WARRIORS FROM THE NORTH

MIDGARD CHAVES · SCANAPIECO · SCHEFFER

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VIKINGS - MIDGARD

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INTRODUCTION

This book was based on the Edda, Icelandic ancient poems that contain the main stories of the Scandinavian mythology. VIKINGS: MIDGARD presents a new universe that takes the players to stories and characters that, indirectly, gave origin to RPGs. Scandinavian mythology was the main source of inspiration for J. R. R. Tolkien, creator of the Hobbit's, Lord of the Rings' and Silmarillion's Middle Earth that, in turn, inspired a group of young Americans to create the first roleplaying game: Dungeons & Dragons®.

This new game line brought to you by **Conclave Publishing** and **Secular Games** brings a setting that establishes elements of the story and the mythology of the Scandinavian peoples. A new world, where you will be able to participate in fantastic adventures or to engage in historical struggles, giving a new twist to the actual facts.

Midgard is the first book of the series and presents the world of the mortals, one that has now joined with the mystical lands of yore. Discover the races that now coexist with the human beings, their gods and other creatures that inhabit there. Be welcome to this new world of adventures and be aware, for there is much more coming this way...

We'd like to present our thanks to the whole Asgardian pantheon, to our families, friends and all those who collaborated for the production of this book, specially to Sandro "Viking Bard", to Marcelo "Insane Cleave", to Luã "Hurt Kobold", to Fred "Drunkard Fighter", to Fabrício "Runic Comedian", to Mateus "Useles Vaniryan", to Flávio "Loki Without His Horned Helmet??", to Juliana "Does It Ever End?" and to Daniel and his "Australian Canary With A Cold", great characters of this Saga...

The Skalds











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THE LAST RUNE 17/AX railus in 1 0 0 0 0 0 6 1 Finally ... 0 D And the nine worlds would become one ...! 18

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CHAPTER I: HISTORY

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COLOR BRINS

"Runes thou shall find, and signs of destiny, Which the king of poets colored, And the great gods made, Strong the signs, powerful the signs Which the lord of the gods writes."

-HOVAMOL

n the beginning, there was nothing but two distinct regions on the void: one made of fire, The aesir were not only three anymore. another made of ice. Between them there was an immense crack that resembled an enormous monstrous mouth. From the regions of fire and ice, cosmic rivers were spilled inside the crack, called Ginnungagap. These rivers brought the energy of fire and ice together in Ginnungagap, originating a creative force on its center. This

force was slowly molding itself, until it spawned a gigantic being over the crack - the first ice giant, Ymir, still lacking reason and thought, but filled with the enormous amount of creative force that brought him to be. Molding this creative force inconsequentially, Ymir created a couple of beings similar to him, a man and a woman. They were, however, infinitely smaller than the ice giant, so small that they lived on his body. These were the first jotun, the ice giants, still possessing sufficiently creative force of Ginnungagap. Afterwards, Ymir molded a shapeless being, one that was capable of feeding him, restituting the energy spent with the creation of the couple of jotuns. The jotuns,

however, had also fed themselves of this being, called Audumla, and gained from this sufficient strength to grow and to multiply. Thus the race of jotun proliferated on the body of Ymir, and many of them still had the energy to originate new creations.

The race of aesir originated from the union of the jotun that possessed the creative energy in their bodies. They were smaller than their giant parents, however of more sagacious minds. The first aesir were three brothers: Odin, Vili and Ve. They believed themselves to be better than the jotuns, capable of creating more useful things from the energy in the body of Ymir. Thus, from the body of the first giant, they constructed the first world, Midgard. Mountains were raised, plants and animals were born and rivers ran on the land, everything originating from the body of Ymir. When all the available substance - flesh, skin and bones - was entirely consumed, there still remained the giant's interior energy, which still could be used to create more things. With this energy, the aesir created the sky, the clouds, the sun, the moon and the stars. Ymir then had become the world where aesir and giants lived.

In the same way that Odin, Vili and Ve had been born of jotuns, others of their race also had been created and joined them in Midgard. The aesir then met with another race, sufficiently similar to them, although not originated from jotuns. They called themselves vanir and said to have appeared along with Ymir. Some of them had great power over the natural forces, such as time, cold, and heat, and alleged to be older than aesir, having, therefore, the right to rule the entire world. The proud aesir did not accept this idea, and initiated the first of all wars. This conflict between aesir and vanir became known as "the Prime War", and its duration cannot be measured by mortal standards.

THE SECRET OF THE RUNES

At the beginning of the Prime War, Odin searched for the aid of his uncle Mimir, an ice giant, guardian of the spring of wisdom. The spring was sheltered between the roots of Yggdrasil, the gigantic tree that supported the world. Odin begged to his uncle to grant him the gift of wisdom, however he considered the aesir unworthy of such gift. Odin, then, with a violent blow of his spear, bounded himself to the trunk of Yggdrasil. There he remained for nine days, until Mimir accepted his sacrifice and removed him from the tree, tending his wounds and strengthening him. Mimir demanded one more thing from Odin: that he offered an eye in exchange for the knowledge. Odin accepted the proposal and received the permission to drink from the spring of wisdom. The giant then taught him the secrets of the runes to guarantee the victory of the aesir in the Prime War. However Odin still craved for more; before his uncle could react, the proud aesir cut his head off, taking it so that it acted as his counselor.

THE PRIME WAR

The battle lasted an immeasurable amount of time and extended itself through most regions of Midgard, changing the world's shape. The blows of the aesir weapons created valleys and canyons, changed the riverbeds HISTORY

and knocked down mountains. The vanir, in turn, armed with their powers, turned forests into glaciers, dried lakes and swept plants and animals far away with smashing winds. Many vanir had lost their lives in this conflict, as well as many aesir, including the brothers of Odin. The vanir knew that they would still suffer many more casualties if the war pressed on, most because of the runes brought by Odin, and considered an agreement: they would leave Midgard if the aesir spared them.

The agreement was accepted and the vanir were banished for a distant land called Vanaheim. Some vanir, however, remained between the aesir, showing sympathy for them. Njord and his children, Freyr and Freyja, were among the most important vanir that remained. Upon their leave, the vanir still had with them the aesir Honir, who decided to join them in Vanaheim.

ASGARD AND JOTUNHEIM

HISTORY

Despite the Prime War being finished, the aesir were not yet in peace. There were still jotuns, who carried too many grudges that spawned violent fighting from time to time. The aesir then planned to construct a palace where they could take shelter from jotuns, who were bigger and more numerous.

For the construction of this palace, they had accepted the advice of Loki, the child of giants who was neither jotun nor aesir, but had been living among them for some time. Loki suggested to trick one of the jotuns, offering him the most beautiful woman, Freyja, if he were capable of constructing the palace in less than a year. As it was an impossible task, the aesir had accepted the idea, without fear of losing the beautiful Freyja to a giant.

However, the jotun designed for the task had the aid of a magnificent horse, Svadilfari, capable of carrying enormous weights without any difficulty. Thus, the giant didn't need to search materials every day. He kept constructing, while Svadilfari brought the gigantic rocks that would build the palace of the aesir. When the stipulated time period was almost over, the aesir noticed that the jotun had almost finished his task, and had started to grow worried about Freyja's destiny. They summoned Loki again to amend the situation, since he was the one who had suggested Freyja as payment. The wise Loki knew that the giant's feat was due entirely to the aid of Svadilfari.

Thus, Loki, who was a master shapechanger, appeared as a charming mare that immediately drew the attention of the giant's horse, making it forfeit its work and pursue the beautiful animal until the world's borders. The couple did not return before the end of the stated period, and the giant was not able to finish the palace by himself. However, the construction was all but finished, and he demanded his payment nonetheless. The aesir would not give up Freyja, and threatened the giant if he did not leave immediately. Furious, he charged against the aesir, but the combined force of their most powerful defeated him.

The jotun's death was the reason for a new war to spread, between the aesir and the giants. This time, however, the aesir had a shelter: the palace constructed by the giant, called Asgard, where they could fortify themselves. Thus it became possible to withhold the giants' attack and, still, to confine them in a mountainous land called Jotunheim.

THE COMING OF HUMANS AND DWARVES

Since Midgard was constructed from the body of Ymir, some parts of the world had kept a fraction of the creative energy present in the first giant's body. With the jotuns confined in Jotunheim, and aesir and vanir isolated in Asgard and Vanaheim, these regions had been able to give origin to new forms of life.

At the mountains arose the race of dwarves, a small, unwise people, which had among them two individuals of amazing skill: Dvalin and Ivaldi. These two dwarves alone were responsible for spreading knowledge among their peers: one taught them how to speak and write and also the magic of the runes; the other taught them the art of building and forging items. Thus, when the dwarves were discovered by the aesir, they already possessed a vast production of extraordinary items, which caught the attention of the sovereigns

HISTORY

of Asgard. The aesir forged an alliance with the dwarven race and constructed for them the kingdom of Nidavellir, where they could live safely and comfortably, as long as they supplied their wonderful products to the aesir.

Many years later, Odin, Loki and Honir – who lived among the vanir – were traveling on Midgard when they found, in a distant forest of Nidavellir, a man lying next to an ash. Next to him, there was also a lying woman at the feet of an elm. They did not recognize those individuals as members of any known races, but became interested themselves in doing something for that couple. Thus, they gave to the first couple of humans the gifts of soul, reason, and will. That allowed them to awake and become aware of what they had become. They quickly proliferated through Midgard, which became their kingdom, and started to worship the greatest of the aesir as their gods.

The Underground Kingdoms and the Children of Joki

With the passing of time, the aesir had prospered in Asgard, the men in Midgard, and the dwarves in Nidavellir. The ice giants had rarely left their mountains in Jotunheim, and the vanir remained forgotten in Vanaheim. However, other things were happening in the depths of the world, below the lands populated by man, dwarf and giant.

The primordial fire that nourished the rivers that still ran to Ginnungagap still existed and it had concentrated in a particular region of the underground. It had originated its own beings in that region, which was now called Muspellsheim. They were the fire giants, fierce and cruel, capable of manipulating the fire from which they had been created and yearning for the conquest of the world above.

In another part of the subterranean, the souls of the dead men, dwarves and giants congregated in suffering, binding themselves into that place and attracting the souls of the just-deceased. This region became known as Niflheim, the world of the dead, and all beings came to fear that name.

The aesir became aware of these threats from the lower realms; however, they also had

their own problems. Loki had had children with the giant Angrboda, and these inherited from their father the ability to change their forms, becoming frightful creatures. One of them was the huge wolf Fenrir, and another one, the evil serpent Jormungand. These two beasts frightened Midgard and threatened the aesir in Asgard, who, in turn, united themselves to decide what should be done to guarantee the security of all. Loki took part in this council, even being responsible for the existence of his children, but still he was always able to convince the gods to accept his advice.

The aesir had decided then to take action against the children of Loki. Fenrir was captured and imprisoned with a magical chain forged by the dwarves, being later cast into a deep abyss near Niflheim. Odin hurled Jormungand into the bottom of the ocean that surrounded Midgard, confining the snake to live at the edge of the world.

Another one of Loki's children, Hel, who was not as violent as her brothers, escaped from the punishment they had suffered and found her place among the deceased of Niflheim, becoming their sovereign.

THE CLOSING OF THE PASSAGEWAYS

To hinder the advance of any underground threats, the aesir had decided to create runes that would close the portals between the worlds. The secrets of these runes were hidden in inaccessible places scattered over Midgard. Thus, peace would never end and the recurring concern about enemies would be no more. Thus, the nine worlds were separated, including Alfheim and Svartalfheim, the kingdoms of the light elves and the dark elves, both of which had not intervened with the history of Midgard until then.

Some passageways, however, remained open, such as the ones that existed between the three underground kingdoms of Niflheim, Muspellsheim and Svartalfheim. The others could only be opened by the aesir, who knew the runes used to seal the passageways. The vanir, however, had thought trough this problem and soon discovered the runes responsible for the seal between Vanaheim and Midgard. Using



it to their advantage, they made frequent incursions into the world of mortals for the taking of slaves.

Odin took pity of the mortals, who were forever isolated from the aesir, and ordered the construction of a palace in Asgard to receive the mortals who fell bravely in battle. Thus, they would be able to avoid an eternity of suffering in Niflheim, and were led by the valkyries to Valhalla, the hall of the slain in Asgard. There, they could do as they did in their previous lives, fighting and partying alongside Odin, unless some new threat appeared and then they would be called to fight one last time for the aesir.

ODIN'S AND LOKI'S GAMES

Odin and Loki were gods who were constantly betting against each other, for the least of reasons, only for the emotion of the bet itself. When this habit was becoming tedious, they started to bet on impossible things, some of which had even threatened the safety of Asgard. In one of these bets, Loki doubted that Odin would remain loyal to his wife Frigga during one year – which seemed really improbable, taking into account the reputation of the lord of the aesir. If Odin were to win the bet, Loki would have to give him a really valuable gift, as valuable as those made by the dwarves, such as Gungnir, the spear of Odin, and Mjollnir, the hammer of Thor. However, if Loki won, Odin would have to reveal to him the sites where were hidden the runes used to close the gates between the worlds.

Eleven months had passed, and Odin continued loyal to his wife. Loki, however, did not accept to lose. There was much that could be made in a month. During that time, Loki appealed to various asynjur, the women of the aesir, to help him in his task of beating Odin. Many of them, young and beautiful, agreed to help the god of trickery, as they nourished private desires for the lord of the aesir. However, they were not capable of seducing the old god, who always remembered of what was at stake this time. Loki still had hopes, for he knew that in Asgard there was a woman that Odin could never resist: Freyja, the most beautiful of all women. Freyja, however, already knew Loki and, suspecting his intentions, was opposed to helping him. At the last day before a year had passed, out of choices, Loki went to a fountain that was always visited by Odin and there he waited for the old aesir.

When Odin passed by the fountain, the only thing he saw was Freyja bathing in it, completely naked, calling him to join her. His desires betrayed him then. Charmed by the beauty of the goddess, Odin entered slowly in the fountain, hypnotized by her movements. When he was already close, his arms involving her, Loki revealed his true face. It was him there, delighted with victory, satisfied for obtaining what he wanted, even if he had to cheat at the very end. Odin was filled with anger but, knowing that he was wrong and had lost the bet, he quickly calmed himself down.

After briefly recovering his dignity, Odin took Loki to his throne in the tower of Hlidskjolf, from where he could see everything that happened in Asgard and Midgard, and there he revealed to Loki the secret locations of the runes that had the gates sealed. Loki smiled faintly, but he was really laughing on the inside, already foreseeing the consequences of this act.

SVEN SVENSSON

Odin was not worried about the information he had given to Loki. The god of trickery now knew the runes' secret locations, but he could do nothing, for he did not possess aesir blood, and that was an essential trace decreed by the gods to find them. However, Loki already had a plan in mind. He knew a person who he could use for this intention, someone with aesir blood running in his veins. Odin had many children, and many of his daughters were valkyries, the inhabitants of Asgard who visited Midgard most often. One of them, Hild, had fallen in love with a mortal named Sven Bransson, the Fearless, and secretly had a baby with him. The baby grew up in Midgard with his father's family, without ever knowing his mother's family. Not even Odin knew of this child's existence, but Loki knew many secrets, as much of gods as of mortals, and he was very aware of the birth of the small Sven Svensson, Odin's grandson.

When Loki acquired the secret of the runes, Sven Svensson was already a grown man, a natural leader among mortals, famous across the vikings' lands. As confident and fearless as his father before him who had conquered the love of a valkyrie, Sven had only one flaw - ambition. He was a man who always worked to expand his control and influence over his warriors and the lands that he had conquered. And that's how Loki approached Sven: under the disguise of an old norn, saying that the gods were proud of him, and that they would give him power over the nine worlds if he was successful in a test proposed by them. He would have to travel to distant and dangerous places, finding several occult runes that would make the first step in his ascension. Loki had confidence in Sven, sending him to mortal situations, where only the best of the best would survive. By the end of each challenge, Sven got a new rune. After he was able to gather eight runes, Sven would have to return to the cave where he met Loki for the first time, bringing the knowledge of the runes' secrets.

When Sven met Loki again, he was waiting deep inside the cave in his norn disguise. Sven revealed his knowledge about the eight runes and said he was ready for anything set up for him. Loki was not able to contain a smile of satisfaction, for his chosen one had survived all the challenges placed in his way. Sven noticed the smile in the norn's face and considered that really strange, for he knew that norns had little inclination for emotions. He then commanded his son Hurn. the only survivor among his followers, to lit a torch and to approach them. At this moment, the norn's shadow, projected on the ground of the cave, revealed Loki's weakness: the shade was that of the old norn, but its face was Loki's. The god was capable to assume any shape, but his shadow always revealed his features. Sven immediately recognized the trickster god and threatened to kill him. Loki, transforming himself into a serpent, escaped through a small passage in the cave's depths, and descended to the underground kingdoms.

After spending some time resting, Loki realized how powerful Sven had become, and that he was now a threat, not a pawn. Loki, then, asked for the aid of his daughter, Hel, the regent of Niflheim, and together they freed Fenrir from his magical chains. The monstrous wolf was ordered to return to Midgard, and spread its deadly offspring in the mortals' world.

Odin learned too late about Sven possessing the secret of the runes, and cursed his ambition. However, the aesir respected the mortal for everything he had been, but was not suspicious of Loki's deeds in the matter. He sat down in his throne in the tower of Hlidskjolf and began to observe Sven. He saw the mortal crossing a snow-covered plain, followed only by his son, and looming in the horizon was the gigantic silhouette of the Fenrir wolf. Odin considered about intervening with the combat that would certainly begin, but decided to use this chance to decide whether he would pardon Sven. If the mortal were capable of facing the cruel attacks of Fenrir by himself, Odin would pardon him and receive him in Valhalla. If Sven happened to flee, he would be punished by his ambition. Thus had begun one of the greatest battles of Midgard.

Until then, no mortal had nourished hopes to fight the frightful wolf and escape with his life. Sven, however, was already planning how to kill the creature. Fenrir's claws were not getting even close to Sven, and still the beast paid highly for those efforts. Sven fought without effort or signs of fatigue. Fenrir, however, was becoming more furious over his undefeatable prey and, at last, was able to trip Sven on the ground under its legs. At that moment, Hurn gathered all of his little courage and cried out, drawing the attention of Fenrir. The beast abandoned Sven lying on the ground and charged against its new prey. Hurn was hurled far away by the sheer force of the wolf's blow, and Fenrir ran towards him to devour him. Sven, however, was already standing, sword in hand, ready to resume the fight. Fenrir, caught by surprise, took a blow in its snout that bled endlessly. The great wolf, used to abating easy prey, realized then that if

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it continued in the fight, it could be wounded many more times. And for the first time in its existence, it fled.

Sven felt then all the fatigue that he should have felt during the fight, and fell on his knees on the snow. Raising his head, he saw Odin, lord of the aesir, standing in front of him. The old god said that his test had finished. The fight with Fenrir would have served to redeem him before the gods, however, his son intervened in the combat, preventing Sven's honor. Thus, he remained guilty for opposing a decision made by the gods themselves in favor of his ambition. Odin turned his back on him, saying that no matter what feats he could make in combat, the doors to Valhalla would be eternally closed to him. And then, the ancient aesir disappeared.

After recovering himself, Sven rose again and walked towards his dying son. There was blood spread everywhere, and Hurn was certainly condemned. Sven raised his sword, overtook by his anger, intending to kill his own son for taking away the pardon of the gods from him. But he did not do it. If he killed his son then, he thought, Odin would receive Hurn in Valhalla, while he would always remember that his son was there, while he would be forever banished from the Halls of the Slain. Sven caught him in his arms and took him to the first village that appeared in their way. There, he left his son with the villagers, instructing them to take care of Hurn's wounds, so that he would not die as resulted of his last battle, and as soon as he recovered, he should be poisoned. Thus, after dying, his soul would be condemned to the torments of Niflheim.

ONE WORLD

During that time, Loki traveled through Midgard, visiting the passageways for the other worlds that had been sealed by the aesir, and using the runes he got from Sven to reopen these passageways. Things, however, did not happen as Loki had planned. He made some mistake in the process and, after opening all portals, the other eight worlds were taken off their resting places in the branches of Yggdrasil and joined with Midgard. They occupied similar regions to each kingdom, so that these regions were substituted by the eight worlds.

The new arrivals at Midgard soon adapted to their new life conditions, after all, their kingdoms had not changed in any way, and only the outskirts were different. They began to have contact with each other after a long time apart. Aesir and giants were facing each other again, dwarves were working side by side with human beings, and the elves were once again the subject of legends and songs. Thus, mortals became aware of the vanir through the vaniryan, who had began to spread along Midgard. The underground kingdoms, however, remained distant from the surface, but now were reachable.

The aesir, uncomfortable with the situation, were not able to do anything, for the great Yggdrasil was completely twisted and misshapen, due to the sudden withdrawal of the worlds its branches sustained. The world was now an extremely dangerous place for the aesir. The vanir, who had been banished, were now being worshiped by mortals in the same way that they were. The ice giants, once prisoners in Jotunheim, were now free to spread themselves along mortal lands. The underground kingdoms, formerly only a distant nightmare, became an uncomfortably close threat. The aesir could count only on the mortals and the dwarves, who had always given to them devotion and respect.

Loki, satisfied with the chaotic state that he created for the world, made his incursions to the underground kingdoms ever more frequent. The aesir were in extreme danger, the mortals were in the middle of any attack that could be carried through, and Loki was the only one who could take shelter in the depths of the land, where he had already made allies who could not wait anymore for a chance to take the surface kingdoms for themselves...

CHAPTER 2: CHARACTERS

"CATTLE SHALL DIE, AND RELATIVES SHALL DIE, AND THAT IS HOW ONE DIES HIS OWN DEATH, BUT A NOBLE NAME SHALL NEVER DIE, IF GOOD RENOWN IT ACHIEVES."

-HOVAMOL

n Vikings, the characters have some peculiar characteristics. This chapter presents the setting's existing races, character classes, prestige classes, new feats and details on Midgard's magic.

RACES

Besides the human vikings, the frozen lands of Midgard and its surroundings also shelter non-human beings. Among them are found the skillful dwarves, sneaky kobolds, exiled jotunym and the mysterious vaniryan. The elves of alfheim and the giants of jotunheim are not available as player character races and are fully described in Chapter 6: Creatures. Regarding other races found in books already published, such as the gnomes, halflings, and half-orcs, these are not considered native from the nine worlds; therefore it would be, at the very least, an extremely odd situation to find one of them. The DM may accept such races in his campaign, presenting them as dwellers of very distant lands.

HUMANS

The human beings of Midgard are divided in three ethnicities: the Norske (from Norsklund), the Svíar (from Svearheim) and Dane (from Danemark). Those three peoples don't possess any distinguishing physical characteristics that set them apart, being different only by their histories, their customs and for the lands where they live.

Physical description: Humans are 5 to 6 feet tall. They have white skin and blond, red and black hair. Human's eyes are generally blue, but green, brown and dark eyes also are common. CHARACTERS

Origin: After the world's creation and the construction of Asgard, Odin, followed by Honir and Loki, traveled through a still uninhabited Midgard. There they had found the first human couple, born from an ash and an elm, but still lacking identity. Odin gave them souls, which made them distinct from the trees they had appeared from. Honir gave them the ability to think and the language to communicate among them. Loki gave them the flame that burns in the hearts of all mortals, which can make them fall in love, focus on their objectives or desire to have what they don't possess. From this first couple on, whose names were given by the gods - Ask (ash) and Embla (elm) - the human race spread, and soon it was settled all over Midgard. They were all blond or redheaded and had clear eyes, but foreigners with darker hair and eyes came from the south and began to relate with them, originating most varied of the races. Along the ages, the human race divided itself in three kingdoms: Norsklund, Svearheim and Danemark.

Language: Humans from any origin use the Common language.

Male names: Afi, Agnar, Alf, Alvig, Am, Angantyr, Arf, Arngrim, Ask, Athal, Atli, Authi, Barn, Barrel, Blind, Boddi, Bolthorn, Bondi, I roared, Brattskegg, Breith, Brodd, Bui, Bundiskeggi, Buthli, Dag, Dan, Danp, Delling, Digraldi, Dreng, Drott, Drumb, Erik, Evjolf, Eylimi, Eymund, Fjolvar, Fjosnir, Franmar, Frathmar, Frekis, Frothi, Fulnir, Geirröth, Geitir, Gjuki, Gothmund, Gotthorm, Granmar, Gripir, Gunnar, Gyrth, Hæming, Haddings, Haki, Hal, Halfdan, Hamal, Hamund, Harald, Heimir, Hersir, Hervarth, Hethin, Hjalmar, Hjalprek, Hjorleif, Hjorvarth, Hlothvarth, Hogni, Holth, Hörvir, Hosvir, Hothbrodd, Hovarth, Hrani, Hrauthung, Hreim, Hreithmar, Hrolf, Hrörek, Hrothmar, Humlung, Hunding, Hymling, Instein, Isolf, Isug, Ithmund, Ivar, Jofurmar, Joth, Karl, Kefsir, Kjar, Kleggi, Klur, Klypp, Kon, Kund, Lif, Lut, Lyngvi, Mog, Nith, Nithjung, Nithuth, Olaf, Osolf, Ottar, Randver, Rathbarth, Reifnir, Sæfari, Sækonung, Segg, Sigar, Skelfi r, Smith, Solbjarth, Starkath, Sun, Svafnir, Svan, Svein, Sven, Svipdag, Thakkrath, Thegn, Thorir, Thræll, Tind, Tyrfi ng, Varin, Vithga, Volsung, Yng.

Female names: Almveig, Alof, Ambott, Amma, Arinnefl, Aslaug, Aurbotha, Auth, Bekkhild, Bjort, Bleik, Blith, Borghild, Bothvild, Bruth, Drumba, Edda, Eikintjasna, Eir, Embla, Erna, Eyfura, Feima, Fljoth, Friaut, Frith, Grimhild, Groa, Guthrun, Hildigun, Hjordis, Hlif, Hlifthrasa, Hvethna, Kumba, Lifthrasir, Lofnheith, Lyngheith, Mothir, Nanna, Ristil, Særeith, Sigrlin, Sinrjoth, Skurhild, Snör, Snot, Sprakki, Sprund, Svanhild, Svanni, Svava, Thir, Thjothvara, Thora, Tronubeina, Vif, Ysja.

HUMAN RACIAL TRAITS

The human racial traits are described in the Player's Handbook. The only differences in Vikings are the following ones:

• Automatic Languages: Common. Bonus Languages: Dwarven, jotun, kobold, troll, vanir.

• Initial Renown: 0.

VIKINGS LAST NAMES

The most common method used in the formation of last names among vikings is to ad a suffix -son or -sson after the father's name. For example, a Barrel, son of Ivar would be called Barrel Ivarson or Ivarsson. For women, the used suffix is -dottir or -sdottir. Thus, a Guthrun, daughter of Haki, would be called Guthrun Hakidottir or Guthrun Hakisdottir. Other possible last names are words characterizing the individual. These last names, however, are acquired during one's life, and not from birth. For example, Graybeard, Ironfist, Sharptongue, Sharpeyes, Calmmind.

DWARVES

The dwarves are renowned blacksmiths and artificers, dedicating themselves to these crafts in times of peace and fighting when the need arises. They live in the caves that form the kingdom of Nidavellir, not to become involved in the frequent human conflicts. Still, there are many dwarves who, for a number of reasons, left their native land and now live among other races, especially among humans. **Personality:** Dwarves are relatively calm, but they can show a hidden, violent side during confrontations. They love to party and celebrate, no matter how shallow the reasons are. Dwarves tend to be exaggerated in their feelings, as much in friendship as in hatred.

Physical description: Dwarves are 4 to 5 feet tall. They are a race of heavy and resistant build. The majority of dwarves have clear skin and the color of their hair varies similarly to humans. Almost all males cultivate their beards, as also do some female.

Relations: Dwarves generally do not try to coexist with any of the other races, but they are able to tolerate them when necessary, and even to create lasting friendships. The dwarves always attract people from all Midgard, due to their impressive artificer and weaponsmith skills. Because of this, they have established trade routs and commerce with the other races.

Origin: After the giants appeared from the body of Ymir, the great giant's ice carcass was abandoned and forgotten. While the aesir were busy with the construction of Asgard, a new people appeared from this carcass. From the frozen blood of Ymir, the first dwarves were born and, among them, two were distinguished, having been born with special gifts: Dvalin, who knew the secrets of runes and of speaking, and Ivaldi, who knew how to create wondrous items from rock, wood and metal. Those two dwarves instructed their entire race in their trade. The race was later found by the aesir, gaining their friendship, and was led by them to Nidavellir, where it established the Dwarven Kingdom, under Asgard's protection. There, the dwarves prospered in their crafts, and began to worship Dvalin and Ivaldi as their gods.

Alignment and Religion: Most dwarves are lawful, and usually good-aligned. They follow their own deities, Dvalin and Ivaldi, but can also dedicate their life to Heimdall, Odin, Thor, Tyr and Vindsval.

Language: The dwarves have their own language, which uses the runic alphabet of Futhark.

Male names: Alf, Althjof, Alvis, Austri, Bifur, Bofur, Bombur, Dain, Delling, Dolgthrasir, Dori, Draupnir, Duf, Durin, Eikinskjaldi, Fili, Fjalar, Frar, Frosti, Fundin, Gandalf, Ginnar, Gloin, Hannar, Haugspori, Heptifi I read, Hlevang, Hor, Hornbori, Iri, Jari, Kili, Lofar, Loni, Mjothvitnir, Nabbi, Nain, Nar, Nipin, Nithi, Nori, Northri, Nyr, Nyrath, Onar, Ori, Rathsvith, Sindri, Skafi th, Suthri, Sviur, Thekk, Thorin, Thrain, Thror, Joined, Vegdrasil, Vestri, Vigg, Vindalf, Virfir, Vit, Yngvi.

Female Names: Ai, An, Aurvang, Bari, Fith, Fræg, Lit, Nali, Nyi, Var.

DWARVEN RACIAL TRAITS

The racial characteristics of dwarves are described in the Player's Handbook. The differences in the dwarves found in Midgard are the following ones: • +1 racial bonus on attack rolls against giants (instead of orcs and goblinoids); • They do not receive the +2 racial bonus on saving throws against spells and spell-like effects; • They can choose the feat Craft Magic Arms and Armor without meeting the caster level prerequisite, replacing it for these skills: Craft (weaponsmithing) 4 ranks, Craft (armorsmithing) 4 ranks; • Automatic Languages: Common and Dwarven. Bonus Languages: Jotun, kobold and troll:

• Initial Renown: 0.

JOTUNYM

The jotunym are the children of the ice giants who were not able to reach their full size. Therefore, they cause shame to their parents and are, frequently, banished from their native land. A 1st level jotunym character is a little larger than a human, and can still achieve some growth as time passes, but still in their maximum height, the jotunym are still far away from true giants.

Personality: Compared to the other races, jotunym are difficult to deal with, but comparing to giants, they are able to get along with other people, and also to live among them. They possess an often-troubling overconfidence, which is almost never met by their capabilities. Any insult against a jotunym, no matter how great, is always seen as a serious offence, one that cannot be left without punishment. These personality traits often make them lonely and, frequently, avoided. However, there are those

individuals whose deeds made them be accepted between other people.

Physical description: Young jotunym do not resemble their jotun parents. They seem like humans with cruder traces. usually pretty ugly. The average height of a young jotunym is between 6,3 to 7. feet tall. Their features are as varied as their ancestors'. They can be bearded, bald, blond, redheaded, black haired, have clear or darker skin, etc. As soon as a jotunym grows, it becomes ever more similar to the true jotuns.

Relations: Most jotunym are banished from their home. However, there are those that remain with their people, the ice giants, either as slaves or simple weaker members of the community. Between the outcasts, many look for new homes among the other races, just as kobolds do, while others adopt a nomadic live, lonely or in the company of other jotunym. The ones who live in towns are sometimes enslaved or find jobs that use their brute force, their size and their resistance.

Origin: The first jotunym appeared with the ice giants. There were very few of them, due to the small existing jotun population, and also because they were killed or eaten by their parents. With the giants' proliferation, more jotunym were born, and a few had managed to survive their birth, growing up with their parents' people, or leaving Jotunheim altogether.

Alignment and Religion: Jotunym are individualistic, but not egoistic as a whole. Therefore, they tend to neutrality. Jotunym of all alignments, except good ones, are common, and those of good alignments are very rare indeed. Jotunym dedicate themselves to several gods, those followed by humans and giants; amongst them are Ægir, Fenrir, Frigga, Hel, Hrym, Jormungand, Njord, Ron, Surt, Tyr and Vindsval. Language: Jotunym uses the jotun language Names: The birth names of jotunym are giants' names. However, they can receive new names when coexisting with other people. Male names: Beli, Blain, Fjolkald, Hati, Hrimgrimnir, Hrimnir, Hrungnir, Mithvitnir, Svaran, Thrym, Varkald, Vindkald. Female names: Fenja, Gunnloth, Heith, Hrimgerth, Hyndla, Jarnsaxa, Menja, Rind.

JOTUNYM RACIAL TRAITS

Jotunym are considered humanoids (jotunym). • +2 Strength, -2 Intelligence, -2 Charisma: jotunym are strong, but somewhat lacking in both knowledge and the ability to interact with others; Medium: as Medium creatures, jotunym have no special bonuses or penalties due to their size;
+1 Natural Armor: a jotunym's skin is tough

and resistant to blows;

• Jotunym base land speed is 30 feet;

• Jotunym have a +2 racial bonus on Climb, Intimidation and Survival checks;

• Cold Resistance 2;

• Giant Blood: for all effects related to race, a jotunym is considered a giant;

KOBOLDS

In Vikings, kobolds are not the reptilian humanoids from the Monster Manual. Instead, they are a sociable people that live in villages or cities the same way as other civilized races. Kobolds don't have their own kingdom, therefore they adapt to the places that welcome them.

Personality: Kobolds are a sneaky and opportunist people. They tend to reach their goals using suspicious and dishonored methods, if it could not lead them to great danger. They tend to be very cowardly and almost always follow the motto: "them, not me". Consequently, most kobolds are rogues, and it is rare to find any warriors of this race. Some also become bards in human communities, entertaining and amusing their inhabitants. **Physical description:** Kobolds are between 3 to 4 feet tall. They are very lean, do not possess beards or mustaches, and usually look much older than they really are, with a disproportionate nose, which makes them slightly comic.

Relations: Since, unlike other races, kobolds do not have a native land, kobolds always try to be useful so that they are accepted in the community; by doing this they develop abilities that are useful there. However, they are always getting into confusion, which eventually leads to their banishment. Kobolds are not skillful in surviving in the wild; therefore, they are always searching for a place where they are accepted.

Origin: The origin of kobolds is unknown among mortals, but the aesir know that it was the god of trickery, Loki, who spawned this people, in an occasion when he became involved with dwarves as part of one of his plans. The details of the conception are unknown even by the aesir, who always inquired if Loki was with a male or female dwarf, such as in the case where he seduced the horse Svadilfari and gave birth to the magnificent Sleipnir, Odin's mount. Anyway, the children born from this union were the first kobolds, and soon they were spreading along Nidavellir and Midgard.

Alignment and Religion: Kobolds do not usually respect norms or laws, even knowing that their acceptance in a community depends on this. Thus, almost all kobolds are of chaotic alignment. There are as much neutral and evil kobolds as there are good ones. Most kobolds unconsciously direct their prayers to Loki, however some others are dedicated to Balder, Bragi, Hel, Hobrok, Mani and Ulf.

Language: The kobold language is not much used, not even among them, and the race, preferring to

communicate using the common language, is forgetting it as a whole. It uses the Futhark alphabet. Male Names: Arrlis, Berrse, Derrsly, Flerrsy, Grissle, Rerry, Riussu, Silrro, Sirrim, Sram, Sroro. Female Names: Frollsa, Glarrsia, Rassra, Sissra.

KOBOLD RACIAL TRAITS

Kobolds are considered humanoids (kobolds).

• +2 Dexterity, -2 Strength: kobolds are small and nimble creatures, capable of great speed and coordination, but lacking in physical strength;

• Small: as a Small creature, a kobold gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character;

Kobold base land speed is 20 feet;

• +2 racial bonus on Balance, Escape Artist, Listen and Move Silently checks;

+2 racial bonus on initiative checks;

• +1 racial bonus on attack rolls while making a sneak attack;

• Automatic Languages: Common and kobold. Bonus Languages: Dwarf, jotun, troll;

• Favored Class: Rogue. A multiclass kobold's rogue class does not count when determining whether he takes an experience point penalty;

• Initial Renown: -1.

VANIRYAN

•

Vaniryan are the mortal descendants of the ancient vanir, who, after being overwhelmed by the aesir, were isolated in their kingdom of Vanaheim. There, they lived among mortals, which eventually led to the offspring of a new race: the Vaniryan, who possessed greater longevity than their mortal parents, being known to have achieved life spans of over 200 years. As descendants from the old gods, they developed various special abilities that demonstrate their inheritance. Most vaniryan live among the vanir in Vanaheim, but many more are spread along mortal lands, and some yet live with the elves of Alfheim.

Personality: The vaniryan are an extremely spiritual, meditative and philosophic people. They usually adopt peaceful and beneficial ways, and few amongst them risk their security far from their homes. The vaniryan presence in war is very rare. Those who adopt the warrior's way do it only for the most extreme reasons. Revenge is not common among this people, but many vaniryan would venture into an exploration that is seeking lost knowledge, or to find mystic places or to simply search for a place where they could feel spiritually fulfilled.

Physical description: Vaniryan are taller than humans, being 6 to 8 feet tall. Their skin is extremely clear and their hair is always blond or red. They don't have mustaches, beards, or any other kind of hair or fur in their bodies. Their eyes are always blue,on various tones. They dress in light clothes, since they are naturally resistant to the cold from where they come.

CHARACTERS

Relations: Vaniryan are closer to their vanir ancestors and to the elves, but they can interact well with other races when necessary. They could even ally with jotunym or kobolds if they find a common objective.

Origin: The vaniryan appeared when the vanir, isolated in Vanaheim, began to enslave other races, including humans. The union between humans and vanir originated the vaniryan.

Alignment and Religion: Most vaniryan are Lawful, tending to neutrality. In Vanaheim, all vaniryan are devoted of the vanir Njord, Freyr and Freyja, or of the defeated gods Alfrodul, Gefjun, Mani, Menglod, Mundilferi and Vindsval. Outside Vanaheim, a vaniryan could become devoted to any non-vanir god, such as Balder, Bragi, Hobrok, Honir or Idunn, but this is uncommon.

Language: Vaniryan use the vanir language, which uses the Futhark alphabet.

Names: Vaniryan use either vanir or human names.

Male Names: Byggvir, Oth, Skirnir. Female Names: Beyla, Gerth, Gollveig,

Ingun.

VANIRYAN RACIAL TRAITS

Vaniryan are considered humanoids (vaniryan).

• +2 Wisdom, +2 Charisma: vaniryan are a wise people, known by their strength of character;

• Medium: as Medium creatures, vaniryan have no special bonuses or penalties due to their size;

• Vaniryan base land speed is 30 feet;

• +2 racial bonus on Knowledge (religion) and Spot checks;

• Resistance to cold 10;

• Spell-Like Abilities: 1/day – bless. Caster level equal to character level; save DC 11 + vaniryan's Wis modifier;

• Automatic Languages: Common and vanir. Bonus Languages: Elven, jotun;

• Favored Class: Cleric. A multiclass vaniryan's cleric class does not count when determining whether he takes an experience point penalty;

• Level Adjustment: +1;

• **Initial Renown:** 1 (and consequently, 1 initial Exploit Point).

CLASSES

Most character classes from the Player's Handbook are present in Vikings, but not all of them. Wizards, sorcerers and monks do not exist on the nine worlds, but they could be introduced in some campaigns as outsiders. All arcane spellcaster classes (except for the Bard) were replaced by the Runic Caster. The NPC classes (adept, aristocrat, commoner, expert and warrior) are present in all races: lots of experts among humans and dwarves and adepts amongst the giants, jotunym and kobolds.

BARBARIANS

Besides the Fighter, the Barbarian is the most common class found the nine worlds. They proliferate among humans, ice giants and jotunym and there are almost as many among the dwarves, but there are very few vaniryan and kobolds barbarians. Barbarians could be encountered both in the wilderness and inside city walls, and some even risk their lives in the seas.

BARDS

Bards are most welcome near kings and nobles, and frequently hired not only to perform, but also to register the heroic acts of great heroes. Also called skalds, theirs is the responsibility for keeping alive the viking traditions, mainly by their songs and stories.

CLERICS

Although not many clerics exist, they play a very important role for all the races, since all cultures are extremely influenced by the gods. The clerics act as the gods' heralds, spreading their word and examples. Most Midgard cities possess at least one cleric devoted to the city's deity. Most human clerics acquire fighter levels as well, so they can stand on the battles their people praise so much.

DRUIDS

Druids are only common in Alfheim and Jotunheim. They are completely non-existent in Asgard, Nidavellir and in the underground, and are very rare in Midgard's kingdoms and Vanaheim's lands. They restrict themselves to uninhabited places, living solitary lives near animals and plants. Druids must be devoted to one of the following deities: Freyr, Hobrok, Idunn, Ulf and Vindsval.

FIGHTERS

Fighters are found all around the nine worlds, but are less numerous in Vanaheim and Alfheim. Typical fighter vikings are dedicated to master the techniques of fighting with swords, axes, spears and bows. Other weapons are also used by them, however with less frequency. Amongst the vikings, training is given on a very informal way, most times the apprentice is trained by one or more experienced warrior from the city where he lives. There are no specific combat training academies or schools, although most people learn how to fight early on their lives, so they will be able to survive risky and dangerous situations that commonly arise on these lands.

ROGUES

Rogues are common among humans and kobolds, but are not unheard of in other races. Since the acts normally carried through byrogues are badly seen by the viking society, they need to be even more careful or capable to face the consequences. They could become deceivers, cheaters or simply thieves.

PALADINS

Paladins are extremely rare, but not less important. They are devoted to the aesir and vanir, and give their lives to oppose to the forces of evil, such as giants, dragons and undead creatures. Their weapons of choice are generally the same as the fighter's: swords, axes and spears. A paladin must worship one of the following gods: Alfrodul, Balder, Gefjun, Heimdall, Menglod, Sif or Thor.

RANGERS

Rangers are spread along the entire continent, and some also leave in maritime expeditions to other lands, acting there as scouts and trackers. Most rangers are humans and jotunym, but some kobolds also follow this path. Rangers of other races exist, but only in small numbers. They must choose one of the following deities to receive their divine spells: Fenrir, Hobrok or Ulf. Rangers who follow other deities cannot cast spells.

RUNIC CASTER (RUN)

A simple gesture and certain words, combined with the appropriate rune, can sometimes be more effective and devastating than a war band of infuriated giants. This is the thought that governs a Runic Caster's life. All of them know the origin of their powers: they follow the teachings of none other than Odin himself, and are capable of feats similar to those of the gods themselves.

Runic casters need a vast knowledge of the existing runes to provoke the desired effects. They cannot simply lean over large volumes of arcane knowledge to extend their power. Thus, only through a fellow who possesses knowledge from different runes will a given runic caster be able to extend her powers and fulfill the obscure fate Odin reserved for her.
Adventures: The runic caster seeks adventure for a simple reason: inertia would be an offence to the designs of Odin. Therefore, the only way to become worthy of the aesir's knowledge is to seek complete domain over a large number of different runes, getting closer and closer to the gods themselves, and preparing for the day when Odin shall come to charge for the favor granted to these mortals. Some casters, however, hide under the facade of these rules and seek only to increase their powers, as a means to impose their wishes upon others, as the gods themselves would do.

Characteristics: The runic caster's power emanates from her runes. Understanding the true power of each rune is a task that could demand long periods of learning or be as simple as following an intuition. As they increase theirs domain over the runes, the runic casters could seek deeper knowledge on already known ones or to learn a new rune. Thus, those who have advanced in the way of the more powerful knowledge are able to empower their runes instead of learning new ones. Finally, the runic caster is able to summon a familiar: a small magical animal that serves the caster.

Alignment: Since knowledge of runes can arise from hours of study or a simple intuition, the runic caster alignment can be anywhere between Law and Chaos. However, disciplined casters tend to a greater lifespan than that of their more chaotic counterparts.

Religion: The idea of religion among the runic casters is, in a certain way, that of gratefulness for Odin for sharing the secret of runes. However, not all of them feel this obligation towards the head of the aesir, and many direct their prayers to other entities, such as Honir, Loki and others. Many still worship beings that are not gods, such as the norns, threaders of fate, and the decapitated Mimir, old guardian of the Source of Wisdom and councilor of the aesir.

History: Runic casters see other members of their class both as a source of runic knowledge and as a potential usurper of their powers and rune stones. Generally speaking, runic casters see themselves as scarce members of a people who has a great fate to carry through without knowing certainly which fate it is. However, their very different ideas about how to apply their powers universally, or even simpler regional matters, can make a meeting between runic casters an event to be never forgotten.

Races: The majority of runic casters are composed by humans and dwarves, the original races to whom Odin taught how to use the runes. However, members from the other races became apprentices after beholding the power inherent to rune casting, until they were also fully fledged runic casters. However, teaching a non-human or non-dwarf is considered at least a reckless act against Odin, and an almost clear sentence of death for the apprentice.

Other Classes: Runic casters see the other character classes as indispensable tools to reach their divine intents. Moreover, each mortal must follow the gods' designs for her, in such a way as to prepare herself to occupy her place in the last battle to come.

Function: Runic casters are the main arcane spellcasters in Vikings. They have access to a large variety of spells to use on diverse situations that cannot be overcome by other characters. They also possess a vast knowledge of spells that improve their own capabilities, as well as those of their allies. For those reasons, a runic caster is always welcome among a party of characters who share a desire for adventures.

GAME RULE INFORMATION

Runic casters have the following game statistics.

Abilities: Intelligence determines bonus spells for the runic caster, the Difficulty Class for saving throws against their spells and the maximum level that they are able to learn. Constitution improves their hit points, and Dexterity provides for a good Armor Class.

Alignment: Any one. Hit Die: d4

CLASS SKILLS

The runic caster's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis) and Spellcraft (Int).

Skill points at 1st level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features of the runic caster.

Weapon and Armor Proficiency: Runic casters are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a runic caster's movements, which can cause her spells with somatic components to fail.

Spells: A runic caster casts arcane spells which are drawn from the sorcerer/wizard spell list. A runic caster must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the runic caster must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a runic caster's spell is 10 + the spell level + the runic caster's Intelligence modifier.

Like other spellcasters, a runic caster can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Runic Caster. In addition, she receives bonus spells per day if she has a high Intelligence score.

A 1st level runic caster has access to

THE RUNIC CASTER

2 lesser runes and 1 greater rune (see Magic, ahead). This means that she can only learn spells from her chosen runes. As she acquires levels in this class, the character obtains access to other runes, and thus, become capable of learning and casting new spells.

A runic caster begins play knowing five 0-level spells plus three 1st-level spells of your choice. The spells must come from the runes the character has access to. To acquire new spells, she needs to be instructed by someone who knows them. Once a spell is learned, it cannot be forgotten for the learning of another spell.

To learn a spell, the runic caster must spend 1 hour per level of the spell in the company of an instructor, who must be a higher level runic caster or bard, a god or another arcane creature. After this time has passed, the runic caster makes a Spellcraft roll with a DC of 15 + the spell level. If she fails this test, she may only try to learn that spell again, either from the same instructor or from another one, after she gains another rank in Spellcraft.

Unlike other spellcasters, a runic caster need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that

Level	Base Attack	Fort	Ref	Will	Special				Spe	ells p	er D	Day			
	Bonus	Save	Save	Save	Summon familiar,	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Craft runic stone	3	1	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3	Lesser rune	4	2	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3	Lesser rune	4	2	1	-	-	-	-	-	-	-
4th	+2	+1	+1	+4	Greater rune, Power storage	4	3	2	-	-	-	-	-	-	-
5th	+2	+1	+1	+4	Lesser rune	4	3	2	1	-	-	-	-	-	-
6th	+3	+2	+2	+5	Lesser rune	4	3	3	2						-
7th	+3	+2	+2	+5	Greater rune	4	3	3	2	1	-	-	-	-	-
8th	+4	+2	+2	+6	Lesser rune	4	4	3	3	2	-	-	-	-	
9th	+4	+3	+3	+6	Lesser rune	4	4	4	3	2	1	-	-	-	-
10th	+5	+3	+3	+7	Greater rune	4	4	4	3	3	2	-	-	-	-
11th	+5	+3	+3	+7	Lesser rune	4	4	4	4	3	2	1	3	-	-
12th	+6/+1	+4	+4	+8	Lesser rune	4	4	4	4	3	3	2	-	-	-
13th	+6/+1	+4	+4	+8	Greater rune	4	4	4	4	4	3	2	1	-	-
14th	+7/+2	+4	+4	+9	Lesser rune	4	4	4	4	4	3	3	2	-	-
15th	+7/+2	+5	+5	+9	Lesser rune	4	4	4	4	4	4	3	2	1	-
16th	+8/+3	+5	+5	+10	Greater rune	4	4	4	4	4	4	3	3	2	_
17th	+8/+3	+5	+5	+10	Lesser rune	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Lesser rune	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Greater rune	4	4	4	4	4	4	4	3	3	3
20th	+10/+5	+6	+6	+12	Greater rune	4	4	4	4	4	4	4	4	4	4

spell level. She does not have to decide ahead of time which spells she'll cast. She also doesn't need material components other than her runes to conjure her spells (see Magic, ahead), unless the component costs more than 1gp.

To cast a spell using a metamagic feat, the runic caster must increase its casting time. For spells with a casting time of 1 action, she needs a full-round action. For a spell with a larger casting time, she needs an extra full-round action to conjure it.

Familiar: A runic caster can acquire a familiar in the same way that wizards of the same level do. Look in the Player's Handbook for more details on familiars.

Power Storage: Each time that a runic caster acquires the knowledge of a new greater rune, she can instead choose to abandon this knowledge in order to use a runic stone she already possesses to store her magical power. This power is stored in the rune in the form of metamagic feats that can be used only once. Regarding this ability, the metamagic feats are ordered according to their compared power: Enlarge Spell, Extend Spell, Silent Spell and Still Spell are considered Weak; Empower Spell and Heighten Spell are considered Moderate; Maximize Spell and Widen Spell are considered Strong; Quicken Spell is considered Very Strong. As a rule of thumb, feats that use up a spell slot one level higher are Weak, two levels higher are Moderate, three levels higher are Strong and four or more levels higher are Very Strong.

The first time the character abandons a new rune to be able to store power on one of his runic stones, she becomes capable of storing a Weak metamagic feat on it. As she chooses to store even more power on that runic stone, she becomes able to channel even stronger metamagic feats, as shown on the table below (the storage is cumulative):

Power Storages Chosen	Metamagic Feats
1	Weak metamagic feat
2	Weak metamagic feat
3	Moderate
4	Moderate
5	Strong
6	Strong
7	Very Strong

So, a 20th level runic caster who chose to exchange all of her greater runes for power storage would have a runic stone capable of storing two Weak, two Moderate, two Strong and one Very Strong metamagic feats.

The character doesn't need to possess the metamagic feat herself to store it in the runic stone. The first storage of a metamagic feat is free, but as soon as it is expended to enhance a spell (see below how it is done), the character must spend time and XP to restore the stone's magical power, while she meditates and concentrates energy on it, according to the table below:

Metamagic Feat	XP Cost	Time Spent
Weak	25 XP	1 hour
Moderate	50 XP	2 hours
Strong	150 XP	3 hours
Very Strong	500 XP	4 hours

Each metamagic feat remains stored in the runic stone until used; after this, the character can keep restoring the spent power, paying the XP cost each time.

Whenever the character activates the stored metamagic talent on a spell, she doesn't increase its casting time, nor does it use a higher spell slot. More than one metamagic feat gained through Power Storage can be used on a single spell at the same time. Those metamagics feats can only be applied to spells associated to the stone's inscribed rune.

Runic casters can use each other's runic stones for Power Storage purposes. To activate the metamagic feats stored on another caster's stone, the character must succeed at a Spellcraft roll (CD 20 + the runic caster level of the stone's creator). Thus, the runic casters are able to carry some extra runic stones with metamagic feats stored in them. In case a character loses one of her runic stones, she can create another one by using the Power Storage ability on another stone, properly carved with the appropriate rune. If two runic stones with the same rune from the same creator ever stay at less than 50 feet apart, they cancel each other's power, preventing that runic caster from casting spells of that single rune. This makes runic casters very jealous and protective of their own stones.

PRESTIGE CLASSES

This section will introduce new prestige classes for Vikings characters.

BERSERKER (BER)

Among the most barbarian vikings there exists a special kind of warrior called the Berserker. This name is originated from bare sark, witch can be translated as shirtless, unarmored or even as bear skin. To these warriors, the stories tell, Odin concedes the "battle fury", which makes these warriors fight as wild dogs, showing the brute strength of bears or bulls. They attack the enemy without any worry either by fire or steel. Before a battle, when entering this hypnotic state, they snarl and creak their teeth as they bite the edges of their shields.

In normal occasions, they seem just like normal people and are easy to deal with, however, during parties and drunkenness, it is common for them to unwillingly enter this frenzy. When this happens, they are led outside the village to fight with rocks until it ends. Some believe that berserkers induce this infuriated state by chewing a type of poisonous mushroom.

These fanatic warriors are also given other names according to the place, such as to ulfheônar, or "wolf skins".

Hit Die: d12

REQUIREMENTS

To qualify to become a berserker, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Feats: Cleave, Power Attack, Toughness **Special:** The character must have the Rage class feature.

THE BERSERKER

CLASS SKILLS

The berserker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Car), Jump (Str), Survival (Wis) and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are Class Features of the berserker prestige class.

Weapon and Armor Proficiency: Berserkers gain no proficiency with any weapon or armor.

Greater Rage (Su): A berserker's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Bear Skin: Because she believes to be invincible a battle, the only armors that the berserker can use to enter in fury are light armor. A berserker who is using other types of armor or a shield cannot enter rage.

Raging Combat Reflexes (Ex): At the 2nd level, while in rage, you receive the benefits of Combat Reflexes feat. If you already possess it, you can make an additional attack of opportunity every round.

Rage (Su): At 3rd, 6th and 8th level of this prestige class, the berserker can use its Rage ability one additional time per day. This feature is cumulative with daily Rage uses gained from other classes.

Damage Reduction (Su): At 4th level, a berserker gains Damage Reduction. Subtract 1 from the damage the berserker takes each time

III	DERBEIGLER	-			
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Greater rage, Bear skin
2nd	+2	+3	+0	+0	Raging combat reflexes
3rd	+3	+3	+1	+1	Rage 1/day
4th	+4	+4	+1	+1	Damage reduction 1/-
5th	+5	+4	+1	+1	Instinctive attack
6th	+6	+5	+2	+2	Rage 2/day
7th	+7	+5	+2	+2	Damage reduction 2/-
8th	+8	+6	+2	+2	Rage 3/day
9th	+9	+6	+3	+3	Damage reduction 3/-
10th	+10	+7	+3	+3	Furious retaliation

he is dealt damage from a weapon or a natural attack. At 7th level, and every three berserker levels thereafter, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0. This damage reduction is cumulative with the damage reduction ability acquired from other classes.

Instinctive Attack (Ex): From the 5th level thereafter, whenever the berserker uses the Power Attack feat while in rage, she doubles the damage bonuses obtained from it. However, while in rage, all attacks made by the berserker must be made with the use of the Power Attack feat, with a minimum penalty of -2 to the attack roll.

Furious Retaliation (Ex): Each time that a 10th level berserker is dealt 15 or more points of damage from a single melee attack while in rage, the opponent who attacked her provokes an attack of opportunity from her.

CHOSEN OF THE NORNS (NOR)

Three are the Norns who live at the roots of the Great ash, Yggdrasil. However, there are many other fortune-tellers, also called norns, living in Vikings lands, spread along the mystical worlds. These are the lesser norns, who are in charge of weaving the mortals' life threads. If times of tumult are forthcoming in Midgard, the lesser norns search for worthy vikings to whom they may pass part of their teachings. Those are known as the chosen of the norns.

Being able to interpret runes on a different way, a chosen of the norns is a diviner. They are capable of seeing some of the threats weaved by the norns, obtaining the power to see the past, the present and the future. Still, their powers are not equal to that of their masters, but even so, many of the chosen stand out in their villages and cities, becoming true council members of the Jarls and other leaders.

There are very few chosen of the norns, and most of them are women. Due to the nature of their powers and the fact of their precognitions are not always precise, the chosen usually become enigmatic and lonely individuals. When in a battle, they tend to protect themselves behind the lines, so that they can make good use of their powers.

Hit Die: d4

REQUIREMENTS

To qualify to become a Chosen of the Norns, a character must fulfill all the following criteria.

Skills: Knowledge(arcana)10ranks, Knowledge (religion) 10 ranks, Spellcraft 10 ranks.

Feats: Any one metamagic feat.

Spells: Ability to cast 4th-level arcane spells, at least one of them must be from the Divination school.

CLASS SKILLS

The Chosen of the Norns' class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are Class Features of the Chosen of the Norns prestige class.

Weapon and Armor Proficiency: Chosen of the Norns gain no proficiency with any weapon or armor.

Renounce: Upon stepping on the chosen way, the character must choose a rune (except for Knowledge/Names and Warning) he is able to cast spells from, and lose all of its knowledge. The character won't be able to cast any spells from that rune anymore, old or new.

Urd's Gift: The Chosen gains this metamagic feat as a bonus feat. This feat is exclusive to the Chosen of the Norns.

Spells per Day/Spells Known: When a new Chosen of the Norns level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 4th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 4th-level spells before he became a Chosen of the Norns, he must decide to which class he adds each level of Chosen of the Norns for the purpose of determining spells per day.

Skuld's Augury (Sp): Upon attaining the 2nd level, the Chosen is able to consult with

Skuld herself for advice about his fate and future. Once per day, the character is able to use the augury spell as a spell-like ability, but she always has a 95% chance of receiving a meaningful reply. At the 9th level, the Chosen of the Norns is able to use this ability twice per day.

Skuld's Gift: The Chosen gains this metamagic feat as a bonus feat. This feat is exclusive to the Chosen of the Norns.

Norns' Legendary Knowledge: At 4th level, the Chosen learns the legend lore spell, and whenever she casts it, the casting time is reduced by half.

Stone Tell (Sp): A 5th-level Chosen of the Norns is able to cast the spell of the same name as a spell-like ability once per day.

Norns' Vision (Ex): At 6th level, the character learns the visions spell and can take 10 while making his caster level check. The character could take 20, but the casting time would increase to 6 hours.

Skuld's Divination (Sp): When a Chosen reaches the 7th level, she can use this spell-like ability that functions just like the divination spell, but she always has a 95% chance of a correct divination. The chosen need not spend the required material components of the spell.

Threads of Time (Ex): Upon attaining her 8th level, the chosen learns the moment of prescience spell. At 10th level, she learns the foresight spell.

GÖDDAR (GDR)

Some Vikings villages and cities are homes to leaders so great that they are known all around the nine worlds for both their battle capacities and the powers they received from the Gods. These chiefs, famous and honored members of the Scandinavian society, are respected not only as Jarls, but are also known as Göddar.

The Göddar are very proficient fighters and great commanders in battle, and also the faithful servants of a chosen God, to whom they dedicate all their prayers and deeds, which makes them warrior-priests, who invoke divine protection and aid in combat and other risky situations. This is enough reason for their reputation as deadly and unexpected foes.

Among Vikings, the Göddar are seen as paragons. They live in such a way as to become as close to the Gods as a mortal could ever be. They blindly follow the teachings of the aesir and are always looking for more information about their Sagas. To become a god is the final objective of a Göddar. Therefore, they are always ready to learn more about the God they follow, to face a great battle with bravery and to die with honor and courage on behalf of their cause. The halls of the Valhalla are the only destination of a Göddar.

Hit Die: d10

THE CHOSEN OF THE NORNS

	Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
	1st	+0	+0	+0	+2	Renounce, Urd's gift	+1 level of existing class
	2nd	+1	+0	+0	+3	Skuld's augury 1/day	+1 level of existing class
	3rd	+1	+1	+1	+3	Skuld's gift	+1 level of existing class
	4th	+2	+1	+1	+4	Norns' legendary knowledge	+1 level of existing class
2	5th	+2	+1	+1	+4	Stone tell	+1 level of existing class
	6th	+3	+2	+2	+5	Norns' vision	+1 level of existing class
	7th	+3	+2	+2	+5	Skuld's divination	+1 level of existing class
	8th	+4	+2	+2	+6	Threads of time - moment of prescience	+1 level of existing class
	9th	+4	+3	+3	+6	Skuld's augury 2/day	+1 level of existing class
	10th	+5	+3	+3	+7	Threads of time - <i>foresigh</i>	+1 level of existing class

REQUIREMENTS

To qualify to become a Göddar, a character must fulfill all the following criteria. **Base Attack Bonus:** +5

Skills: Intimidate 5 ranks.

Feats: Leadership, Martial Weapon Proficiency (any).

Spells: Ability to cast 3rd-level divine spells.

CLASS SKILLS

The Göddar's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are Class Features of the Göddar prestige class.

Weapon and Armor Proficiency: A Göddar is proficient with all simple and martial weapons. Göddar gain no proficiency with any armor or shield.

War Domain: The character gains an extra domain, the War Domain, if she doesn't already possess it.

Spells per Day: When a new Göddar level is gained, the character gains new spells

per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. This essentially means that she adds the level of Göddar to the level of whatever other divine spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one divine spellcasting class before she became a Göddar, she must decide to which class she adds each level of Göddar for the purpose of determining spells per day.

Bonus Feat: At 3rd, 5th, 7th and 9th levels, a Göddar may choose a bonus feat from the list of feats available to fighters. This is in addition to the feats that a character of any class normally gets from advancing levels. The character must still meet any prerequisites for these bonus feats, including levels of fighter for the Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization feats.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	War domain	
2nd	+1	+3	+0	+3		+1 level of existing class
3rd	+2	+3	+1	+3	Bonus feat	all the second second second
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4	Bonus feat	
6th	+4	+5	+2	+5		+1 level of existing class
7th	+5	+5	+2	+5	Bonus feat	
8th	+6	+6	+2	+6		+1 level of existing class
9th	+6	+6	+3	+6	Bonus feat	
10th	+7	+7	+3	+7		+1 level of existing class

THE GÖDDAR



MASTER SKALD (MSK)

Many stories are told and sung around the nine worlds regarding the deeds of both gods and mortals. They were already made even before the mortals appeared in Midgard by Bragi, the god of the poetry, who composed verses about the battles between the aesir and their enemies as they were fought. After mortals appeared, stories about their kings and heroes were also made, and they exist as a way of keeping alive their history and to inspire those who will come after them.

A master skald is a bard who dedicates himself to studying those stories of gods and mortals, called Sagas. They lose themselves into these studies in such a way as to give up some of the more physical skills of other bards, but become capable of asking for the gods' favor, from both aesir and vanir, through songs that honor their heroic deeds.

Master skalds are welcome among kings, governors and heroes, and also among those who desire their earned favors in a battle. They are also welcome among the aesir and the vanir, for respecting them and knowing their Sagas.

Hit Die: d6

REQUIREMENTS

To qualify to become a Master Skald, a character must fulfill all the following criteria. **Alignment:** Any non-evil.

Base Attack Bonus: +3.

Skills:Perform(oratoryorsing)8ranks,Knowledge (history) 8 ranks, Knowledge (religion) 8 ranks. **Special:** Ability to use bardic music.

CLASS SKILLS

The Master Skald's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft(Int), DecipherScript(Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Speak Language (n/a), Spellcraft (Int), Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are Class Features of the Master Skald prestige class.

Weapon and Armor Proficiency: Master Skalds gain no proficiency with any weapon or armor. **Bardic Knowledge:** The character adds her Master Skald level to her bard level when making Bardic Knowledge checks.

Bardic Music: Master Skald levels stack with bard levels for the purpose of determining the Master Skald's daily uses of her bardic music abilities (if any), the DC of the saving throws to resist them and the value of the bonus granted by inspire courage (if the Master Skald has that bardic music ability).

Song of Heimdall (Su): A Master Skald of 3rd level or higher with 11 or more ranks in a Perform skill can use music or poetics to call her allies from great distances. While hearing the song, they automatically know if it is a warning or a plea for help, depending on the Master Skald's choice. This effect last for as long as the master skald continues to play and concentrates (up to a maximum of 1 round per 4 ranks in Perform she possesses). The song's reach is 1 mile per Master Skald level.

Song of Ulf (Su): A Master Skald of 5th level or higher with 13 or more ranks in a Perform skill can use song or poetics to give one of her allies (including herself), the gift of Ulf's accuracy with the bow. To be affected, an ally must be able to hear the master skald sing. The effect lasts for as long as the ally hears the Master sing. An affected ally receives a +2 morale bonus on attack rolls made with any kind of bow (but not crossbows). They can attack with bows (but not crossbows) as if they had the Precise Shot and Far Shot feats. For each 3 levels of Master Skald, the character can assign an additional ally as the target of this ability. Song of Ulf is a mind-affecting ability.

Song of Menglod (Su): A Master Skald of 6th level or higher with 14 or more ranks in a Perform skill can use song or poetics to make her allies rest more relaxed. This effect resembles a lullaby, and any ally who sleeps while hearing the Song of Menglod recovers twice as much hit points as she would under normal circumstances. Song of Menglod is a mind-affecting ability.

Song of Balder (Sp): A Master Skald of 6th level or higher with 14 or more ranks in a Perform skill can use song or poetics to make creatures that she has already fascinated extremely friendly towards her, as if they were affected by the charm person spell. All the targets must be already fascinated for this ability to work. Using this ability does not break the Master's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. A Will saving throw (DC 10 + 1/2 Master Skald's level + Master Skald's Cha modifier) negates the effect of the Song of Balder. This ability affects only humanoid creatures. Song of Balder is an enchantment (compulsion), mindaffecting, language dependent ability.

Song of Odin (Su): A Master Skald of 9th level or higher with 17 or more ranks in a Perform skill can use song or poetics to inspire rage on her allies in battle. To be affected, an ally must be able to hear the master skald sing. The effect lasts for as long as the ally hears the Master sing (up to a maximum of 1 round per two Master Skald levels). An affected ally acts as if she was under the effects of the rage class feature (like the barbarian's). For each 3 levels of Master Skald, the character can assign an additional ally as the target of this ability. Song of Odin is a mind-affecting ability.

Song of the Valkyries (Su): A Master Skald of 10th level with 18 or more ranks in a Perform skill can use song or poetics to ask the valkyries to bring a warrior from Valhalla to fight by her side. She must make a successful Perform (DC 35) check while calling the name of the convoked warrior. The warrior can be a fighter, barbarian or paladin of 15th level and with the same alignment of the Master Skald. If the check total was 40 or more, the convoked warrior could have levels of berserker, war paladin or warlord, as long as he does not exceed a total of 15 character levels.

It takes a full-round action for the convoked warrior to arrive from Valhalla, brought by a valkyrie, and he will remain for 10 rounds fighting alongside the Master Skald. In return, he expects that his deeds are sung all over the nine worlds. After the 10th round ends, the valkyrie brings the warrior back to Valhalla, as if he had died in battle again. A convoked warrior could oppose to fight if he considers the Master Skald's motivations divergent from his ideals. The use of this ability is not taken lightly, and a character who overuses it could face the judgment of the valkyries or even the aesir.

Gift of Bragi: A Master Skald is blessed by the god of poetry, Bragi, and gains a +1 sacred bonus on her Perform and Diplomacy checks. This bonus increases to +2 at 4th level and +3 at 7th level.

Spells per Day/Spells Known: When a new Master Skald level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of Master Skald to the level of whatever other spellcasting class the character has, then determines spells per day, spells known and caster level accordingly.

If a character had more than one spellcasting class before she became a Master Skald, she must decide to which class she adds each level of master skald for the purpose of determining spells per day and spells known.

Loki's Secret Knowledge: Through the use of her bardic knowledge ability, a Master Skald can find the weaknesses of her opponents. The opponent in question must be any type of creature for which a story or song could have been done (for example, this ability could not be used on a recently created construct or on a newborn) and the bardic knowledge check DC is equal to 25 + the opponent's CL.

Consider as a weakness any vulnerability that the creature possess, as well as any magic or special material that could cause it any ill-effects (such as ignore it's DR).

	HE	MASIER	KAL	D			
	Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Bardie music Bardie knowledge	Spells per Day
	1st	+0	+0	+0	+2	Bardic music, Bardic knowledge, Gift of Bragi +1	+1 level of existing class
	2nd	+1	+0	+0	+3	Loki's secret knowledge	+1 level of existing class
	3rd	+2	+1	+1	+3	Song of heimdall	+1 level of existing class
	4th	+3	+1	+1	+4	Gift of bragi +2	+1 level of existing class
2	5th	+3	+1	+1	+4	Song of ulf	+1 level of existing class
	6th	+4	+2	+2	+5	Song of menglod	+1 level of existing class
	7th	+5	+2	+2	+5	Gift of bragi +3	+1 level of existing class
	8th	+6	+2	+2	+6	Song of balder	+1 level of existing class
	9th	+6	+3	+3	+6	Song of odin	+1 level of existing class
	10th	+7	+3	+3	+7	Song of the valkyries	+1 level of existing class

THE MASTER SKALD

CHARACTERS

NORTHERN NAVIGATOR (NAV)

The seas, lakes and rivers are the roads of the Vikings. Either commanding a quick and bold Drakkar over raging seas or crossing the ocean on a Knarr, the vikings' sailors always played a major role on the life of the Nordic people.

The northern navigator is an experienced viking sailor, whose onboard adventures allowed her to gain a vast naval knowledge. Her abilities range from navigation, maintenance, coordinating sailors, a special aptitude for combat on a ship's deck and the skill to face aquatic creatures. Over the frozen waters of Scandinavia, a northern navigator is invincible.

The northern navigators are usually captains of large boats or entire war fleets. Since they spend most of their time over water, the navigators end up travelling all around the nine worlds in search of adventure, loot and a good fight.

Hit Die: d10

REQUIREMENTS

To qualify to become a Northern Navigator, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Balance 4 ranks, Profession (sailor) 8 ranks, Use Rope 4 ranks.

CLASS SKILLS

The Northern Navigator's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Knowledge (geography) (Int), Profession (Wis), Spot (Wis), Swim (Str), Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

THE NORTHERN NAVIGATOR

CLASS FEATURES

All of the following are Class Features of the Northern Navigator prestige class.

Weapon and Armor Proficiency: A Northern Navigator is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Illness Resistance (Ex): While on board of her ship, a 1st level Northern Navigator gains a +4 competence bonus on Fortitude saving throws to resist natural diseases, but not supernatural or magical diseases.

Legendary Navigation (Ex): You increase by 1 the Navigation value of your ship for every 2 levels of the Northern Navigator class you possess.

Spirit of the Ship (Su): A Northern Navigator of 2nd level or higher gains a +1morale bonus on attack and weapon damage rolls while fighting on board of her ship or near it, up to a distance of 100ft. per Northern Navigator level. This bonus increases to +2 at 5th level and +3 at 8th level.

Improved Balance (Ex): At 3rd level, the Northern Navigator cannot be flat-footed while she makes Balance checks to keep standing on a ship.

Aquatic Hunter (Ex): All creatures with the aquatic subtype are considered as a 4th level northern navigator's favored enemy. This is exactly like the ranger ability of the same name.

Tame the Winds (Su): Beginning at 6th level, after a successful Profession (sailor) (DC 30) check, the northern navigator is able to take maximum advantage of the winds to propel her boat, allowing her to increase its speed by 20 feet. This ability has a duration of 10 minutes for each Northern Navigator level the character

Base Attack Fort Ref Will Level **Special** Save **Bonus** Save Save 1st Illness resistance, Legendary navigation +1+2+0+02nd Spirit of the ship +1 +2+3+0+03rd Improved balance +3+1+3+14th +4Aquatic hunter +4+1+15th Spirit of the ship +2+5+4+1+16th Tame the winds +5+2+2+67th Scourge of the seas +7+5+2+28th Spirit of the ship +3+8+6+2+29th +9+6+3+3Supernatural balance 10th +10+7+3+3Viking captain

CHARACTERS

possesses. Other characters with the Profession (sailor) skill could use the aid another action to increase the Navigator's chance of using this ability.

Scourge of the Seas (Su): Once per day, a 7th level Northern Navigator can assign any weapon she is carrying to become a bane weapon. It's designated foes are all creatures with the aquatic subtype. The weapon remains changed by a number of rounds equal to the Northern Navigator's total Will saving throw bonus.

Supernatural Balance (Su): While on her ship, a Northern Navigator of 9th level or higher does not need to make Balance checks to remain standing nor Concentration checks to cast a spell.

Viking Captain (Ex): While on board of her ship, a northern navigator of 10th level gains the benefits of the Leadership feat. If she already possess it, increase her leadership score by +2. She retains those benefits if she is also under the effect of the Spirit of the Ship ability.

WAR PALADIN (WPL)

The gods developed some affection for their followers ever since they began to be worshiped. Perhaps Hrym and the ice giants have only respect and consideration instead of affection. Either way, there are some warriors who stand out as such valorous individuals before their gods that they are presented with powers that make them extremely deadly in combat, exalting the name of their patron deity.

The war paladins are the ones chosen by those deities who favor war and fighting, and who delight themselves in brutal battles, while claiming their god's names. They have a great religious devotion just like clerics and paladins do, or even greater. Warlords seek them to take part in conflicts, since they never demand payment, joining the fray only for the pleasure of battle itself.

Most Valkyries gain levels in this prestige class, while fighting on behalf of their father, Odin, and Sif. These gods gave them their mounts, and granted them the additional ability to fly between Midgard and the Halls of Valhalla.

Hit Die: d10

REQUIREMENTS

To qualify to become a War Paladin, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (religion) 4 ranks, Ride 6 ranks.

Feats: Armor Proficiency (heavy), Mounted Combat, Weapon Focus (the deity's favored weapon).

Deities: Hrym, Odin, Sif, Thor, Tyr.

Alignment: The same as your patron deity's.

CLASS SKILLS

The War Paladin's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion), Ride (Dex), Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

	THE /	NAR PALAD	IN			
	Level	Base Attack Bonus	Save	Ref Save	Will Save	Special
	1st	+1	+2	+0	+0	Special Mount
	2nd	+2	+3	+0	+0	War Domain
	3rd	+3	+3	+1	+1	Aura of Courage
	4th	+4	+4	+1	+1	
2	5th	+5	+4	+1	+1	Smite Infidel 1/day
	6th	+6	+5	+2	+2	
	7th	+7	+5	+2	+2	Lay on Hands
	8th	+8	+6	+2	+2	
	9th	+9	+6	+3	+3	Smite Infidel 2/day
	10th	+10	+7	+3	+3	
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CLASS FEATURES

All of the following are Class Features of the War Paladin prestige class.

Weapon and Armor Proficiency: A War Paladin is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (except tower shields).

Special Mount: A War Paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in battle. This mount is usually a heavy warhorse (for a Medium War Paladin) or a warpony (for a Small War Paladin). It does not go away or needs to be magically called as a paladin's special mount, but it does have some special abilities, according to the table below.

Should the War Paladin's mount die, she may not gain another mount until her deity intercedes on her behalf. During a thirty-day period, the War Paladin takes a -1 penalty on attack and weapon damage rolls.

War Domain: At 2nd level, the War Paladin gain access to the War Domain as if she were a cleric. Her caster level is equal to half her War Paladin level.

To prepare or cast a spell, a War Paladin must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a War Paladin's spell is 10 + the spell level + the War Paladin's Wisdom modifier.

The War Paladin can only cast a domain spell of each level once per day. She has access to the 1st level spell at 2nd level, and to the next level spell for each two War Paladin's levels thereafter (2nd level spell at 4th level, 3rd level spell at 6th level, 4th level spell at 8th level and 5th level spell at 10th level).

Aura of Courage (Su): Beginning at 3rd level, a War Paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the War Paladin is conscious, but not if she is unconscious or dead.

Smite Infidel (Su): At 5th level, a War Paladin may attempt to smite a creature that follows a different deity than her favored one (or no deity at all) with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per War Paladin level. If the War Paladin accidentally smites a creature that is a follower of the same deity as hers, the smite has no effect, but the ability is still used up for that day.

At 9th level, the War Paladin may smite infidel one additional time per day.

Lay on Hands (Su): Beginning at 7th level, a War Paladin can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her War Paladin level x her Charisma bonus. A War Paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a War Paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The War Paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

THE WAR PALADINS'S MOUNT

The War Paladin's mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium War Paladin is a heavy warhorse, and the standard mount for a Small War Paladin is a warpony. A War Paladin's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

War Paladin Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
1st-2nd	+2	+4	+1	6	Empathic link
3rd-6th	+4	+6	+2	7	Share spells
7th–9th	+6	+8	+3	8	Share saving throws
10th	+8	+10	+4	9	Improved speed

War Paladin's Mount Basics: Use the base statistics for a creature of the mount's kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number on the table is an improvement to the mount's existing natural armor bonus.

Str Adj.: Add this figure to the mount's Strength score.

Int: The mount's Intelligence score.

Empathic Link (Su): The War Paladin has an empathic link with her mount out to a distance of up to 1 mile. The War Paladin cannot see through the mount's eyes, but they can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the War Paladin has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars).

Share Spells: At the War Paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount. The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the War Paladin before the duration expires. Additionally, the War Paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A War Paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the War Paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Improved Speed (Ex): The mount's speed increases by 10 feet.

WARLORD (WLD)

To be a Viking does not mean to be a barbarian, quite to the contrary. Most successful Norsemen were those of great reputation, social qualities and intellectual superiority. The warlord gathers these qualities and leads his people in such a way as to improve their capabilities. Their fame reaches far kingdoms, their deeds are told and sung in most halls, and even their enemies recognize their value in combat. However, all the abilities of a warlord regarding his people depend on their acknowledgement, so anyone who is willing to follow this way must always keep good relations with their people, setting an example of attitude and feats, making their warrior's battle spirit burn.

Hit Die: d10

REQUIREMENTS

To qualify to become a Warlord, a character must fulfill all the following criteria. **Base Attack Bonus:** +7

Dase Attack Donus: +/

Alignment: Any nonchaotic.

Skills: Diplomacy 5 ranks, Intimidate 5 ranks, Ride 6 ranks, Sense Motive 5 ranks.

Feats: Leadership, plus one of the following: Greater Fortitude or Iron Will

CLASS SKILLS

The Warlord's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion), Ride (Dex), Sense Motive (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are Class Features of the Warlord prestige class.

Weapon and Armor Proficiency: Warlords gain no proficiency with any weapon or armor.

Legendary Reputation (Ex): The extraordinary deeds of a Warlord precede his arrival even at distant locations. The character gains a bonus equal to his Warlord level on all Diplomacy and Intimidate checks. **Inspiring Presence (Ex):** Beginning at 2nd level, the Warlord's allies that are able to see him fighting gain a +1 morale bonus on all attack, damage and saving throw rolls. These bonuses are denied once the Warlord stops fighting, or if the character is no longer able to see him. This bonus increases to +2 at 7th level and to +3 at 9th.

Combat Sense Motive (Ex): At 3rd level, the Warlord becomes able to use Sense Motive to determine his opponent's tactics and strategies. If his Sense Motive check result is 12 or more, he is able to establish the CR of each member of the enemy group. If the result is 20 or more, he is able to find about his enemies' tactics and their most likely course of action. To use this ability, the Warlord must watch his enemies' movements or be informed about part of their strategy.

Marked Enemy (Ex): From 4th level onward, the Warlord may elect an enemy who survives a fight against him to become a *marked enemy*. On all future combats against this *marked enemy*, the Warlord gains a +2 bonus on attack rolls and a +3 bonus on damage rolls against her. When a *marked enemy* is defeated, the Warlord may choose a new *marked enemy* the same way. A character may never have more than one enemy marked at a given time.

Leadership Bonus (Ex): At 5th level, the Warlord gains a +1 bonus on his Leadership Score. This bonus increases to +2 at 8th level, and +3 at 10th level. **Diehard:** At 6th level, a Warlord gains Diehard as a bonus feat, even if he does not have the normal prerequisites for that feat.

Final Effort (Ex): When reduced to between 0 and -9 hit points during a combat, a 10th level Warlord is capable of surpassing the odds of being in this situation. He must choose between using the benefits of Final Effort or the Diehard feat.

If he chooses to use Final Effort, the Warlord is considered stabilized, and may perform actions normally during the remaining of the encounter, without losing 1 hit point each round as normal, as long as he keeps fighting. The Warlord becomes immune to spells from the Enchantment school and the Healing subschool and gains a +4 bonus on Will saving throws while Final Effort lasts. He also becomes immune to poison.

Each attack that hits the Warlord while in Final Effort causes only 1 point of damage, no matter how high the damage roll was. Critical hits multiply this 1 damage normally (a greataxe would cause 3 points of damage on a critical hit). This damage is not subject to any Damage Reduction the Warlord might have from any source. If the Warlord reaches -10 hit points, he dies immediately.

When there are no more enemies in sight, the Warlord's Final Effort immediately ends. He will return to incapacitated and will receive any damage or other effects from poison that were denied by this ability.

Level 1st	Base Attack Bonus +1	Fort Save +2	Ref Save +0	Will Save +2	Special Legendary reputation	
2nd	+2	+3	+0	+3	Inspiring presence +1	
3rd	+3	+3	+1	+3	Combat sense motive	
4th	+4	+4	+1	+4	Marked enemy	
5th	+5	+4	+1	+4	Leadership bonus +1	-
6th	+6	+5	+2	+5	Diehard	
7th	+7	+5	+2	+5	Inspiring presence +2	1
8th	+8	+6	+2	+6	Leadership bonus +2	
9th	+9	+6	+3	+6	Inspiring presence +3	
10th	+10	+7	+3	+7	Leadership bonus +3, Final effort	

THE WARLORD

FEATS

The following section introduces several new feats, all of them created with the Vikings theme in mind.

IMPROVED CALLED SHOT [GENERAL]

You were trained in aiming your attacks to specific parts of your opponent's body.

Prerequisites: Combat Reflexes, base attack bonus +4.

Benefits: You do not provoke an attack of opportunity when you make a called shot (see Chapter 7 for more details).

Special: A fighter may select Improved Called Shot as one of his fighter bonus feats.

OPPORTUNISTIC RIDER [GENERAL]

You take advantage of your opponent's missed attacks to counterattack them while you are mounted.

Prerequisites: Base Attack Bonus +5, Combat Reflexes, Mounted Combat.

Benefits: Whenever you successfully use the Mounted Combat feat to negate a hit to your mount, you may make an attack of opportunity against the opponent who attacked it.

Special: A fighter may select Opportunistic Rider as one of his fighter bonus feats.

SVÍAR TRADER [GENERAL]

You are a representative of the svíar, who dedicate themselves to visiting other lands and establishing friendly trade with other people.

Prerequisite: Human (Svíar).

Benefits: Knowledge (geography) and Speak Languages become class skills to you. You get a +2 bonus on Appraise and Sense Motive checks when dealing with foreign people and materials. **Special:** You can only choose this feat at 1st level.

JOTUN GROWTH [GENERAL]

You have reached the maximum height of a jotunym, however, you are still not capable of rivaling the true jotuns' size.

Prerequisite: Jotunym, Fortitude +8, Reputation 6, Jotun Durability, Jotun Resistance.

Benefits: Choose a new height between 7 and 9 feet. Your weight also increases by 30 pounds. You become a Large creature, and receive a +2 racial bonus on your Strength score. Your Dexterity, however, is reduced by 2. You are no longer a Humanoid (jotunym), but are considered a Giant for all purposes.

CRAFT RUNIC STONE [ITEM CREATION]

You can create runic stones, used by spellcasters to cast the stored spells.

Prerequisite: Caster level 1st.

Benefits: You can create a runic stone of any spell that you know. A runic stone is created and functions exactly like a Scroll, substituting for them in a Vikings setting.

URD'S GIFT [METAMAGIC]

You are capable of making your divination spells delve into the past.

Benefits: You can modify any of the following spells with Urd's Gift: clairaudience/clairvoyance, arcane eye, scrying, greater scrying, prying eyes and greater prying eyes. When modified with Urd's Gift, those spells are able to show past facts of the spell's target, be it a place, item or creature. The DM determines which scene of the past is witnessed, but it must be an important one from the history of the place, item or creature. A spell modified with Urd's Gift never shows the same scene twice, however different spells could show the same scene. A spell modified with Urd's Gift has its casting time increased by 1 hour and it cannot be further modified by any other metamagic feat.

SKULD'S GIFT [METAMAGIC]

You are capable of making your divination spells forecast the future.

Benefits: You can modify any of the following spells with Skuld's Gift: clairaudience/ clairvoyance, arcane eye, scrying, greater scrying, prying eyes and greater prying eyes. When modified with Skuld's Gift, those spells are able to show future events that will occur to the spell's target, be it a place, item or creature. The DM determines which scene of the future is witnessed, but it must be important to the place, item or creature. A spell modified with Skuld's Gift never shows the same scene twice, however different spells could show the same scene. A spell modified with Skuld's Gift has its casting time increased by 1 hour and it cannot be further modified by any other metamagic feat.

JOTUNHEIM EXPLORER [GENERAL]

You dedicated your life to exploring the lands of the ice giants, and thus, you find it easier to survive on the frozen mountains and to fight the Jotun. **Prerequisites:** Survival 4 ranks, favored enemy (giant) class ability.

Benefits: You get a +2 competence bonus on Survival checks made in Jotunheim and increase by +1 the bonus received from the favored enemy ability.

MERCILESS CLEAVER [GENERAL]

You are able to cut off arms and legs with an alarming ease.

Prerequisites: Str 15, Combat Reflexes, Improved Called Shot, Power Attack, base attack bonus +8.

Benefits: Whenever you make a called shot against an opponent's arm, hand, leg, or foot with a slashing weapon and using the Power Attack feat (with a minimum attack penalty of -1), that body part is cut off if the result of the Fortitude saving throw is 6 or more points below the save DC.

Special: A fighter may select Merciless Cleaver as one of his fighter bonus feats.

JOTUN DURABILITY [GENERAL]

You developed your physique quite well, becoming more similar to your ancestors.

Prerequisites: Jotunym, Fortitude +3.

Benefits: Choose a new height between 7 and 8 feet. Your weight is also increased by 20 pounds. You receive a +2 racial bonus on you Constitution score. Your Dexterity, however, is reduced by 1.

SAGACIOUS HERO [GENERAL]

You know how to take better advantage of the reputation you acquired throughout your history.

Benefit: You may spend 2 exploit points to use a feat you do not possess or to gain an extra attack.

Normal: A character without this feat must spend 3 exploit points to use a feat she does not possess or to gain an extra attack.

BROTHERS IN ARMS [GENERAL]

You are better at combat while fighting alongside someone you trust.

Prerequisite: Reputation 2.

Benefits: While you and an ally who possesses this feat fight together, both get a +1 morale bonus on attack, damage and saving throw rolls, and to AC. These bonuses are only gained while you

and your ally are up to 30 feet from each other. Anyone who defeats you or your ally while you are using this feat immediately regains 1 exploit point.

DRUNKEN FIGHTER [GENERAL]

You become more aggressive after some shots of a good drink.

Prerequisites: Human, dwarf, kobold or jotunym, any nonlawful alignment.

Benefits: After you ingest at least 1 gallon of any alcoholic beverage, you enter an aggressive state. In this state, you suffer a -1 penalty on attack rolls, skill checks, Reflex saving throws and AC, but you gain +1d4 bonus to all melee damage rolls. This aggressive state lasts for 1 hour + 6d10 minutes. After this time, you remain drunk, but lose the damage bonus and doubles the penalties for the same duration the aggressive state lasted.

DANE NOBLEMAN [GENERAL]

You are a member of one of the noble families of Danemark, descendant of the great rulers of the past.

Prerequisite: Human (Dane).

Benefits: You get a +2 competence bonus on all Diplomacy and Knowledge (nobility and royalty) checks and can assign one of your starting equipment as masterwork.

Special: You can only choose this feat at 1st level.

JOTUN RESISTANCE [GENERAL]

You developed a natural resistance in your skin, becoming more similar to your ancestors.

Prerequisite: Jotunym, Fortitude +3.

Benefits: Choose a new height between 7 and 8 feet. Your weight also increases by 20 pounds. You increase by +1 your natural armor bonus. Your Dexterity, however, is reduced by 1.

NORSKE EXPLORER [GENERAL]

In your blood burns the norske desire for conquest, impelling you to sail for other lands in search of wealth.

Prerequisite: Human (Norske).

Benefits: You get a +2 competence bonus on all Profession (sailor) and Use Rope checks. You also get a +2 bonus on all damage rolls against humans while fighting outside Norsklund.

Special: You can only choose this feat at 1st level.

MAGIC

The nine worlds' magic, be it either arcane or divine, depends exclusively on knowledge about the runes - symbols that had been taught to the mortals by Odin, so that anyone who is able and worthy of using them could acquire great power. Odin himself overcame extremely dangerous situations to learn the secrets of the runes.

Thus, a spellcaster who wishes to cast a spell need to properly use these runes. Runes are considered an additional component for all spells. They must be used in any of two ways: if the spellcaster possesses the rune inscribed in any of her objects, she must use this object as a spell focus; otherwise, she could trace the rune in any available surface. If the character finds a surface that allows the writing, such as sand, land, mud, etc., she can quickly inscribe the rune in the ground; if this is the case, the inscribing is just an additional somatic component that does not change the spell's casting time. If the character is next to a more resistant surface, such as rock or wood, she could still carve the rune needed to cast the spell using her appropriate Craft skill, but this requires a number of extra rounds of casting time equal to the level of the spell. After finishing it, the spellcaster is able to use the carved rune as a focus and cast the spell normally.

A spell may never be cast without the use of runes, even if the character uses the Eschew Materials or Still Spell feats (or any similar abilities). These feats may exclude the use of other material and somatic components, but not the rune use. Spell-like abilities must alto make use of runes to work.

Each school of magic possesses one specific rune associated with it, as well as each domain, descriptor and most subschools. This way, the runes used to cast each spell will always be associated with one of these four spell aspects, in this order: domain, descriptor, subschool and school. A spell that belongs to a domain always uses that domain's rune, even when it is not being cast by a cleric. Therefore, the calm animals spell, belongs to the Animal Domain, and therefore is associated with the Animal/Property rune (the Animal Domain rune). Druids or rangers cast that spell using the same rune.

Spells that are part of a Domain's list use the rune associated with that Domain.

GREATER RUNES

J				
Rune	School	Subschool	Descriptor	Domain
X Food/Offering	Conjuration			
↑ Knowledge/Names	Divination			Knowledge
Control/Assemble	Enchantment			
4 Create	Evocation	Creation	Energy	
K Illusion/Mystery	Illusion		Fear	Trickery
R Necromancy/soul	Necromancy		Death	Death
Y Protect/Guard	Abjuration			Protection
Transform/Teleport	Transmutation	Teleportation		

Rune	e	Subschool	Descriptor	Domain
1	Water		Acid, Water	Water
F	Animal/Property	Invocation		Animals
P	Air		Air, Cold	Air
1	Warn	Scrying		
\$	Communication/Separa	tion	Language-dependant	
M	Body/Man/Human		Chaos, Evil, Good, Law	Chaos, Evil, Good, Law
X	Healing/Fertility	Healing		Healing
<	Fire		Electricity, Fire	Fire
n	Fortify/Repair			Strength
	Light (and Darkness)	Shadow	Darkness, Light	Sun
	Magic/Destiny			Luck, Magic
X	Mind		Mind-affecting	
M	Move/Travel			Travel
Ś	Plants			Plant
N	Break/Weaken/Hurt			Destruction, War
F	Sound/Signs		Sonic	
B	Earth		Earth	Earth

Spells that are not part of a Domain's list use the rune associated with its descriptor.

Spells that are not part of a Domain's list and don't have a descriptor use the rune associated with its subschool.

Spells that are not part of a Domain's list, don't have a descriptor and don't belong to any subschool use the rune associated with its school of magic.

Spells that are not part of a Domain's list, don't have a descriptor and their subschool is not associated with any rune use the rune associated with its school of magic.

A character who has access to spells of any given school knows which rune is associated with that school and will recognize it if she finds it carved or drawn in any surface. Characters who don't use a given rune could still associate it with its school or subschool of magic by making a Spellcraft check, DC 15. The same rules apply while relating runes with Domains and descriptors.

RUNIC STONES

There are no mystical scrolls in Midgard, since there is already so little written material. Insted, the spellcasters make use of runic stones, that function exactly like scrolls.

A runic stone can be created with the Create Runic Stone feat. The character follows the same used rules to scribe a scroll: the same time and cost in both XP and GP. After its creation, a runic stone can be deciphered and activated just like a scroll. The only difference is that the runic stone does not possess the spell written on it, but only its associated rune. The spell is identified and cast by its pattern.

Runic stones cannot be used by sorcerers or wizards, and scrolls cannot be used by Vikings characters.

MISSING GODS AND DIVINE MAGIC

The vanir gods Mundilferi and Vindsval disappeared a while ago, and not even the other gods know where they are. However, they still grant their followers divine magic. Even absent, these gods still play important roles in the nine worlds. Perhaps this is a signal of their future return.

SPELLS

Not all of the Core Rulebook I's spells are available for Vikings characters. The most inadequate spells are teleport spells, spells that deal with other planes and spells that create new forms of movement. The following ones are not recommended to use in Midgard: *planar binding* (including the lesser and greater versions), *air walk*, *water walk*, *contact other plane*, *banishment*, *limited wish*, *wish*, *gaseous form*, *maze*, *mage's magnificent mansion*, *crushing hand*, *interposing hand*, *forceful hand*, *grasping hand*, *dimension door*, *passwall*, *helping hand*, *teleport*, *greater teleport*, *plane shift*, *flight*.

Thus, the Air and Travel Domains lose some spells. In Vikings, those are replaced by new spells, making each Domain's spell list a little different, as below:

Air Domain Spells

- 1. Obscuring Mist
- 2. Wind Wall
- 3. Eagle's Call
- 4. Eagle's Call, Greater
- 5. Control Winds
- 6. Chain Lightning
- 7. Control Weather
- 8. Whirlwind
- 9. Elemental Swarm

Travel Domain Spells

- 1. Longstrider
- 2. Locate Object
- 3. Eagle's Call
- 4. Enhanced Movement
- 5. Eagle's Call, Greater
- 6. Find the Path
- 7. Enhanced Movement, Mass
- 8. Phase Door
- 9. Astral Projection

NEW SPELLS

Those are the new spells presented on the above lists' descriptions:

EAGLE'S CALL

Conjuration (Summoning) Level: Sor/Wiz 3, Air 3, Travel 3 Components: V, S, F/DF Casting Time: 1 round Range: Close (25 ft. + 5 ft./2 levels) Effect: One summoned creature Duration: 1 round/level (D) Saving Throw: None Spell Resistance: No

This spell summons a giant eagle. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You can communicate with it, direct it not to attack, to attack particular enemies, or to perform other actions. *Arcane Focus:* A feather.

EAGLE'S CALL, GREATER

Conjuration (Summoning) Level: Sor/Wiz 5, Air 4, Travel 5 Components: V, S, F/DF Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels) Effect: Two or more summoned giant eagles, no two of which can be more than 30 ft. apart Duration: 1 round/level (D) Saving Throw: None Spell Resistance: No

This spell functions like eagle's call, except that you can summon two giant eagles, plus 1 for every 6 caster levels.

ENHANCED MOVEMENT

Transmutation Level: Sor/Wiz 4, Travel 4 Components: V, S Casting Time: 1 standard action Range: Touch Target: One living creature Duration: 1 min./level (D) Saving Throw: Will negates Spell Resistance: Yes

The target has its speed and jumping distances doubled for the duration of this spell. If used on a character's mount, the spell allows the character to fight as if she had the Spirited Charge feat, even if he does not have the normal prerequisites for that feat.

ENHANCED MOVEMENT, MASS

Transmutation Level: Sor/Wiz 7, Travel 7 Components: V, S Casting Time: 1 standard action Range: Touch Target: All creatures in a 20 ft. burst. Duration: 1 min./level (D) Saving Throw: Will negates Spell Resistance: Yes Mass enhanced movement works like enhanced movement, except that it affects multiple creatures.

CHAPTER 3: THE VIKING [IFE

"A BRAND FROM A BRAND IS KINDLED AND BURNED AND FIRE FROM FIRE BEGOTTEN; AND MAN BY HIS SPEECH IS KNOWN TO MEN, AND THE STUPID BY THEIR STILLNESS."

- HOVAMOL

iking life is a simple one. Most are grangers, owners of small farms. In spite of that, low productivity of the land and a high birth rate were determinant on the development of the Viking folk personality; expansionist, invader, and warlike.

SOCIETY AND POLITICS

The viking society is basically divided in three social classes: the Jarls, the Karls, and the Thralls, and was defined after an epic named "Song of Rig".

The Jarls or nobles are those who possess any kind of social achievement, such as the clan and city leaders, warchiefs, great merchants, and others. They're easily recognized by their superior clothes, jewels and weapons. Karls are the free people, and a majority of them are owners of farms (Bodis), artificers in workshops, merchants, professional soldiers (known as Huskalars), and others. The lowest class is formed by the Thralls, or slaves, and is easily differentiated by their very short hair and a white cloak. They have no right, and can always be killed by their owners, as long as the reason is made public. Lots of women slaves are killed in religious sacrifices.

Classes, although hereditary, are not fixed, and an individual can shift between them through a determining fact. A great merchant can cease from being a Jarl if he happens to lose his wealth. A slave can buy his freedom and become a Karl. This is a very common occurrence, since warrior slaves who are taken to incursions of pillage have a share of the bounty. Slaves can also come to good terms with their owners and become farm managers (bryti) or responsible for domestic matters (deigja), but most tend the land, sowing and harvesting.

With the exception of slaves, all Vikings have equal rights, no matter if poor or wealthy, man or woman. They have the right to vote a new leader, to propose a new law, or to demand compliance of the law. The things are meetings organized by the citizens to make collective decisions, investigate and apply punishment against a criminal or simply to gain knowledge of the local laws. Presence in the things is mandatory, and in the case of a citizen not being able to come he must send a representative or pay a fine. Although the main subjects are related to law and politics, lots of people also go there to trade, play and talk. A thing can last up to one week and in the end the participants declare their favorable opinions by beating their weapons. This is known as weapon agitation or vapnatak. The althings are the great reunions of clan leaders (lendrmadr, in Hrimsey they are called göddar) where the kings (konungr) are chosen, the great invasions are planned and the wars decided.

Viking laws are very simple and vary through the various villages and cities. They are normally only rules of behavior applied to Vikings and other people living on their territory. Their sense of community is very strong, and family ties are greatly praised as well. It's common for a Viking to prepare and sow the land of an old one before his own. A child below 15 years old cannot take responsibility for any crime, even murder, which is taken as an accident. The punishment for crimes is usually simple: death for men and slavery for women. These penalties, though, are commonly replaced by others in the case of a less serious crime or when the accused is a well-liked person inside the community.

Punishment usually consists of fines and banishment, temporary or definitive. The practice of banishment greatly stimulated the Viking custom of invasion and colonization. If an adult is accused of a crime, he must come to the lögretta, a committee of men and women well-known for their just behavior, previously chosen to the job, during the thing. The lögretta is responsible for conducting the judgment, but not for judging the accused. The decision is taken by the community, based in the facts and witnesses presented by both of the involved, accused and accuser. In most times the decision is concluded with a duel between them, where the gods will keep the innocent safe.

RENOWN AND EXPLOIT POINTS

Being strong, tough, nimble, skilled or having a powerful connection with the gods is worth nothing for a Viking if he doesn't use his gifts to join great incursions, to participate in fantastic adventures or to challenge the most powerful enemies. To prove himself worthy of respect inside his community, a Viking needs to accomplish wonderful feats, heroic acts, and to have an attitude that elevates his esteem inside his group.

Viking society takes this kind of attitude into high account and praises acts of bravery

and heroics or spectacular actions from their members. That's why their more respected members, who carry more status, are those whose name is associated with incredible feats and stories. Each Viking brings with him his renown, i.e., his status. Renown measures his bravery, heroism, competence inside his class, and how much the character is respected inside his community for all this.

As a counterpart, all those Vikings who have already participated into lots of incursions, fought various battles and joined different kinds of adventures, add a formidable experience in dangerous and extraordinaire feats. It's not about Experience Points that are normally accumulated by characters, but the ability to accomplish acts of renown (that means spectacular acts and heroic feats, as mentioned above). This ability is determined by Exploit Points, a characteristic incorporated by Vikings that makes them more powerful against dangerous, difficult, or extraordinaire situations.

Determine the Renown and Exploit Points of your character as shown below.

RENOWN

In Viking society, nobility is not solely on the blood of those who are born noble, but also on the deeds who make them worthy of being recognized as respected members of their communities. So, renown represents the hierarchy of your character inside his village, province, or kingdom. It determines the status of your character before those around him.

Normally, the renown of a character varies in a scale that goes from -1 to 15. Some races, feats and other rules can determine the contrary, but that is explained case by case. A character's Renown score determines the reaction of those on his community and the degree of fame and respect he possesses.

RENOWN: EARNING AND LOSING

Characters earn renown in two ways: character level and the deeds carried through the course of their adventures.

Character Level: the simple fact of leveling up means the character has gone through adventures, incursions, and faced various enemies. That means all characters receive one point of renown at the even levels, up to the 14th level (to a maximum of 7 points of renown earned this way). Beginning at 15th level, a character receives no more renown due to evolution, because it's presumed that his power level is so far above the average that he should earn renown through his deeds, and not his experience. Character races, feats or rules can determine the acquisition of renown in different ways, but this will be explained punctually.

Deeds: if at any time a character carries through an act of extreme bravery, an extraordinary action or an attitude of heroism, the Game Master will be able to reward him with renown. The Game Master will award the characters accordingly to his common-sense; he will have to analyze the character's action and decide whether the character would be better rewarded with renown, exploit points, or if it's the case of not awarding the action at all. Whenever the Game Master judges an act to reward it or not with renown, he should take into account some essential variables, and they are: level, race and character class. Facing a creature alone can be an act of extreme bravery for a 1st level character, and a quite simple act for an 8th level one. Similarly, each class or race adapts better to some situations, and what is commonplace for a class or race can be extraordinary for another one. Imagine a Jotunym barbarian of 3rd level that manages to pass furtively through the Varangian guard to arrive at the room of the

Renown	Concept
-1	A slave or a mediocre free man.
0	Some loyal slaves and most free men.
1-3	Common adventurers, soldiers, and less important warriors.
4-6	Minor Jarls, leaders of small groups.
7-10	Major Jarls, generals, and leaders of minor Jarls.
11-12	Superior Jarls, chiefs of state and kings.
13-14	Viking heroes, those whose name is on the written sagas and on the poems recited by skalds.
15+	True legends amongst Vikings.

Byzantine Emperor without being noticed... It's an extraordinary action! But it wouldn't be if it had been carried through by a 3rd level kobold rogue. The Game Master must always remember these differences. The more powerful the character is, more difficult it will be for him to gain reputation, as people already expect extraordinary deeds from him. Deeds that once represented gain of renown or exploit points might lose their previous meaning, becoming common acts as the character's power increases.

When awarding renown or exploit points to a character, the Game Master must be reasonable and try to stick to a standard. The adoption of a standard is essential so that the Game Master does not incur the risk of giving renown to a player for an act and not giving it to another one for a different action of the same magnitude. Moreover, during his campaign, the Game Master must keep in mind what it means for a character to earn renown, and what determines the recovery of an exploit point previously spent. Thus, for example, the repeated accomplishment of an act that was initially awarded with renown can now be awarded with the recovery of an exploit point.

JOSING RENOWN

As extraordinary actions and feats of bravery and heroism reward the character with points of renown, acts of cowardice, lack of honor, disloyalty or any another attitude that is against the vikings' norms of behavior can be considered reason for a loss of renown.

It's up to The Game Master to analyze the situation and determine if the character will lose renown or not. He may as well set a chance in a d% roll that the character will lose renown in a given action, as to avoid deciding arbitrarily on the matter. If he rolls inside the given chance of losing renown, his maximum exploit points are reduced accordingly.

EXPLOIT POINTS

Exploit Points represent the capacity of a character to get away of extremely risky situations, to face extraordinary circumstances or to carry through an act that theoretically would be impossible, given his abilities at the moment of the action. In game terms, the exploit points represent a card in the sleeve for the character, a twist he can use at any time to extend his capacity to carry through some action or to access a feature he does not possess. The exploit points can be used in three ways: as a bonus in a skill check (or attack roll), to give the character temporary access to a feat he doesn't have, or to grant him an extra attack.

Bonus to skill checks and attack rolls: anytime the character makes a skill check or attack roll, he's able to spend exploit points to improve his roll. For each exploit point spent, the character adds +2 to his roll. That means, the character will add that value to his ability modifier, skill ranks, base attack bonus, or any other modifier added earlier, improving his final result. It's possible to spend a maximum of 3 exploit points per round, to a maximum of +6 added to a single roll. For instance, Segwulf, the Brave, fights against an Ice Troll. He's already badly wounded, and if he doesn't manage to strike true with his next blow, he'll probably perish in the cold claws of the Troll. Thus, Segwulf decides to use two exploit points (bonus of +4) in the next attack against the creature. The player rolls a d20 and gets a 10, adding Segwulf's attack bonus (+3) and the bonus received through spent exploit points (+4), for a total of 17, good enough to hit the opponent.

Temporary feat: The exploit points can be used to temporarily access a feat the character doesn't have. To do this, the character must fulfill the prerequisites of the feat, and spend 3 exploit points. The character will be able to use the feat for the next 1d6 rounds. During this period of time, the character will be able to use the feat normally, as any other feat he actually has, but the following must be observed:

1) To use this ability, the character must remain conscious. Therefore, feats that only work when a character is unconscious cannot be emulated, unless the character manages to activate this ability before falling unconscious.

2) Item Creation, Metamagic, and Background feats cannot be emulated through exploit points.

3) The feat Leadership, as well as feats that modify it (such as Ambitious Leader, Battle Leader, Inspiring Leader and Natural Leader) cannot be emulated through exploit points.

Extra attack: When making a full-attack action, the character may spend 3 exploit points to make an extra attack. The attack uses the character's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with

similar effects, such as a haste spell). EXPLOIT POINTS: EARNING AND LOSING

The maximum number of exploit points a character can have is equal to his renown score. If a character gains an amount of exploit points that would bring his total above his renown score, the exceeding points are discarded. This will occur if the character advances to a level where he gains no additional renown and, at the same time, has not earned any other renown increase due to extraordinary actions.

All characters automatically receive an exploit point per character level, except for the 1st level. To gain these exploit points, though, the character must have a compatible renown score, as pointed earlier.

At any time the character gains renown, he also receives an exploit point. Thus, if a character carries through a great deed that awards him with an extra point of renown, he'll receive an exploit

CODE OF CONDUCT

Vikings have their proper code of conduct that, at many times, is considered more important than their proper laws. Frequently, a Viking can be pardoned or have his penalty commuted to banishment, if his reasons are honored. A man who demonstrates to have a deficient personality, though, will be marked through his whole life.

This code is basically defined by four main virtues: honesty, hospitality, courage and loyalty. Besides those, Vikings also admire cunning and luck. Although cunning is more of a vice than a virtue, the way it's used or the results obtained from it wind up bringing reputation to the man who uses it. The true Viking hero has all these characteristics in abundance, besides being a deadly warrior, a sly poet, an enthusiast of partying and drinking and, sometimes, a deep connoisseur of magic.

Honesty: The word of a Viking, given in oath, contains the supreme truth. Once the word of a Viking is given it will be kept at any cost, even one's own life. An oathbreaker has no friends.

However, in everyday life, some situations allow an oath to be broken. In the case of an oath demanded with cruel intentions or to bring harm to the one who gave his word, breaking the oath is allowed. However, if the man who gave his word insists in fulfilling the oath, it won't be his honor to be affected, but the deceiver's.

Another frequent case of allowed breaking of an oath happens when the word was given to a foreign enemy or to a Viking of an opposed clan. This is especially accepted when done through satire, cunning or, mainly, a heroic act.

Hospitality: For a Viking traveler it's important to know that, in friendly territory, he'll always have food, shelter and protection. Thus every good man has the obligation to treat a guest in the best way possible and to wait nothing else in response. The most popular satirical verse between Vikings tells about a stingy host.

Courage: It seems redundant to talk about Viking courage, mainly in battle. However it's important not to mistake it for self-denial or disdain to one's own life. A Viking values his own life and will not endanger himself for a cause that he knows to be lost. The unnecessary death is the death of a fool, but the death of a hero is the one that makes the difference.

An important aspect of courage is determination – the powerful desire to see something happen, no matter what is in the way. Once a Viking hero decides a course of action, nothing withholds him. To take a decision is to give his word to himself. A man without decision is not honest to himself and has no honor.

Loyalty: Loyalty commands the relation that exists between the individual and his group. The loyalty of a man belongs to his family, his jarl and his king (or althing), in this order. This order of priority can be modified by an oath of personal loyalty - for example, a huskalar will swear loyalty to his jarl, whose command will become his main priority.

The duty of a follower is to do anything that his jarl commands him to (this includes dying) and to place the interests of his jarl above everything else. The Jarl, from his part, is duty-bound to his followers and, in many cases, this is a more difficult role. He must behave in a good manner and be a just leader if he means to have men following him.

Cunning: This is the most curious rule of behavior. Using artifices that deceive an opponent is much appreciated, as they demonstrate the intelligence, wit and malice of the Viking people. However, this type of trick must be applied only against those opponents who prove undeserving of respect. The line between cunning and cowardice or disloyalty is narrow and not quite defined, and the reputation for cunning can be changed into notoriety for lie, deception and cowardice. To be smart is a risky move.

Luck: Without luck a man can be honest, hospitable, courageous, loyal and smart, without ever obtaining anything, and without earning reputation or fame. A man can be born rich and lose everything, but a man born with luck never goes hungry. Heroes who have luck are good men to follow.

point as well. Similarly, at any level where the character earns renown (even levels, until the 14th), he receives 2 exploit points, one due to level advancement and other due to his renown increase. The amount of exploit points never surpasses a character's renown. Thus, a character advancing to the second level, earning renown for the first time, will not earn 2 exploit points, as his reputation score is 1.

A character loses the exploit point upon spending it. A character can recover 1 exploit point after a full night of rest, with a renown check. The renown check consists of rolling 1d20 + the character's renown score, with a DC equal to 10 + the character's level. Thus, a 2nd level character with a renown score of 1 rolls 1d20+1 and the DC of the check is 12. Besides that, exploit points are only increased or renewed upon level advancement or through the extraordinary actions of the character. If, at any time, the character carries through a spectacular act that would be worth an increase in renown, he may earn an exploit point instead. This occurs when the action or the situation is not sufficiently extraordinary to award renown to a character of that level, but great

NICKNAMES

Many times, the notoriety of a man, good or bad, demands him to receive an adjective identification. The nicknames have this role: to identify those we are dealing with, differentiating a man from the others. Most nicknames are gained through battles or great deeds, according to the temper or attitudes of the Viking hero. Others come from a prominent physical characteristic. Some examples of symbolic nicknames include:

Cat Ears (acute hearing);

Eagle Eyes (acute vision);

Two Hands or Two Spears (ambidextrous); Boneless (very flexible);

Strider (who walks fast and through great distances);

Vikings highly appreciate the satire and are also very susceptible to it when it is applied to their behavior. Although many strong nicknames are conferred through actions of bravery or memorable situations, most of them are created as jokes. A physical deformity can be highlighted, such as Garth "One-Eyed", an element of satirical paradox can also be used, such as Thord "The Tall", for a man who is, in fact, very short. A coward can receive the nickname "The Brave", but a brave warrior will never receive the nickname "The Coward". Some things are too important to be made into jokes.

FAMILY AND [IFESTYLE

The family, or fjolskylda, is the most important social structure of the Viking folk. The decisions of a family supersede those of an individual at various times. Each Viking depends on his family to obtain food, housing, companionship, and, above all, protection and vengeance.

Rivalry between families is usual; some are settled during the things, others in matched duels. However, blood feuds are common, where a simple offense may lead to a lasting conflict between two families.

The families are made up by grandparents who may still be alive, father, mother, uncles or aunts and children, even those just married. Everyone works to the benefit of all, in such a way that the older ones, unable to do heavy work, are assisted by the younger. Tasks are divided by age and also by sex. Women, who are usually in charge of domestic chores and tending the sick or wounded, also dominate the craft of weaving and cloth making. Other crafts, such as carpentry, stone work, steel work, etc. are skills of men. Only the ancient craft of ceramics is truly neglected by Vikings. The few ceramic they own is purchased from foreigners.

Due to the warlike personality of the Viking folk, the blacksmith is seen as the most important of all craftsmen. Normally he is a member of high prestige in the community and respected by everyone. It's common to bury the tools of a deceased blacksmith with him, so that he can use them in the other world.

The marriage, or kostr, is essentially a contract between two families, used to strengthen alliances or even to bring the blood feud to an end. It is negotiated between the heads of the involved families, who also decide the value to endow it, or heimanfylgia, that the fiancé must pay to the bride. The assent of the fiancés is taken in consideration, but this is not necessary. The woman has the right to request divorce if she wants, but only for a fair reason. The most requested day to celebrate marriage is the Friday, the day of Frigga, wife of Odin and matron of marriage and maternity. Widows earn more freedom and respect than bachelors, and lack of virginity or old age are not reasons to prevent marriage. Adultery is considered a crime and provides the woman with a fair reason to plead for divorce. The practice of polygamy is frequent between svíar, according to the husband's wealth.

After marriage, the woman loses the connection with her previous family and belongs, then, to the family of the husband. When the head of the house is absent, his wife has the authority over it. Widows can become powerful after inheriting the power of their husbands. The owner of the house is easily identified by carrying in her belt the house keys, including the one for the safety of the family.

Children are relatively free to play, and their games are imitations of adult life, in such a way that wooden swords, small shields, dolls, board games, and balls are their main toys. Education is responsibility of the parents, who begin teaching them by assigning simple tasks, until the moment when the child can start learning a real craft. The bard, or skald, is the closest thing to a teacher; he is the one who transmits the history of Vikings through verbal narratives. The passage to adulthood happens between the ages of 13 and 19 years.

THE COMMUNAL HOUSE

Housing for the Vikings is also based in the structure of the family. In the baers, or farms, the communal house serves as family home, silo, stable and granary, and is typically very large. The common room, in the center of the building, is about 40ft. long, and benches made of stone or wood in each side are used as seats during the day and beds in the night. Family status defines who sleeps closer to the fireplace during the night. The fireplace is right in the center of the room, serving as a light source for the constantly dark interior of the house. Sometimes a small window (or skjár) is built, and over it a skjall (the membrane that covers the newborn calf) is stretched, allowing dim lighting inside the house. In the roof there is a ljóri, an opening that allows the smoke of the fireplace to leave the house.

The furniture, normally scarce, consists of tables, chairs, stools, beds, coffers and chests. Cleaning the house is not usual, so the floor is always full of rubbish. Sometimes auxiliary buildings do exist, such as bath houses, workshops and slave houses, completing the structure of the baer. If the weather in the region favors it, the stables and granaries are also constructed apart from the communal house.

The raw material for Viking buildings is wood, but they also use blocks of rock and adobe bricks. The wooden roofs are normally covered by tar or turf for waterproofing and thermal isolation. In the second case, the house acquires the appearance of a lengthy land mount, where children love to play.

CLOTHES

Viking clothes are not very different from those used by the other peoples of medieval Europe. Men use a woolen mesh with long sleeves which extends to the middle of the thigh. The coat, of impermeable material is used over the mesh, and is usually left open. Their pants are either long and tight or wide and tied up in the knees. A cape or cloak over one of the shoulders is also usual, held by one or two pins of silver, which normally identify the wearer's clan of origin. Placing the cloak only on one side allows an arm to remain free to be used. A belt over the clothes holds the weapons, as well as small purses with money, amulets and other small objects. Hats and headdresses made of hide are frequently used in winter.

Women use long dresses that leave their shoulders and arms naked, emphasizing the fairness of the skin. Paler women are seen as nobler than those less pale. The handles of the dresses are held with ostentatious pins of silver or gold, and sometimes a thin shirt is used under the dress. In the same fashion as men, they may wear a cape, with or without a hood, held to the shoulder to protect from cold or rain. Wearing a kind of cap with a long "tail" is usual, and it is rolled over the neck as a scarf. Younger women are allowed to wear short dresses in less formal occasions.

Even the harshest warriors appreciate dressing finely to demonstrate nobility and wealth or to court a woman. Fine fabrics coming from the east are usually much disputed in Viking trading centers. Wearing jewels is also well accepted, especially among women. Besides the pins that support the layer, men typically wear two bracelets and, held to a chain around the neck, the symbol of a god. Thor's hammer is an example.

It's a tradition for a warrior who goes to battle to take one hlað, a ribbon of silk tied to the clothes or the forehead, a gift from his wife, mother or sister with the intent of bringing good luck. A hla δ is richly decorated with gold and pictures with living colors, shaped into runes or beautiful arabesques.

FOOD

Viking feeding is simple and mostly frugal. They eat fish and the meat of the animals that they herd or hunt. They plant barley, rye, oats, pea, beans, borecole and tubercles, which offer a great variety of cooking options. Using spoons and knives is common, but not forks, and dishes and bowls are wooden.

The most consumed alcoholic beverages are mead and beer. Wine is difficult to find and must be imported, and that's why it's less consumed. Mead, or mjoôr, is a brew made of honey, water, and spices, and is believed to be "the drink of the gods". It's only served in festive dates, marriages and solemn occasions.

Beer is much appreciated by Vikings, and although it's not a sacred drink, it's served in various solemnities and parties. It is prepared by leavening barley, wheat, rye or even oats, and adding a given spice, for which each family has its own recipe.

Using horns as drinking vessels brought Vikings to the custom of drinking all its content in a single drop, since the horn has no base to be placed on when it is full. This originated their fame of losing control with alcoholic beverages. Drunkenness is frequent, and makes for an ideal moment for an enemy attack.

WINTER ACTIVITIES

Winter is a time of great leisure and preparation. It is a time when most farming activities cannot be maintained and, in consequence, it is used for repairing weapons and tools. The young ones, children of jarls and karls, receive training in bow and arrow, riding, hunting, swordplay and swimming, preparing for combat.

As a pastime, Vikings love all kinds of games, but the most appreciated are combat and board games. Young adults and children use bone skids to skate through the ice and wooden skis for the snow. Simulated fights with wooden swords are as common as the knattleikr, a kind of game played with a ball. Adults challenge each other in diverse exploits, such as climbing a steep rock or jumping off cliffs, remaining sharp for the forthcoming battles.

KNEFATAFL

The Knefatafl is a wargame played on a board full of holes where the game pieces are incased (allowing it to be played in a ship during a storm). The rules vary from one region to another, but normally there are two players, each with a different objective and army. A player will defend while the other attacks.

THE DUELS

The duel is a very common practice among Vikings, for training and diversion, but also to settle a disagreement. In the latter case, the duel almost always ends with the death of one of the participants. Various reasons may occur for a duel to take place; a very common and legal method to define who has got the reason in a dispute or judgment is through a duel, and sometimes a woman may promise to marry the winner. Jeering and insults (Níth) are common reasons for duels.

The Hólmganga is a kind of duel with specific rules. It is fought on a 10ft. square mantle and, if one of the duelists steps outside the mantle during the fight, he will be deemed a coward for the remaining of his life. A judge is chosen, usually a priest, who watches closely. If one of them is wounded and his blood falls on the mantle, he can leave without being deemed a coward. In the end, the one with fewer wounds wins.

Other types of duels with specific rules also exist. The duel of disarming consists of disarming the opponent with well-landed blows. The duel of resistance is performed during winter; the warriors fight in the snow, without protective weapons or clothes, and the one who endures the longer is the winner. The engineering duel tests not only the warrior's prowess, but also his ability as a maker of shields. The duelist takes three shields to use during the battle and the one who gets all of his shields destroyed first is the loser.

Some warriors make a living out of duels. They travel the world measuring their skills against other warriors or making demonstrations in exchange for money. To prevent this type of activity, some local chiefs or even kings forbid duels that do not have the purpose of judgment.

NAMES AND RUNIC WRITING

There is a tradition among Vikings of naming objects. Weapons, equipment and ships receive their names when they are manufactured or after some exploit or successful battle. As a result, it's common to see the name of the object written on it with runic notches. Runic writing is also commonly used to imbue magical powers upon tools. Weapons usually have, besides their names, writings such as: "Márr Can (name of the sword) spare no one". Internal parts of shields may have invocations for protection and pins may have enchantments of love. This practice comes from the belief that runes have magical powers contained in their creation.

Vikings do not keep a written tradition. Practically all their history, the Sagas, legends and teachings are passed on by oral tradition, through skalds. However, they have an alphabet - the Futhark, formed by symbols with precise angles and vertical and diagonal lines. This alphabet is not commonly used for the usual writing, but for markings in tablets, obelisks, weapons, armors and other pieces of equal importance for each Viking.

The Vikings' runic alphabet has its proper order of letters and receives its name, Futhark, from the first characters. The two main versions are known as runes of long rama, used mainly by Danes, and of short rama, mainly used by the other Vikings. Runes of short rama are also called commons, since they are simpler to trace, and then get more use in less formal texts. However, it is not rare to see their simultaneous use in obelisks and tablets.

Runes are drawn from vertical lines or inclined straight lines so that they can easily be placed in any kind of material (rock, wood, steel, etc.). Rarely are they drawn with ink and pen due to the belief that this practice diminishes their magical power.

TRANSPORT

Although Vikings do have vehicles for terrestrial transportation, they are known for their ships. Vikings are at home in the sea, and demonstrate great skill on navigation; commanding a ship is the dream of every Viking lad.

There are two main types of ships: the drakkar and the knarn. The drakkar is a true weapon of war, which can be impelled through rows, sail, or both simultaneously, for the fastest speed. The structure of the ship allows it to port

in any beach for a fast attack or to go up a river to reach inland regions. Its light weight is also an important factor; if there is need to surpass a small stretch of land the sailors can carry it over their shoulders. The knarn is a mercantile ship, with a carrying capacity that is actually greater than that of the drakkar. It functions basically through sails, using the rows only for maneuvers in ports. It retains some characteristics of the drakkar, but lacking its speed, light weight and flexibility. Small boats, known as faerings, are used for short passages and are impelled by four rows. One detail that characterizes a Viking ship is the adornment of the prow with the figure of a dragon, considered by their culture the strongest of animals.

For terrestrial transport Vikings use wagons, covered or not, pulled by horses in times when there's no snow. During winter, sleighs are widely used for transport of goods and people. In periods of intense snow, they use skis and racquets to surpass long stretches by foot.

CITIES AND BUILDINGS

Viking cities are simply a reunion of families, usually around an established port. In many times, these cities become great trade centers and even for crafts and manufactures. Even at that point, though, they are not very large, and most never reach a thousand inhabitants.

Communal houses are smaller than those built in the baers, as they don't need huge silos and stables there. Public buildings and some urban enhancements, such as wells and squares are also common. Large wooden planks are often used, both to pave the streets and to contain the streams of water that make their course between the houses, whose distribution demonstrates a planned construction.

Craftsmen place their workshops or the backyards of their houses directed toward the streets so that they can work and offer their products to people who pass by. Some houses have room on the outside for animal breeding, but usually they are solely for use of the inhabitants of the house.

Ports and wharves are also troubled places. As trade centers of each city, they congregate various kinds of merchants, including those of diverse nationality. Local and i

mported goods are mixed there while waiting for a fair exchange. Simple trading is the most common practice, but money and jewels are also commonly used in exchange. Trade and crafts are considered inadequate occupations for women, but they are not forbidden. Vikings are also wellknown as excellent traders.

Almost every city has fortifications. Wooden palisades or large stone walls are constantly protecting the city, along with prompt sentinels placed both on the walls and the gates of the city. Ports are also protected by wooden palisades set on the beaches or in the middle of rivers. A passage is left for entrance of the ships, but it is closed during the night with a wooden log. Keeps are a kind of fortification more common in areas under risk of invasion. Its walls form a circle around the buildings that house the soldiers, and planned streets divide the fortification into quarters linking the four gates of access.

FESTIVITIES AND CEREMONIES

Second only to battles, festivals are the moments Vikings appreciate more. Huge feasts are prepared and a great vase is placed so that all guests who arrive can pour the beer they bring from home there. Normally the duration of the party is defined by the amount of beer inside the vase. When there's no beer lasting, it's time for the party to come to an end as well.

Yule (January 12th): Lasts for three days, during which the gothis sacrifice the "pig of forgiveness" and pray to Freyr, god of the fertility, to grant them prosperity and peace through the whole year.

Festivities of Vali (February 14th): Celebration dedicated to the god Vali, son of Odin and Rid.

Walpurgis' Night (April 30th): Marks the end of winter and celebrates the last night that Odin was hung in Yggdrasill. He remained hanging from the tree by his spear through nine nights, as a sacrifice in order to inherit the knowledge

in order to inherit the knowledge of the powerful runes. **Ostara (March 21st):** Festivities celebrated in the spring

Festivities celebrated in the spring equinox, when the day and night last the same. Ostara is the goddess of spring and fertility for Germanic Vikings. **Miðsumarsblót (June 21st):** The sacrifice that takes place during the summer solstice, the longest day of the year.

Sacrifice of winter (October 14th): Sacrifice made in the beginning of the winter season, it's a prayer to the gods for a nice weather.

Vetrnætr (October 31st): It marks the start of winter and the beginning of a New Year in the Nordic calendar. People celebrate by lighting great fires to frighten the evil spirits, since that's the night where they are free and wander around the world. It's also the night when Odin leads specters of riders and hunting dogs into the Wild Hunt. The Wild Hunt lasts for the whole winter, culminating into the night of the Jol and lasting until Walpurgis' Night.

Jol (December 21st): This is the festival for the beginning of winter and it's sacred to Odin, Thor and Freyr. Also known as Álfablót, or "sacrifice of the elves", it was the date when Thordis was cured by the elves from the wounds caused by Kormak. These events are described in the Saga of Kormak. Jol is also considered the climax of the Wild Hunt where Odin rides Sleipnir, the eight-legged horse. The children usually leave socks full of straw or hay outside their houses for Sleipnir to eat.

Eagle of blood: This is a festive ritual to celebrate an important victory in war. One of the prisoners, chosen to be sacrificed, is bound in two poles placed like an "x" in the middle of a square. Two cuts are made in his back allowing the lungs to be pulled outside, forming the wings of the eagle.

FUNERALS AND BURIALS

Vikings either bury or cremate their dead; the ceremony used is chosen accordingly to the local custom or the importance of the deceased. Great leaders are commonly buried in crypts or embedded in tombs of great proportion to be remembered in the future. Warriors are cremated in pyres or boats constructed specifically for this purpose. The burial is more common between Danes. To the north, the practice of cremation is more frequent, and while the Svíar prefer using funeral pyres for cremation, the Norske typically use boats for that.

Tombs are created in diverse formats, but the shape of a ship is a typical one, made with a line of rocks, or even burying a real ship, placing the body in its interior. The tools used by the dead during the course of his life are buried with the body. Foods and animals preferred by the deceased are sacrificed and placed along with the body. If the dead was a family chief it is usual for a slave to voluntary to sacrifice to follow him to the afterlife as his wife. The larger the wealth of the dead, more the things that he will need in the afterlife.

The rites of burial, or nábjargir, are conducted by an elder woman, known as the "death bird", who prepares the deceased, cleaning the body and carefully closing eyes, mouth and nose. She is also responsible, when necessary, for the sacrifice of the slave who offers to follow the deceased in the afterlife. Finally, a mark is sculpted, in wood or rock, where the name of the deceased and some declaration in his honor are written. The festivities in homage to the deceased are full of happiness, as Vikings do not usually mourn the loss of their dear ones.

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CHAPTER 4: WITH STRONG ROOTS BELOW THE SILT"

"I STILL REMEMBER THE GIANTS FROM LONG-AGO, WHO GAVE ME BREAD IN THE DAYS OF THE PAST; NINE WORLD I'VE KNOWN, THE NINE IN THE TREE WITH STRONG ROOTS BELOW THE SILT"

- VOLUSPO

A ges ago, Odin created nine different runes that had the power to close the doors to each of the nine worlds the great Yggdrasil held. They were known as Odin's runes. Then, the most powerful god of Asgard traveled to each world and used the runes to seal their entrances, stating that there should not be any more contact between the worlds and that it would cease all existing conflicts at that moment. The doors that allowed the underground kingdoms to communicate among themselves were not closed, but those that led to the other worlds were. Asgard only retained access to all of the worlds. Some peace reigned, then, among the peoples.

It wasn't too long before Loki, the god of trickery, became bored with all that temperance. Thus, with a malice that was always characteristic to the aesir, he devised a scheme against Odin, making the other god tell him where were the hiding places of the nine runes of Odin. Loki, then, left for Midgard, and, disguised as a diviner, deceived Sven Svensson, one of the greatest heroes of the mortal lands. Sven, deluded with the possibility to become even more famous, left in a great adventure and, after losing almost all his men, brought Loki the secret of the runes. The god of trickery laughed inside...

Loki soon opened the gates that separated Midgard from the other worlds, but something went wrong on his ritual of opening the gates. Not only the gates were opened, but the trunk and the twigs of the great ash, Yggdrasil, were twisted in such a way that the mystic worlds (or part of them) were merged with Midgard. Now, the land of the mortals shares it space with the mystic worlds, their inhabitants and creatures. The other runes of Odin had remained intact in those lands, but hidden and still locked. Therefore, Midgard became the only passageway to each of the other worlds.

The inhabitants of the underground had come to the surface. Dwarves, giants and gods had started to walk among the mortals. The Nine Worlds are now only one!

Find out more about those mystic lands and get to know Midgard better.

NIDAVELLIR- THE LAND OF THE DWARVES

Among the highest mountains of the Scandinavian Alps, there is Nidavellir, kingdom of the dwarves. From outside the mountains, the only signs of dwarven presence are their stone sentry towers, located near the kingdom's entrances. Their households are located in the tunnels and caves that they have constructed since the dawn of time. Inside the mountains, the dwarves have established towns, all of them connected through a series of tunnels and passages known only by their inhabitants, but hidden from foreign eyes. In these towns, the dwarves spend most of their lives in work, celebrations and trade. Those that journey to distant lands bring relics from the other peoples and are proud to show them as decoration. Many more dwarves spend their entire lives inside the mountains, without ever seeing sunlight.

The dwarves' homes are caves where they live. Their furniture is always well crafted and usually made from rock, but some are also made from the wood they get by trading with their human neighbors. In their cave-homes, the dwarves plant subterranean vegetables and raise cave-dwelling animals. Nidavellir possesses unexpected beauty in its halls: widely illuminated underground lakes visited on solemn occasions, gigantic statues portraying the heroes of the past, high domes designed to make the halls even more impressive. Feast pavilions are common in the caves of Nidavellir, and are constantly used, because of the dwarves' custom of celebrating and partying. In the depths of Nidavellir are the famous dwarven mines. From them, they get ore, coal, diamonds and mithral - the metal used to forge the gods' weapons.

The dwarves do not have a king. Instead, each set of halls and tunnels are ruled by only one person: the Caretaker. When necessary (and very unusually), the Caretakers meet in council to argue about general issues. The prestige given to a king in other lands is given to the heroes of great reputation in Nidavellir, even if they are not dwarves. Those that aided the dwarvenkind or proved them their value are always paid homage and welcomed, maybe even earning wealth or gifts. Such heroes could even gain a statue in the halls of Nidavellir. The greatest dwarven hero is Motsognir, an old adventurer who became one of the main council members of the kingdom after he abandoned his life of journeys. Representatives of other races are also allowed to live with the dwarves in Nidavellir. Several kobolds work for them in the most diverse tasks, as well as some jotunym. The dwarves also have their honor guests: humans, vaniryan, and occasionally, the visit of an aesir.

Nidavellir is one of the safest places in the nine worlds. There have been only a few attacks against the dwarves, and even these are almost forgotten, cast aside from the songs heard in their halls. The security of Nidavellir is due, primarily, to the difficulty to carry through an attack there. The mountains are excellent allies, hindering the advance of troops and offering excellent points to ambush and surprise aggressors. Moreover, the sentry towers are placed in a way that allows the sentries to constantly watch all the passages between the mountains. The other reason is the dwarven reputation as excellent blacksmiths and artificers. For centuries, they had offered and still offer their services to all races, crafting magnificent weapons, jewels and other goods. Many were the gifts given to the gods of Asgard by the dwarves, therefore, maybe the aesir are still watching and protecting Nidavellir.

JOTUNHEIM - THE LAND OF THE ICE GIANTS

The ice giants live in Jotunheim, to the north of the Scandinavian Alps, next to Mount Kebnekaise. It is a hostile and infertile land, incapable of being inhabited by any other race besides the Jotun. They live in the valleys, mountains and caves of Jotunheim, in several towns very distant from one another. In these towns, the ice giants build their rustic, but resistant houses. Near these houses they keep native animals, which can supply milk and meat.

Outside these villages, many ice giants live in caves, alone or in small clans. Those giants are even more rustic than the rest of their people, possessing only clothes and simple tools and are, usually, unable of any kind of speech. There are frequent conflicts between these primitive giants and their more "civilized" relatives. Among the giants that live in villages, there is some kind of nobility, consisting of the few clans or individuals who possess well-constructed houses. These privileged giants also possess great wealth, generally from looting other races. Only a few have castles, where they live with their followers. There is always a king among the ice giants, and sometimes, even more than one. The towns are so apart from each other that powerful giants of lesser villages proclaimed themselves kings, and kept this title for years, since the true king was unaware of the fact. For reasons such as this, the ice giants learned not to depend on their king, what makes this an extremely privileged position that demanded almost no responsibility, but the challenges to the king's position are still frequent. The capital of Jotunheim is the city of Utgard, and its current king is Utgardaloki, a giant known for its intelligence, a very uncommon trace among the ice giants.

Besides ice giants, other races and creatures are also found in Jotunheim. Ogres and trolls work as slaves in the mines and lookout posts. Some kobolds live in the giants' villages and several aesir have already been seen there. Moreover, many stories tell about dragons and other beasts living in the mountains of Jotunheim.

ASGARD - THE DWELLING OF THE GODS

Asgard is located on the north coast of the Scandinavian peninsula, a blessed place where the sun always shines. There live the aesir, the most powerful among the gods. There are some aesir towns spread along the kingdom, but their greatest city is the one named Asgard. The aesir with the highest status, along with a few others of lesser power live in Asgard. This place reveals a beauty worthy of its inhabitants, one that can be felt as much as seen. Several animals live in Asgard, most of them mundane, however, there are also many sacred creatures, beings that had been blessed by the gods to play certain roles. Some of these sacred animals take part in the celebrations of the aesir, and are always very respected.

The dwellings of the aesir are examples of a perfect architecture. Most aesir constructions were made by a giant at the beginning of time, before the conflict between their peoples.

Asgard is ruled by Odin, lord of the high pantheon of aesir, who is feared and respected by his subjects. Some other aesir of the high pantheon possess authority in Asgard, such as Frigga, Thor and Balder.

The most important aesir possess palaces in Asgard, the greatest masterpieces of all the nine worlds. Odin himself possesses several palaces, and, among these, Valhalla is widely known by
mortals, since it is the destination for those who die gloriously in combat, carried by the horses of the Valkyries. There they shall fight every day and celebrate every night, until their skill is once again needed and they are summoned to fight at Odin's side.

Asgard is occasionally visited by members of the other races, but only the aesir inhabit the kingdom permanently. The visitors need an aesir's permission to enter Asgard, and this permission is granted only to those that prove themselves really worthy.

The kingdom of Asgard is completely self-sufficient, therefore its inhabitants need not keep lasting relations with other races. The dwarven blacksmiths of Nidavellir are an exception, for they are constantly charged with the task to forge new weapons for the aesir.

The only access to Asgard is through the Bifrost bridge, which leads to the gates guarded by the god Heimdall. The Bifrost bridge is made of indestructible ice and when the sunlight hits it, it reflects all colors, making it look like a rainbow. Access to Asgard by the seas is denied by the doings of the sea gods Njord and Ægir, since they determine the course of the mortal ships, and by the intervention of Ron, Ægir's wife, enchanting sailors and deviating them from their course.

VANAHEIM - THE LAND OF THE VANIR

Vanaheim is located on an island northwest of the Norsklund coast. It is a land of high frozen mountains, inhabited by the vanir since they were defeated by the aesir. They build their dwellings, which are generally great palaces or temples, on top of those mountains. The vanir cities are protected from the island's extreme cold, allowing farming and animal handling. All work in Vanaheim is carried through by slaves brought from other lands.

The vanir are ruled by the surviving leaders of the war against the aesir, who formed a council to debate on subjects of Vanaheim and other lands. Almost all members of other races found in Vanaheim are slaves, but there are still those that gained the respect of the vanir or shown them excellent abilities, and they may live with a relative freedom in the high cities. However, they are still confined to the cities' limits, since most of them would not resist the mountains' unforgivable cold. The same limit applies to slaves, and contributes to their loyalty, since they prefer to submit to their master's will than to face certain death.

Vanaheim ports shelter the vanir cargo ships. These ships are not built with usual materials, but are made from the elements that compose Vanaheim: stone taken from the mountains, the ice that covers all land, and the wind that blows without mercy. Thus, vanir ships cause astonishment and awe when they appear near the continent's beaches, in search of slaves and other goods.

ALFHEIM - THE KINGDOM OF THE ELVES

To the north of the Finns' land, there is a hidden valley occupied by the Alfar, the light elves. It is a fertile valley full of life, that is never reached by the winter that comes to its borders. There, the elves live among the animals and plants, unaware of the problems of the outside world. Alfheim is filled with forests, rivers, flowers, valleys and waterfalls. The animals that live there share a benefit granted to the elves: they will live forever if they remain inside the limits of the kingdom. If they leave Alfheim, the native, either elf or animal, becomes mortal and subject to the perils of the outside world.

The entrance to Alfheim is secret, only known by the light elves. Therefore, the kingdom is never in danger of being attacked by hostile forces. For the same reason, people from other kingdoms do not have contact with Alfheim, but some say that young Vikings, when going far away from their homes, are called to Alfheim by seductive voices, abandoning their ways and being guided to the elven lands, whence they never return.

Alfheim is governed by the vanir Freyr, who chose to live among the elves to enjoy the pleasures of this kingdom.

THE UNDERGROUND KINGDOMS

There are dark stories and songs that tell about the feared underground kingdoms and the creatures that inhabit there, always anxious to climb to the surface world and bring death and misery. They tell about Muspellsheim, the kingdom of the fire giants governed by the malignant Surt, about Svartalfheim, the land of the mysterious dark elves, and about Niflheim, the feared land of the dead. Even if there are no accurate registers about these kingdoms, written or oral, there is one certainty: they do communicate with the surface. They are completely isolated kingdoms and the ways that lead to them, if there are any, are not known. Even so, they still play the role of an invisible threat, prone to attack at any time.

MUSPELLSHEIN - THE LAND OF THE FIRE GIANTS

In the deepest caves under the land, there is Muspellsheim, the fire kingdom. The place is an extensive complex of caves inhabited by the fire giants. These caves are exceedingly hot and lava rivers run along the entire kingdom. Few objects are found in Muspellsheim, since the heat is such that great part of the conventional materials do not resist the high temperatures. Animals do not inhabit Muspellsheim, only creatures deriving from fire make company to the giants in the deeps.

The giants do not make houses in the caves, and they do not make any buildings. The structures found in Muspellsheim are created from the primordial fire that they manipulate. From this ancestral fire, they produce forges that will supply them with materials and weapons of great power.

The fire giants have always been ruled by the god-king Surt, who will lead them until the end of time. He is the undisputed sovereign of Muspellsheim, and prepares his people for their final assault against Asgard.

NIFLHEIM - THE AND OF THE DEAD

There is a place in the depths of the world reserved for the souls of those who die without glory or honor. It is a rotting place of darkness, home for the restless dead. There is no known road to Niflheim, at least not for the living. Those who died and whose souls did not gain permission to enter Valhalla are taken to Niflheim. It is common knowledge, however, that some gods know secret paths to enter the kingdom of the dead.

Niflheim is filled with stinking puddles where the deceased are eternally agonizing. There are several caves and halls, tunnels and corridors, all infested with suffering souls and without any sign of life. Many structures in Niflheim are built with the bodies of those who died and were abandoned. Pillars, stairs, thresholds and altars are made this way, haunting even more the souls that inhabit there. The goddess Hel is responsible for Niflheim, and therefore, this kingdom is also called Helheim. She alone decides the fate of the deceased in her domain: how they shall suffer, next to whom shall they spend their eternity, or which shall be returned to the world of the living.

SVARTALHHEIM - THE KINGDOM OF THE DARK ELVES

There are some regions in the underground that are distant from the flames of Muspellsheim. Inside these caves, no light ever shone and shades fill their entire space. This is the home of the svartalfar, the dark elves. These mysterious inhabitants of the depths have developed their other senses to compensate their lack of sight from ages of living in the dark. They have even given themselves to the shades and are now a part of the darkness that involves them.

Svartalfheim is a series of tunnels that shelter the homes of the dark elves. These houses are spread along the tunnels, but there are no svartalfar towns or cities, since they group themselves only in groups of three to four people. The tunnels of Svartalfheim are also inhabited by animals from the depths, which serve as food for the dark elves.

It is unknown if there are members of other races living among the svartalfar, but it is very unlikely, since there seems to exist no known entrance to this place.

MIDGARD - THE LAND OF THE MORTALS

Midgard means Land of the Middle in Scandinavian. It is the world where the mortals, especially humans, live. It is our world, Earth, with all its peoples, kingdoms, cities and characters.

Before Sven Svensson was tricked by Loki and delivered him the magical secrets of the runes, Midgard was in the trunk of the universal tree, Yggdrasil. With the opening of Odin's runes, the mortal world started to share its space with the other eight worlds, which were merged with Midgard.

The Viking apogee in Midgard occurs at the eighth century, lasting until the end of the eleventh century. This chapter deals with those times. In this era, there were three great peoples among the Vikings: the Dane, the Norske and the Svíar, and in lesses numbers, the Rus that lived in

MIDGARD

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eastern lands. Besides the Viking people, there were countless other civilizations, amongst them the Saxons, the British, the Frankish, the Arabians, and many others.

Midgard's description is divided in two parts: in the first - Vikings Domains the lands of the Vikings are presented; in the second - Other Civilizations - peoples to whom the Vikings had greater contact due to their navigations, the proximity of their lands, or to trade relations are described.

VIKINGS DOMAINS

The Vikings domains in Midgard are located in Scandinavia, at the northern part of western Europe. Their lands are formed by the Scandinavian Peninsula, Jutland, Finn's lands and the Hrimsey island. These lands have extremely varied landscape, vegetation and climate. The soil is extremely poor, and the surface is very irregular.

The Norske (Norsklund) and the Svíar (Svearheim) territories are located at the Scandinavian Peninsula. Norsklund is at the western portion of the peninsula, extending itself until the border with the lands of the giants. It is a more mountainous and wild territory. Svearheim is situated in the eastern part of the peninsula, connecting to Finland on its northeast tip. It is a land filled with a great amount of rivers and lakes, formed by the melting ice in the Scandinavian Alps.

The Dane territory (Danemark) is situated in Jutland at the southern portion of the Scandinavian Peninsula that borders with Svearheim. It is a kingdom located in low lands, and the most populous of them, with more towns and villages than its neighbors. The soil in Danemark is most fertile and it has the most developed cities, therefore its people have less nomadic characteristics. It is the only unified Viking kingdom, under Agantyr Volsung's command.

THE CLIMATE OF THE NORTHERN LANDS

The Scandinavian climate is extremely cold. Its temperature varies between -4°F and 77°F. The highest temperatures occur in short periods.

The hottest time of the year is between June and August, when summer takes place in

the northern hemisphere. At this season, the temperatures may reach the maximum of 77°F in Danemark and at the south of Svearheim. This temperature rarely occurs in the southern lands of Norsklund, reaching at most 68°F. The temperatures of the remaining Norske territory and the northern lands of Svearheim vary between 41°F and 59°F during summer. At those times the sun shines longest in all Scandinavia and the nights are shorter. In some of the most northern villages, near Jotunheim, the sun shines 24 hours per day, so there is no night.

Winter takes place between December and February, but even on the other months (except on summer) the temperature is always low. During winter, Danemark and the southern portions of Svearheim and Norsklund have temperatures varying between 23°F and 41°F. North of Svearheim and Norsklund the temperature varies between -4°F and 23°F, reaching even lower values at the top of the Scandinavian Alps. On winter, some northern cities do not receive sunlight, thus having a 24 hours night. Thick snow layers are common in all Scandinavia during winter.

The other seasons are not very clear, confusing themselves with winter and summer. Autumn takes place between the months of September and November, and is the time to harvest the crops. Spring takes place between March and May, and is a period of many preparations for the Vikings activities. Both are drier than winter and summer.

THE NORTHERN FAUNA

Vikings' relations with the animals in their lands are very intense. Besides domestic animals, used to transport goods, to protect their homes and to provide food, there are the wild ones, that are hunted for economic or subsistence purposes.

Amongst the most common domestic animals are the horses (large, strong and with abundant coats), elk, dogs, cattle, sheep, goats, pigs and boars. There are also some largely appreciated birds such as hawks and owls, usually well trained by their owners.

There is a great diversity of wild beasts on those lands, and the most common are bears, wolves, foxes, lynxes, squirrels, seals, walrus, and an enormous variety of sea birds. There are also wild representatives of elk, boars, sheep and goats. Many of these wild beasts are hunted for the extraction of skin and ivory, items of great sales value, or food. Whales are specially appreciated, since it is possible to gather their skin, ivory from their teeth, their fat is used as combustible for fire and their bones for decoration. The fish from frozen waters are prepared with salt and may remain conserved for many days before becoming spoiled. These salty fish and hard breads are taken to the ships and are the base feeding of the crew.

[ANGUAGES IN MIDGARD

Many languages are spoken on Midgard, but those known among the Scandinavians are the Nordic language (common), spoken by humans, jotunym, kobolds, vanir, aesir and Valkyries. There are also languages from the mystic races, such as the Dwarven language, Jotun (spoken by the ice giants and jotunym), Kobold (rarely used by the kobolds, who prefer common), Vanir (spoken by the vanir and vaniryan), Elven (used by both the light and dark elves), Muspells (the fire giants' language) and the Troll language.

Amongst the other people of Midgard, with which the Vikings have contact, the following languages are spoken:

Arab: used by the peoples of the Middle East; **British:** used by the British;

Slav: used by the Finn and the Slavs;

Welsh: used by Welshmen and some Scotts;

Gaelic: used by Scotts, Picts and some British; Latin: used by Saxons, British, Welsh, Frankish, Byzantines and Angles;

Vestic: used by Saxons, British, Frankish and Angles;

Greek: spoken in the Byzantine Empire.

Beyond these, there are several other dialects spread among the Scandinavians and other peoples, as well as the languages of the Skraelingar and the Mediterranean inhabitants.

THE VIKINGS CITIES

Contrasting with most other European cities of the Middle Ages, which were formed around great castles and which have as their main function agricultural activities, the Vikings cities do not possess great stone public buildings and do not have agriculture as their main activity. Most cities originated from the gathering of many nomadic people in some regions. Sometimes this occurred because of strong familiar bonds, since the families grew and remained together, living in the same region and extending their edifications. In other cases, a Viking of great reputation or a large estate owner took ownership of a place that he judged proper for development (due to trade routes and other factors), developed some structure and charged taxes from those who wished to live there (in exchange or sales rates).

These cities' main activities are the crafting and trading of artisan products. The farmers usually live around those cities or in smaller villages. The little agriculture and cattle farms in the cities exist only for subsistence. Whatever they lack they get by trade with the greater farmers for manufactured products. The cities are also links between trade routes, starting points for Vikings incursions on other kingdoms and political centers (where the greatest Jarls and most renowned Vikings congregate).

Following the region's engineering traditions, most buildings are made of wood - great houses with surrounding yards (where there are granaries and stables) and with defining characteristics of the families who inhabit them. Besides these houses, there are also trading places and workshops (usually in the same building as the trader or crafter's house), silos and some public constructions, such as the Thing (their assembly), ports and keeps (to which only soldiers have free access).

All the big cities are surrounded by thick barriers. These walls are made with earth removed from a surrounding pit covered with wooden plates in both sides. Thus, they are twice protected, once by the surrounding pits and then by a wall that could be up to 40 feet tall. This same wood is used to pave the city's main streets, the edges (and, in some of them, even the bottom) of any streams and the city's squares. Moreover, the wood is also used to canalize drinking water, and in several other constructions.

Buildings are generally spread according to family bonds, with relatives living in residences close to each other. Even with their hospitality, the Vikings relegate outsiders who desire to erect their houses to the more distant and less privileged points, sometimes even outside the city walls. It is easy to notice that some points are occupied by families and others by outsiders, travelers, etc.

The greatest Vikings cities are Hedeby and Ribe, in the land of the Danes, and Birka, in Svíar territory. Amongst the Norske there are no huge cities like these, since their people are more dispersed and organized in agricultural villages. The Norske's largest city is Nidaros, known by outsiders as Trondheim. Beyond these most important cities, there are medium ones, such as Jelling (Dane), Sigtuna (Svíar) and Oslo (Norske), and some important agricultural villages, such as Lindholm, Lund, Traebjerg and Nonnebakken (Dane); Vastergam (Svíar); Skien, Bergen and Oseberg (Norske).

EMPORIUMS (TRADING CENTERS)

Throughout all the Scandinavian territory there are places known as Emporiums or Trading Centers. They are places that are populated only in certain times of the year (usually on summer), becoming centers of production and trading of artisan products.

Most of these trading center's buildings are workshops, stores, silos and other buildings related to crafting and trading. The few buildings that contain living quarters share their space with lands prepared to receive temporary tents and other habitations, where many Vikings remain encamped in occupation periods.

During most of the year the Emporium remains deserted, with their few houses and many workshops empty. During the occupation period, they become true commercial centers, serving as exchanging centers, as ports for ship repairing and a resting place for travelers. Many trading centers are also starting points for incursions on other lands, and return points too, since they return to trade the products of their looting.

Some of these centers may even become small villages or cities, such as the case of Ribe and Gokstad.

Amongst the main mercantile centers are Kaupang (the greatest one), in Norsklund; Skuldvig, Århus, Löddeköpinge and Fribrødre, in Danemark; Paviken, Lundbjörs and Fröjel, in Svearheim; and Helgö, also in Svearheim, next to Birka.

VIKINGS FORTRESSES

Beyond the existing fortifications in most great Vikings cities, some fortresses have been constructed in strategic spots. They were erected with the intention of providing a greater degree of protection and easiness of troops' displacement, in case of an invasion.

The largest and most important forts are located in the kingdom of Danemark. Given the kingdom's location (next to Frankish and Saxon territory) and the fact that they are the only unified Viking domain, Danemark was the first Viking state to provide a more robust defense for its territory. Amongst the greatest fortresses of the Dane are the mighty Danevirke wall and the forts of Trelleborg, Aggersborg and Daneborg (which will be known as Fyrkat in the future).

There are smaller fortresses in Svearheim, and most of them follow the construction patterns of Trelleborg. There are no signs of fortresses or similar buildings in Norsklund. Given the facts that their territory is extremely inhospitable for invaders and that they are not a unified people, they did not concern themselves with this type of defense.

ENCAMPMENTS

In Scandinavian lands, it is still possible to find encampments in some places. There are military gatherings, starting points for explorations or, simply nomadic villages gathered for hunting, fishing or all types of extractions.

Most encampments are found in Norsklund: Ytre Moa and Borgund, both located between the dwarven lands on the Scandinavian Alps (they serve both as sentry outposts and as a safe points for those who venture on the mountains); and Urnes, located in a flooding region at the Alps' bottom, also serving as a land outpost.

The largest encampment in Svearheim is Eketorp, in Oland. It is a breakpoint for ships and a sentry outpost for boats that cross the Baltic sea.

In Danemark there are two large military encampments: Vorbasse, to the west of Lindholm, near the village of the same name and to the southwest of Aggersborg. Both offer support for the nearby fortresses.

DANGERS OF THE NORTHERN LANDS

The Viking lands keep many mysteries, secrets and a great number of untamed territories.

The previous Scandinavian perils were increased by the opening of the entrances to the mystic worlds. Nowadays, the wild beasts that inhabit forests, quagmires, swamps and mountains share their homes with fantastic creatures that now populate the mortal lands. At the same time, secret gates to the underground worlds are still hidden from the Vikings, and may become traps for those on their outskirts. The underground races are joined against Asgard, but to get there, they will also need to subdue the inhabitants of Midgard.

Besides animals, fantastic creatures and otherworldly beings, the Vikings domains suffer attacks from the other peoples of Midgard. Craving for revenge against the Viking incursions to their lands, many Saxons, Angles, British, Frankish and Welsh risk their lives attacking the Scandinavian territory or the Vikings boats on high sea. Some are great and bloody onslaughts waged by true armies, others are robberies, furtive attacks of smaller groups or sneaky incursions with surprise battles.

Even among the Vikings themselves there are some disputes. The scarceness of fertile land, the feuds between families or even political issues are reasons for battles between Vikings. This usually occurs because of the differences between the three peoples, but also because of differences among small groups. Whatever is not decided in the Thing is settled by the edge of an axe.

NATURAL HAZARDS

Other dangers on the north lands are caused by the natural elements: frozen mountains that are difficult to climb and prone to cause frightful avalanches; lakes and rivers with great waterfalls that may or not be frozen; navigable straits and fjords, filled with dangerous rocks and icebergs on the way; unexplored forests, inhabited by trolls and the huldre folk; inhospitable, cold, humid and dark caves, besides several other natural hazards could represent the most frightful challenges of an adventure.



AVALANCHES AND LANDSLIDES

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as $1d10 \times 500$ feet downslope by a character who makes a DC 20 Spot check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance.

It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Listen check can hear the avalanche or landslide when it is $1d6 \times 500$ feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way.

Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below).

Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of $1d6 \times 100$ feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width. To determine the precise location of characters in the path of an avalanche, roll $1d6 \times 20$; the result is the number of feet from

the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

FROZEN LAKES AND RIVERS

The winter season goes from December to February and the thickness of the ice on frozen lakes or rivers will depend on the effective month:

Still Water	Running Water
thin	100000000000000000000000000000000000000
medium	thin
thick	medium
thick	thick
thick	thick
thin	thin
	thin medium thick thick thick thick

- Thin Ice is about 1 to 2 inches thick, and supports the weight of Small or smaller creatures. Medium creatures who run, jump, fall or fight on the ice have a 50% chance of breaking it (roll every round).

- Medium ice is about 3 to 11 inches thick and supports the weight of Large or smaller creatures. Huge creatures who run, jump, fall or fight on the ice have a 50% chance of breaking it (roll every round).

- Thick ice is about 12 to 50 inches thick and supports the weight of creatures of any size.

Immersion in frozen water causes 1d6 points of nonlethal damage per minute of exposition (hypothermia). Wet clothes do not offer protection against cold environments, and take about 2d4 hours to dry completely.

METEOROLOGICAL EVENTS

Fog: Whether in the form of a lowlying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 1d10x5 feet. Creatures in the sight area have concealment (attacks by or against them have a 20% miss chance).

Rain: Rain reduces visibility ranges by half, resulting in a -4 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind. When under strong rain, the characters will get soggy after 2d6x10 minutes, becoming vulnerable to the cold (see frozen lakes and rivers). This can be prevented by the use of impermeable clothes.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (-4 penalty). Sometimes (10% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. There is also a 20% chance that a creature hit by large hail is hit by a fist-sized or larger chunk of ice and is dealt 1d4 points of lethal damage instead. Once on the ground, hail has the same effect on movement as snow. In moderate or hot temperatures, it melts after 1d4 hours. In colder seasons it remains on the soil for 4d4 hours.

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does. A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning. Snow has the same effect on flames as moderate wind.

Snow melts at a speed of 4 inches per day within moderate temperature, 8 inches per day at warm temperatures and 12 inches per day at hot temperatures.

HIGH ALTITUDE

Altitude intervenes in both the climate and in the amount of available air.

Low Pass (lower than 5,000 feet): Most journeys through low mountains take place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect. Low Peak or High Pass (5,000 to 15,000 feet): Climbings to the highest slopes of low mountains or most normal journeys through high mountains fall into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet): The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes.

Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores.

Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

DANEMARK

Danemark occupies the Jutland peninsula, the southern part of the Scandinavian peninsula, as well as 405 islands. It is the most populous Viking land, and also their most economic, military and politically developed kingdom.

Danemark was unified years ago by the Volsung clan, descendant from the legendary hero Sigurd, and is the only true Viking kingdom. Sigurd reforged his magic blade Notung and renamed it Gram, and spent his entire life with its hilt at hand. When he died, murdered on his own bed, the sword lay next to him on the funerary pyre, where Sigurd was burnt along with his beloved wife Brunhilde. Their ashes and their belongings were buried on a hidden tomb. Many years passed before one of Sigurd's descendants, Seawulf Volsung, THE NINE WORLDS

travelled to distant lands and returned to take his inheritance. He alone discovered the location of Sigurd's sepulcher, whence he only removed the magical sword Gram, and used it as a symbol of power to start the unification of the Dane.

Since then, the Volsung are always adding more lands to their domains. The sword is passed down from father to son as a symbol of strength and to remind the people that those who seat on the throne of Danemark are descendant from Sigurd and, therefore, from Odin himself.

The current Dane king is Agantyr Volsung. Not very different of his predecessors, Agantyr is seen as a hero by his people and as a conqueror by the other Vikings. For many years he tried to conquer lands that belonged to the Svíar and the Norske, but after many failed attempts, and with Sven Svensson claiming the throne of Svearheim, the Dane king decided to try his conquering incursions on other lands, such as the Scotts', Picts', Welshmen's and Saxons'.

Agantyr Volsung is opposed by many, such as the great Göddar from Oslo, Brodd Askson, who refused his ruler's aid at rebuilding his city in exchange for a part of its territory; Sven Svensson, whom he sees as a potential ally, but also fears that could provoke a schism between the Vikings; and Ottar, the Gold Pocket, and his kobold council member Silrro, the Great Mouth, both responsible for the islands of Fyn and Zealand.

Agantyr Volsung rules Danemark with an iron fist, however, he is already getting too old, and today the Viking rely more on his reputation than on his real power. Without any legitimate descendant (it is said that Agantyr possesses many bastard children across Vikings lands), Agantyr looks for a successor to the throne, but he is afraid that breaking the Volsung bloodline could mean the end of Danemark. This feeling was aggravated by a Norn who whispered in his ears that Hedeby shall suffer a furious attack from Europe's other peoples and, destroyed, shall represent the end of the Viking era...

GEOGRAPHY

Danemark's lands are low. Its highest place is only 500 feet above sea level: the Ejer Baunehøj and Yding Skovhøj hills, at the eastern region of Jutland. The relatively plain ground guarantees easy passage through the lands, as well as the solid construction of villages, cities and fortresses across the kingdom. Moreover,

> the low altitudeguarantees a coast with few cliffs, which allows its almost complete exploration. This, along with the kingdom's large number of islands, makes Danemark's coast one of the richest among Vikings, and, perhaps, of all Midgard.

Danemark has many forests, most of them unexplored. They are not very dense or closed forests, but there are areas where marshy vegetation predominates, with twisted trees and great shrubs. Around the land's lakes and rivers, it is usual to find salt marshes and flooding lands, with extremely humid and low ground vegetation.

ECONOMY

Danemark's lands are the most fertile of the Vikings lands, therefore a great deal of the kingdom's economy is based on agriculture. There are many farms near cities, villages and roads, used to transport the production from those agricultural areas. Farming and raising cattle and swine are strong activities among Danes. Many farmers dedicate their lives to their craft, and their products are exchanged for manufactured goods crafted by the Danes themselves and for goods from the lands of the Norske and the Svíar, and also from other regions of Midgard. Fishing and hunting are also very common.

Besides agriculture and cattle, Danes are also great traders, importers and exporters. Because of their political organization, the development of their cities and the geographic location of the kingdom, Danemark is always the first Viking state to get any news from Europe. Also, part of all the trade between Vikings and other peoples must find its way through Dane lands. Thus, their traders profit by charging transport taxes and trading fees for those goods to move on.

In Danemark, using coins and jewels in exchanges is very common. Trading is also performed by trading other goods or through the use of slaves.

THE ISLANDS OF FYN AND ZEALAND

The two most important and large islands of Danemark are Fyn and Zealand. Thanks to their localization and size, those islands became essential points on the trading routes of the Baltic sea. They act as departure and breakpoints, maintenance spots and, mainly, as the official route to the kingdom of Dane.

However, because of their ever growing importance, it was necessary to increase their security and to elect a strong government, one that could deal with even the most trifling details. Thus, Agantyr assigned Ottar Gold Pocket (Rogue6/Northern Navigator 4 - Renown 7), an old navigator who accumulated a great amount of wealth before retiring, as Fyn's and Zealand's governor. He was given full power over the islands, and his only duty is reporting to the king and paying the taxes for the use of the trading routes.

It did not take too long before Ottar and his council member Silrro Great Mouth (Rogue 5/Bard 2 - Renown 2) felt like the island's sole owners. The famous Gold Pocket could not resist the increasing wealth that circulated on the ports under his command and began, along with his kobold friend, to conspire for the islands' independence. Today, Ottar possesses an independent guard and does not allow any incursion of Agantyr's armies on the territories he already considers as his own. He occupied the Trelleborg fortress, becoming its commander. He is not paying the kingdom the due taxes for many months now. Ottar has not directly defied the Dane king yet, but behind the islands' mist, he makes alliances with the Norske and other peoples.

The only resistance to Ottar's plan is in the lands known as Hringstathir, were lies the Hringstead woods, a territory that belongs to the Volsung clan since Helgi killed the old king Hunding. The islands, however, shall eventually become an independent kingdom, in spite of the resistance.

HRINGSTATHIR AND THE FOREST OF HRINGSTEAD

The fate of the old hero Helgi, Sigurd's half-brother, was to become a king, according to the Norns. Therefore, his father, Sigmund, gave him the Forest of Hringstathir, in Zealand as a gift. It was not just a simple gift, but a reward. Helgi, at the age of fifteen, killed the king of that region - Hunding, and got the title of Hundingsbani (Hunding's killer). Soon after, he killed Hunding's four sons without the support of an army or any other warriors. His victorious quarrel against that family was a great feat, and the people proclaimed him king.

In Hringstathir lands, Helgi built his own fortress and established his domains. There, he challenged Hodbrodd, whose heart had been promised to the Valkyrie Sigrún, who fell in love for Helgi. The hero then gathered an army and faced the troops of Hodbrodd, killing him and marrying Sigrún afterwards. The marriage was a happy one for many years, but Dag, the last survivor of Hodbrodd's army, decided to avenge his Sire's death by setting an ambush for Helgi. The hero was killed and taken to Valhala by his own Valkyrie wife. Since then, the land of Hringstathir became a sacred territory for the Volsung.

Only the Volsung may safely pass through Hringstathir. No other Viking would enter these lands on his own will without a Volsung by his side. According to legends, the Hringstead woods and the ruins of Helgi's fortress were cursed by the Valkyries - "Those who perish there shall not be allowed inside the halls of Valhala, unless they are of Volsung blood". The curse was laid by the moaning of many Valkyries who lost their husbands on these lands. The place then became inhabited by Hel's minions, who are always searching for new "soldiers" to enter Niflheim's ranks.

At the ruins of Helgi's old fortress, there is only one hall that remained intact - the Ash Hall - were the Volsung were buried with their belongings. There is a great tree that represents Yggdrasil in the middle of the Ash Hall. The ash tree has a great scar in its trunk, where the Notung sword was stuck by the hands of Odin himself. The Valkyries' divine power protects the Voslung tombs from the undead that inhabit those lands, however, some of them were already invaded by other creatures who looked for shelter in the woods. Therefore, according to local legends, Hringstead woods would be the resting place for some of the most powerful items that belonged, in the past, to Sigmund, Sigurd and Helgi, such as the amazing Andvari ring (Hringstead means the ring's place). However, very few Vikings would have enough courage to enter this cursed place, specially because Agantyr Volsung truly esteems those lands and keeps its borders constantly guarded.

HUNDLAND

The lands that belonged to king Hunding, before he was killed by Helgi, are called Hundland. When Helgi killed Hunding and all his sons, these lands lost their government and were later passed to Helgi himself. However, after Helgi's death years later, the Volsung could not keep their control over Hundland, as its people tried to make it an independent state.

Currently, Hundland is formed by a group of small islands to the south of Zealand. The Hundland name was kept by the local leaders who desire to part with the Volsung clan. Their main leader is Jarl Lif Hymsson (Fighter 5/War Paladin 4 - Renown 6), who is descendant from Hunding's cousins, who never agreed with Helgi's victory or rule. Lif has already declared his disappointment with the Volsung clan, but still lacks enough support from Hundland's inhabitants to definitely part with the Dane kingdom. Currently, he is trying to get Ottar Gold Pocket to help in his cause. Lif's largest opposition comes from the small village of Bralund, where the hero Helgi and Borghild, his mother, were born. The village is located in one of Hundland's islands.

GNITAHEITH

Gnitaheith, the home of the dragon Fafnir, is located in the Dane's kingdom lands in the Scandinavian peninsula. Its precise localization is unknown, but many believe that the cave lies in the hills to the north of Danemark, near the border with Svearheim.

According to the Sagas, Sigurd, carrying his powerful sword Gram (the reforged Notung), and, along with the dwarf Regnir, left his lands to search for the dragon Fafnir. Both desired the dragon's treasure, but the dwarf had a special interest in the ring that was stolen years ago by his brother and which turned him into the beast itself. With cleverness and bravery, Sigmund defeated the dragon and soon realized his dwarven companion's plans to backstab him and keep the treasure all for himself. Before he could do that, Regnir's head rolled on the ground by a strike of Sigmund's sword Gram.

After devouring Fafnir's baked heart, Sigurd followed the dragon's track (which was not a very difficult task) and found its hiding place. Inside the cave there was no need for light, since the brightness of the treasures that lay there illuminated the entire place. But the hero's attention was caught by a single piece of the treasure, the ring of Andvari. Hipnotyzed by the jewel, he took the ring and left the rest of the treasure behind. He left to awake his beloved Brunhild from her eternal sleep, and married her. Since then, the cave was never found again. Or, if it was found by any adventurers, they did not return to tell the tale. To this day, the skalds sing songs about this lost cave and its treasures, enough to make any Viking the richest man in the world. They also say that Fafnir had both sexes and mated with himself to bear his own children. Today, Fafnir's children would be the treasure's guardians and would reduce to ashes anyone who invaded their caves...

CITIES

HEDEBY

Located at the eastern coast of Danemark lands, Hedeby is the largest Viking city. Hedeby means "city of shrubs", referring to the place's richest vegetation.

Part of the city is next to the Haddeby Noor cove, at the south extremity of Schlei fjord. The other part occupies flooding and marshy lands, extending for almost 170 square miles, aprox. (counting only the area protected by the city walls). On its center, from west to east, there is a small stream running towards the sea. Canalized in some of its parts, it supplies drinking water to the entire city.

The city is surrounded by a 25 feet high wall with a width of 30 feet. There are watchtowers at some spots, with great wooden gates and guards. There is a large gate to the south, another one to the north and a smaller one to the southwest. A deep ditch also surrounds the city. From the most western point of the wall, there is a prolongation that goes to the west, called Danevirke. The Danevirke is identical to the wall that surrounds the city, however serves as a first barrier against attacks and to provide protection for land transports. At Haddeby Noor's cove, a 1 mile wooden wall surrounds the sea entrance. On its top, an observation tower identifies those who come from the water. To the north of Hedeby is the Hill Fort, which congregates the city's great soldiers and is used as its armory.

Hedeby is inhabited by about 2500 individuals, the same amount of many great European cities (its size is equivalent to that of the old cities by the Mediterranean coast). Besides its amazing trading center, it is the most cosmopolitan Viking city, due to constant trading with other peoples from around the world. It is possible to find all kinds of people inside the city walls. Dwarves, Jotunym, Vaniryan and Kobolds walk among the city's inhabitants and visitors.

This is also the largest Viking political center of the known world, considered to be the core of Dane government, and Agantyr Volsung himself lives there. Therefore Hedeby is a city where one rarely finds any peace. Beyond the riots caused by its own population, the city is a constant target of invasion attempts from all European peoples. Seen as the center of the Vikings activities, most believe that with Hedeby's destruction, they could bring an end to the Vikings incursions. War is something familiar for its inhabitants, and they learn to use weapons early in their lives.

There are two cemeteries in Hedeby. One to the north, to be used by the peasants, villagers, farmers and traders, and another to the south, the final resting place of noblemen and Vikings of greater reputation. Its tombs are great mortuary chambers where the deceased are buried with all their possessions, and with great honor.



THE NINE WORLDS

Its port is perhaps the greatest Viking port known. It is set to accommodate large fleets, possesses several piers and has many deposits. The Hedeby port is an extremely busy place, and it is an important importing and exporting center. It is also a huge trade center, connecting people from Vikings towns to the greatest European cities, the Middle East and Asia.

The main products manufactured and sold in Hedeby are: boats, metal works (especially weapons and tools), glass, amber, weaving, tools made from bones and horns (such as combs, musical instruments, household, games etc.), clay, wooden objects (beds, tables etc.). Many people use coins to trade in Hedeby.

Estimate population: 2500 inhabitants.

Important characters: Agantyr Volsung, King of Danemark (Fighter 10/ War Paladin 5/Runic Caster 5 - Renown 15), Gerth Sprundsdottir vaniryan, Agantyr's wife and council member (Runic Caster 10/ Chosen of the Norns 5 -Renown 9), Agnar Rock Head - captain of the Hill Fort (Fighter 11/ War Chief 5 - Renown 10), Solbjarth Lutsson, head of Hedeby's port and a great navigator (Ranger 7/Northern Navigator 5 - Renown 7), Bui Two Arms - the most famous one-handed trader in Danemark (Bard 7/Rogue 5/Master Skald 2 - Renown 8), Flerrsy - kobold, a bard known around the city for knowing all the Volsung sagas (Bard 7/Master Skald 5 -Renown 6), Vindalf Broken Rock - dwarf, the city's craftsmen's leader (Fighter 9 - Renown 6); Franmar Buisson - son of Bui Two Arms - Jarl and priest (Cleric 7/Gödar 6 - Renown 7).

Creatures in the outskirts: trolls, dire animals (boar, wolf, bat, rat and bear), shambling mounds, swarms, lycanthropes (wereboar, dire wereboar, wererat, werebear, werewolf, werewolf lord), nymphs, ogres, ogre mages and huldre folk.

RIBE

The city of Ribe is not great like Hedeby, but it is nonetheless an extremely important city, due to its location at the western coast, and because it is the first and largest port in Jutland coasts. This privileged location (near the edges of the Ribeå river) places the city at the center of the best land and aquatic routes of the Viking world. It is a busy spot, and its population varies according to the volume of people passing by the city at each moment.

It began as an emporium, where Vikings spent only the summer carrying through their production and trade. Its buildings were made for production and commerce, and its living accommodations were the encampments raised each summer, but when king Agantyr Volsung noticed that this was a place of great commercial interest, the city's population began to grow.

Because of the port's intense movement, a great deal of people from many regions pass through the city. Its privileged localization allows for a fast navigation towards Britain. Therefore, the city is known as a starting point for any adventurer who wishes to travel to lands to the south or islands to the west of Dane territory. Members of all races had already walked on Ribe's ground some day, and many remained there, considering the city as a "safe haven" for their adventures. Below humans, the Dwarves are the most numerous inhabitants of the city, creating beautiful stone works that they sell to all Europe.

The city's economy is sustained by its port and by the taxes paid by the Norske, to trade with Western Europe through its territory. Moreover, Ribe is famous for the production of leather and jewels (with precious stones coming from dwarven mines), which are sold for high prices. The city also produces metal instruments (weapons and tools), glass, amber and objects made from bones and horns. Many people use coins to trade in Ribe.

Estimate population: 1400 inhabitants.

Important characters: Holth - Agantyr's bastard son and city's mayor (Ranger 11 - Renown 5), Rassra the Giant - kobold,



famous thief pursued by all the city's traders and a malicious information trader (Rogue 10 - Renown 3), Durin - dwarf, jewel trader (Fighter 5/War Paladin 5 - Renown 6), Amma Iron Arm, adventurer of the northern lands (Ranger 9 - Renown 4).

Creatures in the outskirts: trolls, dire animals (badger, boar, wolf, bat, rat and bear), shambling mounds, belkers, hags, dryads, elementals, treants, swarms, lycanthropes (wereboar, dire wereboar, wererat, werebear, werewolf, werewolf lord), nymphs, ogres, ogre mages, merfolks, huldre folk and worgs.

JELLING

The cursed city of Jelling. This is how many Danes began to call this old town situated in the east coast of Jutland. Tales about ghosts, undead and creatures who serve Hel follow Jelling since the death of its most famous citizen.

Steinar, the Smooth Skin, came from the north and became the city's leader. He was a fierce Jarl, one who led his men to fabulous battles. Some even say that he could call for Freyr's aid at his darkest moments. However, not everyone respected the young redhead who arrived and took the leadership off of Jelling's old citizens, but they feared him, due to stories that surrounded him and the city's people, who were blindly following his lead.

The winds of myths whisper that Steinar's enemies made a deal with Niflheim and Muspellsheim. The underground creatures ordered them to build two tombs outside the city walls: one to the north and another to the south. The tombs should be excessively deep, and were dug for months. Suddenly, in a particularly misty night, Jelling was attacked

by "invisible" enemies, hidden behind the fog. Steinar died in combat, burnt alive. Since then, peace never came to the city of Jelling.

The small Jelling has less than 400 inhabitants. This number was larger once, but after Steinar's death, many decided to leave the city. Only Steinar's old enemies (and their descendants) remained, along with a few inhabitants who would rather die than abandon their homes.

Intense foggy nights meant nightmares for the inhabitants of Jelling. When the fog reaches the city, creatures come out from the tombs and attack it. No one is spared, not even those who constructed the tombs. Therefore, the city's defenses were strengthened and the guard remains active during all day and night. The city is surrounded by a 20-feet high thick rectangular wall. There are gates at the four sides of the wall, however, the north and south gates were disabled, for they are much too close to the tombs.

There is no trade in Jelling, only subsistence production and hunting. Each family produces whatever they need.

Estimate population: 400 inhabitants.

Important characters: Hal Steinarson vaniryan, Steinar's fifteen year old son, who wants to revenge his father's death (Cleric 7 - Renown 4), Karl, Enemy of the Living, the city's current mayor, who conspired against Steinar and took his command after his death (Rogue 7/Runic Caster 3 - Renown 4), Hosvir, Jarl, friend of Karl, who also conspired against Steinar (Barbarian 5/Berserker 8 - Renown 4), Svein Askson, a wise and respected old man, the tutor of Hal Steinarson (Cleric 8/ Runic Caster 5 - Renown 6).

Creatures in the outskirts: dire animals (badger, boar, wolf, bat, rat), shambling mounds, wraiths, azers, behirs, belkers, hags, invisible stalkers, hell hounds, ghouls, chuuls, giant owls, swarms (spiders, centipedes, bats, rats), ghosts, skeletons, ettins, spectres, will o' wisps, lycanthropes (wereboar, dire wereboar, wererat, werebear, werewolf, werewolf lord), mephits, mohrgs, shades, assassin vine, Fenrir's offsprings, worgs and zombies.



FORTRESSES THE DANEVIRKE

The Danevirke is the fabulous wall that protects Danemark from the Frankish and Saxons. This gigantic wall runs along the Jutland peninsula's strait, going from the Slie fjord (next to Hedeby) to the west coast of Danemark. The Danevirke makes an enormous interrupted barrier with only one gate at the center, which is extremely well guarded by vigil watchtowers (beyond these, there are many other watchtowers distributed along the wall). The gate is controlled by Kjar, the Doorman (Fighter 14 - renown 8).

In most of its extension, the Danevirke has a height of 25 feet and a width of 150 feet, what makes it possible to travel on it, as if it was a road. Its walls are strengthened by palisades and, at its southeast, there is a deep and wide ditch, that follows Danevirke in almost all of its extension.

Next to Hedeby there is also the Ostervold (the eastern wall). It is a lesser prolongation of the Danevirke connected to the walls of Hedeby. The Ostervold is still under construction, but it could, in the future, become a wall as great as the Danevirke itself.

TRELLEBORG

The Trelleborg fortress was built years ago under the command of the king to defend the trade routes of the Dane. Its construction was the result of complex calculations and almost perfect measures, worthy of the best dwarven engineers of Midgard. The mathematical precision that erected the fort had the purpose of making it the most efficient Viking fortress, and it was a success. Trelleborg has since become a model for the building of all Vikings fortresses.



The fort of Trelleborg is made of two different parts: the main one inside the walls and a secondary outside. The main one is circular and surrounded by a strong wall of earth 25 feet high and covered with wooden palisades. In the southern and eastern quarters there is a semicircular ditch ("u"-shaped) along the wall. On this thick wall (where archers and soldiers are always alert) there are four gates, one at each cardinal point. Each gate is connected to the other three by streets paved with wood that cross the fortress, forming straight angles between them. They divide the area in four quadrants. In each one of the quadrants there are four square houses of equal size, with an internal common area (the squares' insides). Besides the 16 houses, there are other buildings, such as the watchtowers at the gates, two houses for high-ranked officials inside the squares and two rooms used to store tools and other objects.

At the outside, the four gates, closed by heavy wooden doors, are defended by wooden palisades ahead. These palisades form an external barrier that is semicircular to the south and rectangular to the north. Inside the curved section there are 13 other houses, circularly placed, along the wall. In these houses live the soldiers who make the first defense line, outsiders and those with lesser renown. To the east, there is a cemetery, with simple graves for soldiers, without any great tombs. The fort's main gate is to the south.

AGGERSBORG

The Aggersborg fortress is located at the north of Jutland, near the Lim fjord's center. Occupying a downhill land, it provides excellent sight for the entire fjord, what guarantees its excellent protection of the coast.

> Even following the molds of Trelleborg, Aggersborg was a much bolder project. Its construction was not on a plain surface, but on a slope, extending its external area's visibility. Inside its walls there are 48 houses, also distributed in squares. These houses are placed along 12 quadrants, formed by the transversal meeting of its six streets in straight angles. This makes Aggersborg a much larger fortress than Trelleborg.

Despite the size difference, all other Trelleborg characteristics were kept, such as streets paved with wood, officer houses, tool shelters, the external earth wall covered in wood, palisades and the "u"-shaped ditch. Since it has more streets, Aggersborg also has more gates, each one at a street's extremity. However, it has only four main gates, the ones at the extremities of central streets, located at the cardinal points. Above these, there are high wooden towers armed with crossbows and alarm bells.

Since the Aggersborg fort is so large and there many people inhabiting it, its routine seems more like that of a city than that of a military fort. Its inhabitants are mostly warriors, but many live there with their families. Moreover, to guarantee the subsistence of its population, there are farms nearby and the production of essential items to the Viking life. Just as in Trelleborg, the fort's outside is inhabited, but it is incredibly busy with commoners, farmers, traders and craftsmen, who went there in search of protection and profit.

Currently, the Aggersborg fortress is commanded by the Jarl Halfdan Blindsson (Fighter 9/War Paladin 7 - Renown 8), a fierce soldier and extremely loyal to Agantyr.

DANEBORG

The Daneborg fortress is located at the northeast region of Jutland, at the top of the Mariager-Hobro fjord. Its construction is practically identical to that of Trelleborg (also in size). Daneborg, however, does not have an outside part, keeping only the inside characteristics. Its wall is 10 feet high, and is also covered by wood and strengthened with palisades. The streets are paved with wood and the houses are organized in squares.

It has two main gates: the western one, which leads to a wooden deck that becomes a pier to the fjord's waters; and the eastern one, which provides a ground passage to Jutland's country.

Daneborg's commander is Hrani Living Fish (Fighter 6/ Northern Navigator 8 - Renown 7).

HOUSES IN THE FORTRESSES

Houses built in Dane fortresses are a little different from the usual ones. Their structure remembers an upside-down boat. Each house is divided in three parts, a larger central one and two smaller ones at the extremities. All the rooms are linked through doors, and each of the smaller side rooms has exit doors, each to a side of the house.

The central room's floor is made of compact earth or lined with wooden boards. There is a fireplace on its center and an opening (ljóri) on its roof for ventilation. There are wooden benches on each side of the room, which serve as seats or as sleeping beds. These benches, like in drakkars, are really boxes, and are also used to store objects.

The actual dormitories are in the side rooms and it is the place where the soldiers keep their personal items. There are normally ditches inside the houses, which are used as hiding places, garbage deposits or to keep prisoners.

The shape of the boat-like houses is not just a coincidence. Many of the houses' roofs could be easily removed by a group of strong men and turned around to serve as small boats for fast escapes. This has never been done before, since there was no need of abandoning such fortresses.

SVEARRHEIM

The Svíar's domain is located in the eastern part of the Scandinavian peninsula. Its lands border Norsklund to the west, Jotunheim to the northwest and the Finn lands to the northeast. Their northern frontiers are not very clear, and a portion of that territory is now in the hands of the ice giants, who desire to get to Asgard. The entire eastern coastline of Svearheim meets the Baltic sea, and it is the domain's main exit for eastern lands.

Svearheim is not really a kingdom, but only a large area dominated by the Svíar. Even if it does not have an organized state structure, the Svíar have leaders: great Jarls who congregate from time to time in a council to make decisions concerning their lands. The council's leader is chosen from its members, and in times of conflict, is automatically elected as the ruler of Svearheim. He does not become Svearheim's king, but only their commander, the person in charge of leading the Svíar troops and of making the state's decisions regarding the war.

Sven Svensson was this leader, the greater Jarl of all Svearheim, for a long time.

However, after his unfortunate adventure, when he led several warriors to their deaths on a mission that brought only misfortune to Midgard, Sven lost prestige among his peers. Victim of the god of trickery's schemes, Sven lost his command position to Sigar Alfson, the Pure. Sigar, whose fame as a good man had already covered all Svearheim, took the council's leadership adopting a contrary position to Sven's (and this was the main reason for his election): the Svíar would not ally themselves with other Vikings on their wars and they would not fight battles outside their territory. They would keep themselves to their lands and defend them. They would keep trading and searching for slaves in the lands of the east, but they would not take part in any battle that was not their own.

Obviously, Sigar Alfson's decision did not please the entire population of Svearheim, and now the Svíar domain is still more divided. On his side, Sigar tries to keep the lands as they are. On the other, Sven Svensson desires Svearheim's throne, and wishes to unite the kingdom and gather all Vikings in a campaign to undo the misfortunes brought by Loki's trickery. Many are on Sven's side, but there are many more who fear the confrontation with the beings that are now walking on Midgard. Without cohesion, Svearheim is a succulent prey for those who desire to conquer it...

GEOGRAPHY

Most of Svearheim is formed by low lands, with heights around 1500 feet above the sea level. There are elevations only on its western and northwestern portions, with the beginning of the mountain ranges that will form the Scandinavian Alps. Anyway, the landscape is not plain. It is predominantly wavy, with some small hills and valleys covered by conifer woods.

Of all the Vikings lands, Svearheim is the most irrigated by rivers and lakes.

There is a large amount of rivers originated from the melting ice from the top of the Alps. These, in turn, give origin to many other streams and lakes. The presence of waterfalls is commonplace. These rivers are heavily used for transportation of cargo and people.

Most of the vegetation is made up of conifers - pines, cedars, cypresses etc. Up to the north, the vegetation becomes more sparse, with only a few trees and the ground covered by lichens, moss and shrubs.

HJÖLMAREN FOREST

Around the Hialmar and Malar lakes there is a great forest called Hjölmaren, so great it reaches the lakes Vänern and Vättern.

For many years, this forest acted as hunting grounds for greatest Jarls, especially during winter, when leaves fell from the trees, which made the prey easier to spot and kill. However, after the mystic worlds joined Midgard, a strange atmosphere descended upon the Hjölmaren Forest, and now a thick mist covers its area during the entire year. Few hunters dared enter the woods since then, especially after the few who had the courage did not return.

Some believe that Hjölmaren is serving as home for trolls, huldre people, ice giants and snow beasts. These are probably hidden from the eyes of mortals through the use of magic and witchcraft and are just waiting for the right moment to reveal themselves. In fact, the forest became a really frightening place and even the bravest Vikings feel intimidated by the mist that seems to grow every day.

ECONOMY

The Svíar were always known as great traders. Its incursions outside the Viking world always had a commercial purpose, even if this meant looting or capturing slaves.

With Svearheim's unfertile soil, there is not much agriculture in its lands. The few farms are located to the south, at the outskirts of the Vänern lake (at the Göta valley) and at Oland and Gotland islands, where are the most fertile soils of the Svíar territory. This little agriculture is meant for subsistence, and only the least part of it is used for trading with the other inhabitants. Thus, the Svíar economy strives of wooden extraction (their wood is extremely abundant and of good quality); of iron and cooper ore mining, sold mostly to dwarves and Norskes, and of the hunting of wild beasts, from where they gather skin, ivory and prime materials for the production of artisan utensils that are sold to other peoples.

The Svíar are also the greatest slave traders among the Vikings. Their incursions to the lands of the east, especially on Finn territory, always return with dozens of slaves. Those are sold to Vikings and to other peoples and well.

THE ISLANDS OF OLAND AND GOTLAND

Perhaps not even the cities of Birka and Sigtuna are as important for Svearheim as these two islands. Besides being located on a privileged strategic position in the Baltic Sea, both islands possess the most fertile lands of the Svíar domain.

The island of Gotland, to the north, has a large number of farms, and their production, to a large extent, is taken to Svearheim's interior and sold (or exchanged for other items) to the inhabitants who do not have the means of growing them themselves. Besides its agriculture, the island also functions as a great market, where merchandises from all around the world arrive and are traded with those who pass through there. There are three great mercantile centers in Gotland: Lundbjörs, to the north; Paviken, to the west; and Fröjel, to the south. Gotland has a strong military presence and serves as a control outpost of trading routes that head northward.

The kobold Rerry (Rogue 10/Bard 2 - Renown 5) is the best known trader of the island.

Oland is a smaller island with a more elongated shape. It was disputed between the Dane and the Svíar, almost prompting a war between these two peoples. However, although located at the seas of Danemark, the island still belongs to Svearheim because of the Ektorp military encampment, set there years ago. This encampment, now commanded by Svafnir Cracked Shield (Fighter 10/Northern Navigator 3 - Renown 7), keeps the land's control by monitoring the entire island against the still present Dane's incursions, which generate, from time to time, conflicts between them.

THE ISLAND OF BOLM

Located in an obscure portion of the lake Vattern, the island of Bolm was known among the Vikings and described in many sagas as the place where the first twelve Berserkers were born. Children of Arngrim and Eyfura, these were the Viking warriors who gave birth to the ferocious combatants' breed, whose fury brings terror and despair to their opponents.

According to legends, in the island grows a kind of mystic mushroom that can be used to produce a magical potion. The power of this bitter tasting potion is to transform any one who drinks it in a furious warrior for a certain period. Wrapped up in thick and eternal mists, the island was always the home of several ice creatures, and those who wish to drink the "Berserker Potion", should first prove his bravery and find the magic herb.

THE BERSERKER POTION

The power of the Berserker potion allows a character to gain the Barbarian rage class feature after drinking it. The character must drink about 200ml of the potion at once, as a full-round action. In the following round, he will rage just like a Barbarian. It can be used by characters of any class, however its effects can only be used once per day. This means that other doses will not work on the same day.

This potion's existence is a great myth among the Viking people. Even amongst those who dared face the perils of Bolm, few were able to obtain the famous mushroom known as "agaric fly" and even fewer were able to properly manipulate it, in order to brew a working potion. Therefore, this is an extremely rare potion and, if found, will attain a great value.

THE FOREST OF MYRKWOOD

In the northwestern portion of Svearheim, near the border with Jotunheim, lies the Forest of Myrkwood, completely different from the other ones located in Scandinavia. Its trees have great and thick tops, with great leaves, wide trunks and lianas. Its ground is humid, with a large number of shrubs and a varied amount of flowers. It looks more like a tropical rain forest.

There is never snow inside or around it. The climate around Myrkwood is always hot and humid. It is possible to notice a "breath" of hot air coming from within it. Few animals approach Myrkwood (only the fiercest ones do) and the forest's fauna is a little different, made up of creatures more typical to the tropics.

In fact, the heat inside Myrkwood is hellish, almost 104°F during the entire year. This is due to the fact that inside the crooked ways of Myrkwood lies the main entrance gate for Muspellsheim, the kingdom of the Fire Giants. In fact, it is not clear if there is just one door or several entrances spread along the entire forest, since the heat is the same in any part. However, it is believed that even if there are other entrances, there must be a main gateway, from where the giants are able to visit Midgard.

The Forest of Myrkwood hides the secrets and treasures of the fire kingdom and is kept by creatures of Muspellsheim, such as fire elementals, hell hounds and magmins, and the fire giants themselves.

CITIES BIRKA

Birka's location is what makes it different from all the other Vikings cities. Situated at the center of the Mällaren cove, at Malar lake, in the island of Bjorko, Birka is difficult to reach and has a strong natural protection. The city is broken up in small portions of land surrounded by streams of drinkable water. Each of these portions functions as a gathering and, usually, holds the houses of a family. The city has over 1200 inhabitants.

Land access is only possible through an extremely narrow way that comes from the north, from the most extreme tip of the lake, near Sigtuna. This path, known as "Black Land", is formed by the frozen water on the surface: a true ice road on a black muddy swamp. Without this ice layer, the black swamp cannot be crossed, due to its instability and its depth, both making any creature who passes through it to sink in its frozen mud (as if it was quicksand). On the ice, the weight of any cargo must be kept to a minimum, otherwise, the ice could breach, trapping everyone inside the swamp.



By water, approaching the city is only possible by using boats that enter the Mällaren cove and arrive at the Malar lake. However, the small isthmus that separates the cove from the lake makes a narrow and shallow way.

Therefore, the largest boats must be left in the isthmus and replaced by smaller, lighter boats. Many were the navigators who got stuck on the shallow waters of the Malar lake and ended up dying from hunger or cold.

The north of the city is surrounded by a wall that protects it from possible land incursions. To the south, a great fort, situated at the highest point of Birka, protects it from water invasions.

Because it is so difficult to enter Birka, the city is known as "the city that desires no visitors". Many say that the narrow and flat entrances of the Malar lake are cursed by those who were stuck and died there, and thus could not be taken to Valhala by the Valkyries. Therefore, they allied themselves with the forces of Niflheim, making the place haunted by zombies and skeletons. To the north, at the "Black Land", legends say that there are strange creatures living underneath the mud, ready to pull in the distracted and devour their bodies.

These stories and the difficulty of arriving in Birka finally made the place grow without any outsider interference. For some reason, dwarves and kobolds are rarely seen inside the city. Most believe that, besides these races' characteristic superstition, their small size also limits their visits to the city, making all the obstacles more dangerous to them.

Birka keeps close economic relations with Hedeby, exchanging animal skins (squirrels, bears and foxes) and walrus ivory for products from other regions or for slaves. Besides skins and ivory, Birka produces metal implements (weapons and tools), glass, amber and artifacts made from bones and horns. In Birka, there is no coin usage, the commerce is made only by exchanging products.

Estimate population: 1200 inhabitants. **Important characters:** Osolf Hamalsson, city's mayor (Cleric 8/ Bard 5 - Renown 6), Hati Short Legs jotunym, the city's most important Jarl

(Fighter 10/Barbarian 5 - Renown 6), Feima Svavasottir, diviner (Runic Caster 8/Chosen of the Norns 8 - Renown 8).

Creatures in the outskirts: giant eagles, dire animals (badger, boar, wolf, bat, rat, bear), shambling mounds, wraiths, araneas, azers, behirs, belkers, hags, invisible stalkers, ghouls, chuuls, giant owls, dryads, elementals, treants, swarms (spiders, centipedes, bats, rats), specters, skeletons, ettercaps, ettins, fairies, ghosts, will o'whisps, ice giants, lycanthropes (wereboar, wererat, werebear, werewolf, werewolf lord), nymphs, ogres, ogre mages, merfolks, shades, assassin vines, worgs and zombies.

SIGTUNA

Sigtuna is the second largest Svíar city. Located close to Birka, and along a northern arm of the Malar lake, the city has a straight shape, and its angles follow the lake's borders.

There is a single large street in Sigtuna, parallel to the lake's outline and paved with wooden boards. It divides the city exactly at the middle. There is a large group of houses to the north and another to the south. The southern houses belong to the families that occupied the area first, and are closer to the lake. The houses to the north are surrounded by the forest's vegetation. On both sides, the communal houses are long and narrow, allowing a larger number of houses in a small space around the lake.

Although access to Sigtuna is easier than to Birka, the city possesses fewer inhabitants than its neighbor. Its narrow and long shape and the inexistence of a near fortification make Sigtuna an easy target for



possible attacks, meaning that most prefer to seek protection in Birka. Anyway, Sigtuna has not suffered many attacks in the past. Most of its inhabitants have been to other lands and, sometimes, residents or travelers from Birka seek shelter in the city, afraid of the creatures from the mud or of Niflheim's acolytes.

In fact, what still keeps inhabitants in Sigtuna is the peace that exists in the city, and the source of that peace is believed to be a possible divine protection. Legends tell that Heimdall himself sends his servants to Sigtuna's surroundings to guard her. According to the legend, the gods worry about the city because there is a great treasure hidden within it, one sought by the inhabitants of the Underground.

Most of the city's residents are still devoted to agriculture. They only produce metal weapons and tools, and some goods made from fabric, skin, bones and horns. Nevertheless, almost everything that is produced in Sigtuna is traded in the city itself.

Estimate population: 800 inhabitants.

Important characters: Sigar Alfson, the Pure, current leader of Svearheim's council (Paladin 15 - Renown 10), Oth Erikson vaniryan, priest and city's mayor (Cleric 8/ Göddar 8 - Renown 9), Embla Eddasdottir jotunyn, the city's greatest fighter (Barbarian 9/Berserker 5 - Renown 5).

Creatures in the outskirts: giant eagle, dire animals (badger, boar, wolf, bat, bear), wraith, aranea, shambling mounds, hags, invisible stalkers, hell hounds, giant owls, dryads, elementals, treants, swarms (spiders, centipedes, bats, mice), fairies, ghosts, will o'wisps, lycanthropes (wereboar, wererat, werebear, werewolf, werewolf lord), winter wolves, magmins, nymphs, ogres, ogre mages, huldre people, Fenrir offspring, remorhazes, shadows, trolls, owlbears, worgs and zombies.

HRIMSEY AND THE PROTECTORATE OF GUNNBJØRN

The island of Hrimsey (Iceland) was the first territory discovered by the Vikings. It was discovered by the Norske, who were always navigating to the west. They gave the island the name of Snowland, and later it received the name of Hrimsey. The place was colonized by the Norske and the Svíar, but submitted to neither of them, with its own government.

Hrimsey is relatively close to the vanir lands. The vanir had already organized expeditions to the island, however they didn't stay there for long, preferring to leave its colonization to humans. Vanaheim has defenses against possible attacks from this island.

Protectorate of Gunnbjørn was the name given by a Viking navigator to the lands he accidentally discovered. Gunnbjørn tried to go to Hrimsey, however, he didn't calculate the route well and ended up at a farther island taken by the ice (Greenland). Since he was neither a great conqueror nor an adventurer, he had no will to colonize the new lands. He returned to Hrimsey and communicated his discovery, giving the place its name.

The island was deserted for a long time. Only when Eric the Red was banished from Hrimsey did he begin the island's colonization. Eric gathered a group of men and their families, and together they searched for the most hospitable places in the island, covered with ice in most of its extension. They built their town in a cape at the southern portion of the island, more precisely in a fjord that became known as Eric's Fjord.

Historically, Hrimsey was colonized about 860 d.C. and the Protectorate of Gunnbjørn only a long time later. However, the players could venture on these lands in other periods, with a little vanir help.an extremely rare potion and, if found, will attain a great value.

FORTRESSES

BRANSSON'S FORTRESS

Erected by Sven Bransson, father of Sven Svensson, in a time of war against the Slavic people that attacked Svearheim from the north, it became the largest and most important Svíar fortress. It is a bastion of resistance against any incoming attack from hyperborean lands. Standing alone on a plateau, near a small stream, Bransson's fortress was built according to the same molds of Trelleborg, in Danemark. Its wall is 7 feet high, and it is also reinforced with wood on both sides. It possesses four gates disposed at the four cardinal points. The difference from this fort to Trelleborg is that, in each gate's direction, about a mile from the fortress, there are four high watchtowers made of wood. Those towers are used to observe movements at the sea, near the Alps, to the south and to the north.

Nowadays, Bransson's fortress shelters Sven Svensson (Fighter 11/Warlord 10 - Renown 16) and his men. He is trying to gather the most followers he can get to try and unmake his great mistake of listening to a "dying Norn"...

NORSKLUND

The most barbarian northern people. This is how the Norske are seen by the Vikings, as well as by other peoples. Their incursions on the lands of other civilization are usually the most violent, with the purpose of plundering everything possible and destroying their opponents' defenses. To shred their opponent's structure is the main technique used by the Norske, causing horror on those they attack.

Norsklund is neither a kingdom, nor the domain of a united people. It is a place of little fertile soil, uneven lands and with the worst climates of the Vikings lands. Their cities and towns grew isolated from each other, with minimum contact, and structured around clans. Its people do not possess an identity (other than the ferocity of their attacks), but the towns were of independent formation and are concentrated in the few inhabitable lands, usually near the Norsklund's fjords. Each clan, each small town, and each city has a leader (or more than one) that is not subject to a superior power and who leads her community without any external agents' interference. This characteristic formation of Norsklund was mainly due to the difficulty of traveling by land across the kingdom. Divided by the Scandinavian Alps (where the Dwarves now inhabit), with an extremely cut out coast and lands filled out by mires and rivers, Norsklund is an area where transport must be made almost exclusively by ships.

Thus, in military, political, and economical issues, Norsklund is the less developed Viking land. There is no such thing as a central power in the Norske region (actually, it is unheard of). Each one is responsible for his own space, making their own rules and relationships. Many of the Norske dislike the Dane, naming them expansionists and conquerors who want to destroy the freedom of the Viking people.

GEOGRAPHY

The most inhospitable climate of all of the Vikings lands is that of Norsklund. Because of their high lands (the highest point is Galdhøpiggen, over 7,400 feet high) and many mountains, the region's temperatures are always low. The temperatures are below zero for over half of the year. A thick snow layer covers the earth during almost the entire year. Only on the coast the temperatures are less harsh, due to the hot water currents that arrive from the sea, which avoid the freezing of those waters.

With an uneven ground, there are only a few woods and no great forests. These woods are spread on valleys, hillsides or on plateaus near the coast. They are made from conifers on most of Norsklund. Only to the south are there woods with other types of trees, especially oaks, ashes and beech trees. To the north, the lands are more open and plane, with lower vegetation, such as lichens, mosses, bushes and scattered trees.

The Scandinavian Alps' mountains keep many secrets. Besides the presence of Nidavellir, the kingdom of the Dwarves, in the region there are fauna and vegetation typical of mountainous lands. Elks, goats, and fantastic creatures, such as trolls, are sighted there, sneaking out between caves. Several kinds of ore can be found in the mountains' depths, along with precious stones, but the dwarves are always seeking them.

Avalanches are common on the Alps. The smaller ones don't even reach the mountains' base. Other, great ice landslides, could drag whole towns with them.

ECONOMY

There is practically no agriculture in Norsklund. The families who live there keep small (and little productive) vegetable gardens in their houses' backyards and raise animals (cattle, sheep and goats) for their own feeding. The climate and the soil make it difficult to develop a bulkier agriculture. The main culture is that of fruit trees.

The Norske are devoted, basically, to incursions on other kingdoms (except Viking ones) and also to hunting and fishing. The whale hunt is very appreciated among the Norske, because they can take a large quantity of products to use or trade from those animals. They also hunt bears, foxes, squirrels, wolves and lynxes, from which they take meat and skin (with fur); elks, to obtain antlers and skin; and seals and walrus, from which they remove the skin and the ivory. Ocean birds are also appreciated by them, because they supply meat and eggs.

The cod is another great source of income for the people of Norsklund. Knowing now only the best fish to be dried, the Norske possess recipes to salt the fish that are superior to those of the other Vikings. Therefore, Norsklund cod is a largely appreciated delicacy and sought by all peoples.

DIVIDED [ANDS

The Scandinavian Alps' presence at the heart of Norsklund was always a great difficulty to its inhabitant's lives. After the opening of the mystic worlds, Nidavellir began to exist on those mountains, a kingdom inside another kingdom. In spite of being incrusted inside the mountains, all of Nidavellir's exits are on Norske lands and, with the dwarves' domain over the mountain, the extractive activities of the Norske became scarce and more dangerous. These facts, along with the culture shock, made several conflict areas to appear between the dwarves and the people of Norsklund.

In some towns the dwarves are considered enemies, compared to the people of the underground kingdoms. A dwarf's mere presence is enough to cause turmoil among the population, and on many occasions a thing was gathered to decide what to do to him. The same is valid for kobolds, which are considered just the same by people in general. Near those intolerant towns, the people of Nidavellir mounted watchtowers at the mountains' feet. On other towns and cities, however, dwarves are welcome, such as the case of Nidaros.

THE PALACE OF GASTROPNIR

On a hill to the east of Norsklund, along its borders with Nidavellir and Svearheim, lies the palace of the vanir goddess Menglod. Menglod, who has a great affection for humans, abandoned Vanaheim centuries ago and built her home amid a forest, on a hill, in the lands of the Norske.

Her palace is guarded by the giant Fjolsvith who, along with his two giant dogs, tests the capacities of those who wish to speak with Menglod. Those who manage to defeat the giant gains the right to enter the gates of Gastropnir. Those who are not welcome are rejected by Fjolsvith and could be attacked by evil spirits commanded by Menglod's servants from within the castle. Renowned warriors, or those involved in honored missions, or those on service of the gods, are also entitled to visit Gastropnir, but they must still communicate with Fjolsvith and prove their good faith.

The palace, differently from the most common constructions among the Vikings, is a stone construction, with adobe roofs and decorations made from wood. It resembles the constructions of central Europe. Having a square shape, it possesses an internal yard surrounded by thick stone walls, with towers and strong wooden gates. In its interior there are great living rooms, dorms, stables and all kinds of rooms usually found at a castle of its magnitude. The most important of Gastropnir's rooms is the Hall of Fire, a sacred place, where Menglod can cast healing spells on travelers and create magical artifacts.

The castle is inhabited by Menglod and several maidens (vanir, vaniryan and human), who serve her and her guests. Menglod is known by her healing talents and hospitality, and noble adventurers who seek a safe place to rest go to the Palace of Gastropnir, where they know they shall be able to recover from their wounds and to feed with abundance.

GNIPAHELLIR

Located in an island of high lands to the west of Norsklund, Gnipahellir, or the Cave of the Cliff, is the main entrance to the world of the dead. No mortal has ever considered stepping on this island. The place, cursed by the acolytes of Hel, is a small portion of stony, dried and cold earth. Its ground is extremely uneven, with great altitudes in a small area. Little to no vegetation grows there, and a cold, thick fog covers the entire island.

At the exact center of Gnipahellir, on one of the island's cliffs, lies a dark cave that is the way to Niflheim. Inside it, just before the heavy iron gate that closes the entrance to the world of the dead, is the huge dog Garm. With black fur and sharp teeth, Garm is one of the most powerful creatures in the world. With its strength, it should be capable of defeating even an aesir god. Garm guards the entrance to the roads of Hel, which go all the way to Niflheim.

The island is home to many undead creatures that freely wander its lands. Finding it is not difficult, however, getting there is a task worthy of the gods. Hel controls sea creatures that constantly watch the island's surroundings, attacking the incautious navigators who pass over there.

CITIES

NIDAROS (TRONDHEIM)

Located on the western coast of the Norske lands, Nidaros is the last large Viking city to the north. The town was built inside the Trondheim fjord, what made most travelers and other peoples call the city by its name. Its location provides a natural defense that spares the use of walls and fences. From the east through the southeast, the city is surrounded by



mountains (prolongations of the Scandinavian Alps). To the south, an uneven land, marked by mires, rivers and abrupt elevations hinders the passage of those with heavy load. To the west, the city opens up to the sea, in an area where only the Norske dominate the navigation.

On winter, Nidaros has only a few hours of sunlight. The weather is extremely cold during the whole year. The vegetation is low and scarce, formed basically by silt and bushes. Several rocks compose the landscape around the city, and some streams formed by the melting of the snow that falls from the summit of the mountains run among them.

Nevertheless, Nidaros is the largest Norske city. Populated a long time ago, before the opening of the mystic worlds, it was founded by adventurers who wanted to explore the cold hyperborean lands. Many set up starting points for hunting exotic animals and strange creatures there. As it was very difficult to travel in the area, many decided to fix residence and gather their families on those cold lands. The city grew and became a crucial point for any adventurer who wishes to go to the most northern lands. After the opening of the passages for the nine worlds and the arrival of the other races, the city developed even more.

Many adventurers who wanted to go to Nidavellir, Jotunheim, Alfheim, Vanaheim or even Asgard, had (and still have) Nidaros as the last urban center before their journeys. This made the city a place filled with adventurers, mercenaries, bounty hunters and every kind of wanderer that exists among the Vikings. The city was a lawless territory for a long time, where honor and loyalty among the Vikings were forgotten due to the possibility of obtaining great riches and renown. Nidaros existed under chaos.

Only after Svaran Dragon Club, a Jotunym born in Jotunheim, assumed the city's command, a bit of order was brought to the place. Svaran's clan commands Nidaros ever since. The city is still an adventurer, mercenary and bounty hunter center, but now they fear that the Dragon Club may fall on the heads of those who do not follow the laws. This is probably the only Midgard city governed by a non-human. There is almost no trade in Nidaros. There are small weapons and traveling equipments stores, and taverns where one can find food, drink, information, allies and enemies. The few existing workshops are devoted to repairing weapons and equipments, and most belong to the dwarves. There are several inns and camps in the city. The adventurers who find valuable items in their adventures usually don't sell them in Nidaros, preferring the markets of Hedeby, Ribe or Birka. Although trading is weak, coins are used in the city's commerce.

Estimate population: unknown.

Important characters: Svaran Dragon Club - jotunym, Nidaros' mayor (Barbarian 10/ Berserker 7 - Renown 12); Laufeirj - jotunym, daughter of Svaran, chief of Nidaros' guard (Fighter 5/Barbarian 2/ War Paladin 3 -Renown 4); Hrimnir Goat Head - jotunym, son of Svaran, and his father's right arm (Barbarian 5/Berserker 3 - Renown 4); Nori Utrson - dwarf, the best blacksmith on the city (Fighter 5/Cleric 3 - Renown 5); Olaf Eagle's Eye, famous adventurer (Ranger 8/Bard 2/ Master Skald 2 - Renown 7); Brami Afisson - vaniryan, city's Göddar (Cleric 6/Göddar 3 -Renown 4). The other seven children of Svaran are still seeking some renown in the city.

Creatures in the outskirts: giant eagles, dire animals (badger, boar, wolf, bat, mouse, shark, bear), araneas, shambling mounds, azers, behirs, belkers, hags, invisible stalkers, hell hounds, chuuls, giant owls, dragons, elementals, treants, ettercaps, ettins, fairies, will o'whisps, ice giants, fire giants, ghouls, krakens, sea lions, lycanthropes (wereboar, wererat, werebear, werewolf, werewolf lord), winter wolves, magmins, mephits, mohrgs, nymphs, ogres, ogre mages, merfolks, huldre people, Fenrir offspring, remorhaz, salamanders, skums, shadows, trolls, owlbears, ice worms and worgs.

OSLO

The elders say that Oslo should have been the greatest Norske city. They say that Odin himself came down to the small town riding Sleipnir, his eight-legged horse, to bless its residents. At that time, according to the stories, the Jarl of Oslo was given a beautiful sword, that was forged in Valhalla and brought to Midgard to protect the city. Odin's Greatsword was the weapon's name, and it was rested in a small construction built especially for it. The sword should never leave the city, or misfortune would fall on the place.

Oslo prospered. Several Jarls left with their groups in incursions on Britain and on the European lands of the south. The wealth that came to the city with each arriving ship was greater and greater. The city's reputation spread along the Viking world and many steered for Oslo in search of wealth and adventures. The city grew beyond its fortifications and new walls had to be erected. Stories were wrought emphasizing its location (the fjord of Vik) as the

origin of the term Viking. Everything indicated that Oslo would overcome Hedeby in size and commercial importance, until its fearless Jarls met and planned the largest pillage of the city's history. An enormous drakkar fleet was gathered. Men from all around Midgard brandished their weapons while leaving the port of Oslo towards the southern part of Europe. They would plunder all of the Mediterranean coastal cities' monasteries. Then, Gunnarson, the Jarl that led the party, made a difficult decision: he took Odin's Greatsword with him.

The drakkars that left on that day were never seen again. Legends and stories were made about that enormous fleet. Gunnarson lost the sword that protected the city and, in despair, joined the forces of Niflheim in an attempt to search for it.

Oslo did not fall in misfortune, but it was never again a prosperous city. Its second wall was never finished and now remains in ruins, along with several houses built outside the city's first wall. Great Oslo is still a town with about 600 inhabitants, who live from agriculture and from the port, which is still one of the largest Vikings ports.

The legend of the sword is still in the city inhabitants' minds. Many leave the city to search for Odin's Greatsword before Gunnarson, now a servant of Hel, finds it first. Adventurers and bounty hunters from all around the world also search for it, trying to become great heroes, to receive some payment or simply lay their hands on a fabled sword, forged in Valhalla. According to the legend, Gunnarson became some kind of sea zombie and still commands his ship, attacking other Vikings' ships in his eternal search for the lost sword. Many fear crossing paths with his cursed drakkar and its undead crew...

Estimate population: 800 inhabitants.

Important characters: Brodd Askson, Oslo's Göddar (Cleric 6/Göddar 5/Runic Caster 2 -Renown 7); Gunnar Gunnarson, undead (Fighter 6/Northern Navigator 8 - Renown 3); Vif Nannadottir, former Gunnarson's wife, defended her lands after her husband's departure and became Oslo's sovereign (Druid 4 /Paladin 3/Fighter 2 -Renown 5); Gloin, son of Alf, dwarf. Jarl chief of the city guard (Fighter 10 - Renown 6).

Creatures in the outskirts: giant eagles, dire animals (badger, boar, wolf, bat, mouse, shark, bear), araneas, shambling mounds, azers, behirs, belkers, hags, ghosts, spectres, shadows, skeletons, invisible stalkers, hell hounds, chuuls, giant owls, elementals, treants, will o'whisps, ice giants, ghouls, krakens, sea lions, lycanthropes (wereboar, wererat, werebear, werewolf, werewolf lord), winter wolves, magmins, mephits, mohrgs, nymphs, ogres, ogre mages, merfolks, huldre people, Fenrir offspring, remorhaz, salamanders, skums, shadows, trolls, owlbears, ice worms and worgs.

CAMPS BORGUND AND YTRE MOA

The camps of Ytre Mill and Borgund were raised by the inhabitants of Bergen, to their southwest, at the coast. The first of them was Borgund, which was erected with intention of maintaining a constant surveillance on the dwarves of the mountains. After some time, the Vikings that took turns in Borgund decided to explore the mountains and to reach its higher and most distant spots. This resulted in several trips to the Alps where the Norske came across all kinds of dangers. They found that the mountains were inhabited by creatures such as frost worms, worgs, ogres and other monsters, and raised the camp of Ytre Mills, an advanced surveillance position.

The camp of Borgund is led by Gyrth Dansson (Fighter 5/Ranger3 - Renown 4), a fat and friendly Viking, but few would dare to challenge his warhammer. Gyrth is a sociable Norske, who loves to tell stories and nurtures a deep respect for the dwarves. He is aided by the dwarf Frar, the Big (Fighter 4/Runic Caster 2 - Renown 3), who provides him with the knowledge of tunnels and passages to the mountain. The camp of Borgund has no larger problems, and has been through a long period of peace.

The camp of Ytre Mills is settled at an unfriendly place. Its leader, the Jarl Klur Guarded Sword (Barbarian 8 - Renown 4) commands his men with an iron hand. His epithet (guarded sword) is actually a nickname that makes fun of how many times (too many) Klur brandishes his sword per day. Nervous and intolerant, Klur cannot stand the dwarves nor the other creatures that now inhabit the mountains. He wants to see them all dead, accusing them of stealing the lands of the Norske. Unlike Borgund, Ytre Mills is under constant attacks and its men must maintain an intense vigil of the surroundings. Thus, Klur Guarded Sword is seen as the ideal leader, due to this situation.

URNES

The camp of Urnes is located at the Alps' feet, in a marshy area. This camp was raised by two reasons: to watch the coast (since it is placed at a point where the sea's observation is made easier) and to guard one of the few iron mines that still belong to the Norske. Its soldiers do not watch the coast as fiercely as they do the mine. A group of men is sent to a higher spot, farther from the camp, from time to time, to observe the ships that go to the north, to Nidaros. If they identify a threatening ship, a hawk is sent to Nidaros with a red ribbon tied to its right paw, alerting the city's people of the danger.

Most of the iron ore extracted from the mine is taken to Nidaros, where it is used to craft weapons and armors. The mine belongs to the Jotunym Svaran, who maintains a rigid control over the ore's extraction, and always sends one of his sons to supervise it.

Urnes' commander is changed from time to time, and each time, one of Svaran's sons assumes the command. The camp does not remain in peace for long, but it is not in a state of constant war. Most of the conflicts are caused between the soldiers and the miners, who insist on selling, independently, the ore that they find.

THE RUS

The Vikings incursions to the lands of the east, mainly those accomplished by the Svíar, ended up creating a new Viking people: the Rus.

The name Rus comes from Ruotsi, which means rowers. Rus are Vikings that, for some reason, decided (or were forced) to stay in the lands they were exploring instead of returning to their houses with their group. They made their residences in Finn's lands or in Siberia, creating new towns and new communities, mostly with the intention of extending their roads and exploring new areas. Thus, the Rus spread through the lands of eastern Europe, getting in touch with the Byzantine and Arab people. Brave warriors and great survivors, they were known for their bravery and dominated large extensions of land.

Their more intimate contact with other people, such as with the Byzantine, changed the Rus' Viking culture. Today, they are not as faithful to the aesir and vanir as the Vikings of Scandinavia, and neither do they care so much about their ancestors' traditions. Their houses are made of wood, but also of stones, and their weapons and armors were strongly influenced by the eastern people.

Some Rus, well-known for their combat abilities, formed the famous Varangian Guard (Varangian means Scandinavian amongst the Byzantines), an elite force of mercenary soldiers that is the Byzantine Emperor's personal guard.

THE OTHER CIVILIZATIONS

The Vikings, in their navigations and expeditions to several points of Midgard, get in touch with several other peoples. Each one of those peoples possesses characteristics that make them different from the northern people in many aspects. This means that the encounter between them could end up in open combat, with weapons in hand, or as ideological and cultural conflicts.

This section introduces some of the peoples that the Vikings met.

THE CHRISTIAN RELIGION

Most of the other civilizations that maintain contact with the Nordic people are made of Christians. Centuries ago, the Christians began their expansionism, trying to convert other peoples to their belief on the existence of only one god. It is not different with the Vikings, mainly because great Christian kings and emperors see the conversion as a weapon to end, once and for all, the Viking assaults to their countries. The fact that most of the Viking pillages happened at monasteries (little guarded and with a lot of gold), determined the faith that the Nordic people were followers of demons, who needed to be converted for the sake of their souls, and to keep the monasteries safe. An Irish monk uttered the famous sentence: "From the fury of the Northmen, O Lord, deliver us."

Therefore, Christian clerics, devoted to their saints, accompanied the armies of many kingdoms that tried to refute the Viking progress. Some of those clerics were just priests who wished to take their god's word to the Nordic people. Others were templar warriors, who provided as much with their faith as with their weapons and armors.

The Christian clerics and warriors did not believe in the Vikings' deities, bringing with them

their own faith and, therefore, their own mythology. They see the Vikings stories as legends, and when coming across some of the creatures from the north, they react with much more awe than the Vikings. Regarding the aesir and vanir, Christians see them as men of great power, no more than that.

Christian characters from the Cleric class should choose a saint to become her deity. The chosen saint will determine the cleric's favorite weapon and domains.

THE CONVERSION

From the Christian's many attempts at the conversion of the Viking people, some initially obtained success. The fact is that the Christian monks used an extremely effective strategy, concentrating their efforts on the conversion of great Jarls and other local leaders. Thus, those leaders ended up taking with them all of their followers, guaranteeing the conversion of many Vikings at once.

There were several methods used for the conversion of those leaders, including rhetorical conversations, land offers, financial gains or even new military allies. Many Jarls do not change completely, holding true to their old habits and way of life, but worshipping the strange Christianity, with their single god, their sacred trinity and their numerous rites.

Independently from the way some Vikings are converted, or whether it is a complete conversion or not, Christianity is an appealing conflict source in the Vikings lands. Whole towns that convert to

Christianity are seen as enemies or really become enemies. Most times, the recently converted take upon themselves the mission of spreading their new religion, carrying on true crusades in Viking soil (in some cases, they are even paid by the Christians or receive gifts from them, such as pieces of land, ships and soldiers). Sometimes, the converted Vikings remain reclusive in their territory, but end up receiving sanctions from the cities that are still faithful to the original pantheon, which usually starts more conflicts.

Recently, after Sven's journey to find the eight runes, the Christian invasion is very small, but it already caught the gods' attentions, mainly the Asgardians. The aesir do not think twice before inciting revolts against the Christians.

ADVENTURES IN OTHER LANDS

A Viking arrival on other peoples' lands is always an adventure. Most of their departures to these places are made with the intention of plundering, conquering, finding slaves or to finish some conflict. Sometimes, there are even trading missions and there are some rare incursions treated as diplomatic missions.

Many of these lands have surprises for the Vikings. The other peoples' cities are built in a different way, as well as the organization of their society. There are great stone castles, as well as fortifications with enormous towers, armed with catapults and ballistae. There are churches and monasteries gathering whole congregations of monks, nuns and other clergymen. There are, still, uniformed and obedient armies, whose soldiers are willing to give their lives on behalf of their kingdom and their faith.

Besides, the natural aspects differ a lot from the lands of the north. The climate is hotter, the forests are different and the animals

DUBLIN

The city of Dublin, located in Britain, is the largest Viking city outside Scandinavia. Taken by the Danes, the city became a true Viking fortification on enemy lands. Its colonization was financed and promoted by the greater Jarls of Danemark, at the cost of many Dane warriors' lives. The city is an advanced Viking outpost, and its main function is to give support to Vikings vessels that arrive in Britain, and to serve as a starting point for Dane incursions to these lands.

Since Dublin's colonization, the city never found peace. The place is a true war camp, with strong walls, fences and warriors everywhere. The Jarl who leads the Vikings in Dublin is Hogni Amsson (Fighter 8/Northern Navigator 3/Warlord 3 - Renown 10), who is already tired from this life of battles and is searching for a substitute to assume his place. are not always the same as the ones that live at Scandinavia. The Vikings can come across new and unknown creatures in these lands, as well as meeting with wizards, sorcerers, and monks, who can surprise them with their characteristics.

ANGLES AND SAXONS

The Angles and the Saxons dominated the northwestern Europe region for centuries. The origin of the Viking people lies in the journeys, conflicts and mixtures between these peoples through the centuries. For that reason, their warriors are not very different from the Nordic's, so much in appearance, as in their actions. The greater differences between them and the Vikings, besides religion, lie on the shape and structure of their societies and in characteristics developed by the proximity with other peoples near the areas they occupy.

The feuds are the base of the society's structure. Several feuds are gathered in counties, duchies, principalities, etc. The kingdoms are made from the union of several feudal lords, who determine a ruler for their allied lands. The King is the head figure of the Anglo-Saxon society, whose nobility closely valued as the renown among Vikings. Between the Angles and Saxons, prestige and social status are not just won with great deeds, but also through ownerships, wealth, political games, inheritance and also connections with the clergy.

The Church has enormous power over the Anglo-Saxons, determining land ownerships and even the beginning of great battles. Some bishops possess status equivalent to that of the great feudal lords and they exercise their power with a strong hand.

So, the Church, the kingdoms, and the feuds possess armies commanded by soldiers faithful to the cause which they serve. The same happens with the common citizens who, surviving at the costs of the nobility, pay respect and almost absolute obedience to their rulers.

Territories: Eastern Anglia, Northumberland, Frankish Empire and Mercia.

Most used weapons and armors: swords, axes, bows and spears. Light armor and heavy wooden shields.

Main Classes: Barbarian, Bard, Cleric, Druid, Fighter, Wizard, Paladin and Ranger.

BYZANTINE

Byzantium is the Roman Empire of the East. From its capital in Constantinople, the Byzantines exercise a strong domain over the people of southeastern Europe, around the Black Sea.

With its rigid society, based on the purest Christian orthodoxy, Byzantium is a great empire ruled with an iron hand. The law and religion are mixed and determined by the emperor without any formal, written laws. Everything is based on traditions, symbols and institutions, which delegate their way of thinking to the local statute.

The Byzantine Empire possesses the most well equipped and protected army of its time. The Empire's constant struggles against the Muslims (mainly Arabs and Turks) forced the growth of its military forces. The Byzantine army has well-trained soldiers, good quality weapons and armor, and great war machines. Their ships, heavy and slow, are equipped with catapults that throw fiery projectiles. The Byzantine troops are still enlarged by the help of ferocious mercenaries, contracted by high payments at the northern and northwestern lands (most of them are Vikings, rus and saxons).

The recruiting of Rus mercenaries lead to the creation of an elite unit called The Varangian Guard. They are equipped with weapons and armors of the highest quality and compose the emperor's personal guard. Varangian Guards are famous in most of the known world. Their soldiers are as fearsome as their Nordic counterparts.

Territories: Southeast area of Europe, around the Black Sea.

Most used weapons and armors: axes, swords and lances. Medium armor, such as chain mail, scale mail, and wooden and steel shields.

Main Classes: Cleric, Sorcerer, Fighter, Wizard and Paladin.

SLAVIC

The main Slavic people with whom the Vikings maintain contact is the Finn people, that inhabits the coastal lands of the Baltic sea. However, practically all of eastern Europe's inhabitants are of Slavic origin.

Politically ill-organized, the Slavic lands are territories of great farms and little government. The great landowners usually become owners of those lands due to inheritances, conquest, war spoils or even gifts, given by other landowners in gratitude for some alliance. They have vassals who occupy part of their lands to grow vegetables, fruits and raise cattle, paying the landowner a large part of their production charged as fees and taxes.

Because of these several large farms, there are no central governments (exceptions aside), which makes the Slavic lands poorly guarded and dangerous. Robbery and conflicts are constant, mainly provoked by the Vikings (usually Svíar) who take advantage of the local situation to plan their incursions.

The Rus became great aristocrats among the Slavic, creating rigid government spheres. Their domain is more intense in the provinces of Kiev and Novgorod.

Territories: Eastern Europe, Baltic countries, Russia and the Bulgarian Canato.

Most used weapons and armors: axes and large hunting knives (treat them as shortswords). Light leather armor and heavy wooden shields.

Main Classes: Barbarian, Druid, Fighter, Sorcerer, Rogue and Ranger.

FRANKISH

Made up by many small kingdoms and feuds, the Frankish Empire could be seen as the cradle of the medieval society of the Middle Age. The nobility has a unique value among the Frankish and their society is the Empire's mark.

The Frankish resemble the Saxons, mainly in their military technology, buildings



and religion (Christianity). However, their society is more closed and structured. Nobility titles are much more important than in the lands of the east and serve as exchange coins in several occasions. That makes nobility less dependent on the king, but closer to the Church, which exercises greater influence on the state's decisions.

The Frankish lands have frontiers with Danemark. The close distance, as well as several Vikings assaults, created some quarrels between the Frankish and the Danes. That usually results in battles, contests, and even open warfare. Therefore, Danevirke is constantly watched by guards at the Dane king Agantyr's service.

Territories: Most of central Europe. Many Frankish lands are mixed or disputed with the Roman's.

Most used weapons and armors: twoedged swords, spears and bows. Medium and heavy armors (half-plate, full plate and splint mail) and heavy wooden shields, covered by leather.

Main Classes: Bard, Cleric, Sorcerer, Fighter, Wizard and Paladin.

YORK

The city of York had several names before the Vikings. It was called Eboracum by the Romans and Eoforwic by the Saxons, but the name that prevailed was Yorik (or York), given by the Dane who took the place.

Even if it is not the largest city colonized by the Vikings outside Scandinavia, it is the most important. Unlike in Dublin, the inhabitants of York accepted the Viking presence without so much rejection. This promoted some peace in the city, and less conflicts than in Dublin. Anyway, it is an armed peace, because the population's acceptance did not imply in their favor and, actually, most citizens wish that the Northmen return to their lands.

The city's Viking leader is the Göddar Dag, the Skinny (Cleric 6/Göddar 7 - Renown 8), a Viking priest whose main aspects are his ability to eat a whole pig alone and his desire of purging the Christians from Viking lands. Dag maintains an elite guard to watch the city and collect taxes from the population.

WELSHMEN AND SCOTTISH

Unlike the Frankish, Angles and Saxons, nobility titles don't have so much value among the Welshmen and Scottish. They are respected, as in every medieval society, but, similar to the Vikings, Welshmen and Scottish value a man's deeds and abilities, whether it the leadership of her people, or her mere way of living an honest and fair life.

Most of their people are farmers and fishermen. Their lands are divided in several small kingdoms or feuds, and their army is not as strong as the other states'. Still, all men are trained, at least once in life, to use weapons. Nevertheless, very few Vikings incursions happened on these lands, due to its people's ferocity to defend their territories and to the fact that there are few places where the pillage is satisfactory.

Just like with the Vikings, the Christians are trying to dominate the Scottish and Welsh peoples. Both try to maintain their Celtic traditions, however, a good part of their population was already converted. Even so, the power of the Celtic traditions persists, creating the "Celtic Catholicism", which mixes the traditions of both religions. Many Catholic priests maintain the Celtic values, living in touch with nature and without the material connections of their Church. Some are hermits, inhabiting inhospitable places or distant islands.

Although there is nobility, it does not have much importance and the society's structure pay more attention to ownerships than titles. The Welsh lands are made up by several small and independent kingdoms, joining only in times of war against a common enemy, by the election of a "High King" to command them. The Scottish lands are even more independent amongst themselves, maintaining a clan structure that is separated in even smaller territories.

Territories: they occupy Cymru, the lands of Picts and Scottish, Strathclyde, and are spread on the British islands.

Most used weapons and armors: spears and long swords. Light or no armors and heavy wooden shields, made with and leather and iron details.

Main Classes: Barbarian, Sorcerer, Fighter, Wizard, Paladin and Ranger.

MUSLIM

The Muslims are the main people of the Middle East, and most of them are Arabians. These are the first centuries of Islam's existence as an eastern religion (founded in 662 AD, by Mohammed). Therefore, the Muslims, such as the Christians, are going through a period of gathering (and conquering) new followers over the world. Many Arabians journey through the known world doing their trade and expanding Islam's domains.

Trade is a distinguishing characteristic among the Arabians. Their enormous merchant caravans cross borders and frontiers taking with them spices, slaves and workmanship of great value to the people of the east. All caravans are composed by merchants, guards and translators. It is common for a merchant to know more than one language, but their contact with several different peoples demand a translators' recruiting. Some merchant's families accompany them, enlarging even more their groups.

The Muslim society is very tight in their laws and habits. Every man is a slave of Allah (God) and should pray five times a day to him, bending himself to the East. The law of the states is the law of Islam and their rulers are usually also priests (called Imahns).

Territories: The Muslim Arabian Empire, formed by a part of the Middle East, the African north and a small part of Spain. They are currently trying to conquer the northern Mediterranean states.

Most used weapons and armors: Swords with a curved blade (known as Saracen Swords), bows and spears. Light and medium armors and light steel shields.

Main Classes: Bard, Cleric, Fighter, Wizard, Sorcerer, Paladin and Monk.

BRITISH

The Vikings refer as British to everyone who is born or inhabit the islands that form Britain. The British people is made up by the Angles, the Saxons, the Welshmen and the Scottish. It is common to hear the British language among them. Although the British are made up by several ethnics, they usually nurture a deep patriotism for Britain.

The conquest of York represented the creation of a small Viking state in British lands, which was known as Danelaw.

PICTS

The Picts are a reclusive and mysterious people. Inhabiting forests surroundings, or their interior, the Picts never had a superior government or the command of a military force. They are a free people, who live under the protection of their tribal leaders.

They are seen by the other peoples as savages and voracious, capable of destroying a whole town, including women and children, to maintain their domains. It is unknown what is legend and exaggeration and what is true, but the Picts are not trying to establish relations with other people, unless it in combat situations.

The Picts are usually of low stature, but of strong build. Their hair is dark and their skin is yellow (probably because of the use of a type of mud - woad - in their war paintings). They live in a clan structure, feeding mainly by hunting and fishing (little agriculture). Their lifestyle is similar to the Viking's in many aspects. They do not possess an army, since they are not united as a people, but all men and women learn how to fight and defend their territories. When in battle, they makeup with mud (woad) and a blue dye made from herbs.

Territories: Dispersed on the British islands, mainly in Scottish lands. Many inhabit other areas of Europe, and even Viking lands.

Most used weapons and armors: Spears and bows; very few use swords. Light or no armor.

Main Classes: Barbarian, Druid, Sorcerer, Rogue and Ranger.

SKRAELINGARS

Skraelingar is the name given by the Vikings to the people they found in Vinland. In other words, the local Indians.

Skraelingars live under a tribal structure. Their leader is the tribe's shaman, who functions as a sorcerer-priest and healer. There are no professional warriors, but all men know how to fight with spears and bows. The fiercest fighters use axes made from stone. Most of them are fishermen and hunters, and their women take care of the household.

This is a nomadic people, moving when the natural resources of a place become scarce. Few are devoted to the agriculture, and it is never enough for the tribe's subsistence, maintaining their nomadic characteristic.

There are several different Skraelingar tribes, each one with their own traditions, war paintings and garment types. However, all of them have reddish skin, black hair and barely (if at all) any bodily hair.

Territories: Vinland.

Most used weapons and armors: Spears, axes (made from stone) and bows. They wear no armors, but use light wooden shields. Main Classes: Barbarian, Sorcerer, Rogue and Ranger.

VINLAND

The name Vinland means the land of wine and was given by Leif Ericsson's men, after finding several vineyards while exploring the recently discovered land.

Leif was the son of Eric, the Red, who had been banished from Hrimsey and decided to colonize the island of Gunnbjørn. Leif left Hrimsey to go on an expedition to distant lands, which had been announced by the great navigator Bjarni. His first arrival was in a place of cold lands and great ice walls, which he named Helluland, and this hostile place urged him to go on with his itinerary. Leif then continued his journey for some more days, until he found a more hospitable place, with abundant vegetation and smooth climate. There, he divided his men and began the exploration of those lands. The discovery of a vineyard loaded with grapes (a noble fruit among the Vikings) gave the place its name, just before it became the most distant Viking colony.

Vinland's conquest happened between 922 and 1000 AD. However, the DM could create adventures before this time, giving the players the opportunity of being the first ones to step in Vinland and to contact the Skraelingars and other strange creatures that inhabit its territories.

CHAPTER 5: THE DEITIES

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THE DEITIES

he first cults to deities were made by humans and dwarves to the aesir, who had discovered and trained them in their crafts. Several beings, however, were later worshipped as gods, some by their own people, such as Hrym and the ice giants, other by several peoples, like Fenrir, Jormungand and Hel. After the opening of the passages between the worlds, the humans came to know the vanir through the vaniryan, and established cults for them too.

The religious cults in Midgard are not necessarily carried on in temples. They could be made anywhere: houses, forests, lakes, caves, etc. They only need at least one willing person to pay homage or to make a prayer to the gods.

In Vikings - Midgard, the gods are not outsiders and retain their creature types even after becoming gods. So, Hrym is considered a giant like any other ice giant (but much more powerful), and Fenrir is a magical beast of huge size. For the same reason, the gods are not immortal. Their longevity is due to the prayers that are offered to them, however, they could die in combat as any other creature. To the Vikings, their gods are heroes, who could be called to help, and not distant deities, reclusive and mysterious. Finding a god in Midgard's battlefields might not be as unlikely as one could guess.

AESIR

BALDER

The god of perfection and charisma, Balder is Lawful Good. He is the son of Odin and Frigga and is the youngest and dearer among the aesir. Balder is protected by the other aesir, because it is said that his death shall be one of

the portents to Ragnarok. He is worshipped by kobolds, vaniryan, noble fighters, bards, paladins and some rogues who care more about sympathy than stealth. The domains he is associated with are Good, Luck, and Protection. His favored weapon is the short sword.



BRAGI

The god of music and poetry, Bragi is Chaotic Good. Bragi is Idunn's husband and gained the gift of poetry after tasting a magic recipe of

mead that made him unequaled in the verbal arts. He is worshipped by kobolds, vaniryan, bards, runic casters, and for anyone who enjoys a verbal game. The domains he is associated with are Chaos, Good, Knowledge, and Magic. His favored weapon is the dagger.

FRIGGA



The goddess of homes and families, Frigga is Lawful Good. She is Odin's faithful wife and the mother of several gods among the aesir. She is also known for blessing marriages; a lot of women pray to her to guarantee their

husbands' faithfulness. Frigga is worshipped by warriors who protect the place where they live and by women in general, besides dwarves and jotunym. The domains she is associated with are Good, Healing, Law and Protection. Her favored weapon is the quarterstaff.

HEIMDALL



The god of the guardians and watchers, Heimdall is Lawful Neutral. He is the guardian of Asgard and protects its gates,

always ready to sound his horn "Gjallarhorn" at any sign of danger. Heimdall is the fiercest enemy of Loki and awaits for the day when their differences shall be settled. He is worshipped by dwarves, fighters, paladins, rangers and barbarians. The domains he is associated with are Law, Protection, and Strength. His favored weapon is the greatsword.

HONIR



Prime War. It was Honir who gave humans the ability to think and reason. He is worshipped by vaniryan, runic casters and bards. The domains he is associated with are Knowledge, Law, and Magic. His favored weapon is the quarterstaff.



DUNN

The goddess of youth and health, Idunn is Neutral Good. She is wife to the poet god Bragi and guards the fruits of youth, which are constantly

eaten by the aesir. She is worshipped by vaniryan, druids and peaceful people. The domains she is associated with are Good, Healing and Sun. Her favored weapon is the sickle.





ODIN

The god of war, courage, wisdom and of the runes, Odin is Chaotic Good. Born from giants and leader of the aesir, he is Frigga' husband,

who bore him many children, however, he was never much faithful to her. Odin proved his bravery and ambition after hanging himself in Yggdrasil for nine days to discover the secret of the runes, and after offering an eye to his uncle, Mimir, in exchange for wisdom. Odin is always accompanied by his crows, Munin and Hugin, and by his wolves, Geri and Freki. In battle, Odin brandishes his spear Gungnir, in which are carved all the oaths already taken by him. He is also known as Lord of the Host, Father of Victory, Long Beards and Leader of the Dead, amongst several other names. Odin is worshipped by dwarves, fighters, barbarians, rangers, runic casters and rogues. The domains he is associated with are Chaos, Good, Knowledge, Magic, Strength, and War. His favored weapon is the longspear.



SIF

The goddess of female warriors and of the Valkyries, Sif is Lawful Good. One of the most beautiful goddesses of Asgard, she is Thor's wife, and mother of his children. Sif is worshipped by female fighters, barbarians, paladins,

rangers and even bards. The domains she is associated with are Good, Law, Strength, and War. Her favored weapon is the greatsword.

THOR

The god of thunder, strength and honor, Thor is Neutral Good. He is the son of Odin and Jord, the lesser earth goddess, and is the most worshiped god in Midgard. Thor owns the fabled hammer

Mjollnir, which, along with his magic gauntlets and belt, makes him the strongest of the aesir. He often appears in a carriage pulled by two male goats. Thor is the ice giant's enemy and always opposed them. He is also known as The Thrower and frequently named Thor of the Gods. He is worshipped by dwarves, fighters, barbarians, paladins and farmers who ask for his blessings to have good crops. The domains he is associated with are Good, Destruction, Strength and War. His favored weapon is the warhammer.

TYR

The god of war and courage, Tyr is Neutral. The bravest among the gods, he proved his courage by keeping his right hand inside the mouth of the wolfgod Fenrir when he was captured, and it was devoured by the creature. Tyr is also the god of swords, and his rune represents his name and a sword. He

was raised by Hymir, one of the wisest giants, before living in Asgard. Tyr is worshipped by dwarves, jotunym, fighters and barbarians. The domains he is associated with are Destruction, Strength and War. His favored weapon is the long sword.

[]LF



The god of hunting and of the forests, Ulf is Chaotic Good. He is Sif's son and cares for the animals and plants, as well as for all

creatures that live in forests. Ulf is worshipped by kobolds, fighters, rangers, druids and rogues. The domains he is associated with are Animal, Chaos, Good, and Plant. His favored weapon is the longbow.





ALFRODUL

The goddess of the sun and light, Alfrodul is Neutral Good. Mundilferi's daughter and Mani's sister, she is the goddess that brings the sun to the skies every morning. She is also

known as Sunbeam. Alfrodul is worshipped by vaniryan, bards and paladins. The domains she is associated with are Fire, Good, and Sun. Her favored weapon is the morning star.

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FREYIA

The goddess of love and feminine beauty, Freyja is Chaotic Good. She is Njord's daughter and Freyr's

sister, and represents the feminine aspect of fertility. An attractive and seductive goddess, Freyja has many lovers of several origins, and lives in Asgard since the Prime War. She owns a carriage pulled by lion-sized cats. Freyja is worshipped by vaniryan, bards and rogues. The domains she is associated with are Chaos, Fire, Good, and Luck. Her favorite weapon is the dagger.



The god of fertility and masculine beauty, Freyr is Chaotic Neutral. He is Njord's son and Freyja's brother. Freyr also represents vegetable fertility, and receives many prayers asking for good luck in the plantations and good crops. Freyr lives among the elves of Alfheim, the kingdom where there is peace and isolation. He once possessed a fabled sword that could fight alone after being

commanded to, but it was lost when his servant Skirnir borrowed it. Freyr is worshipped by vaniryan, druids and bards. The domains he is associated with are Chaos, Luck, and Plant. His favored weapon is the shortspear.



GEFJUN

The goddess of virginity and purity, Gefjun is Lawful Neutral. She was one of the most worshiped goddesses

before the Prime War and supported the first colonizers who arrived at Scandinavia from distant lands. Today, Gefjun is being forgotten, and is adored by few. The domains she is associated with are Healing, Law and Protection. Her favored weapon is the quarterstaff.



MANI

The god of the moon and night, Mani is Neutral Good. He is Mundilferi's son and Alfrodul's brother, and

brings the moon to the skies every night. He is worshipped by kobolds, vaniryan, rangers and rogues. The domains he is associated with are Air, Good and Protection. His favored weapon is the shortspear.



MENGLOD

The goddess of healing and resting, Menglod is Neutral Good. She lives in her castle Gastropnir, in Midgard, however its exact location is known by few. The

wounded and the sick are taken to Gastropnir to receive her cares. There, she is protected by brave guardians and helped by her healer maidens. She is worshipped by vaniryan, paladins and by all those who live dangerous lives, always in need of her help. The domains she is associated with are Good, Healing and Protection. Her favored weapon is the light mace.



MUNDILFERI

The god of time, Mundilferi is Neutral. He Alfrodul's and Mani's father, and is missing since the Prime War. However, his influence still remains as an active deity, supplying

divine magic to his clerics and advancing his domain: Time. He is worshipped by vaniryan and runic casters. The domains he is associated with are Destruction and Knowledge. His favored weapon is the heavy flail.



NJORD

The god of the sea and navigation, Njord is Neutral Good. He is Freyr's and Freyja's father and was accepted among the aesir

after the Prime War. Later, he married the ice giant Skadi and went to live in her palace on Noatun Island. However, she preferred to return to the mountains and left him. He is worshipped by jotunym, vaniryan, fighters, barbarians and rangers who cross the seas. The domains he is associated with are Good, Protection, Travel, and Water. His favored weapon is the trident.



VINDSVAL

The god of cold and snow, Vindsval is Neutral. Vindsval, such as Mundilferi, is a missing god, however



THE DEITIES

his influence on his followers and on the climate is maintained. He is worshipped by dwarves, jotunym, vaniryan, fighters, barbarians, rangers and druids. The domains he is associated with are Air, Destruction, and Water. His favored weapon is the heavy mace.

GIANTS



ÆGIR

The god of the sea depths and aquatic creatures, Ægir is Lawful Evil. He lives at the palace of Hlesey at the

bottom of the sea with his wife Ron. Ægir has a cauldron that is always full of a magic recipe of mead, very appreciated by the aesir; therefore, they always maintain good relations. Ægir is worshipped by jotunym, fighters and barbarians. The domains he is associated with are Animal, Evil, Law, Strength, and Water. His favored weapon is the longspear.



HRYM

The god of the ice giants, Hrym is Chaotic Evil. He is a sworn enemy of the aesir, and is always planning attacks against Asgard and seeking alliances with other enemies of the aesir. Hrym is worshipped by jotunym, fighters and barbarians.

The domains he is associated with are Chaos, Destruction, Evil, Strength, and War. His favored weapon is the greataxe.



RON

The goddess of sea storms and tidal waves, Ron is Chaotic Evil. She is Ægir's wife and lives with him in Hlesey.

Their nine daughters always accompany her, sinking ships and diverting travelers from their routes. Ron is worshipped by jotunym, fighters and barbarians. The domains she is associated with are Chaos, Destruction, Evil, and Water. Her favored weapon is the greatclub.



SURT

The god of the fire giants, Surt is Chaotic Evil. He rules the fire giants in Muspellsheim

and prepares them for the day when they will take revenge from the gods who banished them to the depths. Surt is worshipped by jotunym, fighters and barbarians. The domains he is associated with are Chaos, Destruction, Evil, Fire, and Strength. His favored weapon is the greatsword.

DWARVES

S DVALIN

The dwarven god of runes and knowledge, Dvalin is Lawful Neutral. He was one of the first dwarves created from the body of Ymir, and taught the other dwarfs how to speak and write and the secrets of the runes. Dvalin is worshipped by dwarves, runic casters and bards. The domains he is associated with are Earth, Good,

Knowledge, Law, and Magic. His favored weapon is the quarterstaff.



[VALDI

The dwarven god of artificers and blacksmiths, Ivaldi is Lawuful Good. Like Dvalin, he was also one to the first dwarves

to be created. Ivaldi possessed the talent of creation and passed it to his people, making them the best craftsmen of the nine worlds. Ivaldi is worshipped by dwarves and artisans, artificers and blacksmiths in general. The domains he is associated with are Earth, Good, Strength, and Law. His favored weapon is the warhammer.

OTHERS



[OKI The god of fire and trickery, Loki is Chaotic Neutral. Son of giants, Loki was raised by Odin amongst the aesir and lives in Asgard with

them. Loki has an ambiguous role among the gods: he is as much a counselor and problem solver as a traitor and enemy. He is not a

violent god, but always provokes violence and discord. He is always shapeshifting and exposing the other gods' flaws and secrets. Whenever he assumes another form, Loki has a weakness: his shadow always reveals his face. Most of his shadow is exactly as it should be, however the silhouette of his face is always obvious to any who knows what to seek. Loki had several children with the ice giant Angrboda, and among them were Hel, Fenrir and Jormungand. He is worshipped by kobolds and rogues. The domains he is associated with are Chaos, Fire, Luck, and Trickery. His favored weapon is the dagger.



FENRIR

The wolf god of the wild animals, Fenrir is Chaotic Evil. He is son to Loki and the ice giant Angrboda, and has an offspring of wolves that are

almost as deadly as he is. He was captured by the aesir with the magic chain Gleipnir, made by the dwarves, but not without a price. Before being captured, he devoured the right hand of the aesir Tyr, who had left it in his mouth to prove his courage. Fenrir is chained in the depths of the earth, but is still capable of urging Midgard's wild animals to become more and more cruel. He is worshipped by jotunym, barbarians and rangers. The domains he is associated with are Animal, Chaos, Destruction and Evil. His favorite weapon is his natural bite attack.



HEL

The goddess of the dead, Hel is Lawful Neutral. Daughter to Loki and the ice giant Angrboda, Hel rules

the dead in Niflheim. She shows an apparent neutrality towards the aesir, but shelters in her kingdom countless cruel souls of the enemies of Asgard. Hel's appearance is that of a beautiful female ice giant, but the dead of Niflheim see her in a different way: as death incarnate, an immense corpse provided with enormous strength and domain upon them. Hel is worshipped by jotunym, kobolds, fighters, barbarians, runic casters and rogues. The domains she is associated with are Death, Knowledge, and Law. Her favored weapon is the quarterstaff.



HOBROK

The god of animals and of the winds, Hobrok is Neutral. He lives at Yggdrasil's top and

watches over all the animals that fly, walk, swim or crawl on the nine worlds. From his home, he also controls the winds that blow through them. Hobrok is worshipped by vaniryan, kobolds, fighters, barbarians, rangers, druids and rogues. The domains he is associated with are Air, Animal, Protection and Travel. His favored weapon is his natural beak attack.



JORMUNGAND

The serpent god of chaos and destruction, Jormungand is Chaotic Evil. He lives in the oceans that surround the

world, where he spreads all of his gigantic body. Jormungand, as well as some other gods, awaits the day when he will be able to spread chaos and destruction among all lands. Jormungand is worshipped by jotunym, fighters and barbarians. The domains he is associated with are Chaos, Destruction, Evil, and Water. His favored weapon is his natural bite attack.



"AWAY FROM HIS WEAPONS IN AN OPEN FIELD A MAN SHOULD NOT GO EVEN A STEP; BECAUSE NEVER KNOWS HIM WHEN THE NEED OF A SPEAR SHALL APPEAR IN THE LONG ROAD." - HOVAMOL

> CHAPTER 6: CREATURES

ine worlds populated by fantastic creatures, some peaceful, other violent... Most of them are monstrous creatures living in Midgard's wilderness, ready to attack any incautious travelers. However, there are also friendly beings, who wish for the restitution of the nine worlds to the way they were before the opening of the runic portals.

Besides the creatures described in this chapter, many others from the Monster Manual are highly recommended for Vikings campaigns: aboleth, giant eagle, allip, dire animals (badger, boar, wolf, bat, mouse, shark, bear), wraith, aranea, shambling mound, azer, behir, belker, hag, invisible stalker, hell hound, ghoul, chuul, giant owl, derro, dryad, elemental, elf, treant, swarm (spiders, centipedes, bats, rats), spectre, skeleton, ettercap, ettin, fairy, ghost, will o'wisp, ghast, kraken, sea cat, lycanthropes (wereboar, wererat, werebear, werewolf, werewolf lord), winter wolf, magmin, mephit, mohrg, nymph, ogre, ogre mage, merfolk, remorhaz, salamander, skum, shadow, owlbear, frost worm, assassin vines, worg and zombie.

The other creatures from the Monster Manual should be used carefully in a Vikings campaign, because they are not natural from the nine worlds. There are still those creatures that do not have the Vikings "feel", and should not be used, such as: angel, archon, barghest, bodak, bugbear, bulette, yeth hound, centaur, cockatrice, couatl, vampire spawn, fiendish creature, celestial creature, demons, devils, dinosaurs, doppelganger, dragons (chromatic and metallic), dragonne, drider, ghaele, elves (aquatic, drow, gray, wild, wood), sphinx, formian, genie, giants (cloud, hill, stone, storm), girallon, githyanki, githzerai, gnoll, goblin, golem, gorgon, griffon, shield guardian, halfling, harpy, hydra, hippogriff, inevitable, kobold, lamia, lammasu, lycanthrope (weretiger), lillend, manticore, medusa, half-fiend, half-celestial, half-dragon, minotaur, mummy, naga, orc, pegasus, lizardfolk, pseudodragon, chimera, rakshasa, hobgoblin, satyr, tarrasque, titan, planetouched, triton, troglodyte, troll, unicorn, vampire, wyvern and yuan-ti.

ICE GIANTS

Known as jotun, the ice giants were the first beings created by Ymir. However, existing for so long contributed little to the jotun's development, and they still resemble much of what they were at their creation in primordial times.

The ice giants' statistics are the same as those of frost giants, found in the Monster Manual. Their appearance is different from that of the frost giants: it is possible to find ice giants who look just like humans, except for the height, but they may also be quite bestial, with rude and disproportionate features. Some still have small horns or exaggerated jaws that do not fit in their mouths. Female ice giants possess the same variable appearance: while some are as monstrous as the ugliest males, others may possess such beauty as to charm even the gods themselves, as it has already happened several times in the past.

The jotun have similar habits to those of human Vikings; their ideals of honor, glory and bravery are not different from those found among Midgard's inhabitants. However, the ice giants follow their tradition as enemies of the gods and mortals, coveting their lands. They are seen as enemies in almost all parts of Midgard.

A common fact among the ice giants is the existence of a member of their race who possesses a wisdom so great that it challenges even the gods'. From time to time, stories are told, both among the jotun and among other peoples, regarding extremely wise giants, guardians of important knowledge and pieces of advice, sought even by the gods themselves, just like Mimir, the guardian of the spring of wisdom, in a distant past.

FIRE GIANTS

The fire giants were created by the primordial fire of Muspellsheim, after all nine worlds were already settled among the universe. They were born with a desire for conquest and destruction, which is only contained by their difficulty of access to the other lands.

The fire giants' statistics are found in the Monster Manual, which also describes their physical appearance. Unlike the jotun, the fire giants are more similar amongst themselves, and there were never individuals of great wisdom or women of extreme beauty among them.

Due to their little accessibility to Midgard, fire giants are rarely seen in those lands. However, they can be found frequently in the underground kingdoms, or near the passages that lead there.

ELVES

The light elves (or alfar) are extremely reclusive beings with very few reasons to leave Alfheim, their birthplace. Other peoples (except aesir and vanir) believe them to be only legends, and the way those people think of the alfar are varied. Some think that they are good spirits of nature that could offer their favor when necessary. Others, however, see the elves as seductive and dangerous creatures, capable of depreciating the youths and take them to their hidden kingdom.

In spite of general beliefs, the truth is that the elves do not maintain contact with the other races, and elves who left Alfheim to venture through other areas are unheard of. Nevertheless, a DM who wishes to include the alfar in her campaign can use the game statistics found in the *Monster Manual* and in the *Player's Handbook*.

DARK ELVES

If the light elves are legends to the people of Midgard, the dark elves (or svartalfar) are even more fabled. Distant in their kingdom of Svartalfheim, the dark elves live completely isolated from the surface people, and their existence is not common knowledge in Midgard. A DM who wishes to include the svartalfar in her campaign can use the drow game statistics found in the *Monster Manual*.

HRODSORM DRAGON Dragon (Fire) Environment: Any underground Organization: Solitary

Challenge Ratings: Wyrmling 2; very young 3; young 5; juvenile 7; young adult 10; adult 12; mature adult 15; old 17; very old 18; ancient 20; wyrm 21; great wyrm 23

Treasure: Double standard

Alignment: Always Chaotic Evil

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32-33 HD; wyrm 35–36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +2; very young +2; young +3; others —

Many were the creatures born in the underground kingdoms, however none is as feared as the Hrodsorm dragons. Created from the energy of those kingdoms, they represent the different aspects of the world's depths: the fire of Muspellsheim, the shadows of Svartalfheim and the negative energy of Niflheim.



Hrodsorm dragons are of grayish coloration, with a variation of tone on each individual dragon. They possess the primordial fire of Muspellsheim inside them, and it never fades, being visible from their nostrils and mouths. They are wrapped up in a shadowy area that darkens everything around them, making them the only visible thing amid the shadows. Each one of these dragons possess their own physical characteristics such as extra horns, bone protuberances on their wings, or even two heads, making each Hrodsorm dragon unique, impossible of being mistaken for another one of its kind.

Hrodsorm dragons live in caves and underground lairs, isolated from any towns. They are extremely solitary beings, refusing the company of any creature, even of one of their species. No one has ever heard about mating among Hrodsorm dragons, however, it is known that some of them gave birth to new ones, making people believe that such creatures are hermaphrodite and able to breed offspring on their own.

The dragons feed on any creature that, by any misfortune or bad luck, comes across their lair, but they rarely leave their lairs to hunt, being able to survive without feeding for decades. They are extremely greedy and accumulate immeasurable treasures in their lairs.

Hrodsorm dragons use the same game statistics used for dragons in general, found in the Monster Manual, such as age categories, attack types, special abilities, etc.

They usually speak muspells, but some may learn common or jotun.

COMBAT

A Hrodsorm dragon attacks with its powerful claws and bite, and can also use a breath weapon and special physical attacks, depending on its size. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with ranged attacks. Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies). They do not value honor, and will attack unprepared or helpless foes at any time. They use the true dragon's abilities, such as bite, claw, wing and tail damage, crush attacks, etc. They do not, however, gain caster levels like other dragons, and are unable to cast spells unless they gain levels in a spellcasting class. Other abilities work as shown below:

Breath Weapon (Su): A Hrodsorm dragon has one type of breath weapon, a cone of fire or negative energy, chosen at the dragon's creation. It cannot change its breath weapon damage type once chosen.

Shadow Aura (Su): The Hrodsorm dragon is always wrapped up in a shadowy aura that works as the darkness spell, but with an expanded area of 50-feet radius. The dragon itself is visible, even inside this aura, due to its fiery glow (but he still gains concealment). This shadow aura can never be negated, even under an antimagic field or similar effects.

Fiery Shadow (Su): All creatures inside the Hrodsorm dragon's Shadow Aura suffer 1d6 points of fire damage per round (the dragon itself is immune to this damage). When the dragon becomes a Greater Wyrm, this damage increases to 2d6.

Other Spell-Like Abilities: 3/day - heat metal; 2/day - deeper darkness; 1/day - create undead.

Skills: Hide, Intimidate and Move Silently are considered class skills for Hrodsorm dragons.

Other Abilities: Hrodsorm dragons may gain other abilities described in the Monster Manual. The most recommended are: Improved Grab, Powerful Charge, Poison (usually with Con or Str damage effects), Swallow Whole, and Trample. Besides those abilities, they could still have: additional arms, which allow for a larger number of claw attacks per round; wing claws, which increase the damage of wing attacks; spikes in its tail, which increase the damage of tail attacks; two heads, which allow one extra bite attack per round. The DM could develop any abilities that she considers appropriate for a Hrodsorm dragon. One additional ability is acquired for each two age categories above very young, for a total of five additional abilities.

HRODSORM DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frigthful Presence (DC)
Wyrmling	Tiny	4d12+4 (30)	11	10	13	10	14	15	+6/+6	+6	+5	+4	+6	2d10 (13)	- 3%
Very Young	Small	7d12+7 (52)	13	10	13	12	16	17	+8/+9	+9	+6	+5	+8	4d10 (14)	-
Young	Small	10d12+10 (75)	13	10	13	12	16	17	+11/+12	+12	+8	+7	+10	6d10 (16)	-
Juvenile	Medium	13d12+26 (110)	15	10	15	14	18	19	+13/+15	+15	+10	+8	+12	8d10 (18)	-
Young Adult	Medium	16d12+32 (136)	17	10	15	16	18	19	+16/+19	+19	+12	+10	+14	10d10 (20)	22
Adult	Large	19d12+57 (180)	19	10	17	18	20	21	+18/+27	+22	+14	+11	+16	12d10 (22)	24
Mature Adult	Large	22d12+88 (231)	23	10	19	22	20	21	+21/+32	+27	+17	+13	+18	14d10 (25)	26
Old	Huge	25d12+125 (287)	27	10	21	26	24	25	+23/+41	+31	+19	+14	+21	16d10 (27)	29
Very Old	Huge	28d12+140 (322)	29	10	21	28	26	27	+26/+45	+35	+21	+16	+24	18d10 (29)	32
Ancient	Gargantuan	31d12+186 (387)	31	10	23	30	28	29	+28/+55	+39	+22	+17	+26	20d10 (31)	34
Wyrm	Gargantuan	34d12+238 (459)	33	10	25	32	30	31	+30/+57	+41	+26	+19	+29	22d10 (34)	37
Great Wyrm	Colossal	37d12+296 (536)	35	10	27	34	32	33	+32/+66	+45	+29	+21	+32	24d10 (36)	39

HRODSORM DRAGON ABILITIES BY AGE

Age	Age Speed		Armor Class	Special Abilities	SR
Wyrmling	80 ft., burrow 20 ft., fly 150 ft. (average)	+0	19 (+2 size, +7 natural), touch 12, flat-footed 19	Immunity to fire and energy drain, vulnerability to cold	13
Very Young	80 ft., burrow 20 ft., fly 150 ft. (average)	+0	21 (+1 size, +10 natural), touch 11, flat-footed 21	Shadow Aura	13
Young	80 ft., burrow 20 ft., fly 150 ft. (poor)	+0	24 (+1 size, +13 natural), touch 11, flat-footed 24		13
Juvenile	80 ft., burrow 20 ft., fly 150 ft. (poor)	+0	26 (+16 natural), touch 10, flat-footed 26	Heat Metal	15
Young Adult	80 ft., burrow 20 ft., fly 150 ft. (poor)	+0	29 (+19 natural), touch 10, flat-footed 29	RD 5/magic	17
Adult	80 ft., burrow 20 ft., fly 150 ft. (poor)	+0	31 (-1 size, +22 natural), touch 9, flat-footed 31	Deep Shadows	17
Mature Adult	80 ft., burrow 20 ft., fly 150 ft. (poor)	+0	34 (-1 size, +25 natural), touch 9, flat-footed 31	RD 10/magic	19
Old	80 ft., burrow 20 ft., fly 150 ft. (poor)	+0	36 (-2 size, +28 natural), touch 8, flat-footed 36	Fiery Shadow +1d6	21
Very Old	80 ft., burrow 20 ft., fly 150 ft. (poor)	+0	39 (-2 size, +31 natural), touch 8, flat-footed 39	RD 15/magic	21
Ancient	80 ft., burrow 20 ft., fly 150 ft. (poor)	+0	40 (-4 size, +34 natural), touch 6, flat-footed 40	Create Undead	23
Wyrm	80 ft., burrow 20 ft., fly 150 ft. (clumsy)	+0	43 (-4 size, +37 natural), touch 6, flat-footed 43	RD 20/magic	25
Great Wyrm	80 ft., burrow 20 ft., fly 150 ft. (clumsy)	+0	42 (-8 size, +40 natural), touch 2, flat-footed 42	Fiery Shadow +2d6	27

CREATURES

HULDRE FOLK

They live reclusive lives inside forests, avoiding human presence and protecting all plants and vegetal life. They are the druids' and animals' allies.

Huldre Folk

CR 2

Usually NG Medium plant Init -1; Senses Low light vision, Listen +2, Spot +2 Languages Common

AC 18, touch 9, flat-footed 18 (-1 Dexterity, +9 natural) hp 30 (4 HD); DR 5/slashing Immune plant immunities

Fort +7, **Ref** +0, **Will** +3 **Weakness** vulnerability to fire

Speed 20 ft. (4 squares)

Melee slam +5 (1d8+2)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +5

Atk Options Double Damage Against Objects,

Power Attack

Abilities Str 14, Dex 9, Con 16, Int 10,

Wis 15, Cha 10 SQ plant traits

Feats Power Attack, Track Skills Knowledge (nature) +4, Disguise +4, Climb +4, Hide -1, Survival +5 Advancement 5-7 HD (Large) Double Damage Against Objects (Ex): when a huldre strikes an object or structure, the damage it deals is doubled. Skills: Huldre people have a +16 racial bonus on Hide checks made in forest areas.

The huldre folk secretly inhabit the forests of Midgard. They are creatures of human size, and with a similar appearance, however protected by an armor of corky skin. From that cork small branches with leaves could grow, but it does not cover the entire body of the huldre. Their heads are completely unprotected, and look just like human heads. Thus, the huldre folk are able to cover their bodies with clothes to pass for humans.

The huldre folk are peaceful and only

enter combat when their forests are threatened. They use themselves as shields to protect helpless beings in danger.

They are usually found alone or in a small company of 2-5 huldres. Environment: Forests

Treasure: Half standard **Level Adjustment:** -

TROLL

A race of small humanoids born from the giants.

Troll

CR 1/3

Male troll warrior 1 Usually CE Small humanoid (troll)

Init +1; **Senses** darkvision 60 ft., Listen -1, Spot -1

Languages Common, Troll

AC 15, touch 12, flat-footed 14 (+1 size, +1 Dexterity, +2 leather armor, +1 light wooden shield)

hp 4 (1 HD)

Fort +2, Ref +1, Will -1 Weakness sun vulnerability Speed 30 ft. (6 squares) **Melee** club +2 (1d4+1) Ranged throwing axe +3(1d4+1)Space 5 ft.; Reach 5 ft. Base Atk +1;Grp -4 Abilities Str 8, K Dex 12, Con 11, Int 11, Wis 8, Cha 13 SQ spell-like abilities Feats Weapon Focus (club) Skills Bluff +7, Climb +2, Hide +4 Advancement by character class

Sun Vulnerability (Ex): if exposed to sunlight (or a spell with its effects), a troll is turned to stone forever, unless it makes a successful Fortitude saving throw (DC 20). A troll must make this saving throw each round it is exposed to sunlight.

Spell-like Abilities: Caster level 1st. The save DCs are Charisma-Based. *At-will* - disguise self. **Skills** Trolls have a +4 racial bonus on Bluff and Climb checks.

In Vikings - Midgard, trolls are not the green regenerative ravagers from the Monster Manual. They are, instead, a race of small humanoids that descended from the giants. Trolls have yellow skin and small bone protuberances in their chins or brows.

Trolls are vulnerable to the sunlight, which turns them into stone. Therefore, they live in underground halls that

shelter a great number of them. In those halls, they live peaceful and hedonist lives, full of banquets and orgies. Their ability to change their appearance is used to attract members of other races to their halls.

Trolls are not devoted to combat, preferring to avoid

conflicts through their powers and their cunning. Therefore, many trolls have rogue or bard levels, improving like their sneaky capabilities.

They are usually found in small gangs of 4-9 trolls, warbands of 10-100 trolls (plus a 3rd level sergeant for each 20 adults and a 4th to 6th level leader), or a tribe of 40-400 trolls (plus a 3rd level sergeant for each 20 adults, one or two 4th or 5th level lieutenants, and a 6th to 8th level leader).

Environment: Underground **Treasure:** Standard **Level Adjustment:** +0

Trolls as characters

Troll characters possess the following racial traits.

-2 Strength, +2 Intelligence.
Small size: +1 bonus to Armor Class,+1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
A troll's base land speed is 30 feet.
Darkvision out to 60 feet.
Racial Skills: Trolls have a +4 racial bonus on Bluff and Climb checks.

CREATURES

• Racial Feats: A troll gains feats according to its class levels.

• Special Qualities (see above): Spell-like abilities.

• Weaknesses (see above): Sun Vulnerability

• Automatic Languages: Common, Troll. Bonus Languages: Dwarven, Jotun, Kobold.

• Favored Class: Fighter

• Level adjustment +0.

MIDTROLLS

A tallest, meaner version of the common troll.

Midtrolls

CR 1/2

Male midtroll warrior 1 Usually CE Medium humanoid (troll) Init +0; Senses darkvision 60 ft., Listen -1, Spot -1 Languages Common, Troll AC 13, touch 10, flat-footed 13 (+3 studded leather armor) hp 5 (1 HD) **Fort** +3, **Ref** +0, **Will** -1 Weakness sun vulnerability **Speed** 30 ft. (6 squares) Melee greataxe +3 (1d12+2) **Ranged** throwing axe +1 (1d6+2) Space 5 ft.; Reach 5 ft. Base Atk +1; Grp +3 Atk Options Power Attack Abilities Str 15, Dex 10, Con 13, Int 7, Wis 8, Cha 10 SQ none Feats Power Attack **Skills** Intimidade +2 Advancement by character class Sun Vulnerability (Ex): if exposed to sunlight (or a spell with its effects), a midtroll is turned to stone forever, unless it makes a successful Fortitude saving throw (DC 18). A midtroll

Fortitude saving throw (DC 18). A midtroll must make this saving throw each round it is exposed to sunlight.

Midtrolls are a larger and more brutal version of Midgard's trolls. They look like trolls, however with darker skin tones.

Midtrolls live amid the trolls in their underground halls, however they are less numerous and submissive to their smaller and smarter brethren. They are responsible for the labor on troll towns: they hunt, defend, build, etc. When they are not being led by trolls, midtrolls fight without organization, directing their attacks to opponents who hurt them in combat.

They are usually found in small gangs of 4-9 midtrolls, patrols of 11-20 midtrolls (plus two 3rd level sergeants and a 3rd to 6th level leader), warbands of 10-100 midtrolls (plus 30-50 trolls, a 3rd level sergeant for each 10 adults, five 5th level lieutenants, and three 7th level captains). Environment: Underground Treasure: Standard Level Adjustment: +0

Midtrolls as characters

Midtroll characters possess the following racial traits.

• +2 Strength, -2 Dexterity, +2 Constitution, -2 Intelligence.

• Medium size.

• A midtroll's base land speed is 30 feet.

• Darkvision out to 60 feet.

• Racial Feats: A midtroll gains feats according to its class levels.

• Weaknesses (see above): Sun Vulnerability

• Automatic Languages: Common, Troll. Bonus Languages: Dwarven, Jotun, Kobold.

• Favored Class: Barbarian

• Level adjustment +0.

TROLLGJALDI

Direct descendants from the ice giants, the trollgjaldi probably originated the trolls and midtrolls.

Trollgjaldi

CR4

Usually NE Large giant Init -2; Senses darkvision 60 ft., Listen +6, Spot -2 Languages Troll AC 18, touch 8, flat-footed 18 (-1 size, -1 Dexterity, +10 natural) hp 47 (5 HD); DR 10/magic Fort +9, Ref -1, Will -1 Weakness sun vulnerability Speed 40 ft. (8 squares) Melee greatclub +8 (2d8+9) Space 10 ft.; Reach 10 ft. Base Atk +3; Grp +13 Atk Options Cleave, Power Attack Abilities Str 23, Dex 6, Con 21, Int 6, Wis 6, Cha 4 SQ -

Feats Cleave, Power Attack Skills Hide +6, Listen +6 Advancement by character class

Sun Vulnerability (Ex): if exposed to sunlight (or a spell with its effects), a trollgjaldi is turned to stone forever, unless it makes a successful Fortitude saving throw (DC 15). A trollgjaldi must make this saving throw each round it is exposed to sunlight.

Skills Trollgjaldi have a +16 racial bonus on Hide checks made in rocky environments (such as mountains and caves).

These ice giants' descendants probably originated the trolls and midtrolls. They are heavy and brute creatures, endowed with little intelligence. The trollgjaldi possess a though and rocky skin, of a green-grayish color.

Their society is little developed, what

makes them lonely creatures, living in the wilderness as animals. A trollgjaldi's home do not possess utensils. All treasures found there are the old belongings of the trollgjaldi's meals.

Just like their smaller descendants, the trollgjaldi must avoid the sunlight, which also turns them into stone.

Trollgjaldi do not seek battles, and are relatively peaceful beings. However, when disturbed or famished, they become aggressive and will attack any nearby creatures, except others from their race.

They are usually found alone, in pairs, in small gangs of 3-4 trollgjaldi or in bands of 5-8 trollgjaldi. **Environment:** Underground **Treasure:** Standard **Level Adjustment:** +2

Trollgjaldi as characters Trollgjaldi characters possess the following racial traits. • +12 Strength, -4 Dexterity, +10 Constitution, -4 Intelligence, -4 Wisdom, -6 Charisma. • Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

- Space/Reach: 10 feet/10 feet.
- A trollgjaldi's base land speed is 40 feet.
- Darkvision out to 60 feet.

• Racial Hit Dice: A trollgjaldi begins with five levels of giant, which provide 5d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.

• Racial Skills: A trollgjaldi's giant levels give it skill points equal to $8 \times (2 + \text{Int modifier})$. Its class skills are Climb, Listen and Spot.

• Racial Feats: A trollgjaldi's giant levels give it two feats.

• Weapon and Armor Proficiency: Trollgjaldi are proficient with all simple and martial weapons, but not with any type of armor or shield.

• +10 natural armor bonus.

• Automatic Languages: Troll. Bonus Languages:

Common, Dwarven, Jotun, Kobold. • Favored Class: Barbarian. • Level adjustment +3.

FENRIR OFFSPRING

Fenrir Offspring are heralds of destruction and slaughter, annihilating their prey and taking great pleasure while doing it.

Fenrir Offspring

CR 5

Always CE Large magical beast Init +6; **Senses** darkvision 60 ft., low light vision, scent, Listen +9, Spot +9

Languages Common, Jotun

AC 17, touch 11, flat-footed 15 (-1 size, +2

Dexterity, +6 natural)

hp 51 (6 HD); Regeneration 2

Fort +8, Ref +7, Will +3

Speed 50 ft. (10 squares) **Melee** bite +9 (1d8+6)

Space 10 ft.; Reach 5 ft.

Base Atk +6; Grp +14

Atk Options Improved Pin

Abilities Str 19, Dex 15, Con 17, Int 10, Wis 12, Cha 12

SQ frightful presence

Feats Alertness, Improved Initiative, Track

Skills Hide +0, Move Silently +8, Listen +9, Spot +9, Survival +5

Advancement 7-9 HD (Large); 10-18 HD (Huge)

Frightful Presence (Ex): A Fenrir Offspring can unsettle foes with their howls and growls. Creatures within a radius of 30 feet are subject to the effect if they have fewer HD than the Fenrir Offspring. A potentially affected creature that succeeds on a Will save (DC 14, charismabased) remains immune to that Fenrir Offspring's frightful presence for 24 hours. On a failure, the creature becomes shaken for 5d6 rounds. Frightful presence is a mind-affecting fear effect. **Improved Pin (Ex):** To use this ability, a Fenrir Offspring must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it immediately establishes a pin on the same round.

Skills Fenrir Offspring have a +1 racial bonus on Listen, Move Silently and Spot, a +2 racial bonus on Hide checks and a +4 racial bonus on Survival checks to follow tracks by scent.

When traveling through the extensions of Midgard, the god-wolf Fenrir left his deadly offspring behind wherever he passed. His descendants became immense and cruel wolves like Fenrir himself. Fenrir Offsprings are 9 feet long and 5 feet tall, on average. Their fur is pitch-black with a white mane that extends through their backs until their tail.

Fenrir Offsprings are heralds of destruction and slaughter, annihilating their prey mercilessly and delighting on that. Those characteristics make Fenrir Offsprings little reliable creatures, even to the ice giants who tame other magical beasts to their advantage.

Fenrir Offsprings tend to become leaders of smaller creature's packs, such as wolves and worgs. They cannot speak, but they understand the common and jotun languages.

When in packs, Fenrir Offsprings tend to challenge each other to see who the best fighter is. The pack's leader will never hesitate upon demonstrating his superior fighting skills, battling fiercely and killing its prey efficiently.

They are usually found alone, in pairs or in packs of 3-5 Fenrir Offspring. **Environment:** Any cold **Treasure:** None **Level Adjustment:** +3 (animal companion)

CHAPTER 7: WEAPONS AND COMBAT

"THE LAME RIDES A HORSE, THE ONE HANDED IS A HERDER THE DEAD IN BATTLE IS DARING; THE BLIND MAN IS BETTER THAN ONE WHO WAS BURNED NO BENEFIT CAN COME FROM A CORPSE."

- HOVAMOL

. sapar

WEAPONS AND COMBAT

To be a Viking is, above all, to love a good fight and hope to die in a battlefield, because it will open the gates of Valhalla. Therefore, Viking combat has some special tweaks. Here are presented the main combat techniques of the Vikings and their most used weapons.

A VIKING INVASION

Reports by other peoples' monks and priests describe Viking attackers as bloodthirsty and invincible. They highlight the atrocity of these attacks by pointing out the destruction of altars and churches so that the Vikings could steal their precious ornaments and also kidnap the monks only to cut their throats and cast them to the sea.

However, the Vikings have their own peculiar idea of honor, describing themselves in a very different way in their Sagas. One of them tells the story of Svein, a nobleman warrior, who helps to sow and do the crop of his farm in Scandinavia, while demonstrating bravery and luck in successful invasions during the spring and autumn. The Vikings believe to be fair warriors, since their laws prohibit them from attacking merchants, farmers and women, besides prohibiting a Viking man from attacking another man who is already in combat.

The great Hrimsey hero, Egil Skallagrimsson, is an example of the perfect Viking. "His neck was thick, his body strongly developed and he was taller than any other man". Egil was once made prisoner by a group of farmers, but he escaped and stole their silver. As he ran, Egil realized that he was behaving as a thief, so he returned and killed the farmers. Thus, Egil could take the treasure with a clear conscience.

It is not common for women to participate in battle or pillage expeditions, however, it is not prohibited. Defensive actions in Viking lands and cities often have female participations and those are, sometimes, legendary. Some say that Freydis, daughter of Erik the Red, defended her farm, while pregnant, by taking an axe and charging the Pict attackers. Confronted with such an unusual scene, furiously threatened by a red-haired pregnant Viking woman, they retreated.

COMBAT TACTICS

Speed is the key element of a Viking invasion, and their ships are projected to make sudden attacks. The warriors quickly navigate to the beach, do the invasion, carry prisoners and pillage to their ships and leave before any defense can be organized.

The Vikings dislike directly attacking fortifications, preferring to take them through mischievous stratagems, for example, by setting fire under the wings of several birds, making them fly over the fortresses and put any wooden structure on fire.

Another Viking habit is to build small city-fortresses near the lands to be invaded, to serve as supports and starting points to many small expeditions. Although Vikings are good riders and know how to fight on horsebacks, they care not for mounted combat tactics, because of the difficulty of transporting horses through the seas.

The amphibious attack is a powerful weapon in incursions on other lands. The Vikings analyze the best routes to arrive at the enemy's coast without being noticed. They use those paths, moving quickly and quietly. They take their drakkars to the beach, so that their keels stall in the shallow sands. Then, they jump off of the vessels, surprising the enemies, who have a very little chance of defending themselves.

While on earth, they assume several combat formations. The primary ones are the "shield wall", the "boar snout" and the "sea turtle".

The first formation, "shield wall", is made of two rows of soldiers. The front row is composed by warriors carrying shields, swords and axes, who protect the back row, formed by archers that shoot through the first row's breaches. The "boar snout" formation is used to open a way through enemy formations that block their passage. Soldiers with shields and spears join quickly in a compact, triangular group. After the formation of the triangle they charge the opponents, denying them the time to react.

The last one, named "sea turtle", is a defensive formation with the objective of approaching enemy archers without suffering too many casualties. The warriors join in a circular formation where those who are in the middle set their shields over their heads, protecting the group from arrows from the sky.

MAKING AN ARMY

Every Viking clan possesses its own thegn (war leader), who acts as the clan's chief during battles or incursions. When a king, or other great leader, needs to gather an army, he orders his messengers to ride through his entire kingdom carrying an iron arrow. Any man who sees this

arrow must meet his thegn clean, fed and armed in five days, under the penalty of proscription. However, most of the army is formed by huskalars (professional soldiers), and by their spoils obtained in battles.

MASS COMBAT - EASY MECHANICS

The mass combat is a mechanic used to resolve great battles, where there are hundreds or thousands of warriors present, what makes it impossible to solve using the conventional combat rules. The use of these rules is indicated for combats where there are at least 20 characters involved. For visualization purposes, it is advisable to use markers to represent the armies in the same squared map used in common combats. These markers can be coins, stones, game pieces, etc. It is important to use markers of different colors to represent each individual army.

WAR

Running a mass combat consists in grouping some characters in a troop and giving actions. There are three troop types in this system: units, formed by 10 soldiers; platoons, formed by 2 to 5 units (in other words, up to fifty soldiers); and battalions, formed by grouping 2 to 5 platoons (in other words,

WEAPONS AND COMBAT

up to 250 soldiers). The smallest troop is the unit, therefore, it has more detailed characteristics, and is an interesting place for player characters. This will make their actions the most important in the troop and, therefore, more entertaining.

TROOP STATISTICS

Each troop possesses its own combat statistics, according to the soldiers that constitute it. Each statistic must be determined for each troop, as shown below. The statistics values for platoons and battalions are given by the average of the units'. Special abilities are ignored when battalions and platoons are used, unless most of their members belong to a specific race or class. These statistics are:

Race: The unit's race is determined by the majority of its soldiers' race.

Class: The unit's class is determined by the majority of its soldiers' class. In the case of ties, the unit is considered as belonging to the class that provides the smallest attack bonus. Consider only base classes, ignoring any character's prestige class. Level: The unit's level determined by the average of its soldiers' level. **Initiative:** The unit's initiative is equal to the largest initiative among its soldiers.

Attack: The unit's attack bonus is equal to: 1/2 unit's level + the average of its soldiers' renown + 1 per unit soldier with Str 18 or higher + a bonus given by the size of the weapons used by most soldiers (+1 for small or tiny, +2 for medium, +3 for large and +4 for huge or larger) + a bonus according to the unit's class (+0 for runic casters, wizards, sorcerers, commoners and adepts; +1 for bards, clerics, druids, rogues, aristocrats and experts; +2 for barbarians, fighters, paladins, rangers and warriors). If the unit uses ranged attacks, add +1 per each soldier with Dex 18 or higher instead of Str.

Defense: The unit's defense is equal to: 1/2 unit's level + the average of its soldiers' renown + 1 per each soldier with Dex 18 or higher + a bonus given by the type of the armor used by most soldiers (+1 for light; +2 for medium; +3 for heavy; and +1 for shields).

Saving Throws: The unit's saving throws is equal to the average of its soldiers' saves.

Speed: The unit's speed is equal to half the smallest speed among its soldiers. A unit can move and attack in the same round, or move twice, without attacking. A unit in movement provokes attacks of opportunity when passing through areas threatened by another unit (units threaten only the adjacent squares, regardless of weapons or other abilities). Consider its speed as the amount of squares that the troop can move in a round.

Size: Each unit occupies a square on the map (which, in the case of mass combat, is a 50-foot square). Platoons and battalions occupy as many squares as they have units forming them. For example, a platoon formed by 4 units will occupy 4 squares.

Number of soldiers: A unit may have less than 10 soldiers. In this case, it will be a weaker unit than the complete ones. Its attack and defense values get a -1 penalty for each two soldiers below 10.

RUNNING THE COMBAT

Use the movement rules from the *Player's Handbook*, but using the troops' speed, and not the characters'.

When a unit attacks, the attacker rolls 1d4 and adds the result to its Attack. The defending unit rolls 1d4 and adds the result to its Defense. The results are compared and, if the attacker's total is greater than the defender's total, the attack was successful and the defender suffers damage equal to the difference between the attacker's total and its own total. Then, the defensive unit, if it survives, makes an attack roll against the unit that attacked it, in the same way.

Important: Combat should only be resolved among troops of equal size. Units may only attack units, platoons may only attack platoons and battalions may only attack battalions. If a situation arises when a battalion must face a unit, the DM must divide that battalion into several units, so that each one can attack and defend against the enemy unit.

Attack Types: In a mass combat, there are several types of attacks. These are not combat formations, but the way in which the attackers and defenders are interacting amongst themselves. Some of the most common types are:

• Melee Attack: a troop is facing the other (adjacent squares) and they attack each other. It is the most common attack, and does not have any bonuses or penalties.

• **Ranged Attack:** Attacks made with bows and crossbows. Troops that choose this attack type use a full-round action to attack, not being able to move in the same round. A ranged attack made against a troop in melee attack has a 60% chance of hitting the other troop. If that happens, 1/3 of the damage is dealt to the other troop, and the remaining is dealt to the target troop. If they are in an amalgam attack, the damage is equally divided between them.

• Amalgam Attack: It happens when the attacking troop merges in combat with the defender troop. In other words, both start to occupy the same area (in the case of units, the same square). Their soldiers enter a more direct and uncontrolled confrontation. Amalgamated troops cannot make formations, unless they use an action to leave the amalgam (what provokes an attack of opportunity from the remaining troop). In an amalgam, both troops gain a +2 bonus on their Attack and a -2 penalty on their Defense.

VITALITY

Each point of damage received by the unit reduces its vitality by a level. After losing 3 or more vitality levels, the unit gains penalties on their Attack and Defense values, as shown in the table below. The table also shows the chances that a PC in that unit takes damage after an attack, and how much damage she is dealt. The chance rolled is that for the last vitality level the troop lost, and not once per each lost vitality level. After suffering the loss of 10 vitality levels, the unit it is destroyed, but any PC that was part of it still has a chance of surviving and staying on the battlefield.

VITALITY EVELS

Level	Penalty on Attack/Defense	Chance of PC Taking Damage
		(Damage dealt)
0	-0/-0	0 (0)
1	-0/-0	10% (1d4)
2	-0/-0	20% (2d4)
3	-1/-0	30% (2d6)
4	-1/-1	40% (2d8)
5	-2/-1	50% (3d6)
6	-2/-2	60% (2d10)
7	-3/-2	70% (4d6)
8	-4/-3	80% (5d6)
9	-5/-3	90% (6d6)
10	Troop destroyed	95% (7d6)

WEAPONS AND COMBAT

SPECIAL ABILITIES

All the attack and AC bonuses gained by the characters' races or spells are used in the following manner: the bonus is halved and added to the troop's Attack or Defense values. To consider magic and special ability bonuses, at least half of the unit must be under the magic's effects or belong to the same race or class. In the case of platoons and battalions, special abilities are ignored, unless at least 90% of its soldiers belong to the race or class, or are under the same magical effects.

COMBAT FORMATIONS

As previously described, the Vikings use several combat formations. Each one of them have their own peculiarities in mass combat, as shown below:

Amphibious Attack: It is not actually a formation, but a kind of surprise attack from the sea. To use this tactics, the troop's Thegn (leader) must make an Intelligence check before the attack. A result of 20 means that the Viking troop surprised the enemy troop, giving it a -2 penalty to its Defense in the first round; a result of 21-25 determines a larger surprise, and the penalty is increased to -4; a result of 26-30 means that the opponents were completely imprudent and increase the penalty to -6 ; a result above 30 means that the enemy troop was bewildered by the attack and the -6 penalty to Defense is valid for the first two combat rounds.

Wall of Shields: The troop gains a +1 bonus to Defense against ranged attacks (such as arrows, for instance), but a -1 penalty to Attack;

Boar Snout: The troop gains a +1 bonus to Defense against melee attacks and can move two squares less on the round, but do not provoke attacks of opportunity when passing through a threatened area.

Sea Turtle: The troop gains a +2 bonus to Defense against ranged attacks (such as arrows, for instance), but a -2 penalty to Defense against melee attacks.

For more details on combat formations, see Combat Tactics.

BERSERKERS

A troop composed mostly by Berserkers cannot enter any Combat Formation. Berserkers act in a chaotic way when in battle and do not obey the commanders' orders, dispersing and attacking at random. Troops with Berserkers usually attack in Amalgams.

CAVALRY

A troop composed mostly by mounted soldiers has an edge over infantry troops. Therefore, cavalry troops receive a +2bonus to Attack and a +1 bonus to Defense. However, they cannot enter any Combat Formations and they have a -2 penalty on any reflexes saving throw.

WAR MACHINES

Vikings do not make use of war machines, such as catapults. However, most peoples attacked by them make use of such mechanisms. The presence of a war machine gives the unit a +2 bonus on Ranged Attacks. Each unit may only have one war machine at a time.

HEALING SPELLS

Mass healing spells cure one vitality level per each d8 of cure it possess. For example, a Mass Cure Moderate Wounds would restore 2 vitality levels to a single unit, since it can cure 2d8 points of damage +1 per caster level (ignore this bonus, applying only the d8s).

INDIVIDUAL CHARACTERS

If a character is isolated from her unit during combat, or is the target of a spell or other effect that affects a single creature, he should be treated as a single character, outside the unit (using his own saving throws, AC, etc.).

Obs:

1) To set up troops quickly, use the ready NPCs found in the Dungeon Master Guide. Just choose a race, class and level of a troop, and then check their statistics on the tables presented in the Dungeon Master Guide, writing them down without needing to do calculations, since the averages and higher values will be the same.

2) To make mass combat more entertaining to players, it is advisable to put them in different troops and let their characters command them. Thus, the players will not just look at the combat and wait for their characters to get hurt, but they will have an active part in the confrontation.

WEAPONS OF CHOICE

All free men are entitled to carrying weapons. The most commonly used weapons are the sword, the spear, the axe and the bow and arrow. The sword is taken as a symbol of social rank. Their quality also varies according to the warriors' wealth. The wealthier have the most beautiful weapons, full of details and decorations. The Vikings have a tradition of recording messages and names in their weapons, trying to give them magical powers.

Their most appreciated weapon is the long sword. Light, versatile and lethal, it works very well in a melee battle along the wooden shield. Their blades are brought to the waist in a leather scabbard, as rich as the sword itself. Although the Vikings have great blacksmiths,

the best swords are of Frankish crafting. Greatswords are also used, but in a lesser scale, due to their cost and for not all owing the use of a shield. They are usually used in ceremonies.

The spear, with a 6-foot length, is also quite appreciated in battles. Used against opponents, mounted or not, they also serve as throwing weapons of great accuracy. Spears are used with several types of tips and with wooden hilts. Longer or shorter spears exist, but they are also used less frequently.

The axe is the weapon that symbolizes the Vikings, because it is seen with a great frequency. Because it is used in the farms, it is taken to the battle as symbol that the Viking, before everything, is a country man. However, it is not only a symbol, but a very effective weapon, because of its great intimidation power, mainly the greataxes' or battle axes'. Smaller axes are also used as thrown weapons, however that practice is not common due to the fact of a man not being able to take many of them to the battlefield. They are used as ceremonial weapons representing the power or bravery of a certain clan, passing from generation to generation. Variants to the axe are the warhammer and the flail. The warhammer is a weapon of great prestige and power, since it is Thor's favored weapon. However, its use, as well as the flail's, is restricted to those big and strong enough to handle them. This limits their use and makes them little frequent in battles.

The bow and arrow is the last weapon to be adopted by a Viking, since it deprives the warrior of melee combat. However, Vikings have a very good aim and when in numeric disadvantage, they are not far from eliminating some opponents at a safe distance to equal the numbers. They use shortbows to hunt and longbows to fight.

The wooden shield is the Vikings main defense equipment. Made from oak wood, it

is often painted, with a salient and round steel reinforcement at the center to protect the hand. With the approximate diameter of a yard, they are light and versatile in combat, providing protection from the shoulder to the warrior's thigh. The Vikings are specialists in the use of the shield with another one-handed weapon (long sword, battle axe), and they prefer this combat technique in detriment of the other ones. Another wellused equipment is the helmet,

made from steel or steel and leather. Two models are common: the conical, with nose protection, and a round one with visors, named "war pig". Helmets rarely have decorations such as wings, horns or manes. Gauntlets, plates, chain mail and other protections to the body are usually used by professional soldiers or by noble or rich warriors, due to their high acquisition cost.

In the lack of weapons, the Vikings are not inconvenienced by fighting with wooden pieces, clubs or even with their bare hands, frequently among the berserkers, who break their weapons during combat but keep fighting anyway, without even noticing it. In great battles, however, kings are ashamed of soldiers battling with old or adapted weapons, and acquire great amounts of swords and spears to give as gifts to their bravest warriors. The last weapon to be highlighted is the one-edge knife. With a wooden or bone handle, both men and women carry them. Women carry them in a chain or leather ribbon on the chest. They have multiple functions: besides the domestic use and as a tool, they are also used in combat, when the shield is broken, aiding the swords or hand axes.

The habit of using these traditional weapons does not restrict the Viking warrior of using other weapons, such as quarterstaffs, morning stars, halberds, tridents, etc. A Viking who has access to one of them could use it without prejudice and can even adopt it as her primary weapon.

CALLED SHOT

With a called shot, a character may try to hit a specific part of an opponent's body, with any melee or ranged weapon. However, the targeted body part must be within the character's reach.

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to attack and from any enemy that threatens your space. (If you have the Improved Called Shot feat, you don't incur an attack of opportunity for making a Called Shot attempt.) If an attack of opportunity deals any damage, your called shot attempt fails, and you must attack normally.

Step 2: Called Shot. The character accomplishes a called shot on the defender. A called shot is a full-round action. The penalties for a called shot are as follows: -4 penalty to attack a leg; -5 penalty to attack an arm; -8 penalty to attack a hand, a foot or the head; -12 to attack specific small parts, such as the heart, an eye, etc. (small parts can only be hit with piercing weapons, unless the attacker is at least 2 size categories smaller than the defender). The attacker still has a -4 penalty per each size category that the defender is smaller than him, but his total penalty is reduced by 4 per each size category that the defender is larger than him (maximum of 0 penalty).

Step 3: Consequences. The defender takes the weapon's damage and can suffer an additional effect. The additional effect varies according to the targeted body part.

Arm, leg, hand, or foot:

A called shot against an arm, leg, hand or foot forces the defender to make a Fortitude saving throw (DC equal to the damage dealt). A failed roll indicates that the body part is Hurt.

A Hurt arm or hand imposes a –4 penalty to attack rolls and to any checks that involve their use.

A hurt leg or foot reduces the target's speed by half and imposes a -2 penalty to Armor Class and a -4 penalty on all checks that involve moving the legs or feet. A character with both legs Hurt or both feet Hurt cannot walk or stand.

If the result of the Fortitude saving throw was 10 points or more below the save DC, it indicates that the attacked body part is completely Disabled. If the attack was made with a slashing weapon, that body part was cut off. A disabled body part cannot be used at all and the penalties for a disabled leg or foot double. A character with a disabled leg or foot must make a Dexterity check (DC 20) every round to remain standing; movement becomes a full-round action that can only be accomplished through a Dexterity check (DC 20) and is limited to 5 feet (this is not considered a 5-foot step). a character with a disabled leg or foot who fails any Dexterity check falls prone.

To heal a Hurt condition from a body part, it is necessary to tend the wound for 10 rounds. At the end of that time, the character who tended the wound must make a successful Heal check (DC 15). A successful check indicates that he body part is restored to normal. Any healing spell removes one Hurt state automatically (if the character has more than one Hurt body parts, it takes one healing spell for each of them); besides being healed from the Hurt condition, the character regains hit points normally as per the spell. The body part can also be healed from a Hurt condition after one day of full rest. A body part that was Disabled or Cut Off cannot be healed naturally or with cure spells. Regeneration spells must be used to restore Disabled or Cut Off body parts.

Head:

A called shot to the head forces the defender to make a Fortitude check with a penalty equal to the damage dealt. The defender gains a + 3 bonus for this test if she is using a leather helmet or a + 6 bonus if she is using a metal helmet. Compare the check total with the table below to determine the attack's result:

Check Total 11 or higher 8-10

5-7

2 - 4

1 or lower

Effect

No additional effect

The defender gets a -1 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until she gets magical healing or until someone tends her wound; in that case, the wound must be treated for 10 rounds and the healer must make a successful Heal check (DC 15). This effect is cumulative. The defender is dazed until the end of her next round.

The defender is unconscious and in risk of dying. If, in 10 rounds, she does not receive magical healing or a successful Heal check (DC 15) to tend the wounds, she dies. She does not lose hit points during those 10 rounds.

The same as above, but even if the defender is healed she takes 1d4 points of Intelligence drain.

If a called shot to the head is made with a slashing weapon, and the damage it deals is the equal to or larger than the defender's current hit points, the defender is beheaded and dies instantly, assuming it is up to two size categories larger than the attacker.

Other body parts:

An attack directed to other specific body parts could have several effects, according to the attacked creature and its vulnerabilities. If the defender does not possess any specific vulnerability in other body parts, she can make a Fortitude saving throw (DC equal to the damage dealt). A failed roll indicates that the blow is considered a threat and could be a critical hit, assuming the creature is not immune to critical hits.

WARSHIPS

The Viking warship is that people's "trademark". Also known as the drakkar, it is one of their primary, if not their most important, weapon. It can be used to cross any sea or river, because it demands waters that are only one yard deep to navigate. It is able to reach speeds of 13 miles per hour, faster than the Roman trireme, which develops a top speed of only 7,5 miles per hour.

They are built in several sizes according to the number of warriors to be transported. They are usually measured in oars or shields. A common size is that of 15 oars (34 men), which is 21 yards long and 5 yards large, with a 12-yards high central mast.

The ship is made almost entirely of oak, because of its lightness. The mast, the

rudder, the oars and the other main structure pieces are made of pine, a more resistant kind of wood. The warriors' shields are held close to the main rail, always in larger number, to impress the enemy and protect the rowers. Each man's weapons and equipments are kept in trunks that serve as seats while they row. Even if it has a smaller transportation capacity, the drakkar has deposits for provisions and equipments. Among the equipments found in a drakkar, there are ropes, two tents, fishing rods, beer and water barrel, three dismountable sleds, kitchen utensils, blankets and sleeping bags, spare oars and sails.

Drakkars decorated with very elaborate carvings are a common sighting. Every year after winter, the ships are taken to maintenance and on that moment they receive one more carved decoration. The older the ship gets, the more decorated it becomes. Every ship is given a name (Wind Crow, Sea Bison, etc.) as soon as it is built or after its first battle.

The Vikings' use of ships as an intimidation weapon is so important that most times, the attack tactics are primarily based on them. Oleg, the prince of Kiev, gathered his armies and sailed down the rivers of Ukraine to Turkey to expand his territories. However, an important trading city in the area could not be reached, since it was located at the middle of a salty plain. Without a better attack strategy, the prince decided to put wheels in his warships. With the help of the wind and his slaves' strength, the vessels were quickly pushed to the city gates, half hidden by a cloud of sand raised by their passage. After spotting the Vikings' arrival on ships that "sailed on the sands", the city immediately surrendered.

WEAPONS AND COMBAT

SHIPS CHARACTERISTICS

Capacity: The maximum weight that a ship can carry in tons.

Maximum Speed/Speed: The normal movement of a ship, in feet per round, and the maximum speed that it could reach under favorable conditions.

Hit Points: The amount of damage a ship could suffer before sinking.

Navigation: The measure of the ship's sailors' skills. The value of a ship's Navigation is equal to the average the of crew members' total Profession (sailor) skill bonus.

SHIPS FAERING

The faering is an oar boat, with a format similar to that of the drakkar, however with only 6 yards of length. It is used for transportation, fishing and, sometimes, is carried in larger ships. Uncommonly, it may have light masts with sails. **Capacity:** 0,5 t **Speed/Maximum Speed:** 30/40 **Hit Points:** 35

KNARR

A knarr is a loading ship, with few oars used only to maneuver in ports. The knarr depends on its sails to move, and it is wider than a drakkar. They have a cargo compartment under the mast.

15-yard Knarr

Capacity: 12 t **Speed/Maximum Speed:** 25/35 **Hit Points:** 95

22-yard Knarr

Capacity: 40 t **Speed/Maximum Speed:** 25/35 **Hit Points:** 135

DRAKKAR

The drakkar is the main Viking ship. It is narrow and light, and depends both on its rowers' strength and on its great sails to travel along the seas. It is used to transport men to battles and on journeys to distant lands. Their prow bears a creature figure, such as a dragon or a serpent, carved on its wood. It is also used to travel on rivers. WEAPONS AND COMBAT

22-yard Drakkar

Capacity: 25 t **Speed/Maximum Speed:** 35/55 **Hit Points:** 135

30-yard Drakkar Capacity: 60 t Speed/ Maximum Speed: 40/55 Hit Points: 175 37-yard Drakkar Capacity: 110 t Speed/ Maximum Speed: 40/60 Hit Points: 210

JOURNEYING THROUGH THE SEA

During a sea trip, the ship's commander must make a Navigation check (using the ship's value) to complete the voyage without problems. The standard DC is 12, but it could be increased if the ship is in unknown waters, facing bad weather, etc. A success indicates that the ship completed its trip (at least to a certain point) safely and without deviating from its course. A successful check by 10 or more indicates that the ship reached its maximum speed and the trip took less time. A failed check by 4 points or less indicates that the trip took more time. A failed check by 5 points or more means that something bad happened to the vessel: it might have deviated completely from its course; it might have suffered mishaps of turbulent waves, etc.

A sea journey could take months or even years. Therefore, the DM may ask for a Navigation check at regular time intervals, such as daily or weekly. If the DM has programmed encounters for a sea trip, he could reduce the time interval, asking for checks only between one encounter and another, independent of the elapsed time.

DANGERS AT SEA

Sea trips are subject to several hazards, such as storms, tidal waves, reefs, narrow passages, etc. Whenever some of those threats appear in the ship's route, a Navigation check should be made to outline the situation. A success indicates that the ship and its crew escaped unhurt, while a failure indicates that there were consequences for the ship, for its crew, or for both. The final result is up to the DM, according to the situation and the result of the Navigation check. Certain situations may need more than one Navigation check, such as when the boat is crossing a miles-long narrow passage. Typical check DCs are as following: Winds (DC 10); Reefs (DC 12); Frozen Waters (DC 14); Storms (DC 16); Narrow Passages (DC 18); Tidal Waves (DC 20).

See "Natural Dangers" for ideas on how to run such perils.

ATTACKS AGAINST THE SHIP

Because they are made of wood, all ships have Hardness 5. Arrows are ineffective against a ship, unless they are on fire; in that case, only fire damage is considered. The amount of hit points will vary according with the ship's size. When a ship has 0 or fewer hit points, it begins to sink. A ship sinks in 3d4 rounds.

A ship can be repaired with the Craft (shipbuilding) skill. For every day of repair, the characters involved must make a Craft (shipbuilding) check (DC 15). Each point above the DC by which the check was successful restores one hit point to the ship.

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