per 2 Physical runes the players has in their Essence - {Weapon}.

Helm of Terror: A helm that was fashioned in the shape of a Svart Alfar (dark elf) head that creates a radius of fear around the wearer. The Wearer receives a Shroud at the start of combat (see *Fate of the Norns: Raganrok* for details on the Shroud condition. This helm confers a Protection Factor +1 Physical and is a size 2. - {Accessory}.

Golden Coat of Chainmail: Glittering chainmail, a size 4, that confers Protection Factor +1 Physical, +1 Mental and +1 Spiritual to its wearer in addition to the normal benefits of chainmail - {Armour}.

Skiff of Serenity: A miniature longboat that can hold up to four adults. Its magical power calms water around it and ensures smooth sailing even over waterfalls. The adventurers can use this to safely navigate the river back down to Evingard in about four hours - {Misc}.

If the dwellers want to look for more items of the treasure, the Norn can improvise and create some lesser items on-the-fly (such as a sword of exceptional quality with an additional Damage Factor). Any player can attempt a Lore:Arcana skill check a **Moderate [3] Mental** to learn the basic properties of the magic items.

CONCLUSION

If the players were successful and returned to the quest-giver with Andvarinaut, they can only carry the items that were promised to them. If they are carrying any other treasure from the horde, the quest-giver will confiscate all their items.

All of the players will earn 1 level for completing the saga (see *Fate of the Norns: Ragnarok* for more information on gaining levels).

If there is a curse and it can be lifted (as determined by the Norn during the initial setup of the saga), the players can proceed on a subsequent adventure that the Norn has planned out for them. Otherwise, the players can keep playing their dwellers or choose to write up entirely new ones from the archetypes in *Fate of the Norns: Ragnarok*.

Fate of the Norns: Ragnarok contains many more powers for the existing archetypes presented in this adventure as well as new archetypes for players to explore. *Fate of the Norns: Ragnarok* expands on the lore of Ragnarok and provides more context to the adventuring locales in this adventure, with a plethora of advanced rules.

If you liked this adventure and game system, you can order more products at the Fate of the Norns website: www.fateofthenorns.com. Happy gaming!



GLOSSARY

Active Chain: A group of runes played at once (one rune has an active effect, the rest are meta effects).

Active Power: A power that is initiated by playing runes from the In-Hand pile to the In-Play pile.

Aett: Eight runes that represent one Trait.

Alka: Sacred area of ground of a minimum size of 5' x 5' x 5' (1 hex).

Allies: All friendly units, including the players.

Attack Action: A generic action of attacking with any available weapons.

Back Face: The back three faces of a six-sided hex representing the dweller's back side.

Bloodied: A state when at least half the runes from Essence pile are in the Stun, Wounds, Death, or Drain piles.

Damage Bonus: A damage bonus to an Active power that deals damage.

Damage Factor: Points added to the effect of spell-type Active powers.

Damage Piles: A term to refer to all piles that represent damage: Drain, Death, Wounds, and Stun.

Damaged: A damaged item has all its attributes cut in half (round down).

Defend Action: Playing a rune to mitigate incoming damage of the matching Trait.

Defence: The sum of Protection Factor, Evade, and Parry (if applicable).

Denizen: A Norn-controlled character.

DF: see *Damage Factor*.

DF Bonus: A damage bonus to a/all weapon(s) used in an Attack action.

Difficulty Rating: A measurement of how difficult it is to succeed a skill check.

DR: see *Difficulty rating*.

Dweller: A player-controller character.

Equipped: Items wielded and worn by combatants that benefit them (limit of four items per combatant).

Evade: A bonus regardless of Trait that is added to a Defend Action; this defence bonus always applies against Physical, Mental, or Spiritual damage.

Focus: Points added to the effect of spell-type Active powers.

Front Face: The front three faces of a six-sided hex representing the dweller's front side

Generic Action: Simple, everyday actions that anyone can perform.

Hex Mat: A flat playing surface that has been subdivided with hexagons that accommodate figurines.

Meta Tag: All the other runes in a rune chain other than the first rune (turned 90 degrees).

Norn: The game master.

Other Allies: All friendly combatants, excluding the player.

Parry: A Trait-specific bonus that is added to a Defend Action.

Passive Power: A power that is considered to always be active.

Play Mat: A flat playing surface that is used for rune stones.

Protection Factor: Points that reduce damage for the matching Trait.

Power: An Active or Passive power.

PF: See *Protection Factor*.

Recover: The action of moving a rune from the Stun to Essence pile during the Upkeep phase of combat.

Root (Rune): The first rune in a rune chain that defines the effect.

Rune Chain: A group of runes played at once (one rune has an active effect, the rest are meta effects).

Sacrifice: A cost to activate a power or effect (Minor: move rune(s) to Stun pile; Moderate: move rune(s) to Wounds pile; Major: move rune(s) to Death pile; Ultimate: move rune(s) to Drain pile).

Source: A sub-component of an Active power (such as an effect or generic action).

Thane: A companion to or servant of the dweller. Thanes are controlled by the same player as the dweller they serve.

Weak: A designation for generic actions that have a half-effect, rounded down (i.e. half Move, half Attack, half Defend).

THE RUNES

Fate of the Norns: Ragnarok uses the 24 rune Elder Futhark set. In this section, the runes are paired up with their respective names. The meaning of the runes and their effect on the game is explained in *Fate of the Norns: Ragnarok*.

A set of Fate of the Norns rune stones can be purchased at www.fateofthenorns.com

The PHYSICAL Aett:

↑	Tiwaz
ᚢ	Berkano
ᚷ	Ehwo
ᚦ	Mann
ᚱ	Claguz
ᚫ	Ing (can be written in several ways, sometimes with lines extending on top and bottom)
ᚰ	Dagaz
ᚨ	Othala

The MENTAL Aett:

ᚨ	Hagalaz
ᚼ	Naudhneed
ᚲ	Isaice
ᚴ	Jethe
ᚱ	Eihwas
ᚷ	Pertho
ᚹ	Elhaz
ᚱ	Sowsun

The SPIRITUAL Aett:

ᚱ	Fehu
ᚱ	Uruz
ᚲ	Thurisaz
ᚦ	Ansuz
ᚱ	Raidho
ᚷ	Kenaz
ᚨ	Gebgift
ᚰ	Wunjo

PRINTABLE MATERIALS

You are permitted to print and use the materials in this section for free in your games.

RUNES

on page 117

PLAY MAT

on page 118

NORN PLAY MAT

on page 119

MAP

on page 120

HEX PLAY MAT

on page 121

INITIATIVE TILES

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QUICK-SETUP

on page 123

VOID RUNE

on page 124

GATE BLACK SKELETON

on page 125





IN-PLAY
(VERDANDI)

CONTINGENCY
(VIR)

IN-PLAY
(SKILL)

DEGENERATION

BLIND

CURSE

TAUNT

IMPEDED

SHROUD

POSSESSION

RAGE

VULNERABLE

AURA

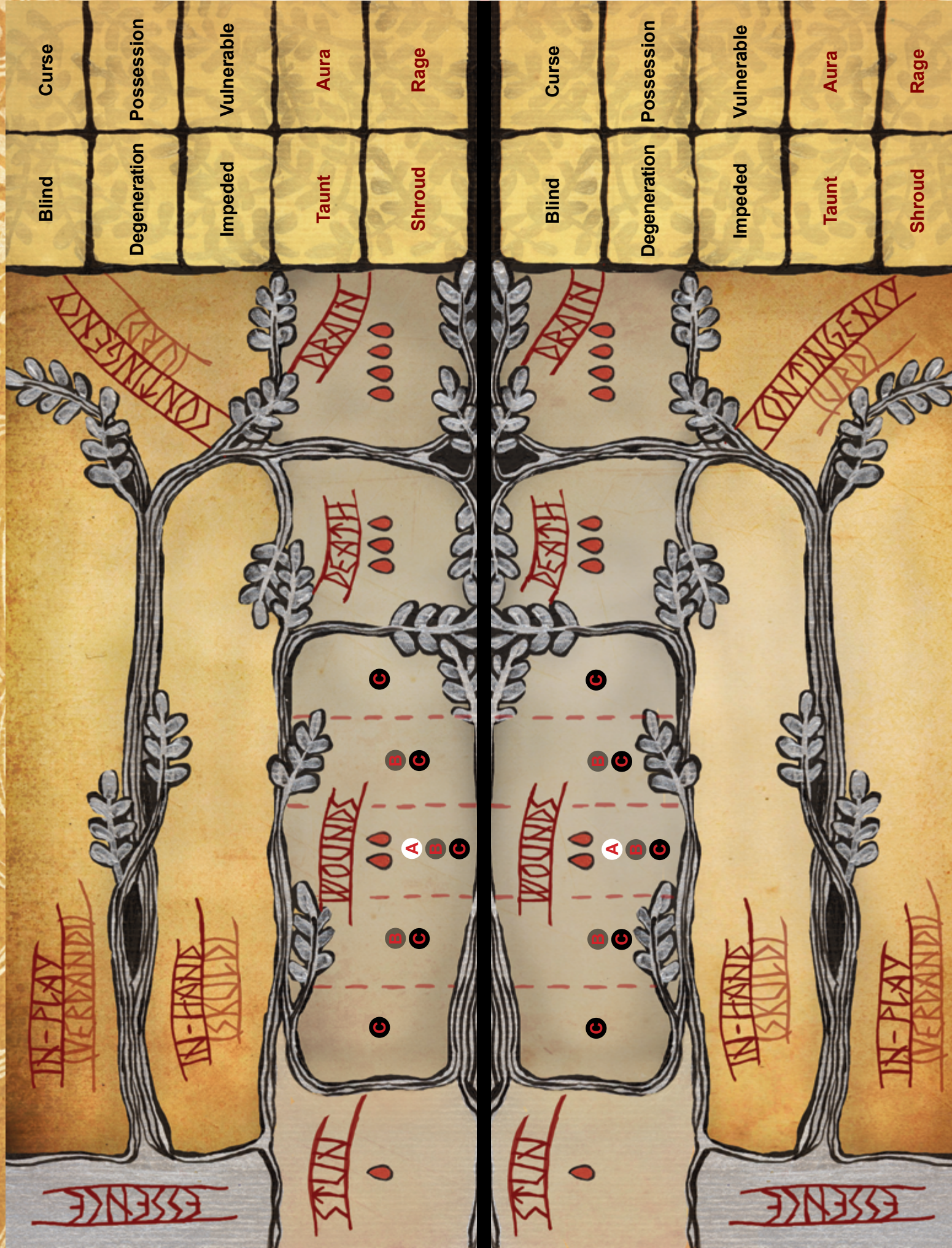
ESSENCE

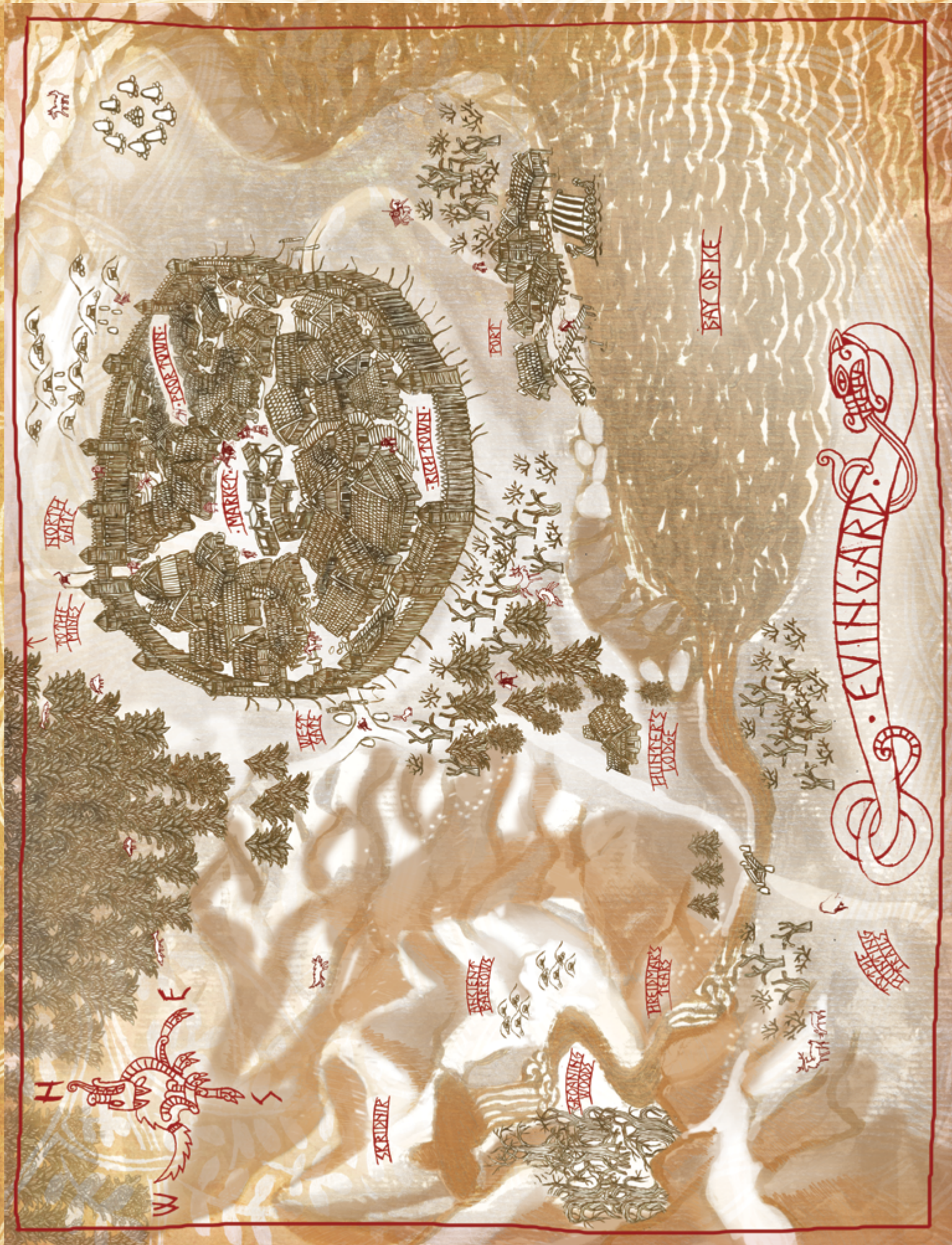
WOUNDS

www.fateofthenorns.com

DRAIN
DEATH

VOID
(GILNAGAP)





EVINGARD



INITIATIVE TILES

Cut out each name and place the 8 pieces of paper into an opaque container or a dice bag.

TURBOG

DENIZEN 1

JOKULL

DENIZEN 2

VANADIS

DENIZEN 3

EIORI

DENIZEN 4

SIGYN

DENIZEN 5

DENIZEN 6

QUICK-SETUP

1. Each player gets:

- Play Mat and one of the five Dweller Sheets
- Six Runes in a runbag
- Void rune placed on the Void pile (Play Mat)
- Each player selects one of the three specializations and binds the Void rune to the selection

2. Norn gets:

- Three Norn Play Mats
- One full bag of runes (24 runes)


3. Table setup:

- Eleven Initiative Tiles
- Place a Hex Mat and Miniatures within reach of all players



Ginungagap (Void) rune choices

Trait	Eater of Eyes	Rager	Wolfen
Active	Physical Eye Rake: Perform a Weak Attack action (with a +1 Physical damage bonus) and inflict the Blind condition with a +1 Intensity [Counter: Physical] {Manoeuvre} [Amplify Multi Weapon]	Mental Aggressive Stance: Get a +1 Physical damage bonus and a +2 Pierce bonus (this power is automatically Maintained) {Stance} built - Maintain meta [Amplify Amplify Amplify]	Spiritual Defensive Stance: Get a +2 Parry bonus (this power is automatically Maintained) {Stance} built - Maintain meta [Amplify Amplify Amplify]
Passive	Sadist: Your first Attack action of the round inflicts a Blind condition with +1 Intensity {Feat}	Enter Rage: During Upkeep, you may gain a +1 or -1 to for the Rage condition {Feat}	Fangs: The damage from natural weapons is increased by +1 and a -2, applies to Defence {Feat}
Skill	Feather Fingers: Palm an object without getting noticed	Intimidate: Coerce someone into backing down from confrontation	Hunting/Trapping: Find food away from civilization



VOID RUNE

BINDING EXAMPLE:

- 1) Choose a specialization
- 2) Assume you choose "Wolfen"
- 3) Then the Void rune becomes:
 - a **spiritual** (green) rune
 - when it is played as an Active power, it triggers "Defensive Stance"
 - It grants the "Fangs" Passive power
 - You gain a +1 rank in the "Hunting and Trapping" skill

VOID RUNE USED AS A META:




From the example above if added to a rune chain as a metas, it adds the Spiritual meta, causing the Power attack to add the Effect bound to the weapon that is wielded



Active Powers (play the specific rune to activate)



Power Attack: Perform an Attack action with a bonus of +2 Physical damage.
 [meta: **Amplify Multi Weapon**] {Manoeuvre}

-  + a **Physical** rune doubles the final damage (2 Amplify metas will triple the final damage)
-  + a **Mental** rune affects +2 additional enemies within reach
-  + a **Spiritual** rune applies one meta of your choice of your equipped weapon

VOID RUNE USED AS AN ACTIVE POWER:

Since it is bound to "Defensive Stance" when played from In-Hand to In-Play it will trigger the Active power

Other runes may be added to the rune chain as usual to add meta tag effects



**THE VOID RUNE MAY NEVER BE ASSIGNED DAMAGE,
NOR BE USED IN FOR SACRIFICE COSTS**

GATE BLACK SKELETON

A Black Skeleton may appear in any adjacent hex to Vanadis if the Void rune is played to invoke "Gate Bones".

Its Initiative is placed at the end/bottom of the initiative order and it will only persist until end of turn unless a maintain meta is played.

By default it's level is 6, but for every amplify, it gains an additional +6 levels (it would be a level 18 with two amplify metas).

For each 6 levels, the Black Skeleton gains Destiny +2 and Essence +2 (At level 12 it would have Destiny: 4 and Essence: 4). From a bag of spare runes, draw a number of runes at random equal to its Essence. These runes should be placed into a rune bag that will represent the Black Skeleton's Essence.

The Black Skeleton would wyrd its runes immediately after being gated onto the battlefield. It can then use runes to defend itself if attacked on another combatant's Action phase.

When it's the Black Skeleton's Action phase, it may use any and all runes in-Hand to perform Generic actions such as move Attack actions.

If it wasn't maintained, it will leave the battlefield during the Cleanup phase.

