

FOUR AGAINST RAGNARÖK

The book cover features a dynamic illustration. At the top, the title 'FOUR AGAINST RAGNARÖK' is written in a bold, white, sans-serif font. The background is a dark, stormy sky with a vibrant rainbow-like light source on the left. A massive, blue-skinned, long-haired warrior with a beard and a fur-trimmed cloak stands centrally, holding a sword aloft. To his right, a large green serpent with a human-like face coils around a rock. In the lower right, a large, dark-furred werewolf with glowing orange eyes and bared teeth stands on a rocky outcrop. In the lower left, two smaller characters are positioned on a rocky ledge: one is a warrior with a bloody sword, and the other is a figure in a purple tunic aiming a bow. The overall style is a detailed, comic-book-inspired illustration.

NICHOLAS WRIGHT - CONOR ROE
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FOUR AGAINST RAGNARÖK

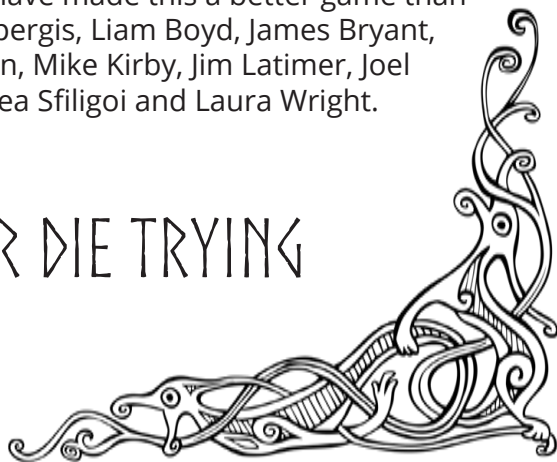
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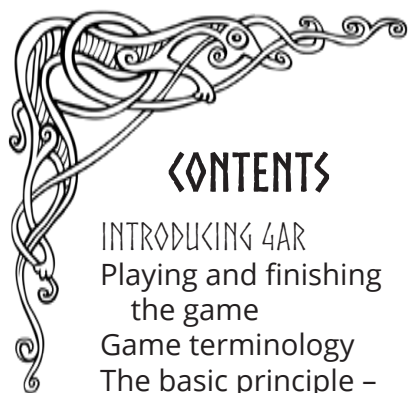
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We would like to express our gratitude to the following playtesters whose support and comments have made this a better game than it might have been: Georgeos Apergis, Liam Boyd, James Bryant, Andrew Common, Brett Hodgson, Mike Kirby, Jim Latimer, Joel Lawson, Justin Quintanilla, Andrea Sfiligoi and Laura Wright.

DIE WELL OR DIE TRYING





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... kinsmen die
you yourself die;
One thing now
that never dies
the fame of a dead man's deeds.

Gestapátr 77

Across the lands of Midgard, life carries on more or less as it has always done. Young warriors dream of heroic deeds and the opportunity to make a name for themselves – or die trying. The strong oppress the weak, the words of the skalds can make or break a reputation, and sinister forces lurk just beyond the glow of every watch fire.

But beyond the sinister shadows that rim the settled lands, beyond the mist-haunted forests and the snow-capped mountains, a greater evil stirs. The monstrous children of Loki, the Mischief-Maker, strain against their bonds, and writhe and twist and plot to end the rule of the gods. Ragnarök, the destruction of the gods and all of the Nine Realms is coming. It is merely a question of when, and for how long it can be held off.



INTRODUCING 4AR

Four Against Ragnarök (4AR)

– much like its sister game,
Four Against the Titans

– is based on the acclaimed
solitaire dungeon-delving
pen and paper game *Four
Against Darkness (4AD)*, by
Andrea Sfiligoi. While *4AR* leans
heavily on Andrea's original,
it takes the players far from
the subterranean depths and
places them firmly in an open
world loosely inspired by
Norse mythology (with liberal
additions from Ireland and
Britain). It makes no claim to
be faithful to any particular
version of any particular myth.
Rather, it takes the tropes of
the sagas and uses them as
the basis for the game.

The game can still be played
with minimum space and
equipment. You'll need a
pencil and eraser, two or more
six-sided dice, this book and a
sheet of paper. You control a
party of four characters who
travel around Midgard – here
consisting of Scandinavia and
the North Atlantic – performing
great deeds and completing
quests, all in the hope of dying
valiantly and being invited to
feast with Odin in Valhalla.

Only in death will your
characters discover their true
destiny: to defend the Nine
Realms and stop Ragnarök
– the end of the world. Each
step of the way, the characters
encounters are generated by
dice rolls.

4AR is intended to be played
solo or co-operatively, sharing
the characters with friends.

PLAYING AND FINISHING THE GAME

4AR is a game of two unequal parts. For the majority of the game, players will explore the world, trying to make their characters famous across Midgard. Sooner, or later, each character must die. An appropriately glorious death will lead a character to Asgard where they will join Odin, the All-Father, to feast in Valhalla until the coming of Ragnarök.

However, Ragnarök is closer than it may seem. When a fourth character has died gloriously and been invited to Valhalla, the end of the world will be triggered and the second part of the game begins.

The player or players now take control of the party of four famous fallen characters on a quest to defeat up to three major threats. If they can successfully defeat all of their opponents, they will have helped to forestall Ragnarök – at least for now.



GAME TERMINOLOGY

1d3 – a roll of a normal six-sided die, treating rolls of 1-2 as a 1, rolls of 3-4 as a 2, and rolls of 5-6 as a 3.

Xd6 – six-sided dice, usually defined as 1d6 (one die), 2d6 (two dice), or 3d6 (three dice) which are always rolled simultaneously.

Combat – a fight occurring as the result of a hostile encounter with mortals or legends.

Encounter – a random event that occurs during a saga.

Exploring – the process of moving around within a region.

Journey – the process of moving between regions on the game map. These can be by land or by sea as shown on the map.

King's hall – a major hall and associated large settlement where the party can rest, visit a blacksmith, and recruit new characters.

Legends – the most powerful creatures that can be encountered on journeys or when exploring regions.

Mortals – lesser foes that may be encountered on journeys or when exploring regions.

Saga – the period between each visit to a settlement or king's hall.

Settlement – small collections of huts around a minor hall where the party can rest and recruit from a limited selection of new characters.

Region – the fifteen geographic areas on the map to be explored.

Ragnarök – the death of the gods and the destruction of the nine realms at the hands of Loki and his allies, as foretold in Odin's prophetic vision.

THE BASIC PRINCIPLE – ONLY CHARACTERS ROLL DICE

All the rolls in the game are performed by the characters. The potential danger of an opponent (whether a mortal or a legend) is indicated by their 'level'. When the characters attack, they perform Attack rolls and compare them with the opponent's level to determine if the foes are killed or wounded. When it is the opponent's turn to attack, your characters perform Defence rolls against the opponent's level, taking wounds if they fail.

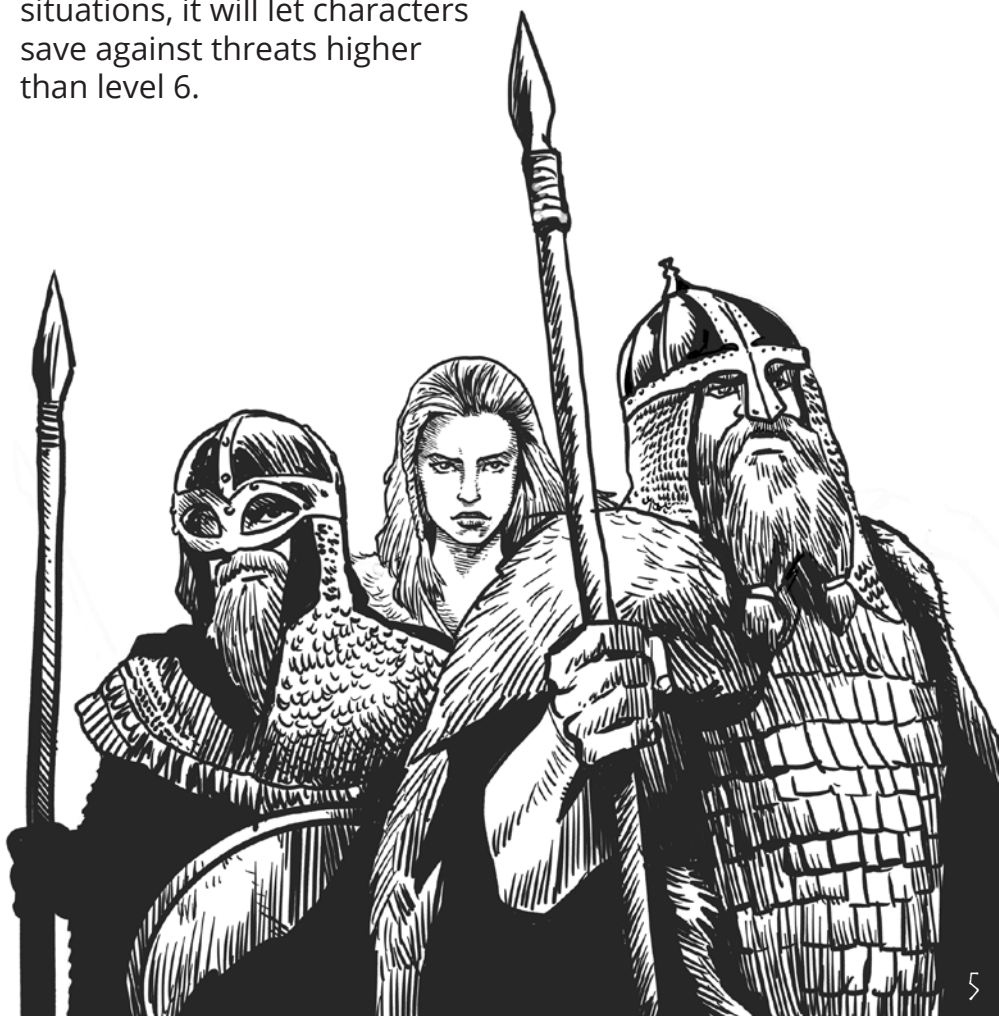
When rolling to attack or defend, a 1 is always a failure.

EXPLOSIVE SIXES

Whenever you roll a natural 6 when attacking or defending, immediately roll another d6 and add the result to your total. This is cumulative: if you roll another 6, add it to the total and roll again. With enough luck, you could potentially roll any number. In combat, this will let your characters kill multiple foes with a single blow. In other situations, it will let characters save against threats higher than level 6.

RECRUITING YOUR HEROES

At the beginning of the game, you start with a party of four characters who all begin at level 1. Each character will belong to one of the basic classes outlined below. The different classes all have their own abilities and limitations, special traits, starting equipment, and a fixed number of life points. All characters start with 0 fame.





WARRIOR OR SHIELDMAIDEN (BERSERKER/CHAMPION/RANGER)

Attack modifier: All Warriors and Shieldmaidens add their full level to their Attack rolls. For example, a 4th level warrior attacks with a +4 modifier.

Defence modifier: None

Traits:

Duel wielding – A character using a spear, sword, hand axe or seax may carry a hand axe or seax in their off-hand instead of a shield. Carrying a weapon in their off-hand allows the character to make a single additional attack with that weapon each turn of combat.

Specialisation – When a warrior or shieldmaiden reaches level 2, they must choose to specialise as either a Berserker, a Champion, or a Ranger:

- *Berserker* – Each time a Berserker causes at least one wound against an opponent with their main melee weapon, they may immediately perform a subsequent attack. Presuming the berserker continues to cause a wound, they may continue to make subsequent attacks up to a number equal to their level. For example, a 2nd level Berserker could make up to two attacks. A 4th level Berserker could make up to four attacks. However, whenever a Berserker fails to cause a wound on an Attack die, they stumble and must defend against a single enemy attack or be wounded themselves.
- *Champion* – A Champion adds their full level to their Defence rolls. For example, a 4th level Champion defends with a +4 modifier. However, the Champion will always put themselves in the way of danger to defend an ally. When opponents attack, a Champion must always defend against attacks before any non-Champion character.
- *Ranger* – Rangers may reroll any bow attacks at the start of each combat but must always accept their second roll. In addition, a Ranger who is not carrying a shield may scout ahead – they may add or subtract 1 from rolls on Journey or Region tables once per level per saga. If the party contains multiple Rangers, they may combine their scouting skills to modify the exploration roll if they desire.

Equipment restrictions: A Berserker may not throw a hand axe or use a bow, sling, or shield, and may not wear a helmet. A Ranger may not wear a byrnie.

Starting equipment: Spear and shield.

Life: 6+ level. A 1st level Warrior or Shieldmaiden has 7 life.

BASTARD

Attack modifier: Add $\frac{1}{2}$ their level (rounded down) to their Attack rolls. For example, a 4th level Bastard attacks with a +2 modifier.

Defence modifier: Add $\frac{1}{2}$ their level (rounded down) to their Defence rolls. For example, a 4th level Bastard defends with a +2 modifier.

Traits:

Duel wielding – A character using a spear, sword, hand axe or seax may carry a hand axe or seax in their off-hand instead of a shield. Carrying a weapon in their off-hand allows the character to make a single additional attack with that weapon each turn of combat.

Dubious parentage – When a Bastard reaches level 3, their paternity is revealed to them. Roll 1d6 on the paternity table below.

1) *Beggar's bastard* – The character may reroll reactions once each time they attempt to enter a settlement but must always accept the second roll.

2) *Merchant's bastard* – All equipment bought from a blacksmith is 25% cheaper (rounding up). In addition, the character gains the full Fame value for any equipment they give as a gift.

3) *Royal bastard* – The character receives 2d6 fame immediately and they and their party will be automatically welcomed into any king's hall they encounter during their sagas.

4) *Child of a Jötunn* – The character may add their full level to their Defence rolls. Once per level on each saga, the Bastard may perform a Jötunar attack: roll three Attack dice and choose the best result.



5) *Child of a Vanir* – The character may use healing powers once per level on each saga. This allows the Bastard to heal 1d6 life points for any member of the party (including themselves) at any moment, even during a fight, but may not attack in the same turn.

6) *Child of an Æsir* – The character may utter a terrifying battle cry once per level on each saga. Roll 1d6 for each mortal or legend in the combat. On a roll of 4+ they are shaken and will spend their next turn pulling themselves together, missing their chance to attack the party.

Equipment restrictions: None.

Starting equipment: Hand axe and bow.

Life: 6+ level. A 1st level Bastard has 7 life.



SKALD

Attack modifier: None.

Defence modifier: add $\frac{1}{2}$ their level (rounded down) to their Defence rolls. For example, a 4th level Skald defends with a +2 modifier.

Traits:

Witty – Skalds may reroll one Monster reaction per level each saga.

Word-smith – The character adds their level to all riddle rolls.

Curse – Once per saga, the Skald may curse their opponents. Roll for an attack as normal adding the Skald's level. If the attack is successful, all current opponents suffer -1 to their level.

Heroic ode – Any character killed in the presence of a Skald will be admitted directly into Valhalla if the Skald chooses.

Equipment restrictions: A Skald may not wear a byrnie or helmet.

Starting equipment: Hand axe and a winning smile.

Life: 5+ level. A 1st level Skald has 6 life.

WYRD

Attack modifier: Add $\frac{1}{2}$ their level (rounded down) to their Attack rolls. For example, a 4th level Wyrd attacks with a +2 modifier.

Defence modifier: None.

Traits:

Prophecy – Roll 1d6 per level before each saga. Keep the dice off to the side. The party can substitute each of the dice once for any die rolled during the saga.

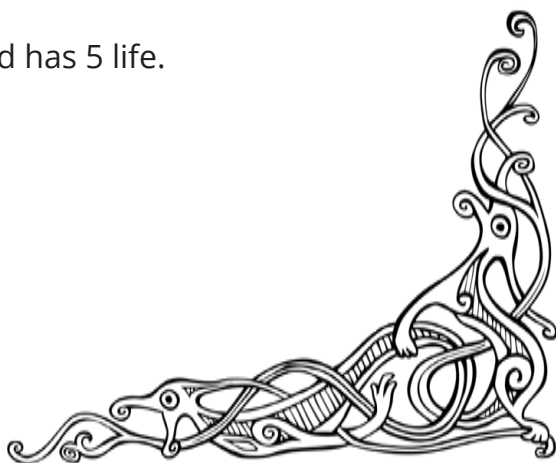
Poison – Once per saga, apply poison to any weapon in the party. The Wyrd may only apply the poison during a combat, but may not attack in the same turn. The next time that weapon causes a wound, it will inflict 1d3 additional wounds. Note that poison will only be effective against Legends, as lesser mortals only have a single life point anyway.

Healing – May use their healing powers once per level on each saga. This allows the Wyrd to heal their level +1d3 life points for any member of the party (including themselves) at any moment, even during a fight, but may not attack in the same turn.

Equipment restrictions: A Wyrd may not wear a byrnie or carry a shield.

Starting equipment: Seax.

Life: 4+ level. A 1st level Wyrd has 5 life.



LJÓSÁLFR

Attack modifier: None.

Defence modifier: Add $\frac{1}{2}$ their level (rounded down) to their Defence rolls. For example, a 4th level Ljósálfr defends at +2.

Traits:

Hidden – Ljósálfar are masters of remaining hidden and will never be attacked in the first turn of combat.

Swift – A Ljósálfr gains a +2 modifier when rolling to run away from an encounter, and gains a second attack per turn when they reach level 3, and a third attack when they reach level 5, but only if using a seax, hand axe or sword.

Word-smith – The character adds their level to all riddle rolls.

Magic – Once per saga, a Ljósálfr may cast any spell from the following list:

- *Bless* all other characters in the party, granting them +1 to their next attack or defence roll.
- *Heal* their level +1d3 life points for all members of the party (including themselves) at any moment, even during a fight, but may not attack in the same turn.
- *Lull* their opponents to sleep. Roll for an attack as normal adding the Ljósálfr's level. If the attack is successful one legend, or 1d6 mortals fall asleep. Sleeping opponents count as slain.

Equipment restrictions: A Ljósálfr may not wear a byrnie or helmet.

Starting equipment: Seax and sling.

Life: 4+ level. A 1st level Ljósálfr has 5 life.

DVERGR

Attack modifier: Add their level to their Attack rolls.

Defence modifier: Add $\frac{1}{2}$ their level (rounded down) to their Defence rolls. For example, a 4th level Dvergr defends at +2.

Traits:

Slow – A Dvergr suffers a -2 modifier when rolling to run away.

Cantankerous – Dvergr add their full level +1 to rolls when being Tempted.



Smith – Each time a Dvergr levels up, they may use runes to enchant a single weapon or shield owned by any character in the party. Enchanted weapons gain a +1 Attack modifier except for swords which allow the player to always roll two Attack dice, choosing the preferred result. Enchanted shields gain a +1 Defence modifier. An enchanted weapon may be given to a king for fame equal to twice the purchase price of an unenchanted item.

Equipment restrictions: None.

Starting equipment: Dane axe.

Life: 7+ level. A 1st level Dvergr has 8 life.

REPLACING DEAD HEROES

When a party loses characters during their sagas, they must visit settlements or king's halls in order to recruit new members. When a new character is recruited into your party, they will start with 0 fame.

Any number of level 1 Warriors and Bastards may be recruited from any settlement. Limited numbers of level 1 Dverger may also be recruited from any settlement in Ísland, while level 1 Ljósálfar may be recruited in Erin.

Visiting a king's hall will allow the party to recruit any number of human characters of any class. Ljósálfar and Dverger may also be recruited from a king's hall, but they will only be available on a roll of 4+ on 1d6, and only one attempt may be made to recruit a Ljósálfar or a Dvergr during each visit to a king's hall. Roll 1d2 to determine the level of characters recruited from a king's hall.

NON-PLAYER CHARACTERS

As the party journeys around Midgard they may come across non-player characters (NPCs) who will ask the characters to escort them to different points on the map. NPCs temporarily join the party, but they are not characters. They each have a set number of life points and can lose them if attacked, but they do not have their own level, and may never make their own attacks.

NPCs recover lost life in the same way as characters, and at the same time. If they are killed, their quest cannot be completed.



FAME IS THE ONLY CURRENCY

Characters earn fame by defeating opponents and hording great wealth. In 4AR, horded treasure is abstracted so that it becomes indistinguishable from the fame it brings. Therefore, fame can also be 'spent' by characters wishing to level up, by improving a character's equipment, when having to

bribe opponents to let the party pass by unhindered, or when running away from an encounter.

EARNING FAME

Other than distributing treasure looted from fallen opponents, fame is not transferable. Each character can only earn fame in the following ways:

Surviving an encounter without fleeing	1 fame to all party members
Overcoming a mortal foe	Fame equivalent to a mortal's level is earned by the character who struck the killing blow or otherwise defeated them (such as winning a riddle contest or forcing them to flee).
Overcoming a legendary foe	Fame equivalent to 2x a legend's level is earned by the character who struck the killing blow or otherwise defeated them (such as winning a riddle contest or forcing them to flee).
Looting treasure from an opponent	When opponent's leave treasure, it will often have a fame value which the party can distribute among the characters as they see fit.
Winning a boastful drinking competition	A character may gamble their fame in a boastful drinking competition in a king's hall (see p.31).

SPENDING FAME — LEVELLING UP

When a character becomes famous enough, they can 'spend' some of their fame on a great feast in order to increase in level. Once used in this way, fame may never be retrieved. The amount of fame required to level up is 10x the level the character wishes to be (i.e., to progress from level 1 to level 2 would cost 20 fame; progressing from level 4 to level 5 would cost 50 fame).

Levelling up may happen in any settlement or king's hall. Characters may only go up one level at a time. They may not, for example, jump from level 1 to level 3 during the same visit to a settlement.

When characters level up, their maximum life increases in accordance with their level, and most characters receive attack or defence bonuses, and/or additional uses of their traits as dictated by their class. In addition, all of a character's normal wounds are healed; mortal wounds are not healed, but are carried forward with a character until they die.

4AR is written for level 1-5 characters. No character may level up beyond level 5.

SPENDING FAME — FAMOUS FOR A REASON

At any time, a character may choose to spend fame in order to reroll one of their own dice rolls. It costs 20 fame to reroll a single die, and the die must relate specifically to that character: i.e. the character's attack or defence roll, a riddle roll, or attempting to resist temptation.

SPENDING FAME — WEAPONS AND ARMOUR

A character's horded treasure may be spent to buy new weapons or armour. As the treasure horde decreases, so does the character's fame. Whenever a party is staying at a king's hall, they may visit the local blacksmiths to buy new weapons and armour, or give equipment away as fame-generating gifts.

NAME	COST	DESCRIPTION
<i>Helmet</i>	16	An iron helmet provides a +1 Defence modifier.
<i>Byrnie</i>	20	A byrnie, or shirt of chainmail, provides a +1 Defence modifier.
<i>Shield</i>	10	A wooden shield reinforced with an iron rim and boss provides a +1 Defence modifier but requires one hand to use.
<i>Seax</i>	6	A long single-edged war knife, a seax gives the user a -1 to their Attack rolls.
<i>Spear</i>	10	Spears are the most common weapon in Midgard. They confer no positive or negative modifiers to Attack rolls.
<i>Hand axe</i>	12	A hand axe normally works the same way as a spear. However, a character may choose to throw their hand axe in close combat, gaining a +2 to that Attack roll and thereafter being unarmed (-3 to Attack rolls) until they spend a turn to equip a new weapon. A thrown hand axe will be recovered after the end of the combat if the party wins, or be lost if they flee from the encounter.
<i>Sword</i>	24	Expensive to forge and prestigious to wield, a sword confers a +1 to Attack rolls.
<i>Dane axe</i>	16	A Dane axe is a two-handed weapon which confers -1 to Attack rolls. However, when fighting legends, a Dane axe will always cause one additional wound if the attack is successful. Dane axes require both hands to wield and may not be equipped together with a shield.

Bow

10

A character with a bow may perform a single long-range attack before their opponents can attack. Then the bow may no longer be used as the foes are assumed to be in close combat. The bow-user will need to spend a turn to put away the bow and draw another weapon, or be treated as unarmed (-3 to Attack rolls).

A bow requires two hands to use and so may not be used with a shield.

A character carries all the arrows that they will need and will refill their quiver between sagas.

Sling

6

A sling works in exactly the same way as a bow, except that it may be used together with a shield. A sling confers a -1 modifier to the character's Attack roll.



LEGENDARY WEAPONS

An unenchanted weapon which is used to kill a named legendary enemy (i.e. Fáfnir or Grendel) automatically becomes a legendary weapon. Legendary weapons are treated exactly the same as an enchanted weapon in game terms and receive the +1 Attack bonus (except swords which allow the player to roll two Attack dice, choosing the preferred result), but should also be named in accordance with their victim, for example: Fáfnir's Bane or Grendel Biter. Note that this only applies to named legends, not to generic legends.

CARRYING LIMITATIONS

Each character may carry up to four weapons. One weapon must be noted as the character's default and this will be the weapon held in their hand at the start of any encounter. Characters holding a seax, spear, hand axe, sword or sling may also carry a shield in their off-hand. During combat, a character may spend a turn to exchange weapons or equip a new one should they find themselves unarmed.

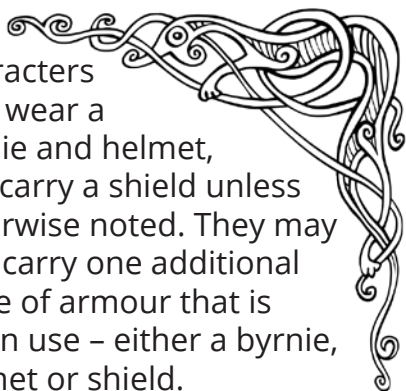
Characters may wear a byrnie and helmet, and carry a shield unless otherwise noted. They may also carry one additional piece of armour that is not in use – either a byrnie, helmet or shield.

Unlike fame, weapons and armour are transferable. They can be passed from one character to another at any point between encounters.

GIFT-GIVING

Unwanted equipment can be given away as gifts during a visit to a king's hall. A character will always receive fame equal to half of the equipment's purchase cost. Merchant's bastards receive the full fame value of any equipment they give as gifts.

Enchanted weapons and armour found, received or made during a saga may be given away to a king generating fame equal to twice the purchase price of an unenchanted item.





ENCOUNTERING ENEMIES

In *4AR*, you will encounter both mortal and legendary opponents and, very often, you will have to fight them. Mortals usually come in groups. When encountered, they will have a d3 or d6 quantifier. 1d6 means that you roll one die and the result is the number of opponents the party is faced with (between 1 and 6); 2d6 means that you roll two dice, so the party will face between 2 and 12 foes; 1d6+6 means that you would roll one die and add six to the total, resulting in 7 to 12 mortals, and so on.

Mortals range from truly monstrous trolls, to enchanting huldr, aggressive animals, undead draugar, and warbands of human raiders. Unless otherwise stated, they all have 1 life and 1 attack.

Legends are larger and tougher than mortals. They are territorial entities and are always encountered alone. Legends all have multiple life points and take wounds in the same way as characters; legends can make multiple attacks each turn.

ENCOUNTERS, REACTIONS AND COMBAT

When the party encounters opponents, combat is not a foregone conclusion – there will often be a chance to avoid a direct fight. When encountering any foes, the player MUST always roll to test the opponent's reaction.

Every opponent type has their own reaction table. Roll 1d6 on the table to determine what they will do.

Bribe – The opponents ask for a bribe or toll to allow the party to pass unhindered. Paying a bribe will normally be at the cost of the characters' fame. If the party refuse to pay, the opponents choose to fight unless the bribe was to access a settlement or a king's hall. In those circumstances, choosing not to pay a bribe means the party moves on without entering.

Curse – The opponent lays a curse upon the party and then disappears, taking any treasure with them. All current party members will suffer -1 to their level for the remainder of the current saga.

Fight – The opponents choose to attack. Fighting mortals are required to test for morale if their numbers are reduced below 50%. Opponents who fight and are killed, or fight and then are forced to flee, leave their treasure behind to be looted.

Fight to the death – The opponents fight to the death, asking for no quarter and giving none. Opponents who fight to the death never test for morale – they fight to the death and leave their treasure behind to be looted.

Flee – The opponents turn and run from the party, taking their treasure with them.

Flee if outnumbered – The opponents turn and run from the party, taking their treasure with them, but only if there are fewer foes than there are characters. In all other cases, the opponents choose to fight.

Riddle – Some opponents love nothing more than to match wits with a riddle challenge. One character in the party takes part in the riddle competition. To outwit their opponent the character needs to roll higher than their opponent's level. If there are multiple mortal opponents, the same character may attempt to answer all of their riddles. If more riddles are answered correctly than incorrectly, the opponents count as defeated and will hand over their treasure. If the character is defeated, they lose 2 fame for each incorrect answer and the opponents will fight to the death.

Tempt – The opponents will try to lure characters away, to a life of either bliss, servitude, or death. One character (including NPCs if necessary) must roll 1d6 for each tempting opponent. They need to roll a result equal to or higher than the tempter's level. All characters add $\frac{1}{2}$ their level (rounding down) to their roll, except Dverger who add their full level +1. The first character to fail their roll against tempting will be lured away from the party; all tempting opponents and the tempted character vanish, taking any treasure with them. A maximum of one character may be lured away each encounter, but characters tempted away may never make their way to Valhalla. If successfully resisted by all characters, the opponents count as defeated and will flee, abandoning their treasure.

WHO FIGHTS WHOM AND WHEN?

If a fight occurs, the party and their opponents take it in turn to attack in the following order:

- 1) Any characters armed with bows or slings get to attack first;
- 2) All surviving opponents attack;
- 3) All surviving characters now attack using melee weapons, use a special ability, or exchange the weapon they are holding for another in their possession;
- 4) Alternate steps 2) and 3) until one side flees or is defeated.

Which character is attacked by their opponents depends on the number of opponents (or number of attacks when fighting against legends).

- If there are more characters than foes, the player chooses which heroes are attacked, as long as no character is attacked more than once.
- If there are the same number of characters as opponents, each character is attacked once.
- If there are more opponents than characters, each character receives an equal number of attacks and the player decides who receives any outstanding extra attacks.



ATTACKING

Each opponent has a level, a measure of how dangerous it is. All attacks against an opponent are performed by rolling 1d6. You must roll EQUAL to the level of the opponent to wound it.

Example: a wolf is level 3, so you need to roll a 3 or better to wound it.

Some characters add their level, or half their level (rounding down), to their attack rolls. The attack roll is further modified by weapon types. Unarmed attacks suffer a -3 penalty, and a Dane axe, seax, or sling all suffer a -1 penalty. Bows, spears and hand axes allow unmodified attacks, while swords receive a +1 modifier. Enchanted and legendary weapons gain an additional +1 modifier.

When an attack goes multiple times over an opponent's level, the attack causes more than one wound. That means that a single attack can kill multiple mortals, or cause several wounds to a legend.

Example: Thorfinn Hardluck is a level 2 Dvergr armed with a sword. He attacks a pack of five wolves (level 3) and rolls a 5.

He adds 2 (his level bonus as a Dvergr) and 1 (for the sword) for a total of 8.

The total of 8 means that Thorfinn kills two wolves: the first 3 points of the attack kill one wolf and the next 3 points kill a second. The remaining two points are wasted since they are not enough to kill another wolf.

If Thorfinn made the same roll against a human warband (level 4), he would kill two of them. Against the legend Hella (level 7), the same attack would only cause one wound.

When a group of mortals lose more than half their number, the remaining opponents make a morale roll. Roll 1d6: on a roll of 1-3, the remaining mortals flee, leaving their treasure behind them. On a roll of 4+, they will fight on to the death. You only ever make one morale roll per encounter. Mortals who fight to the death will never test for morale.



When a legend loses more than half its life points, its level immediately drops by one and it must make a morale roll. Roll 1d6: on a roll of 1-3, the legend flees, leaving their treasure behind them. On a roll of 4+, they will fight on to the death. You only ever make one morale roll per encounter. Legends who fight to the death will never test for morale.

Note that more than half means just that. A group of eight mortals would not have to roll for morale until five of them have been killed. Likewise, a legend with 4 life would need to be wounded three times before its level dropped.

When all mortals have been killed or fled, or when a legend flees or loses its last life point, the encounter is over and the party can loot the dead of their treasure hoards.

DEFENCE AND MORTAL WOUNDS

When attacked by a foe, characters defend by rolling 1d6. You must roll ABOVE the level of the opponent to defend against its attacks.

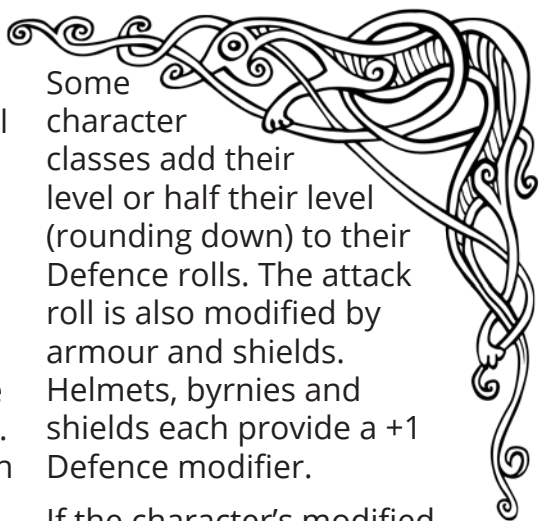
Example: a wolf is level 3, so you need to roll a 4 or more to defend yourself from its attacks.

Some character classes add their level or half their level (rounding down) to their Defence rolls. The attack roll is also modified by armour and shields. Helmets, byrnies and shields each provide a +1 Defence modifier.

If the character's modified roll is higher than the level of their foe, the character takes no damage from the attack. If the modified roll is equal to, or lower than the foe's level, the character receives a wound.

Any living character who rolls a natural 1 for defence suffers a mortal wound. If the attack would normally cause two or more wounds, the character suffers one mortal wound and treats all remaining wounds as regular wounds unless the rules specify otherwise.

Mortal wounds may not be recovered in the usual way – through resting in settlements or king's halls, or through healing spells. They may only be recovered by drinking the waters of Hvergelmir in Ísland. All mortal wounds are automatically recovered if a character goes to Valhalla.





YOUR FOES GROW IN STRENGTH

In order to ensure that the threat of your opponents remains a real feature in 4AR, the game has an inbuilt feature that strengthens mortals as your characters gain experience. The level of legends remains unaffected.

As soon as any character in the party rises to level 3, all mortals in the game add +1 to their base level for Attack and Defence purposes as written in

the book. Note that this does not affect a mortal's ability to Riddle or Tempt. As soon as any character in the party rises to level 5, all mortals in the game add +2 to their base Attack and Defence level as written in the book.

Note that the mortal enemy level increase is reliant on the presence of higher level characters in the party. If all characters of the required level are killed, the mortal level increase is removed immediately.

RUNNING AWAY FROM AN ENCOUNTER

After rolling an encounter and resolving the opponents' reactions, the party may decide that discretion is the better part of valour and run away rather than start or continue a combat. Running away costs 1 fame per character. It is only possible at the start of the party's turn; it may be part way through an encounter, but you may not attack with some or all of the characters and then immediately run away in the same round.

When running away, roll 2d6 for each character (+2 for a Ljósálfr, -2 for a Dvergr). Any character who rolls 8+ has managed to escape from their opponents without being attacked. Any character who rolls 7 or below have opened themselves up to a single attack before they escape. Roll for Defence as normal, but do not add any Defence modifiers for shields – your characters are running away and not concentrating on their own defence.

Having run away from their immediate threat, the party will not, however, have progressed any further with their journey. They must continue to roll on the Journey or Region table as appropriate.

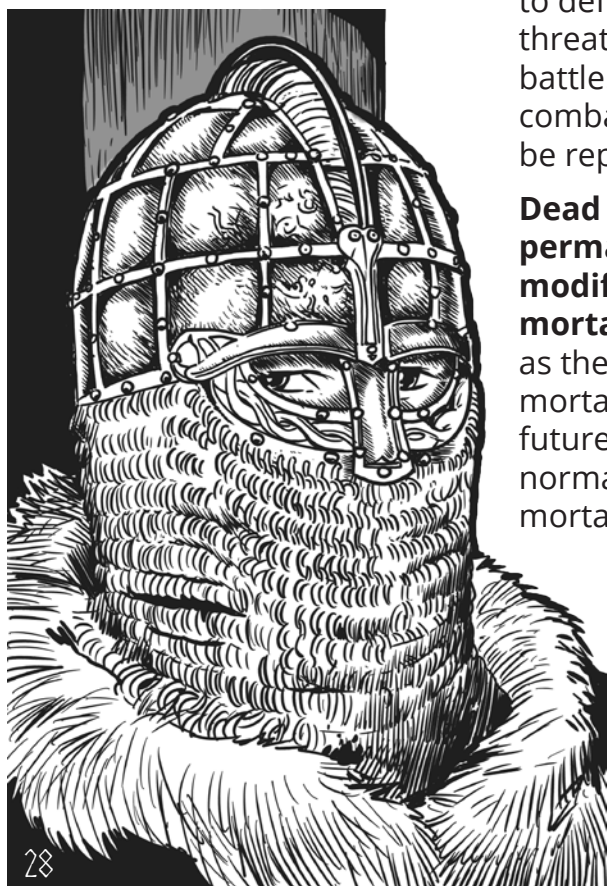
DYING – AND DYING WELL

It is (or should be) the ambition of every Norse warrior – from kings and chieftains, down to the lowliest low-born, landless pillager – to die in combat against a worthy foe. Those deemed to have fought valiantly and died well are gathered from the field of battle by the Valkyries and brought to Valhalla – Odin's great hall in Asgard. In Valhalla, Odin's chosen warriors will drink, feast, and boast until Ragnarök. Then the fallen warriors will rise again and fight beside the All-Father against the chaotic forces of Loki and his children.

Anytime a character is killed in battle in 4AR, roll 1d6 (you may choose to apply a -1 modifier if the death occurred while fighting a Legend). If the score is lower than character's level, they have been taken by the Valkyries to Asgard, to feast in

Valhalla. Note that characters who die whilst running away from an encounter, or who drown or succumb to temptation or lycanthropy, will never be considered to have died well and therefore may never be taken to Asgard.

Keep a record of your fallen warriors in Valhalla. When four characters have died and arrive in Asgard, Ragnarök will be triggered (quite by coincidence!). The dead characters now form the playable party of four



heroes with whom you will need to confront the coming darkness.

When characters die, they are buried with all of their equipment. If a character is taken to Asgard, they will take their equipment with them.

Following the start of Ragnarök, any remaining living characters cease to matter in the greater scheme of things. The four fallen heroes will begin the last phase of their adventure in Asgard (p.88) where Odin will task them to defeat up to three major threats as part of looming battle. If they fall again in combat, dead heroes may not be replaced.

Dead heroes receive a permanent +1 Defence modifier and recover all mortal wounds. Furthermore, as they have already shed their mortal form, dead heroes treat future Defence rolls of 1 as normal wounds rather than mortal wounds.

Dead heroes may freely travel on the Bifrost from any king's hall to Asgard, or from Asgard to a king's hall in Vestfold.

MOVING AROUND THE MAP

The map of Midgard is divided up into fifteen regions. Each region includes settlements and kings' halls that the party can visit, as well as unique locations, regionally dominant foes and non-player characters offering side quests.

STARTING OUT

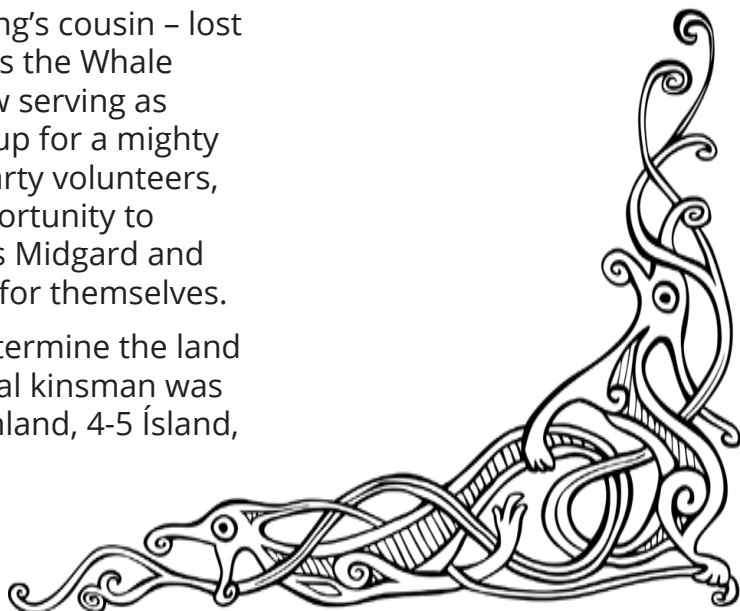
At the beginning of the game, roll 1d6 to determine the region where the party begins their saga (1 Danmark, 2-3 Kattegatt, 4-5 Vestfold, 6 Götaland).

At a gathering in a king's hall, the royal host calls for volunteers to retrieve the head of the king's cousin – lost in battle across the Whale Road, and now serving as the drinking cup for a mighty jötunn. The party volunteers, seeing an opportunity to journey across Midgard and make a name for themselves.

Roll 1d6 to determine the land where the royal kinsman was slain (1-3 Grønland, 4-5 Ísland, 6 Føroyar).

If they wish to complete the king's quest, the party must travel to the destination and defeat a jötunn. When they do so, they will recover the skull-cup as part of the treasure hoard. By returning the skull-cup to a king's hall in their home region, they will each receive an additional 15 fame, and be always welcome in all kings' halls and settlements in the region, never having to pay a bribe for entry.

As their journey takes them to different areas, they will encounter foul foes and be given song-worthy quests.



VISITING KING'S HALLS AND OTHER SETTLEMENTS

Each region has a scattering of halls belonging to its many minor kings, as well as other smaller settlements. When the party comes across a king's hall or settlement, they must roll for reactions as they would with any other encounter.

If the party enters a settlement or king's hall their current saga comes to an end. They will be feasted and allowed to rest in safety. Each member of the party will automatically regain two life points.

As gathering places for dispersed communities, halls and settlements provide essential resting places for the party and provide other services which are not available elsewhere.

King's Hall

The settlements clustered around a king's hall are larger and more important than regular settlements. The party will still need to roll for reactions before they can enter a king's hall. A king's hall

with barred gates may not be entered and the party will need to move on, rolling again on the region's exploration table.

After entering a king's hall, each member of the party will regain their lost life points and may:

- give away unwanted equipment to the king, his jarls, and their families to increase their fame (p.19);
- visit the king's blacksmith to purchase new weapons or armour (pp.17-8);
- host a feast during which they can regale their host with stories of their heroic deeds enabling the characters to level up (p.16).
- Initiate a boastful drinking competition with one of the king's jarls. The character must spend 5 fame in order to boast of their drinking prowess. Roll 1d6 to determine how the character stands up against the best drinkers in the hall:
On a roll of 1-3, the character fails to live up to their boast and forfeits their fame; on

a 4+, their ability to quaff mead surpasses even their boasts and the character receives 10 fame – more than enough to compensate for the inevitable morning after the night before.

A party with less than four characters may recruit a new member of any class (roll 1d2 to determine their starting level). Ljósálfar and Dvergr may be available to join the party, but no more than one

Ljósálfr or one Dvergr may be recruited during the same visit to a king's hall.

Settlements

Settlements are smaller than king's halls and lack folk of the 'proper' sort who would benefit from gift giving. Although they may include metal workers, they will specialise in agricultural tools and not be able to provide characters with weapons or armour.



However, a party with less than four characters may recruit a new Warrior or a Bastard who will always start at level 1.

In Íslandic settlements it may also be possible to recruit a Dvergr. In Erin, Ljósálfar may also be found in settlements.

JOURNEYING BETWEEN REGIONS

When the party wishes to journey from one region to another, roll 1d6 and consult the relevant table below. Journeys over land and sea use

their own journey tables; sea journeys are marked with a ship icon on the map. Resolve any encounters or combats and continue to roll on the relevant Journey table until the heroes roll high enough to pass through to their destination region.

JOURNEYS (1D6)

- | | |
|-----|---|
| 1-3 | Roll on the Wilderness Encounters table. |
| 4 | The party loses its way and must roll again on the Journeys table. |
| 5-6 | The party passes through to the destination region. Roll on the appropriate Region table. |

WILDERNESS ENCOUNTERS (2D6)

- | | |
|---|---|
| 2 | The party is met by the twitching, frantic-looking red squirrel, Ratatoskr , who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table. |
| 3 | Wandering wyrd. The wyrd asks payment of (1d6 fame per character). If it is not paid, the party is cursed and will suffer -1 to their level for the remainder of the current saga. |
| 4 | Travelling merchant. The party can trade for equipment as if visiting a king's hall. |
| 5 | The party meets a lone traveller (4 life). If you escort them safely to the next king's hall, they will reward you with a +1 roll on the Treasure table. |

6

2d6 **Wolves, level 3**, no treasure

Reactions: 1-2 flee if outnumbered, 3-6 fight.

7-8

1d6+6 **Human warband, level 3**, normal treasure

The warband is made up of a group of lawless or landless men who have been terrorising the region.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.

9

1 **Bear, level 5**, no treasure

Reactions: 1 flee, 2-5 fight, 6 fight to the death.

Barrow of an ancient hero. The party may ignore it and move on, or investigate it. To investigate, roll 1d6: 1-2 disturb Vættir, 3-4 nothing but dust and old bones, 5-6 +2 roll on the Treasure table.

1d3 **Vættir, level 5**, treasure +2

10

Vættir, or wights, are the spectral guardians of specific areas – often the burial place of the vættr itself. Due to the ethereal nature of vættir, all characters suffer -1 to their Attack rolls unless wielding an enchanted weapon, and -1 to their Defence rolls unless carrying an enchanted shield.

Reactions: 1-3 bribe (1 wound per character), 4-6 fight to the death.

*Legend – Jötunn, level 1d6+3**, 4 life, 2 attacks, treasure +1

11-12

Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 Fame per character), 4-6 fight.

RATATOSKR QUESTS (1D6)

1

Ægir, the sea jötunn, has requested the party borrow a cauldron large enough to brew mead for all the gods from his fellow jötunn, Hymir. The party must first visit Hymir's hall (any roll of 9+ in Orkneyar), and then accompany Hymir on up to three fishing trips (Sea Journeys leaving and returning to Orkneyar). Treat any Sea Encounter results as having caught Jörmundgandr on a fishing line.

If the party are able to defeat Jörmundgandr on any of their three fishing trips, Hymir will be impressed enough to give up his cauldron. All surviving characters receive 1d6 fame and the Æsir will reward the party with a roll on the Unique Enchanted Items table.

2

Having offended the Æsir, Loki wishes to visit several famous dverger blacksmiths of Ísland to have a number of gifts produced. In order to travel incognito, Loki takes the form of a traveller (5 life) and joins the party as an NPC. He will accompany the party until it visits two settlements in Ísland.

If the party manage to keep Loki alive long enough to visit two centres, all surviving characters receive 1d6 fame and Loki will reward the party with a roll on the Unique Enchanted Items table.



With the unwilling assistance of Loki, the shape-shifting jötunn, Thiazi has abducted the goddess Iðunn and stolen the golden apples which grant the Æsir their immortality. Odin requests that you travel to Hórdaland, defeat Thiazi and free Iðunn. Treat any roll of 8 in Hórdaland as the jötunn Thiazi until he has been defeated.

3

Legend – **Thiazi, level 6**, 4 life, 2 attacks, no treasure

Each turn roll 1d6. On a 4+ Thiazi takes the form of a giant eagle; attacks with melee weapons or unarmed attacks all suffer an additional -1 to their Attack dice. Bows, slings, and thrown hand axes may be used to attack throughout the combat with no additional modifiers.

Reactions: always fight.

If Thiazi is defeated, all surviving characters receive 1d6 fame and the Æsir will reward the party with a roll on the Unique Enchanted Items table.

Loki has barely escaped capture by the jötunn, Geirröðr. However, Geirröðr is now angry and gods ask the party to hunt him down and subdue him. The next time the party encounter a jötunn (or giant or ettin), treat it as Geirröðr.

4

Legend – **Geirröðr, level 6**, 4 life, 2 attacks, no treasure

Any character wounded by Geirröðr must roll 4+ or be temporarily frozen spending their next turn warming up again rather than attacking.

If Geirröðr is defeated, all surviving characters receive 1d6 fame and the Æsir will reward the party with **Járnglófar**, Thor's iron gloves. The wearer of Járnglófar gains +1 to Attack rolls.

Thor and Loki have found themselves trapped in the hall of the jötunn sorcerer, Útgarða-Loki. The party are requested to travel to Útgarður (any roll of 9+ in Northumbria). Once there, Útgarða-Loki will give the party four challenges before he agrees to release his prisoners. Each challenge may only be attempted by a single character.

- Eat as much as Útgarða-Loki's servant Logi (Fire)- roll 6+, Dverger and Bastards add their level.
- Race Útgarða-Loki's servant Hugi (Wind)- roll 6+, Ljósálfar add their level.
- 5** • Lift Útgarða-Loki's cat (Jörmundgandr in disguise)- roll 6+, Dverger and Warriors add their level.
- Wrestle Útgarða-Loki's nurse, Elli (Age)- roll 6+, Warriors add their level.

If the party is able to pass three of the four tests, Útgarða-Loki will be impressed. All characters receive 1d6 fame and a relieved Thor will give the party **Tanngrisnir and Tanngnjóstr**, his magically self-resurrecting goats. After each encounter, the party may feast on Tanngrisnir and Tanngnjóstr, healing 1 Life per character. The goats will resurrect themselves the next day.

- 6** The Æsir have asked for the party's assistance to restrain the great wolf Fenrir. The party must first travel to the dverger blacksmiths in Ísland (finding them in any settlement) to collect enchanted ropes, before returning to Fenrir's den in Hålogaland (any roll of 9+) to deliver the ropes to the gods.

If the party delivers the enchanted ropes to the gods, all surviving characters receive 1d6 fame and the Æsir will reward the party with a roll on the Unique Enchanted Items table.

Each of Ratatoskr's quests may only be attempted once per game. If a quest is rolled which has already been attempted, reroll on the Ratatoskr table.

After Ragnarök, Ratatoskr quests will no longer be available. Any time Ratatoskr is encountered after Ragnarök, roll 1d6 and add the number

of Ratatoskr quests successfully completed. On a roll of 5+, Ratatoskr joins the party as an additional character, even if that makes him a fifth hero.



RATATOSKR

Level: Squirrels don't have levels.

Attack modifier: +2 to Attack rolls.

Defence modifier: +4 to Defence rolls.

Traits:

Acorns – Ratatoskr throws acorns as his main attack, as both a missile weapon and in melee. He has two attacks per turn.

Annoying – Anytime Ratatoskr successfully Defends against an enemy attack, the enemy lose one attack this turn.

Talkative – +3 to Riddle rolls.

Equipment restrictions: Ratatoskr may not be given any additional equipment.

Life: 10.

SEA JOURNEYS (1D6)

- | | |
|------------|--|
| 1 | Roll on the Storms table. |
| 2-3 | Roll on the Sea Encounters table. |
| 4-6 | The party passes through to the destination region.
Roll on the appropriate Region table. |

SEA ENCOUNTERS (2D6)

- | | |
|----------|--|
| 2 | The sea goddess Rán casts her net over the party's vessel, hoping to drag it's crew and passengers down to her hall below the waves. Roll 1d6 for each character, on a roll of a 1, the character is dragged overboard, never to be seen again. |
|----------|--|

*Legend – **Kraken, level 5**, 6 life, 8 attacks, treasure +1*

- | | |
|----------|--|
| 3 | The party's ship is attacked by the giant tentacled Kraken. If the Kraken has already been encountered and killed, reroll the Sea Encounter. |
|----------|--|

Reactions: 1 flee, 2-4 fight, 5-6 fight to the death.

1 Nøkk, level 5, normal treasure

- | | |
|----------|--|
| 4 | A nøkk, strömkarlen, or fossegrimen, is a shape-shifting water sprite with waxy, sallow skin draped in moss and water-logged foliage. Nøkken play beautiful music or can appear in the guise of handsome youths, fair maidens or fine horses to lure travellers across thin ice or into leaking boats, hoping to drag them down to the nøkk's watery lair. |
|----------|--|

Reactions: 1 flee, 2-6 tempt.

1d6+2 Vikings, level 4, treasure +2

- | | |
|----------|--|
| 5 | A ship full of Vikings on their homeward journey after pillaging distant shores. |
|----------|--|

Reactions: 1 flee if outnumbered, 2-4 bribe (1d3 fame per character), 5-6 fight to the death.

6

1d6 **Wave Maidens, level 3**, normal treasure

Known by many different names including finfolk, mermaids, merrows, and selkies, wave maidens combine the beauty and grace of Ljósálfar, with an ichthian desire to drag warm-blooded surface dwellers below the waves.

Reactions: 1 flee, 2 flee if outnumbered, 3-4 tempt, 5-6 fight.

7

1d6+8 **Vikings, level 3**, treasure -3

A ship full of Vikings on their outward journey to pillage distant shores.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.

8-9

Legend – **Jörmundgandr, level 6**, 8 life, 3 attacks, no treasure

The son of Loki, Jörmundgandr is a massive serpent with a poisonous bite. Characters wounded by Jörmundgandr must roll 4+ on 1d6 or suffer an additional wound from the noxious poison.

Reactions: When met at sea, Jörmundgandr will always fight, but flee after suffering four wounds. After Ragnarök, Jörmundgandr will always fight to the death.

10

The party come across the sea jötunn **Ægir**, revelling with his family in the waves. He shares his mead with them allowing each character to recover 2 lost life points.

11-12

Njord, god of Seafaring, rises up from the depths and offers to transport the party's ship directly to a king's hall in any region of the map in exchange for treasure worth 45 fame or any enchanted item.

STORMS (1D6)

1

The party's ship is blown far off course and then wrecked. Roll 1d6 for each character, suffering a -1 modifier if the character wears a byrnie. Any modified rolls of 1 result in the character being pulled below the waves and drowning. Any survivors find themselves washed up on the shores of (roll 1d6): 1 Grønland, 2 Ísland, 3 Føroyar, 4 Erin, 5 Alba, 6 Northumbria.

All surviving characters lose half their current life (rounding down) and all helmets, byrnies and shields.

2

The party's ship is blown far off course and then wrecked. Roll 1d6 for each character, suffering a -1 modifier if the character wears a byrnie. Any modified rolls of 1 result in the character being pulled below the waves and drowning. Any survivors find themselves washed up on the shores of (roll 1d6): 1 Hålogaland, 2 Hördaland, 3 Orkneyar, 4 Danmark, 5 Götaland, 6 Svealand.

All characters lose half their current life (rounding down) and all helmets, byrnies and shields.

3

The party's ship is blown off course and the characters step ashore in (roll 1d6): 1 Grønland, 2 Ísland, 3 Føroyar, 4 Erin, 5 Alba, 6 Northumbria.

4

The party's ship is blown off course and the characters step ashore in (roll 1d6): 1 Hålogaland, 2 Hördaland, 3 Orkneyar, 4 Danmark, 5 Götaland, 6 Svealand.

5

The party's ship is blown back to the region it was coming from.

6

The party's ship is blown directly across to their destination.

TREASURE (2d6)

4 or less	Armour (roll 1d6: 1-2 shield, 3-4 helmet, 5-6 byrnie) plus treasure worth 1d6 fame.
5	Weapon (roll 1d6: 1 sling, 2 seax, 3 bow, 4 spear, 5 hand axe, 6 Dane axe) plus treasure worth 1d6 fame.
6	Horde of treasure worth 2d6 fame.
7-9	Horde of treasure worth 3d6 fame.
10	1 Gold ring worth 15 fame plus other treasures worth 1d6 fame.
11	1d3 gold rings worth 15 fame.
12+	Horde of treasure worth 2d6 fame and 1 roll on the Unique Enchanted Items table.



UNIQUE ENCHANTED ITEMS (1D6)

- 1 **Draupnir**, Odin's magic ring. After every encounter, the ring multiplies itself gaining 1d6 fame for the wearer.
- 2 **Svalinn**, Sol's shield. The shield grants a total +2 Defence modifier and the wielder becomes immune to fire, automatically passing any die roll required.
- 3 **Dáinsleif**, the cursed sword of the dvergr, Dain. Roll 1d6 each time the wielder wounds a legend. On a roll of 4+. The sword causes an additional wound. If the wielder fails to wound any enemy during an encounter, they must spill their own blood on the blade, suffering 1d3 wounds.
- 4 **Skíðblaðnir**, Frey's magical ship. Small enough to be carried in a bag, but large enough to carry the party across the seas. The party receives a +1 modifier when rolling for sea journeys.
- 5 **Gungnir**, Odin's spear made from a branch of Yggdrasil. Gungnir is an enchanted spear which fights with a +1, or may be thrown (like a hand axe) gaining a +4 modifier.
- 6 **Mjöltnir**, Thor's hammer. Mjöltnir may be used as a ranged weapon (like a bow or sling) with a +1 modifier, and as a one-handed melee weapon with a +1 modifier (like a sword). Once per saga, the wielder may summon a lightning bolt to strike an opposing legend. The lightning bolt works like a regular attack roll. The character always adds their full level to the roll, and the lightning bolt doubles the number of wounds inflicted by the modified roll.

If you roll a unique enchanted item already in your possession, you may choose to roll again, receive an enchanted sword (always roll two Attack dice, choosing the preferred result) or treasure worth 1d6x5 fame instead.



REGIONS

The map of Midgard is divided into 15 regions. When the party passes into a new region you must roll 2d6 for the relevant region (below) at least once, and resolve the result, before journeying on to an adjoining region. However, the party is free to explore the same region multiple times (by rolling 2d6) so long as they resolve each result before rolling again or moving on.

While it may at first seem strange that the party must

roll to explore a region that they have been to before – or indeed, may have grown up in – players should think of it like this: the party may well know where they are going, but they have no way of knowing whom they may meet on the way there.

There is no fixed order in which regions must be explored; it is entirely up to the player. The only region that may not be explored normally is Asgard. Only characters who die in battle, and die well, will be welcomed to Odin's Hall in Asgard.

alBa

From its rain-soaked lowlands to the mist-shrouded highlands, Alba's landscape is as rugged and untamed as its people.

- 2) The party comes across three **Wyrd Sisters**. One character may approach them to receive a prophesy. Roll 1d6:

1	<i>Fated to die</i> – the character immediately suffers 2 mortal wounds.
2	<i>Heroic death awaits</i> – the character is fated to die in their next battle. They will receive 1d3 additional wounds each time they are wounded. If they survive their next battle, they receive an additional 2d6 fame.
3-5	<i>Fame awaits</i> – the character will receive double the normal fame from their next encounter.
6	<i>Warrior of legend</i> – the character receives 1d6+4 fame.

- 3) 1 **Gruagach, level 5**, normal treasure

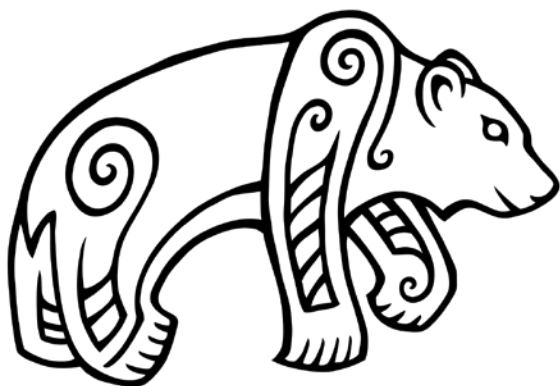
Known as nisse, tomte, brownies or gruagach, these hairy, diminutive and solitary creatures are usually benign but are easily angered by a lack of respect.

Reactions: 1 flee, 2-6 riddle.

- 4) 1d6 **Selkies, level 3**, normal treasure

Known by many different names including finfolk, mermaids, merrows, or wave maidens, selkies combine the beauty and grace of Ljósálfar, with an ichthian desire to drag warm-blooded surface dwellers below the waves.

Reactions: 1 flee, 2 flee if outnumbered, 3-4 tempt, 5-6 fight.



- 5) 1 **Bear, level 5**, no treasure

Reactions: 1 flee, 2-5 fight, 6 fight to the death.

- 6) 1d6 **Werewolves, level 4**, treasure -2

Rather than suffering a mortal wound, any character who rolls a natural 1 in Defence against a werewolf will be infected with lycanthropy. They immediately receive a permanent +1 Attack modifier. However, in any future encounter, if the character rolls a natural 1 in combat, they will start to take the form of a werewolf themselves and attack a random party member (number the party members 1-3 and roll 1d3 to determine the target). They will then run off, never to be seen again. Any character rolling a 1 in Defence against their erstwhile companion will, themselves, become infected by lycanthropy.

Reactions: 1-4 fight, 5-6 fight to the death.

- 7) 2d6+2 **Redcaps, level 3**, normal treasure

Malign and vicious little creatures, Redcaps dye their hats in the blood of slain enemies. If a character is ever killed by a Redcap, any remaining Redcaps which have not yet attacked that turn will lose their attack as they dance about with excitement.

Reactions: 1-2 bribe (1 fame per character for every three Redcaps), 3-6 fight.

- 8) *Legend* – **Giant, level 1d6+3***,
4 life, 2 attacks, treasure +1

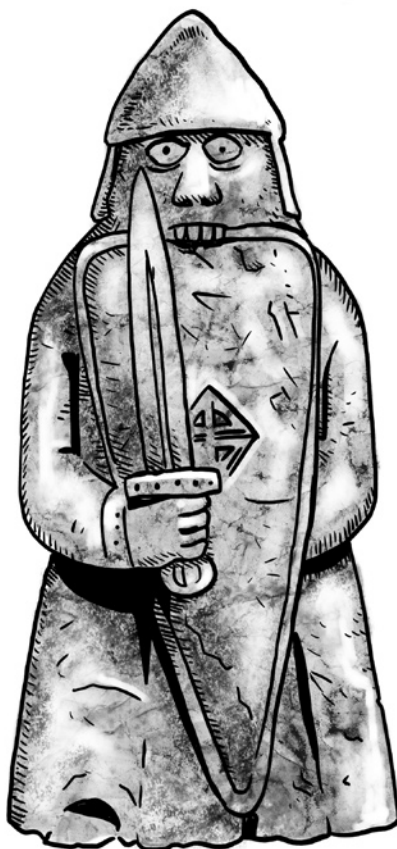
Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.

- 9) *Legend* – **Kelpie, level 5**,
4 life, 3 attacks, normal treasure

A great amphibious horse-like monster, any character wounded by a kelpie or water horse suffers -1 to their next attack roll.

Reactions: 1-2 flee, 3-4 fight, 5-6 fight to the death.



- 10) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 11-12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

DANMARK

A low-lying, liminal, landscape, Danmark rests somewhere between sea, land and sky.

- 2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.

- 3) 1 **Nisse, level 4**, normal treasure

Known as nisse, tomte, brownies or gruagach, these hairy, diminutive and solitary creatures are usually benign but are easily angered by a lack of respect.

Reactions: 1 flee, 2-6 riddle.

- 4) Legend – **Jötunn, level 1d6+3***, 4 life, 2 attacks, treasure +1

Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.

- 5) 2d6 **Valravn, level 3**, no treasure

Valravn, monstrous ravens with wolf-like features, swoop down on their foes from the skies making them hard to hit. Attacks with melee weapons or unarmed attacks all suffer an additional -1 to their Attack dice. Bows, slings, and thrown hand axes may be used to attack throughout the combat with no additional modifiers.

Reactions: 1-2 flee if outnumbered, 3-6 fight.

- 6) 1d3 **Vættir, level 5**, treasure +2

Vættir, or wights, are the spectral guardians of specific areas – often the burial place of the vættr itself. Due to the ethereal nature of vættir, all characters suffer -1 to their Attack rolls unless wielding an enchanted weapon, and -1 to their Defence rolls unless carrying an enchanted shield.

Reactions: 1-3 bribe (1 wound per character), 4-6 fight to the death.

- 7) 1d3 **Trolls, level 6**, treasure +1

Large and possessing immense strength, but ugly and rather dim-witted, trolls are not to be trifled with if it can be avoided. When characters fail a Defence roll against a troll they will always suffer 2 wounds instead of 1. All characters gain a +1 modifier to riddle rolls against trolls.

Reactions: 1 riddle, 2-4 bribe (1d6 fame per character), 5-6 fight.

- 8) 1 **Nøkk, level 5**, normal treasure

A nøkk, strömkarlen, or fossegrimen, is a shape-shifting water sprite with waxy, sallow skin draped in moss and water-logged foliage. Nøkken play beautiful music or can appear in the guise of handsome youths, fair maidens or fine horses to lure travellers across thin ice or into leaking boats, hoping to drag them down to the nøkk's watery lair.

Reactions: 1 flee, 2-6 tempt.

- 9) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 10) The party comes across **Heorot**, the hall of King Hrothgar. Heorot is plagued by three evils: the troll-like Grendel, Grendel's mother, and a great dragon. If they can defeat all three, they will be greatly rewarded. Between fights, the party may rest in Heorot, healing 1d3 wounds each. If the party chooses not to fight a legend, they must move on, rolling again on the exploration table. If the party is successful against all three, treat Heorot as a king's hall.

Legend – Grendel, level 6, 4 life, 5 attacks, treasure +2

When characters fail a defence roll against Grendel they will always suffer 2 wounds instead of 1.

Reactions: always fight to the death.

Legend – Grendel's Mother, level 5, 5 life, 4 attacks, treasure +3

Grendel's mother lives in a cave below a lake. Roll 1d6 for each character, -1 for each helmet, byrnie or shield. If the modified result is 0 or less, the character has drowned during their pursuit of Grendel's Mother. Characters may choose to leave any or all armour in Heorot. Any character wounded by Grendel's Mother suffers -1 to their next attack roll.

Reactions: always fight to the death.

Legend – Dragon, level 6, 5 life, 2 attacks, two rolls on the treasure table at +2

Every turn, roll 1d6. On a 1 or 2, the dragon breaths fire instead of making multiple attacks. Roll 5+ on 1d6 for each character or receive a wound.

Reactions: always fight to the death.

- 11-12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.



ERIN

Known as the Isle of the Blessed, or the Sleeping Land, the green shores of Erin have experienced many invasions, each of which has left a legacy on its fractious people.

- 2) *Legend* – **Abartach, level 6**, 5 life, 2 attacks, two rolls on treasure table

The vampiric dwarf Abartach has long reigned as a tyrant over his kingdom. Anyone capable of defeating him will be well rewarded. Abartach will heal 1 life point every time he wounds a member of the party. If Abartach is defeated, treat future exploration rolls of 2 as 12.

Reactions: 1-2 bribe (1d3 wounds per character), 3-6 fight to the death.

- 3) 1 **Gruagach, level 4**, normal treasure

Known as nisse, tomte, brownies or gruagach, these hairy, diminutive and solitary creatures are usually benign but are easily angered by a lack of respect.

Reactions: 1 flee, 2-6 riddle.

4) 1 **Púca, level 5**, no treasure

A púca or boggart is a malevolent shape-shifter, often appearing as an ill-proportioned child, or in beast form as a black dog, goat or horse. They are much given to mischief. Any character rolling a natural 1 in defence against a púca receives 2 mortal wounds.

Reactions: 1 flee, 2-3 riddle, 4-5 fight, 6 curse.

5) *Legend* – **Water Horse, level 5**, 4 life, 3 attacks, normal treasure

A great amphibious horse-like monster, any character wounded by a water horse suffers -1 to their next attack roll.

Reactions: 1-2 flee, 3-4 fight, 5-6 fight to the death.

6) 2d6 **Firbolg, level 3**, treasure -1

The firbolg, or bag-men, hail from an earlier age where once they ruled Erin. They are now much reduced in wealth, and in stature.

Reactions: 1 flee if outnumbered, 2-3 bribe (1d3 fame per character), 4+ fight.

7) 1d3+1 **Tuatha Dé Danann, level 5**, treasure +2

Graceful and dangerous in equal parts, Ljósálfar and their cousins the Tuatha Dé Danann are ancient beings whose true nature is best described as capricious.

Reactions: 1 curse, 2 flee if outnumbered, 3-4 fight to the death, 5-6 offer to heal 1d3 wounds per character in exchange for 1d6 fame each.

- 8) 1d6 **Formorians, level 4**, normal treasure

The monstrous, skin-clad, one-eyed formorians attack savagely and without mercy. Their first attack each encounter is treated as level 5.

Reactions: 1-3 bribe (1d6 fame per character), 4-6 fight.

- 9) *Legend* – **Giant, level 1d6+3***, 4 life, 2 attacks, treasure +1

Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.

- 10) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

Unlike in other regions, Ljósálfar may be recruited in any settlement in Erin on a roll of 4+ on a 1d6. Only one attempt may be made to recruit a Ljósálf during each visit to a settlement. A newly recruited Ljósálf will start at level 1.

- 11-12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.



FØROYAR

Consisting of 18 rugged islands separated by narrow, fast flowing waters, the steep lop-sided hills of Føroyar are scattered with grazing sheep and low turf-covered houses.

2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.

3) 1d3+1 **Dverger, level 4**, treasure +1

Physically stout and broad, dverger are cantankerous and greedy by nature. However, they are famous as craftsmen and blacksmiths. If the dverger demand a bribe from the party, one character may choose to pay double the bribe for the whole party in exchange for a finely crafted item enchanted by runes – roll 1d6 on the crafting table after paying the bribe.

Reactions: 1 riddle, 2-4 bribe (1d6+2 fame per character), 5-6 fight.

⟨CRAFTING

1	Cursed ring (-1 to Defence rolls, may not be removed)
2	Gold ring (+30 fame)
3	Enchanted seax (+1 Attack modifier – in effect cancelling out the usual -1)
4	Enchanted bow (+1 Attack modifier)
5	Enchanted shield (+1 Defence modifier)
6	Enchanted sword (always roll two Attack dice, choosing the preferred result)

4) 1d6+2 **Vikings, level 4**, treasure +2

A ship full of Vikings on their homeward journey after pillaging distant shores.

Reactions: 1 flee if outnumbered, 2-4 bribe (1d3 fame per character), 5-6 fight to the death.

5) 1d6 **Wave Maidens, level 3**, normal treasure

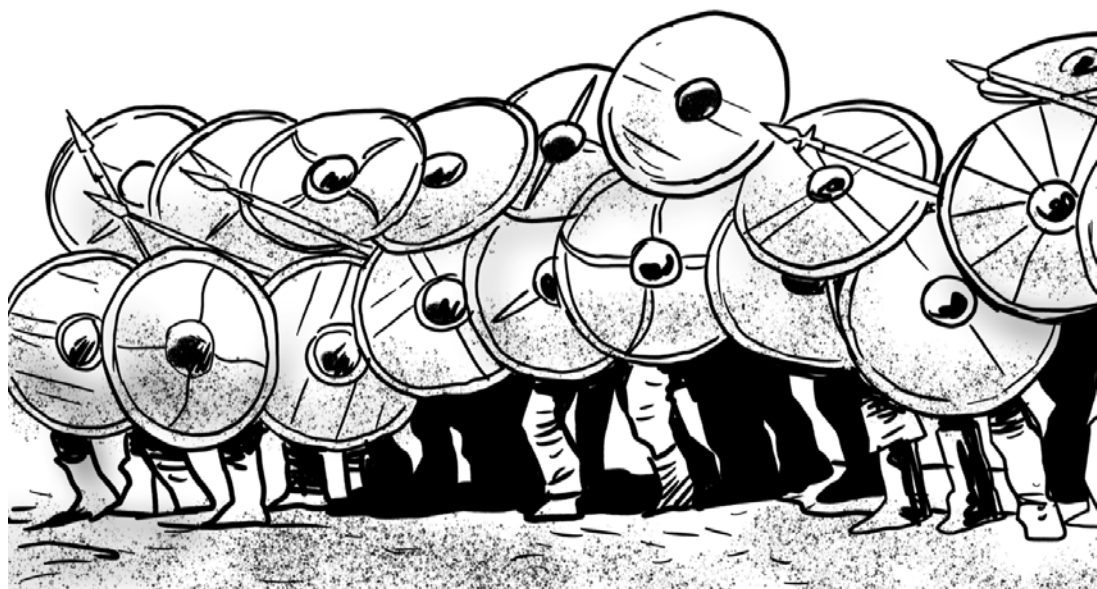
Known by many different names including finfolk, mermaids, merrows, or wave maidens, selkies combine the beauty and grace of Ljósálfar, with an ichthian desire to drag warm-blooded surface dwellers below the waves.

Reactions: 1 flee, 2 flee if outnumbered, 3-4 tempt, 5-6 fight.

6) 1d6 **Draugar, level 3**, treasure -1

Draugar are fallen warriors who have remained unburied and have been corrupted into shambling undead creatures. In order to destroy a draugar, a character must inflict two wounds with a single attack. Any attack which only causes a single wound is completely ignored. If the party chooses to flee from the encounter with draugar, each character adds +1 to their dice roll.

Reactions: always fight to the death.



- 7) 1d6+6 **Human warband, level 3**, normal treasure

The warband is made up of a group of lawless or landless men who have been terrorising the region.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.

- 8) 1d6+8 **Vikings, level 3**, treasure -3

A ship full of Vikings on their outward journey to pillage distant shores.

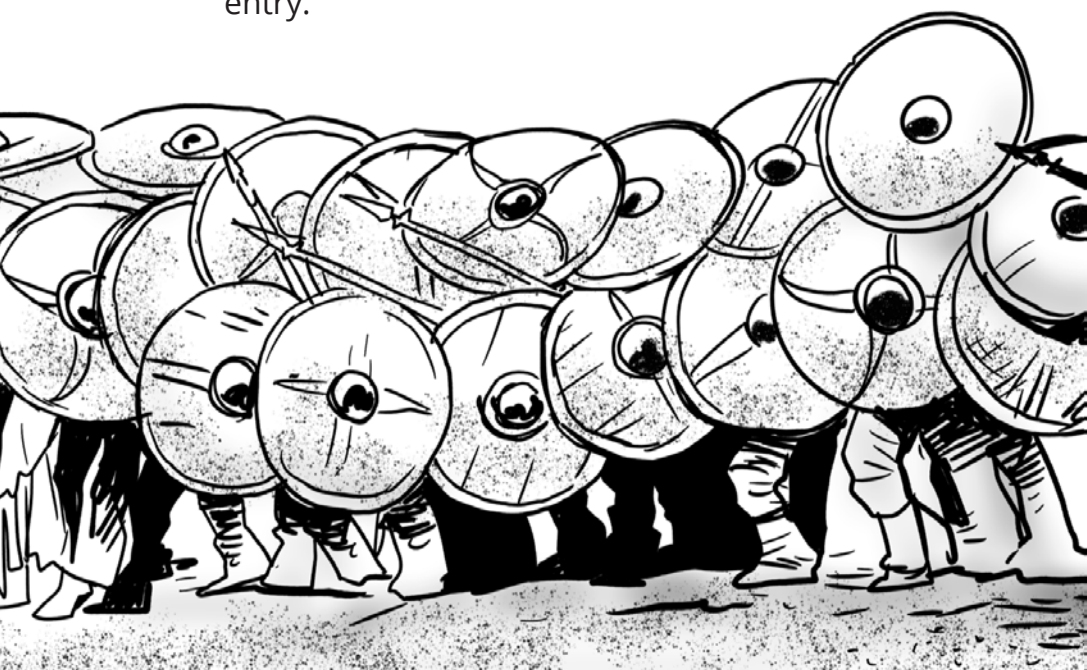
Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.

- 9-11) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.





ǪTALAND

Götaland, the land of the Geats, consists of a heavily forested interior with low-lying coastal areas and archipelagos boasting some of the richest agricultural land in Midgard.

- 2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.

- 3) *Legend* – **Fáfnir, level 5**, 5 life, 3 attacks, normal treasure

The son of the dwarf king Hreiðmarr, Fáfnir was cursed to take the form of a covetous lindwurm, or land worm. Fáfnir's scaled hide is so tough, characters suffer -1 on all physical Attack rolls unless using an enchanted weapon. Every turn, roll 1d6. On a 1 or 2, Fáfnir breathes fire instead of making multiple attacks. Roll 5+ on 1d6 for each character or receive a wound. If Fáfnir has been killed in a previous saga, reroll the exploration dice.

Reactions: 1-4 bribe (1d6 fame per character), 5-6 fight.

In addition to their normal treasure roll, the party also receive two enchanted items, Fáfnir's Blood, and Andvarinaut.

Fáfnir's Blood, a character who drinks the blood of Fáfnir will be able to hear warnings given by the birds and will receive a permanent +1 to their Defence rolls.

Andvarinaut, Andvari's cursed ring which, once worn, may not be removed. The wearer suffers -2 to their Defence rolls. After every encounter, the ring multiplies itself gaining 1d6 fame for the wearer.



4) 1d3+1 **Dverger, level 4**, treasure +1

Physically stout and broad, dverger are cantankerous and greedy by nature. However, they are famous as craftsmen and blacksmiths. If the dverger demand a bribe from the party, one character may choose to pay double the bribe for the whole party in exchange for a finely crafted item enchanted by runes – roll 1d6 on the crafting table after paying the bribe.

Reactions: 1 riddle, 2-4 bribe (1d6+2 fame per character), 5-6 fight.

⟨CRAFTING

- | | |
|---|--|
| 1 | Cursed ring (-1 to Defence rolls, may not be removed) |
| 2 | Gold ring (+30 fame) |
| 3 | Enchanted seax (+1 Attack modifier – in effect cancelling out the usual -1) |
| 4 | Enchanted bow (+1 Attack modifier) |
| 5 | Enchanted shield (+1 Defence modifier) |
| 6 | Enchanted sword (always roll two Attack dice, choosing the preferred result) |

5) 1d6 **Werewolves, level 4**, treasure -2

Rather than suffering a mortal wound, any character who rolls a natural 1 in Defence against a werewolf will be infected with lycanthropy. They immediately receive a permanent +1 Attack modifier. However, in any future encounter, if the character rolls a natural 1 in combat, they will start to take the form of a werewolf themselves and attack a random party member (number the party members 1-3 and roll 1d3 to determine the target). They will then run off, never to be seen again. Any character rolling a 1 in Defence against their erstwhile companion will, themselves, become infected by lycanthropy.

Reactions: 1-4 fight, 5-6 fight to the death.



6) 2d6 **Valravns, level 3**, no treasure

Valravns, monstrous ravens with wolf-like features, swoop down on their foes from the skies making them hard to hit. Attacks with melee weapons or unarmed attacks all suffer an additional -1 to their Attack dice. Bows, slings, and thrown hand axes may be used to attack throughout the combat with no additional modifiers.

Reactions: 1-2 flee if outnumbered, 3-6 fight.

- 7) 1d3 **Trolls, level 6**, treasure +1

Large and possessing immense strength, but ugly and rather dim-witted, trolls are not to be trifled with if it can be avoided. When characters fail a Defence roll against a troll they will always suffer 2 wounds instead of 1. All characters gain a +1 modifier to riddle rolls against trolls.

Reactions: 1 riddle, 2-4 bribe (1d6 fame per character), 5-6 fight.

- 8) 1d3 **Vættir, level 5**, treasure +2

Vættir, or wights, are the spectral guardians of specific areas – often the burial place of the vættr itself. Due to the ethereal nature of vættir, all characters suffer -1 to their Attack rolls unless wielding an enchanted weapon, and -1 to their Defence rolls unless carrying an enchanted shield.

Reactions: 1-3 bribe (1 wound per character), 4-6 fight to the death.

- 9) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 10-12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

GRØNLAND

Sparsely vegetated with a barren rocky coast and a largely ice-capped interior, the ill-named Grønland has only recently been settled by Norsemen who struggle to survive it's harsh winters.

- 2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.

- 3) *Legends* – **Fjalar and Galar, level 6**, 3 life each, 2 attacks each, normal treasure

The evil dverger, Fjalar and Galar, keep a jealous guard over the liquid of Odrerir – the Mead of Poetry – brewed from the blood of the god Kvasir. If both Fjalar and Galar have been killed in a previous saga, reroll the exploration dice.

Reactions: 1-3 riddle, 4-6 fight to the death.

In addition to their normal treasure roll, all surviving members of the party may take a sip from *Odrevir*, receiving the Skaldic trait Heroic ode.

- 4) 1 **Nøkk, level 5**, normal treasure

A nøkk, strömkarlen, or fossegrimen, is a shape-shifting water sprite with waxy, sallow skin draped in moss and water-logged foliage. Nøkken play beautiful music or can appear in the guise of handsome youths, fair maidens or fine horses to lure travellers across thin ice or into leaking boats, hoping to drag them down to the nøkk's watery lair.

Reactions: 1 flee, 2-6 tempt.

- 5) 1d6 **Draugar, level 3**, treasure -1

Draugar are fallen warriors who have remained unburied and have been corrupted into shambling undead creatures. In order to destroy a draugr, a character must inflict two wounds with a single attack. Any attack which only causes a single wound is completely ignored. If the party chooses to flee from the encounter with draugar, each character adds +1 to their dice roll.

Reactions: always fight to the death.

- 6) 1d6+6 **Human warband, level 3**, normal treasure

The warband is made up of a group of lawless or landless men who have been terrorising the region.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.

- 7) 1 **Bear, level 5**, no treasure

Reactions: 1 flee, 2-5 fight, 6 fight to the death.

- 8-9) *Legend* – **Jötunn, level 1d6+3***, 4 life, 2 attacks, treasure +1

Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.

- 10-12) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

HÅLOGALAND

Consisting of numerous rugged fjords and forested islands beyond number, Hålogaland is a haven for sea-kings and Viking raiders.

- 2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.
- 3) The party comes to **Mímisbrunnr**, the well of the all-knowing Æsir Mímir. One character may attempt to drink the waters from the base of the well. They must first sacrifice an eye – suffering -2 to any shooting attack rolls in future – and may then try to clamber down the root of Yggdrasil into the well. Roll 1d6, on a roll of 1 or 2, the character slips and falls to their death. On a roll of 3+, they gain the Wyrd's prophesy trait.



4) 1 **Nøkk, level 5**, normal treasure

A nøkk, strömkarlen, or fossegrimen, is a shape-shifting water sprite with waxy, sallow skin draped in moss and water-logged foliage. Nøkken play beautiful music or can appear in the guise of handsome youths, fair maidens or fine horses to lure travellers across thin ice or into leaking boats, hoping to drag them down to the nøkk's watery lair.

Reactions: 1 flee, 2-6 tempt.

5) 1d3+1 **Ljósálfar, level 5**, treasure +2

Graceful and dangerous in equal parts, Ljósálfar and their cousins the Tuatha Dé Danann are ancient beings whose true nature is best described as capricious.

Reactions: 1 curse, 2 flee if outnumbered, 3-4 fight to the death, 5-6 offer to heal 1d3 wounds per character in exchange for 1d6 fame each.

6) 1d3 **Hulder, level 4**, normal treasure

Also known as forest wives, the elusive hulder take the form of beautiful maidens with an ox or fox tail which they try to hide. If a huldra takes a liking to a mortal, they will try to tempt the human away to be kept as lovers, slaves or to drink their life force.

Reactions: 1 flee, 2-4 tempt, 5-6 fight.

7) 1d6+8 **Vikings, level 3**, treasure -3

A ship full of Vikings on their outward journey to pillage distant shores.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.

- 8) 1d3 **Mountain Trolls, level 6**, treasure +3

Just as large, strong and dim-witted as their lowland cousins, mountain trolls are renowned for their great wealth. When characters fail a Defence roll against a mountain troll they will always suffer 2 wounds instead of 1. All characters gain a +1 modifier to riddle rolls against mountain trolls.

Reactions: 1 riddle, 2-3 bribe (1d6+2 fame per character), 4-6 fight.

- 9) *Legend* – **Jötunn, level 1d6+3***, 4 life, 2 attacks, treasure +1

Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.

- 10) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 11-12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.



HÖRDALAND

Hördaland's mountainous fjords, fed by waterfalls and glacial rivers, are dominated by Dovrefjell, the impassable keel-like mountain range which divides the region from Vestfold.

- 2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.

- 3) 1 **Nøkk, level 5**, normal treasure

A nøkk, strömkarlen, or fossegrimen, is a shape-shifting water sprite with waxy, sallow skin draped in moss and water-logged foliage. Nøkken play beautiful music or can appear in the guise of handsome youths, fair maidens or fine horses to lure travellers across thin ice or into leaking boats, hoping to drag them down to the nøkk's watery lair.

Reactions: 1 flee, 2-6 tempt.

- 4) 1d3 **Hulder, level 4**, normal treasure

Also known as forest wives, the elusive hulder take the form of beautiful maidens with an ox or fox tail which they try to hide. If a huldra takes a liking to a mortal, they will try to tempt the human away to be kept as lovers, slaves or to drink their life force.

Reactions: 1 flee, 2-4 tempt, 5-6 fight.

- 5) 2d6 **Valravn, level 3**, no treasure

Valravn, monstrous ravens with wolf-like features, swoop down on their foes from the skies making them hard to hit. Attacks with melee weapons or unarmed attacks all suffer an additional -1 to their Attack dice. Bows, slings, and thrown hand axes may be used to attack throughout the combat with no additional modifiers.

Reactions: 1-2 flee if outnumbered, 3-6 fight.

6) 1d6 **Werewolves, level 4**, treasure -2

Rather than suffering a mortal wound, any character who rolls a natural 1 in Defence against a werewolf will be infected with lycanthropy. They immediately receive a permanent +1 Attack modifier. However, in any future encounter, if the character rolls a natural 1 in combat, they will start to take the form of a werewolf themselves and attack a random party member (number the party members 1-3 and roll 1d3 to determine the target). They will then run off, never to be seen again. Any character rolling a 1 in Defence against their erstwhile companion will, themselves, become infected by lycanthropy.

Reactions: 1-4 fight, 5-6 fight to the death.

7) 1d3 **Mountain Trolls, level 6**, treasure +3

Just as large, strong and dim-witted as their lowland cousins, mountain trolls are renowned for their great wealth. When characters fail a Defence roll against a mountain troll they will always suffer 2 wounds instead of 1. All characters gain a +1 modifier to riddle rolls against mountain trolls.

Reactions: 1 riddle, 2-3 bribe (1d6+2 fame per character), 4-6 fight.

8) *Legend* – **Jötunn, level 1d6+3***, 4 life, 2 attacks, treasure +1

Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.



- 9) *Legend* – **Dovregubben, level 7**, 4 life, 2 attacks, two rolls on the treasure table

The troll king of Dovrefjell - when characters fail a defence roll against Dovregubben they will always suffer 2 wounds instead of 1. If Dovregubben is defeated, treat further exploration rolls of a 9 as mountain trolls.

Reactions: 1-2 riddle, 3 bribe (2d6 fame per character), 4-6 fight.

- 10) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 11-12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

ÍSLAND

A land without kings, Ísland is a volcanic world of smoking mountains, icy cliffs and thermal springs, where ancient dwarf forests lie scattered between stretches of twisted black rock.

2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.

3) The party comes to the bubbling, boiling spring of life, **Hvergelmir**. All characters may drink from the waters and be fully healed – including any mortal wounds. Each character may also fill a single bottle with Hvergelmir's water. The waters may be drunk during an encounter instead of attacking, or after an encounter, and will fully restore all lost health including any mortal wounds.

4) 1d6 **Draugar, level 3**, treasure -1

Draugar are fallen warriors who have remained unburied and have been corrupted into shambling undead creatures. In order to destroy a draugar, a character must inflict two wounds with a single attack. Any attack which only causes a single wound is completely ignored. If the party chooses to flee from the encounter with draugar, each character adds +1 to their dice roll.

Reactions: always fight to the death.

5) 2d6 **Valravn, level 3**, no treasure

Valravn, monstrous ravens with wolf-like features, swoop down on their foes from the skies making them hard to hit. Attacks with melee weapons or unarmed attacks all suffer an additional -1 to their Attack dice. Bows, slings, and thrown hand axes may be used to attack throughout the combat with no additional modifiers.

Reactions: 1-2 flee if outnumbered, 3-6 fight.

- 6) 1d6+6 **Human warband, level 3**, normal treasure

The warband is made up of a group of lawless or landless men who have been terrorising the region.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.



- 7) 1d3+1 **Dverger, level 4**, treasure +1

Physically stout and broad, dverger are cantankerous and greedy by nature. However, they are famous as craftsmen and blacksmiths. If the dverger demand a bribe from the party, one character may choose to pay double the bribe for the whole party in exchange for a finely crafted item enchanted by runes – roll 1d6 on the crafting table after paying the bribe.

Reactions: 1 riddle, 2-4 bribe (1d6+2 fame per character), 5-6 fight.

<CRAFTING

- | | |
|---|--|
| 1 | Cursed ring (-1 to Defence rolls, may not be removed) |
| 2 | Gold ring (+30 fame) |
| 3 | Enchanted seax (+1 Attack modifier – in effect cancelling out the usual -1) |
| 4 | Enchanted bow (+1 Attack modifier) |
| 5 | Enchanted shield (+1 Defence modifier) |
| 6 | Enchanted sword (always roll two Attack dice, choosing the preferred result) |

8) 1d3 **Trolls, level 6**, treasure +1

Large and possessing immense strength, but ugly and rather dim-witted, trolls are not to be trifled with if it can be avoided. When characters fail a Defence roll against a troll they will always suffer 2 wounds instead of 1. All characters gain a +1 modifier to riddle rolls against trolls.

Reactions: 1 riddle, 2-4 bribe (1d6 fame per character), 5-6 fight.

9) *Legend* – **Jötunn, level 1d6+3***, 4 life, 2 attacks, treasure +1

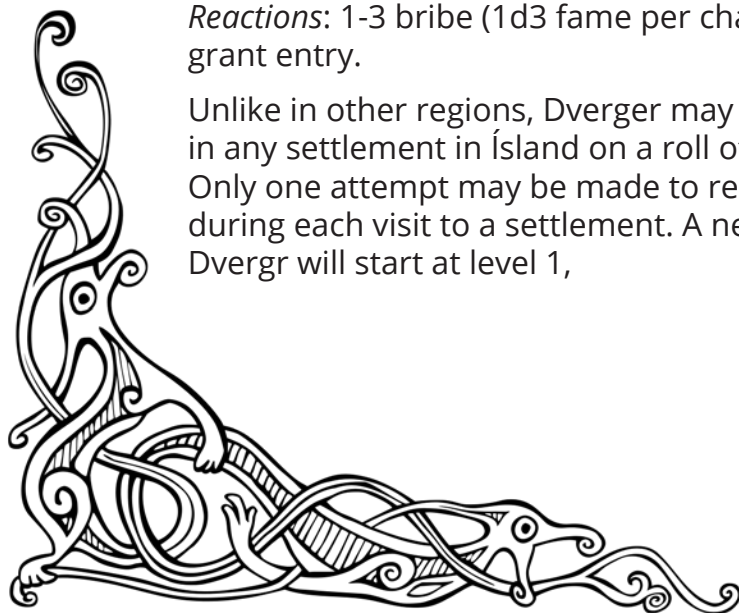
Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.

10-12) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

Unlike in other regions, Dverger may be recruited in any settlement in Ísland on a roll of 4+ on a 1d6. Only one attempt may be made to recruit a Dvergr during each visit to a settlement. A newly recruited Dvergr will start at level 1,



KATTEGATT

The shallow coastal sea separating Danmark from Götaland, Kattegatt's many sandy banks, reefs and islets make for treacherous sailing. Control of the straights is strongly guarded due to the heavy tolls which can be imposed on passing ships.

- 2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.



- 3) 1 **Nøkk, level 5**, normal treasure

A nøkk, strömkarlen, or fossegrimen, is a shape-shifting water sprite with waxy, sallow skin draped in moss and water-logged foliage. Nøkken play beautiful music or can appear in the guise of handsome youths, fair maidens or fine horses to lure travellers across thin ice or into leaking boats, hoping to drag them down to the nøkk's watery lair.

Reactions: 1 flee, 2-6 tempt.

4) 1d6 **Draugar, level 3**, treasure -1

Draugar are fallen warriors who have remained unburied and have been corrupted into shambling undead creatures. In order to destroy a draugar, a character must inflict two wounds with a single attack. Any attack which only causes a single wound is completely ignored. If the party chooses to flee from the encounter with draugar, each character adds +1 to their dice roll.

Reactions: always fight to the death.

5) 2d6 **Valravn, level 3**, no treasure

Valravn, monstrous ravens with wolf-like features, swoop down on their foes from the skies making them hard to hit. Attacks with melee weapons or unarmed attacks all suffer an additional -1 to their Attack dice. Bows, slings, and thrown hand axes may be used to attack throughout the combat with no additional modifiers.

Reactions: 1-2 flee if outnumbered, 3-6 fight.



- 6) 1d6+8 **Vikings, level 3**, treasure -3

A ship full of Vikings on their outward journey to pillage distant shores.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.

- 7) 1d6+2 **Vikings, level 4**, treasure +2

A ship full of Vikings on their homeward journey after pillaging distant shores.

Reactions: 1 flee if outnumbered, 2-4 bribe (1d3 fame per character), 5-6 fight to the death.

- 8) 1d3 **Vættir, level 5**, treasure +2

Vættir, or wights, are the spectral guardians of specific areas – often the burial place of the vættr itself. Due to the ethereal nature of vættir, all characters suffer -1 to their Attack rolls unless wielding an enchanted weapon, and -1 to their Defence rolls unless carrying an enchanted shield.

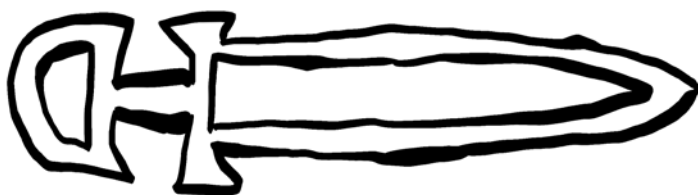
Reactions: 1-3 bribe (1 wound per character), 4-6 fight to the death.

- 9) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 10-12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d6 fame per character), 4-6 grant entry.



NORRLAND

With terrain ranging from vast forests to arctic tundra, Norrland is sparsely populated by both settled and nomadic folk.

- 2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.

- 3) 1d3+1 **Ljósálfar, level 5**, treasure +2

Graceful and dangerous in equal parts, Ljósálfar and their cousins the Tuatha Dé Danann are ancient beings whose true nature is best described as capricious.

Reactions: 1 curse, 2 flee if outnumbered, 3-4 fight to the death, 5-6 offer to heal 1d3 wounds per character in exchange for 1d6 fame each.

- 4) 1d6 **Werewolves, level 4**, treasure -2

Rather than suffering a mortal wound, any character who rolls a natural 1 in Defence against a werewolf will be infected with lycanthropy. They immediately receive a permanent +1 Attack modifier. However, in any future encounter, if the character rolls a natural 1 in combat, they will start to take the form of a werewolf themselves and attack a random party member (number the party members 1-3 and roll 1d3 to determine the target). They will then run off, never to be seen again. Any character rolling a 1 in Defence against their erstwhile companion will, themselves, become infected by lycanthropy.

Reactions: 1-4 fight, 5-6 fight to the death.

- 5) 1d3 **Hulder, level 4**, normal treasure

Also known as forest wives, the elusive hulder take the form of beautiful maidens with an ox or fox tail which they try to hide. If a huldra takes a liking to a mortal, they will try to tempt the human away to be kept as lovers, slaves or to drink their life force.

Reactions: 1 flee, 2-4 tempt, 5-6 fight.

- 6) 1 **Bear, level 5**, no treasure

Reactions: 1 flee, 2-5 fight, 6 fight to the death.

- 7) 1d3 **Trolls, level 6**, treasure +1

Large and possessing immense strength, but ugly and rather dim-witted, trolls are not to be trifled with if it can be avoided. When characters fail a Defence roll against a troll they will always suffer 2 wounds instead of 1. All characters gain a +1 modifier to riddle rolls against trolls.

Reactions: 1 riddle, 2-4 bribe (1d6 fame per character), 5-6 fight.

- 8) 2d6 **Valravn, level 3**, no treasure

Valravn, monstrous ravens with wolf-like features, swoop down on their foes from the skies making them hard to hit. Attacks with melee weapons or unarmed attacks all suffer an additional -1 to their Attack dice. Bows, slings, and thrown hand axes may be used to attack throughout the combat with no additional modifiers.

Reactions: 1-2 flee if outnumbered, 3-6 fight.



- 9) *Legend* – **Jötunn**, level **1d6+3***, 4 life, 2 attacks, treasure +1

Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.

- 10) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 11) The party have come across **Hindarfjall**, the hall of the fallen valkyrie Brynhildr. The hall is surrounded by a ring of fire. Any character may attempt to cross the ring of fire and marry Brynhildr, thereby breaking her curse. Each character may only attempt one crossing of the ring of fire per saga. Roll 1d6 and add the character's level.

If the total is 7 or less, the character burns, losing 3d3 life unless the character is wielding Sol's shield, Svalin.

If the total is 8+, the character has crossed the fire and marries Brynhildr. She now joins the party as a fifth character (Level 3 Champion with sword, shield and byrnie, 0 fame). If Brynhildr's spouse is killed or otherwise leaves the party, she will leave too unless the player rolls 4+ on a 1d6. If the party loses another character, Brynhildr will take his or her place as the permanent fourth member. Treat further exploration rolls of 11 as a king's hall.

- 12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.



northumbria

Northumbria is a land of upland moors, rolling hills and deep dales.

2-3) 1 **Brownie, level 4**, normal treasure

Known as nisse, tomte, brownies or gruagach, these hairy, diminutive and solitary creatures are usually benign but are easily angered by a lack of respect.

Reactions: 1 flee, 2-6 riddle.

4) 1 **Boggart, level 5**, no treasure

A púca or boggart is a malevolent shape-shifter, often appearing as an ill-proportioned child, or in beast form as a black dog, goat or horse. They are much given to mischief. Any character rolling a natural 1 in defence against a boggart receives 2 mortal wounds.

Reactions: 1 flee, 2-3 riddle, 4-5 fight, 6 curse.

5) 1d3 **Wights, level 5**, treasure +2

Vættir, or wights, are the spectral guardians of specific areas – often the burial place of the vættr itself. Due to the ethereal nature of vættir, all characters suffer -1 to their Attack rolls unless wielding an enchanted weapon, and -1 to their Defence rolls unless carrying an enchanted shield.

Reactions: 1-3 bribe (1 wound per character), 4-6 fight to the death.

- 6) 2d6+2 **Redcaps, level 3**, normal treasure

Malign and vicious little creatures, Redcaps dye their hats in the blood of slain enemies. If a character is ever killed by a Redcap, any remaining Redcaps which have not yet attacked that turn will lose their attack as they dance about with excitement.

Reactions: 1-2 bribe (1 fame per character for every three Redcaps), 3-6 fight.

- 7) 1d6+6 **Human warband, level 3**, normal treasure

The warband is made up of a group of lawless or landless men who have been terrorising the region.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.



- 8) 1d3 **Trolls, level 6**, treasure +1

Large and possessing immense strength, but ugly and rather dim-witted, trolls are not to be trifled with if it can be avoided. When characters fail a Defence roll against a troll they will always suffer 2 wounds instead of 1. All characters gain a +1 modifier to riddle rolls against trolls.

Reactions: 1 riddle, 2-4 bribe (1d6 fame per character), 5-6 fight.

- 9) *Legend* – **Ettin, level 1d6+3***, 4 life, 2 attacks, treasure +1

Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.

- 10) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 11-12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.



ORKNEYAR

The archipelago of Orkneyjar consists of 70 fertile islands whose treeless hills serve as stepping stones for ships crossing the Whale Road between east and west.

- 2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.

- 3-4) *Legend* – **Kelpie, level 5**, 4 life, 3 attacks, normal treasure

A great amphibious horse-like monster, any character wounded by a kelpie or water horse suffers -1 to their next attack roll.

Reactions: 1-2 flee, 3-4 fight, 5-6 fight to the death.

- 5) **1 Nisse, level 4**, normal treasure

Known as nisse, tomte, brownies or gruagach, these hairy, diminutive and solitary creatures are usually benign but are easily angered by a lack of respect.

Reactions: 1 flee, 2-6 riddle.

- 6) **1d6+8 Vikings, level 3**, treasure -3

A ship full of Vikings on their outward journey to pillage distant shores.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.

- 7) **1d6 Finfolk, level 3**, normal treasure

Known by many different names including finfolk, mermaids, merrows, or wave maidens, selkies combine the beauty and grace of Ljósálfar, with an ichthian desire to drag warm-blooded surface dwellers below the waves.

Reactions: 1 flee, 2 flee if outnumbered, 3-4 tempt, 5-6 fight.

- 8) 1d6+2 **Vikings, level 4**, treasure +2

A ship full of Vikings on their homeward journey after pillaging distant shores.

Reactions: 1 flee if outnumbered, 2-4 bribe (1d3 fame per character), 5-6 fight to the death.

- 9) *Legend* – **Jötunn, level 1d6+3***, 4 life, 2 attacks, treasure +1

Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

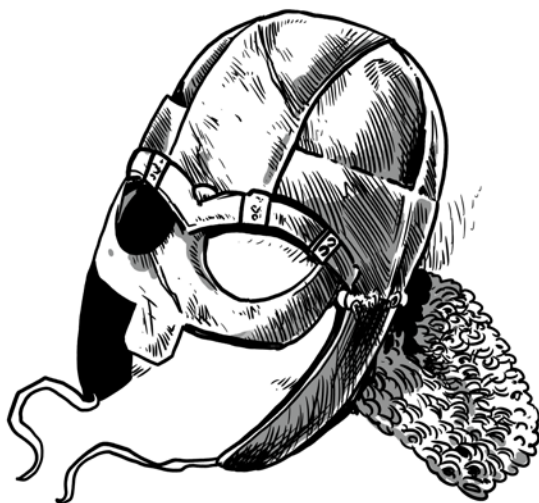
Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.

- 10) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 11-12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.



SVEALAND

The rich lowlands of Svealand are deeply forested and edged with an extensive island chain.

- 2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.
- 3) The party comes to **Urðarbrunnr**, the Well of Destiny. Any living character who drinks the waters of Urðarbrunnr will never drown and will automatically pass all future rolls when tempted by alluring opponents. However, they will also automatically fail all Defence rolls against legends until they die.



- 4) 1d3+1 **Ljósálfar, level 5**, treasure +2
Graceful and dangerous in equal parts, Ljósálfar and their cousins the Tuatha Dé Danann are ancient beings whose true nature is best described as capricious.
Reactions: 1 curse, 2 flee if outnumbered, 3-4 fight to the death, 5-6 offer to heal 1d3 wounds per character in exchange for 1d6 fame each.

5) 1d3 **Hulder, level 4**, normal treasure

Also known as forest wives, the elusive hulder take the form of beautiful maidens with an ox or fox tail which they try to hide. If a huldra takes a liking to a mortal, they will try to tempt the human away to be kept as lovers, slaves or to drink their life force.

Reactions: 1 flee, 2-4 tempt, 5-6 fight.

6) 1d3 **Trolls, level 6**, treasure +1

Large and possessing immense strength, but ugly and rather dim-witted, trolls are not to be trifled with if it can be avoided. When characters fail a Defence roll against a troll they will always suffer 2 wounds instead of 1. All characters gain a +1 modifier to riddle rolls against trolls.

Reactions: 1 riddle, 2-4 bribe (1d6 fame per character), 5-6 fight.

7) 1d6+6 **Human warband, level 3**, normal treasure

The warband is made up of a group of lawless or landless men who have been terrorising the region.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.

8) 1d3 **Vættir, level 5**, treasure +2

Vættir, or wights, are the spectral guardians of specific areas – often the burial place of the vættir itself. Due to the ethereal nature of vættir, all characters suffer -1 to their Attack rolls unless wielding an enchanted weapon, and -1 to their Defence rolls unless carrying an enchanted shield.

Reactions: 1-3 bribe (1 wound per character), 4-6 fight to the death.

- 9) *Legend – Jötunn, level 1d6+3*, 4 life, 2 attacks, treasure +1*

Jötunar – also known as giants or ettins – come in many forms, from beautiful and oversized, to hideous and huge. Roll 1d6+3 to determine the jötunn's level before rolling for reactions.

Reactions: 1 riddle, 2 tempt, 3 bribe (1d6 fame per character), 4-6 fight.

- 10) The party comes to a small **Settlement**.

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 11-12) The party comes before a **King's Hall**.

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.



VESTFOLD

Dominated by the broad Oslofjord, Vestfold is the trading hub of Midgard and a major centre of ship-building.

- 2) The party is met by the twitching, frantic-looking red squirrel, **Ratatoskr**, who begs their assistance on behalf of the Æsir gods. Roll on the Ratatoskr Quest table.

- 3) 1 **Nisse, level 4**, normal treasure
Known as nisse, tomte, brownies or gruagach, these hairy, diminutive and solitary creatures are usually benign but are easily angered by a lack of respect.
Reactions: 1 flee, 2-6 riddle.

- 4) 2d6 **Valravn, level 3**, no treasure
Valravn, monstrous ravens with wolf-like features, swoop down on their foes from the skies making them hard to hit. Attacks with melee weapons or unarmed attacks all suffer an additional -1 to their Attack dice. Bows, slings, and thrown hand axes may be used to attack throughout the combat with no additional modifiers.
Reactions: 1-2 flee if outnumbered, 3-6 fight.

- 5) 1d6 **Draugar, level 3**, treasure -1
Draugar are fallen warriors who have remained unburied and have been corrupted into shambling undead creatures. In order to destroy a draugr, a character must inflict two wounds with a single attack. Any attack which only causes a single wound is completely ignored. If the party chooses to flee from the encounter with draugar, each character adds +1 to their dice roll.
Reactions: always fight to the death.

- 6-7) 1d6+6 **Human warband, level 3**, normal treasure

The warband is made up of a group of lawless or landless men who have been terrorising the region.

Reactions: 1-4 bribe (1d3 fame per character), 5-6 fight.



- 8) 1d3 **Vættir, level 5**, treasure +2

Vættir, or wights, are the spectral guardians of specific areas – often the burial place of the vættir itself. Due to the ethereal nature of vættir, all characters suffer -1 to their Attack rolls unless wielding an enchanted weapon, and -1 to their Defence rolls unless carrying an enchanted shield.

Reactions: 1-3 bribe (1 wound per character), 4-6 fight to the death.

- 9) The party comes to a small **Settlement**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.

- 10-12) The party comes before a **King's Hall**

Reactions: 1-3 bribe (1d3 fame per character), 4-6 grant entry.



ASGARD

The realm of the Æsir gods, Asgard has long been at peace. As the fourth member of your party is brought before Odin and welcomed by the feasting heroes in Valhalla, the ground beneath their feet starts to tremble. Far away, in a cavern below Midgard, the trickster Loki finally escapes the torturous bonds that have long kept his mischief in check.

With a grim knowledge of the chaos to come, Odin rallies the other gods and fallen heroes to a council of war. Each group of heroes are assigned responsibility for seeing off a number of threats. If they are successful in defeating all of the designated threats, the heroes have helped to avert Ragnarök. At least for now.

Roll 3d6 to determine which legends your party of dead heroes are tasked to defeat. Ignore any doubles or triples; rolling three 1s would mean the party is only expected to tackle Loki, rolling 1, 3, 3, means that Loki and Jörmundgandr are the targets. When you reach the region where the legend may be found, treat any roll of 9+ as discovering the legend. Once the legend is defeated, treat region rolls as normal.

Dead heroes receive a permanent +1 Defence modifier and may freely travel on the Bifrost between Asgard and a king's hall in Vestfold. They may return directly to Asgard on the Bifrost from a king's hall in any region.

- 1 *Legend – **Loki, level 7**, 5 life, special attacks, all surviving party members receive 14 fame*

Loki, born of the Jötunar but once beloved of the Æsir, is an arch-mischief maker and inveterate shapeshifter. He can be found in Danmark. Every turn, roll 1d6 to determine Loki's form and the nature of his attacks: 1 Jötunn (2x level 8 attacks), 2 Æsir (3x level 6 attacks – any character wounded by Æsir-Loki must roll 4+ on 1d6 or lose their next attack), 3 Fly (8x level 5 attacks), 4 Mare (4x level 6 attacks), 5 Salmon (3x level 5 attacks – any character wounded by Salmon-Loki suffers -1 to their next attack), 6 Old Crone (1x level 4 attack – if Crone-Loki wounds a character he/she regains 1 life).

Reactions: always fight to the death.



- 2 *Legend – **Hel, level 7**, 6 life, special attack, treasure: all surviving party members receive 14 fame*

Half beautiful maiden, half rotting corpse, Hel is the daughter of Loki. She can be found in Erin. Every turn she will automatically drain 1 life point from each member of the party. Instead of attacking, she will summon 1d3 level 3 Draugar who will attack in her stead. The party must destroy all draugar before they may attempt to wound Hel – in order to destroy a draugar, a character must inflict two wounds with a single attack. Any attack which only causes a single wound is completely ignored. Draugar who are not destroyed will join their newly raised brethren and attack again in the following turn.

Reactions: always fight to the death.

- 3 *Legend – **Jörmundgandr, level 6**, 8 life, 3 attacks, all surviving party members receive 12 fame*

The son of Loki, Jörmundgandr is a massive serpent with a poisonous bite. He can be found in Føroyar. Characters wounded by Jörmundgandr must roll 4+ on 1d6 or suffer an additional wound from the noxious poison.

Reactions: always fight to the death.

- 4 *Legend – **Fenrir, level 7**, 6 life, 2 attacks, all surviving party members receive 14 fame*

The giant wolf Fenrir is a son of Loki. He can be found in Hålogaland. Any wound caused by his vicious teeth and claws causes a character to lose 1d3 life points. If the party delivered enchanted ropes to help restrain Fenrir during a Ratatoskr quest, treat him as level 6.

Reactions: always fight to the death.





- 5 *Legend – **Surtr, level 8**, 8 life, 2 attacks, all surviving party members receive 16 fame*

A giant and the ruler of Muspelheim, Surtr wields a flaming sword which will one day set the world alight. Surtr may be found in Svealand. Any character rolling a natural 1 in Defence against Surtr will catch fire. They will immediately lose 1d3 additional life points, and will need to spend their next turn extinguishing the flames, or lose a further 1d3 life.

Reactions: always fight to the death.

- 6 *Legend – **Níðhöggr, level 6**, 6 life, 3 attacks, all surviving party members receive 12 fame*

Níðhöggr is a mighty dragon which has long gnawed at the roots of the World Tree. He may be found in Grønland. Every turn, roll 1d6. On a 1 or 2, Níðhöggr breaths fire instead of making multiple attacks. Roll 5+ on 1d6 for each character or receive a wound.

Reactions: always fight to the death.

NAME _____ <CLASS> _____



LEVEL



ATTACK MODIFIER



DEFENCE MODIFIER



MORTAL WOUNDS



LIFE



TRAITS



FAME



EQUIPMENT



NOTES

NAME _____ <CLASS> _____



LEVEL



ATTACK MODIFIER



DEFENCE MODIFIER



MORTAL WOUNDS



LIFE



TRAITS



FAME



EQUIPMENT



NOTES

NAME _____ <CLASS _____



LEVEL



ATTACK MODIFIER



DEFENCE MODIFIER



MORTAL WOUNDS



LIFE



TRAITS



EQUIPMENT



NOTES



FAME

NAME _____ <CLASS _____



LEVEL



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DEFENCE MODIFIER



MORTAL WOUNDS



LIFE



TRAITS



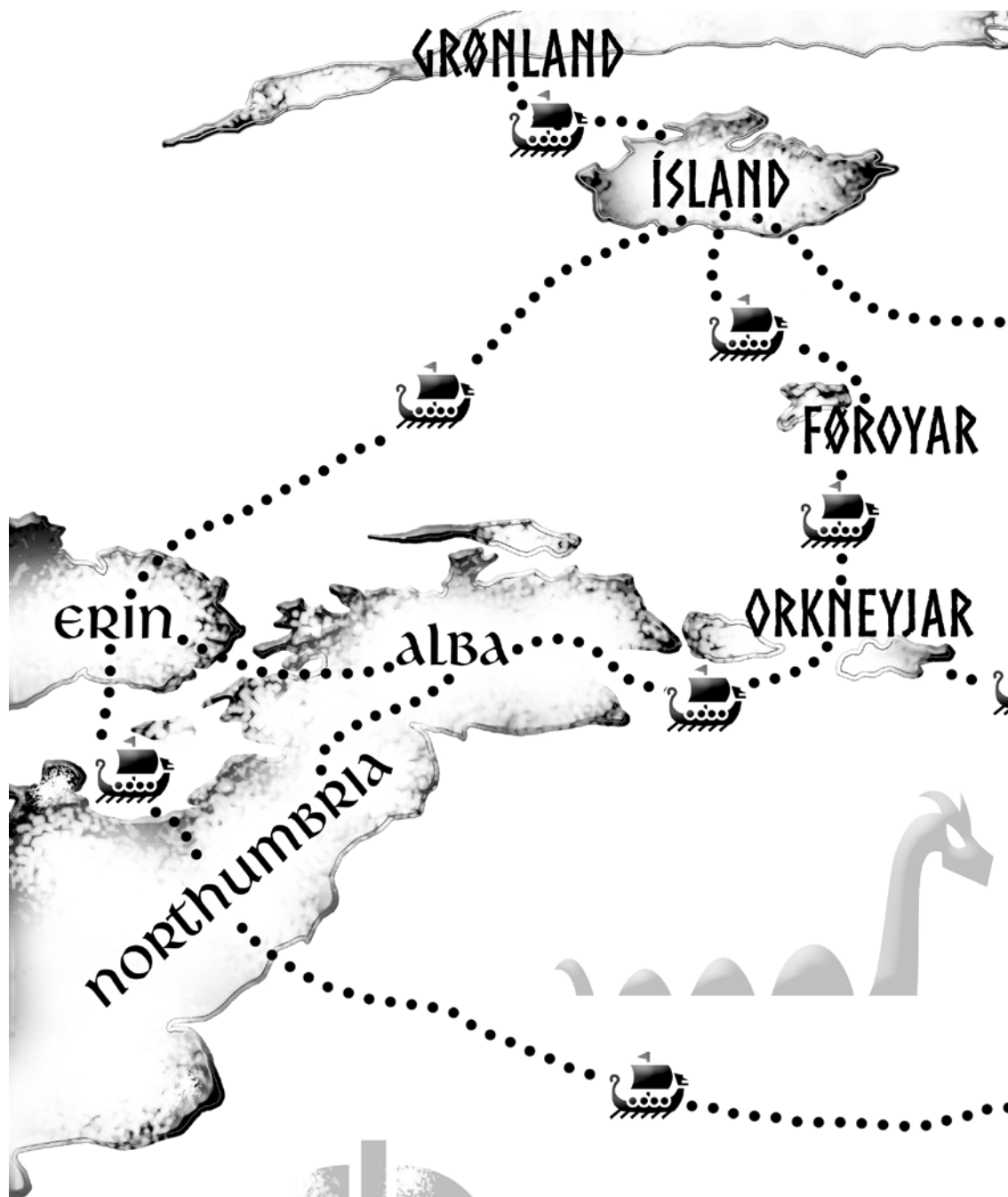
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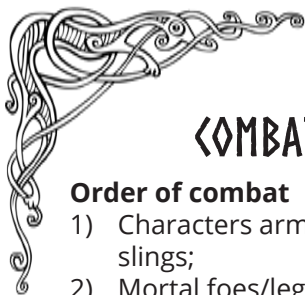


FAME



FOUR AGAINST
RAGNARÖK





COMBAT SUMMARY

Order of combat

- 1) Characters armed with bows or slings;
- 2) Mortal foes/legends;
- 3) Characters using melee weapons, special abilities, or exchanging weapons;
- 4) Repeat 2 and 3 (or run away).

Wounding opponents

- You must roll the level of the opponent to wound it.
- When an attack goes multiple times over an opponent's level, the attack causes more than one wound.

Character attack modifiers

Warrior/Shieldmaiden	+ level
Bastard	+ ½ level
Wyrd	+ ½ level
Dvergr	+ level

Equipment attack modifiers

Bow	0
Dane axe	-1
Gungnir	+1 (+4 hurled)
Hand axe	0 (+2 hurled)
Járnglófar	+1
Mjölnir	+1
Sling	-1
Spear	0
Seax	-1
Sword	+1
Unarmed	-3

Defending

- You must roll ABOVE the level of the opponent to defend against its attacks.

Character defence modifiers

Champion	+ level
Bastard	+ ½ level
Skald	+ ½ level
Ljósálfr	+ ½ level
Dvergr	+ ½ level

Equipment defence modifiers

Byrnie	+1
Helmet	+1
Shield	+1
Svalinn	+2

Running away

- Roll 8+ on 2d6 for each character or defend against one attack from opponent.

Morale

- When a group of mortal opponents lose more than half their number, the remaining mortals must make a morale roll.
- When a legend loses more than half its life points, its level immediately drops by one and it must make a morale roll.





DIE WELL OR DIE TRYING

The monstrous children of Loki, the Mischief-Maker, strain against their bonds, and writhe and twist and plot to end the rule of the gods. Ragnarök, the destruction of the gods and all of the Nine Realms is coming. It is merely a question of when, and for how long it can be held off.

Based on the highly acclaimed *Four Against Darkness* series of RPG-lite dungeon delving adventures by Andrea Sfiligoi, this is a standalone solitaire or co-operative game. You don't need any other books. All you need is a pencil, two dice, this book, and the luck of the gods!

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