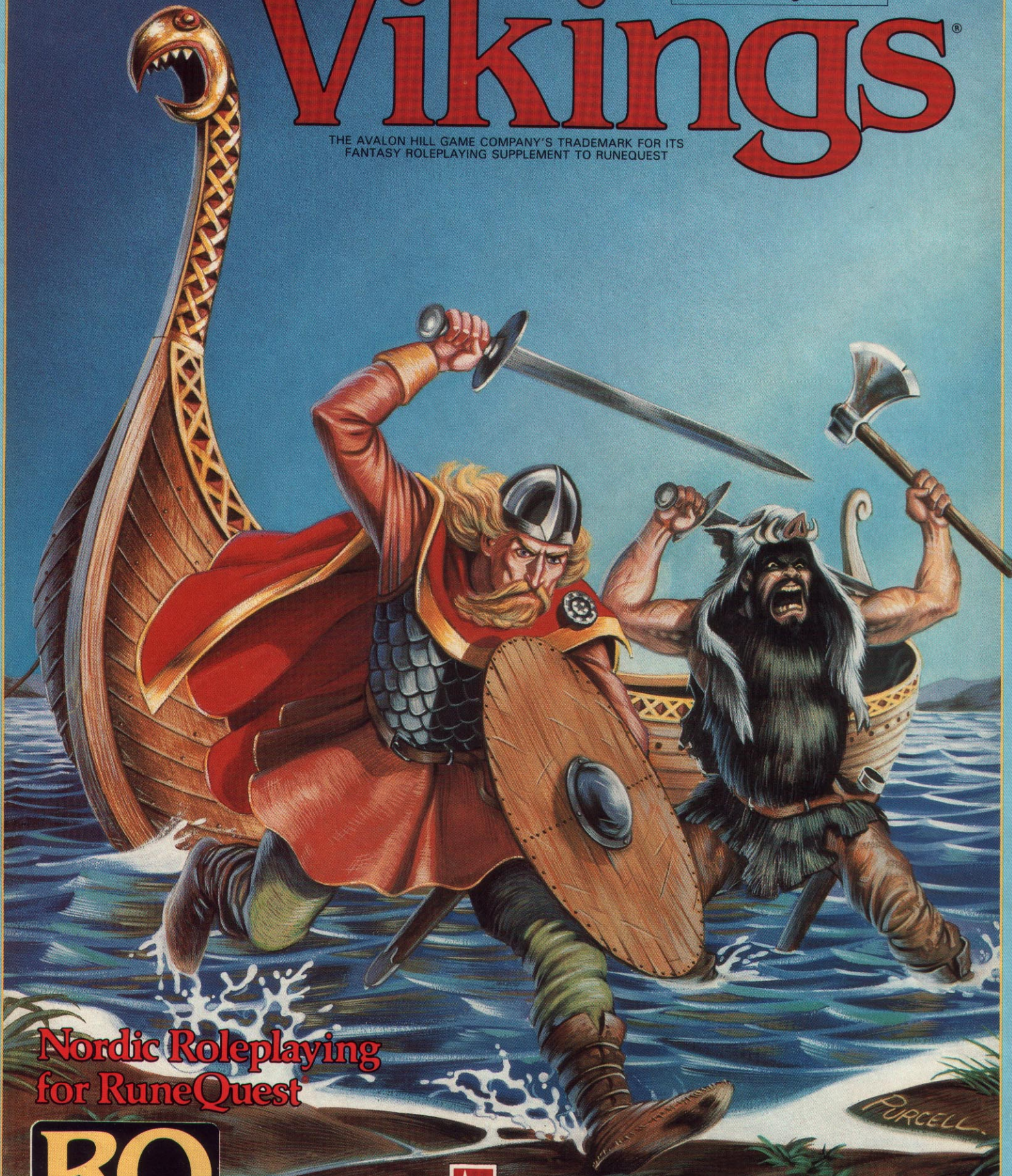


DAVALLS: AYON DESIGNWORKS
RuneQuest

Vikings[®]

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS
FANTASY ROLEPLAYING SUPPLEMENT TO RUNEQUEST



**Nordic Roleplaying
for RuneQuest**



The Avalon Hill Game Company

Vikings is a supplement to the RuneQuest[®] roleplaying game. You must have a copy of either the RuneQuest Players Box or the RuneQuest Deluxe Box in order to use Vikings.



Read Me First!

This *Vikings* boxed roleplaying supplement contains several separate items. This page briefly describes them and explains how they work together. Examine the items in the following order of presentation before play begins.

PLAYERS BOOK (red cover) — this book is intended for both player and gamemaster use. It contains information which the players and gamemaster must know to gain fullest use of this package, including notes on viking occupations, culture and customs, ships, religion and magic, and law.

GAMEMASTER BOOK (gray cover) — created exclusively for gamemaster use, this item surveys the viking world and provides a plethora of scandinavian creatures which the gamemaster can use to populate his own scenarios.

SCENARIOS BOOK (gray cover) — also created solely for the gamemaster, this item holds important tips on constructing a *Vikings* campaign and includes a ready-to-use Suggested Campaign which allows the characters to come from one of two families and which greatly eases the gamemaster workload. The six scenarios given here were all chosen to illustrate the life and times of viking adventurers. They can be played in any order desired, though the Suggested Campaign provides a nominal sequence in which they can be played.

VIKINGS DIGEST (you are reading the back page of this book) — the Digest contains ready-to-use statistics as an aid for the gamemaster. At various times within the scenarios the gamemaster is directed to use one or more of these statistics, and he can use them to flesh-out adventures of his own creation.

PLAYERS MAP (folded item) — the Players Map provides a detailed view of the characters' world. Beyond their homelands, though, little information is given. During the course of the adventures, the players should add to the map whatever details they feel are important.

STEAD DIAGRAM (on the reverse of the Players Map) — this diagram will be used at various times in the scenarios, whenever use of a stead is called for. In one instance the player-characters will defend this stead from deadly raiders. In another they will investigate the ruins of a recently destroyed farm. In all likelihood they will also attack the stead of an enemy. In all cases use the same diagram, possibly from differing directions.

SHIP PLAN (on the reverse of the Players Map) — this diagram of a viking longship (in 25 mm. scale) will also be used when called for in the scenarios. In 15 mm. scale this plan can be used as a Long Serpent, though not many of those huge ships were built. Gamemasters should also note that there are additional ship plans included in the center of the adventurer sheet booklet.

ADVENTURER SHEETS (no cover) — these are variations of the standard *RuneQuest* forms custom-tailored for this *Vikings* package. Each sheet contains new skills not appearing on the *RuneQuest* sheet. These skills are fully explained in the *Vikings* Players Book. In the center of this booklet are additional ship diagrams which the gamemaster can use during the play of *Vikings* scenarios, and a master of the *Vikings* adventurer sheet lacking the distinctive red border color. **DO NOT USE THIS ADVENTURER SHEET MASTER TO CREATE A CHARACTER.** Instead, you have permission to photocopy this sheet for your own personal use.



Vikings Digest

For Gamemaster Use Only

Selected Viking Characters

The following statistics are provided to give the gamemaster many characters with whom to flesh out the scenarios provided in the *Vikings Scenarios Book* and his own scenarios.

Jarl

characteristics		attributes	
STR	16	Move:	3
CON	16	Hit Points:	16
SIZ	16	Fatigue Points:	32 - 36 = -4
INT	15	Magic Points:	17
POW	17	DEX SR:	3
DEX	11		
APP	13		

location	melee	missile	points
r leg	01-04	01-03	10/6
l leg	05-08	04-06	10/6
abdomen	09-11	07-10	10/6
chest	12	11-15	10/8
r arm	13-15	16-17	10/5
l arm	16-18	18-19	10/5
head	19-20	20	10/6

weapon	sr	attack	damage	parry	points
1h Spear	6	58%	1D8+1+1D4	57%	10
Battleaxe	6	74%	1D8+2+1D4	47%	8
Viking Shld	6	42%	1D6+1D4	78%	10
Thrown Axe	3/9	93%	1D6+1D2	—	6

Spirit Magic (49%): Bladesharp 4, Demoralize (2), Fanaticism, Healing 3, Protection 5, Speedart

Divine Magic: Initiate of Sif — has ability to Heal Body once per day (benign covert possession).

Skills: Human Lore 87%, Listen 62%, Orate 90%, Read Runes 10%, Search 61%, Shiphandling 98%, Sing 58%, Ski 45%, World Lore 50%

Magic Items: Chainmail has been enchanted in all hit locations to take 2 extra points of damage.

Notes: Wears full chainmail and leather padding beneath. Carries 4 throwing axes. All weapons and helmet are decorated with silver, worth $\times 2$ normal price. Wears gold armband worth 450 p and silver armband worth 128 p.

The scenarios often call for a number of viking warriors. The characteristics for a variety of warriors are given in this Digest for use with all the scenarios. The warrior statistics are grouped by character skill; there are Berserks, Better Warriors, Good Warriors, Fair Warriors, and Poor Warriors.

There are also descriptions of a jarl, a skald, and a godi (priest) to spruce up an adventure with members of different viking social classes.

Scald

characteristics		attributes	
STR	13	Move:	3
CON	10	Hit Points:	13
SIZ	15	Fatigue Points:	23 - 6 = 16
INT	18	Magic Points:	15
POW	15	DEX SR:	2
DEX	17		
APP	7		

location	melee	missile	points
r leg	01-04	01-03	2/5
l leg	05-08	04-06	2/5
abdomen	09-11	07-10	2/5
chest	12	11-15	2/6
r arm	13-15	16-17	2/4
l arm	16-18	18-19	2/4
head	19-20	20	2/5

weapon	sr	attack	damage	parry	points
broadsword	7	45%	1D8+1+1D4	38%	10
buckler	8	25%	1D4+1D4	51%	8
bow	2/7	72%	1D6+1	—	5

Skills: Dodge 22%

Spirit Magic (68%): Disruption, Glamour 3, Healing 1, Shimmer 3

Divine Magic: Initiate of Heimdall—permanent Farsee and Second Sight (via covert benign possession)

Skills: Animal Lore 35%, Boat 50%, Craft/wood 46%, Evaluate 61%, Human Lore 80%, Fast Talk 82%, Hide 57%, Listen 51%, Orate 75%, Plant Lore 24%, Read Runes 70%, Scan 39%, Sing 109%, Ski 70%, Sleight 69%, Sneak 49%, World Lore 34%

Notes: Wears thick furs (2-point armor). Wears a slim gold armband worth 120 p.

Godi

This godi is a Priest of Odin. He is wily and clever rather than intelligent, exactly in the spirit of his divine master. He is always ready to sacrifice to his bloody god and willing to participate in a fight to get the sacrifice.

characteristics		attributes	
STR	13	Move:	3
CON	14	Hit Points:	15
SIZ	15	Fatigue Points:	27-7=20
INT	13	Magic Points:	17
POW	17	DEX SR	3
DEX	14		
APP	11		

weapon	sr	attack	damage	parry	points
broadsword	7	68%	1D8+1+1D4	63%	10
spear	7	74%	1D8+1+1D4	63%	10

Spirit Magic (78%): Bladesharp 3, Demoralize (2), Glamour 4, Mindspeech 1, Protection 3

Tough Berserk

This berserk is an experienced veteran who uses his berserker abilities wisely. He is a mighty man of arms and any player character will do well to stay alive in a fight with him, much less slay the monster. When a scenario calls for a berserk, only use this one if an overwhelming force is needed to either aid or chasten the player characters.

characteristics		attributes	
STR	20	Move:	3
CON	20	Hit Points:	20
SIZ	19	Fatigue Points:	36-33=3
INT	10	Magic Points:	13
POW	13	DEX SR:	2
DEX	16		
APP	4		

location	melee	missile	points
r leg	01-04	01-03	8/7
l leg	05-08	04-06	8/7
abdomen	09-11	07-10	8/7
chest	12	11-15	8/9
r arm	13-15	16-17	8/10
l arm	16-18	18-19	8/10
head	19-20	20	8/7

weapon	sr	attack	damage	parry	points
pole axe	4	94%	3D6+1D6	60%	10
thrown axe	2/7	120%	1D6+1D3	—	6
hatchet	5	45%	1D6+1+1D6	35%	6

Spirit Magic (32%): Bladesharp 8, Healing 1, Speedart

Divine Magic: Initiate of Odin, can go into Berserkerang at will (covert "benign" possession)

Skills: Boat 75%, Climb 70%, Jump 83%, Listen 69%, Scan 42%, Search 80%, Throw 91%

Magic Items: has had own arms enchanted to possess more hit points.

Notes: wears full chain with leather padding. Carries 4 throwing axes. Usual combat tactic is to hurl throwing axes with Speedart 'til foe nears, then cast Bladesharp and go into Berserkerang.

location	melee	missile	points
r leg	01-04	01-03	1/5
l leg	05-08	04-06	1/5
abdomen	09-11	07-10	2/5
chest	12	11-15	2/6
r arm	13-15	16-17	1/4
l arm	16-18	18-19	1/4
head	19-20	20	0/5

Divine Magic: Berserk (3 uses), Create Ghost (2 uses), Divination 3, Heal Wound, Sanctify 2, Soul Sight (2 uses), Spirit Block, Warding 3, Worship

Skills: Boat 45%, Climb 30%, Jump 43%, Listen 79%, Scan 62%, Search 50%, Throw 41%

Magic Items: spear has Truespear Enchantment which may be used by any Odin initiate once a week for 15 minutes.

Notes: wears soft leather on his body with another layer on his chest and abdomen, and usually nothing on his head. Always carries spear, but only wears sword if he knows he might be in a fight.

Other Berserks

These are the berserks usually called for in a scenario. Unlike the previously described berserk, these berserks are not infused with the spirit of Odin, and have a bit more control over their berserk qualities.

characteristics	
STR	18
CON	18
SIZ	19
INT	11
POW	16
DEX	16
APP	10

weapon	sr	attack	damage	parry	points
Poleaxe	4	110%	3D6+1D6	60%	10
Battleaxe	5	65%	1D8+2+1D6	45%	8
Grapple	7	80%	special	80%	—

Spirit Magic (49%): Demoralize (2), Fanaticism, Healing 4, Protection 4

Armor: chain +1 point padding

Notes: One plausible berserker tactic is to cast Protection first, then Fanaticism, raising his armor to 12 and chance to hit to 165%. The berserk could then attack three times per round at 55% each, on SRs 4, 7, and 10. If one of the berserk's opponents looks especially dangerous, he might cast Demoralize at that enemy before casting Fanaticism on himself.

Berserk One

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	8/7
HP 19	l leg	05-08	04-06	8/7
FP 5	abdomen	09-11	07-10	8/7
MP 16	chest	12	11-15	8/9
Poleaxe 10	r arm	13-15	16-17	8/6
Battleaxe 8	l arm	16-18	18-19	8/6
	head	19-20	20	8/7

Elite Viking Warriors

These are the normal viking warriors, capable of standing up to any foe in a semi-fair fight.

characteristics

STR	17	_____
CON	15	_____
SIZ	17	_____
INT	13	_____
POW	16	_____
DEX	14	_____
APP	8	_____

weapon	sr	attack	damage	parry	points
Battleaxe	6	85%	1D8+2+1D6	60%	8
vik. shield	6	45%	1D6+1D6	80%	10
Self Bow	3/9	65%	1D6+1	38	5
Broadsword	6	78%	1D8+1+1D6	60%	10

Spirit Magic (55%): Bladesharp 3, Healing 2, Protection 2

Skills: Boat 70%, First Aid 50%, Listen 60%, Scan 65%, Search 80%, Track 60%

Notes: wears full ringmail with lamellar helm plus 1-point padding.

Berserk Two

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	8/7
HP 19	l leg	05-08	04-06	8/7
FP 5	abdomen	09-11	07-10	8/7
MP 16	chest	12	11-15	8/9
Poleaxe 10	r arm	13-15	16-17	8/6
Battleaxe 8	l arm	16-18	18-19	8/6
	head	19-20	20	8/7

Berserk Three

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	8/7
HP 19	l leg	05-08	04-06	8/7
FP 5	abdomen	09-11	07-10	8/7
MP 16	chest	12	11-15	8/9
Poleaxe 10	r arm	13-15	16-17	8/6
Battleaxe 8	l arm	16-18	18-19	8/6
	head	19-20	20	8/7

Berserk Four

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	8/7
HP 19	l leg	05-08	04-06	8/7
FP 5	abdomen	09-11	07-10	8/7
MP 16	chest	12	11-15	8/9
Poleaxe 10	r arm	13-15	16-17	8/6
Battleaxe 8	l arm	16-18	18-19	8/6
	head	19-20	20	8/7

Elite Viking Warrior One

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 8	abdomen	09-11	07-10	6/6
MP 14	chest	12	11-15	6/8
Sword 10	r arm	13-15	16-17	6/5
Axe 10	l arm	16-18	18-19	6/5
Shield 10	head	19-20	20	6/6

Elite Viking Warrior Two

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 8	abdomen	09-11	07-10	6/6
MP 14	chest	12	11-15	6/8
Sword 10	r arm	13-15	16-17	6/5
Axe 10	l arm	16-18	18-19	6/5
Shield 10	head	19-20	20	6/6

Elite Viking Warrior Three

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 8	abdomen	09-11	07-10	6/6
MP 14	chest	12	11-15	6/8
Sword 10	r arm	13-15	16-17	6/5
Axe 10	l arm	16-18	18-19	6/5
Shield 10	head	19-20	20	6/6

Elite Viking Warrior Four

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 8	abdomen	09-11	07-10	6/6
MP 14	chest	12	11-15	6/8
Sword 10	r arm	13-15	16-17	6/5
Axe 10	l arm	16-18	18-19	6/5
Shield 10	head	19-20	20	6/6

Elite Viking Warrior Five

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 8	abdomen	09-11	07-10	6/6
MP 14	chest	12	11-15	6/8
Sword 10	r arm	13-15	16-17	6/5
Axe 10	l arm	16-18	18-19	6/5
Shield 10	head	19-20	20	6/6

Elite Viking Warrior Six

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 8	abdomen	09-11	07-10	6/6
MP 14	chest	12	11-15	6/8
Sword 10	r arm	13-15	16-17	6/5
Axe 10	l arm	16-18	18-19	6/5
Shield 10	head	19-20	20	6/6

Better Viking Warriors

characteristics

STR	15	_____
CON	14	_____
SIZ	17	_____
INT	13	_____
POW	14	_____
DEX	12	_____
APP	10	_____

weapon	sr	attack	damage	parry	points
Battleaxe	6	65%	1D8+2+1D4	40%	8
V Rnd Shld	6	25%	1D6+1D4	60%	10
Self Bow	3/9	45%	1D6+1	18%	5
Broadsword	6	50%	1D8+1+1D4	40%	10

Spirit Magic (50%): Bladesharp (3), Healing 2, Protection 2

Skills: Boat 60%, First Aid 50%, Listen 40%, Scan 60%, Search 60%, Track 40%

Notes: wears full bezainted with lamellar helm plus 1-point padding.

Better Viking Warrior One

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/6
HP 16	l leg	05-08	04-06	5/6
FP 9	abdomen	09-11	07-10	5/6
MP 14	chest	12	11-15	5/8
Sword 10	r arm	13-15	16-17	5/5
Axe 10	l arm	16-18	18-19	5/5
Shield 10	head	19-20	20	5/6

Better Viking Warrior Two

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/6
HP 16	l leg	05-08	04-06	5/6
FP 9	abdomen	09-11	07-10	5/6
MP 14	chest	12	11-15	5/8
Sword 10	r arm	13-15	16-17	5/5
Axe 10	l arm	16-18	18-19	5/5
Shield 10	head	19-20	20	5/6

Better Viking Warrior Three

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/6
HP 16	l leg	05-08	04-06	5/6
FP 9	abdomen	09-11	07-10	5/6
MP 14	chest	12	11-15	5/8
Sword 10	r arm	13-15	16-17	5/5
Axe 10	l arm	16-18	18-19	5/5
Shield 10	head	19-20	20	5/6

Better Viking Warrior Four

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/6
HP 16	l leg	05-08	04-06	5/6
FP 9	abdomen	09-11	07-10	5/6
MP 14	chest	12	11-15	5/8
Sword 10	r arm	13-15	16-17	5/5
Axe 10	l arm	16-18	18-19	5/5
Shield 10	head	19-20	20	5/6

Good Viking Warriors

characteristics

STR	14	_____
CON	14	_____
SIZ	17	_____
INT	13	_____
POW	12	_____
DEX	10	_____
APP	10	_____

weapon	sr	attack	damage	parry	points
Battleaxe	6	60%	1D8+2+1D4	45%	8
V Rnd Shld	6	25%	1D6+1D4	55%	10
Self Bow	3/9	50%	1D6+1	25%	5
Hand Axe	6	60%	1D6+1+1D4	45%	6

Armor: ringmail +1 point padding

Good Viking Warrior One

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Two

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Better Viking Warrior Five

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/6
HP 16	l leg	05-08	04-06	5/6
FP 9	abdomen	09-11	07-10	5/6
MP 14	chest	12	11-15	5/8
Sword 10	r arm	13-15	16-17	5/5
Axe 10	l arm	16-18	18-19	5/5
Shield 10	head	19-20	20	5/6

Better Viking Warrior Six

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/6
HP 16	l leg	05-08	04-06	5/6
FP 9	abdomen	09-11	07-10	5/6
MP 14	chest	12	11-15	5/8
Sword 10	r arm	13-15	16-17	5/5
Axe 10	l arm	16-18	18-19	5/5
Shield 10	head	19-20	20	5/6

Good Viking Warrior Three

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Four

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Five

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Six

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Seven

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Eight

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Nine

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe: 8	r arm	13-15	16-17	6/5
V Rnd Shld: 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Ten

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe: 8	r arm	13-15	16-17	6/5
V Rnd Shld: 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Eleven

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe: 8	r arm	13-15	16-17	6/5
V Rnd Shld: 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Twelve

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Thirteen

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Good Viking Warrior Fourteen

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	6/6
HP 16	l leg	05-08	04-06	6/6
FP 5	abdomen	09-11	07-10	6/6
MP 12	chest	12	11-15	6/8
Battleaxe 8	r arm	13-15	16-17	6/5
V Rnd Shld 10	l arm	16-18	18-19	6/5
	head	19-20	20	6/6

Fair Viking Warriors

These vikings are more of the stay-at-home variety, only fighting when called on by war or invasion. They are probably about at the level most of the player characters start from, but they are unlikely to improve noticeably.

characteristics

STR	13
CON	11
SIZ	15
INT	13
POW	12
DEX	10
APP	10

weapon	sr	attack	damage	parry	points
Broadsword	7	50%	1D8+1+1D4	35%	10
V Rnd Shld	7	20%	1D6+1D4	60%	10
1H Spear	6	65%	1D8+1+1D4	20%	10

Spirit Magic (47%): Bladesharp 1 (on belt buckle), Healing 1 (necklace)

Skills: Animal Lore 35%, Boat 35%, Climb 55%, First Aid 35%, Plant Lore 35%, Scan 55%, Search 45%, Swim 35%, Throw 40%

Notes: wears cuirbouilli on chest with 1-point padding, and 2-point leather elsewhere, except for lamellar helm with 1-point padding.

Fair Viking Warrior One

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/5
HP 12	l leg	05-08	04-06	2/5
FP 11	abdomen	09-11	07-10	4/5
MP 12	chest	12	11-15	4/6
spear 10	r arm	13-15	16-17	2/4
shield 10	l arm	16-18	18-19	2/4
sword 10	head	19-20	20	2/5

Fair Viking Warrior Two

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/5
HP 12	l leg	05-08	04-06	2/5
FP 11	abdomen	09-11	07-10	4/5
MP 12	chest	12	11-15	4/6
spear 10	r arm	13-15	16-17	2/4
shield 10	l arm	16-18	18-19	2/4
sword 10	head	19-20	20	2/5

Fair Viking Warrior Three

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/5
HP 12	l leg	05-08	04-06	2/5
FP 11	abdomen	09-11	07-10	4/5
MP 12	chest	12	11-15	4/6
spear 10	r arm	13-15	16-17	2/4
shield 10	l arm	16-18	18-19	2/4
sword 10	head	19-20	20	2/5

Poor Viking Warriors

These no-doubt brave but not very skilled warriors are the backbone of the viking nation. They sail the knorrs that bring the trade which is really the source of viking wealth. They are sailors, not fighters.

characteristics

STR	14
CON	12
SIZ	15
INT	13
POW	12
DEX	11
APP	10

attributes

Move: 3

weapon	sr	attack	damage	parry	points
Thrown Axe	3	40%	1D6+1D2	—	—
Broadsword	7	40%	1D8+1+1D4	30%	10
V Rnd Shld	7	11%	1D6+1D4	35%	10
Dagger	8	45%	1D4+2+1D4	25%	6

Spirit Magic (49%): Healing 1, Repair 1

Skills: Boat 70%, Craft/Boat Repair 40%, Climb 80%, Devise 50%, Scan 65%, Swim 40%, World Lore 35%

Notes: wears 2 point leather and furs. Carries 1 throwing axe.

Poor Viking Warrior One

attributes	location	melee	missile	pts
MP 12	r leg	01-04	01-03	2/5
HP 14	l leg	05-08	04-06	2/5
Fat. 15	abdomen	09-11	07-10	2/5
	chest	12	11-15	2/6
	r arm	13-15	16-17	2/4
	l arm	16-18	18-19	2/4
	head	19-20	20	2/5

Poor Viking Warrior Two

attributes	location	melee	missile	pts
MP 2	r leg	01-04	01-03	2/5
HP 14	l leg	05-08	04-06	2/5
Fat. 15	abdomen	09-11	07-10	2/5
	chest	12	11-15	2/6
	r arm	13-15	16-17	2/4
	l arm	16-18	18-19	2/4
	head	19-20	20	2/5

Poor Viking Warrior Three

attributes	location	melee	missile	pts
MP 12	r leg	01-04	01-03	2/5
HP 14	l leg	05-08	04-06	2/5
Fat. 15	abdomen	09-11	07-10	2/5
	chest	12	11-15	2/6
	r arm	13-15	16-17	2/4
	l arm	16-18	18-19	2/4
	head	19-20	20	2/5

Fair Viking Warrior Four

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/5
HP 12	l leg	05-08	04-06	2/5
FP 11	abdomen	09-11	07-10	4/5
MP 12	chest	12	11-15	4/6
spear 10	r arm	13-15	16-17	2/4
shield 10	l arm	16-18	18-19	2/4
sword 10	head	19-20	20	2/5

Fair Viking Warrior Five

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/5
HP 12	l leg	05-08	04-06	2/5
FP 11	abdomen	09-11	07-10	4/5
MP 12	chest	12	11-15	4/6
spear 10	r arm	13-15	16-17	2/4
shield 10	l arm	16-18	18-19	2/4
sword 10	head	19-20	20	2/5

Fair Viking Warrior Six

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/5
HP 12	l leg	05-08	04-06	2/5
FP 11	abdomen	09-11	07-10	4/5
MP 12	chest	12	11-15	4/6
spear 10	r arm	13-15	16-17	2/4
shield 10	l arm	16-18	18-19	2/4
sword 10	head	19-20	20	2/5

Fair Viking Warrior Seven

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/5
HP 12	l leg	05-08	04-06	2/5
FP 11	abdomen	09-11	07-10	4/5
MP 12	chest	12	11-15	4/6
spear 10	r arm	13-15	16-17	2/4
shield 10	l arm	16-18	18-19	2/4
sword 10	head	19-20	20	2/5

Fair Viking Warrior Eight

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/5
HP 12	l leg	05-08	04-06	2/5
FP 11	abdomen	09-11	07-10	4/5
MP 12	chest	12	11-15	4/6
spear 10	r arm	13-15	16-17	2/4
shield 10	l arm	16-18	18-19	2/4
sword 10	head	19-20	20	2/5

Fair Viking Warrior Nine

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/5
HP 12	l leg	05-08	04-06	2/5
FP 11	abdomen	09-11	07-10	4/5
MP 12	chest	12	11-15	4/6
spear 10	r arm	13-15	16-17	2/4
shield 10	l arm	16-18	18-19	2/4
sword 10	head	19-20	20	2/5

Poor Viking Warrior Four

attributes	location	melee	missile	pts
MP 12	r leg	01-04	01-03	2/5
HP 14	l leg	05-08	04-06	2/5
Fat. 15	abdomen	09-11	07-10	2/5
	chest	12	11-15	2/6
	r arm	13-15	16-17	2/4
	l arm	16-18	18-19	2/4
	head	19-20	20	2/5

Poor Viking Warrior Five

attributes	location	melee	missile	pts
MP 12	r leg	01-04	01-03	2/5
HP 14	l leg	05-08	04-06	2/5
Fat. 15	abdomen	09-11	07-10	2/5
	chest	12	11-15	2/6
	r arm	13-15	16-17	2/4
	l arm	16-18	18-19	2/4
	head	19-20	20	2/5

Poor Viking Warrior Six

attributes	location	melee	missile	pts
MP 12	r leg	01-04	01-03	2/5
HP 14	l leg	05-08	04-06	2/5
Fat. 15	abdomen	09-11	07-10	2/5
	chest	12	11-15	2/6
	r arm	13-15	16-17	2/4
	l arm	16-18	18-19	2/4
	head	19-20	20	2/5

Poor Viking Warrior Seven

attributes	location	melee	missile	pts
MP 12	r leg	01-04	01-03	2/5
HP 14	l leg	05-08	04-06	2/5
Fat. 15	abdomen	09-11	07-10	2/5
	chest	12	11-15	2/6
	r arm	13-15	16-17	2/4
	l arm	16-18	18-19	2/4
	head	19-20	20	2/5

Poor Viking Warrior Eight

attributes	location	melee	missile	pts
MP 12	r leg	01-04	01-03	2/5
HP 14	l leg	05-08	04-06	2/5
Fat. 15	abdomen	09-11	07-10	2/5
	chest	12	11-15	2/6
	r arm	13-15	16-17	2/4
	l arm	16-18	18-19	2/4
	head	19-20	20	2/5

Poor Viking Warrior Nine

attributes	location	melee	missile	pts
MP 12	r leg	01-04	01-03	2/5
HP 14	l leg	05-08	04-06	2/5
Fat. 15	abdomen	09-11	07-10	2/5
	chest	12	11-15	2/6
	r arm	13-15	16-17	2/4
	l arm	16-18	18-19	2/4
	head	19-20	20	2/5

Hunt Monsters

Dragon

The most obvious monster for this scenario is a true dragon. However, a dragon is a truly stupendous monster, and it would likely butcher the entire hunting party. In fact, if Bjorn's bane turns out to be a real dragon, it might end up ravaging the jarldom for years, and driving the player-character's province into poverty and ruin.

This would not necessarily be bad from a campaign point of view, and the player-characters (other than those who flushed the dragon) would have an excellent reason for leaving their native land to go a-viking, giving rise to all sorts of interesting adventures. Another possibility (assuming that the dra-

gon is not killed) is that the jarl himself and all his carls may attack the dragon and be slain. This would not only leave a live dragon in the kingdom, but could lead to civil war over the jarlship, another excellent source of scenarios.

If a real dragon is attacked by the player-vikings its likeliest tactic is to burst up through the roof of the house and then swoop overhead, keeping out of melee range and breathing fire down on the vikings as it passes overhead. If the vikings manage to harm it with missile weapons, it may decide to land on top of the largest cluster of vikings, using its own body as a missile. Once down, it will quickly attack with flame, tail lash, and claw, killing as many as ruthlessly as possible, then taking off again to swoop after any survivors, burning them with flame.

This dragon is awesomely cunning, and will act very intelligently in combat.

Draugr

This is a norse undead, the restive corpse of Thorin, slain by treachery. He and his family were slain in his house by enemies a week before the slaughter at Bjorn's stead. Each night since then, he has journeyed forth as a draugr, savaging all he meets. He had only encountered helpless animals and small farms before he came to Bjorn's stead. Until he has been defeated in physical combat, he will continue to walk at night, traveling as swiftly as only the dead may, and ruining all he touches.

The defeat of Thorin's ghost may lead to a second scenario, namely the quest for his murderers. These could be family enemies from within the jarldom or raiders from another area. It could even be another

Dragon

characteristics		attributes	
STR	86	Move:	3/7 flying
CON	37	Hit Points:	51
SIZ	65	Fatigue Points:	123
INT	10	Magic Points:	24
POW	24		
DEX	9		

location	melee	missile	points
tail	01-02	01	24/13
rh leg	03-04	02	24/17
lh leg	05-06	03	24/17
hind q	07-08	04-08	24/21
fore q	09-10	09-14	24/21
r wing	11-12	14	24/13
l wing	13-14	16	24/13
rf leg	15-16	17	24/17
lf leg	17-18	18	24/17
head	19-20	19-20	24/17

weapon	sr	attack	damage
Breath	4	85%	4D6 flame
Bite	10	40%	3D6 + 8D6
Claw	7	40%	1D6 + 8D6
Tail	7	65%	4D6

Notes: The dragon can attack twice per round, one using either bite or claw, the other being either claw or tail.

Tail damage is an area-affect sweep attack.

The dragon's fire blankets an area 3m across, and has a range of 24 meters. The flame does 4D6 damage to each of all target's hit locations, 4D6 is rolled once, the damage rolled is applied to all hit locations simultaneously. Armor does protect against this damage.

The dragon must expend 1D6 fatigue to use its fire.

Skills: Listen 67%, Search 42%

Armor: 24 point iron scales.

The Draugr

characteristics		attributes	
STR	30	Move:	9
CON	38	Hit Points:	30
SIZ	32	Fatigue Points:	58
INT	15	Magic Points:	18
POW	none		
DEX	8		

location	melee	missile	points
r leg	01-04	01-03	9/10
l leg	05-08	04-06	9/10
abdomen	09-11	07-10	9/10
chest	12	11-15	9/12
r arm	13-15	16-17	9/8
l arm	16-18	18-19	9/8
head	19-20	20	9/10

weapon	sr	attack	damage
Right Claw	7	70%	1D6 + 3D6
Left Claw	10	50%	1D6 + 3D6

Notes: The draugr will attack twice each round, with no parrying or dodging. It cannot be incapacitated from

monster — there is nothing more unnatural than being killed by a supernatural horror, and this may well cause a corpse to walk at night.

If the “dragon” turns out to be a draugr, it will only come out of its hole at night. Thorin is buried underneath a heap of broken furniture and corpses in the middle of his ruined house. Anyone digging there will soon encounter his blackened corpse, bloated to enormous size. If they disturb him, he will awaken in the semi-darkness of the house and attack. In any case, as soon as the last sliver of the sun sinks behind the high hills to the west, the draugr will awaken with a crashing of wood and steel and emerge, enormous eyeballs gleaming whitely against cyanotic skin.

Hrimthurs

This is a frost giant, down from Jotunheim, a grim harbinger of Ragnarok. He will only be met in Norway, Iceland, or Sweden. His name is Kvallhissir and he stands a full 12 meters (40 feet) tall. He is horribly deformed, nearly as broad as tall, with gnarled thick arms and legs, and translucent white skin. His hair and beard are of clanking icicles. His eyes are mismatched, one high on his forehead and to one side, the other close to the nose, but below his cheekbone. His spiky nose overhangs his mouth and when he walks, his muscles crack and snap.

Kvallhissir is extremely powerful, a true monster of legend. If this is going to be the monster hunted, the gamemaster should probably beef up the player-character party with some sturdy housecarls. After Kvallhissir is killed (if ever), be sure to point out that this is not even a particularly important frost giant,

wounds, only chopped to bits. Destroying its chest will render it incapable of moving its limbs, but destroying its head will only allow it to attack at half normal chances for success. Also, it will no longer be able to blunt weapons at a glance.

Spells: Thorin’s draugr can cast no spells, because it lacks POW.

Skills: Listen 50%

Armor: 7 point good chainmail, composed of several normal-sized suits lashed together to cover it blackish-blue skin, plus 2 point natural armor. This chain armor is cursed, and anyone owning it at the time of his own death will himself become a draugr.

Magic Powers: This monster can blunt weapons with a glance. This means that all one-handed edged weapons and all impaling weapons visible to the draugr will have their rolled damage reduced to 1D4. Two-handed edged weapons are reduced to 1D6. Weapons sheathed when the draugr sees them do not suffer this ill effect, which can be repaired only by a blacksmith. This effect is permanent until repaired. If the draugr’s head is cut off, he can no longer blunt weapons by sight, but weapons already blunted will remain so.

but just one monster from the nameless hordes which will someday march to Ragnarok.

As the vikings approach the stead, Kvallhissir is sitting within it. As soon as he hears or smells the vikings, he will stand up, breaching the house’s roof. When the vikings see this fearsome creature, they may attempt Human Lore skill rolls to realize that it is a frost giant. If the hrimthurs is not slain, he will bring a killing winter to the jarldom. Half of all the cattle in the land will die, impoverishing the land and starving many folk, ruining it for years. The spring will come very late, and crop-damaging frosts will continue until June. In addition, Kvallhissir will rampage about, destroying hearths he blunders across. It is up to the gamemaster whether Kvallhissir will return year after year, bringing ever-worsening winters, until he is finally defeated.

Kvallhissir is capable of speech, and always calls himself by name. Thus, when first aroused, he may thunder, “Woe to the disturbers of Kvallhissir!”

Kvallhissir, frost giant

characteristics		attributes	
STR	99	Move:	12
CON	72	Hit Points:	88
SIZ	103	Fatigue Points:	171
INT	12	Magic Points:	37
POW	37		
DEX	11		
APP	2		

location	melee	missile	points
r leg	01-04	01-03	18/30
l leg	05-08	04-06	18/30
abdomen	09-10	07-10	18/30
chest	n/a	11-15	18/36
r arm	n/a	16-17	18/23
l arm	n/a	18-19	18/23
head	n/a	20	18/30

Humans roll only 1D8 when striking at Kvallhissir. If using long weapons (those with a strike rank modifier of 0 or 1) or on horseback, 1D10 is rolled instead.

weapon	sr	attack	damage	parry	points
Ice Club	3	60%	3D6+12D6	40%	22
Kick	6	40%	1D6+12D6	—	—

Notes: Kvallhissir will both hit with his ice club and kick each round without parrying until he has been wounded. Once wounded, he will hit once with the club and parry each round. If his opponents stand back and use missiles and spells at him, he will either run up to them or simply throw logs and dead cows at them.

Spells: (spirit magic 185%) Healing 8, Slow 4

Skills: Listen 40%, Smell Blood 90%, Throw 45%

Armor: 18 point ice-solid skin

Magic Powers: Kvallhissir emanates enervating cold. Each round a mortal being is within 88 meters of Kvallhissir, that being loses 1D6 fatigue. For each point of damage Kvallhissir has taken, this radius is reduced by 1 meter. The thick walls of the stead will block this effect until they are broken, but anyone touching the walls will feel the effect.

Mammoth

<i>characteristics</i>		<i>attributes</i>
STR	43	Move: 6
CON	33	Hit Points: 42
SIZ	51	Fatigue Points: 76
INT	6	Magic Points: 17
POW	17	
DEX	12	

<i>location</i>	<i>D20</i>	<i>points</i>
rh leg	01-02	8/14
lh leg	03-04	8/14
hind q	05-08	8/17
fore q	09-12	8/17
rf leg	13-14	8/14
lf leg	15-16	8/14
trunk	17	4/11
head	18-20	8/14

<i>weapon</i>	<i>sr</i>	<i>attack%</i>	<i>damage</i>
Trunk	6	60%	grapple
Rear&Plunge	6	35%	2D8+5D6
Trample	6	50%	10D6 vs. downed foe
Tusk	6	35%	5D6

Notes: The mammoth can attack only once per melee round. If the trunk grapples a victim, the victim may only escape by overcoming a force of 22 with his own STR. The trunk does no damage in and of itself, but on the round following the initial grapple, the victim will be kneeled upon for 10D6 damage.

The mammoth's Tusk attack is capable of impaling.

Skills: Listen 65%, Smell Intruder 65%

Armor: 8 point thick hide and hair, except for the trunk, which has 4 point thick hide.

Kvallhissir is afraid of no human, but if he is wounded severely, he may be forced to surrender. If he does, he will promise great magical treasures to the vikings for sparing him — talking of dwarf-made swords, impenetrable armor, and rings of shape-changing. Once healed, Kvallhissir will not fulfill his promises, but will try to kill those to whom his vows were made.

Mammoth

This holdover from the Ice Ages should only be encountered in Norway, northern Russia, or Sweden. The mammoth is a rogue male, possibly the last of the species still alive. It attacked the farm for the stored hay and fodder and killed the men and beasts only incidentally.

None of the vikings would have seen an elephant, or know anything of its powers. It adds greatly to the tension of the battle if the gamemaster does not tell the players what their characters are fighting. It should be described as a huge shaggy monster, bellowing and rearing in rage. No more complete description should be given. When the battle erupts, the trunk could be called a tentacle, and the tusks called horns. With good gamemastering, the players

will not know what they fight until the battle is over. The gamemaster may call it a troll-beast.

When attacked, the rogue mammoth will charge out of the building immediately, and charge at the largest group of vikings visible. If it is wounded badly, it may attempt to flee into the woods, crashing through the trees at a rate impossible for humans to match. The vikings may then track the wounded monster through the woods on a merry chase.

Stoorworm

This is a peculiarly British monster, and should probably only be met in the Danelaw in England, or in Ireland. In this case, it will have crawled out of a well or cave to kill cattle and poison fields, and will be coiled up in Thorin's home.

If the stoorworm is attacked, its first reaction will be to stay where it is, snuggled down behind piles of rubble and logs, and emit a cloud of deadly fumes to fill the hall. It should be immune to missile fire from without the hall, and no one can attack it without entering the cloud. Its poison gas will dampen fire, and if the building is set alight, not only will the poison seep outside to harm those by the building, but the building will only be scorched,

Stoorworm

<i>characteristics</i>		<i>attributes</i>
STR	41	Move: 3
CON	19	Hit Points: 35
SIZ	50	Fatigue Points: 60
INT	9	
POW	15	
DEX	8	

<i>location</i>	<i>D20</i>	<i>points</i>
tail	01-06	10/12
body	07-14	10/15
head	15-20	10/12

<i>weapon</i>	<i>sr</i>	<i>attack%</i>	<i>damage</i>
Bite	7	75%	1D10+5D6
Breath	1	100%	poison POT 15

Notes: The stoorworm can bite each round. The poison gas fills up the entire farmhouse and anyone entering it must hold their breath each round or inhale the gas. Once a suffocation CON roll has failed and the gas inhaled, the victim takes immediate damage from the poison. If he survives, he can take a breath and again begin to hold his breath at CON×10, though his CON has likely now been reduced quite a bit.

Inside the farmhouse, the poison gas costs the stoorworm no extra fatigue, as the sheltering walls hold gas from previous emissions safely within.

Skills: Listen 40%

Armor: 10 point thick scales

Magic Power: The stoorworm regenerates from damage at the rate of 2 points per area per melee round. Once it is slain, it will cease regeneration.

and no good fire can be got going. Thus, the adventurers will have to hold their breath and go right in after the monster.

This stoorworm has a litter of smaller worms sitting inside the house with it. They can be easily killed by burning down the house and are noncombatants. However, if the stoorworm is not slain, its litter will soon mature, and there will be a dozen or more of these monsters active.

Franks

Count

characteristics		attributes	
STR	15	Move: 3/10 mounted	
CON	16	Hit Points: 16	
SIZ	16	Fatigue Points: 31-36 = -5	
INT	13	Magic Points: 16	
POW	16	DEX SR: 3	
DEX	14		
APP	12		

location	melee	missile	points
r leg	01-04	01-03	8/6
l leg	05-08	04-06	8/6
abdomen	09-11	07-10	9/6
chest	12	11-15	9/8
r arm	13-15	16-17	8/5
l arm	16-18	18-19	8/5
head	19-20	20	9/6

weapon	sr	attack	damage	parry	points
Lance	3+	78%	1D10+1+4D6	—	12
Bastard Swd	6	91%	1D10+1+1D4	72%	12
Kite Shld	—	—	—	87%	16

Destrier

characteristics		attributes	
STR	38	Move: 10	
CON	18	Hit Points: 29	
SIZ	39	Fatigue Points: 56-40 = 16	
INT	4	Magic Points: 14	
POW	14	DEX SR: 4	
DEX	7		

location	melee	missile	points
rh leg	01-02	01-02	9/8
lh leg	03-04	03-04	9/8
hind q	05-07	05-09	9/12
fore q	08-10	10-14	9/12
rf leg	11-13	15-16	9/8
lf leg	14-16	17-18	9/8
head	17-20	19-20	9/10

weapon	sr	attack	damage
Kick	7	50%	1D8+4D6
Bite	7	70%	1D8
Rear&Plunge	7	40%	2D8+4D6
Trample	7	75%	8D6

Notes: has chain on body and neck, with long skirts covering legs.

Spirit Magic (44%): Demoralize (2), Healing 4, Strength 4 (adds +6% to all combat skills and increases damage bonus to +2D6), Vigor 3 (adds 3 to hit points)

Divine Magic (59%—all one-use): Heal Area ×2, Shield 8

Skills: First Aid 65%, Human Lore 72%, Listen 67%, Orate 50%, Ride 90%, Scan 65%, Search 70%

Magic Items: Sacred relic in locket around neck, which holds Heal Body spell (must be placed in cathedral to recharge).

Notes: wears plate cuirass, helm, and skirts. Limbs protected by chainmail. A layer of padding is under all.

Frankish Knight

characteristics	
STR	13
CON	15
SIZ	14
INT	13
POW	12
DEX	11
APP	12

weapon	sr	attack	damage	parry	points
Lance	3+	60%	1D10+1+3D6	—	12
Bastard Swd	7	55%	1D10+1+1D4	45%	12
Kite Shld.	—	—	—	50%	16

Spirit Magic (30%): Fireblade (4), Healing 2, Strength 2 (+3% to all combat skills and increases damage bonus to +1D6)

Divine Magic (65%—all one-use): Heal Area 1, Shield 3

Skills: Ride 75%, Listen 50%, Scan 50%, Search 50%

Notes: wears full chain. Mount has full ringmail barding.

Frankish Knight One

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	7/5
HP 15	l leg	05-08	04-06	7/5
FP -2	abdomen	09-11	07-10	7/5
MP 12	chest	12	11-15	7/6
	r arm	13-15	16-17	7/4
	l arm	16-18	18-19	7/4
	head	19-20	20	7/5

Destrier One

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	7/7
HP 26	lh leg	03-04	03-04	7/7
FP 10	hind q	05-07	05-09	7/11
MP 11	fore q	08-10	10-14	7/11
	rf leg	11-13	15-16	7/7
	lf leg	14-16	17-18	7/7
	head	17-20	19-20	7/9

Frankish Knight Two

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	7/5
HP 15	l leg	05-08	04-06	7/5
FP -2	abdomen	09-11	07-10	7/5
MP 12	chest	12	11-15	7/6
	r arm	13-15	16-17	7/4
	l arm	16-18	18-19	7/4
	head	19-20	20	7/5

Destrier Two

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	7/7
HP 26	lh leg	03-04	03-04	7/7
FP 10	hind q	05-07	05-09	7/11
MP 11	fore q	08-10	10-14	7/11
	rf leg	11-13	15-16	7/7
	lf leg	14-16	17-18	7/7
	head	17-20	19-20	7/9

Frankish Knight Three

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	7/5
HP 15	l leg	05-08	04-06	7/5
FP -2	abdomen	09-11	07-10	7/5
MP 12	chest	12	11-15	7/6
	r arm	13-15	16-17	7/4
	l arm	16-18	18-19	7/4
	head	19-20	20	7/5

Destrier Three

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	7/7
HP 26	lh leg	03-04	03-04	7/7
FP 10	hind q	05-07	05-09	7/11
MP 11	fore q	08-10	10-14	7/11
	rf leg	11-13	15-16	7/7
	lf leg	14-16	17-18	7/7
	head	17-20	19-20	7/9

Frankish Knight Four

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	7/5
HP 15	l leg	05-08	04-06	7/5
FP -2	abdomen	09-11	07-10	7/5
MP 12	chest	12	11-15	7/6
	r arm	13-15	16-17	7/4
	l arm	16-18	18-19	7/4
	head	19-20	20	7/5

Destrier Four

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	7/7
HP 26	lh leg	03-04	03-04	7/7
FP 10	hind q	05-07	05-09	7/11
MP 11	fore q	08-10	10-14	7/11
	rf leg	11-13	15-16	7/7
	lf leg	14-16	17-18	7/7
	head	17-20	19-20	7/9

Frankish Knight Five

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	7/5
HP 15	l leg	05-08	04-06	7/5
FP -2	abdomen	09-11	07-10	7/5
MP 12	chest	12	11-15	7/6
	r arm	13-15	16-17	7/4
	l arm	16-18	18-19	7/4
	head	19-20	20	7/5

Destrier Five

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	7/7
HP 26	lh leg	03-04	03-04	7/7
FP 10	hind q	05-07	05-09	7/11
MP 11	fore q	08-10	10-14	7/11
	rf leg	11-13	15-16	7/7
	lf leg	14-16	17-18	7/7
	head	17-20	19-20	7/9

Frankish Knight Six

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	7/5
HP 15	l leg	05-08	04-06	7/5
FP -2	abdomen	09-11	07-10	7/5
MP 12	chest	12	11-15	7/6
	r arm	13-15	16-17	7/4
	l arm	16-18	18-19	7/4
	head	19-20	20	7/5

Destrier Six

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	7/7
HP 26	lh leg	03-04	03-04	7/7
FP 10	hind q	05-07	05-09	7/11
MP 11	fore q	08-10	10-14	7/11
	rf leg	11-13	15-16	7/7
	lf leg	14-16	17-18	7/7
	head	17-20	19-20	7/9

Frankish Footmen*characteristics*

STR	11
CON	12
SIZ	13
INT	12
POW	11
DEX	10
APP	11

weapon	sr	attack	damage	parry	points
War Maul	6	50%	1D10+2	45%	12
Broadsword	7	40%	1D8+1	30%	10
Target	—	—	—	55%	12

Spirit Magic (39%): Healing 1

Skills: Climb 50%, Hide 30%, Jump 50%, Listen 55%, Scan 50%, Search 40%, Sneak 30%, Throw 35%

Notes: wears full leather plus 1-pt padding and lamellar helm.

Nomads

Frankish Footman One

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	3/5
HP 13	l leg	05-08	04-06	3/5
FP 7	abdomen	09-11	07-10	3/5
MP 11	chest	12	11-15	3/6
	r arm	13-15	16-17	3/4
	l arm	16-18	18-19	3/4
	head	19-20	20	7/5

Frankish Footman Two

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	3/5
HP 13	l leg	05-08	04-06	3/5
FP 7	abdomen	09-11	07-10	3/5
MP 11	chest	12	11-15	3/6
	r arm	13-15	16-17	3/4
	l arm	16-18	18-19	3/4
	head	19-20	20	7/5

Frankish Footman Three

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	3/5
HP 13	l leg	05-08	04-06	3/5
FP 7	abdomen	09-11	07-10	3/5
MP 11	chest	12	11-15	3/6
	r arm	13-15	16-17	3/4
	l arm	16-18	18-19	3/4
	head	19-20	20	7/5

Frankish Footman Four

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	3/5
HP 13	l leg	05-08	04-06	3/5
FP 7	abdomen	09-11	07-10	3/5
MP 11	chest	12	11-15	3/6
	r arm	13-15	16-17	3/4
	l arm	16-18	18-19	3/4
	head	19-20	20	7/5

Frankish Footman Five

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	3/5
HP 13	l leg	05-08	04-06	3/5
FP 7	abdomen	09-11	07-10	3/5
MP 11	chest	12	11-15	3/6
	r arm	13-15	16-17	3/4
	l arm	16-18	18-19	3/4
	head	19-20	20	7/5

Frankish Footman Six

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	3/5
HP 13	l leg	05-08	04-06	3/5
FP 7	abdomen	09-11	07-10	3/5
MP 11	chest	12	11-15	3/6
	r arm	13-15	16-17	3/4
	l arm	16-18	18-19	3/4
	head	19-20	20	7/5

Nomad Thralls

characteristics

STR	11
CON	11
SIZ	7
INT	11
POW	10
DEX	14
APP	7

weapon	sr	attack	damage	parry	points
Self Bow	3/9	45%	1D6+1	26%	7
Scimitar	8	45%	1D6+2	35%	10
Target	9	15%	1D6	50%	12
Dagger	9	30%	1D4+2	25%	6

Note: will always use scimitar in impaling mode

Skills: Hide 80%, Listen 30%, Sneak 80%

Armor: wears 2 point leather and furs.

Nomad Thrall One

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/3
HP 9	l leg	05-08	04-06	2/3
FP 5	abdomen	09-11	07-10	2/3
MP 10	chest	12	11-15	2/4
Scimitar: 10	r arm	13-15	16-17	2/3
Target: 12	l arm	16-18	18-19	2/3
Dagger: 6	head	19-20	20	2/3

Nomad Thrall Two

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/3
HP 9	l leg	05-08	04-06	2/3
FP 5	abdomen	09-11	07-10	2/3
MP 10	chest	12	11-15	2/4
Scimitar: 10	r arm	13-15	16-17	2/3
Target: 12	l arm	16-18	18-19	2/3
Dagger: 6	head	19-20	20	2/3

Nomad Thrall Three

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/3
HP 9	l leg	05-08	04-06	2/3
FP 5	abdomen	09-11	07-10	2/3
MP 10	chest	12	11-15	2/4
Scimitar: 10	r arm	13-15	16-17	2/3
Target: 12	l arm	16-18	18-19	2/3
Dagger: 6	head	19-20	20	2/3

Nomad Thrall Four

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/3
HP 9	l leg	05-08	04-06	2/3
FP 5	abdomen	09-11	07-10	2/3
MP 10	chest	12	11-15	2/4
Scimitar: 10	r arm	13-15	16-17	2/3
Target: 12	l arm	16-18	18-19	2/3
Dagger: 6	head	19-20	20	2/3

Nomad Lord's Horse

characteristics		attributes	
STR	36	Move:	10
CON	18	Hit Points:	26
SIZ	34	Fatigue Points:	54-7=47
INT	4	Magic Points:	16
POW	16	DEX SR:	3
DEX	10		

location	melee	missile	points
rh leg	01-02	01-02	2/7
lh leg	03-04	03-04	2/7
hind q	05-07	05-09	4/11
fore q	08-10	10-14	4/11
rf leg	11-13	15-16	2/7
lf leg	14-16	17-18	2/7
head	17-20	19-20	4/9

weapon	sr	attack	damage
Kick	5	75%	1D8+3D6
Rear&Plunge	5	60%	2D8+3D6
Bite	5	55%	1D8
Trample	5	75%	6D6

Notes: wears thick (2-pt) padding over body and head; trappings decorated with silver worth 220 p.

Nomad Thrall Five

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/3
HP 9	l leg	05-08	04-06	2/3
FP 5	abdomen	09-11	07-10	2/3
MP 10	chest	12	11-15	2/4
Scimitar: 10	r arm	13-15	16-17	2/3
Target: 12	l arm	16-18	18-19	2/3
Dagger: 6	head	19-20	20	2/3

Nomad Thrall Six

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/3
HP 9	l leg	05-08	04-06	2/3
FP 5	abdomen	09-11	07-10	2/3
MP 10	chest	12	11-15	2/4
Scimitar: 10	r arm	13-15	16-17	2/3
Target: 12	l arm	16-18	18-19	2/3
Dagger: 6	head	19-20	20	2/3

Nomad Thrall Seven

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/3
HP 9	l leg	05-08	04-06	2/3
FP 5	abdomen	09-11	07-10	2/3
MP 10	chest	12	11-15	2/4
Scimitar: 10	r arm	13-15	16-17	2/3
Target: 12	l arm	16-18	18-19	2/3
Dagger: 6	head	19-20	20	2/3

Nomad Thrall Eight

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	2/3
HP 9	l leg	05-08	04-06	2/3
FP 5	abdomen	09-11	07-10	2/3
MP 10	chest	12	11-15	2/4
Scimitar: 10	r arm	13-15	16-17	2/3
Target: 12	l arm	16-18	18-19	2/3
Dagger: 6	head	19-20	20	2/3

Chieftain

characteristics		attributes	
STR	13	Move:	3/10 riding
CON	18	Hit Points:	16
SIZ	14	Fatigue Points:	31-23=8
INT	16	Magic Points:	19+spirits
POW	19		23=42
DEX	21	DEX SR:	1
APP	16		

location	melee	missile	points
r leg	01-04	01-03	6/6
l leg	05-08	04-06	6/6
abdomen	09-11	07-10	6/6
chest	12	11-15	6/8
r arm	13-15	16-17	6/5
l arm	16-18	18-19	6/5
head	19-20	20	6/6

weapon	sr	attack	damage	parry	points
Comp. Bow	1/5/9	90%	1D8+1	29%	7
Scimitar	5	86%	1D6+2+1D4	48%	10
Lance	1+	85%	1D10+1+3D6	—	12
Target	—	—	—	79%	12

Spirit Magic (72%): Demoralize (2), Firearrow (2), Healing 6, Protection 6 (known by intellect spirit) Dispel Magic 8

Skills: Animal Lore 85%, First Aid 54%, Listen 62%, Orate 79%, Ride 95%, Scan 93%, Throw 60%, Track 65%

Magic Items: Armband holds bound intellect spirit (INT 8, POW 13). Gorget and belt each hold bound power spirits (POW 12 and POW 11, respectively).

Notes: wears full ringmail plus 1-point leather; silver armband (with focus) is worth 300 p.

Nomad Warriors

characteristics		attributes	
STR	13	Move:	3/10 mounted
CON	13	Hit Points:	13
SIZ	13	Fatigue Points:	26-19=7
INT	14	Magic Points:	14
POW	14	DEX SR:	2
DEX	16		
APP	12		

location	melee	missile	points
r leg	01-04	01-03	5/5
l leg	05-08	04-06	5/5
abdomen	09-11	07-10	5/5
chest	12	11-15	5/6
r arm	13-15	16-17	5/4
l arm	16-18	18-19	5/4
head	19-20	20	5/5

weapon	sr	attack	damage	parry	points
Comp. Bow	2/7	60%	1D8+1	25%	7
Scimitar	6	50%	1D6+2+1D4	35%	10
Lance	2+	50%	1D10+1+3D6	—	12
Target	—	—	—	60%	12

Spirit Magic (49%): Firearrow (2), Healing (2), Healing 2, Mobility 3

Skills: First Aid 40%, Listen 45%, Ride 80%, Scan 70%, Search 60%, Track 50%

Notes: wears full ringmail.

Nomad Warrior One

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/5
HP 13	l leg	05-08	04-06	5/5
FP 7	abdomen	09-11	07-10	5/5
MP 14	chest	12	11-15	5/6
	r arm	13-15	16-17	5/4
	l arm	16-18	18-19	5/4
	head	19-20	20	5/5

Mount One

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	2/6
HP 23	lh leg	03-04	03-04	2/6
FP 46	hind q	05-07	05-09	2/10
MP 11	fore q	08-10	10-14	2/10
	rf leg	11-13	15-16	2/6
	lf leg	14-16	17-18	2/6
	head	17-20	19-20	2/8

Nomad Warrior Two

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/5
HP 13	l leg	05-08	04-06	5/5
FP 7	abdomen	09-11	07-10	5/5
MP 14	chest	12	11-15	5/6
	r arm	13-15	16-17	5/4
	l arm	16-18	18-19	5/4
	head	19-20	20	5/5

Mount Two

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	2/6
HP 23	lh leg	03-04	03-04	2/6
FP 46	hind q	05-07	05-09	2/10
MP 11	fore q	08-10	10-14	2/10
	rf leg	11-13	15-16	2/6
	lf leg	14-16	17-18	2/6
	head	17-20	19-20	2/8

Nomad Warrior Three

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/5
HP 13	l leg	05-08	04-06	5/5
FP 7	abdomen	09-11	07-10	5/5
MP 14	chest	12	11-15	5/6
	r arm	13-15	16-17	5/4
	l arm	16-18	18-19	5/4
	head	19-20	20	5/5

Mount Three

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	2/6
HP 23	lh leg	03-04	03-04	2/6
FP 46	hind q	05-07	05-09	2/10
MP 11	fore q	08-10	10-14	2/10
	rf leg	11-13	15-16	2/6
	lf leg	14-16	17-18	2/6
	head	17-20	19-20	2/8

Nomad Warrior Four

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/5
HP 13	l leg	05-08	04-06	5/5
FP 7	abdomen	09-11	07-10	5/5
MP 14	chest	12	11-15	5/6
	r arm	13-15	16-17	5/4
	l arm	16-18	18-19	5/4
	head	19-20	20	5/5

Mount Four

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	2/6
HP 23	lh leg	03-04	03-04	2/6
FP 46	hind q	05-07	05-09	2/10
MP 11	fore q	08-10	10-14	2/10
	rf leg	11-13	15-16	2/6
	lf leg	14-16	17-18	2/6
	head	17-20	19-20	2/8

Nomad Warrior Five

attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/5
HP 13	l leg	05-08	04-06	5/5
FP 7	abdomen	09-11	07-10	5/5
MP 14	chest	12	11-15	5/6
	r arm	13-15	16-17	5/4
	l arm	16-18	18-19	5/4
	head	19-20	20	5/5

Mount Five

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	2/6
HP 23	lh leg	03-04	03-04	2/6
FP 46	hind q	05-07	05-09	2/10
MP 11	fore q	08-10	10-14	2/10
	rf leg	11-13	15-16	2/6
	lf leg	14-16	17-18	2/6
	head	17-20	19-20	2/8

Nomad Warrior Six

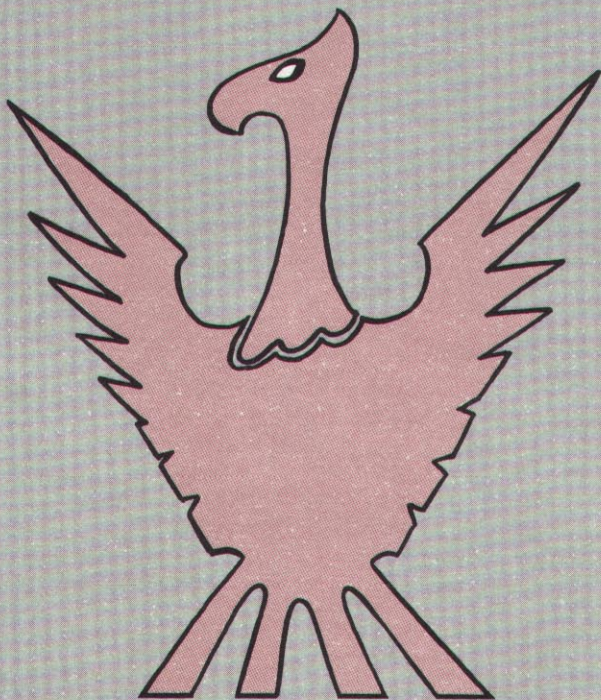
attributes	location	melee	missile	pts
Move 3	r leg	01-04	01-03	5/5
HP 13	l leg	05-08	04-06	5/5
FP 7	abdomen	09-11	07-10	5/5
MP 14	chest	12	11-15	5/6
	r arm	13-15	16-17	5/4
	l arm	16-18	18-19	5/4
	head	19-20	20	5/5

Mount Six

attributes	location	melee	missile	pts
Move 10	rh leg	01-02	01-02	2/6
HP 23	lh leg	03-04	03-04	2/6
FP 46	hind q	05-07	05-09	2/10
MP 11	fore q	08-10	10-14	2/10
	rf leg	11-13	15-16	2/6
	lf leg	14-16	17-18	2/6
	head	17-20	19-20	2/8

The Crew of the Sea-Warrior

The *Sea-Warrior* has a crew of 40 men when she sails from Red Sun Fjord. 32 vikings man the double ranks of 16 oars. Five relief oarsmen relax until needed. The prowman, nominal second-in-command, stands lookout at the bow. The leader and steersman stand in the stern.



Horic the Lap magician

characteristics	attributes
STR 8	Move 3 _____
CON 14	Hit Points 13 _____
SIZ 12	Fatigue 22-3=19 _____
INT 18	Magic Points 15+ fetch 10=25 _____
POW 15	DEX SR 2 _____
DEX 16	
APP 13	

location	melee	missile	pts
r leg	01-04	01-03	2/5 _____
l leg	05-08	04-06	2/5 _____
abdomen	09-11	07-10	2/5 _____
chest	12	11-15	2/6 _____
r arm	13-15	16-17	2/4 _____
l arm	16-18	18-19	2/4 _____
head	19-20	20	2/5 _____

no weapon skills

Skills: Animal Lore 85%, First Aid 35%, Plant Lore 50%, World Lore 65%, Sing 75%, Dance 75%.

Spirit Magic (75%): Heal 4 (carved bone), Glamour 3 (drum).

Divine Magic (100%): Command Bird (gull feathers), Cloud Call (leather bag of goose down), Call Wind (knot-leather thong), Illusory Sight (small pebble). Note: illusion is limited to a volume equivalent to SIZ 1 (mouse, sparrow, insect, etc.)

Fetch: INT 14 POW 10

Personality Sketches

Gudmund Thorkelson is quiet and thoughtful, a more cautious viking leader than most. He keeps all his feelings to himself, always presenting an impassive face to others. His closest (perhaps only close) friend is Ingolf. Gudmund has no real feeling for his crewmen; practical caution rather than concern for his men prompts him to avoid risky enterprises. He is clever at manipulating emotional men, goading them to action through mild but accurately-aimed barbs.

Hakon is a warrior through and through, though not a stupid or foolish one. For a berserk, he is remarkably sane and well-controlled. He doesn't dislike Gudmund, but he seriously questions Gudmund's spirit and bravery. Hakon is not a bad man, but his actions often have unfortunate consequences. He is conceited and insensitive, only observant along the focus of his immediate interest, and utterly contemptuous of weaklings and cowards. He trusts his instincts rather than pausing to consider a plan.

Ingolf is Gudmund's cousin and loyal sidekick. They've been together for years. Ingolf is more personable and light-

hearted than Gudmund, but he shares Gudmund's natural indifference to casual friendships.

Solvi is a pleasant man proud of his skill in shipbuilding. He loves *Sea-Warrior* as he had loved all his ships. Fighting comes naturally to him, but he doesn't get a thrill from it like other vikings. Gardi and he are boyhood friends and inseparable companions. Solvi will befriend the player characters as he teaches them seamanship.

Gardi is a powerfully-built man with the disposition of a lamb. He is slow to anger, but in battle his nature darkens and he is a ruthless killer. He is a loyal friend, and he protects his friends with his life — a good man to go viking with.

Strykar is constitutionally unpleasant. His bitterness and viciousness is concealed under an amiable mask of good will and pleasant courtesy. The peaceful appearance can be shattered at any minor irritation, breaking into uncontrollable rage. He is dangerous and unpredictable, but a fearless and respected fighter.

Horic Lapplander is a kind of vagabond/shaman who left his people and the frozen tundra to see the world. His Norse

is broken and difficult to understand, but he is as gleeful as a child and entertains in the evening with marvelous tales, folk songs, and wild dances. None of the other vikings feel comfortable with him, the adventurers may be friendly and sympathetic. If so, he will hang-about them for his own protection.

Most of the crew will call Horic a sorcerer. In terms of comparative religions he would be called an animalistic shaman (i.e. he believes that all of the elements of nature have spirits that may be controlled). In *RuneQuest* terms he is a shaman of the Nameless Multitude, a collective term for the spirits of nature. He uses both spirit and divine spells as though they were spirit spells. Each spell requires its own focus (which is noted in parentheses in the spell listings below). Horic also owns a drum which bears many runes and is used in Horic's myth-telling.

Horic's game-roll is that of an eccentric foreigner possessing mysterious powers. He is not forceful or violent like many viking magicians. His magical style is instead subtle and playful. He uses his illusion magic to distract would-be attackers with tiny nuisances (e.g. a mouse crawling up the attacker's arm).

An asterisk after a name indicates a major non-player character who cannot be deleted. **Npc Type** corresponds to the different general types of vikings described in the *Vikings Digest*, the appropriate stats (characteristics, abilities, skills) from the models in the booklet should be used for the characters in this adventure. **Loyalty Friendship**

indicates the primary loyalty and personal ties of the major non-player characters. ! means strong feelings; ? means uncertain or feigned loyalty. **ATTITUDE TOWARD PCS** is a guide to the crewman's response if approached by a player character; it also suggests how likely the crewman would risk his life to help the player character.

CREWMAN NAME	STATUS ON-SHIP	CHOSEN WEAPON	NPC TYPE	LOYALTY/FRIENDSHIP	ATTITUDE TOWARD PCS
1. Gudmund Thorkelson*	Viking Leader	Bastard Sword (Iceheart)	Elite	3!/4	Neutral
2. Hakon Raven-Hair*	Berserk, Prowman	1H Battleax (Foebiter)	Berserk	1?/6	Hostile
3. Ingolf*	Steersman	Longspear	Good	1!/1	Neutral
4. Solvi*	Shipwright, Sailor	Bastard Sword	Good	1!/5	Friendly
5. Gardi*	Oarsman, Sailor	Warhammer (Dreammaker)	Better	1!/4	Friendly
6. Strykar*	Oarsman, Berserk	Twin 1H Battleax	Berserk	1?,2!	Hostile
7. Horic* Lapplander	Oarsman, Wizard	Shortsword	Poor	1,5!	Friendly
8. Thorbjorn	Oarsman, Warrior	2H Ax	Better	1?,6!	Hostile
9. Olaf Ironjaw	Oarsman, Warrior	Broadsword, Self Bow	Good	1?/2!	Hostile
10. Haldoor	Oarsman, Sailor	Longspear, Javelin	Fair	1/11!	Friendly
11. Rognvald	Oarsman, Sailor	Longspear, Javelin	Fair	1/10!	Friendly
12. Illugi	Oarsman, Sailor	Broadsword	Fair	1/??	Neutral
13. Njal	Oarsman, Warrior	Longspear, Javelin	Good	1?/2!	Hostile
14. Harek	Oarsman, Warrior	Warhammer	Better	1?/2!	Hostile
15. Bersi	Oarsman, Warrior	Broadsword, Self Bow	Good	1?/2!	Hostile
16. Hrafn	Oarsman	1H Battleax	Better	1/-	Neutral
17. Svein	Oarsman	1H Battleax	Better	1/-	Neutral
18. Knut	Oarsman	1H Battleax	Better	1/-	Neutral
19. Eldgrim	Oarsman	Broadsword	Good	1/-	Neutral
20. Ulf	Oarsman	Broadsword	Good	1/-	Neutral
21. Ottar	Oarsman	Broadsword	Good	1/-	Neutral
22. Leif	Oarsman	Broadsword	Good	1/-	Neutral
23. Glum	Oarsman	Broadsword	Good	1/-	Neutral
24. Finn	Oarsman	Longspear	Fair	1/-	Neutral
25. Bork	Oarsman	Longspear	Fair	1/-	Neutral
26. Otkel	Oarsman	Longspear	Fair	1/-	Neutral
27. Eirik	Oarsman	Longspear	Fair	1/-	Neutral
28. Botolf	Oarsman	Longspear	Fair	1/-	Neutral
29. Arnlaug	Oarsman	Longspear	Fair	1/-	Neutral
30. Lambi	Oarsman	Longspear	Fair	1/-	Neutral
31. Arnor	Oarsman	Broadsword	Poor	1/-	Neutral
32. Brand	Oarsman	Broadsword	Poor	1/-	Neutral
33. Thrain	Oarsman	Broadsword	Poor	1/-	Neutral
34. Hall	Oarsman	Broadsword	Poor	1/-	Neutral
35. Gest	Oarsman	Broadsword	Poor	1/-	Neutral
36. (PC)					
37. (PC)					
38. (PC)					
39. (PC)					

Wind Children

characteristics		attributes	
STR	9	Move:	2/9
CON	14	DEX SR:	2
SIZ	7		
INT	12		
POW	13		
DEX	17		
APP	12		

weapon	sr	attack	damage	parry	points
Self Bow	2/7	60%	1D6+1	30%	5
Dagger	8	40%	1D4+2	40%	6

Dodge: 45%

Spells: Disruption, Healing 3, Speedart

Wind Child One

attributes	location	melee	missile	pts
MP 13	r leg	01-03	01-02	0/4
HP 11	l leg	04-06	03-04	0/4
Fat. 23	abdomen	07-09	05-08	0/4
	chest	10	09-13	0/5
	r wing	11-12	14-15	0/3
	l wing	13-14	16-17	0/3
	r arm	15-16	18	0/3
	l arm	17-18	19	0/3
	head	19-20	20	0/4

Wind Child Two

attributes	location	melee	missile	pts
MP 13	r leg	01-03	01-02	0/4
HP 11	l leg	04-06	03-04	0/4
Fat. 23	abdomen	07-09	05-08	0/4
	chest	10	09-13	0/5
	r wing	11-12	14-15	0/3
	l wing	13-14	16-17	0/3
	r arm	15-16	18	0/3
	l arm	17-18	19	0/3
	head	19-20	20	0/4

Wind Child Three

attributes	location	melee	missile	pts
MP 13	r leg	01-03	01-02	0/4
HP 11	l leg	04-06	03-04	0/4
Fat. 23	abdomen	07-09	05-08	0/4
	chest	10	09-13	0/5
	r wing	11-12	14-15	0/3
	l wing	13-14	16-17	0/3
	r arm	15-16	18	0/3
	l arm	17-18	19	0/3
	head	19-20	20	0/4

Wind Child Four

attributes	location	melee	missile	pts
MP 13	r leg	01-03	01-02	0/4
HP 11	l leg	04-06	03-04	0/4
Fat. 23	abdomen	07-09	05-08	0/4
	chest	10	09-13	0/5
	r wing	11-12	14-15	0/3
	l wing	13-14	16-17	0/3
	r arm	15-16	18	0/3
	l arm	17-18	19	0/3
	head	19-20	20	0/4

Helthule Warriors

characteristics		attributes	
STR	9	Move:	2/9
CON	14	DEX SR:	2
SIZ	7		
INT	12		
POW	13		
DEX	17		
APP	12		

weapon	sr	attack	damage	parry	points
Self Bow	2/7	50%	1D6+1	30%	5
Rock	2	40%	3D6		

Dodge: 45%

Spells: Disrupt, Healing 6, Protection 6

Notes: "armor" listed is actually Protection spell.

Helthule Warrior One

attributes	location	melee	missile	pts
MP 12	r leg	01-03	01-02	6/4
HP 10	l leg	04-06	03-04	6/4
Fat. 18	abdomen	07-09	05-08	6/4
	chest	10	09-13	6/5
	r wing	11-12	14-15	6/3
	l wing	13-14	16-17	6/3
	r arm	15-16	18	6/3
	l arm	17-18	19	6/3
	head	19-20	20	6/4

Helthule Warrior Two

attributes	location	melee	missile	pts
MP 15	r leg	01-03	01-02	6/4
HP 11	l leg	04-06	03-04	6/4
Fat. 19	abdomen	07-09	05-08	6/4
	chest	10	09-13	6/5
	r wing	11-12	14-15	6/3
	l wing	13-14	16-17	6/3
	r arm	15-16	18	6/3
	l arm	17-18	19	6/3
	head	19-20	20	6/4

Wind Child Five

attributes	location	melee	missile	pts
MP 13	r leg	01-03	01-02	0/4
HP 11	l leg	04-06	03-04	0/4
Fat. 23	abdomen	07-09	05-08	0/4
	chest	10	09-13	0/5
	r wing	11-12	14-15	0/3
	l wing	13-14	16-17	0/3
	r arm	15-16	18	0/3
	l arm	17-18	19	0/3
	head	19-20	20	0/4

Wind Child Six

attributes	location	melee	missile	pts
MP 13	r leg	01-03	01-02	0/4
HP 11	l leg	04-06	03-04	0/4
Fat. 23	abdomen	07-09	05-08	0/4
	chest	10	09-13	0/5
	r wing	11-12	14-15	0/3
	l wing	13-14	16-17	0/3
	r arm	15-16	18	0/3
	l arm	17-18	19	0/3
	head	19-20	20	0/4

Helthule Warrior Three

attributes	location	melee	missile	pts
MP 12	r leg	01-03	01-02	6/4
HP 10	l leg	04-06	03-04	6/4
Fat. 18	abdomen	07-09	05-08	6/4
DEX 16	chest	10	09-13	6/5
	r wing	11-12	14-15	6/3
	l wing	13-14	16-17	6/3
	r arm	15-16	18	6/3
	l arm	17-18	19	6/3
	head	19-20	20	6/4

Helthule Warrior Four

attributes	location	melee	missile	pts
MP 15	r leg	01-03	01-02	6/4
HP 11	l leg	04-06	03-04	6/4
Fat. 19	abdomen	07-09	05-08	6/4
DEX 17	chest	10	09-13	6/5
	r wing	11-12	14-15	6/3
	l wing	13-14	16-17	6/3
	r arm	15-16	18	6/3
	l arm	17-18	19	6/3
	head	19-20	20	6/4

The Sea Serpent

characteristics

STR	42
CON	38
SIZ	50
INT	3
POW	10
DEX	4

attributes

Move: 6 (swimming)
Hit Points: 44
Fatigue Points: 80
Magic Points: 10

	melee & missile	points
tail	01-06	12/15
body	07-14	12/18
head	15-20	12/15

weapon	sr	attack	damage
Bite	7	60%	1D6+5D6
Constrict	10	40%	5D6

During each melee round the serpent can attack twice, biting first then constricting 3 SRs later. The monster will bite at a different crewman or adventurer each round.

In this case, the constriction attack is aimed at the knorr itself. Each round that the serpent constricts the ship, the acting captain's player must attempt to resist the rolled

damage with the ship's current seaworthiness value. If the player is successful then only damage in excess of the current seaworthiness of the ship will reduce seaworthiness. If this resistance roll is failed, then the entire damage total reduces seaworthiness.

Then the same rolled damage total is then compared to the ship's hull quality value of the ship, deduct that amount of excess damage from the ship's structure points, and reduce hull quality by one.

If the ship's seaworthiness value falls to zero the ship is swamped. If either the structure points or the hull quality value falls to zero, the ship has broken apart.

Ghosts

Ghost One: INT 8, POW 14

Ghost Two: INT 9, POW 15

Ghost Three: INT 14, POW 12

Ghost Four: INT 9, POW 14

Large Shade

characteristics

STR	32
POW	28

attributes

Move: 6
Hit Points: 35

Rockbeast

A rockbeast resembles a gigantic hairless rodent carved out of stone. The value of its hit locations function as armor points, not hit points. To damage this creature, the armor points in a hit location must be exceeded, in which case that area's armor point value drops by 1. If a critical hit is obtained, then all damage in excess of that area's armor points serve to reduce its armor point value. Example: A viking hits the rockbeast in the head, doing 19 points of damage. The rockbeast's head armor points of 10 are exceeded, so its armor point value in that location drops to 9. The next round, another viking delivers a critical hit (worth 11 points) to the head of the same creature. All damage in excess of 9 points counts as damage to the head (since this is a critical hit), and the value of the head armor points drops to 7.

The rockbeast cannot be incapacitated and has fixed INT. If two or more limbs are destroyed, it is immobilized and can safely be bypassed. If the head, hindquarters, or forequarters are destroyed, it falls to pieces.

The Rockbeast

characteristics

STR	34
SIZ	18
INT	11 (fixed)
DEX	16

attributes

Magic Points: 15
Hit Points: n/a
Fatigue Points: n/a
DEX SR: 2

location	melee	missile	points
rh leg	01-02	01-02	8
lh leg	03-04	03-04	8
hind q	05-07	05-09	12
fore q	08-10	10-14	12
rf leg	11-13	15-16	8
lf leg	14-16	17-18	8
head	17-20	19-20	10

weapon	sr	attack	damage
Bite	7	50%	3D6*

*If the rockbeast's bite penetrates armor, the hit location struck turns to stone. The area is paralyzed and useless, though sturdy. If the head, chest, or abdomen is struck, the victim dies. A ruined limb can only be restored via Divine Intervention or weird magic.

Personal Information

Adventurer Name _____ Player Name _____
 Species **HUMAN** _____ Homeland/Clan _____
 Age _____ Gender: ☐ Male ☐ Female Parent Occupation _____
 Culture **VIKING** _____ Adventurer Occupations _____
 Religion _____

Characteristics

current: STR ____ CON ____ SIZ ____ INT ____ POW ____ DEX ____ APP ____
original: STR ____ CON ____ SIZ ____ INT ____ POW ____ DEX ____ APP ____

Selected Attributes

Damage Modifier _____ Move Rate _____ DEX SRM _____ + SIZ SRM _____ = MELEE SRM _____

Skills

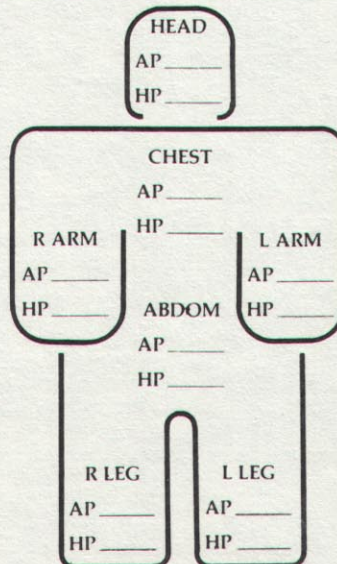
Agility ()		Knowledge ()		Manipulation ()	
Boat (05)	<input type="checkbox"/>	Animal Lore (05)	<input type="checkbox"/>	Conceal (05)	<input type="checkbox"/>
Climb (40)	<input type="checkbox"/>	Craft (10)	<input type="checkbox"/>	Devise (05)	<input type="checkbox"/>
Dodge (05)	<input type="checkbox"/>		<input type="checkbox"/>	Sleight (05)	<input type="checkbox"/>
Jump (25)	<input type="checkbox"/>		<input type="checkbox"/>	Play Instrument (00)	<input type="checkbox"/>
Ride (05)	<input type="checkbox"/>	Evaluate (05)	<input type="checkbox"/>		<input type="checkbox"/>
Skate (25)	<input type="checkbox"/>	First Aid (10)	<input type="checkbox"/>		<input type="checkbox"/>
Ski (25)	<input type="checkbox"/>	Human Lore (05)	<input type="checkbox"/>		<input type="checkbox"/>
Swim (15)	<input type="checkbox"/>	Lawspeaking (05)	<input type="checkbox"/>	Perception ()	
Throw (25)	<input type="checkbox"/>	Martial Arts (00)	<input type="checkbox"/>	Listen (25)	<input type="checkbox"/>
		Mineral Lore (05)	<input type="checkbox"/>	Scan (25)	<input type="checkbox"/>
		Plant Lore (05)	<input type="checkbox"/>	Search (25)	<input type="checkbox"/>
Communication ()		Read / Write Language (00)	<input type="checkbox"/>	Track (05)	<input type="checkbox"/>
Fast Talk (05)	<input type="checkbox"/>		<input type="checkbox"/>		
Orate (05)	<input type="checkbox"/>		<input type="checkbox"/>	Stealth ()	
Sing (05)	<input type="checkbox"/>		<input type="checkbox"/>	Hide (10)	<input type="checkbox"/>
Speak Norse (30)	<input type="checkbox"/>	Shiphandling (00)	<input type="checkbox"/>	Sneak (10)	<input type="checkbox"/>
(00)	<input type="checkbox"/>	World Lore (05)	<input type="checkbox"/>		

Magic

Ceremony (05)	_____	_____	_____	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>
Enchant (00)	_____	_____	_____	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>
Summon (00)	_____	_____	_____	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>
Duration (00)	_____	_____	_____	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>
Intensity (00)	_____	_____	_____	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>
Multispell (00)	_____	_____	_____	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>
Range (00)	_____	_____	_____	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>

Weapon Skills (A% mod____) (P% mod____)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____



Equipment

pennies _____

armor _____

Total ENC: _____
(subtract total ENC from Fatigue)

Attribute Tallies

Magic Points:				0	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	32	33	34	35	36	37

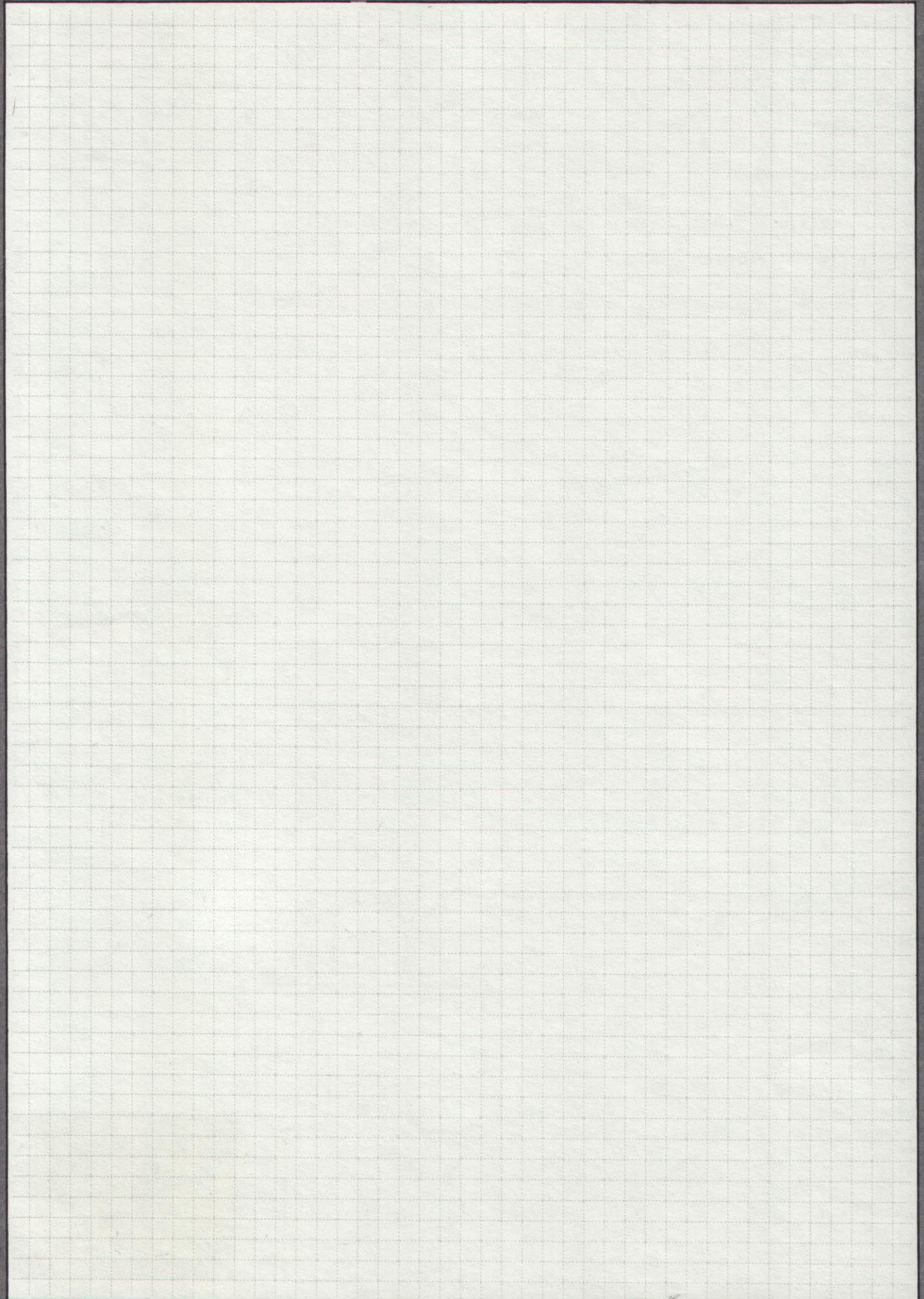
Fatigue Points:							
1	2	3	4				
5	6	7	8				
9	10	11	12	13	14	15	
16	17	18	19	20	21	22	
23	24	25	26	27	28	29	
30	31	32	33	34	35	36	
37	38	39	40	41	42	43	
44	45	46	47	48	49	50	

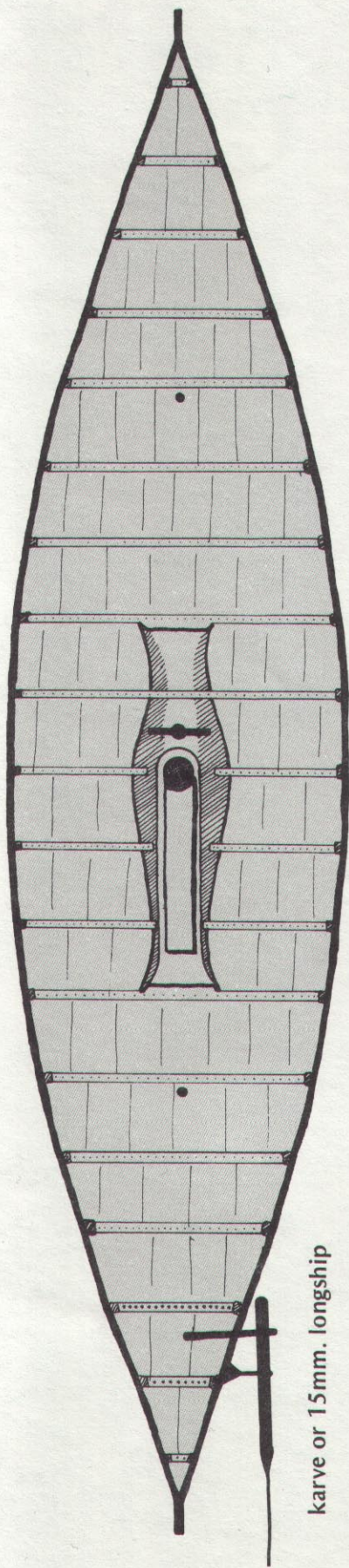
Hit Points:	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24
25	26	27	28	29
30	31	32	33	34
35	36	37	38	39

Hit Location Table (humanoid)

Melee	Location	Missile
01-04	R Leg	01-03
05-08	L Leg	04-06
09-11	Abdom	07-10
12	Chest	11-15
13-15	R Arm	16-17
16-18	L Arm	18-19
19-20	Head	20

Other notes, skills, spells, and treasure

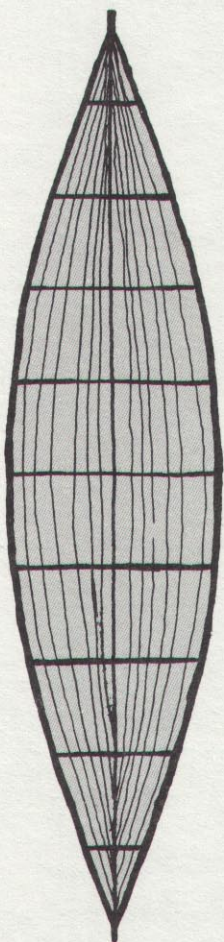




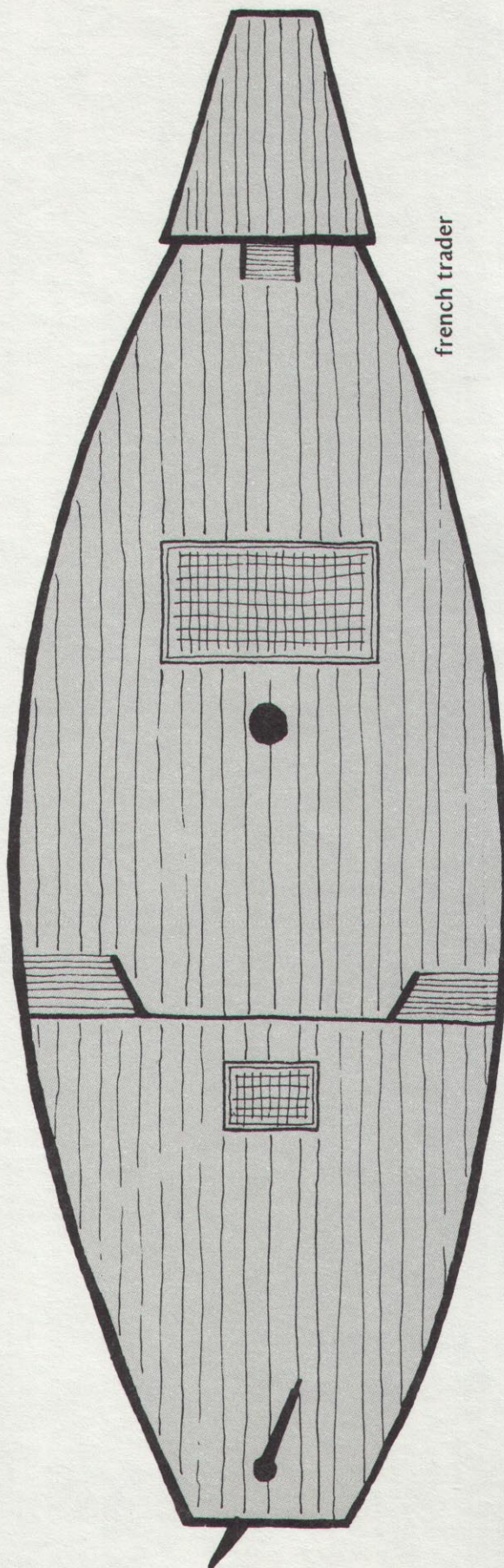
karve or 15mm. longship



small boat or ship's boat



undistinguished fishing vessel



french trader



●𐌰𐌹𐍃𐌺𐌸𐌳𐌹𐌽:𐌱𐌶𐌵𐌿𐍄𐌴𐌾𐌸𐌲𐌻𐌸𐌹𐌺𐌰𐌼𐌹𐌺𐌰𐌼𐌹𐌺



AIH
GAMES OF STRATEGY

Players Book



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A Chaosium Game

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Introduction

During the years c. 780 - 1070 lived the vikings, a people renowned for their far-ranging travels and feared for their savagery. With this supplement, you can live the life of a fierce viking warrior, out to explore the world.

Living And Playing In Alternate Earth

Alternate Earth is a world of magic and myth. While drawing upon the knowledge of archeology and science for background, its motivations are those of legend, not of culture and economics. Where the sources of rich story conflict with those of dry science, the science must flee before the magic of the campaign.

There is no set real-time analog to Alternate Earth. It is a place where various terrestrial cultures co-exist. We can find, for instance, adventures wherein Attila the Hun (living historically circa 450 A.D.) interacts with Ermanaric, king of the Ostrogoths (living historically circa 350 A.D.) and Sigurd the Volsung, who lived only in the minds of men.

Anachronisms are the rule here. Omissions are common, both intentionally and of ignorance. Distortions of archeology, history, and literature are inevitable.

The influence of magic on the world must never be forgotten. Friends of the pagan gods wield real power, not the mummery of historical priests. Thaumaturgists can bend the fabric of reality and create the sorcerers' city of Salamanca, the peaceful land of Prester John, or the visionary dreamland of Cockaigne. The geography may include the ancient realms or ruins of Atlantis, Lemuria, or Thule and the distant realms of Hyperborea, Myrkwood, or Giantland.

The presence of alien races must always be remembered. The things of dream and nightmare stalk

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the world alongside the paths of men. The waste places are filled with living monsters and intelligent threats. Ancient powers hold sway over ancient territories. Anything might happen.

This is a world of story. Its primary force is drama. Its purpose is personal involvement with the exotic. Its intent is to give enjoyment.

Enter the magical realm of the imagination and forget that viking pirates, missionary crusaders and Shaolin monks did not co-exist. Get involved. Feel for your character. Be a hero.

When Is This Campaign?

Vikings is a combination of both fact and extrapolated information. For instance, there is little record of priests in Scandinavia, but the game has a need for their functions to be defined and so I have extrapolated the known facts from Iceland to include all Scandinavia. It includes facts from all known literary records and interpretations of those facts, run side by side despite the anachronisms. Thus the period includes several centuries of history.

The historical Viking Period roughly occurred during the years 780-1070 A.D. During this era hundreds of younger sons left home in search of land, fame, and wealth. They pillaged and settled in kingdoms from the Mediterranean to Vinland. This era could form the basis for a more or less historical game, enhanced by the fantasy elements and whatever anachronisms the gamemaster desires.

Alternately, the legendary era may be used. Less is known about these years, save for the tales set forth by Saxo Grammaticus and Snorri Sturlasson. The favored period would be 500-575 A.D. the time of Beowulf and Hrothgar. In those days the gods still strode the world and mingled with men, monsters roamed the earth, and the Scandinavians knew next to nothing of the outside world. Once again, anachronisms will probably abound, especially if the characters sail in the famed longships which add so much to the image of the vikings (sails were not used in Scandinavia until almost 700 A.D.).

Most likely, a combination of both eras will be played, as portrayed in the scenarios contained in this campaign box.

Who Are These People?

Vikings concerns itself with the indigenous human culture of preliterate Scandinavia. It does not make much attempt to separate the legendary way of life, as depicted in Beowulf, from the quasi-historical style of the Icelandic Sagas. There are many names used for these people in the supplement which are treated more or less as synonyms, despite the violence done to the more precise definitions of our language.

Vikings — This name was used for the raiders who descended upon the literate European world in the ninth to eleventh centuries. We use it to describe the general culture from which these people came, and occasionally also as the verb form as the activity done: to go viking.

Norsemen, Norse — This means Northmen, a term used throughout history to describe the same raiders. Sometimes in historical sources it also means Norwegians, but not in this *RuneQuest* supplement.

Scandinavians — The natives called the land in the center of their "known world" Skani, and the outside world sometimes called their land Scania. It is now called Scandinavia.

Several other terms are also used, but not to describe the whole cultural group. Most viking characters will regard themselves first as part of their family, second as part of their province, and sometimes thirdly as part of a kingdom or larger group. Those used in this *RuneQuest* supplement are:

Swedish, Swedes — This is the oldest organized kingdom in Scandinavia, founded by the gods themselves. This includes some of the areas of eastern Scandinavia.

Denmark, Danes — This includes part of southern Scandinavia, usually including portions of Jutland, the Vithesleth islands, and Skani.

Norway, Norwegians — This includes the western Scandinavians, especially those of the southwest where the Kingdom of Norway was eventually established.

Rus — The Scandinavians of the great rivers in Russia. These are the easternmost vikings, beyond the known world of the player characters.

Varangians — People who came into contact with the Scandinavians in the far east called them Varangians. Some of the vikings would have called themselves this in those areas as well.

Pronunciations

A number of letters are pronounced differently in the Norse language than in modern English. For those who care to pronounce them correctly, these approximations are provided.

a	as in ah
aa	between aa and oh
ei, ey	as in rein, they
g	hard, as in gone
j	long e, like in elope
ng	as in thing
oa	two sounds, like oh-ah
th	either soft (thorn) or hard (the). The latter is sometimes written dh
u	long, except when followed by a doubled consonant (Skuld vs. Gunnar)



Character Creation

Though much like us in personality and temperament, the viking world is harsh on those who are weak. When creating and playing your characters, strive to learn as much of viking society and the world as you can.

Vikings are a colorful, exciting, and misunderstood people who serve as archetypal barbarians for many works of fiction. To non-vikings the norsemen are giants from the frozen north — cruel warriors who live to pillage, and the last great European culture to abandon paganism for Christianity. The viking sagas show a gentler side of their lives, yet reveal the same hard fierceness which is their earmark.

Vikings are much like us in personality. Some are cruelly powerful, living in a time when they can terrorize others. Others are generous, humble, and kind. Some are proud and noble, never compromising their code of right and wrong. Others are compliant and flexible, able to adapt to any circumstances.

Your viking character's personality can be founded on any specific behavior pattern you wish. The results of your character's actions will depend upon the gamemaster and campaign style: treacherous backstabbers occur in the sagas, but they never live very long; nor will a campaign where they dominate. Murderous antisocial imbeciles occur, as berserks, who are kept under control by their employers or serve as victims for the real heroes of the norsemen.

The viking way of life offers a particularly good opportunity to roleplay characters who act like typical roleplaying warrior-adventurers, for such was their actual historical role. Characters may be completely independent of each other, save for the task at hand, free to wander in and out of escapades. Alternately, they can be a tightknit band of old friends, loyal to a single chieftain, who stay together at all times and sacrifice some freedom for known company. They can stay in one place and work for their community

forever, or wander about the known and unknown world. Characters might be devout initiates of a deity, casual worshippers, or completely godless. Most importantly, the vikings are in it for the loot — a motivation which most beginning roleplayers understand.

Create a viking character. Set sail for loot and plunder upon the edges of the world, and enjoy your fantasy.

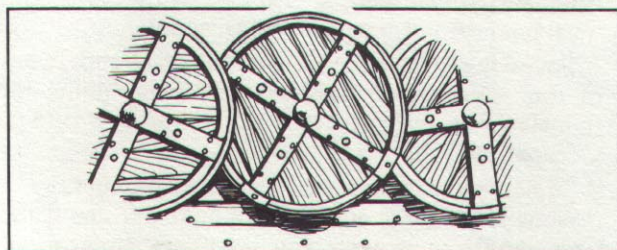
Character Generation Notes

Your gamemaster may have preconceptions concerning your character's origin, ensuring that the characters begin the game together. Check with him. Some possible demands which he could make include: having all the characters come from the same province; having them all come from one family; having them all be housecarls except one who is their chieftain (or jarl); or having all the characters begin as farmer-fishers.

Before play, you should decide what your character's life objectives are. Every character's motivations differ. Does he intend always to fight and fight until death, content with accumulating whatever glory he can that way? Does he want to find a nice plot of land someplace and settle down? Will he be content when he finds employment in some jarl's hird? Will he seek to become the most famous scald in the world? Does he want to be a monster slayer, or a berserk, or a godi? Does he want to travel to every known place to discover for himself what it is like? Does he want to get married and raise a family?

This knowledge will help you roleplay better. It might necessitate retiring your character from active play if he achieves his goals, but that is often the point of roleplaying anyway. Don't be afraid to start a new character — the objective of roleplaying is not always to play a character to his death, but to play the most exciting moments of a character's life. When it is time for the hero of your campaign-story to live happily ever after, it is time to move on to a new story, with a new hero.

Viking shields, as they appear hanging from the side of a longship.



Viking Characteristics: Viking characters add 2 points to their STR and SIZ. All other statistics and attributes are figured normally.

Viking Names: The following lists of viking names are drawn from several sagas. Many other names can be found and players may choose from them as well as these.

Men's Names

Aki, Alf, Alfgeir, Amundi, Ari, Armod, Arnfinn, Arnlaug, Arnor, Aslak, Bardi, Bergthor, Bersi, Bodvar, Bork, Botolf, Bjarni, Bjorn, Brand, Bui, Egil, Einar, Eindridi, Eirik, Eldgrim, Erlend, Eyjolf, Eysteinn, Eyvind, Finn, Finnbogi, Fridgeir, Gardi, Geir, Geirmund, Geirstein, Gest, Gizur, Glum, Grani, Grim, Gudmund, Gunnar, Gunnbjorn, Gunnlaug, Hafgrim, Hakon, Hall, Halldor, Harald, Harek, Hastein, Hauk, Havard, Hallfred, Halfdan, Hedin, Helgi, Herjolf, Hjalti, Hogni, Hord, Hrafn, Hring, Hroald, Hrut, Illugi, Ingi, Ingjald, Ingolf, Isleif, Ivar, Kalf, Kari, Karlsefni, Ketil, Kolbein, Knut, Kol, Lambi, Leif, Ljot, Ljotolf, Lodin, Mord, Odd, Ofeig, Ogmund, Olaf, Olvir, Onund, Otkel, Orm, Otrygg, Ottar, Ozur, Ragnar, Rognvald, Runolf, Sam, Sighvat, Sigurd, Sigtrygg, Sigmund, Skapti, Snorri, Solmund, Solvi, Starkad, Stein, Steinkel, Steinthor, Styrkar, Sturla, Sumarlidi, Svein, Thjodolf, Thjostolf, Thorarin, Thorbjorn, Thorbrand, Thord, Thorfinn, Thorgeir, Thorgest, Thorgils, Thorgrim, Thorhall, Thorkel, Thormod, Thorir, Thorstein, Thorvald, Thrand, Thrain, Tosti, Ulf, Uni, Vagn, Valgard, Vandradd, Vestein, Vermund, Vigfus, Yngvar

It is also possible to make up new names. Read through the list and note how there are many compound names, especially those which use the name prefixes Thor-, Ing-, Gunn-, Finn-; and the suffixes -finn, -stein, -grim, and -geir. Combine them, or others, to make a distinctive name.

Vikings are commonly known as the son or daughter of a parent, normally the father, though also of their mother if their father is long deceased. They have no other last names — there are no family names. Thus two children of Eirik the Red are Leif Eiriksson and Ferydis Eiriksdotter. Examples of men with names of their mother include Svein Asleifarson and Gunnar Hlifarson. These are often the only identifying names which a person has.

Women's Names

Alfdis, Arnora, Asa, Asgerd, Asleif, Asta, Astrid, Aud, Bera, Bergljot, Bergthora, Dotta, Freydis, Gjaflaug, Gudrid, Grima, Grimhild, Groa, Gudrid, Gudrun, Gunnhild, Gyda, Halldis, Hallfrid, Hallgerd, Hallveig, Helga, Herdis, Hild, Hildigunn, Hlif, Hrefna, Hrodny, Ingibjorg, Ingigerd, Ingirid, Ingunn, Jorunn, Katla, Ragna, Ragnhild, Rannveig, Saeunn, Sigrid, Svala, Thjodhild, Thora, Thorbjorg, Thordis, Thorfinna, Thorgerd, Thorgunna, Thorhalla, Thorhild, Thorkatla, Thorunn, Thurid, Thyra, Unn, Valgerd, Vigdis.

Another identifier is to call a person after the place he comes from. We find Alf of the Dales, Geirstein of Jorvi, Njal of Bergthorsknoll, and Ketil of Mork.

Viking nicknames are famous. History would be duller if Swein was not noted for his forked beard, Ragnar for his hairy breeks, Eirik for his red hair, or Harald for his hard rule. You may choose such a nickname before play, or, as the vikings themselves did, earn it through actions.

Interesting Nicknames

Bag-nose, Bare-legs, Beard, Black, Bloodaxe, Bluetooth, Boneless, Braggart, Broad-shouldered, Buttered-bread, Clerk, Cod-biter, Crow, Deep-minded, Dueller, Easterner, Fast-sailer, Fat, Fecund, Fine-hair, Fish-hook, Flat-nose, Flayer, Fool, Foot, Forkbeard, Fosterer, Gold-brow-poet, Golden, Good, Grey, Grey-cloak, Hairy, Hairy-breeks, Halftroll, Handsome, Hard-mouth, Hard-sailer, Hare-foot, Heathcock, Hook, Horse-head, Huntsman, Killer, Lace-cuff, Lean, Little, Long-leg, Mighty, Noisy, Old, Overbearing, Pale, Paunch-shaker, Peaceful, Peacock, Pin-leg, Powerful, Priest (or Godi), Quiet, Rascal, Rattle, Raven, Red, Scale-clatterer, Serpent-tongue, Shabby, Short, Silk-beard, Skull-splitter, Sleekstone-eye, Slender, Smooth-tongue, Stout, Strong, Stubborn, Swarthyskin, Tall, Tree-foot, Troublesome-poet, Unruly, War-tooth, Wealthy, White, Wing, Wise, Wry-neck, Wry-mouth, Yeoman, Young.

A suffix or prefix may also be used to designate a person. Common prefixes in usage are: Viga- (Fighting or Killing), Holmgongu- (duelling), Vikinga- (of the Viking raids). A common suffix is -fari (the traveler), as in Jorsalafari (Jerusalem-farer) or Dyflinnafari (Dublin-farer).

Species: All vikings are human.

Age: as in *RuneQuest*.

Gender: Warrior women are famous in Norse legend, with a couple of dubious historical examples as well.

Culture: Barbarian

Religion: See below, but probably Thor, Odin, or Freyr; or a spirit landvaettir, alfar, or disir.

Homeland: Roll D100 and consult the Homeland Table to determine the homeland of the character. Most vikings will consider themselves to be from whatever province they were born in — not members of the Swedish or Danish kingdom.

Note that this only allows players to come from Scandinavia. If gamemasters wish to have characters originate in other lands later settled by the Norse, this must be done independently of this table.

Following each provincial name is a reference to one of four Occupation Tables. After determining the homeland of the character, go to the appropriate Occupation Table for that land.

Some regions are not on this table for a number of reasons. Some were outside Scandinavia (Iceland and Greenland), some were too legendary (Jomsburg),

Homeland Table

D100	place	occupation table
01-02	Agdir (N)	Common Land
03	Aland Is.	Common Land
04-05	Blekinge	Common Land
06	Bornholm	Common Land
07	Estland	Trade Center
08-09	Falster (D)	Common Land
10	Fjord	Common Land
11-13	Fyn (D)	Common Land
14-16	Gotland	Trade Center
17-18	Hedemark (N)	Inland Region
19	Halland (D)	Common Land
20-21	Halogaland	Common Land
22-24	Halsingland	Common Land
25-26	Hordaland (N)	Common Land
27-28	Jamtland	Inland Region
29-33	Jutland (D)	Trade Center
34-35	Namdalar	Common Land
36-37	Norrland	Common Land
38-39	Nordmore	Common Land
40-41	Oland	Common Land
42-54	Ostergotland	Inland Region
45	Ostfold (N)	Common Land
46-47	Ranriki	Common Land
48-49	Raumeriki (N)	Common Land
50-51	Ringeriki (N)	Common Land
52-53	Rogaland (N)	Common Land
54	Romsdalar	Common Land
55-56	Sogn (N)	Common Land
57-58	Suddmore	Common Land
59-61	Skani (D)	Common Land
63	Smaland	Inland Region
64-69	Svealand (S)	Trade Center
70-72	Trondelag	National Capital
73-80	Uppland (S)	National Capital
81-83	Uplands (N)	Inland Region
84-85	Varmland (S)	Inland Region
86-89	Vithesleth (D)*	Common Land
90-92	Vestfold (N)	Trade Center
93-95	Vastergotland	Inland Region
96-100	Zealand (D)	National Capital

Notes:

D indicates normally subject to Danish King

S indicates normally subject to Swedish King

N indicates occasionally subject to Norwegian King

* Visethleth means "the wide plane" and includes all those islands between Skani and Jutland except Zealand and Fyn.

and some are reserved to be a place of adventure (Vinland).

Occupations

The Homeland Table above refers to one of four Occupation Tables. These tables do not reflect the average percentages of the viking population engaged in these pursuits, but rather reflect the various social classes from which a player character is likely to arise.

Roll D100 and consult the appropriate table. Once your result is found, go to the appropriate occupation background listing below.

Kinsmen

The family of a viking is very important to him while at home. The size and influence of his family affect his actions. A character who has a small family will be less arrogant than one with a large family — might makes right. There is a great potential for injustice here, but heroic characters struggle against all odds.

There are advantages and disadvantages to both large and small families. The size of the family will determine what extra skills are available for free training each winter of home stay. Large families have more skills to draw from but, because there are more members, it may be harder for your character to get exactly what he wants to learn. A large family will have more people to support a legal suit, to pay a wergeld, and to assist in a blood fight. However, individual members will get less money when the family collects a wergeld, and individuals who go viking and share their loot when they return will end up with less hard treasure.

Family Generation Procedure

Each player should roll D100 and consult the following table.

D100	result
01-16	Very Large Family
17-46	Large Family
47-82	Medium Family
83-100	Small Family

Common Land Occupation Table

D100	occupation
01-04	Crafter
05-25	Farmer
26-46	Farmer/Fisher
47-67	Fisher
68-70	Godi
71-76	Houscarl
77-88	Hunter
89-92	Jarl
93-94	Scald
95-96	Shaman
97-100	Trader

Inland Region Occupation Table

D100	occupation
01-04	Crafter
05-54	Farmer
55-57	Godi
58-63	Houscarl
64-88	Hunter
89-92	Jarl
93-94	Scald
95-96	Shaman
97-100	Trader

Trade Center Occupation Table

D100	occupation
01-12	Crafter
13-28	Farmer
29-45	Farmer/Fisher
46-61	Fisher
62-66	Godi
67-76	Houscarl
77-84	Jarl
85-88	Scald
89-100	Trader

National Capital Occupation Table

D100	occupation
01-08	Crafter
09-18	Farmer
19-38	Farmer/Fisher
39-48	Fisher
49-56	Godi
57-71	Houscarl
72-76	Hunter
77-88	Jarl
89-92	Scald
93-100	Trader

Small families have fewer special skills to learn from, but family members are more likely to get the skills which they choose. Members of small families will pay more when they pay weregeld and individually gain more when they collect. They will generally stick closer together as well.

These generalities are condensed into the Family Generation Procedure.

The precise size of your family will be determined later, with the gamemaster. It is not important to know details now. It will only be important to know in case of a raid on your land or if you go to a court of law.

Previous Experience

Previous Experience is determined in the same manner as in *RuneQuest*, using the following occupation notes.

New Skills

The following new skills are available to viking characters, and have been included in the Previous Experience occupations.

Lawspeaking (05%)

This is the skill of knowing the customary law of your own thing. It is used only in court cases pursued at a thing.

This is a Lore (Knowledge) skill, with a base chance of 05%. It may never be raised by experience, only by study.

During a court session (*i.e.* when using The Thing scenario), the plaintiff states his charges and names his witnesses. The defendant then steps forward and names his witnesses.

Crafter

Crafters are rare, but highly valued for the superior products which they make. They tend to accumulate in the cities, but may come from any jarl's community. **Skills:** Boat ×1, Fast Talk ×3, Speak Norse ×1, Speak Other ×1, Craft ×5, Evaluate ×3, First Aid ×1, Human Lore ×3, World Lore ×1, Conceal ×2, Devise ×4, Ceremony ×1, Fist Attack ×2, Dagger Attack ×2, 1H Weapon Attack ×1, 1H Weapon Parry or Shield Parry ×1, Ski ×1. **Magic:** To determine whether your adventurer knows spirit or divine magic, roll D100 and consult this table:

01-50 **Spirit Magic:** Your adventurer knows 1D3-1 spells after he reaches age 15, and 1 additional point each 10 years or fraction thereafter. The precise spells must be determined by consulting the Spirit Determination Table.

51-00 **Divine Magic:** Your adventurer's parents worship Odin. He may automatically become an initiate of the cult at age 15. He will then receive both Initiate of Odin and normal experience each year.

Equipment: Set of hand tools appropriate to craft, goods worth 120 pennies, linen and wool clothing, hatchet, hammer, pack, weapons, 50m rope.

Scald

Scalds are professional entertainers hired to compose songs and sing the praises of their employer. The Norse have no traditional instrument used by their scalds. **Skills:** Boat ×3, Throw ×2, Fast Talk ×2, Orate ×3, Sing ×3, Speak (Own) ×2, Speak (Other) ×1, First Aid ×2, Human Lore ×4, Conceal ×1, Devise ×1, Ceremony ×1, Fist Attack ×2, 1H Weapon Attack ×3, 1H Weapon Parry ×2, Ski ×1. **Magic:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once determined, do not change it before play.

01-30 **Spirit Magic:** Your adventurer knows 1D3-1 points of spells after he reaches age 15, and 1 additional point each 10 years or fraction thereafter. The precise spells must be determined by consulting the Spirit Determination Table.

31-00 **Divine Magic:** Your adventurer's parents worship Odin. He may automatically become an initiate of the cult at age 15. He will then receive both Initiate of Odin and normal experience each year.

Equipment: 3-point armor, sword or axe and shield, spear, 5 pennies in coin, 25 pennies goods, linen and wool clothing, knife, pack, firemaker, 50m rope, blankets.

Farmer

Norse farmers use a light plow pulled by oxen to plant barley, some wheat, and a variety of vegetables. They also raise animals including sheep, pigs, cattle, and goats. **Skills:** Throw ×2, Craft (wood) ×2, First Aid ×3, Animal Lore ×3, Plant Lore ×4, World Lore ×2, Devise ×2, Scan ×2, Search ×1, Ceremony ×1, Fist Attack ×2, Dagger Attack ×1, 1H Weapon Attack ×2 and Shield Parry or Dodge ×2, — or 2H Weapon Attack and Parry or Dodge ×2, Ski ×2. **Magic:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once determined, do not change it before play.

01-75 **Spirit Magic:** Your character gets 1D3 points of spells after he reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof. The precise spells must be determined by consulting the Spirit Determination Table.

76-00 **Divine Magic:** Your adventurer's parents worship Thor. Your adventurer can automatically become an Initiate of that god. He will then receive both Initiate experience and normal occupational experience.

Equipment: Clothing, leather armor (2 pts), weapons, knife, hatchet, pack, 50m rope, foodstuffs worth 120 pennies.

Fisher

Many Norse make their living exclusively by fishing, including deep-sea fishing, whaling, and gathering littoral shellfish. **Skills:** Boat ×5, Climb ×2, Swim ×4, Throw ×2, Sing ×1, First Aid ×1, Animal Lore ×3, Plant Lore ×1, World Lore ×2, Devise ×1, Scan ×3, Ceremony ×1, Fist Attack ×1, Dagger Attack ×1, 1H Spear Attack ×3 and Parry or Dodge ×2. **Magic:** Roll D100 to determine beginning religion. Do not change this until after play.

01-75 **Spirit Magic:** Your character gets 1D3 points of spells after he reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof. The precise spells must be determined by consulting the Spirit Determination Table.

76-00 **Divine Magic:** Your adventurer's parents worship Njord. Your adventurer can automatically become an Initiate of that god. He will then receive both Initiate experience and normal occupational experience.

Equipment: Spear, shield, dagger, 200m rope, fishing gear, pack, firemaker, salt fish worth 120 pennies.

Farmer / Fisher

The rugged coastline of Scandinavia allows most vikings to farm small plots of land and fish the coastal waters. **Skills:** Boat ×3, Climb ×3, Swim ×3, Throw ×2, First Aid ×2, Animal Lore ×3, Plant Lore ×3, World Lore ×2, Devise ×1, Scan ×2, Search ×1, Ceremony ×1, Fist Attack ×1, Dagger Attack ×1, 1H Spear Attack ×2 and Shield Parry or Dodge ×2—or 2H Weapon Attack ×2 and Parry or Dodge ×2, Ski ×1. **Magic:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic do not change it before play.

01-75 **Spirit Magic:** Your character gets 1D3 points of spells after he reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof. The precise spells must be determined by consulting the Spirit Determination Table.

76-00 **Divine Magic:** Your adventurer's parents worship Thor. Your adventurer can automatically become an Initiate of that god. He will then receive both Initiate experience and normal occupational experience.

Equipment: Foodstuffs worth 120 pennies, leather (2 pts) armor, spear, shield, dagger, pack, 50m rope, firemaker, tinder.

Trader

Beginning viking traders transport goods from their homelands to the Scandinavian markets and there trade with the foreigners who are there. Trade outside norse lands is beyond the scope of Previous Experience. **Skills:** Throw ×2, Fast Talk ×4, Orate ×2, Speak Norse ×2, Speak (Other) ×2, Evaluate ×5, First Aid ×1, Human Lore ×4, Shiphandling ×2, Devise ×2, Search ×1, Fist Attack ×2, Dagger Attack ×1, 1H Weapon Attack ×1 and Parry ×1, Ski ×1. **Magic:** Divine Magic: Your adventurer's parents worship Odin. He may automatically become an initiate of the cult at age 15. He will then receive both Initiate of Odin and normal experience each year.

Equipment: Fine clothes, linen and wool clothing, leather armor (2 pts), 1H weapon, shield, knife, pack, firemaker and tinderbox, 1500 pennies in goods, 500 pennies in coin, set of weights and scales.

Hunter

Hunters spend their time tracking, trapping, and otherwise seeking animals for their food, fur, feathers, and other salable parts. **Skills:** Climb ×1, Jump ×1, Throw ×2, First Aid ×1, Animal Lore ×3, World Lore ×1, Conceal ×1, Devise ×2, Scan ×2, Search ×2, Track ×2, Hide ×2, Sneak ×2, Ceremony ×1, Fist Attack ×1, Dagger Attack ×1, Bow Attack ×4, 1H Spear Attack ×2, Spear Parry ×1, Ski ×1. **Magic:** Roll D100 to determine whether your character knows divine or spirit magic. Once you have determined it, do not change it until after play begins.

01-50 **Spirit Magic:** Your adventurer gets 1D3-1 points of spells after age 15, and one additional point for each succeeding 10 years afterwards. The precise spells must be determined by consulting the Spirit Determination Table.

51-00 **Divine Magic:** Your adventurer's parents worship Ullr, the hunting god, and your character may automatically become an initiate of that cult. He will then receive both Initiate experience and normal occupational experience.

Equipment: Foodstuffs worth 120 pennies, leather (2 pts) armor, weapons used, pack, 50m rope, fire starter.

Initiate

Characters who are initiates of a cult may get the following skills each year in addition to their normal experience. **Skills:** Each required cult skill ×1; Ceremony ×1. **Magic:** (from parent's deity) 1 point increase in POW per three years; this may be sacrificed for 1-use divine magic. POW may be increased only to 21. Also receive 1 point of cult religion spirit magic per five years thereof. **Equipment:** amulet or charm of deity worth 10 pennies.

Jarl

Jarls are noblemen in Scandinavia. Details are covered in the text. **Skills:** Throw ×1, Fast Talk ×2, Orate ×3, Speak Norse ×1, Speak (Other Lang) ×1, Evaluate ×2, First Aid ×1, Human Lore ×2, Shiphandling ×3, World Lore ×2, Scan ×2, Search ×1, Ceremony ×1, Fist Attack ×1, Dagger Attack ×1, 1H Weapon Attack ×4 and Shield Parry ×4, or 2H Weapon Attack and Parry ×4, Ski ×1. **Magic:** Roll D100 to determine whether your adventurer knows spirit or divine magic. Once determined, do not change it until after play begins.

01-25 **Spirit Magic:** Your adventurer gets 1D3-1 points of spells at age 15, plus one point for each succeeding 10 years, or fraction thereof. The precise spells must be determined by consulting the Spirit Determination Table.

26-00 **Divine Magic:** Your adventurer's parents worship Odin. Your character may become an initiate of that cult automatically. He will receive both normal and Initiate experience for his Previous Experience.

Equipment: Cuirbouiilli armor (3 pt), helm (4 pt), noble clothing linen and wool clothing, sword or axe, shield, spear, knife, small axe, pack, 50m rope, water skin, 1920 pennies in goods, coin, and trinkets.

Godi

Godar are priests of the norsemen. Figure the character background as the *RuneQuest* Priest, Barbarian. **Skills:** Ride ×1, Throw ×1, Fast Talk ×1, Orate ×5, Speak Norse ×4, First Aid ×1, Human Lore ×3, Read Runes ×3, Ceremony ×3, Enchant ×2, Summon ×2, Fist Attack ×1, Dagger Attack ×1, 1H Weapon Attack ×2 and Shield Parry ×2, or 2H Weapon Attack and Parry ×2, Ski ×1. **Magic for a Godi's Offspring:** All must come from the godi's deity. 1 point increase in POW every three years which may be sacrificed for divine spells, but POW may not increase over 21; Offspring of a godi also receive 1 point of cult magic per five years or fraction thereof. **Magic for Priests:** 1 point increase in POW per year, which may be sacrificed for reusable divine spells, but POW may not increase over 21. A godi also gains 1 point of cult spirit magic per year. **Equipment:** Symbols and artifacts of the deity, noble clothing, linen and wool clothing, knife, hatchet, pack, rope, gourds, weapons, 80 pennies coin, misc. goods worth 400 pennies.

Shaman

Shamans are either full time shamans or the volvas (wise women) of the communities. All skills, magic, and equipment are determined as for the *RuneQuest* Barbarian Shaman.

Houscarl

Houscarls are employees of a landowner. Often they are the full time warriors of the jarls employed as part of his hird. **Skills:** Boat ×1, Throw ×2, First Aid ×2, World Lore ×2, Shiphandling ×2, Conceal ×1, Listen ×3, Scan ×3, Search ×1, Track ×2, Hide ×1, Fist Attack ×1, Dagger Attack ×1, Bow Attack ×2, 2H Weapon Attack ×4, and Parry ×4 or 1H Weapon Attack ×4 and Shield Parry ×4, Ski ×1. **Magic:** Divine Magic: Warrior houscarls are always devotees of the cult of Odin. Your adventurer can gain Initiate experience in addition to his normal experience each year. **Equipment:** weapons, helm (4 pt), bezaunted armor (4 pt), good clothing, water skin, war booty worth 500 pennies, pack.

The players of each party try to succeed in a Lawspeaking roll. This is one round of debate — each side states arguments or precedents which bear upon the dispute.

If both sides fail or succeed in the Lawspeaking roll, the case continues and another round of Lawspeaking debate is begun.

If one fails and the other succeeds, then the successful roll is the winner of the case. The suit is settled in his favor. Tyr has spoken and justice is done.

Skate (25%)

Ice skates were well known in ancient Scandinavia, and were used as modern skates are. Their blades were normally made of bone.

Skating is an Agility skill, with a beginning skill of 25% to all norse characters. With skates a character may move over ice at the normal movement rate of 3.

Ski (25%)

Viking skis were cross-country skis, not downhill racing skis. They were also different from modern cross-country skis. The norsemen skied without poles. Their left ski was similar to ours: long and narrow.

The right, however, was much shorter and had a strip of beaver skin glued to the bottom so that the fur bristled to the back of the ski. They got along by balancing on the left leg and pushing with the right.

Going downhill was much easier than cross-country skiing, but offered more chance of falling if the skier were careless.

Ski is a Agility skill, with a beginning skill of 25% to all norse characters. With skis a character can move across snowy ground as if he were walking normally on good ground (movement rate 3).

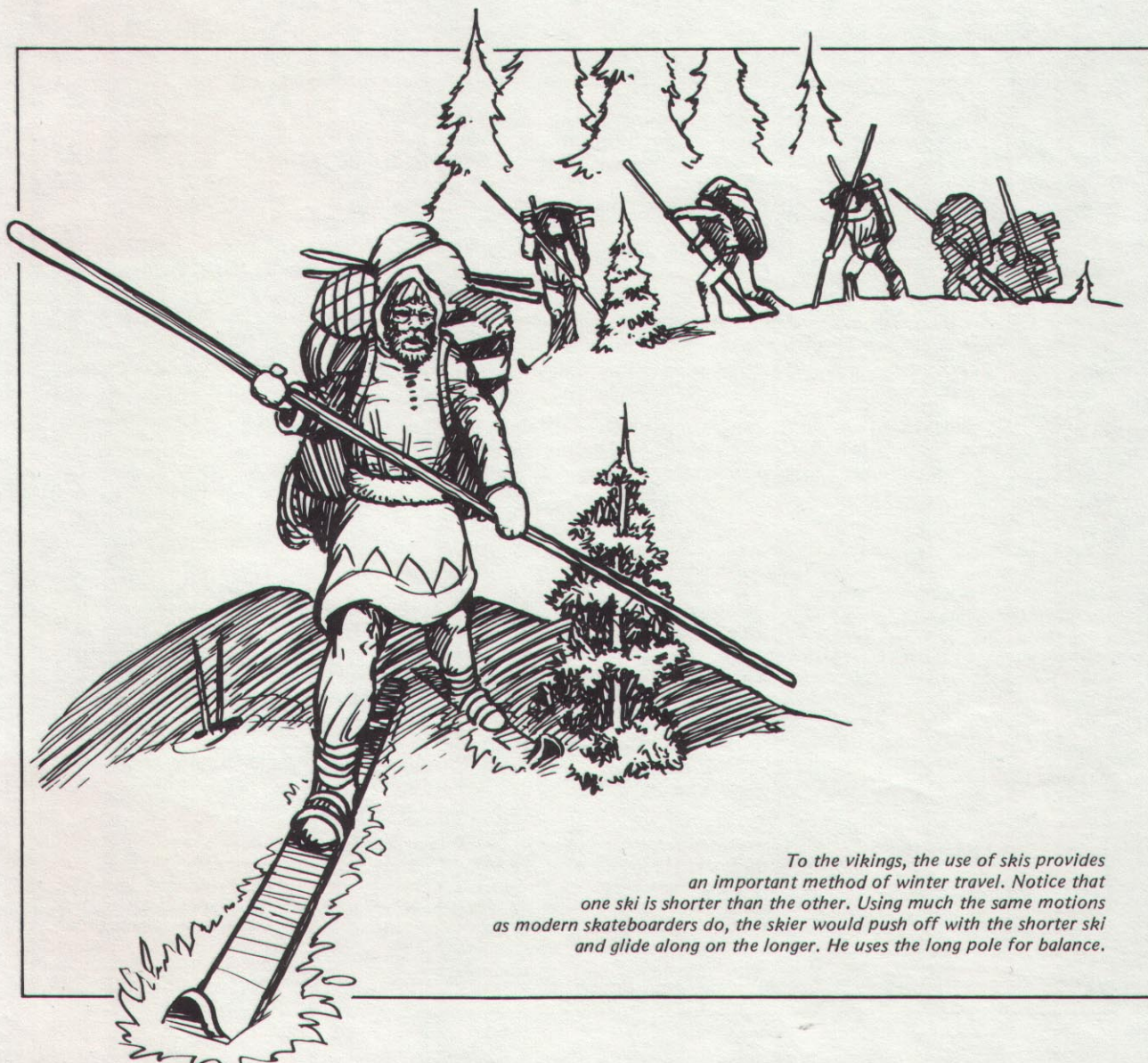
Snowshoes

Viking snowshoes were similar to modern snowshoes. Walking with snowshoes does not require a special skill. Anyone who can walk normally on good ground can walk on snow with snowshoes.

Movement rate for walking with snowshoes is half normal. While wearing snowshoes all Agility skills are reduced to one half normal.

Languages

For all viking characters, "Own Language" is Norse. This tongue is the precursor of modern Danish,



To the vikings, the use of skis provides an important method of winter travel. Notice that one ski is shorter than the other. Using much the same motions as modern skateboarders do, the skier would push off with the shorter ski and glide along on the longer. He uses the long pole for balance.

Norwegian, Swedish, and Icelandic, and is spoken by all the natives of those lands.

Other languages which vikings might know include: Slavic, English, Finnish, Magyar, Greek, Scottish, Irish, Turkish, Hunnish, German, Latin, Arabic, Persian.

Read Own Language refers to Norse Runes, a system of magical symbols not initially used as a script for

normal writing, though later used in memorial and funerary writings. Most vikings are illiterate.

Weapons

Certain weapons are more appropriate to vikings than others. For generating viking characters use the weapons and the base chances given on the Viking Weapons Table. No other weapons are used by vikings.

Viking Weapons Table

The number given in parentheses after each entry is the base percentage known by typical characters growing up in viking society.

Weapons used both for attack and parry:

- 1H or 2H spear (25)
- 1H Axe, Hammer, or Sword (25)
- 2H Axe (15)
- Fist (25)
- Dagger (15)

Weapons used for attack only:

- Self Bow (25)
- Throwing axe or hammer (15)

Weapons used to parry only:

- Viking Round Shield, Buckler (25)

The Hammer

The thrown hammer of Thor was little used in historical times. Thor's hammer is symbolic of the divine thunderbolt which the god uses to strike down his foes. Characters may use manufactured weapons in combat to prove their devotion to their god.

Hammer (melee use)

STR/DEX: 11/9
 Damage: 1D6+2
 SR: 2
 Base Chance: 25 Viking
 10 Other

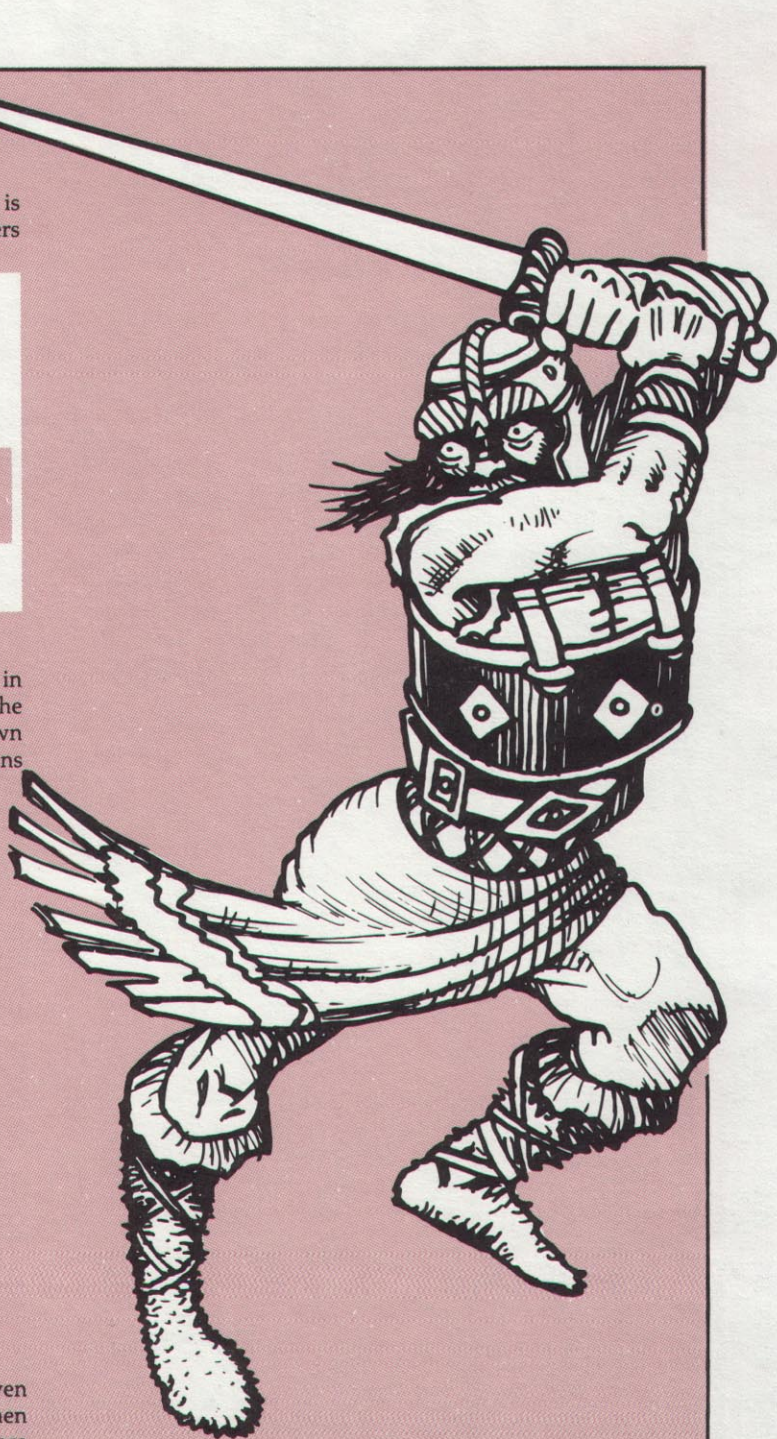
ENC: 2.0
 Armor Points: 8
 Cost: 150p

Hammer (thrown)

STR/DEX: 11/11
 Damage: 1D6
 Range: 20m
 Rate: 1/SR
 Base Chance: 15 Viking
 05 Other

ENC: 2.0
 Armor Points: 8
 Cost: 150p

These weapons are very exotic and unusual, even among vikings. Their real value will be seen when fighting undead and many other creatures who are immune to all edged weapons.





Viking Society

A viking lives within the confines of a small stead, surrounded by people he has known his entire life. Occasionally he participates in an exploratory voyage, seeking wealth and glory.

Personal Virtues

The most important virtues to vikings are hospitality, honor, loyalty, courage, and generosity.

Hospitality

Hospitality is the act of greeting guests or strangers with warmth and generosity. Adam of Bremen, writing in the 11th century, said, "Hospitality is characteristic of all Northmen. To refuse shelter to a traveler is the greatest disgrace among them. Yea, they even argue with one another as to who has the greatest claim to entertain a guest." Odin, the chief of the gods, is the guardian of hospitality, and offers sage words concerning guests in the poem Havamal:

*Fire is needed by the newcomer
Whose knees are frozen numb;
Meat and clean linen a man needs
Who has fared across the fells.*

*Water, too, that he may wash before eating,
Handcloths and a hearty welcome,
Courteous words, then courteous silence
That he may tell his tale.*

(Havamal 8, 9)

Honor

Honor is keeping one's word, a critical measure of viking respect. Oathbreaking, lying, and cheating are all frowned upon by the vikings, though practiced regularly (especially against outsiders). A good man maintained his word even when it was distasteful.

The contempt shown for dishonor is seen in the immense scorn shown by Wiglaf, the only houscarl who aided Beowulf in the aged king's final battle against a dragon. He addresses the other warriors afterwards:

*"And now the giving of swords, of golden
Rings and rich estates, is over,
Ended for you and everyone who shares
Your blood: when the brave Geats hear*

*How you bolted and ran none of your race
Will have anything left but their lives. And death
Would be better for them all, and for you, than the kind
Of life you can lead, branded by disgrace."*

(Beowulf, 2884-2891)

Honor accrues to a man's good name, and without honor there is no purpose to life. The point is flatly stated in two verses of Havamal, verses said to have been uttered by Odin himself:

*Cattle die, kindred die,
Every man is mortal.
But the good name never dies
Of one who has done well.*

*Cattle die, kindred die,
Every man is mortal:
But I know one thing that never dies,
The glory of the great dead.*

(Havamal 73, 43)

Loyalty

Loyalty was first to the family, then to the province, then to the kingdom if there was one. All these can be superseded by swearing personal loyalty as a houscarl to a single lord, to whom the swearer is bound by oath. The lord protects, honors, and gifts his followers who, in return, do anything, including die for him.

Note that this loyalty does not always mean blind obedience. For instance, Jarl Sigurd of the Orkneys was listening to lies one evening when Kari Solmundarson heard it and was incensed.

*He ran the length of the hall and struck Gunnar Lambason
on the neck with such violence that his head flew off on to the
table in front of the king and the earls. Earl Sigurd recognized
the man who had done the killing and cried, "Seize Kari and
put him to death."*

*Kari had been a member of the earl's retinue himself and
was well liked by everyone; and no one stood up to carry out
the earl's order.*

(Njal's Saga, 155)

Courage

Courage is simple bravery. Vikings often turn away from uneven odds, or flee in fear from the unknown. But their courage to confront, and fight, foes is remarkable in an age when violence is commonplace. There are many examples of the type of courage shown by Gunnar, Hjort, and Kolskegg who decide not to run when ambushed by 30 enemy warriors, despite a prophetic dream which Gunnar had. Tactically advantaged on a small island, Gunnar and his companions withstand their assailants but at last Gunnar's brother, Hjort, is slain by Thorir the Easterner.

Gunnar saw this and hurled himself at the Easterner; with one sweep he sliced him in two at the waist. Next he threw the halberd at Bork, sending it right through him and pinning him to the ground. Kolskegg cut off Hauk Egilsson's head, and Gunnar sliced off Ottar Egilsson's forearm.

"Let us run," said Starkad, "these are not men we are fighting."

Gunnar said, "You will find it embarrassing to tell of this battle if you have nothing to show you have been in one." He ran at Starkad and Thorgeir and dealt them each a wound.

(Njal's Saga, 63)

Their fearlessness is not only in the face of weapons. Bjarni Grimolfsson was one of many on a ship sinking in the mid Atlantic. There were too many people for the lifeboat, so everyone drew lots to determine who would sail away in the lifeboat. A companion of Bjarni's complained that he was being left behind and suggested they change places.

"So be it," said Bjarni. "I can see that you would spare no effort to live, and are afraid to die."

So they changed places. The Iclander stepped into the boat and Bjarni went back on board the ship; and it is said that Bjarni and those who were on the ship with him perished there in the maggot sea.

Those in the ships's boat sailed away and reached land, where they recounted this story.

(Eirik's Saga, 13)

No one now recalls the name of the coward, but Bjarni's courage is still acclaimed centuries later.

Generosity

Generosity is especially esteemed in leaders, who are expected to give presents to their followers, poets, and other supporters. When Harald Hardrada was announced king of Norway by his kinsman, Thorir of Steig, the new king gifted him generously.

At this feast King Harald gave Thorir of Steig a bowl carved from maple wood; it was hooped with gilded silver and had a silver handle, also gilded. The bowl was filled with new-minted silver coins. There were also two gold bracelets, which together weighed one mark [200 grams]. The king also gave Thorir his own cloak of brown purple lined with white fur, and promised him high honours and friendship.

(King Harald's Saga, 25)

Tenacity

Tenacity is another trait much admired by the brave viking warriors. Through storm, ice, and arrows they would approach their foe, and fight to the last gasp. Gisli Thorbjornsson was set upon by fifteen warriors, all picked for their skill and courage. He killed five and wounded each of the others before he was so badly sliced in the belly that his intestines hung out. But brave Gisli tied them up under his shirt with a cord and made one final verse praising his swordplay. Then the saga continues:

This is Gisli's last verse; and as soon as he had spoken the verse, he leaps down from the bluff and drives his sword into the skull of Thord, Eyjolf's kinsman, and splits him right down to the middle; with this Gisli falls over on top of him, and is lifeless. And they were all badly wounded, Eyjolf's fellows.

(Gisli's Saga, 36)

Eventually, eight of Gisli's enemies die of the wounds suffered before the hero died in that last battle.

The rest recover, those who had been wounded, but they have gained nothing but dishonor.

Cruelty

Norse cruelty is common in the chronicles of the vikings' victims. They assuredly kill unarmed people, carry off women, and occasionally participate in atrocities. They cheat, connive, and surprise their foes whenever they can. But those activities are, alas, common to all ancient conquerors and not confined to vikings. Nor is cruelty necessary to be a viking. The sagas are full of kind and gentle fellows who kill only their adult male enemies. For instance, Bolli Bollason trapped his enemy Helgi Hardbeinsson, and killed him, when Hardbein Helgason, only 12 years old, burst from cover. He had already seriously wounded one man in the fight.

Thord Cat was standing nearby when young Hardbein came running out, and wanted to set on him at once. But when Bolli saw this he rushed over and said that Hardbein was not to be harmed: "There is to be no infamy committed here; Hardbein is to be given quarter."

(Laxdaela Sage, 64)

Humor

Humor among vikings is apparent, with special emphasis on understatement. Who can forget the last conversation of Thorgrim the Easterner when he returns from scouting the house of Gunnar Hamundarson of Hlidarend?

Gizur looked up at him and asked, "Is Gunnar at home?"

"That's for you to find out," replied Thorgrim. "But I know that his halberd certainly is." And with that he fell over dead.

(Njals Saga, 77)

Wyrd

Vikings seem imbued with a deep fatalism that affects every aspect of their lives. They call it *wyrd*, which may be loosely translated as Fate. They acknowledge death as the foremost power in the world and a portion of their religion promises them heaven if they die bravely in combat. Greater than their greatest god were the Norns, or goddesses of Fate. The eldest was named Urd, whose name also means death, while the youngest was Skuld, who was also a valkyrie.

Even the gods are subject to their *wyrd*, and will someday die in a great battle. There is no escape from it, and so the vikings face death with gusto. This fatalism gives them a courage which cows other men, who fear death and let their fear determine their actions. It is instilled in them from birth. When Sigurd the Stout, Jarl of the Orkneys, was challenged to battle at 7:1 odds he went to his mother for advice.

"Had I thought you might live for ever," she said, "I'd have reared you in my wool basket. But lifetimes are shaped by fate, not by a man's comings and goings."

(Orkneyinga Saga, 11)

Living Conditions

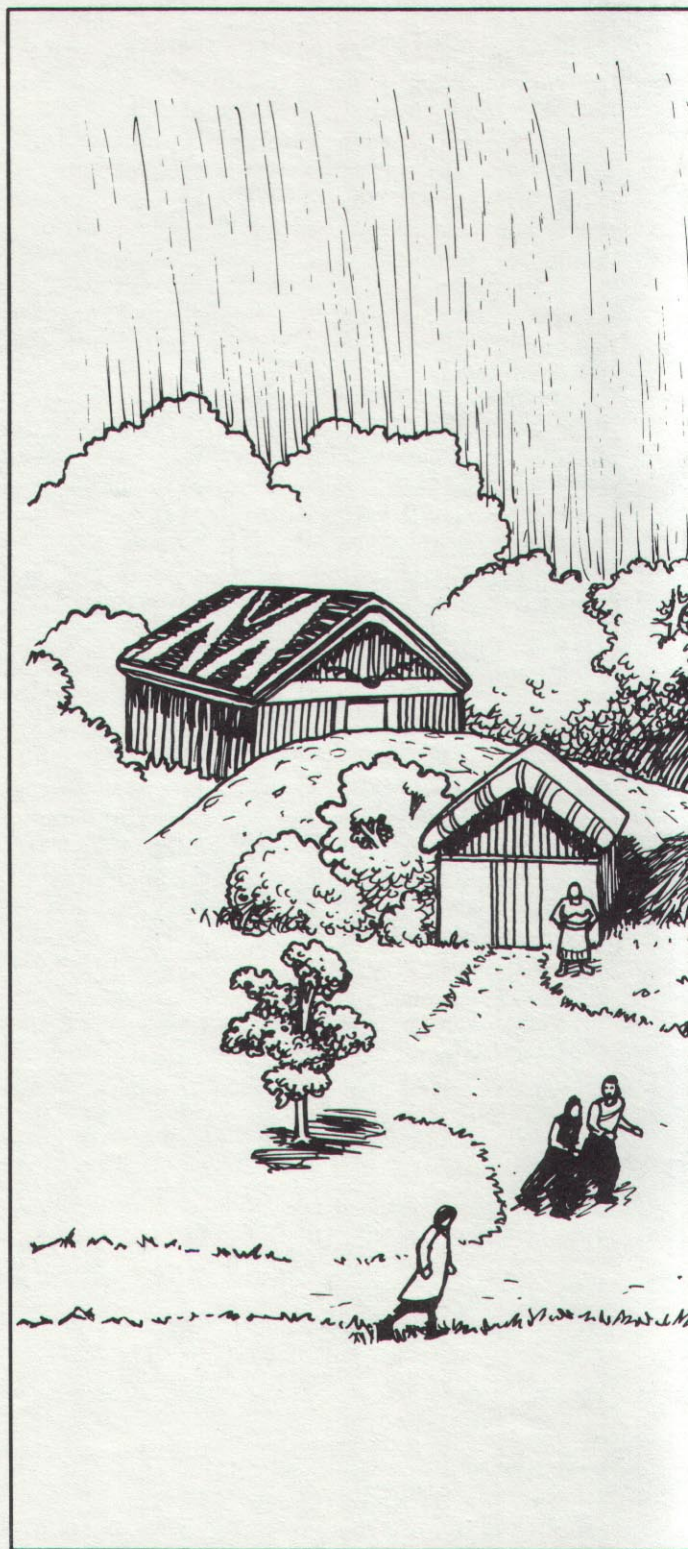
The main living quarters for a viking is the long house. It usually measures about 40 meters long and 10 meters wide. Two rows of vertical posts run the length of the building and hold up the roof. Walls are made of earth, turf, or wattle and daub. The hearth is dug into the floor in the center of the room, running almost the length of the building. A hole in the roof serves as chimney. Benches line the walls where men and women sit for feasts and sleep afterwards. At the center of the benches is the "high seat," a broad platform flanked by the house-pillars. These are elaborately carved pillars between which sit the house owner and whatever honored guests he chooses. Houses of the rich have "shut beds" for the owners, which are like sleeping closets. Other furniture, like tables and chairs, is notably absent except for occasional stools. Clothes, household goods such as cookware, and other supplies are kept in trunks shoved into corners or under the benches.

On poorer farms both animals and humans share the building, separated by a low fence to keep the animals on one side. Larger steads have separate barns, storage sheds, and outhouses. Some coastal settlements have ship houses to protect vessels from the harsh winter elements.

Typical Stead

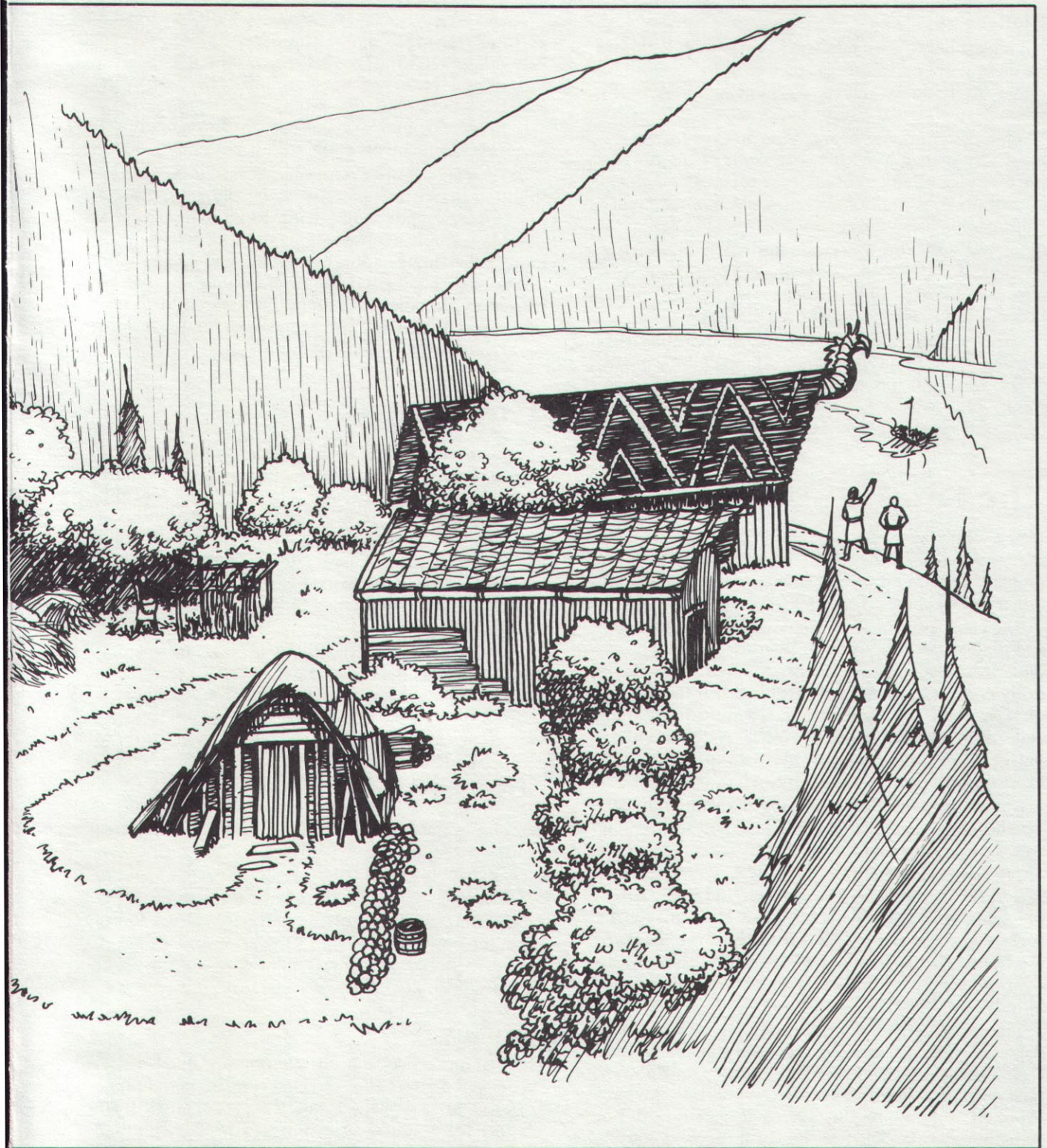
While the many viking steads vary greatly in detail from one to the next, there is a similar basic structure to each.

Vikings live in self-supporting communities of rustic simplicity. The population is centered about the patriarch, who holds the land, and his close kin. There are 40 people living here, including about 20 adults. They are unevenly divided among five



families, four of whom are free and one slaves. Each free family has its own house to live in.

There are between seven and thirty-five buildings. In large steads these buildings are segregated by use, typically including a kitchen, dining house, sleeping quarters, womens' bower, sauna (bath house), guest



This is a typical viking stead, a place from which player-characters would likely come.

house, barns, outhouse, and graineries.

Vikings live by combined farming, herding, and fishing. They raise barley, rye, and oats for cereals, eaten as bread and porridge. Common vegetables include beans, peas, turnips, and cabbage. Collected wild foods include nuts, berries, and seaweed.

Domestic stock includes dogs, pigs, sheep, goats, and cows who provide dairy products and meat. Oxen are used to plow. Horses are a sign of wealth, and are not used in field work. Common fish include herring and cod and occasional whales. Finally, hunted meats are taken regularly if they are available.

Clothing

Vikings at home normally wear peasant work clothes made of wool and leather. Linen clothing is worn by richer individuals. Dyed clothing was especially valuable and almost always imported.

Vikings commonly adopted the dress of foreigners, especially if they lived in those lands. Thus the Rus are often found in colorful Greek blouses and cloaks and Magyar pantaloons. Danes often wear French trousers, English wool cloaks, and Irish headgear.

Interestingly, buttons were not used on original Norse clothing, though they gained in popularity during the Viking times. Instead, the Vikings used brooches and sashes to close their clothes.

Literary convention in the sagas indicates that someone bent upon vengeance donned a blue cloak. Odin, too, was often reported as wearing a blue cloak. Blue was a favorite color because the dye (indigo) was easily acquired and held its color well.

The Family and Clan

Every Viking cherishes his family above all else. No matter what might happen, a man can always count on his kin to aid him, right or wrong. The sagas contain many examples of genuine filial affection.

The close-knit nuclear family is the basic sociological unit in a Viking society otherwise spread far and wide in self-supporting steads, isolated from neighborly contact. Sons generally follow their father's advice; women are highly respected; and illegitimate children are not shameful, but often viewed as a blessing for the kin (though not always, as seen in the enmity heaped upon Olaf the Peacock by his half-brothers).

Clans are wider kinship groups made up of nuclear families connected by blood and marriage in an extensive web of responsibilities.

The respect and honor of a clan is determined by the activities of its members, and shameful acts by someone will cast shame on his kinsmen. Note in Wiglaf's speech (cited on the previous page) how the shame of the housecarls in abandoning Beowulf will extend to their whole families: "everyone who shares your blood."

The exact extent of responsibilities to a kinsman depends on the closeness. Everyone immediately aids their brothers, sisters, father, mother, or children. First cousins would be as fast to respond. In-laws are expected to be as responsible, and usually are, but sometimes work their way out of it. Second cousins are welcome, and usually participate in blood feuds. Third cousins, relatives of in-laws, and beyond would rarely get involved.

The kin group is responsible for two critically important functions: vengeance and wergeld. When wergeld is paid to the kin group it is distributed in accordance to the relationship of a clan member to the dead party. Thus his brothers collect a certain share, but first cousins will collect only half that share. Likewise, when forced to pay a wergeld the kin group must pay according to the same relationship to the murderer.

Kinslaying in the sagas and poetry is usually treated as total tragedy. One of the oldest is recorded in Beowulf where King Hrethel laments there is no satisfaction of vengeance for him. His eldest son Herebald had been murdered by Haethcyn, his other son. Murder demands revenge, but a king cannot take vengeance upon his own son.

Several significant exceptions to this outlook can be found in the historical sagas, especially among some of the Norwegian kings. King Eirik Bloodaxe is a notable example, whose actions show he placed much more belief in the morality of his god Odin, who delighted in making trouble among noble kin, than he trusted in the bonds of family. Fortunately such dishonor was reserved almost exclusively for the various royal clans of the Viking kingdoms.

The Thing

Several family steads in an area are called a *bygth* (plural *bygthir*), and meet regularly in community assemblies called the *thing*. Their primary function was legal. Simply put, everyone in the neighborhood got together to discuss who had done wrong, and what should be done about it. They maintained customary law, safeguarded the rights of free men, and controlled blood feuds by making penalties and wergeld.

Other activities at the thing include an opening sacrifice to Tyr, the god of the thing, and a recital of a third of the laws of the land. Remember that there is no literacy in Scandinavia at this time, so oral recital is important. Lawyers and landowners listen to the recitals to increase their knowledge.

Peddlers and small merchants come from miles away to trade at the things. Goods which cannot be made at home such as iron goods, fancy cloth, and exotic foodstuffs can be bought by the farmers in exchange for lumber or furs.

Other business is also carried on at the thing. Marriage arrangements are often made here. This is sometimes the only social event of the year, and a time of family gathering and merrymaking as well as legal business.

Wapentake

This is an expression of community judgement. Whenever matters that affect the entire community are brought before the thing, the people show their support for a course of action or for a decision by clashing their spears upon their shields.

Doomsmen

Doomsmen, also called Lawmen, make sure that all legal cases are heard by the thing according to the laws of the community. They also witness and validate the actions of community members. Doomsmen do not necessarily judge cases. (In addition to the doomsmen, there will also be a community lawspeaker, charged with remembering the laws of the community. He recites one-third of the community laws at each thing. Usually the lawspeaker is not a doomsmen).

There are twelve doomsmen in any community, appointed for life by the community members. Ineffective or dishonest doomsmen can be dismissed by community judgement. All doomsmen must be community members, they must know the law, and they are charged with remembering the events which they witness (recall that vikings are illiterate). They are held in high regard. Once chosen, each takes an oath:

"Not for money, favor, or fear will I deny what I myself have witnessed, nor shall I declare in testimony what I have not seen or heard myself."

Two or three doomsmen must be present to witness exchanges of land or goods, declarations of inheritance, or actions which might later be contested. For example: if a stray grandson tries to claim land, the doomsmen involved come forward and state what they know, thus either validating or invalidating the claim.

Witnesses

Witnesses are not only vikings that personally have observed others committing crimes, but also are people who will vouch for the character of someone involved in a legal suit. Usually, a person's witnesses are relatives or acquaintances.

Several months before the thing meets, a plaintiff must interview potential witnesses to the crime and persuade them to stand with him when the case is heard. He must also find sufficient relatives and acquaintances to stand by him.

Witnesses are attributed oath-worths dependent upon their social station. The number of oath-worths needed to qualify an accusation so that it will be heard at the thing increases with the severity of the crime. Three is the minimum number of oath-worths required for minor disputes, up to nine for the most serious crimes: secret murder, rape, fighting in the king's house, etc.

Witness Oath-Worth Table

Carl	=	1
Jarl	=	4
Rig-jarl	=	16

Many sagas contain stories where one side or the other intimidates the witnesses for the other side, threatening to harm or kill them, and backing up such claims with acts of violence. If the proper number of oath-takers do not come forward the suit is dropped. The defendant may bring a counter-suit against the plaintiff, claiming that his failed case caused the defendant shame and dishonor without reason.

Court Procedure

During the first days of the thing, all plaintiffs go to the Law Rock and give formal notice of their charges. Cases are then heard individually, generally in the order in which they were received.

The Jury

Depending on the severity of the case, the plaintiff names 3-9 of the twelve community doomsmen to serve as the jury. When serving in such a capacity, the doomsmen are sometimes called jurymen. The very worst crimes require that nine doomsmen of the district comprise the jury.

Jurymen do not pass judgements of innocence or guilt. They must decide whether or not there are sufficient grounds for the case before them. Sometimes they must dismiss a charge, such as when a jarl seeks recompense for a man who was not his.

They also make sure that the case is heard according to law, and to present any pertinent facts which they have witnessed which may bear on the case.

The defendant can challenge the choice of jurymen, disqualifying them if they come from another district, have some criminal charge against them, are of proven unreliability, or are too poor. If a majority of the jurymen are disqualified then the case is dropped.

Prior to the presentation of arguments, the jurymen may travel to the scene of the crime to view the corpses or other evidence and to hear testimony from any local witnesses who were unable to travel to the thing.

Accusation

The plaintiff calls the defendant to the Law Rock, swears an oath, and states the charge. The oath requires the plaintiff to swear on his name, honor, and sword that his accusations are true. The plaintiff presents evidence that he prepared the case correctly, and he must produce his witnesses. In cases of murder, witnesses are usually called by the jarl who ruled the dead man, and who is responsible for bringing the case forward at the thing to collect weregeld, force outlawry, or seek other compensation.

Defense

The defendant swears his oath, and then calls his own witnesses. He defends himself by citing the law to prove portions of the plaintiff's case invalid. For instance, when Gunnar of Hlidarend was ambushed, his defense against a murder charge was that the dead obviously meant to kill him (the odds were 30 against 3), and had thereby broken the law and made themselves outlaws.

The defendant may simply insist on his right to settle the affair by arms and institute the procedure for a holmgang.

Settlement

Once both parties have stated their arguments according to the law, the dispute is judged by arbitrators. Usually, community members who are not involved in the case volunteer to judge the matter. Sometimes a doomsman acts as an arbitrator, though not if he is otherwise involved. Occasionally, each side will have one person among the arbitrators. In all cases, both sides must approve the arbitrators and abide by their decision.

In addition to judging the case, the arbitrators also decide what goods or monies are due the winner of the case. The settlement called for by the arbitrators is often a give and take affair: the accused's dead man is

equal to the defendant's three wounded ones, or Thorgrim's burned-down house is equivalent in value to the cattle that he stole from Hord.

In rare cases, the defendant offers settlement himself — usually considered by the plaintiff to be either an extremely generous or extremely foolish action.

The most serious problem with Norse justice is that the winner of a case must claim the compensation himself. If the winner is a weakling, comes from a small family, or must claim from a known murderer and terrorist, he then has problems collecting what is due him. Many vikings have had case after case judged against them but ignore all claims of compensation and threats of outlawry by the might of their arms. Of course, such outlaws also provide plots for some of the most exciting fight-stories in the sagas, as vengeful relatives gather to destroy them.

Crimes Outside the Thing

The area of land under the laws of any one thing is usually so small that everyone knows each other, and anything that happens in the area is known to the community. Therefore, the bringing of murder charges is rarely necessary. However, crimes frequently are committed outside the area of one thing and in the area of another. During these cases, a jarl must press the charges in the neighboring thing. There are obvious problems with this — potential arbitrators are likely to favor the other community. The jarl will travel to the other community supported by his doomsmen and responsible citizens.

Provinces

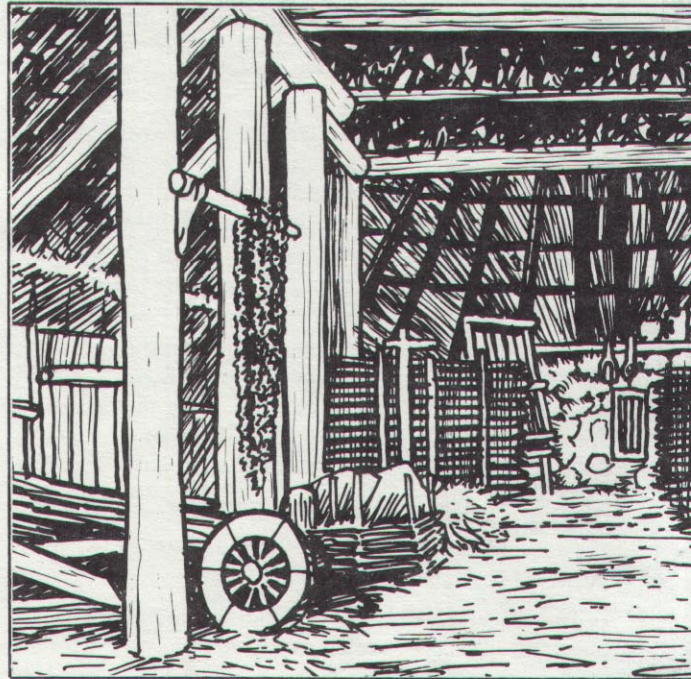
Several bygthir often group together to provide a common law base for the entire region, or for local defense. These organizations often had names ending in -vike, -land, or -mark, and formed the powerbase of the greater jarls. These regions are governed by supra-things which oversee the affairs of the whole province. Among these larger things are the Eidsvathing, in northern Uppland; Eyrathing, in Trondelag; the Gulathing, in Sognfjord; and the Althing, in Iceland.

These provinces provide organization for the political thinking of a viking. If he comes from Trondheim he is identified as a Trond. If he comes from Zealand or Jutland, he is identified as a Zealander or Jutlander, not a Dane. A Gotlander would never admit to being a Swede.

This regional thinking pervades viking psychology. No Sogn man would ever raid or plunder in Sogn, but every other province is fair prey, as if it were a foreign land such as England or France. It was common for vikings to set off, raid the nearby Norse lands for supplies as they sailed outwards, and then raid them again as they returned laden with plunder. The kings of the lands tried to suppress this activity within their own realms.

Social Structure

The bulk of viking society is made of free men. They are called *carls* or *bondi* (pl. *bonder*). Typically they



Here is the interior of

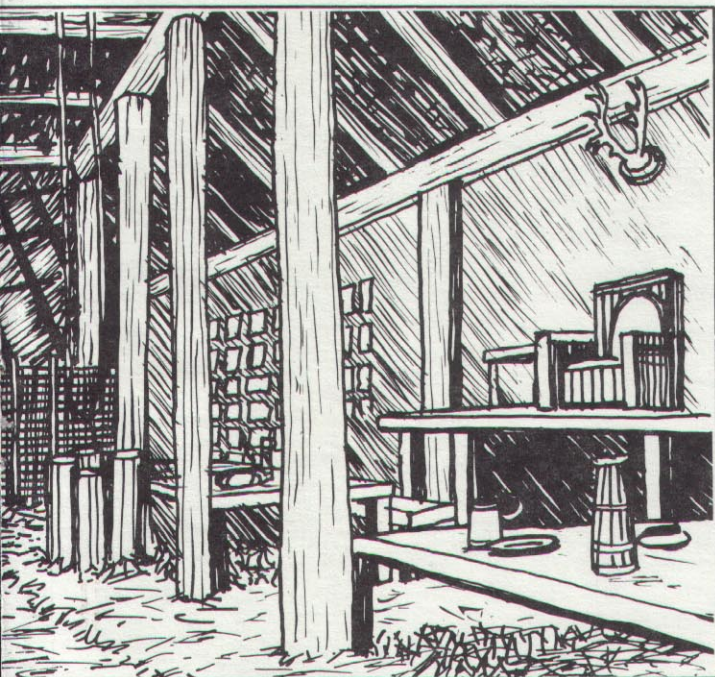
own their own steads, including the animals which work them, and maintain hereditary rights called *odal rights*. When King Harald Finehair tried to further subordinate the power of the local nobles of Norway under the power of the King, a rebellion broke out. The King won, and many of these nobles left the land rather than submit to his tyranny.

The richest and most powerful families in the provinces usually have hereditary rights dating from prehistory. These noblemen are called *jarls*, or *earls*. Although the jarldom generally passes from father to son, any descendant of a former jarl might become the jarl, but all candidates have to be from that clan. Other men might be rich and powerful, but they won't necessarily be jarls. It is, however, possible for a king to appoint a jarl.

Every thing can have its own jarl, and there might be another jarl over them. These higher ranking jarls are called *rig-jarls*.

There are several royal dynasties, all of which trace descent either to the god Yngvi Freyr or to the hero Skiold. The Yngling dynasty began in Uppland and the Swedish kingdom has been the most organized in the viking lands ever since. The Skioldings also gained an early hold in Denmark and established an ancient kingship. Norway's kingdom is relatively new and is in constant turmoil during both the legendary and historical times of this scenario pack. All the Norwegian kings traced their ancestry to Yngvi.

In a manner similar to the jarldoms, the king of a noble dynasty had to come from a certain clan or otherwise trace his bloodline to the Ynglings. The latter method was used by King Harald Finehair, unifier of Norway. The former method was used by the family of Ivar Wide-fathom to replace the family of Ingjald the Wicked, both descended from ancient Yngvi.



typical viking longhouse. To the right is the father's high-seat. Across the back of the house runs a fence, behind which are kept the family's animals.

A king's rights varied depending upon his popular strength, political canniness, and personal charisma. His domain fluctuates with the tides of fate. A king is bound by responsibility to his subjects. For instance, the Swedish king had to travel to all the things under his rule, called the Eiriksgata, and prove to the bondsmen that he knew and would respect the ancient common laws.

Women are highly respected in viking society. They can hold property and do most things a man can do except go to war. They are often allowed to choose their own husband (though usually their first marriage is arranged), and cannot be forced to marry. They are generally given all household responsibilities symbolized by a huge ring of keys which each housewife bears.

Either husband or wife can declare themselves divorced from marriage. He or she must make this declaration before witnesses at the side of their bed and again outside the front door. Notice is then given at the local thing and the divorce is final. When divorced the woman customarily receives the return of her dowry and also her bridegift, though this is often contested by her ex-husband or his kin.

Women, generally less adventurous than the men, often eagerly urge their men to action. Hallgerd Hoskuldshotter arranged her first husband's death; then her foster-father's; and then tried to aggravate a grudge against Bergthora, wife of Njal, into a blood feud between her husband and his best friend. In a more playful vein, Egil Skallagrimsson's step-daughter, Thordis, was positively eager to aid the ancient, blind viking hero in one last act of mischievous violence when he asked to go to the Althing. She asked why he wanted to go.

"I'll tell you what's on my mind," he said. "I want to take my two coffers with me, the ones I got from King Athelstan,

both full of English silver. I want them carried up to the Law Rock when the crowd gathered there is at its biggest, and I'm going to throw the silver about, and it will be a big surprise to me if people agree to divide the silver evenly. I'll bet there'll be a bit of pushing and punching. Maybe in the end the whole assembly will start fighting."

"That's a great idea," said Thordis, "and as long people live here in the land, they'll remember it."

(Egil's Saga, 85)

Elders are respected and not sent to the wilderness to die. Egil Skallagrimsson, quoted above, was a hearty viking and champion who retired from the adventuring life and lived to the age of eighty. The Havamal, or Saying of the High One (Odin), draws a picture of the old man hanging about the kitchen and states:

*Never laugh at the old when they offer counsel,
Often their words are wise:
From shriveled skin, from scraggy things
That hang among the hides
And move amid the guts
Clear words often come.*

(Havamal, 127)

Children are respected and loved as well. The vikings have a custom of fostering their children, sending sons to be raised by a good friend's family instead of at home.

Priests are responsible for local ceremonies important to both farmers and vikings. They are called *godar* (plural: *godar*) and their office is often hereditary. In Iceland their function is as much secular as spiritual and they are sometimes called chieftains. However, the secular duties were not present in Scandinavia. There were 36 (later 39) *godar* in Iceland.

Shamanic practices are widespread through this pagan period. Both Odin and Freyja are practitioners of spirit magic, which the Norse call *seidr*. Much of Odin's rune carving is done with foci magic, such as when he heals Rinda of illness. However, the vikings generally distrust and shun those who prefer spells over swords. Almost every shaman in the Icelandic sagas meets with a miserable and shameful death, though several cast powerful curses as they died. Shamans are feared and respected, but little liked.

The *volvas*, or wise women, are more respected, possibly because they seem appreciably less powerful than the shamans. They lead the prayers at annual autumn sacrifices and occasionally become experts at divination using trance singing, seances, and rune casting.

Slaves comprise a significant social class. They are called *thralls*, and generally do farmwork and hard labor. They can be born slaves, be captured in raids, or can be bought. They have few rights and are considered the property of their owners, as are their children. Children of a slave woman by a free man might be free. Thralls can be manumitted, and Freedman is often heard as a nickname. When a thrall is slain, the owner collects no wergeld, only the market value of the slave.

Customs

Though monkish chroniclers would have it otherwise, vikings behave lawfully among themselves. They seek stability and peace in which to raise their families and make a place for themselves. The following customs were followed throughout viking society.

Outlawry

Since regional loyalty, the home, and the clan are so important to a viking, the most terrible penalty which a thing-judgment could impose upon a person was outlawry.

Simply, outlawry means that the person is outside the law. He is no longer protected by custom, and his murder deserves no weregeld or other compensation. He is cast out of the community which would normally protect him, leaving him friendless in the world like a wolf.

Outlawry can be enforced only in its own community. An outlaw from Trondheim is not a criminal in Sogn, though he is still a stranger (and therefore still outside the law of Sogn). It is important to remember that a man who is outlawed in one place was not prejudged for it in other places.

Some outlawry was imposed to settle political rather than criminal problems. When Harald Finehair militarily conquered the Vestlands of Norway the leaders among his opponents were outlawed, causing a great population increase in foreign lands.

Outlawry was usually declared for a limited amount of time, usually three years, but varied depending on the severity of the crime. Grettir the Strong, for instance, was outlawed once and forever for supposed secret murder. Several successive limited-duration outlawings could result in a permanent outlawry as well.

The Blood Feud

Viking pride is primitive in its sense of justice. The rulings at the thing provided some peace, but no one was ever obliged to accept the ruling of the thing for weregeld. Instead they could choose to continue a blood feud.

Blood feuds are so called because of the life-fluid they shed and because the conflict extends to every relative with a close blood relationship to the main feud perpetrators. Usually the whole clan joins in.

The unwritten law of blood feuds requires that the winner deliver the last wound or death to the losing combatant. Rarely do blood feuds end with an equal number of men killed on each side. Sometimes a feud continues until one clan was annihilated. There is no sense or logic to this, only outrage and death. Most feuds end either when the family members just give up and hope everyone forgets it or when the offended side peacefully accepts weregeld. Few Icelandic feuds last more than two generations.

Feuds almost never extended to include women or children. When, in one tale, a building was burned with its inhabitants, the burners allowed the women

and children to escape unharmed, mainly because the women were closely related to the burners.

Fosterage

Some sons are commonly raised by someone other than their natural parents. This spread a man's influence, gained him friends who were often not of his kin, and often got his son a familiar wife as well.

According to Laxdaela Saga it was customary for a man of lesser estate to foster the children of someone of greater estate. In this way Olaf the Peacock flattered his own half-brother, Thorleik, and ended their enmity (for a while).

"... I want to regain your goodwill by fostering your son: for he who fosters another's son is always said to be the lesser man."

Thorleik received this well and said, as was true, that it is an honorable offer.

(Laxdaela Saga, 27)

Going Viking

Going viking means going raiding over the summer. Carls commonly plant in the spring, raid some foreign land over the summer, and return for the harvest. As families grow larger and holdings smaller, more men stay away for longer periods, up to several years, either to seek more plunder next summer or to search out the raided region as a possible place to settle. The Norse settled in Britain, France, Russia, Ireland, and Iceland.

The viking venture is a combination of piracy, trade, and land taking. Vikings plunder any place too small to defend itself, and trade with anyone who is too strong. There are always crew members who seek sites to take for themselves to settle. Longship personnel often change as some men stay in a new land and others join on for the ride home.

A man going viking who owns a boat announces at the thing that he is planning to sail to Britain, Kiev, Iceland, or wherever, next summer. Volunteers then take a place among the crew and other neighbors deliver goods which they wish taken to the foreign land and traded.

Before setting sail everyone must agree upon the way they will split any loot. A common method is to give half to the owner of the ship, with the other half divided evenly among the whole crew, including the leaders as equals. "We are all equals here!" cried one crew of vikings when a French herald asked for the leader. And, although the leaders are more than equal in equipment and prestige, they are not so in booty (unless they also own the ship, of course).

Generosity from the leader is the accepted way of life. Gifts are given to a warrior who excels in battle or bravery. The leader of the viking party sailing a ship owned by another person, perhaps as part of a fleet financed by a nobleman, normally has the right to dispense from the ship's share to reward the especially courageous. The financier then gets credit for the generosity.

Norse ships are not exempt as targets of other Norse pirates. Returning ships laden with plunder and

wounded men must be wary of lean vessels full of hungry men sailing the other direction.

Sworn Men

One oath supersedes family loyalty: that of a man to his lord. Followers swear to live and die at their lord's command, and form a fierce battalion in combat. This band of retainers is called a *hird*.

Individually, these most loyal retainers are called houscarls. They never leave their lord's side, and would die rather than survive their lord. Their heroic imperatives make it virtuous to do so. No right-thinking viking ever abandons his lord in time of need.

Blood Brotherhood

Good friends can make sacred oaths and perform a ceremony which bonds them together as if they were blood siblings. After such a ceremony the two treat each other as brothers in every way, especially concerning protection and vengeance.

... (they) cut and raise up a long sod in the turf, leaving the two ends fast, and they set a spear with a damascened blade under it, so long-shafted that a man could just reach the rivets of the head with outstretched hands. All four should pass under, Thorgrim, Gisli, Thorkell and Vestein; and now they draw blood and let their blood run together in the earth which was scratched up under the sod, and mix it all together, earth and blood; and then they kneel and swear an oath, that each shall avenge the other as his brother, and they call all the gods to witness.

(Gisli Saga, 6)

The ceremony is closed by everyone shaking hands.

Insults

Vikings often have their pride wounded by spiteful words, and many blood feuds are begun by vile language.

Three charges in particular are so insulting the abused party must kill the offender or be honorless. They are the charges of treachery or disloyalty to one's sworn leader; of cowardice; and of being a nithing, which implies both dishonor and cowardice.

Charges of unmanliness are also insulting. These range from lacking a beard, as precipitated the famous bloodfeud of Njals Saga, to practicing *ergi*, or passive homosexual acts.

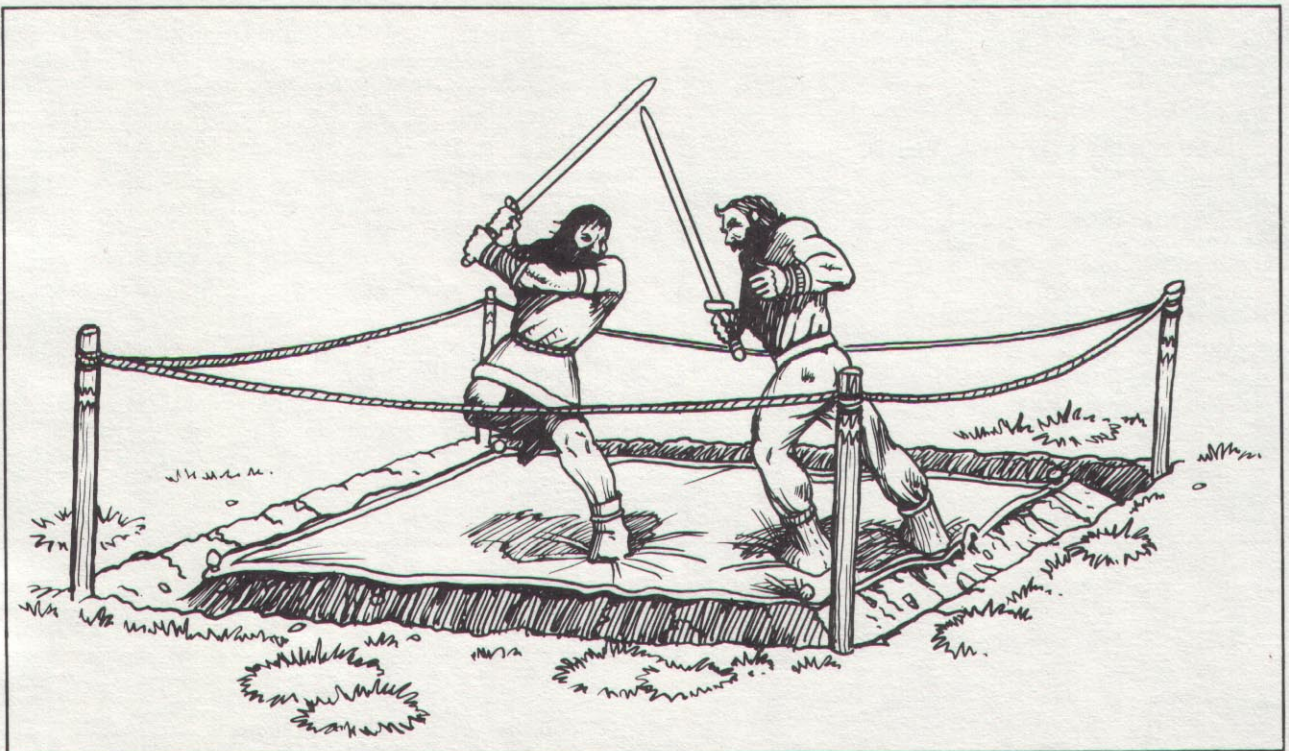
A charge of ugliness is not an insult. Egil Skallagrímsson was always calling himself ugly. Starkad the Old, of legendary fame, was often described as a grizzled grey wolf.

Dueling

Honorable men can settle an argument by means of duels. There are two forms: the free for all, called *envigi*, and the formal fight, called *holmganga*.

Holmganga means "island promenade." It is held on a small island, typically at a ford between provinces. In a holmganga a piece of cloth 2.29 meters (7.5 feet) square is pegged to the ground with a certain ritual. Three .3 meter-wide (foot-wide) furrows are dug outside the cloth, probably to let the men know when they are approaching the edge of the area. Four hazel posts are then raised at the outside corners of the furrows, and attached by a rope.

The challenger must receive the first blow, though he can parry or dodge it. If one of the duelists is



Here is a glimpse of a *holmgang*, an honorable duel fought to resolve differences of opinion without resorting to an all-out bloodfeud. The first combatant to spill blood on a cloth pegged across the combat area, or to step outside the roped-off area, loses the duel.

wounded so that blood drops on the cloth, the fight can be stopped. If one duelist's foot goes outside the area marked by the ropes then that combatant is declared to have retreated and loses the match. If both feet go outside he is declared to have run like a coward, and loses the match.

Sometimes a volunteer replaces one of the fighters before the fight and thereby gains the honor or dishonor.

Boasting

It is common for strangers to introduce themselves with a great display of boasting about their previous exploits. This is Beowulf's self-introduction when he visits King Hrothgar:

"Hail, Hrothgar!

*Higlac is my cousin and my king; the days
Of my youth have been filled with glory. . .
My people have said, the wisest, most knowing
And best of them, that my duty was to go to the Danes'
Great king. They have seen my strength for themselves,
Have watched me rise from the darkness of war,
Dripping with my enemies' blood. I drove
Five great giants into chains, chased
All of that race from the earth. I swam
In the blackness of night, hunting monsters
Out of the ocean, and killing them one
By one; death was my errand and the fate*

*They had earned. Now Grendel and I are called
Together, and I've come. . ."*

(Beowulf, 407-426)

This is not wanton boasting, but the simplest way to introduce oneself properly to get the respect which one deserves.

Remember that boasting is not lying, though there might be some exaggeration. A liar would find few friends after his untruths were discovered. Nor would a chieftain let a scald make up lying verses about him for the same reason: once the truth was known the noble would lose considerable honor.

Weregeld

Norse justice provides a method of ending a blood feud by payment of goods and money in recompense for the damage done. The *weregeld* could be refused by the family of the victim if they preferred vengeance, and if they accepted it then they were responsible for collecting it. This allowed for some injustice where a weak family was awarded weregeld from a more powerful family who simply refused to pay it.

Standard viking weregelds are given in the *RuneQuest Gamemaster* book. They are repeated here for convenience on the Weregeld Table.

Alcohol and Drinking

The alcoholic content of beverages is quantified by means of potency points per half-liter (pint) of liquid. These potency points accrue within a drinker's body as long as the drinker continues to drink. When the drinker rests his body works to eliminate the alcohol from his system.

Beverage Potency Table

<i>beverage</i>	<i>potency*</i>
watered beer/ale	1
weak beer/ale	2
strong beer/ale	3
mead	5
poor wine	3
average wine	6
best wine	9

*potency may vary by as much as 3 points depending on brewer.

Effects of Alcohol

Accumulated potency points depress physical and mental functions and cause a loss of some inhibitions and some skills — effects sought by heavy drinkers.

Percentile Role Reductions: each accumulated alcohol potency point reduces all percentile rolls made by the drinker's player by one percentile (including skill, magic, INT and CON rolls, but excluding Luck rolls).

Drinkers' Comraderie: when serious drinkers congregate, they frequently develop a sense of comraderie. Information can thus be easily gathered by an

industrious adventurer who buys rounds of drinks, then plies his new friends with subtle questions.

Sometimes, however, getting a few locals seriously drunk can swing against the adventurer if the locals become rowdy or start fighting.

If a character drinks often, his player should decide how the alcohol affects the character: does it make him talkative, introverted, boistrous, sad, belligerent, or silly?

Getting Sick and Passing Out: excessive drinking can cause the drinker to get sick and/or to pass out. Each time the cumulative alcohol potency points exceeds a multiple of the drinker's current hit points, the drinker's player must attempt a CON $\times 5\%$ roll.

The first time that this roll is failed, that adventurer feels a wave of nausea pass through his body. He feels a bit dizzy, but there is no other effect. If this roll is fumbled, then the drinker passes out.

The second time that the drinker's player fails this roll, the adventurer gets sick. If the failed percentile result is greater than twice the reduced CON $\times 5$ roll then the drinker passes out instead of getting sick. If this roll is fumbled, then the drinker both passes out and gets sick.

When the percentile reductions cause the adventurer's CON $\times 5$ health roll to fall to zero or less (due to the accumulation of alcohol potency points), then that adventurer passes out.

Recovery From Alcohol Effects

Heavily-drinking adventurers must recover from several effects of alcohol: passing out, the alcohol POT, and hangover. Despite folktales to the contrary,

Weregeld Table

rank	pennies	cattle	ounces of silver
poor carl	2,520	10	10
carl (bondi)	10,000	40	40
jarl	40,000	160	160
rig-jarl	160,000	640	640
king	640,000	2,560	2,560

Thralls have no weregeld, but their killing must be compensated by a standard price for a slave. This is 1000 pennies (5 cows).

Recreation

Competitive sports are popular with the norse. Special fields were often set aside for sports, where the men compete each thing. The contests are primarily feats of physical strength including wrestling, hurling wooden balls, and tug of war. In the winter there are also contests for skiing and skating.

Another popular sport in Iceland is horse fighting. Fiery stallions are goaded into attacking each other, with betting among the viewers. Champion horses were a source of great pride among men, and many feuds are begun over this sport.

Indoor games are less rough, and are popular for whiling away the long winter nights. They include *hnefatafl* (swords and shields) and fox and geese,

which are strategy games. The former game is even played by the gods, though modern English translations usually call it chess. Casting lots, using bones or dice, was popular, as was the ancient string game commonly known as cat's cradle.

Finally, story-telling, singing, and dancing were performed whenever people got together.

Liquor

Barley beer is an everyday staple for everyone in Scandinavia. It is, at best, mildly alcoholic. Only the jarls can afford to keep an expert brewmaster employed, and so his beer is both stronger and better tasting. This difference in alcohol content explains why some vikings get so carried away with their boasting when they visit the jarl. Ale is the same as beer but is made without hops.

Mead is made from honey and produces both a sweet, strong drink and a strong beerlike drink. Both are harder to make than normal beer, and are made from rarer ingredients. Thus mead is less common than beer, and a jarl's hall where they drink mead all the time implies considerable wealth and status.

Wine is even rarer, though known through imports from the south, far outside the viking realm. The costliness is reflected in the myth that Odin alone drinks wine in Valhalla.

the best route to hangover recovery is to eat good food and to get some sleep.

Recovery From Passing Out: a drinker who passed out will remain unconscious for 1D10+2 hours. During this time it will be nearly impossible to rouse him. After this number of hours has passed, the drinker will pass into a natural sleep that lasts another 1D10+2 hours.

Recovery From Alcohol Potency: after a drinker stops drinking and either passes out or goes to sleep, subtract the adventurer's current CON from the total alcohol POT imbibed. The adventurer's body will then require one hour per remaining potency point to purge the alcohol from his system. During this time the adventurer will suffer from a hangover.

Hangover: a drinker experiences a hangover whenever he awakens after a night of heavy drinking and still suffers from an accumulation of alcohol potency points. Hangover is caused by residual alcohol toxins in the drinker's body. An adventurer with a hangover suffers from headaches, general body aches, and nausea. His percentile rolls will still be lowered by the remaining alcohol potency points. Also if he suffers any sudden movement or tries to perform any strenuous activity his player must roll percentile dice equal to or less than his adventurer's CON \times 5. Failure means that the adventurer gets sick.

Drinking Contests

Drinking contests can be run in several ways. The most obvious is for each contestant to try to drink the others under the table.

When moderating a drinking bout between several adventurers and non-player characters, first take note

of each participant's current hit points + CON. Then determine the alcohol potency of the beverage being drunk. Drinking bouts are run most easily if each participant drinks the same type of beverage for the entirety of the bout.

The gamemaster should then begin to tally the number of alcohol potency points consumed in the contest. Have each player attempt a CON \times 5 roll when the accumulated alcohol tally exceeds a multiple of his adventurer's hit points, remembering to deduct from his chances of success the alcohol potency points consumed.

A failed CON \times 5 roll means that the adventurer got sick. This does not disqualify him from the contest. If the failed percentile dice roll result is greater than twice the reduced CON \times 5 chance of success, then the adventurer passes out. An adventurer who passes out will not drink any more liquor and begins to recover from the alcohol effects.

Chug-A-Lugging: this is the art of downing a drink without stopping until the mug is dry. This is one of the most common contests. Each participant must receive the results of a successful CON roll after each mug chugged. The last contestant to get sick wins.

Other Games: some contests can involve games of skill (throwing axes, tossing knucklebones, bowling at ninepins, etc) conducted while all participants drink furiously.

Nursing Drinks: most drinks take only ten minutes or less to finish. An adventurer taking twenty minutes or longer to finish a drink is considered to be nursing his drink. Nursing a drink halves its potency. Miserly adventurers always nurse their drinks.



Ships

Vikings are famous for their ships. The most feared sight throughout much of Europe and Scandinavia is the ominous arrival of a fleet of viking longships, dragon-prows raised high, coming to raid and plunder.

The vikings are a coastal folk, especially where deep fjords provide sea access to people living inland. Sea travel is cheaper and easier than land travel. The vikings gained experience in ship handling and construction long before they ever developed sails and the ship designs that took them to far Africa and Vinland.

Vikings use several ship types: the longship, used for raiding and coastal trading; the knorr, a deep sea craft excellently suited for exploration and trade; the karve, a smaller utility vessel similar to the longship; and an undistinguished fishing boat common along the coasts.

Longships

The longship is the standard warship used by vikings. It is suited to coastal travel and is especially useful for traveling up rivers. It can venture into deeper water only during relatively calm seas. It is of fairly shallow draft and can be easily run ashore and beached when the vikings come to raid a coastal area.

A ship is generally owned by a wealthy landowner and crewed by friends, volunteers, or other men from his district. The owner's word is absolute while he is onboard.

Longships have no thwarts (rower's seats secured across the boat). Instead, each rower sits atop his own sea chest, wherein he also keeps all of his belongings which are not in use.

A longship has no deck. In severe weather the mast is removed from its mount and laid, parallel to the keel, on supports. Then the sail is stretched over it like a tent, for temporary cover.

The Long Serpent, given below, was a home defense vessel constructed by King Olaf Tryggvissón. It was used in several famous battles, but never went raiding overseas.

Knorr

The knorr is the standard viking merchant ship and is the vessel which transported the Scandinavian settlers and their goods overseas to Britain, France, Iceland, and Vinland.

Long Serpent

Hull Type: warship	Hull Quality: 1D6+5
Seaworthiness Max: 17	Structure Points: 60
Length: 49m	Beam: 8m
Capacity: up to 35	
Freeboard: 2m	Draft: 1.6m
tons (w/min. crew)	
Crew: 70 rowers, up to 300 warriors maximum	

Large Longship

Hull Type: warship	Hull Quality: 1D6+4
Seaworthiness Max: 15	Structure Points: 50
Length: 28m	Beam: 6m
Capacity: up to 20	
Freeboard: 1m	Draft: 1m
tons (w/min. crew)	
Crew: 50 rowers, up to 200 warriors maximum	

Karve

Hull Type: warship	Hull Quality: 1D6+4
Seaworthiness Max: 15	Structure Points: 40
Length: 22m	Beam: 5m
Capacity: 10 tons	
Freeboard: 1m	Draft: 6m
(w/min. crew)	
Crew: 16 rowers, 60 warriors maximum	



A knorr is similar to a longship except that it is wider (thus more stable), has partial decks foreward and aft, and has a deeper keel. It can be covered in a storm with the mast and sail like a longship.

Navigation

When long ships went on raiding expeditions they try to never leave sight of land and usually pull up on shore each night. During the day they find their position by use of landmarks. Experienced sailors are always useful on these treks, if only to make sure that the ship sails up the right river. Even so, short voyages out of sight of land (such as across the North Sea) are commonly made.

Deep sea navigation is done by locating the appropriate latitude using the stars and sun, then sailing east or west to a known landmark. Vikings have no compass, but use a device called the Sunstone which is made of two pieces of naturally polarized obsidian. This allows them to find the sun despite moderately

thick cloud cover. Some captains take birds along and release them when the ship is suspected of being near land. They also use a device like a sundial whose shadow is used to show the direction of north.

Large Knorr

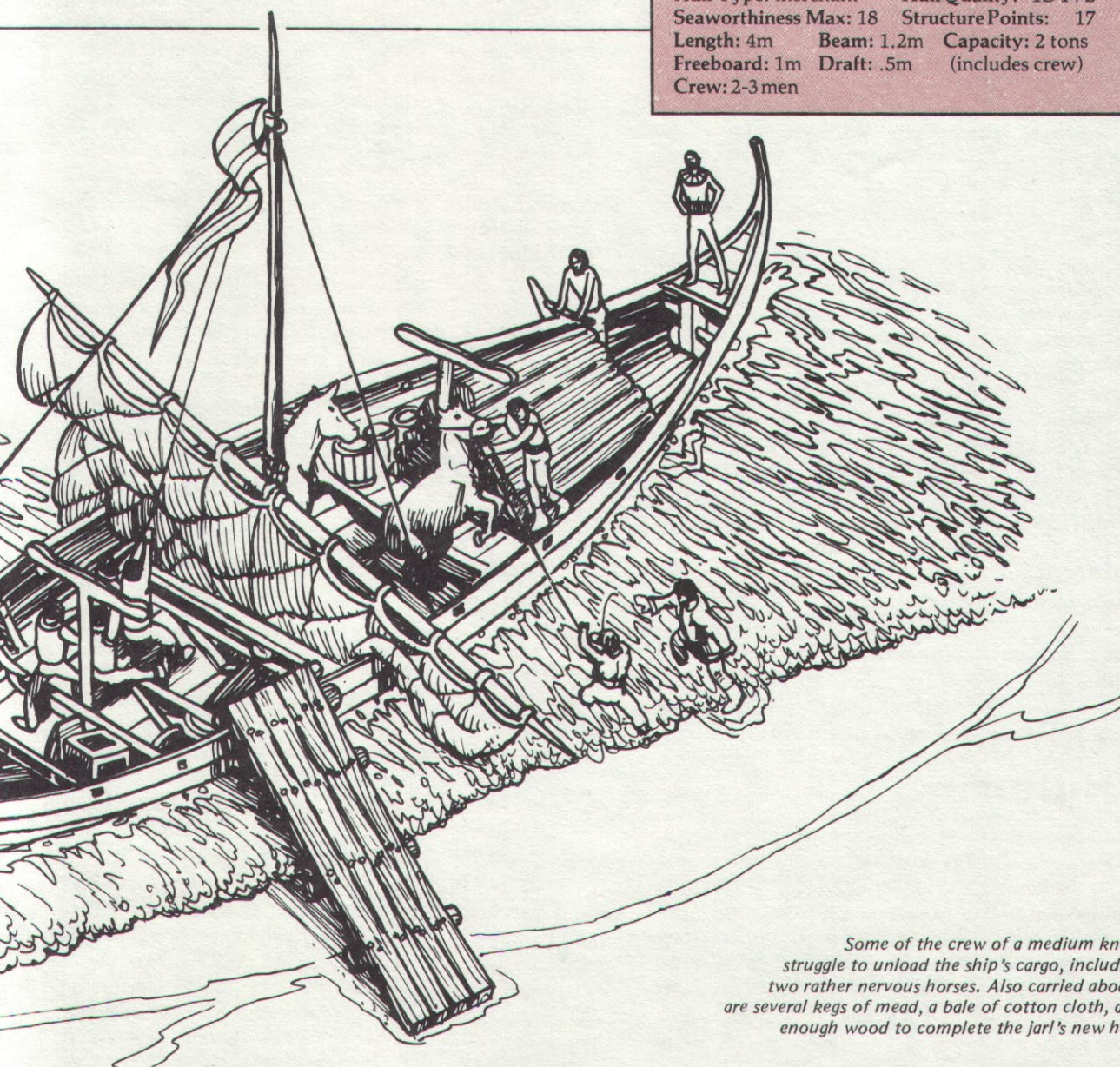
Hull Type: merchant Hull Quality: 1D6+6
Seaworthiness Max: 22 Structure Points: 60
Length: 24m Beam: 7m Capacity: 45 tons
Freeboard: 2m Draft: 2.5m (includes crew)
Crew: 20 officers and crew

Medium Knorr

Hull Type: merchant Hull Quality: 1D6+4
Seaworthiness Max: 22 Structure Points: 40
Length: 17m Beam: 5m Capacity: 15 tons
Freeboard: 2m Draft: 1.5m (includes crew)
Crew: 15 officers and sailors

Undistinguished Fishing Boat

Hull Type: merchant Hull Quality: 1D4+2
Seaworthiness Max: 18 Structure Points: 17
Length: 4m Beam: 1.2m Capacity: 2 tons
Freeboard: 1m Draft: .5m (includes crew)
Crew: 2-3 men



Some of the crew of a medium knorr struggle to unload the ship's cargo, including two rather nervous horses. Also carried aboard are several kegs of mead, a bale of cotton cloth, and enough wood to complete the jarl's new hall.



Religion & Magic

Religion and magic are extremely important elements of the viking lifestyle. There are no greater forces in the world than the powers of the Aesir and Vanir, the two most important families of gods.

Viking Magic

Sorcery

Sorcery is not native to Scandinavia in this period. Many sources of literature translate various terms from Old Norse into modern English as "sorcery". Do not be confused. It is not *RuneQuest* sorcery, but is rather *RuneQuest* spirit, divine, and ritual magic.

Spirit Magic

This magic originates from Odin, Freyja, and some other gods for other races. It is available to all who seek it. Assume that the backwoods have their part-time shamans, that families have their wise woman, and so on.

Divine Magic

Several cults are prominent in ancient Scandinavia. The mythology has many more gods who have little or no apparent cult in viking times, and who are thus ignored.

Ritual Magic

Ceremony ritual magic is common among viking magic workers. All summoning and enchanting magics which deal with spirit and divine magic are present.

Mythology And Religion

Religion is a system of beliefs which relates the individual to the greater world in some way. Vikings relate to the greater world through belief in a number of deities and spirits of varying power and importance. Religion includes reverence for these deities (expressed through sacrifice) and it assumes some return for the worship from the deity, expressed in *RuneQuest* as magic spells.

Mythology is a body of knowledge which relates important explanations about the deities. To most

modern readers mythological stories are interesting, if somewhat naive and often incomprehensible. Our knowledge of myths comes from ancient written sources which were, in every case, based on older oral traditions. The original purpose of the tradition was to explain the religion, but those facts were long-lost to those writers who finally recorded the stories. Extrapolations from many sources can give us a general outline of the method of active belief. These general forms of worship can be traced back thousands of years.

The original mythologies were different from those which were written down, because at one time the worshipers understood the meaning of the tales. The transition of myth from meaningful revelations to half-forgotten stories is gradual and reflects a growing inability of the religion to satisfy the spiritual needs of the people. That such forces were in motion among vikings is evident since most Scandinavians abandoned their ancient faith for Christianity during the eleventh century.

The world of *RuneQuest* vikings presumes that the people still believe in their old faith, and that this faith gives them access to magic. The exact nature of the spells available varies according to the deity and method of worship used.

The religion of the norsemen is polytheistic. A number of gods and goddesses co-exist and more or less co-operate to preserve the world from the ravages of another powerful race, the giants.

The religion is one of hard realities, shaped by the harsh forces of their life. Violence pervades viking mythology, from the murderous creation of the world, to the death of innocent Baldr, to the final cataclysmic battle.

The violence of the people is reflected in their religion. Odin, the acknowledged king of the gods, is a furious god of war, magic, and death. Thor, more benevolent than Odin, is still the god of storms and the crusher of giants. Freyja, the goddess of fertility and love, is also chief of the valkyries, who choose who is killed in battle. The furious creative and destructive

energies of the gods are reflected through the people, religion, and world.

Most people of the Norse lands are practicing members of their religion, at least during the annual midwinter sacrifice. The common people are totally dependent upon the sea and earth for their existence, and many invisible forces can cause famine, disease, and war. Not many people ignore the ageless rituals performed in their own houses at midwinter, when the earth is frozen solid, food is being rationed, and the sun barely peeps over the rim of the earth for an hour or two each noon.

The characteristic fatalism of the Norse is most apparent in the story of the end of the gods — a prophetic myth of an event yet to occur. The final battle of gods and giants, called Ragnarok, will destroy the whole world and all the gods. Then men and gods will be reborn to a world the Vikings thought possible only in myth: a world of peace and plenty. Baldr, most benevolent of the deities, will return to rule, and other lesser deities will take their rightful places in the world, but only after Odin makes the world we know his funeral pyre.

The Deities

The Norse Religion includes two tribes of gods, the Aesir and the Vanir, who protect mankind from hostile forces. The Aesir are sky and storm gods, most of them being sons of Odin, King of the Gods. The Vanir are earth deities, dark and chthonic, rulers of the Alfar and the other land spirits (*landvaettir*). Myths recount an ancient war between the Aesir and Vanir, but the deities have been worshiped side by side since the memory of man.

Snorri Sturlason, possibly the most famous saga writer and author/compiler of the Younger Edda, strove to make the important deities twelve in number, but sources do not bear the number out. Various lists and stories number and name the household of Odin, which changes the way a Viking jarl's household changes, with gods visiting and departing as needs arose. Closest at hand are Odin's immediate kin, while nearby are his loyal allies and retainers.

The Aesir

The *Aesir* (singular: *As*, pronounced as *ace*) belong to the ruling tribe of the Norse gods. Most are kinsmen to Odin. Their wives and daughters are called *Asynjur*.

First among the Aesir is Odin, who is worshiped by kings, jarls, warriors, and poets. He also known by many other names such as Spear-shaker, Raider, High One, Hanged God, Glad-of-war, One-eye, Grey-beard, Terrible One, and Cargo-god, and often goes about the world in disguise. He is a master shape-shifter. His favorite animals are the wolf and raven, haunters of the battlefields and feeders upon corpses. He delights in war, slaughter, and kinstrife. Where other pantheons have a shining sky god as the king of heaven to look to for justice, the Norsemen were ruled by war and violence.

Many Vikings scorned Odin's perfidy and treacherous distribution of victory among his favorites. In

RuneQuest terms he is the King of the Gods, the War God, and the God of Death all rolled into one. He is also the shaman god with spells to control spirits and to teach magic. His mead hall is Valhalla, the Hall of the Slain, where gather the blessed dead. Half the warriors slain in battle go to him there, to fight forever in anticipation of Ragnarok, the end of the world.

Odin's wife is Frigg, also called Jord, whose powers nearly equal his. She is the aspect of the great Earth goddess worshiped in the Aesir regions. She is the mother of Thor, Baldr, Hodr, and maybe some other deities.

Thor is the second important god. He is the god of carls the way that Odin is the god of jarls. He is huge, red haired and bearded, and wields Mjollnir, the mighty thunderbolt hammer which is the bane of giants and trolls. He controls the storm, and thunder is the sound of his gigantic goat-drawn chariot crashing across the heavens. He controls the fertile rains and drives off the destructive storms.

Thor's wife is Sif, the grain goddess. Her golden hair represents, among other things, the inexhaustible wealth of the earth in the form of barley, oats, wheat, and millet.

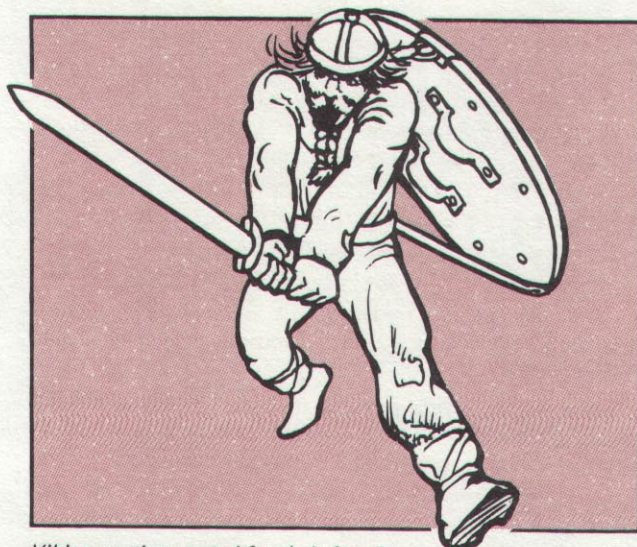
Baldr is the most pure of all the gods. But it is a mark of the harshness of the Viking religion that he could not live in their world, and was foully struck down through the guiles of the trickster, Loki. Since he did not die in battle the tender god went to Hela, queen of the underworld. Odin, whose powers could not control the *wyrd* of death, sought to negotiate with Hela but was thwarted by Loki. Baldr will remain dead until after Ragnarok, when he will be reborn with all of the innocents of the former world. Until then his worship is not found.

Tyr is the god of the Thing, who oversees justice in the world. Yet, in the harsh world of the north, even he has lied and paid the price for his actions. One time he put his hand into the mouth of the giant Fenris wolf as a pledge of the gods' truth, and so Fenris was bound. The gods laughed, but Tyr lost his hand. Ever since then true Justice is hard to find among the Vikings.

Odin is god of poetry, but has appointed his son, Bragi, to oversee it as well. Bragi was begotten when Odin was drunk on the mead of inspiration, and every word he speaks is poetry. He made up the kennings — colorful synonyms which describe a common thing, so that a ship is a wave-beater or a sea-strider, and the mead of inspiration was Odin's Theft, or Kvasir's blood. His wife is Idunn, goddess of youth, who tends the trees which grow the golden fruit of immortality.

Heimdall is a notable god. He is the eternal guardian and he can see or hear anything on earth, even the grass growing. He is the link between heaven and earth, and the guardian of the Rainbow Bridge which connects them. His magical implement is the *gjallarhorn*, which will signal the end of the world. He is also called Rigg the Walker, who brought the ways of society from heaven to earth when he fathered the first thrall, carl, and jarl. He is also called Goldentooth and Hrutr, or the Ram.

Hodr is a very minor god, with a part in stories but little else. He is blind, likes war, and he was tricked by



Viking warriors, noted for their ferocity in battle, comprise the bulk of Odin's worshippers.

Loki to cast the bolt which killed Baldr the Beautiful, and so brought such sorrow to the world.

Vengeance, ever sought by men, is tended in heaven by the gods Vidar and Vali, each of whom avenges the death of a kinsman. Vali slew Hodr, his own half brother, because he was the killer of Baldr. Vidar is waiting for Ragnarok, when he will avenge the death of his father, Odin.

Forseti is the son of Baldr and Nanna, and he is the god of justice. He is also the ancestor of the Frisian peoples and widely worshiped there.

Ullr is the hunting god, a bowman who whisks about on skis, important in the northern lands. He is Sif's son, and so Thor's step-son.

The Vanir

The Vanir are the second family of deities. Their powers are concentrated in the earth, sea, and underworld. Their realms are those of life and death, of fertility, and of peace and plenty.

Njord is the elder of the family. He is god of ships and of sailing, and he can change the winds and calm the waves. Njord is the father of Freyr and Freyja.

Freyr is more important than his father, for he is the third major deity of importance after Odin and Thor. Freyr is the great progenitor who brings fertility to the world. He rides upon a fiery golden boar. He is the King of the Alfar, or elves. He is noted as a warrior, but is not a war god, and when he gained his wife to bring fertility he gave away his sword of victory which will slay him at Ragnarok. He is often called Yngvi (which some translate as "king"), progenitor of the Yngling dynasties of Sweden and Norway.

Freyja, his sister, is foremost among all the goddesses. She is goddess of love and death. She is the leader of the Valkyries, and half of the slain go to her halls. She is also the goddess of fertility who weeps golden tears for the annual loss of Oddr, her husband, so that her tears enrich the earth. Freyja is the goddess of desire, such as men and women feel for each other, or the animals feel in spring. She is the goddess of plenty, whose bounty makes the crops and animals grow. She is also the Queen of Witches who teaches

the mysterious seidr (spirit magic) to mortal vikings. She has a magical feather shapechanging cloak, and owns the rich gold necklace called Brisingamen. She is the most sought of the goddesses by giants, and many plots have been contrived to capture her. Cats are her sacred animal, and a giant pair of them draw her divine chariot.

There are also minor Vanir, such as Byggvar and Beyla who respectively are the personifications of barley beer and bees (who make the honey used to make mead). Oddr, Freyja's generally enigmatic husband, is the god of passion, and their daughter is Hnossa, whose name means jewel.

A further host of unnamed Vanir are hinted at but never specified. As will be shown below, these are the Alfar and other land spirits.

Other Deities

A number of obscure deities appear among the gods. They include Odin's brothers Vili (or Hoenir) and Ve (or Lodur), who were present at the creation of the world and when mankind was made. Hoenir was sent as hostage to the Vanir in return for Njord, Freyr, and Freyja, but is otherwise unknown.

Mimir was Odin's uncle and was the giant who tended the well of wisdom. When Hoenir proved an unworthy hostage Mimir, a fellow hostage, was beheaded. Odin preserved the head and spoke to it in council afterwards.

Many goddesses are named, such as Horn, Gefn, Mardoll, Saga, Syn, and Hlin. All are ignored in this text.

Some other deities appear who are important in the mythologies, but not in cult. Their cosmic functions are thus recognized, but not given power through respectful worship. Many of these deities are considered "outlaws" by the gods.

Loki is the first, a son of giants and trickster who started his career by aiding the gods. He turned into a mare and drew off the stallion which aided a giant in making impenetrable walls for Asgard. This action saved Freyja, the sun, and the moon from the giant's possession and Loki was admitted among the gods as Odin's blood brother. Later his pranks were harmless, and resulted in great treasures for the gods. But his schemes became ever more malicious and evil and, after he caused the death and then resisted the resurrection of Baldr, every other god hated Loki. He is imprisoned and tortured beneath the earth, where he will remain until Ragnarok when he will lead the giants and dead to destroy the gods.

Hela is Loki's daughter, and she is goddess of the Underworld. All the dead who do not go to Odin, Freyja, or another holy place will go to her. In her place also live sickness, cold, the truly evil humans, trolls, giants, poisonous dragons, and other monsters.

Many giant monsters strive to destroy the world. Huge wolves pursue the sun and moon. Garm, the Hell hound, will destroy Tyr. Two of these monsters are Loki's children: Fenris, the giant wolf who will destroy Odin at Ragnarok, and Jormangard, the Midgard Serpent who will destroy Thor.

Surtr is the chief Fire Giant among many, all of whom are unnamed. Among Frost Giants, Ymir's heir is apparently Bergelmir, the eldest giant who survived the war when Odin slew the first giant. Vafthrudnir is a very wise giant against whom Odin riddled to learn wisdom in the ancient ways. Utgard Loki is a clever magician who fooled both Thor and Loki.

Significant among the giants is Aegir, or Hler, who is the giant of the seas. The gods visit him on the island of Hlesey, or Laeso, in the Kattegat. His wife is Ran, called the Robber, who drags ships under the waters amid storms, where they will remain forever. Their daughters are the nine waves.

Giants are never worshiped and almost never encounter humans. They are usually the foes of the gods, far beyond the capacity of most humans to encounter. Whenever a puny human does overcome a giant, as in may folktales, it is cleverness, not viking-like might, which prevails.

A vast array of minor powerful beings inhabit the world. Included are the alfar, dwarfs, trolls, and other fairy-like beings. Some are locally worshiped, some are feared and not worshiped, and some add harmless color to the virgin wilderness beyond the fields of men. None are important in the mythology, but all are active among humans.

Overview Of Norse Religious Practices

The Norse religion includes two types of worship: public and private. Generally speaking, public worship is of the Aesir (plus Freyr) and led by a godi. It venerates deities whose cults seek initiates and operate along the principles of divine magic.

Private worship reveres the Alfar, Vanir, and other spirits and is led by the family volva, normally an elderly woman of the household who is most versed in the worship. Private worship results in spirit magic interactions.

Dedicated believers of the various deities can become initiates of those gods—occasionally without the aid of a priest.

Priesthood is conferred upon individuals who qualify to lead certain public sacrifices where many families or clans gather, typically at the thing. The priest is called a *godi* (plural *godar*) and leads the seasonal sacrifices. This position has both religious and secular duties. To hold the office, and be called a *godi*, is the equivalent of being a chieftain.

Shamanhood is also seen in the Norse religion but, instead of being under the control of the Horned Man of *RuneQuest*, the teachers are Odin and Freyja. An adventurer gaining spirit magic from the Aesir might call it rune magic, while he might call spirit magic gotten from a Vanir or Alfar cult *seidr* magic. Both use the normal *RuneQuest* spirit magic rules, with the changes detailed below.

There is a traditional structure to the viking religions that in no way resembles a modern church. There is no organization beyond that instituted by the individual shaman, *godi*, or priestess. Yet, there is a coherent body of belief which provides for an easy

translation of these religions into the *RuneQuest* magic system. It is based on tradition and customs which are discernable from the sagas and other sources.

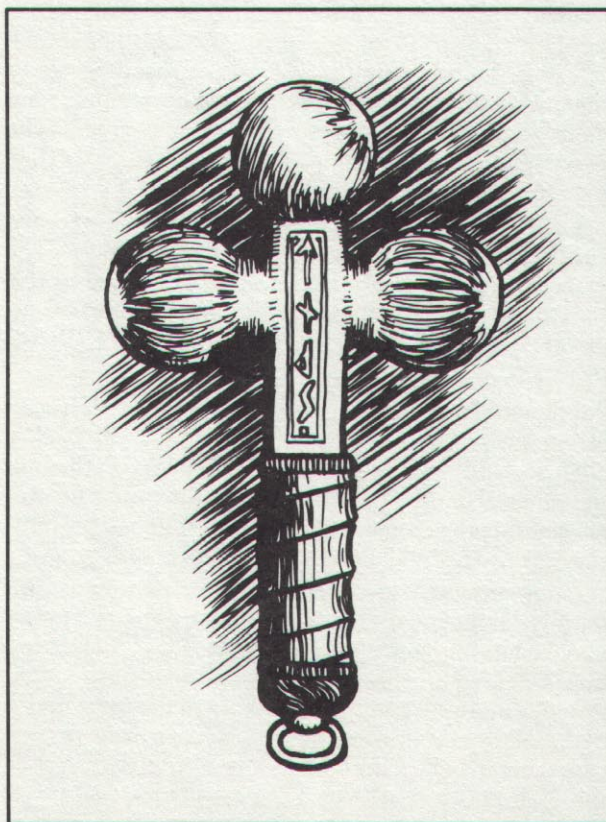
The *godar* lead the worship services and perform whatever sacrifices are necessary. Thus they are priests of all the gods: Thor, Odin, Freyr, Njord, Tyr, and so on as needed. However, they may also choose to be initiates of a single deity if they desire, and so gain divine spells from that god.

Sacrifices

Sacrifices are generally of two types: regular and expiative. Regular sacrifices are discussed below. Expiative sacrifices are performed whenever some emergency arises which requires the aid of an appropriate deity. Common occasions are the need for sustenance and protection, which is Thor's providence; for victory or for aid against enemies, which is Odin's; or for increased fertility, which is Freyr's and Freyja's. These special sacrifices are more elaborate than usual, often including the offering of human victims.

Certain creatures are more appropriate for sacrifice to some deities, as indicated below.

to Odin: horses, humans
to Thor: goats, oxen
to Freyr: boars, horses
to Alfar; Landvaettir: cocks, oxen



Thor, god of storm, wields the mighty thunderbolt hammer Mjolnir. This wondrous weapon can kill a giant or a troll in a single stroke.

The animals must have never been used for any human purpose (i.e. the oxen must never have pulled a plow, the horse must never have been ridden, and so on). The animals are often raised from birth as sacred offerings. Male animals are preferred, with remarkably white or black ones being most favored.

The animal is offered to the deity by the presiding godi who then cuts its throat over an altar stone. The blood runs into a special hole in the ground and/or into special vessels (mostly bowls but occasionally cauldrons). The holy blood is used to sanctify the sacred tools and altar, then some is sprinkled over the crowd as a blessing. The rest of the blood is used for divination, and is sometimes mixed with mead and drunk. The head and skin are usually given to the deity, either hung from a tree or set up on a pole. Special organs, including the liver or kidneys or heart, are often offered to the god. The flesh of the animals is then ceremonially cooked in great cauldrons, distributed among the godar and people, and eaten or taken home.

Human sacrifices are most common to Odin. The victims are marked by cutting runes into their flesh, then hanging them from trees and spearing them. The bodies are left to rot and be eaten by Odin's creatures: wolves and ravens. Usually only prisoners of war, volunteers, or the worst criminals are sacrificed. However, in times of need, children might be offered—the children of the king being especially meaningful. If that failed the king himself might be given to the gods.

Offerings of fruit, vegetables, and grain are often given in private worship, never in public. Burnt offerings, where the entire creature is immolated, is rarely seen. Nor is the use of incense or other smoke offerings found. Drinking rounds of mead or ale to the gods is popular. Images of gods and animals are baked and both offered to the fire and eaten. The godar are the only people allowed to wear hats during the ceremonies.

Finally, the images of the deities are often paraded about the territory during the sacred times. The wagon-cults of the Vanir are especially noted in this regard, attended by singing priests and priestesses.

Public Worship

Public worship is performed during regular sacrificial ceremonies on the seasonal holy days of Winter Nights, held each autumn at the time of the fall slaughter of cattle; Yule, held each midwinter; Eostre, to celebrate the rebirth of life each spring; and the mid-summer fire festival, held at the summer solstice.

Godi tend their own hof, or temple, within a community large enough to support them. The ceremony may be held either inside a special building, or inside a house cleared for the ceremony, or outside in a sacred grove. This hof is a place of worship to the three major deities, lesser deities, and assorted local spirits. In each case there may be a dominant or preferred deity, while the other gods are treated as associate cults.

Major and Minor Deities

Many deities are noticed in myth and legend, but their importance varied between a near universal belief in

Thor and Odin to the story-book unreality of Hodr or Vali. The differences are significant for game purposes, and so the following categories are created:

Major Deities: Odin, Thor, Freyr

Important Deities: Freyja, Njord, Sif, Tyr, Ullr,

Minor Deities: Bragi, Frigg, Heimdall,

Lesser Deities: Baldr, Forseti, Hodr, Loki, Vidar, Vali, Hela

Major deities are those who receive full cult status, including temples, godi, and public worship on a wide scale. They may also be worshiped in spirit fashion, without priests.

Important deities are those who receive some, but not widespread, worship. They have only minor temples and initiates, each presided over by a godi, that should be treated as normal *RuneQuest* cult temples. These deities can also be worshiped without a godi.

Minor deities are those who can be worshiped only by individual shamanic methods, without a godi.

Lesser deities are those who are unimportant in cult, but may be important in mythology. No benefits may be gained from worshiping them.

Temples

Viking religious temples come in the standard *RuneQuest* sizes. The gamemaster will have to determine the exact size and capacity of each temple within these limits.

Major Temples: There are only three major temples in Scandinavia, one dedicated to each of the major deities. The High Priest will be of that cult.

The other major and important cults present are usually represented by minor temples. They will each have at least one initiate godi.

The minor deities will usually have shrines with at least a godi present.

Temple Locations

Odense, Fyn, Denmark

Major Temple: Odin

Minor Temples: Thor, Freyr, Tyr

Shrines: Frigg, Njord, Bragi, Ullr

Hladir, Trondelag, Norway

Major Temple: Thor

Minor Temples: Odin, Freyr, Sif, Ullr, Frigg

Shrines: Tyr, Bragi, Heimdall, Njord

Uppsala, Uppland, Sweden

Major Temple: Freyr

Minor Temples: Odin, Thor, Freyja, Njord

Shrines: Bragi, Heimdall, Tyr

Minor Temples: There are minor temples at every viking town noted on the map, for worship to Odin, Thor, and Freyr. The High Priest may be an initiate of any one of the cults, with other godar for the other cults present.

Each provincial thing will also have a minor temple, dedicated to one deity, and will always include shrines to other deities, according to the will of the gamemaster.

Shrines: Shrines are found at every thing in Scandinavia. They will each be dedicated to one of the major deities, and serve as a *RuneQuest* temple for

Regional Worship Preferences

Norway	— Thor
Sweden	— Freyr
Denmark	— Odin
Iceland	— Thor
England	— Odin
Ireland	— Thor
Normandy	— Odin
Russia	— Thor

Cult Descriptions

Viking divine magic is available from several deities. It functions like normal *RuneQuest* divine magic for both initiates and priests, with these exceptions: the cults have neither spirit magic nor the Spell Teaching divine spell. Spirit magic may only be gained during the Winter Nights worship if a character's household worships one of the deities listed below at that time. Such practice is common only in cities, or from shamans when noted.

Initiates may sacrifice for one-use divine spells only through the intercession of a godi who knows that spell in a reusable fashion (e.g. both the initiate and the priest must be dedicated to the god). Initiates cannot get one-use magic from a godi who is not pledged to a single deity, for that priest has access only to one-use spells.

Notes:

* indicates new spell (described below)

** indicates spell changed from *RuneQuest* description

indicates new skill

Freyja

Skills: First Aid, Sing, Orate, Human Lore.

Divine Magic: (shrine) Bless Crops, Divination; (minor temple) Bless Crops, Dismiss Magic, Divination, Sanctify, Shield, Soul Sight, Spirit Block, Warding, Worship Vanir, Worship Freyja.

Spirit Magic: All.

Freyr

Skills: Animal Lore, Plant Lore, Any Weapon Attack, Any Weapon Parry.

Divine Magic: (shrine) Bless Crops; (minor temple) Bless Crops, Dismiss Magic, Heal Body, Heal Wound, Warding, Worship Freyr; (major temple) Bless Crops, Dismiss Magic, Heal Body, Heal Wound, Restore Health (to any characteristic), Warding, Worship Freyr.

Spirit Magic: Strength, Vigor.

Frigg

Skills: First Aid, Animal Lore, Mineral Lore, Plant Lore.

Divine Magic: (shrine) Bless Crops; (minor temple) Absorption, Bless Crops, Divination, Heal Body, Restore Health (to any characteristic), Worship Frigg.

Spirit Magic: Healing, Vigor

Heimdall

Skills: Listen, Scan, Search, Any Weapon Attack.

Divine Magic: (shrine) Find Enemy; (minor temple) Find Enemy, Shield, Warding, Worship Heimdall.

Spirit Magic: Detect Magic, Endurance, Farsee, Second Sight.

Njord

Skills: Boat, Swim, Animal Lore, World Lore.

Divine Magic: (shrine) Float; (minor temple) Cloud Clear, Command Seal, Command Whale, Float, Worship Njord.

Spirit Magic: Repair, Endurance.

Odin

Skills: Orate, Spear Attack, Any (other) Weapon Attack, Human Lore.

Divine Magic: (shrine) Shield; (minor temple) Berserk, Command Corpse*, Divination, Shield, True Spear**, Worship Odin; (major temple) Berserk, Command Corpse*, Divination, Fear, Madness, Sanctify, Shield, Soul Sight, Sureshot, True Spear**, Warding, Worship Odin.

Spirit Magic: All.

Sif

Skills: First Aid, Animal Lore, Plant Lore, World Lore.

Divine Magic: (shrine) Bless Crops; (minor temple) Regrow Limb, Bless Crops, Worship Sif.

Spirit Magic: Glamour, Ignite, Extinguish.

Thor

Skills: Jump, Any Weapon Attack, Any Parry, Animal Lore.

Divine Magic: (shrine) Cloud Call; (minor temple) Cloud Call, Cloud Clear, Lightning**, Thunderbolt, Worship Thor; (major temple) Cloud Call, Cloud Clear, Lightning**, Return Hammer*, Shield, Sure Hammer, Thunderbolt, True Hammer**, Warding, Worship Thor.

Spirit Magic: Bludgeon, Coordination, Countermagic, Demoralize, Detect Enemy, Dispel Magic, Ignite, Ironhand, Protection, Repair, Spirit Screen, Strength, Vigor.

Tyr

Skills: Any Sword Attack, Orate, Listen, Lawspeak#.

Divine Magic: (shrine) True Sword*** (minor temple) True Sword**, Call Followers*, Worship Tyr.

Spirit Magic: Bladesharp, Protection, Spirit Screen.

Ullr

Skills: Missile Weapon, Listen, Track, Ski#

Divine Magic: (shrine) Sureshot; (minor temple) Sureshot, Command Elk, Command Bear, Worship Ullr.

Spirit Magic: Mobility, Multimissile, Slow, Speedart.

that deity. Sacrifices to other gods will also take place there, but no divine magic may be gained for members of other cults.

Gamemasters should determine what the dominant deity is at any particular shrine that they introduce into their campaign.

Viking Religions

The standard cults given in *RuneQuest* are analogous to the following Norse deities:

<i>RuneQuest</i> Deity	Norse Deity
Agricultural Goddess	Sif
Earth Goddess	Frigg
Hunting God	Ullr
Ruling Deity	Odin
Sea God	Njord
Storm God	Thor
Trickster	Loki
Underworld Goddess	Hela
War God	Odin

The Norse do not worship the sun, moon, or night, though all appear as minor figures in mythology.

Note that two deities who appear among these analogues, Loki and Hela, do not receive any worship by sane individuals in Scandinavia.

Also note that one major deity, Freyr, and several important deities like his sister Freyja do not appear on the list of analogues. This is because their worship, like that of many terran religions, partakes of elements of several of the idealized categories given in *RuneQuest*.

New Divine Spells

For definitions of the terms used to describe the spells below, refer to the Introduction to Magic chapter of the *RuneQuest* Magic book.

Become Wolf

6 Points

Spirit Possession Only

This spell will transform an individual into a werewolf. No clothing, armor, or carried items are transformed in this change. No spells may be cast in this form. Refigure HP and hit locations, and write it on the back of the adventurer's sheet.

Become Hawk

4 Points

Spirit Possession Only

This spell will transform an individual into a huge hawk. SIZ will be one quarter normal size, with no reduction of other stats. Abilities as a hawk are those of a normal beginning hawk as given in the *RuneQuest* Creatures book, unless raised by experience in hawk form. No spells may be cast while in this form. Players with this spell should refigure damage bonus and HP and use the hit location table for Harpy, then write it on the back of their adventurer's sheet.

Berserksgang

6 Points

Spirit Possession Only

This spell makes the person upon whom it is cast invulnerable to all edged and pointed weapons. Any damage done by them will not penetrate their skin, though knock-back effects are normal.

It also has all the effects of the normal Berserk spell. However, DEX and INT are halved whenever any DEX or INT rolls are made.

Call Followers

1 Point

1.6 km radius, Instant, Nonstackable, Reusable

Use of this spell magically conveys an inaudible summons to all followers of the caster within range of the spell. No words or thoughts may be conveyed. The follower only understands that his leader wishes to see him.

The following forms of this spell are the most common: Call Thing, includes all members of the thing; Call Family, includes all members of the caster's family; Call Crew, includes all crewmen of the caster's ship; and Call Houscarls, which includes all the caster's houscarls.

Command Corpse

1 Point

Touch, Temporal, Nonstackable, Reusable

This spell may be cast upon any corpse. The caster must use his magic points to overcome the magic points of the spirit which is being commanded to temporarily reinhabit the corpse (generate the spirit's POW randomly using 3D6). If successful, each spell allows the caster to ask the corpse three questions and receive answers which are within the corpse's knowledge. A corpse's knowledge includes facts of its own life, death, and some additional knowledge of the lands of the dead where it resides. The corpse cannot lie.

Lightning

1 Point

Ranged, Instant, Stackable, Reusable

The blast of crackling energy created by this spell must issue from a sky obscured by at least 50% cloud cover. Each point of Lightning used will cause 1D6 points of damage to a single hit location if the caster overcomes the target's magic points with his own. No armor protects against this damage, but spells which defend against physical attack will be effective. The Lightning discharge is very bright and will set afire dry, flammable materials.

Return Hammer

2 Points

Touch, Temporal, Nonstackable, Reusable

This spell can be cast upon any hammer. For its duration, it will cause the hammer to return to the hand of the caster on strike rank 10 of the melee round immediately after it is thrown, regardless whether it strikes or misses its target.

Sure Hammer

1 Point

Touch, Temporal, Nonstackable, Reusable

This spell is cast upon a throwing hammer. Unless the adventurer's player rolls a 96-00, the adventurer's thrown hammer

automatically hits—regardless of movement, range (as long as the target is within 20m.—the maximum thrown hammer range), concealment, etc. Any chance for a critical, special, or fumble result is based on the adventurer's own Thrown Hammer skill. Successful hits made using Sure Hammer do not qualify for experience checks. This spell is incompatible with Speedart or Firearrow. It can be combined with Multi-missile, but only the real hammer is affected.

True Hammer

1 Point

Ranged, Temporal, Nonstackable, Reusable

This spell can be cast only upon 1H hammers. It doubles the normal damage done by the affected hammer, even if it is thrown. Any damage modifier accorded the wielder of the hammer due to exceptional SIZ or STR is not affected. The player of the hammer-wielding adventurer should roll the weapon damage twice and total the results.

True Spear

1 Point

Ranged, Temporal, Nonstackable, Reusable

This spell can be cast only upon spears used in melee, not on cast spears. It doubles the normal damage done by the affected spear. Any damage modifier accorded the spear-wielder due to exceptional SIZ or STR is not affected. The player of the adventurer should roll the weapon damage twice and total the results.

True Sword

1 Point

Ranged, Temporal, Nonstackable, Reusable

This spell can be cast only upon swords. It doubles the normal damage done by the affected sword. Any damage modifier accorded the sword-wielder due to exceptional SIZ or STR is not affected. The player of the adventurer should roll the weapon damage twice and total the results.

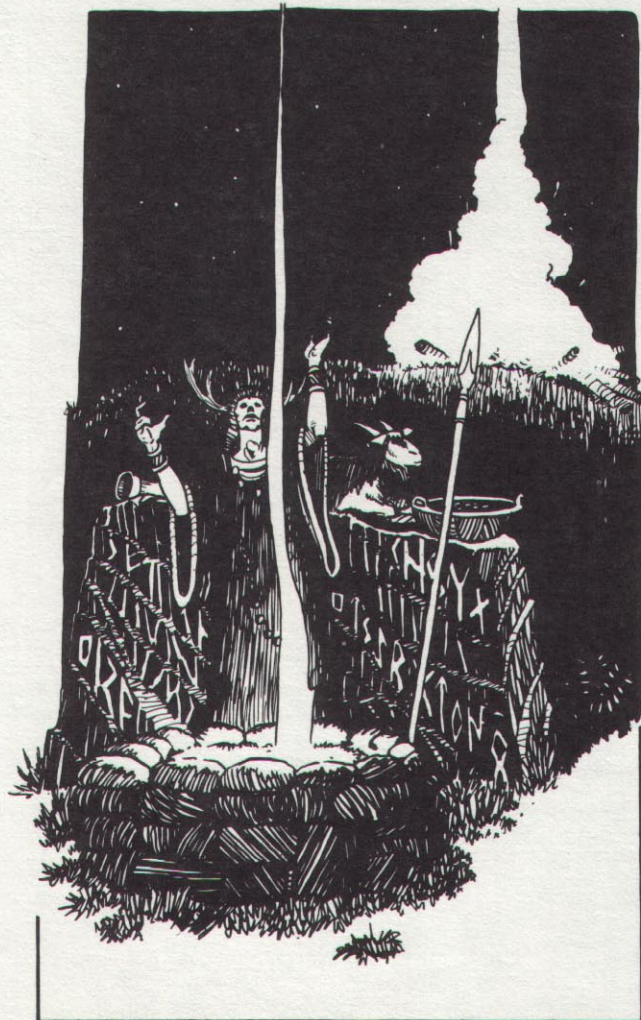
Gods Without Godar

It is possible for individuals to worship deities of the Aesir without the intercession of a godi. Such events can occur anywhere, but usually occurs outside of the regions where godar are found. For instance, a lone farmer out in the middle of Jamtland may be particularly devoted to Thor, pray to him, and receive some benefits without a godi or formal sacrifice.

The procedure for this is more akin to the normal spirit spell acquisition process than the divine magic methods. Simply put, the deity sends a spirit of his choice to the character, and spirit combat ensues as if the viking were attempting to learn a spirit spell. If the viking succeeds in driving the spirit's magic points to zero, then the spirit is conquered and the human combatant may sacrifice a number of permanent POW points so the spirit will covertly possess the person.

This possession follows the normal possession rules but instead of harming the recipient it does him good. Someone with Second Sight would be able to tell a person is devoted to some god by virtue of the covert possession without apparent harmful side effects.

Failure to defeat the spirit will mean disaster to the combatant. Major deities will have unsuccessful victims killed. Important deities' victims will be some-



On a dark night, lit only by the brilliance of the stars, the local godi offers a pure-white goat to Thor. He makes this sacrifice so that his village's longships, which sail off the following day on their way to a summer's raiding, will return home safely laden with gold and other treasure.

how maimed. Minor deities will give their victims significant damage. The exact methods are left to the gamemaster. It should be appropriate to the nature of the god, not necessarily doing immediate damage.

Both the POW of the spirit combatant and the cost of the POW sacrifice are determined by the status of the deity, summarized on the Deity Spirit and Benefits Table. The exact nature of the benefit varies according to the deity worshiped. Naturally, greater deities give greater benefits. Major deities will generally give a divine spell which can be used at any time, able to be turned on and off at will. Important deities give a divine spell which can be used once per day for 15 minutes. Minor deities give a permanent power which is equivalent to a spirit spell. For example, a devotee of Heimdall will be able to Farsee and use Second Sight all the time.

Only one spirit may possess a person at a time. Once gained, the spirit may never be exorcised. Only Odin has more than one spirit, and the praying Odin worshiper may specify which spirit he wishes to encounter.

Deity Spirit and Benefits Table

Deity	Spirit POW	POW Cost	Spell
Odin	18	6	Berserksgang*
Odin	18	6	True Spear
Odin	18	6	Become Werewolf*
Thor	18	6	Return Hammer*
Freyr	18	6	Heal Wound
Ullr	15	4	Sureshot
Njord	15	4	Float
Freyja	15	4	Become Hawk*
Frigg	15	4	Heal Wound
Sif	15	4	Heal Body
Tyr	12	2	Protection 3
Bragi	12	2	Glamour 3
Heimdall	12	2	Farsee and Second Sight

* indicates new RuneQuest spell

Spirit Magic

Most worship is private worship, done within the homes of each family and clan. This is *RuneQuest* spirit magic at work. The local spirits receive sacrifice at the autumn "winter nights," at a ceremony variously called Froblot, Alfblot, and Disblot. The spirits who receive the sacrifice are variously called the Land-

vaettir, or beast spirits; the Alfar, or elves; and the disir, or goddesses. They are all ruled by the god Freyr, or Fro, who is often called the King of Alfar.

These alfar are a generalized class of spirits of the land. They include spirits of springs, rocks, hills, and fields; the protective spirits of a family; the land-vaettir; and the spirits of dead ancestors.

The winter night's sacrifice is usually performed by the leader or a woman related to the head of a household. In the few places which have a dense population, especially Uppsala in Sweden, the household is replaced by the whole town, and the sacrificer is the king, not an elder woman.

However, most people live in isolated steads, not cities. Conducting this ceremony makes the household wise woman the equivalent of a priest at a site or shrine. They are never called such, but it is accepted as fact that they perform similar duties.

The Froblot consists of animal sacrifice at a hof. This hof is often a pile of rocks where the spirit of the land visits on holy days.

The specific spirit that receives the sacrifice is likely to be the local spirit of the region. The worship of this spirit constitutes a cult, but the lack of a significant number of worshipers prevents it from becoming a cult of importance. In some cases it occurs that a local spirit gains greater power. For instance, the family guardians of the Halogaland jarls were worshiped

Spirit Determination Table

The spirits who come to the Froblot of any one stead are likely to be one of three types, dependent upon the tradition of the place. The chart below shows the types and the spirit magic spells they are likely to have. Roll D100 to determine which type is worshiped by a household.

D100 type	POW	INT
01-40 alfar	3D6+6	3D6
41-80 landvaettir	4D6	2D6
81-00 dis	3D6+10	2D6+6

Alfar: This class of spirits includes several types, all of whose functions are the same — to protect the land. They have a light and dark side, and are thus beautiful and hideous at once. The winter sacrifice of Alfblot is intended to make them happy and bright. For instance, king Olaf Thickleg was buried in a great mound, and afterwards people of the area worshiped him as Olaf the Elf of Geirstadir, with sacrifices and prayers asking for good crops and plenty. In Kormak's Saga, Thordis, a wise woman, explained that Thorward must sacrifice an oxen to the alfar at a certain hillock to cure his wounds. On the darker side they can afflict people with many diseases, such as alfsogoda (hiccoughs), alfsiden (nightmares), or alfabruni (elf-burn). Worse, they can blight crops, cows, and sheep, thereby endangering all the human life on a stead. Freyr is called king of the Alfar.

Spells Available: (spirit) Coordination, Detect enemy, Disruption, Endurance, Heal, Protection,

Strength, Vigor, or any spells which the hero knew when he was buried; (divine) Bless Crops, Divination.

Landvaettir: These spirits do not include the great dead of old, but in others ways are similar to the alfar. Bjorn dreamt he made a partnership with a vaettir, and a strange buck joined his goatherd, which increased quickly afterwards. Viewers with second sight could always see many of the invisible spirits about Goat-Bjorn. Another time King Harald Gormsson sent a powerful Finnish shaman on a spirit journey to spy on Iceland, but the vaettir of the land appeared in beast form and drove him off.

Spells Available: (spirit) Countermagic, Demoralize, Dispel Magic, Heal, Ignite, Mobility, Repair, Second Sight, Spirit Screen; (divine) Bless Crops.

Disir: These are female spirits who are protectors of a family or a clan. Sometimes they appear as norns appearing at a child's birth and prophesying his future. Sometimes they appear as valkyries, such as the time the epic heroes Handir and Sorli slew their brother and cried out, "the disir incited us to this." Sometimes they appear as spirits of fertility, especially considering that the goddess Freyja is also called Vanadis, or dis of the Vanir. They can withdraw their protection when angered, as they did to King Geirrod, to whom Odin spoke as he died and said, "The disir are angry." Thorgerd and Irpa, of Halogaland, are probably the most powerful of the protective disir.

Spells Available: (spirit) Befuddle, Bladesharp, Demoralize, Dispel Magic, Fanaticism, Protection, Shimmer, Speedart; (divine) Shield, Divination.

enough to manifest themselves as terrible valkyries to protect their beloved descendants. Alternatively, Kristni Saga contains an example of the local elf spirit losing all its power because its worship was cut off. The elf left the rock, dressed in a miserable leather jerkin instead of the fine clothes he used to wear.

The spirit who receives the Froblot may also be a greater deity worshiped on its own as equal to the Aesir. This can include Freyja, Freyr, Njord, or Frigg. In such a case the Spirit Magic spells available would be as listed above in the cult sketches.

It is unlucky to venture out during winter nights. There are numerous examples of the most courageous viking leaving at night and never returning. In each example, however, the viking was either unprotected, unprepared, or else had some other reason to meet the spirits which roam abroad that night. In Fornmanna's Saga, Thidrandi Hallsson was taken by his guardians because they feared he would leave their worship and so decided to collect his life while they still had power over him.

During the Froblot characters may seek spirit magic from their local spirits. The types of spells are dependent upon the spirit type available.

Getting Spirit Magic

Each annual sacrifice offers opportunity to learn new spirit magic or one-use rune magic.

Spirit magic is learned by entering the ritual and communicating with the attendant spirit. This is done through spirit combat, and it is necessary to beat the spirit every round to gain magic. One point of a spirit magic spell may be gained per round of combat, with these limitations:

1. No spirit can give knowledge of a spell it doesn't have. It is likely that the limitations of a local spirit will be known beforehand.
2. Only one spell may be attempted per year.
3. Points of a spell may be added only if they are greater than the current value of the spell known to the adventurer.
Example: Your character has Healing 4, and wants to increase it at the sacrifice. The vaettir comes to him and they engage in spirit combat communication. Your character must overcome the spirit's MP at least five times to gain a point of spell knowledge. The first four rounds do not count towards gaining new points of the spell. If your character continues for more than five rounds, say seven rounds, then he will end up with a Healing 7 if the spirit has that many points.

Remember, this is not spirit combat, but rather spirit communication — the spirit will not "attack" back. Neither participant actually loses magic points. Thus the spirit has its full MP in every round.

Only one attempt may be made per person per sacrifice. However, all members of the household may learn the spell of their choice, if it is available, at the same sacrifice.

The presiding volva may attempt to gain rune magic during the ceremony. When the prayers and offerings are concluded the leader at the ceremony alone must engage the spirit in spirit combat and attempt to reduce its magic points to zero. If successful

she will gain one use of the appropriate rune spell as long as she also sacrifices the appropriate POW.

Characters automatically belong to the community in which they are born, and may thus participate in these services. However, changing communities does not allow a person to join the new community until an appropriate sacrifice is made. This takes the form of 1 cow (or equivalent) paid to the household head, and a ritual wherein the new member sacrifices 1 point of POW. Such characters may, afterwards, participate in any of the community sacrifices, and attempt to gain spells.

Spirits cannot change their spells once the game-master has determined them. They will all know the divine spells. They cannot know more than their INT worth of spirit magic.

Viking Shamanism

Shamanism seems to have been widespread in pagan Scandinavia, though few shamans were vikings.

Odin was himself a shamanistic deity. From his myths we can detect some of the shamanic practices used in ancient times. Foremost is the practice of climbing a tree to enter a discorporate trance to travel to the spirit world. Yggdrasil is the cosmic ash tree which encompasses all the world, and its name means "Steed of Ygg," while Ygg is another name for Odin which means "The Terrible One." Odin's hanging on the tree to learn the runes is comparable to a shamanic ordeal, and to the shaman climbing the tree to go into a trance. The furious aspect of a shamanic deity is further evident in the ecstasy of poetry so aptly expressed by Egil Skallagrimsson, and in the divine drunkenness on the mead of inspiration. Like shamans, Odin travels to the land of the dead and questions the spirits of the wise ancients, as in Voluspa. He also heals with his runes, as when he cures Vidar's mother of illness. Significantly, Odin in no way appears to use the shamanic methods of drumming or dancing.

Female shamans are wise women, called volva, followers of Freyja. Freyja was the goddess who invented seidr, the viking spirit magic. she taught it to Odin. These women went about the countryside to prophesy, bestow blessings, and act as seers. An example is given in the Greenland Saga.

Norse Runes

In prehistoric times the god Odin sought wisdom in every way. In his wide travels he sought the means to learn the secrets of runes, and to teach them to others.

This was not easy. First he needed to pluck an eye from his own head, and sink it deep into Mimir's Well of Wisdom, which lies where no man may find it. Then he was nailed to Yggdrasil, the World Tree whose life is the life of the universe, where he died and rose again. Odin tells his own story in Havamal, Sayings of the High One.

Wounded I hung on a wind-swept gallows

*For nine long nights,
Pierced by a spear, pledged to Odin,
Offered, myself to myself:*

*The wisest know not from whence spring
The roots of that ancient road.*

*They gave me no bread, they gave me no mead:
I looked down; with a loud cry
I took up runes; from that tree I fell.*

(Havamal, 130, 131)

The poem continues to relate a number of magical things which Odin can do as a result of his experiences. On the list are clearly powerful spells and enchantments as well as spirit magic.

Odin uses the runes in several of his myths. Many of his sacred items are said to be carved with runes, such as the teeth of Sleipnir (Odin's horse), the tongue of Bragi (god of poetry), the point of Gungnir (Odin's spear), the wolf's claw, the eagle's beak, the bloody wing, the bridge end, and so on.

He also used them to both infect and cure the woman Rinda. The latter spell was also known to Egil

The Futhark is the rune alphabet of the Norsemen. It includes 24 letters. Several versions exist which are more or less similar, though some exotic and totally unknown scripts have also been discovered.

These are the best known runes. They are used in Norse magic as foci for spirit spells, for enchanting devices, and for carving memorials to the powerful dead.

Godless Men

It often seems from the sagas that the most respected viking deity was only halfheartedly worshiped, or even disbelieved. Such disillusionment occurs when a religion fails to meet the spiritual needs of the people, and it is certain that this was occurring through the end of the viking period since most Scandinavians abandoned their aboriginal faith between the years 1000-1100.

Such dissatisfaction is readily apparent in the extreme case of Hrafnkel Freyrsgodi whose religious vows brought about his torture and slaughter among his friends and family. At least his enemies attacked and destroyed his temple.

"Then Hrafnkel said, 'I think it's a vain thing to believe in the gods.' He declared that he wouldn't worship them any longer, and he kept his vow, for he never held any sacrifices again."

Hrafnkel was not the first viking to become a godless man. Among the earliest settlers of Iceland was Hall the Godless, son of Helgi the Godless. Both men believed rather in their own might and main and thought it contemptible to crawl before rocks and sticks. They would be proud to boast, as did the hero Ketill Hoengr.

*I never gave sacrifice
to Odin
and yet I have lived long.*

Your characters can be godless, but you should remember what it means: no native magic. Unless your character believes and participates in the rituals, he cannot gain the spirit or divine magics of his native land. He could, of course, travel to Tmutorokan or even Byzantium to study sorcery, but that is outside the scope of this book.

Rune Identification Table

	rune name	meaning
F	Fehu	Cattle, chattal
U	Urur	Auroch, Strength
T	Thurs	Giant
A	As	God
R	Raidu	Ride, Journey
K	Kaunna	Torch, burning spot
G	Gefu	Gift
W	Wunju	Joy
H	Hagla	Hail, hurtful forces of nature
N	Naudir	Need, necessity
I	Isar	Ice
J	Jarn	Harvest, year
L	Ihwar	Yew, Ullr
P	Perthru	Secret
Y	Algir	Elk, protection
S	Sowelu	Sun
Ti	Tiwar	Tyr the god
B	Berkana	Birch, fertility
E	Ehwar	Horse
M	Mannar	Man
Lag	Lagur	Sea, water
Ing	Ingwar	Ing the god
O	Odala	Odal (inherited) property
D	Dagar	Day

Skallagrimsson to heal the daughter of his friend Thorfinn. A less experienced runecarver had attempted to carve runes on a bone, but had done more harm than good. After the girl was cured Egil made this poem warning of the dangers of magic:

*"None should write runes
Who can't read what he carves:
A mystery mistaken
Can bring men to misery.
I saw cut on the curved bone
Ten secret characters,
Those gave the young girl
Her grinding pain."*

(Egils Saga, 72)

RuneQuest Supplement 5

Gods of Glorantha

The first
Gloranthan supplement
for the new edition of RuneQuest!

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Gamemaster Book



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Introduction

Through the use of this supplement, the gamemaster must strive to accurately communicate the mood and mystery of the viking world to his players.



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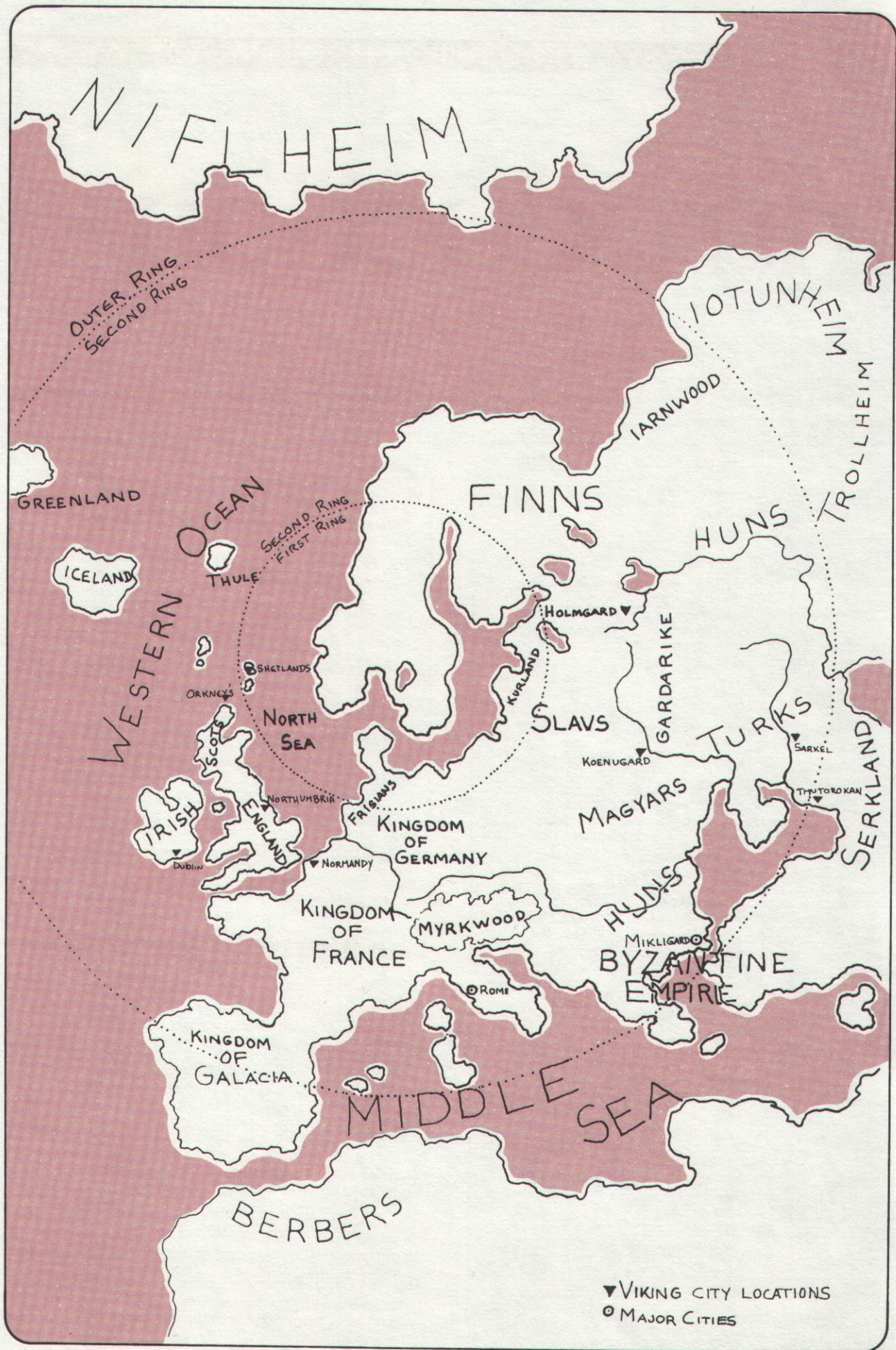
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The World Of Adventure

The large map in the boxed set is the Players Map. It indicates the best knowledge of the world available to a common person. Additional uncommon information will be gained through player experience and gamemaster handouts, and the game will be enhanced if the best artist among the players charts their adventures right on the map.

The fullpage map below is the Gamemaster World Map. It shows the adventuring world as if it were composed of three concentric rings, centered upon Scandinavia. Note that in some places it notes peoples instead of political units. This indicates that the region is not usually politically organized.

While the Players book concentrates on the home land of Scandinavia, also called Scania, from whence most adventurers will come, this chapter of the Gamemaster book explores the viking concepts of the outer world.





Viking World

Through their extensive travels, the vikings know of a great many places in their world, and fancy a great many more. The following entries provide notes on many of the lands and peoples encountered by viking sailors.

As with any other people, the vikings have an incomplete picture of their world. Their knowledge of their home regions is extensive. Their accuracy diminishes as the distance from home increases, dissolving at last into legendary and mythical realms at the edge of the world. The three rings on the Gamemaster map reflect this knowledge of the world.

The central world is Scandinavia, the first ring. Its provinces and seas are generally known. Don't be fooled by the map — the majority of every province is dense wilderness untrod by any human, a place of foreboding and mystery.

The second ring includes the foreign lands which are outside of Scandinavia. These places are mostly inhabited by humans with strange languages and customs, and monsters. These are places where vikings normally adventure.

The outer ring shows the mythical lands at the edge of the world, home to giants and more horrible monsters, which only gods and heroes tread.

Your campaign might involve all of these areas, and this supplement's scenarios cover a wide range of possibilities within these three rings.

Scanning the World

The inner, known world is adequately described in the Players book and the large Players Map. Refer to that book for information on the inner ring. The following paragraphs provide a glimpse of the area that lies outside of known viking realms (i.e. the second and third rings of the Gamemaster map).

Byzantine Empire

This immense empire lies at the end of the Dneiper river which is one of the great waterways of Gardariki. Within it lies Mikligard, the Great City. Its emperor has hired a large army of vikings, called the Varangian Guard, to help his army in the Middle Sea. The native language of the Byzantine Empire is Greek.

Dublin

This is one of several cities (including Anagassan, Wexford, Cork, and Limerick) founded by Turgeis who became King of Foreigners in Erin in 840. He is captured and drowned in 845 and the region is in Viking hands until 1052. The native language of the city (and the others) is Norse and Irish.

England

This the land of the Angles, which includes several small Saxon kingdoms. It is a rich land which provides great plunder and danger for the vikings. Its defenses are united under King Alfred the Great around 860, but his descendants are often less skillful at holding together the unruly tribes than he. England's native language is English.

Finnmark, Finns

The Finnish peoples inhabit the whole of the northern forest region. Their total numbers are few, and there is no nation of Finns. They are famous for the furs they export, and for their powerful shamans who can control winds by knotting them into ropes. The language of Finnmark is Finnish.

France

This kingdom consists of many powerful duchies and counties whose independent attitudes prevent the French king from uniting the French armies to repel the viking invaders. The native language is French.

Frisians

These are the natives of the coast between Saxony and France. During the time of Hrolf Kraki, they are independent and rule the seas. Later they are conquered by the French. The native language in the viking era is a combination of French and their own Germanic tongue.

Galacia

This ancient kingdom can trace a tenuous ancestry from the Visigoths who survived the onslaught of the Umayyad Arabs and Berbers in 711. They often suffer from viking depredations. The native language is a combination of Gothic and French with many Arab loan-words. It eventually becomes Spanish.

Gardarike (the Kingdom of Cities)

This is also called Greater Svithoid. When the first Swedish traders began exploring the great rivers to their east they found many small fortified towns established along the great waterways of that land. Early viking explorers were the first people to establish direct trade up and down the river between the forts. A viking named Rurik establishes himself and his people at the city of Holmgard circa 850. In 880 Oleg extends the domain to include the whole of the river region. Rus power peaks around 960 when King Sviatoslav plunders Turks and Bulgar huns, but dies ignominiously.

The major cities in this region are called Holmgard (Novgorod) and Koenugard (Kiev) by the Norse. The native language of the rulers is Norse, while most of the subjects outside the cities use various forms of Slavic.

Germany

This kingdom is formerly a portion of Charlemagne's empire. The kingdom of Denmark is often troubled by Germany, but just as often sends armies to plunder Hamburg, Germany's native language is German.

Greenland

This island of the far ocean has a thriving viking colony on it. This land was first discovered and ruled by Eirik the Red, a famous warrior. It has little agriculture, but is rich in herds, fish, wild foods, and exports like ivory, down, and sealskins. The historical Eirik leads the first settlers there about the year 985. Its native language is Norse.

Hebrides

see South Isles

Helleland

This is a legendary land of the Western Ocean, called Slab Land because of the great slabs of rock and glaciers which are there. No one lives in the wretched place.

Holmgard

This is a rich and powerful city of Gardarike. Around the year 800 immigrants from the Estland regions settle along the rivers here. Around 950 Rurik unite the region with his people, called the Rus, who later continue the conquest southward. Holmgard's native language is Norse.

Huns

In the early period (c. 550) the Huns, called Avars, rule over most of eastern Europe. Later they divide into two major groups by Khazar (Turk) and Magyar invasions. In the north they are called the Volga Bulgars and in the south they are called the Danube Bulgars. These are both nomadic peoples who lord over the indigent Slavic populations. The native language for all the Hunnish tribes in any age is Hunnish.

Iarnwood

This is a terrible forest of legend where live trolls, giants, and other monsters. Here are bred the giant wolves which pursue the sun and moon.

Iceland

This is a volcanic island in the Western Ocean. It is first settled by outlaws and dissidents from the regions of Norway and the viking British Isles in the years between 870 and 930, when the republic is established and most of the available land is taken. Iceland's native language is Norse.

Iotunheim

This is Giant-land. It is a place where monstrous beings live, exiled from the pleasant life of the interior and hunted by Thor.

Irish, Ireland

Ireland is inhabited by ancient peoples separated into several kingdoms and many clans. The vikings establish the first cities of Dublin, Cirk, Limerick, and others as early as 800.

The most famous Irish king is Brian Boru, the last High King of all Ireland, who unites his countrymen against the vikings. His army meets the vikings at the famous Battle of Clontarf where the most famous among the vikings gather amid fateful dooms and are soundly defeated, killing Brian in the process. The native language of the island is Irish.

Koenugard (Kiev)

A powerful city on the Dneiper, ruled by the Varangian settlers called the Rus. It is settled by the Varangians around 860, and after Oleg unites all Gardarike in 880, it becomes the capital of that river empire. Koenugard's native language is Norse.

Kurland

These countries speak a different tongue than the Slavs or Norse, and live in tribal communities without kings. Their native language is Baltic.

Magyars

Around 740 the defeat of the Turkish Khazar Khanate frees several other nomad tribes. One of these is the Magyar people, a Finnish folk who adopt the nomadic way of life. They continue to wander and conquer parts of Europe until 995, when they settle down and become the Hungarian people. The Magyars speak their own unique tongue.

Man

This island serves as the center for a viking kingdom between the years 850-1000. The rulers are an unruly (and mostly unrecorded) lot. Well-known are the brothers Brodir and Ospak, who fight on opposite sides at the Battle of Clontarf in 1014. The jarls or kings here occasionally rule over the viking settlements of the Hebrides, Ireland, and west Britain. The native language of Man is Welsh, with Norse-speaking overlords.

Markland

Leif Eiriksson named this region "Forest Land" when he first passes by it. Later travelers find it inhabited by the Skraelings, a native tribe, and by Unipeds (men with one leg and two arms who fight with bows). The natives speak their tongue of Skraeling.

Middle Sea

The Mediterranean Sea is known to the vikings through rumor and hearsay — for there lay the ancient empires of Troy and Rome, and the modern empire of Byzantium. The vikings visit the Mediterranean area only under special circumstances. The western Mediterranean is little visited by the vikings until the great viking raid led by Bjorn Ironside from 860 to 864. The eastern Mediterranean is known to the vikings through service in the Byzantine army as early as 900. Later the viking warriors were formed into the Varangian Guard, a special bodyguard unit of the Byzantine Emperor founded around 1000. The most famous leader of the Varangian Guard is Harald Sigurdsson, who leads victorious campaigns in every land from 1035 to 1044, and later becomes king of Norway.

Mikligard (Great City)

This is the viking name for Byzantium, the capital of the Byzantine Empire. It is also called Tsargrad. It is the richest and most decadent city in the viking world, where men of a hundred tongues meet and trade. Many vikings come here to trade; many take service in the Byzantine army. Mikligard's native tongue is Greek.

Muspelheim

The Land of Fire lies in the uttermost south and is inhabited by fire giants. At the end of time these giants will cover the world and destroy everything. Until then they have little to do.

Myrkwood

The legendary Forest of Shadows lies to the south of Teutonic lands, in the Bavarian forest and the impassable Alps. Here live the swan maidens and immortal races of elves. The native tongue here is Elvish — meaning that when they speak to anyone, including mixed crowds, the listener always hears his native tongue.

Niflheim

This is the Land of Ice which lies at the outermost edges of the world. It is inhabited only by ice giants, though Thor often visits there to suppress the monsters.

Normandy

Many small settlements in this region are united by Hrolf the Walker, who is Count of Rouen by the French King in 911 (later also the Duke of Normandy). He is the son of jarl Rognvald, a famous friend of King Harald Finehair who first unites Norway. The language is French before 900, Norse until 1000, and French after that.

North Sea

This ocean is known to vikings, who will sail all the way across it to reach and raid Britain. It is ruled by the god Aegir.

Northumbria

This is also called the Danelaw. Many thousands of Danish and Norwegians settle in this region of England, totally replacing the Saxons there. Sometimes this region, or its main city of York, is said to have a king. Most famous of them is Eirik Bloodaxe, one-time king of Norway who ruled on and off from 948 to 954. Northumbria's native language is English before 850, Norse after.

Orkneys

Around 911 King Harald Finehair of Norway sets sail with a great fleet and kills his enemies in the Orkneys, Shetlands, and Hebrides. He gives the islands to Jarl Rognvald the Powerful, of More, whose family and descendants maintain the islands afterwards.

The jarl of these islands sometimes also rules the Hebrides, Shetlands, and parts of north and western Scotland.

Outer Ocean

Within the depths of this unknowable sea lies Jormangard, the Midgard Serpent who will one day destroy Thor. These frigid waters are full of monsters, and promise sure death to any mortal craft which ventures there.

Saxony

Before the coming of Charlemagne, the Saxons are an independent people and enemies of the Danes. Many Saxons

migrate to Britain and turn it into England. Afterwards Saxony is part of the German Kingdom.

Scotland

This kingdom of many clans unified in 844 to halt viking pillaging. Troubles with vikings continue anyway, such as the conquests (c. 912) by Sigurd Eysteinsson the Powerful, the first jarl of Orkneys. King Indulf of Scotland is killed by Danes in 962.

Serkland (Silk Land)

This is the name for the Arab caliphate whose capital is at Baghdad. The Arab traders also travel upriver through Gardarike and into the Scandinavian trading cities like Birka and Hedeby. The dominant language for this region is Persian, spoken by the Samanid Emirates. Most of the populace still speaks Arabic.

Shetlands

These islands are first populated when King Harald Finehair drives his enemies out of Norway. They become part of the jarldom of Orkney about 911.

Slavs

The Slavic people inhabit a greater portion of the map than shown, but exist mainly as people subservient to lords of other nationalities.

South Isles (Hebrides)

Thinly settled, these islands are often taxed and plundered by vikings from the Orkneys or Man. After Harald Finehair drives his enemies out of Norway around 900, they are thickly populated with refugees.

Thule

The northernmost land recorded by ancient Mediterranean writers, who sometimes equate it with Hyperborea, the Land Beyond the North Wind. In Thule live griffins, the god Apollo, and fabulous peoples.

Tmutorokan

This settlement lies upon the Black Sea, and is the closest large viking settlement to the empire of Byzantium. It controls the Don river commerce, and trades with the Khazar Turks of the Crimea.

Trollheim

Trollheim is the land of Trolls. Thor visits this place to kill these monsters. Average people rarely do.

Turks

Several Turkish-speaking nomadic tribes inhabit the river routes of the east. In early times the tribes of the Khazar Khanate are the most important, while later the Patzinak Turks hold power. All natives speak some version of the Turkish tongue.

Umayyad Caliphate

Spain is conquered by the Muslims and Berbers in 711 when the Visigothic kingdom is crushed in battle. The land is unusually civilized in comparison with the rest of Europe. The Caliphate occasionally wins significant victories against the marauding vikings, and occasionally hires them as allies as well. The native language is Arabic.

Vinland

This land is first explored by Leif the Lucky, son of Eirik the Red. The historical Leif Eiriksson probably explores it about the year 1001. Ten years later a colony is established there led by Eirik's daughter, Freydis, a powerful witch. The natives are called Skraelings, and speak their own tongue.

Wendland

The Wends are a Slavic tribe who live along the southern Baltic. They are usually unable to unite and so are often

plundered by the vikings. One exception is the kingdom of King Mistivoj, who helps Harald Bluetooth invade the German kingdom in 983. Their language is Slavic.

Western Ocean (North Atlantic)

The vast body of water to the west of Scandinavia is called simply the Western Ocean. It is dotted with mysterious islands which were gradually settled: Shetlands and Orkneys in 850, Iceland in 870, Greenland in 985, and Vinland in 1010.

An Adventuring History

This is a chronology of selected historical events chosen for their roleplaying possibilities. It does not pretend to be complete, historical, or scholarly. Do not expect any one adventurer to take part in all of the events listed here — after all this list covers 500 years of history. The gamemaster can use this list of events as a guideline for choosing the period of his or her campaign, and for creating unique adventures.

Mythic Prehistory (?B.C.-100 A.D.)

<i>date</i>	<i>event</i>
?	humankind created on a beach in Skani
?	visitation of Rig the Walker creates social classes among humans
?	Yngvi Freyr establishes Swedish dynasty of Ynglings
?	Scef washed ashore in Denmark, his son Skiold establishes Skiolding dynasty in Denmark
100 BC	Goths depart their ancestral homeland in Scandinavia and move to Germany
100 AD	Tacticus records that the Swedes are the most powerful Scandinavian tribe

Earliest Period (450-699 A.D.)

<i>date</i>	<i>event</i>
450	King Halfdan (of Skioldings) defeats Heruli tribe and drives them out of Denmark
475	King Hrothgar Halfdansson builds Heorot at Lejre in Zealand
500	Beowulf visits King Hrothgar, slays Grendel
521	King Hygelac (of Geats) is killed raiding French (Beowulf refuses crown)
535	Hrolf Kraki (a Skiolding) seizes the throne of Denmark from his cousin and begins a period of great splendor
545	Hrolf Kraki's famous raid on Uppsala
550	Death of King Hrolf Kraki

date *event (continued)*

574	Death of Beowulf by a dragon
600	Great nation conquered by Swedes
650	Ivan Far-reacher, King of Skani, overcomes Ingjald the Wicked and begins a new dynasty of Swedish Ynglings

Eighth Century (700-799 A.D.)

<i>date</i>	<i>event</i>
700	Swedes settle in eastern Baltic (England)
730	Battle of Bravellir ends Norse unity with the death of Harald Wartooth at the hands of Sigurd Hring
750-790	Minor raids by chieftains begin in France, England, and Ireland
790-800	Extensive raids in the Irish Sea region
795	Norwegians settle Faeroes

Ninth Century (800-899 A.D.)

<i>date</i>	<i>event</i>
800-810	King Godfred (Denmark) wars against Charlemagne
825	Rus found Tmutorokan on Black Sea
827	Horik Godfredsson becomes King of Denmark, burns Hamburg, and sends fleets of raiders out, especially Ragnar Lodbrook against the western islands.
840	Turgeis declares himself King of Foreigners in Eire, reigns for four years
845	Vikings raid Spain
851	Viking war in Irish sea ends with the defeat of the Norwegians, victory for the Irish and the Danes
859-862	Great Mediterranean Raid, led by Bjorn Ironside and Hasting
860-867	Viking army plunders in France
865	Sons of Ragnar Lodbroook (Ivar the Boneless, Ubbi, Halfdan) lead Great Army to plunder in England
875	Great Army divides; parts go into France and England
876	Vikings are victorious in England, whose King Alfred flees to hide in the marshes

Kings of Sweden

year	name of King
500	Ottar, son of Egil
	Adils, son of Ottar
600	Osten, son of Adils
	Ingvar, son of Osten
	Anund, son of Ingvar
	Ingjald Illrade, son of Anund
	Olof Tratalja, son of Ingjald Illrade
800	Sigurd Ring
	Ragnar Lodbrok
	Bjorn Ironside, son of Ragnar Lodbrok
	Eric VI, son of Ragnar Lodbrok
	Bjorn, son of Eric VI
	Olof, son of Bjorn
	Emund Eriksson, son of Eric VI
	Eric VII, son of Bjorn (the Swedish Kingdom was established by Eric VII)
994-1022	Olof Skottkonung, son of Eric VI
1022-1050	Anund Jakob, son of Olof Skottkonung
1050-1060	Emund the Old, brother of Anund Jakob
1060-1066	Steinkel, son-in-law of Emund the Old
1066-1080	(internal wars)

Grand Dukes of Russia

year	name of Grand Duke
862-879	Rurik of Novgorod
879-912	Oleg (Helgi)
912-945	Igor, son of Rurik of Novgorod
945-955	(as Regent) St. Olga, wife of Igor
955-972	Sviatoslav, son of Igor
972-977	Yaropolk, son of Sviatoslav
977-1015	St. Vladimir, son of Sviatoslav

Kings of Denmark

year	name of King
c. 60 BC	Skjold (mythical character)
794-803	Sigfred (or Sigurd) Snogoje
798-810	Godfred
810-812	Hemming, nephew of Godfred
812-813	
819-822	Harold Klak, nephew of Godfred
825-826	
827-854	Haarik (Eric) the Old, son of Godfred
803-850	Hardicanute (Canute I)
900-950	Gorm the Old

950-985	Harold Bluetooth, son of Gorm the Old
985-1014	Sweyn I Forkbeard, son of Harold Bluetooth

Kings of Norway

year	name of King
872-930	Harald Finehair (Harald I)
930-934	Erik Bloodaxe (Eric I), son of Harald
934-961	Haakon the Good (Haakon I), son of Harald
961-970	Harald Graypelt (Harald II), son of Erik
970-995	(as ruler) Earl Haakon
995-1000	Olaf Trygvason (Olaf I)
1000-1016	(as rulers) Earls Erik and Svein, sons of Earl Haakon
1016-1030	Olaf II Haraldson (St. Olaf)
1030-1035	Canute the Great, son of Sweyn Forkbeard
1035-1047	Magnus the Good (Magnus I), son of St. Olaf
1047-1066	Harald Hardrade (Harald III), son of Harald I

date	event (continued)
878	Alfred the Great, King of England, seizes London and ends viking dominance
879-892	Great Army plunders France
880	Oleg unites Varangian river empire into Rus
885	Battle of Hafsfjord makes Harald Finehair the first King of Norway, Iceland is settled
892	Plague decimates Great Army which returns to England and is defeated by English

Tenth Century (900-999 A.D.)

date	event
900	King Olaf of Sweden conquers Denmark and holds it for 36 years
901	Irish capture Dublin, but are defeated by vikings
905	King Harald Finehair conquers vikings of western islands; names first jarl of Orkneys
911	Hrolf the Walker receives Normandy from the French king
918	Danelaw recognizes King Alfred as their king
930	King Harald Finehair resigns his throne to Eirik Bloodaxe (his son)
933	Eirik Bloodaxe surrenders the throne to Hakon the Good
936	Germans (under Henery the Fowler) oust Swedes from Denmark. Gorm the Old becomes King of Denmark at Jelling
940	Harald Bluetooth becomes King of Denmark
945	English and Danelaw Danes fight Norwegians from Ireland
947	Eirik Bloodaxe becomes King of York
960	Harald Bluetooth of Denmark converts to Christianity, kills Hakon the Good, and seizes Norway
970	Battle of Limsfjord, Harald Greycloak (King of Norway) is killed

date	event (continued)
974	Germans seize parts of Denmark
980-982	Great viking attacks on England
983	Danes under Swein Forkbeard (son of Harald Bluetooth) drive Germans out of Denmark
985	Eirik the Red leads settlement of Greenland
986	Harald Bluetooth driven from Danish throne by his son. He dies in Jomsburg
988	Great viking raid on England
991	Danegeld paid by English
994	Great attack on England led by Swein Forkbeard and Olaf Trygvason
995	Olaf Trygvason becomes King of Norway

Eleventh Century (1000-1099 A.D.)

date	event
1000	Iceland adopts Christianity
1001	Leif Eiriksson explores Vinland
1002	Danelaw attacked by English
1003-1004	Swein Forkbeard plunders England
1009	Thorkel the Tall commands vikings in England
1013	Swein Forkbeard conquers England and is named King
1014	Battle of Clontarf in Ireland ends viking domination
1015-1016	Cnut Sweinsson fights and conquers English
1015	Civil War among Rus begins with the death of Vladimir the Saint
1016	Olaf Haraldsson conquers much of Norway
1026	Cnut Sweinsson defeats Norway and Sweden in battle
1028	King Cnut takes Norway from King Olaf
1030	Battle of Stiklestad results in the death of Olaf the Saint
1035	Death of King Cnut the Great
1066	Harald Hardrada attacks England and is killed at the Battle of Stamford Bridge



Scandinavian Creatures

Many of the creatures described in *RuneQuest* will not commonly be found in viking lands, as indicated on the following list. Remember though, that viking travelers will discover many creatures in other lands that never existed in Scandinavia. Thus Varangian visitors to Greece may very well come across a tribe of centaurs. The gamemaster may place a creature in an abnormal environment to suit a special purpose in a scenario.

The Norse Otherworld

Like most barbarian peoples, the vikings hold a superstitious awe of the unknown lands and waters which surround their farms and towns. In the forests live ghosts, elves, trolls, and woodwives. The majestic ocean holds gods, giants, and inhuman man-like races. These things do not live in faraway places like the otherworld of the immortals. They live here, in the world of men, past the fields and grazelands and beaches. Their homes are thought to be haunted places, and these creatures are, in some way, magical and inhuman.

Vikings constantly name and rename creatures and places. All of the creatures described in this chapter have been mistaken for something else at one time or another. Neighboring clans will often provide dif-

ferent names for the same creature. The Mistaken Identities Table provides a summary of the more common names given to these creatures by man.

Supernatural Powers

All of the mysterious creatures and beings of Skania use variations on one or more of six general supernatural powers. Odin, the most powerful being, controls all of these powers. Less powerful creatures, such as kobolds, only possess limited abilities. Each power is accompanied by suggestions for its use gleaned from sagas and marchen of the Scandinavians and other Germanic peoples.

Within the text of some creature descriptions, specific forms and combinations of these powers have been assigned, under the entry for Benign and/or Malific Powers. These specific powers are not described in game terms and are provided as gamemaster suggestions. The gamemaster should use these suggestions as he sees fit, so long as the elements of the story mesh together in a plausible way.

These powers are similar in use to spirit magic, with two notable differences. First, the creature's ability with its powers is always 100%. There is no need to try for a success roll. Second, use of the power never subtracts from the creature's magic points. If you wish

RuneQuest Creatures Found in Scandinavia

The following creatures can be found in Scandinavia. However, any entry marked with an asterisk [] indicates that the entry is expanded upon discussions below.*

Bear, Brown; Bear, Polar; Cattle; Cult Spirit; Deer; Demon; Disease Spirit; Dog; Dolphin; Dragon*, Dryad*, Dwarf*, Elf*, Ghost*, Giant*, Hag*, Hawk, Healing Spirit, Horse, Human, Insect Swarm, Intellect Spirit, Killer Whale, Magic Spirit, Naid*, Nymph*, Octopus, Oread*, Passion Spirit, Power Spirit, Sea Serpent, Shark, Spell

RuneQuest Creatures Not Found in Scandinavia

Allosaurus, Giant Ant, Baboon, Bandersnatch, Basilisk, Giant Beetle, Behemoth, Brontosaur, Broo, Centaur, Chimpanzee, Chonchon, Crocodilian, Duck, Elemental, Elephant, Fachan, Ghoul, Gnome, Gorgon, Gorilla, Grampus, Griffin, Halfling, Harpy, Headhanger, Hellion, Jabberwock, Lamia, Lion, Rock Lizard, Manticore, Minotaur, Mummy, Ogre, Orc, Panther, Python, Satyr, Shade, Skeleton, Stoorworm, Sylph, Tiger, Cliff Toad, Dark Troll, Undine, Unicorn, Vampire, Werewolf, Wraith, Wyvern, Zombie

to give a character a chance of not being affected by a curse or blessing, match the magic points of the creature against those of the target adventurer just as you would with any normal magic. The creature does not sacrifice POW to any god to gain these powers, and will always be able to use them. Additional methods of avoiding a creature's magic may be provided in the creature description.

If the creature knows spirit magic, its use of that form of magic is governed by the same rules as anyone else's use of spirit magic (requiring a casting success-roll and an expenditure of magic points).

Many of the supernatural effects described below are appropriate for dramatic background, but do not let your dramatic effects destroy the adventurers by accident. It is one thing to lose a few fatigue points to the intense cold of a wight, but quite another when the whole party drops from exhaustion and dies.

As gamemaster you do not have to know the exact game mechanics which your NPC creature uses to affect the adventurers. But it is important that you describe the event in such a way to convey the mood of the viking otherworld.

Environment Effects: weather control is the most prevalent supernatural affect. In dramatic moments clouds cover the sun; the temperature drops; winds rise; a fog envelopes the ship. There may be rolling clouds, flashes of lightning, bursts of fire, blasts of hail, and earth tremblings. There may be a moment of wrong colors, strange whistles or rings, visible auras around magical beings or things, echoes from voices, or the sounds of distant laughter or tears. The air might carry the odor of smoke, stench of corpses, or the sweet scent of fresh lemons and cinnamon. Glimpses of the Other Side are as illusions to the humans who see them, covered with a magical glamour.

Supernatural Characteristics or Skills: the supernatural creatures are often fantastically powerful in one or more skills or characteristics. Most of them which engage in physical contact, like giants, trolls, draugr, and arm-wrestling schratts, are incredibly strong, especially if they are small. Those which probe the minds and memories of humans have a very high INT characteristic and high Lore skills. If the creatures are fighters, they are probably experts at their weapon. Some creatures may possess immaterial forms, yet might have a freezing touch which Taps like sorcery. Many beings are simply immune to all edged and pointed weapons. Others have incredible armor which allows them to be bashed about, but barely pierced. Some have awesome CON, which makes them shrug off deep impales. Most of them can regenerate hit points or magic points lost through damage.

Shapechanging: this is an ability common to many gods, spirits, and powerful magicians. There is a clear overlap between the several shapechanging methods available and similarities in their effects. Compare the following as you experience the adventures of the *Vikings* package: a swan maid's and Freyja's feather cloaks, Freyja's divine Become Hawk spell, the magic skins of berserks (bear-shirts) and ulfserks (wolf-shirts), Odin's Become Wolf and Berserker gang spells,

lycanthropic shapechanging, and the ability of shamans to turn into seals, whales, birds, boars, horses, wolves or other creatures to do mischief or travel the spirit plane.

Shapechanging is not always a bad or evil thing. One of Hrolf Kraki's best friends and warriors was Bjarni, who could turn into a bear in combat. Swan maidens are mentioned above. Odin turned himself into various creatures for his own purposes. Sigurd and Sinfioti spent some years hiding in the forest as wolves.

In general, the precise powers and abilities of a shapechanger will become those of whatever creature form he or she assumes. When Andvari the dwarf metamorphosed into a huge salmon he was an expert at swimming. When Fafnir turned into a dragon he had all the strengths and weaknesses of the worm.

Ability to Disappear: sometimes a creature, especially one of the hulda folk, simply pops out of existence. Others turn invisible at will. A draugr is described as sinking into the earth, presumably after becoming insubstantial. This can explain how others appear to swim through the earth. Sometimes a disappearance is actually the result of Shapechanging, so a giant does not really disappear but instead turns into a horsefly buzzing nearby.

Curse: most troubles can be traced to supernatural effects. Dark elves sour milk, cause sickness, lame horses, tangle yarn, loose goats, spill butter, and miscarry calves. Angry disir and valkyries cause death, make unreasonable demands for sacrifice, and send malicious spells against upright heroes. Magicians can cast the evil eye with their last living sight. Stigandi Kotkelsson peeked through a hole in a bag and burned a whole hillside with a whirlwind which prevented anything from growing. His brother, Hallbjorn Sleekstoneeye, cursed his killer's descendants to bad luck (which they had), was drowned, then returned as a draugr. Egil Skallagrimson chanted rune curses against his enemy, Eirik Bloodaxe, which (apparently) helped depose Eirik from this kingship. Odin struck Rinda ill through his magic. Dwarves give up treasure if tricked out of it fairly, but always put some fatal curse upon it.

After Grettir the Strong outwrestled Glam, a berserker-turned-draugr, Glam cursed the victor thusly:

"You have been very determined to meet me, Grettir, but it will hardly surprise you if you do not get much luck from me. I will tell you this: you have acquired by now only half of the strength and vigor which you were destined to get if you had not met me. I cannot take away from you what you already have, but I can see to it that you will never be stronger than you are now, and yet you are strong enough, as many will find to their cost. Up until now your deeds have brought you fame, but from now on outlawry and slaughter will come your way, and most of your acts will bring you ill luck and misfortune. You will be made an outlaw and forced to live by yourself. I also lay this curse on you: you will always see before you these eyes of mine, and they will make your solitude unbearable, and this shall drag you to your death."

(Grettir's Saga, 35)

Afterwards Glam's corpse is decapitated, burned, and the ashes buried where neither men nor beast goes.

Ability to Bless: the disir can be favorable. They can bestow cows with many calves who give rich milk, cause pastures to grow thick with clover, or strengthen a field of barley which will stand against early hail damage. Especially pleased household spirits might enrich their humans by increasing their herd (as they did for Goat-Bjorn), their material wealth (perhaps by leaving ancient treasures of gold and silver), or by making special things (like brownies making shoes for the shoemaker). Odin and Freyja blessed king Rerir of the Volsungs with a son born late in his life. The light elves will lead you to berries in the fall, bird eggs in the spring, and the warm delight of a summer nap full of pleasant dreams.

Creature Descriptions

These descriptions, derived from viking mythology and folklore, do not include every spirit and creature

available. It does present a sampling of creatures which may interact with adventurers during a campaign.

The entries below do not always present full characteristics for each type of creature. For example, the characteristics for hags can be found in the *RuneQuest Creatures* book.

As (pl. Aesir)

As is pronounced as *Ace*. Among the Aesir are included the gods Thor, Odin, Frigg, Heimdall, Baldr, and Forseti. In the elder legends and myths the gods, especially Odin, tinker directly with human affairs. Heroes like Sigurd Fafnirbane, Hadding, Starkad the Old, and Halfdan have irregular personal contact with Odin. In many stories Odin appears to a hero, offers him the secret of victory, and then departs only to show up later and cause the hero's death.

In the later Icelandic sagas, Odin and the other deities never appear in human form. Their influence may be felt through divinations, such as sending out

Mistaken Identity Table

A creature listed in all capital letters is described later in this chapter.

AS	see: vanir also called: Odin, Thor, Frigg, Heimdall, Baldr, Forseti
ALFR	see: elf also called: elf, hulda folk, light elf, dark elf, wight, kobold, brownie
AUROCHS	
BARROW DWELLER	see: draugr also called: mound dweller, alfar, wight
BERGBUI	see: giant also called: mountain giant, stone giant, jotun
BERSERK	see: the Players book Norse Religion chapter
Black Elf	see: dverge
Brownie	see: household spirit
BUSH GRANDMOTHER	see: hulda folk
Dark Elf	see: alfar
DIS	see: hag, Thorgerd & Irpa also called: vanir, valkeries, alfar, land-vaettir, hag
DRAGON	see: orm, worm
DRAUGR	also called: ghost, undead, wight, barrow dweller, mound dweller, alfar
DVERGE	also called: dwarves, black elves, Svartalfar

EINHERJAR

also called: glorious dead, heroes

ELF	see: alfar, disir, hulda folk also called: dark elf, light elf, brownie, bush grandmother, hag, household spirit, schratt, sprite
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Fire Giant	see: muspelli
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Fossergrim	see: stromkarl, nykr
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Freyja	see: vanir
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Frigg	see: aesir
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Frost Giant	see: hrimthurs
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Ghost	see: draugr
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GIANT

HAG	see: norn, disir, alfar, vanir, valkyrie
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HOUSEHOLD SPIRIT	see: alfar, disir, land-vaettir, kobold, brownie, tomte
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HRIMTHURS

HULDA FOLK	see: alfar, elf, dverge, nykr, mara also called: elf, alfar, dverge, brownie, bush grandmother, dark elf, light elf, kobold, nykr, schratt, sprite, tree spirit, swan maiden, wood wife, norn
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Iotun	see: troll, giant also called: the devourer
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Irpa	see: Thorgerd & Irpa
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Kobold	see: household spirit
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KRAKEN

ravens and prophesying by the way they fly or casting runes carved on bones, sticks, or stones. Occasionally, Odin is invoked, as Egil Skallagrimsson does twice when he composes his famous "Lament for My Sons"; and when he curses the king of Norway.

The use of the divine intervention is a special game-master tool to be used with much forethought. The players should not take these events lightly or use them indiscriminately. No adventurer would sensibly refuse the request of his god, so to have Odin appear (and be recognized) means you will have forced the players to your will. Think before acting with such highhandedness. Resist the urge to get carried away — almost no one in the sagas met more than one deity, and such meetings were always fraught with mystery and power.

Aesir Special Abilities

The effects given below are true for all the deities listed above, except as noted after the description of the effect.

Magical Sight vs. the Aesir: an adventurer using Second Sight, Mystic Vision, or Soul Sight to view an As will suffer one melee round of physical blindness for each strike rank that the As was magically seen. The adventurer also fails to learn any information normally provided by this magical spell because each deity uses many disguise enchantments against precisely this sort of thing. The magic points used to cast the magical vision spell are still expended.

Heimdall initiates gain the ability to always see with Second Sight. They are not blinded when they view the Aesir, though they also learn none of the information provided by this spell. They do know, however, that they have looked at someone magical.

Spells vs. the Aesir: any spells cast at an As will automatically fail and will, in addition, cause 1D6 + 1 points of damage to a random hit location and the general hit points of the spell caster. This includes any Detect spells cast upon a disguised god.

LANDVAETTIR	see: alfar, disir, vanir, household spirit
Light Elf	see: alfar
MARA	also called: nightmare, schratt
MARGYR	see: nykr also called: sea giantess, merwif, seatrold
Merwif	see: margyr, nykr
MOUND DWELLER	see: draugr, hulda folk also called: barrow dweller, alfar, wight
Mountain Giant	see: bergbui
MUSPELLI	also called: fire giant
Neckr	see: nykr
Nightmare	see: mara
Nixie	see: nykr
NORN	also called: wyrd sisters, fates, disir, hag
NYKR	also called: neckr, nixie, merwif, seatrold, stromkarl, fossegrim
Odin	see: aesir
ORM	see: wyrm, dragon
Sea Giantess	see: margyr
Seatrold	see: margyr, nykr also called: sea troll
Schratt	see: hulda folk
SPRITE	see: hulda folk
Stromkarl	see: nykr
Svartalfar	see: dverge also called: black elf, dwarf

SWAN MAIDEN

Thor	see: aesir
THORGERD & IRPA	see: disir
Tomte	see: tree spirit, household spirit
TREE SPIRIT	see: hulda folk, schratt, wood wife also called: skogsnufta (forest-maiden), Skogsfru and skogsman (wood-wife and wood-man), skogsra (wood-goblin), tomte, troll-wives
TROLL	also called: iotun, giant, troldfolk
VALKYRIE	also called: disir, choosers of the slain
VANIR	see: alfar, disir, landvaettir, aesir also called: deities of the wagon

WALRUS

Wight	see: draugr also called: barrow dweller, mound dweller
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WILD HUNT

WOOD WIFE

Wyrm	see: Orm, Dragon
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Viking images of some of their more important or notable gods. From left to right these are: Freyr, one of the Vanir and the god who brought fertility to the world; Thor, the Aesir lord of storm and thunder; Odin, the Aesir king of gods and the war god; and Loki, a minor deity, the son of giants and trickster.

Combat vs. the Aesir: any weapon (including any magical weapon capable of being produced in *RuneQuest*) will automatically break if it strikes an As. In return, the god always critically hits any desired hit location on one target per strike rank. He does as much damage as he desires to the hit location struck.

Other Abilities: the Aesir may vanish instantly, kill or cripple a normal human with a thought, and can create fantastic illusions. Many of them are shape-changers, but they do not usually change shape before mortal eyes. When one of these gods approaches, all dogs stop barking (as dogs are prone to do when about any magical creature).

These rules are not intended to be fair. They are intended to inspire awe and fear in players who meet them. Gods are not something to swordfight with.

Special Notes

This information is specific to one or another of the Aesir, and applies only to that deity. Do not apply these notes to the Aesir in general.

Odin: of all the Aesir, Odin appears to men most often. He is almost always disguised as an old man with a large, floppy hat which covers his blind eye. He carries his magic spear, Gungnir, disguised as a walking stick and wears a long blue cloak. He is a shape-shifter with no apparent limit to his ability.

Odin often appears on a shore, signals a ship's captain, and then boards the vessel. He speaks of the old ways, telling about the abodes and deeds of the gods. He may prophesy for the crew or important leaders.

He offers victory to his chosen hero, and guarantees it for the man's entire life. This pattern appears in the legends of Harald Wartooth, Hadding, and Vikar.

Sometimes Odin travels about in disguise, stopping at the lairs of men to test their hospitality. If refused this most basic tenet of humanity he wreaks appropriate vengeance upon the wrongdoer. One such tale is seen in the poem "The Lady of Grímnir" from the Elder Edda. King Geirrod attempts to burn Odin to death and instead dies an ignoble death.

Odin is sometimes equated with the leader of the Wild Hunt, a storm of the restless dead who ride demonic steeds and, guided by howling hounds, seek out and hunt down lost souls, wrongdoers, and lone travelers.

Frigg: she is the wife of Odin, and never appears to men by herself. In one myth she and Odin shared a cottage on a shore. Disguised, they raised two brothers, Agnar and Geirrod, as their fosterlings. She bore the appearance of an old peasant woman.

Thor: Thor appears only rarely. Once he appeared on shore and waved down a ship. He was a huge red-bearded stranger who knew everything about the old ways, and who challenged the new god (Christ) to a wrestling match. Refused, he dived overboard and was not seen again. Thor is likely to appear as a raging rain storm, with great peals of thunder and flashes of lightning. Occasionally he sends a dead whale to starving people.

Ten deities appeared with Odin and Thor to judge Starkad. Odin gives Starkad many gifts while Thor

countermands each one, acting to protect his worshippers, the common bondar, from the ravages of the elite upper-class chieftains, poets, and warriors who worship the plundering Odin.

Odin: *I ordain that he shall live for three life spans.*

Thor: *He shall commit a most foul deed in every one of them.*

Odin: *I ordain that he shall have the best in weapons and clothing.*

Thor: *I ordain that he shall have neither land nor estates.*

Odin: *I give him this, that he shall have great sums of money.*

Thor: *I lay this curse on him, that he shall never be satisfied with what he has.*

Odin: *I give him victory and fame in every battle.*

Thor: *I lay this curse on him, that in every battle he shall be sorely wounded.*

Odin: *I give him the art of poetry, so that he shall compose verses as fast as he can speak.*

Thor: *He shall never remember afterwards what he composes.*

Odin: *I ordain that he shall be most highly thought of by all the noblest people and the best.*

Thor: *The common people shall hate him every one.*

Then the judges decreed that all that had been said should happen to Starkad.

(Gautrek's Saga, 7)

Forseti: he is the son of Baldr, who appeared to the Frisians and taught them his laws. Such appearances were rare.

Alfr (pl. Alfar)

The alfar include elves, hulda folk, light elves, dark elves, wights, kobolds, and brownies. This term is used in *Vikings* to mean the normal type of worshiped spirit which is contacted during annual ceremonies, as mentioned in the *Vikings* Players book in the Norse Religion chapter. It may be a general land spirit or the spirit of a hero.

This type of spirit may materialize for its worshippers. In such a case its characteristics are similar to the hulda folk.

If the sacred or burial mound of an alfar hero spirit is dug up, there will probably be a wight inside, which acts in every way like a draugr.

An unworshiped version of this spirit may be encountered in the wild. For both domestic and the wild versions, benevolent ones are called light alfar (lottalfar) and malign ones are called dark alfar (dokkalfar).

Spirit Alfar

characteristic	average
POW = 3D6+6	(16-17)
INT = D6	(10-11)

Spirit Magic Available: Coordination, Detect Enemy, Disruption, Endurance, Heal, Protection, Strength, Vigor; or, in the case of a hero, any spells the alfar knew when he was alive.

Rune Spells: Bless Crops or Divination

Supernatural Powers: Bless, Curse

Notes: also see the spirit magic discussion in the Norse Religion section of the *Vikings* Players book for additional information on the use of viking spirit magic.

The lottalfar and the dokkalfar know different rune spells than the others.

Light Elf Rune Spells: Bless Crops, Churn, Enrich Cows, Heal, Kill Rats, Milk, Bring Shower, Spin, Tan, Wash, Weave

Dark Elf Rune Spells: Blight Barley, Blunt Tool, Break Eggs, Call Rats, Creak, Distract, Elf Dart, Elf Stroke, Enrage Dog, Fall, Itch, Lame, Kill Cow, Mold Beans, Palsy, Pox, Rash, Slip, Sneeze, Sour Milk, Stumble, Toads, Warn Rabbit, Wasps

Aurochs (pl. Aurochs)

This species of extinct wild cattle lived in Scandinavia until the viking ages, when the last were killed by hunters. The second rune is named after this animal, "ur" which means strength. Aurochs were most closely related to the wisent, or European bison, but were even larger. The singular of "aurochs" is "aurochs." A typical aurochs stood about 6 feet high at the shoulder and was over 10 feet long.

Hunting a couple of these enormous bulls in the presence of a king or jarl should provide action for an evening's game. The females have STR and SIZ of 3D6+32 instead of the characteristics given below.



An aurochs, standing a man's height at the shoulder, charges over a hill.

Aurochs

characteristic	average	attributes
STR 4D6+32	46	move: 9
CON 2D6+12	19	hit points: 32
SIZ 4D6+32	46	fatigue: 63
INT 4	4	
POW 2D6	7	
DEX 2D6	7	

location	melee	missile	points
rh leg	01-02	01-02	6/9 (.25)
lh leg	03-04	03-04	6/9 (.25)
hindqrtr	05-07	05-09	6/14 (.40)
foreqrtr	08-10	10-14	6/14 (.40)
rf leg	11-13	15-16	6/9 (.25)
lf leg	14-16	17-18	6/9 (.25)
head	17-20	19-20	6/11 (.33)

weapon	SR	attack%	damage
charge	7	35+1	1D10+5D6
trample	7	75	10D6 to downed foe only

Skills: Smell Intruder 25-4%, Listen 25-4%

Armor: 6-point hide

Barrow Dweller

A barrow is a grave mound raised over a famous or a powerful person. Residents of such structures are sometimes called elves or alfar. The graves may be new, such as Glam, who was freshly interred until destroyed by Grettir the Strong, or from the most ancient neolithic times. When disturbed, perhaps by someone seeking treasure, they take on the characteristics of the undead and are called wights or draugr.

Barrow Dweller

see: Draugr

Bergbui

These are the giants most likely to be sighted by humans. They are slow to act and dimwitted, but superhuman in strength. They range from 4 to 16 meters in height, and have no skills of crafting or raising food.

Bergbui come from the edges of the world and from some deep wilds such as the Jotunheim mountains in Norway, where Thor usually keeps them confined. They are not always hostile to humans. Sometimes humans engage these giants to work for them, usually as shapers of the countryside rather than builders of habitations. Many hills are said to be made by giants dumping workloads of rock. Giants also raised the many huge standing stones which decorate parts of Scandinavia.

Fenja and Menja are giantesses of this type. With a magic mill they ground out peace and plenty, then war and death, for King Frodi of Denmark.

King Gylfi, who went and learned of the gods' ways when they first came to Scandinavia, was a giant of this type, as is related in the Younger Edda.

Hardgrep, another bergbui, was both nursemaid and lover to Hadding until killed by a berserker giant.

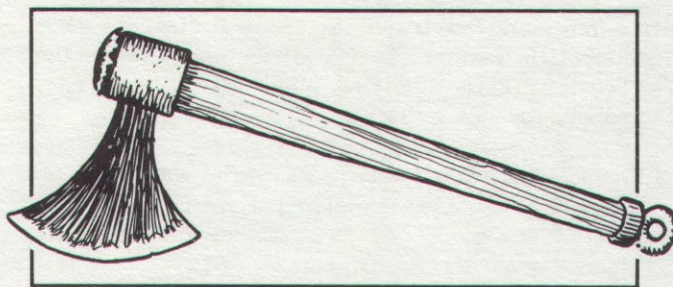
Bergbui

use *RuneQuest* giants 4 to 16 meters in height.

Berserk

Two types of berserks are described in the *Vikings* Players book. Neither form of berserk is someone with whom a normal viking wants to share a table with. They are always quarrelsome and cruel and, once committed to battle, never let up until all enemies are slain or they themselves are good for ravens. Some berserks lived by terrorizing the countryside and scaring honest farmers into giving them food and treasure to go away.

Rune Spell Users: these warriors use the Berserk divine spell from Odin. This is the spell described in the *RuneQuest* Magic book.



A simply-made viking axe, of the sort that a fierce viking warrior would wield.

Possession Users: these warriors have been covertly possessed by a spirit sent by Odin. Edged weapons cannot harm them and they have all the attributes of a user of the Berserk divine spell.

Bush Grandmother

Bush grandmothers are small (knee- to thigh-high) beings all covered with moss. They have extraordinarily long noses and are timid woodland creatures. All of these creatures encountered are female. They sometimes cautiously creep up to a lone traveler and, if emboldened by the wayfarer's friendly attitude, beg food and stroke his hands and hair. The world used to have more of such creatures in it. They are easily frightened off, but anyone doing this is likely to soon lose his way in the woods.

Bush Grandmother

characteristic	average	attributes
STR	1D6	3-4 move: 2
CON	3D6	10-11 hit points: 7
SIZ	1D6	3-4 fatigue: 14
INT	2D6	7 magic points: 14
POW	4D6	14 DEX SR: 2
DEX	3D6+6	16-17
APP	2D6	7

location	melee	missile	points
r leg	01-04	01-03	1/3
l leg	05-08	04-06	1/3
abdomen	09-11	07-10	1/3
chest	12	11-15	1/4
r arm	13-15	16-17	1/3
l arm	16-18	18-19	1/3
head	19-20	20	1/3

no effective attacks

Magic Powers: (only used if they have been frightened or harassed): Create Fork in Path, Destroy Sense of Direction, Hide Road, Snap Horse Bridle

Dis (pl. Disir)

These protective female spirits serve as tutelary goddesses attached to one neighborhood, family, or man. They are the primary vehicle whereby spirit magic is disseminated. A man's disir receive private worship attended only by his relations and close friends.

Disir

INT	= 2D6+6
POW	= 3D6+10

Spirit Magic Available: Befuddle, Bladesharp, Demoralize, Dispel Magic, Fanaticism, Protection, Shimmer, Speedart

Rune Magic: Shield or Divination

Benign Powers: Bless Crops, Churn, Enrich Cows, Heal, Kill Rats, Milk, Bring Shower, Spin, Tan, Wash, Weave

Malefic Powers: Blight Barley, Blunt Tool, Break Eggs, Call Rats, Creak, Distract, Elf Dart, Elf Stroke, Enrage Dog, Fall, Itch, Lame, Kill Cow, Mold Beans, Palsy, Pox, Rash, Slip, Sneeze, Sour Milk, Stumble, Toads, Warn Rabbit, Wasps

Dragon

The mighty winged-and-legged dragon of modern fantasy is not native to Scandinavia. However, popular imagination has usually placed it there, and the possibility of its presence must be addressed. A gamemaster can use orms or wyrms to provide similar effects.

Use this creature for most western European dragons. It can be killed only by knowing its secret weakness, which most adventurer vikings will never learn. A dragon is cruel, rapacious, and greedy—a province-buster capable of destroying armies of good men. Fortunately, dragons sleep long, waking only when robbed.

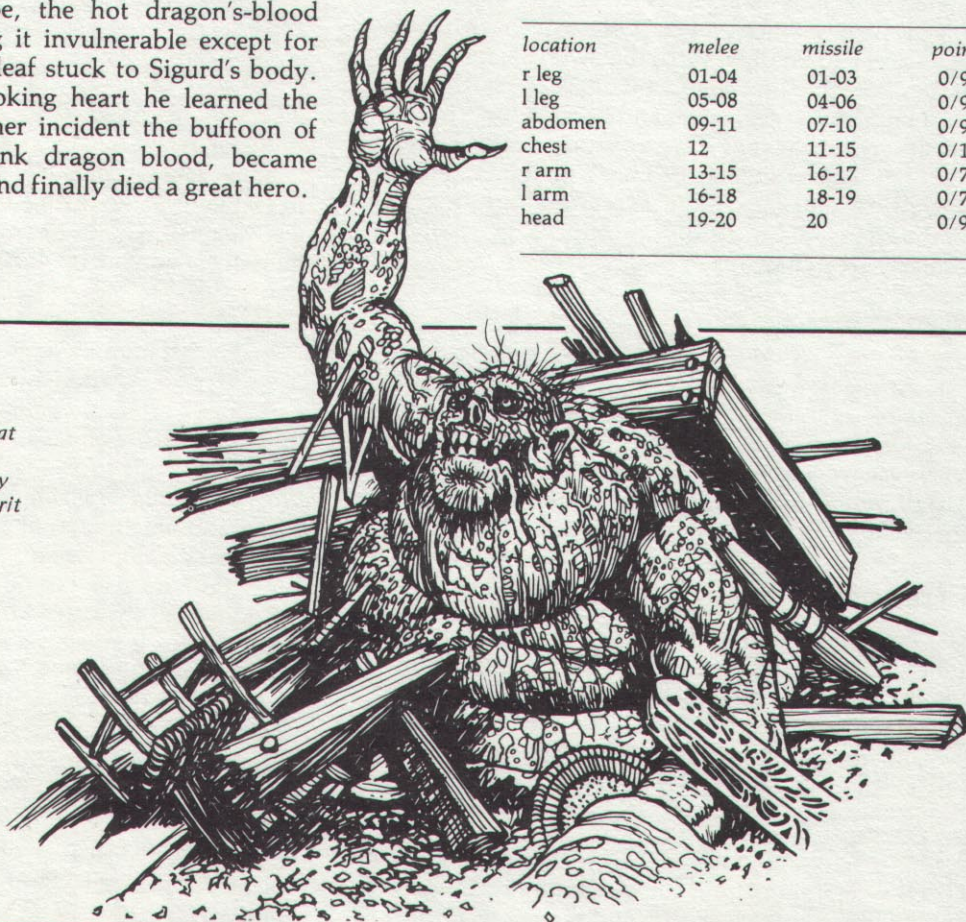
Sometimes humans and other intelligent beings change into dragons. Whether this is an act of great magic or a natural process is not clear. The most famous example is that of Fafnir, who used his new form to guard his great horde of Nibelung gold.

The blood and flesh of a dragon of any type confers great powers on certain people. When Sigurd Fafnirsbane slew his foe, the hot dragon's-blood bathed his skin, making it invulnerable except for one little place where a leaf stuck to Sigurd's body. When he tasted the cooking heart he learned the speed of birds. In another incident the buffoon of Hrolf Kraki's court drank dragon blood, became strong and courageous, and finally died a great hero.

Dragon

use the *RuneQuest* dragon

Rising from the rubble of a ruined stead a draugr awakens. Just what causes such a creature is still speculation, but it may be that a dead-person's spirit refuses to leave the mortal plane.



Draugr

The spirits of the dead occasionally remain in the land of the living, much to the misery of those who meet them. These spirits are always malignant, and may take any of several forms which vary from a super-strong physical entity to an incorporeal ghost. They rarely have all the supernatural powers listed below, but usually have some. When they come from a mound they are called wights.

As a general rule, the undead are cyanotic in color—the blue-black of terrible bruises all over. They swell up to double size and have at least twice the strength of normal men. They seem to prefer to wrestle and crush in combat, though some draugrs use normal weapons. If they were magicians before death, they retain shapechanging powers as a draugr.

A draugr lacks CON. Its hit points are always equal to its SIZ. A draugr is immune to shock or incapacitation, though severing its limbs naturally inhibits its effectiveness. It is also immune to the effects of disease and poison; it lacks fatigue points and cannot tire.

Some draugrs cease their rampages when defeated in combat. Others must have their bodies burned or flung into the ocean in a weighted sack.

Draugr

characteristic		average	attributes
STR	3D6 × 2	20-22	move: 4
SIZ	2D6 + 6 × 2	26	hit points: 26
INT	2D6 + 6	13	fatigue: (cannot tire)
POW	3D6 + 6	16-17	
DEX	3D6	10-11	

location	melee	missile	points
r leg	01-04	01-03	0/9
l leg	05-08	04-06	0/9
abdomen	09-11	07-10	0/9
chest	12	11-15	0/11
r arm	13-15	16-17	0/7
l arm	16-18	18-19	0/7
head	19-20	20	0/9

weapon	SR	attack%	damage
right claw	6	50+	1D6 + 2D6
left claw	9	50+	1D6 + 2D6

Notes: The draugr follows normal human combat rules. It often attacks twice in a round instead of attempting to parry or dodge. A draugr may use weapons instead of his claws.

Magic Powers: Though missiles will stick in or pass through a draugr, the undead nature of the creature makes it immune to the effects of missile weapons. Additionally, a draugr may have any magic power. The gamemaster may roll randomly on the Sample Draugr Defenses table or devise his own ability or combination of abilities.

Sample Draugr Defenses

1D6 roll defense

- 1-3 blunts weapons on sight: all one-handed edged or impaling weapons visible to the draugr have their weapon damage permanently reduced by 1D4. The weapon damage of two-handed edged or impaling weapons is reduced to 1D6.
- 4 immune to edged weapons as a berserk
- 5 invulnerable to damage as a werewolf
- 6 extremely tough skin equals 20-point armor

Other Powers: Blight Crops, Call Rats, Elf Stroke, Enrage Animals, Lamé, Kill Cattle, Palsy, Pox, Spoil Food, Vermin

Dverge (pl. dwerrow)

These are the dwarfs of Scandinavia, sometimes called svartalfar (black alfar). Dwarfs are consistently portrayed in myth and legend.

They were born of maggots which self-generated inside the freshly-killed body of Ymir, which was changing into earth. Sunlight turns the dwerrow into stone, so they hate the sun and remain under the earth. They are a humanoid race, small and gnarled, but they are clever artificers. The dwerrow are credited with creating such wonders as Thor's hammer, Freyr's magic boar and ship, Odin's spear and armring, the famous cursed horde of the Nibelungs, and the similarly-treated sword Tyrting.

Dverge Characteristics

use the *RuneQuest* dwarf

Cultural Notes: unlike normal *RuneQuest* dwarfs, dverge turn to stone in sunlight. Many folktales also say that they wear floor-length aprons to conceal their feet, and bear great enmity to anyone who discovers what their feet look like.

They are superb craftsmen separated into clans specializing in metal, stone, or woodworking.

Einherjar

The einherjar are the immortal warriors who have joined Odin in the heaven of Valhalla. They live wholly within the otherworld. Though this condition was much sought by living warriors as an afterlife, the einherjar never returned to the land of the living, either as undead or as blessed alfar.

Elf

This a race of humanoid beings mentioned obscurely in viking mythology. Their land is said to be in the

east, and Freyr is their king. Beyond that, almost nothing is known of the magical elf nation. No elves are named, except perhaps a certain Gandalf, whose name means "staff elf" or "wizard elf."

Despite their obscure mentions, elves persist in popular fantasy, mostly due to the work of J.R.R. Tolkien, who was inspired by the nordic elves but diverged considerably. The best interpretation of elves from a viking point of view is that in Poul Anderson's fantasy novel *The Broken Sword*. Any gamemaster or player who plans to interact with this particular race should study this book.

Elf Characteristics

use *RuneQuest* elves

Giant

The giants of norse mythology are known through several sources. They are the enemies of Thor and occasional heroes. Hadding, from Saxo's history, has many communications with giants. Starkad the Old is descended from a giant. Grettir, from the Icelandic sagas, meets and defeats a giant. Everyone knows about Jack the Giant Killer from folk tales.

The giants used in *Vikings* have been modified from saga descriptions to bring them within the scope of a viking campaign. We have chosen to ignore the truly colossal creatures which have heads far above the clouds — leave those for Thor to handle. Instead, the mighty mountain giants are capable of interacting with people, like the giants of Hadding and Hardgrip's story.

Even as modified, giants are creatures of note and are likely to kill several player-characters before they die. Use them against braggarts and heroes, not ordinary vikings.

Some general cold and heat powers can be imparted to giants to make them similar to the Hrimthurs and the Muspelli who lie far outside the range of normal human encounter. Look for each type of giant under its own listing:

- Mountain Giant — see Bergbui
- Frost Giant — see Hrimthurs
- Fire Giant — see Muspelli
- Sea Giant — see Margyr

Not all giants are simple-minded and dim-witted. Mimir, Odin's maternal uncle, is the keeper of the Well of Wisdom where Odin gained some of his power. Odin also visited wise Vafthrudnir to gain wisdom, and the giant knew everything which Odin knew except a single secret of the gods. Utgardloki was a giant chieftain who befuddled Thor and Loki and cheated them with powerful illusions. Aegir, a friend to the Aesir, is wise and benevolent. Loki, friend and foe to the gods, is a giant. Gylfi, who went to meet the newly arrived Aesir, was a king and leader. You may wish to beguile your players by pitting against them giants unexpectedly intelligent.

Unlike the Aesir whom they battle, giants do not blind anyone looking at them with a magical vision

spell such as Second Sight. However, the magical vision spells still provide no more information to the viewer than he gains by looking at the giant himself.

Hag

A hag is an old woman who has or seems to have supernatural powers. They may appear suddenly to men in the woods, often stirring a great cauldron or spinning and weaving a carpet.

If a hag fortells the future she is called a norn. If she simply causes trouble she is called a witch and is usually accused of the worst types of seidr practice (such as human sacrifice). If the ancestors decide to come to earth to fetch one of their favorite warriors, they may appear as valkyrie hags to escort him to the otherworld. If they give gifts they are called alfar or disir who are praised and worshiped. Alternately, a hag might simply be an old, non-magical, woman whose menfolk were killed and who supports herself through her skill with herbs.

Hag Characteristics

use the *RuneQuest* hag unless she is merely a normal human female

A hag as she may appear to a wanderer in the wood.



Household Spirit

Upon occasion a household spirit makes itself visible to family members of the house that the spirit inhabits. The spirit usually looks like a small wrinkled man who is usually clothed and sometimes shod. If

clothed he often wears a red or green coat and hat. He is often called a brownie or (if tiny and unusually tricky) a kobold. If the spirit has a special tree (similar in effect to the *RuneQuest* dryad) then he is called a tomte. For many houses the spirit manifests itself as a cat, feral but willing to accept the platters of milk left out for it (remember that the cat is sacred to Freyja, goddess of all spirit magic, and a common familiar to witches). Many times a brownie or kobold will have the ability to shapechange to a cat form.

When well nourished by its household, this fairy appears well- and richly-dressed, but if ignored or harmed it appears poor- and wicked-looking.

Household Spirit

characteristic	average	attributes
STR	2D3	4
CON	4D6	14
SIZ	1D3	2
INT	2D6+12	19
POW	4D6	14
DEX	2D6+18	25
APP	2D6	7

location	D20	points
body	01-20	0/8

no effective physical attacks

Notes: Some household spirits possess the ability to assume a physical form. They cannot make this transformation when being watched by a complete creature.

Magic: minor blessings and curses. Brownies know a number of points of spirit magic equal to their INT, but do not know divine magic or sorcery.

Skills: Conceal 100%, Hide 100%, Sneak 100%

Benign Powers: Bless Crops, Churn, Cobble, Enrich Cows, Milk, Scare Vermin, Spin, Tan, Wash, Weave

Malefic Powers: Break Eggs, Call Rats, Creak, Distract, Fall, Hide Tool, Itch, Lame, Mildew, Rash, Slip, Sneeze, Sour Milk, Stumble, Call Toads, Call Wasps

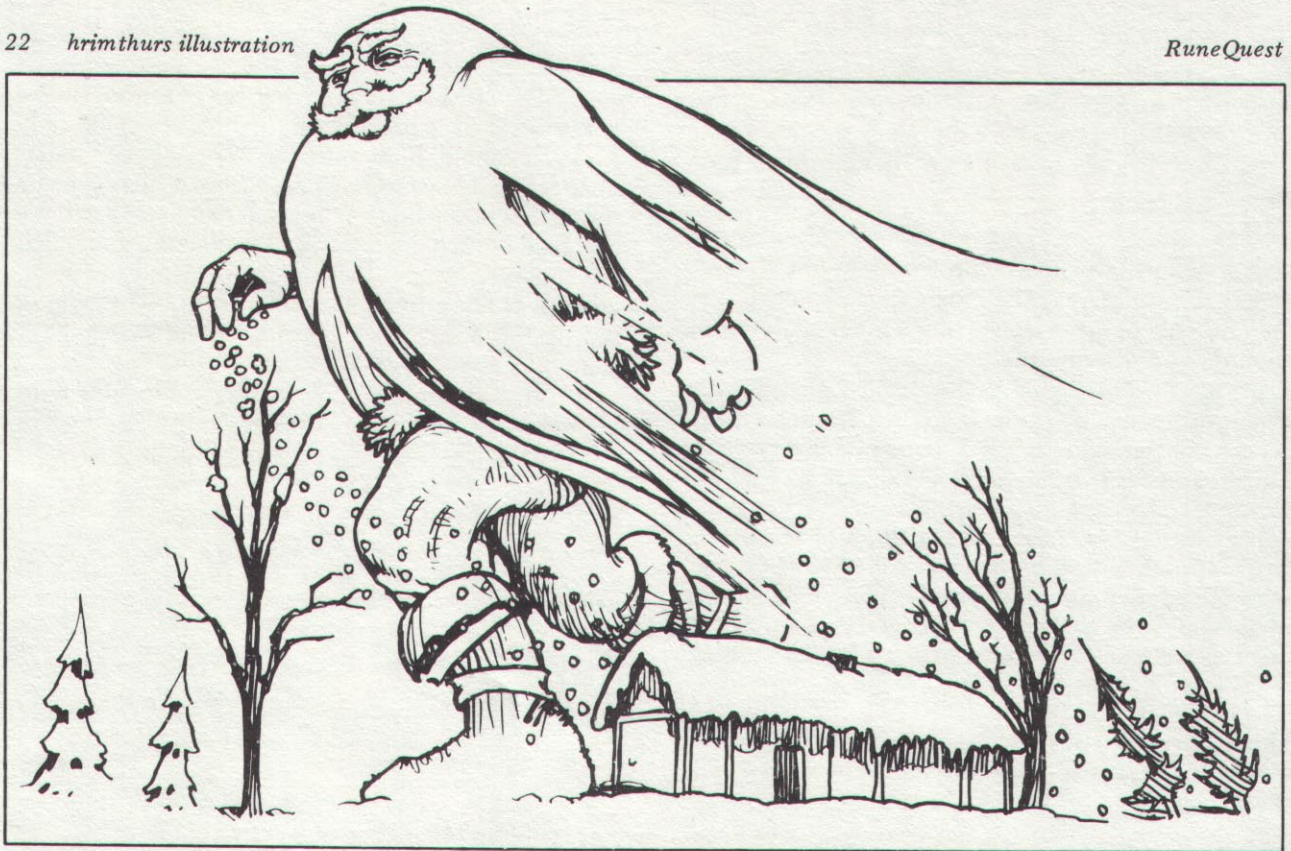
Hrimthurs

Physically, these frosty giants are rarely seen by humans because they are surrounded by terrible snowstorms whenever they come to Midgard. They inhabit Niflheim, the northern reaches of the world. There they wait for the end of the world, when they will attack and destroy the gods. Each winter they descend their northern mountains to destroy the habitations of man. Only the might of Thor, enemy of all giants, withstands them.

Frost giants are not normally foes of humans, but due to their strength and size they inadvertently destroy many human habitations. Should the game-master wish to use less-potent frost-giant versions, use 10 to 36 meter-tall *RuneQuest* giants, but give them a POW of 1D6 per 2m height.

Cold Power: A hrimthurs radiates a field of cold from his body, reaching a range in meters equal to his hit points. Thus the area affected by the field of cold shrinks as the giant takes damage.

An adventurer loses 1D6 fatigue points for each round that he stays within or passes through the field



In this benevolent view of a hrimthurs, we see the giant striding across the countryside with flakes of snow falling from his body.

of cold. Several melee rounds will pass before an average human drops of exhaustion within this field.

At the gamemaster's discretion, a hrimthurs may also have other cold powers such as the ability to bring a blizzard, issue cold winds, worsen winters, or cause similar disasters.

Hrimthurs Characteristics

use *RuneQuest* giants modified as described above.

Hulda Folk

These are the "Hidden Folk." They are the fairy race, sometimes called fee or fey, sometimes called elves. Hulda folk are drawn from the folk tales of Scandinavia. They range through many sizes and shapes, from the shaggy schratt, airy sprites, diminutive faeries, and mossy bush grandmothers to tree spirits. Some special types of hulda folk, such as the beautiful swan women or wood wives, are provided with their own descriptions.

Adventurers encountering the hulda folk usually find a mixed band — including some creatures who would be malevolent under other conditions (dancing trolls or a music-struck ghost). Animals are likely to join the magical dance of the hulda folk. The gamemaster should pay particular attention to describing this fantastic scene.

Hulda folk share certain traits: they love to dance in circles, especially in the moonlight; they love good music; and their harpers or fiddlers are magically blessed. Faerie creatures are shy and may vanish in a twinkle (either hiding or by becoming invisible). They

are often cruel to humans who offend them, but they may inexplicably aid strangers, perhaps with information or a secret treasure. Like with the Aesir, dogs become silent in their presence.

Hulda folk have some well-known weaknesses. Though they are incapable of farming, they love fresh-baked bread. They hate iron, which burns them severely just by touching it. They dislike loud noises, especially bells, and they often require human midwives to help deliver the rare elf child.

Hulda Folk Characteristics

see the description of the individual type of faerie (i.e. elf, dverge, household spirit, etc.)

Benign Powers: Bless Crops, Bring Rain, Enrich Cows, Find Money, Heal

Malefic Powers: Distract, Elf Dart, Elf Stroke, Itch, Lamé, Lose Path, Palsy, Pox, Rash, Sneeze, Stumble, Toads, Warn Rabbit, Wasps

Kraken

A kraken is a huge sea creature, part squid and part octopus. The largest kraken are quite beyond the scope of adventurer vikings, but a smaller version provides an excellent challenge for any ship crew.

Large Kraken (100m across)

characteristic	average	attributes
STR	100D6	350
CON	20D6 + 60	130
SIZ	100D6	350
INT	2D6	7
POW	30D6	105
DEX	3D6 + 12	22-23
		move: 10/40 swimming
		hit points: 240
		fatigue: 480

location	melee	missile	points
tentacle 1	01-02	01	44/60
tentacle 2	03-04	02	44/60
tentacle 3	05-06	03	44/60
tentacle 4	07-08	04	44/60
tentacle 5	09-10	05	44/60
tentacle 6	11-12	06	44/60
tentacle 7	13-14	07	44/60
tentacle 8	15-16	08	44/60
head	17-18	09-13	44/96
body	19-20	14-20	44/96

weapon	SR	attack%	damage
tentacle	4	80	43D3
bite	7	80	43D6 + venom

Skills: Conceal 100%

Armor: 43-point skin (damage bonus +1)

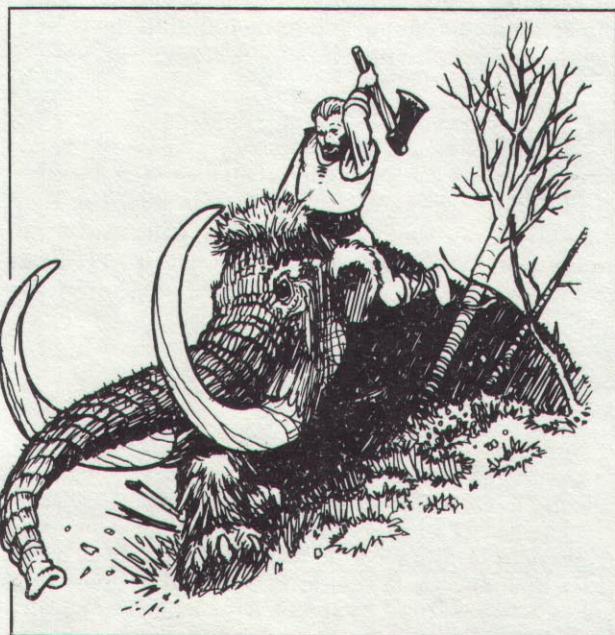
Notes: see the Notes section for the 20-meter kraken, below.

Small Kraken (20m across)

characteristic	average	attributes
STR	20D6	70 move: 2/8 swimming
CON	4D6+12	26 hit points: 48
SIZ	20D6	70 fatigue: 96
INT	2D6	7
POW	6D6	21
DEX	3D6+12	22-23

location	melee	missile	points
tentacle 1	01-02	01	9/12
tentacle 2	03-04	02	9/12
tentacle 3	05-06	03	9/12
tentacle 4	07-08	04	9/12
tentacle 5	09-10	05	9/12
tentacle 6	11-12	06	9/12
tentacle 7	13-14	07	9/12
tentacle 8	15-16	08	9/12
head	17-18	09-13	9/20
body	19-20	14-20	9/20

This mammoth may appear in the Hunt scenario. Mammoth statistics are not given here. To create a mammoth, use the Elephant information given in the **RuneQuest** Creatures Book, page 19.



weapon	SR	attack%	damage
tentacle	4	80	8D3
bite	7	60	8D6 + venom

Notes: The kraken can attack with all eight tentacles simultaneously, and then bite 3 strike ranks later. On the round a tentacle hits it does no damage but instead clings to the target. When a target has been gripped in the same hit location by two arms, both will begin to constrict, doing the above-listed damage (which is equal to half the creature's damage bonus). Armor protects until it is exceeded.

The bite injects venom with a potency equal to the kraken's CON. If the victim resists this venom, he takes 10D6 damage. Otherwise, he takes damage equal to the venom's potency. (The bite itself does damage equal to the creature's damage bonus.)

Skills: Conceal 100%, Hide 100%, Scan 50%, Search 50%

Armor: 9-point (equal to the damage bonus +1)

Landvaettir

These spirits protect the land and teach spells to their worshipers. They are discussed at length in the *Vikings* Players book.

Landvaettir Characteristics

POW = 4D6

INT = 2D6

Spirit Spells: Countermagic, Demoralize, Dispel Magic, Heal, Ignite, Mobility, Repair, Second Sight, Spirit Screen

Rune Spells: Bless Crops

Benign Powers: Bless Crops, Churn, Enrich Cows, Heal, Kill Rats, Milk, Bring Shower, Spin, Tan, Wash, Weave

Malefic Powers: Blight Barley, Blunt Tool, Break Eggs, Call Rats, Creak, Distract, Elf Dart, Elf Stroke, Enrage Dog, Fall, Itch, Lame, Kill Cow, Mold Beans, Palsy, Pox, Rash, Slip, Sneeze, Sour Milk, Stumble, Toads, Warn Rabbit, Call Wasps

Mara

The mara is the nightmare spirit. It is sometimes sent against someone by a witch or shaman. Sometimes it comes on its own to haunt hapless sleepers.

There are two forms of the mara: a shaggy creature either huge or small; and an attractive seductress or seducer (or *incubus*). When it is in the hairy form it is called a *schratt* (q.v.)

The mara enters a room through a knothole or keyhole. It is said to "ride" a victim in one of two ways. The first is used by the *schratt*, where it attacks and attempts to smother its prey. The other method is used by the *incubus*, and involves a sexual seduction. Either way, the victim is sapped of his vital forces and slowly dies.

The mara must depart the entered room by means of the same knot or keyhole. If the entry hole is blocked, the mara is destroyed when the sun rises.

Incubus

characteristic	average	attributes
SIZ	2D6+5	12 move: POW
INT	2D6+6	13 magic points: 2D6+6
DEX	3D6+6	16-17
APP	3D6+6	16-17

location	D20	points
body	01-20	all

Skills: Carnal Sex 90%, Courtesan Sex 90%

Notes: being seduced by the incubus-form mara costs the participant 1D3 POW, and gives the mara an equal number of magic points. The incubus will seduce any one victim only once per night.

The mara is tangible, it has SIZ. It lacks STR and cannot manipulate material objects, except to gently caress the bodies of those it seduces. It cannot pass through solid objects, though it can secretly enter a room by finding a hole at least as big as a child's thumb (i.e. a keyhole or knothole).

A mara cannot be slain by physical weapons. Only the enchantments or magical spells in effect on a weapon cause it damage and, if damaged at all, its tenuous human-like form dissolves into a wavering mist and it usually attempts to flee. Sunlight instantly kills the mara.

Schratt (small and huge)

characteristics	small	huge	average	attributes
STR	6D6+6	6D6+6	27	move: 4
CON	4D6+6	4D6+6	20	hit points: 12 or 21
SIZ	1D6	6D6	3-4/21	fatigue: 47
INT	2D6+6	2D6+6	13	magic points: 2D6+6
DEX	3D6+6	3D6+6	16-17	
APP	1D6	1D6	3-4	

location	melee	missile	points
r leg	01-04	01-03	4/4 or 4/7
l leg	05-08	04-06	4/4 or 4/7
abdomen	09-11	07-10	4/4 or 4/7
chest	12	11-15	4/5 or 4/9
r arm	13-15	16-17	4/3 or 4/6
l arm	16-18	18-19	4/3 or 4/6
head	19-20	20	4/4 or 4/7

weapon	SR	attack%	damage
punch	8/5	75	1D3+1D4/2D6
grapple	8/5	50	special
strangle	8/5	auto.	asphyxiation (1D6 damage)

Skills: Dodge 75% / 25%

Notes: a schratt uses its strangle attack after a successful grapple. It clings powerfully, doing asphyxiation damage each round. The victim escapes only by overcoming the schratt's STR with his own.

Magic Powers: If the schratt successfully lowers a victim's hit point tally to 1 or 2 points, that person loses 1D3 CON and the schratt gains an equal number of magic points. The schratt then leaves the room, to return the next night.

When damaged, a schratt turns into a misty form like that of the mara. Schratts, like maras, are destroyed by sunlight. Schratts can be damaged by physical weapons, transforming into mist when their hit points near zero.

Skills: Smother 100% (cannot use in melee combat)

Armor: 4 points hairy skin

Margyr

These are sea giantesses. They are also called merwif (sea-wife), seatrold (sea-troll), among other names. The mother of Grendel is called a merwif. Norse mythology knows of nine margyr sisters who personify

the types of waves which might attack a ship. They include everything from a gentle swell to a waterspout to an undersea geyser.

These female giants are sometimes found on the seashore, where they have humanoid forms. Most often they live with their mother, Ran, whose name means Robber and who owns the net used to drag drowned men to her underwater palace.

Their control over the oceans is easily simulated in *RuneQuest* games. When a margyr is present, increase the severity of the day's weather by 5-20 points, depending on the effect desired by the gamemaster. Then, if the adventurers are onboard ship, use the standard storm rules given in the *Ships and Sailing* chapter of the *RuneQuest* Gamemaster Book.

If a margyr appears physically, the gamemaster should use larger or smaller specimens, depending upon the effect wanted. The smaller type of margyr — the seatrold — should be presented similarly to an evil troll. The larger type varies from 4 to 36 meters high. The nine daughters of Ran are mythological entities far beyond the abilities of any mortal.

Margyr Characteristics

use *RuneQuest* giant statistics; smaller types are seatrold and the larger for the true sea giantesses.

Mound Dweller

Many grave mounds of ancient and recent times are held in superstitious fear and awe. Many mounds hold treasures which remain undisturbed because the living are less powerful than the dead.

A barrow wight is the spirit or undead form of the person interred in the grave, as detailed under the Draugr entry. Though fearsome and terrible to humans, they are usually harmless until the grave is disturbed by treasure seekers or other explorers.

Sometimes great towns and palaces can be found by entering a barrow. Therein live the kings and queens of the various tribes of hidden folk. They live a human-like lifestyle, but with the best food, drink, music, and companionship to be found in the world. See the Hulda Folk entry for more details.

Muspelli

Fire Giants are not normally visited or seen by mankind. They appear in only a few myths, for they patiently await Ragnarok when they will destroy the whole world with flame. Their leader is Surtr, destined to kill Freyr at the end of time. In the meantime he awaits Ragnarok with his fellows.

Muspelli Characteristics

use *RuneQuest* giants in the 4- to 16 meter-tall range. Larger fire giants stay with Surtr at the frontier of Muspelli.

Muspelli Fire Powers: these creatures are a source of intense heat that radiates to a range in meters equal to the giant's current hit points. Each melee round, every creature within this radius must deduct one from their hit point tally on melee strike rank 1, regardless of armor or magical protections unless otherwise ruled by the gamemaster. This radius of heat damage diminishes as the giant sustains damage.

A fire giant can engulf one or more victims in sheets of flame, as long as the total SIZ point of the creatures to be engulfed does not exceed the SIZ of the giant. Each round that an adventurer or other creature is in actual melee with a fire giant, the results of a roll of 3D6 is matched against the victim's best armor in a resistance contest. If the damage overcomes the victim's best armor (including protective spells), then that victim takes the total of the 3D6 roll as damage directly to his current hit points. If the armor successfully resists the 3D6 result, the victim takes half the 3D6 roll as damage directly to hit points.

Norn

Generally, any old woman who prophesies is called a norn. Commonly, though, the norns seen as three (sometimes more) sisters, Urd, Verdandi, and Skuld, who control the fate of the world. Even Odin is subject to their will.

Every person is visited at birth by three spirits who dispense blessings and curses for the person's life. The family disir are often believed to possess this power, and are also called norns. The norns often appear as the death-bringing crone (Urd, the hag) or the young chooser of the slain (Skuld, the valkyrie).

Volvas (holy women) tell the future with runes and other spirit magics and function as, and are often called, norns.

Nykr

The water spirits of the norske are called nykr, necker, nixies, seatrold (sea-trolls), vatten-elvor (water-elves), and merwif (sea-wife). The distinction between nykr and margyr used in *Vikings* is that nykr are roughly human-sized while the margyr are gigantic.

Nykr are similar to *RuneQuest* naiads but have both male and female sexes. They are usually associated with a single well, spring, river, or lake; they receive sacrifices, and are well-known to the local shamans and volvas. The Loreli of poetic fame is a river nykr.

Usually half human/half fish in form, the nykr can shapechange to a completely human or horse shape, so to have legs when on dry land. However, it leaves soggy footprints wherever it treads. Sometimes a nykr can shapechange into fish form as well, and other shapes less often. Some of these creatures have flocks of sheep or goats which, if crossbred with a human's flock, increases the human's flock greatly.

Nykr act malevolently towards humans. Disguised as a grey horse it tempts men onto its back and then dashes underwater, drowning the hapless victim. Some nykr devour children, and demand human sacrifices each year.

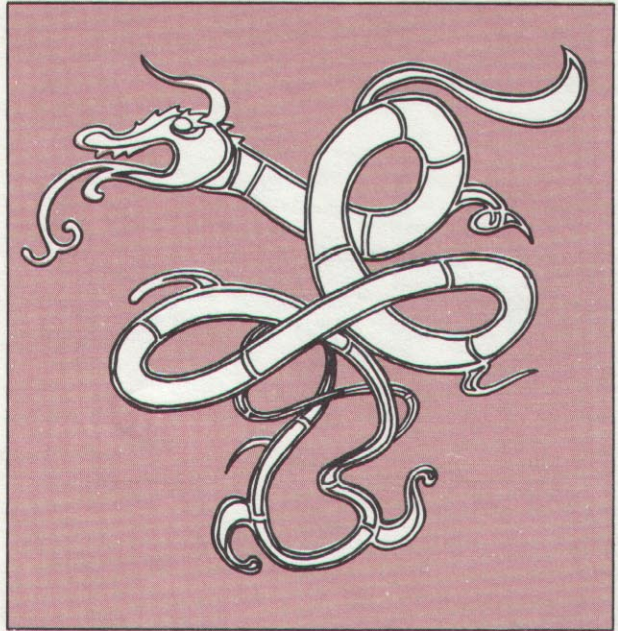
The Stromkarl and Fossegrim are musical nykr. If a fat black lamb is properly presented to a Fossegrim (on Thursday only), or to a Stromkarl, it can teach the presenter how to play the harp or fiddle.

The neckr have seductive powers over humans. Male nykr take the shape of an absent husband or handsome young man to sneak into a woman's bed. A female nykr often appears to the night steersman of a ship passing over the ocean. She sings beautifully to him, trying to tempt him into the water. At the very

least she distracts him from his course; at the worst she slowly weakens him with her kisses, perhaps luring him into her watery lair forever.

Nykr Characteristics

use the *RuneQuest* naiad



Here is a stylized view of an orm, or wyrm, as it might be depicted on the sail of a viking longship.

Orm

An orm is a norske dragon, also sometimes called a wyrm. Appearing as a huge flying serpent, legless and winged, it usually has the ability to belch clouds either of acid, poison or flames.

Though not common, orms show up in several sagas including *Beowulf*, *Hrolf Kraki's Saga*, and the famous *Volsung Saga*. In all of these the creature was slain by a human with greater than ordinary, but not necessarily supernatural, abilities.

Orm Characteristics

use the *RuneQuest* wyrm but, by expending 1D6 fatigue points, can use either an acid, poison, or fire breath.

Fire Breathing: an orm can blanket an area 3 meters in diameter with a fire-belch at a range equal to the orm's POW in meters. The flame does 2D6 points of damage each hit location of each target in the area. The two dice are rolled once and applied to all hit locations simultaneously. Armor protects against this damage, as does protective magic.

Venomous Breath: the poison that spews forth creates a cloud of noxious vapor with a radius of 3 meters from the animal. The poison has a potency equal to the animal's POW. To keep from inhaling the poison, each player must succeed in health rolls for his adventurer of CON \times 10 rolls the first round, CON \times 9 rolls the second round, CON \times 8 the third round, and so on as described in the *RuneQuest* Players book asphyxiation rules.

Acidic Breath: the ormish acid spray is squirted in a narrow stream. If it hits, the target takes 3D6 acid damage directly to a random hit location. The damage from this spray is first reduced by protective magic, then armor is dissolved, then hit points are reduced.

Sprite

These tiny winged creatures have tinkling voices and a playful demeanor. They are relatively harmless, but can prove annoying if provoked. When there are more powerful fairy folk about, there is invariably a flock of sprites about as well. It is possible that the presence of sprites might tip an adventurer off as to the presence of other faires. Sprites are basically colorful accoutrements, not adventures in themselves. Sprites can also appear alone.

Sprite

characteristic	average	attributes
STR	1	1 move: 1/9 flying
CON	2D6	7 hit points: 4
SIZ	1	1 fatigue: 8
INT	4D6	14 magic points: 16-17
POW	3D6+6	16-17 DEX SR: 1
DEX	2D6+20	27
APP	4D6	14

location	D20	points
body	01-20	all

no effective attacks

Spirit Magic: sprites know a number of points of spirit magic equal to their INT characteristic, always including Disrupt.

Skills: Hide 100%

Malefic Powers: Blunt Tool, Break Eggs, Creak, Distract, Fall, Itch, Rash, Slip, Sneeze, Sour Milk, Stumble, Warn Rabbit

Swan Maiden

Swan maidens are magical women who normally live in the wilds as beautiful swans. At times they must shed their magical feather cloaks, probably to ritually bathe. They then look like very beautiful women. If a man steals her feather cloak he gains complete control over the woman, but he must tend the cloak carefully. Any harm that comes to the cloak is also done to the woman. Further, if she ever finds and dons her feather cloak, she flies away. As long as the man keeps the cloak safe he will have a perfect wife in every way.

Moreover there is some fact about a swan maiden that is taboo to the man she marries. It might be that her new husband never can ask her name or lineage; or that he can never see her in daylight; or sometimes that she is human except for her feet, which remain swan-like, and asking about the feet is taboo. Breaking the taboo frees the woman from her spell and allows her to discover her feather cloak.

No swan maiden stayed married more than seven years.

Swan Maiden

characteristic	average	attributes
STR	2D6+2	9 move: 3
CON	3D6	10-11 hit points: 10
SIZ	2D6+3	10 fatigue: 20
INT	2D6+6	13
POW	3D6+12	22-23
DEX	3D6	10-11
APP	2D6+12	19

In all other ways, they are similar to normal human women.

Thorgerd & Irpa

This pair of disir are well-described in the Jomsvikings Saga. During a naval battle they first ignored entreaties by jarl Hakon but, after he sacrificed his young son, they appeared. From the north came a swirling snowstorm with thunder and lightning, and Thorgerd was visible to those with second sight. Arrows flew from each of her fingers and each struck a foe. The enemy leader said they were not fighting men but evil trolls. When the hailstorm increased he claimed they were beset by demons and fled.

Tree Spirit

Trees are often revered for their life powers. Their spirits, shaggy with hair or moss, are often offered sacrifice in return for their benevolence and aid. A household's special tree spirit is called a tomte, and not all households have these. Holy places are often located outdoors, within a grove surrounded by living trees. Ash, elm, and yew trees are more special than other tree types. Yggdrasil, the world tree, is an ash. From the first ash tree was made the first man, and ash is now used to make spears. Yew is sacred to Ullr, and is used to make bows. The first woman was made from an elm.

Tree Spirit Characteristics

use *RuneQuest* dryads, but with both males and females, and their APP is reduced to 3D6.

Troll

Trolls are malignant creatures. Giants and ogres, such as the one slain by Grettir the Strong, are often called trolls. Anything which is dangerous and hateful is called a troll. Grendel, the monster which Beowulf slew, was a troll.

Sometimes trolls are vulnerable to sunlight, such as the troll-wife Grettir wrestled until daylight turned her into stone; or the dwarf (thought of as a troll) Alvis, who was tricked by Thor into remaining above-ground until dawn. Oftimes they live in Trollwood or Ironwood, where no light ever comes. The term troll includes the Norse version of the Bad Man, the denizens of Niflheim, the undead, and the evil dead. These creatures are usually met in the wilderness, beyond the edge of the farmlands.

Most trolls patiently await Ragnarok, when the world ends and when they accompany Loki to destroy the gods. However, some trolls have wandered to Midgard.

Troll Characteristics

use *RuneQuest* cave troll statistics for the normal under-bridge troll, not someone to be taken lightly. A person who is part troll has the statistics of a *RuneQuest* ogre.

Benign Power: trolls cannot be seen unless they wish to be.

Malefic Powers: Blight Barley, Burn House, Lame, Kill Cow, Palsy, Pox, Toads, Wasps

Valkyrie

Valkyries are the messengers of death. They sometimes appear as old women, like hags. To bold Odin-

worshipping warriors, they more often appear as blessed maidens who awaken the battle-slain with a kiss and take them to Valhalla to join the ranks of the einherjar.

The valkyries are generally immaterial. They are visible only to the dead, near-dead, and those with Second Sight, Mystic Vision, or Soul Sight. If an adventurer using these spells looks in the right place, he should hear strains of Wagnerian music in the background as the valkyries hover their air-galloping steeds over the still corpses, plant a kiss, and carry the liberated soul heavenward. Valkyries do not interact with mortals and any characteristics are superfluous.

Vanir

Vanir refers to a specific tribe of specialized fertility and earth gods who are subordinate to the Aesir.

Njord is the elder in the family. Freyr is the god of fertility. Freyja is goddess of love and death, fertility and desire.

Like the Aesir, the Vanir rarely appear in person to specific worshipers. Their presence is seen by the common people during a ritual in which a ceremonial wagon carries a sacred statue about the countryside.

The statue is draped in rich clothes and golden jewelry, but is covered from mortal view. It is taken from its sanctuary to various community assemblies to oversee annual harvest ceremonies. The statue is usually attended by priestesses, although men are also present as officials and guards. Slaves do much of the work, drowned afterward when the holy group returns to the sanctuary.

At times, these statues embody the spirit of the deity. The statue can be fully animated by this possession. When Gunnar Helming tired of walking and leading the wagon horse, he leapt into the wagon, whereupon the statue fell upon him and began a terrible wrestling match. Overcome by Gunnar's strength and divine help, the "demon" finally left the statue.

Several vanir deities, both male and female, are worshiped by the Danes and Swedes this way. Tacitus, who first wrote about the region, described this ritual. Further evidence of the ritual is preserved in the rune-song for Ing, a fertility god, who came over the sea in a wagon. Several sagas mention the rite, especially the tale of Gunnar Helming. King Frodi, a fertility hero, was taken about the country in a chariot both while living and after death. Wagon worship is given to Nerthus (a Swedish name for the earth goddess), Freyja, Frey, Frodi (a Danish version of Freyr), and Ing or Yingvi (a title of Freyr meaning king).

Unlike Aesir, looking at Vanir with Second Sight, Mystic Vision or Soul Sight does not blind the viewer, but he kens only that great magic resides in the person he views. Aside from their annual wagon rides, the Vanir rarely walk among humanity.

Walrus

This huge animal is hunted in Markland and Lapland for its valuable ivory which is traded in the southlands. Hunting a walrus is worth an evening's adventure.

The female walrus has the same stats as the male walrus, except that her SIZ is only 5D6+10, and her STR 4D6+6.

Walrus

characteristic		average	attributes
STR	4D6+10	24	move: 2/4 swimming
CON	3D6+6	16-17	hit points: 27
SIZ	6D6+15	36	fatigue: 41
INT	5	5	
POW	3D6	10-11	
DEX	2D6	7	

location	melee	missile	points
rh flipper	01	01	6/7 (.25)
lh flipper	02	02	6/7 (.25)
hindbody	03-07	03-06	6/11 (.40)
rf flipper	08-10	07-08	6/9 (.33)
lf flipper	09-11	09-10	6/9 (.33)
forebody	12-16	11-17	6/11 (.40)
head	17-20	18-20	6/9 (.33)

weapon	SR	attack%	damage
tusks	7	25-2	2D6+3D6

Notes: Walrus tusks are capable of impaling upon a special hit. They never become stuck in the wound upon such a blow.

Skills: Scan 15%, Swim 90%

Armor: 6 point tough hide and thick blubber (females have only 4 point hide)

Wild Hunt

The Wild Hunt is a band of lost souls that hunts others like them through the lonely night. The hunters ride demonic steeds and follow hell hounds. At their head is Odin, chief of the dead and leader of the wild hunt.

Wood Wife

The wood wife is one of the Hulda Folk, or Hidden People, common enough to deserve special mention. Wood wives are always female.

These creatures have such high APP that most men cannot resist them. They are helpful, friendly, and seductively satisfying. However, they never turn their bodies away from their master because they are hollow behind, and their backside looks like the inside of a rotting log. This sight breaks the spell the wood wife has over her master and he can never be influenced by her again. They are quite clever at always facing their master, and it is not easy to trick one into turning about.

Each night the creature attempts to overcome her lover's MP with her APP. If successful she drains half his MP (which he regains normally) and continues to keep him completely under her control in a dreamlike state in which he wanders about eating roots and berries like an animal. He is in a state of fairy bliss unable to recall his true purpose or normal human standards of behavior.

Woodwife Characteristics

use the *RuneQuest* dryad, with the exceptions noted above.



Reading List

It is not necessary for you, as gamemaster, to read everything on this list. However, if you wish to add greater detail and depth to the scenarios, reading a few selected works will be of great benefit.

by Greg Stafford

This reading list is offered as a selection of good books, most of which I had on hand while writing this game supplement. It does not pretend to be complete. However, all these books are recommended, with the reservations contained in the comments.

Ancient And Poetic Sources

These books are translations of ancient documents, mostly compiled during the middle ages, long after the viking age was over. It is sometimes hard for us to enjoy the literary styles of long-dead foreigners, but the more you read the easier it gets, and the better the stories are, too.

Beowulf, trans. Raphael, Burton, New American Library, 1963

Though written in Britain by a Christian monk, this story concerns itself with events in Scandinavia during the heroic age. This classic illustrates all the pride and virtue of the vikings and is recommended for everyone interested in fantasy and/or literature.

Many versions of this work are available, but I recommend the Raphael translation as the most readable.

The Elder Edda: A Selection, trans. Paul B. Taylor, and W.H. Auden. Random House, 1970.

The Elder Edda is the oldest compendium of Norse poetry and prose. The original volume is very fragmentary, but contains the kernel of many myths which are much better known later, such as the Volsung Saga. It is also the source of Havamal, which is much quoted in this supplement. This is sometimes called the Poetic Edda.

Snorri Sturlasson: The Prose Edda, trans. Jean I. Young. University of California Press, 1966.

Also known as the Younger Edda, this is a collection and reconstruction of ancient myths by one of the greatest medieval saga writers of Iceland. It is highly recommended for anyone not familiar with the basic facts about the deities and myths of the Norse.

The First Nine Books of The Danish History of Saxo Grammaticus, trans. Oliver Elton. Krause Reprint Limited, 1967.

King by king, this 12th century book lists all of the rulers of Denmark up to the monk's own life. The heroes of the first nine books are all mythical or legendary, while the rest are (semi-) historical. Sometimes similar versions of other myths are recognizable, including characters from Beowulf.

Sagas

Hundreds of sagas have been written, most of which have never been translated into English. Fortunately some of the best ones have.

Any Penguin translation of a saga is recommended. All have good introductions, maps, and character indexes, and are very readable.

For those who have other translations, it is convenient that the Icelanders divided their sagas into chapters. In the quotes in the text all references are to the chapter of the quote.

Egil's Saga, trans. Hermann Palsson and Paul Edwards. Penguin Books, 1976.

This is my favorite saga, full of the passion, violence, and poetry of the vikings. Egil is a typical Odin-hero: viking, poet, and rune carver. His personal conflict with King Eirik Bloodaxe and his witchy wife, Queen Gunnhild, is a classic viking story.

Gautrek's Saga And Other Medieval Tales, trans. Hermann Palsson and Paul Edwards. New York University press, 1970.

These are some of the later, and less known, sagas. They differ markedly from the Icelandic family sagas, but include considerable fantasy elements, especially those of Jotunheim as humans might interact with it.

The Saga Of Gisli, trans. George Johnston. University of Toronto Press, 1978.

Gisli was a fighter and poet, fanatical in his family loyalty and demanding the same of others. He was a poet, with many verses quoted here, and had a close relationship to disir, who gave him both hope and despair. It includes excellent notes which detail customs of the Icelanders.

Grettir's Saga, trans. Denton Fox and Herman Palsson. University of Toronto Press, 1974.

Grettir was a famous killer and monster fighter — probably like many role playing characters. But he was born too late, and his antisocial activities cast him outside the law, so he was hunted down and killed by his enemies. Great fight scenes with several monsters and many humans enliven this unromantic tragedy.

Hrafnkel's Saga And Other Stories, trans. Hermann Palsson. Penguin Books, 1977.

Hrafnkel was a Freyrsgodi whose sacred horse was ridden, which led to a feud and torture before he gave up his pagan faith. The six other sagas are all short and almost anecdotal, and include one about Halldor Snorrason, who is an early friend of King Harald Snorrason, who is an early friend of King Harald Hardrada in that saga.

King Harald's Saga, Snorri Sturluson, trans. Magnus Magnusson and Hermann Palsson. Penguin Books, 1966.

This saga records the epic life of King Harald Hardrada. It opens on the battlefield where Harald (age 15) witnessed the death of his brother, King Olaf (later sainted). It ends at the battle of Stamford Bridge, where Harald (age 51) dies fighting to become King of England. In between is a life which is comparable to that of Conan the Barbarian, except Harald was real.

Laxdaela Saga, trans. Magnus Magnusson and Hermann Palsson. Penguin Books, 1978.

The fortunes of the settlers of Lax Dale from the Settlement (870) to the Conversion (1000) are traced here. The last half concerns the life and loves of Gudrun Osvif's daughter, a powerful woman and one of Europe's earliest literary heroines.

Njal's Saga, trans. Magnus Magnusson and Hermann Palsson. Penguin Books, 1966.

This saga, usually hailed as the best, traces the family of Njal Thorgeirsson and his family and friends. Here appears Gunnar Hamundarson, one of the outstanding warriors of the sagas, who also exemplified the good, upstanding citizen and loyal friend against all adversity. Njal is second-sighted and also a famous lawspeaker, and several scenes portray famous lawsuits at the time. I recommend this without reservation.

Orkneyinga Saga, trans. Hermann Palsson and Paul Edwards. Penguin Books, 1978.

This family saga of the jarls of the Orkneys, begins with the mythical ancestors and ends long after the period covered by this game supplement.

The Vinland Saga, trans. Mangus Magnusson and Hermann Palsson. Penguin Books, 1968.

The two sagas here, the Greenland Saga and the Vinland Saga, seem incomplete compared to the

more literary sagas, and often conflict although both are about the same subject and have many of the same characters. The introduction has extensive notes concerning the Norse in North America.

Volsunga Saga, trans. William Morris. Collier Books, 1962.

Sigurd Fafnirbane is one of the most famous of all northern heroes. Saxons, Danes, Germans, and vikings all sang how his sword was reforged and how he slew the dragon and gained the magic horde of gold. This translation of the German version of his life is the most complete, beginning with Odin's son and ending in the conflagration begun in the fight for the golden Horde of the Nibelungs. Appendices include earlier, Norse sources.

Fiction

Many fictional works have been written about vikings. Favorites, on hand and available, are listed below.

Hrolf Kraki's Saga, trans. Poul Anderson. Ballantine Books, 1973.

Hrolf Kraki was one of the most famous legendary kings of Denmark. He was a favorite of Odin, of the line of Skjoldings, and his life was one of conquest and glory. He is mentioned in Beowulf, in Saxo Grammaticus, and in Heimskringla, the Swedish king list. Anderson uses all sources to weave this epic tale.

The Last Viking, Poul Anderson (3 vols). Kensington Publishing Corp, 1980.

The life of Harald Hardrada, possibly Norway's most famous king, is detailed here in a lively fashion, tracing his Mediterranean wars for the Byzantine Emperor, his adventures in Russia, and his long rule and wars in Norway. Anderson used at least three sagas as sources (St. Odin's, King Harald's, and Halldor Snorrason's) and combined them with his own artistry to make this modern saga.

The Broken Sword, Poul Anderson. Ballantine Books, 1971.

This is a fantasy which concerns itself with two changelings, an elf-troll exchanged for an unbaptised human child and raised among the humans and the human child raised among the Alfar, and the tragedy of their impact upon their families. Action includes trips to Irish fairyland and giantland. This is a great source for adventure ideas.

The Long Ships, Frans G. Bengtsson, trans. Michael Meyer. Fontana Paperbacks, England, 1984.

The hero of this account is Orm, a hypochondriac viking who manages to travel through most of viking Europe during his colorful life. He weds the daughter of King Harald Blutooth, and sees aurochs as well. Very entertaining, and highly recommended.

Other Works

Some of these works are invaluable for the game-master trying to create a detailed background for a campaign.

A History of the Vikings, Gwyn Jones. Oxford University Press, 1968.

This was my basic handbook in writing this supplement. It provides entertaining details to history, archeology, and sociology. Read this if you can read only one book on the subject.

The Vikings, ed. Tre Tryckare, Cagner & Co, 1966.

This excellent coffee-table book is lavishly illustrated and shows details of every aspect of viking life you can imagine, ranging from how they unloaded horses from ships to the inner workings of locks to the way they used brooches to clasp robes closed. Color photographs and maps further enhance its beauty. This book can be invaluable to a gamemaster to show players what things look like.

Myth And Religion Of The North, E.O.G. Turville-Petre. Holt Rinehart and Winston, 1964.

This was my favored reference on religion for this supplement. It explores the myths and what they mean in a clear and concise manner, tying together many seeming loose ends. It is lavish with examples drawn from sources. Readers would need some preliminary acquaintance with Norse mythos.

The Vikings, Johannes Bronsted. Penguin Books, 1965.

This paperback book is a useful and concise synopsis of the viking way of life, history, and background. It is recommended for anyone who lacks the basic facts.

Teutonic Mythology, Jacob Grimm. Dover Publications, Inc., 1966.

Written by one of the famous Grimm Brothers, of fairy tale fame, this is an extremely scholarly work in four volumes, half of which is in several foreign languages. Though recommended only for the hard core, this volume is extremely valuable to give both details and generalities on Norse and Teutonic mythology.

Gods And Myths Of Northern Europe, H.R. Ellis-Davidson.

This book explores the meanings behind the myths, and ties together many seemingly separate elements, such as explaining the complexities of the Odin cult and the extensiveness of the chthonic Vanir cult. An excellent book.

Mythology Of All Races: 2, Eddic, John Arnott MacCulloch. Cooper Square Publishers, Inc., 1964.

This is a compendium of facts from myth, legend and other sources on the Norse religion. It is frus-

trating to use without the index, which comes in a separate volume for the entire series. However, most of the facts are here, without too much speculation or attempts to integrate and explain everything.

The Conquest Of England, Eric Linklater, Dell Publishing Company Inc., 1966.

This book recounts history throughout the span of the viking era, 8th century to 1066. It is especially entertaining because it focuses on the individuals, and the reader sees the relationship of the early heroes, like Ragnar Hairybreeks; to the middle era, such as Hrolf the Walker and the Icelandic settlers; to the later, such as King Olaf Trygvason and Harald Hardrada.

Gods Of The North, Brian Branston. Vanguard press, no date.

An exploratory look at the mysteries and vaguaries of viking legend, pointing out discrepancies, such as the two creation myths and two cosmographies. He also poists some explanations for them and identifies chronological stratae to myths.

Westviking: The Ancient Norse in Greenland and North America, Mowat, Farley, Miverva press, 1965.

This entertaining book is a reconstruction of the Norse explorations of Greenland and America. It draws upon the Greenland and Vinland Sagas, and also speculation on archeological findings. The theories are sometimes set against standard scientific thought, but colorfully defended by this well known author.

The Age Of Vikings, P.H. Sawyer. Edward Arnold (Publishers) Ltd., 1962.

This is another good book on the vikings and their historical and sociological background. It draws on literary and archeological sources. Profuse with maps.

Teutonic Mythology, Viktor Rydberg. Swan Sonnenschein & Co., 1891.

This almost antique book was written during the rise of Germanic nationalism, and is an attempt to reconstruct the mono-myth of northern Europe which is equivalent to the Greek Homeric works. Entertaining, with a few jewels among the speculation, but almost useless as a real reference.

Gods Of The Ancient Northmen, Georges Dumezil. University of California Press, 1983.

Georges Dumezil is the man who made mythology a science by predicting future discoveries based on previous evidence when he named the then-unknown Hittite deities. He set forth a theory of Indo-european mythology which has held up to the tests of time. This is a classic book of comparative mythology, highly recommended.

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Planning a Campaign

A campaign consists of a number of adventures, flowing from one into the next, which may continue through one or more generations of adventurers. Alternately, the game may be presented as a series of consecutive but not necessarily related episodes.

There are many different types of viking campaigns that you, as the gamemaster, can present to your players. Before the first game, decide what type of campaign you want to run. Base this decision on your knowledge of the viking era and the style of game you feel confident in running.

As an aid for beginning gamemasters and for experienced gamemasters who would rather spend time gamemastering than planning, we provide the Suggested Vikings Campaign. This provides all the background information needed by the players, without the gamemaster doing any work. There are a few gamemaster decisions provided to help personalize your game.

Experienced gamemasters who wish to create their own campaign will benefit by reading the notes on Designing Your Own Campaign.

Notes for All Gamemasters

Regardless of the style of campaign that you choose to play, establish a game time-flow that is rapid enough that the adventurers and non-player characters can age and change as game sessions are completed. Allow approximately one game year to pass by between every major scenario. If the only event for that year is a minor raid and a stint at thing-duty, then the year can pass by quickly, taking only one or two evenings of play. Major scenarios, such as *Gone Viking*, may take many game sessions and will remain memorable events long afterwards.

You should be prepared to create or improvise your own scenarios which follow common viking story lines. These can include simple fights, raids for vengeance or loot, and full-scale battles. The scenarios provided in this book and the statistics given in the *Vikings Digest* can be mined to provide characters and monsters to populate gamemaster-created scenarios. Except for the Hunt, monster-slaying adventures are not emphasized in this book since such scenarios are the easiest type for the gamemaster to construct. Reuse the stock

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scenarios by changing place names and minor details.

Attention to detail can pay off greatly by providing campaign continuity and depth. When describing a scene, try to include details registered by at least three of the five natural senses. Use historical references, ongoing blood feuds, and recognized villains to unify the campaign into one ongoing saga.

Historical References: a historical timeline has been compiled and is given in the Gamemaster book. It lists the major historical events of the viking era on Terra. You may wish to concentrate on only a few of these events in your campaign; you can compress all the events, picking and choosing from among them; or you can ignore Terran history altogether. At the very least the timeline provides ideas for adventures and places to raid.

The Blood Feud: a blood feud is a terrific plot device that provides a common thread knitting together otherwise independent adventures. These hatreds can be inherited, sometimes lasting for generations. Adventurers can be outlawed for participating in a feud, giving them a chance to go a-viking.

The feud can start between non-player characters distantly related to the adventurers, then slowly progress through events at the things (with more closely-related family members calling for aid) until even the player characters who want no part of the madness are drawn inexorably into it.

Each time the adventurers return home from some major scenario they can renew their part in the feud. As they gain in skill and glory through the scenarios, their prestige will inevitably cause them to take bigger and bigger roles in the family and family affairs.

Recognized Villains: recognized villains should appear in scenarios time and again to trouble the characters, either in person or through their relatives and agents. These villains can be rival landholders, envious relatives, or disgruntled former spouses. They may be villainous only in the eyes of the player viking, with the villains and all of viking society convinced that the adventurer's foe has the right of the dispute. The villain may simply be someone who wants the adventurer to do the right thing by his aged father. Situations such as these can lead to some intense roleplaying, as the player must cause his character to do the right thing yet acting within the concept of the character.

The final resolution after such a prolonged harassment is a great relief to the players and a good means of ending a long campaign.

Designing Your Own Campaign

Before you begin any campaign design work, consider the following questions.

Will this campaign be historically based and if so, when?

This book includes several complete scenarios. They can be presented independently of each other, or they can be strung together to form a narrative sequence. Some scenarios (such as the Hunt and the Thing) can be used more than once. Will you use only the scenarios included in this book, or will you also design your own adventures?

What role will non-human intelligent species play in the story you are weaving? Might the players portray other than human adventurers?

Should you change the suggested magic systems to include Sorcery and/or other spells?

You may find it useful to guide the campaign from the beginning. Establish the initial group of adventurers as members of the same family or viking ship crew. The characters will naturally cooperate within their society, and the players will hopefully do the same within the game.

As the initial adventurers are killed the players will have to create new characters. Due to the results of game-play, it may not then be convenient to have these new characters come from that same family or crew. However, the gamemaster should always be ready to take a hand in directing the generation of a new character before he or she enters play. It would be foolish for a player to get stuck with a Tronddelag character when the rest of the players have a feud with the jarl of Trondheim. The gamemaster can ensure some degree of cooperation among viking adventurers by decreeing that new characters are related to each other by blood or marriage. In well-organized campaigns where game-time flows quickly, the sons and daughters of older adventurers will eventually become old enough to be generated as adventurers themselves.

Suggested Viking Campaign

The following information is provided to allow the use of the *Vikings* adventures with a minimum of gamemaster effort.

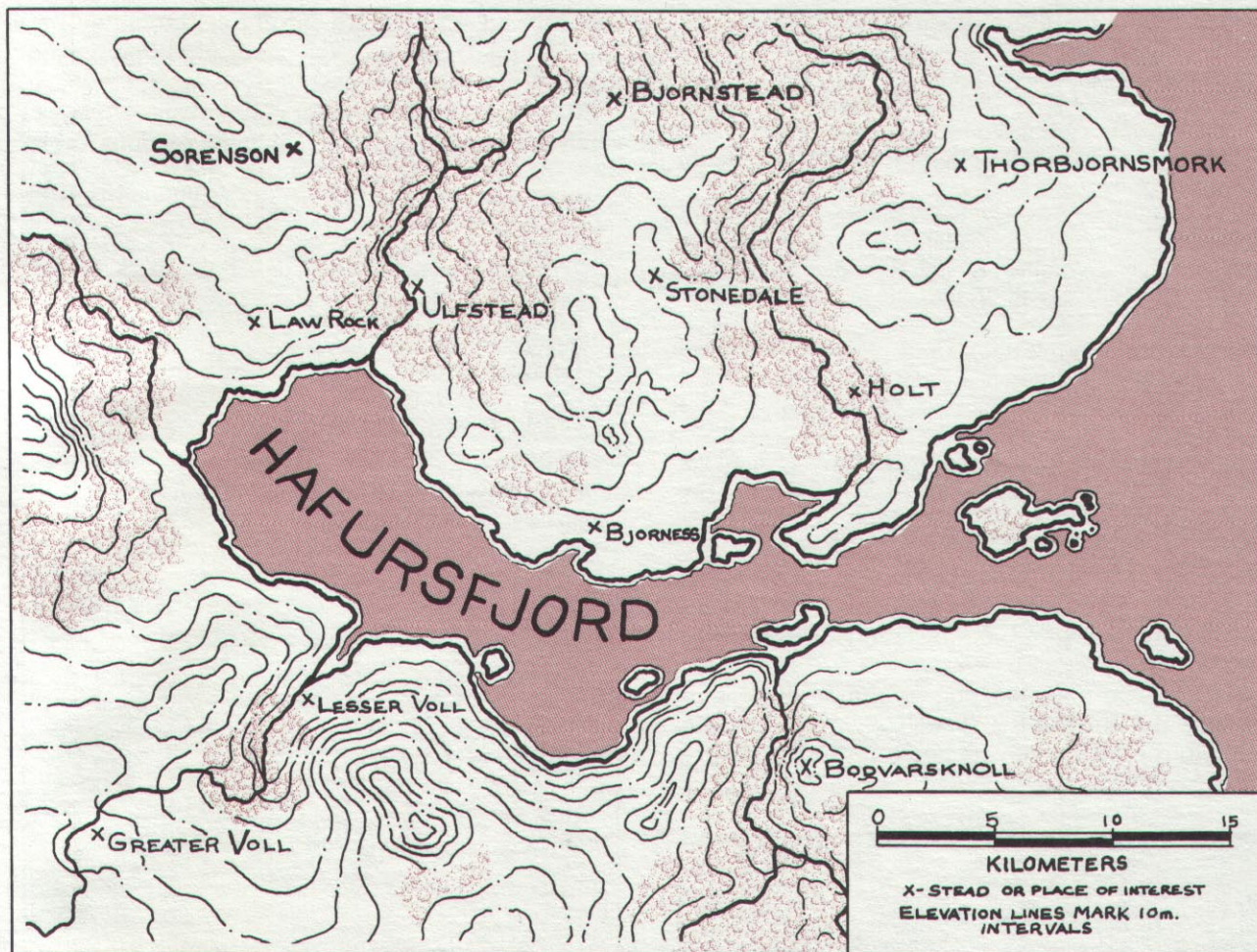
As accessories intended for gamemaster use, we have provided a full-color area map, a stead diagram and a large map of Scandinavia. Introduce these items into your campaign as needed.

Adventurer Background Information

During the first game, use this information to help the players fill in their adventurer sheets.

Personal Data: have the players choose their characters' names from the list given in the *Vikings* Players book, unless they can think of one themselves. Also have them determine their characters' sex, though almost exclusively it is the males that go viking.

Species: all vikings are human.



Use this map with the Suggested Campaign. Located here are the Ulfstead and the Stonedale families, as well as other steads which may be important later, in the scenarios (Thorin Sorenson's stead in the Hunt, for example). The gamemaster should feel free to change the orientation of this map so that he may place it anywhere within Scandinavia where fjords exist, or he may construct an entirely original map.

Age: have each player roll $2D6+15$ for his or her adventurer's age, but check the Adventurer Background Information Homeland/Clan section for possible conflicts between randomly determined adventurer ages and gamemaster campaign desires.

Culture: barbarian.

Homeland/Clan: The homeland of the adventurers is East Agdir. The clan of which the adventurers are members depends on the effects which the gamemaster wishes the scenarios to have on them.

If the gamemaster desires the adventurers to be members of a large, well-to-do family, use the Ulfstead Clan entry below. However, certain clan members use tactics of questionable legality to gain and increase their wealth.

If the gamemaster desires the adventurers to be members of a small, upright, fairly poor family struggling against the odds, use the Stonedale Family entry.

Ulfstead Clan: this large clan is composed of several families living together in one huge stead. The clan is wealthy and influential, and includes about 20 members, including the adventurers. Killer-Gest, age 31, is

the most famous clan member. He is a huge berserk who amassed a fortune during his many summer raids. Ari the Black, age 26, is the most notorious member, renowned as a greedy and sometimes ruthless land-grabber.

Have each player roll $1D20$. Those players receiving an odd result have adventurers that are younger brothers of Ari the Black. The recipient of the lowest roll is Ari's next-youngest brother, the next-lowest roller is younger still, and so on. If two odd-rolling players tie their rolls, then their adventurers are twins.

Those players receiving an even result are cousins of Ari — from a different family but living on the same stead. If two even-rolling players tie their rolls, then their adventurers come from the family of Killer-Gest and should roll the dice again — the low roller is Killer-Gest's next-younger brother and the higher roll is a still-younger brother.

Stonedale Family: this is a single family, living in a rough-built but sturdy stead. The total number of family members equals the number of adventurers plus four other family members.

Hord of Stonedale is the father of the family, and built the rough stead all by himself, twenty years ago. Hord, a simple man, is neither a good farmer nor a good judge of land. Despite his diligence, his family has always been poor, though everyone usually has had enough to eat. Hord's wife is Gyda Ljotsdotter, a strong-willed woman who managed to keep the family fed and

healthy during the many times when Hord's meagre farming skills failed him.

Otkel Wheelfoot, age 22, is Hord's eldest son. Otkel is very clever. Several years ago he suggested that the family try to emphasize their sheep-raising on the nearby grassy slopes. Ever since the sheep herd (the family's wealth) has slowly grown.

Olvir the Fat, age 20, is Otkel's younger brother and the second son of Hord Stonedale. He is less-clever than Otkel, much like his father, though he understands something more of crops, and promises to be a better farmer than Hord.

Have each player roll 1D20. Those players receiving an odd result have adventurers that are cousins of Otkel and Olvir. If two players tie their rolls, their adventurers are brothers.

Those players receiving an even result have adventurers that are brothers or sisters of Otkel and Olvir. The recipient of the lowest roll is the third son, the next-lowest roller is the fourth son, and so on. If two players tied their rolls, then they are twins.

Parent Occupation: the occupation of the adventurers' parents depends on the family to which they belong.

Ulfstead clan member players must roll percentile dice and consult the Trade Center Occupation Table in the *Viking Players* book, reproduced here for convenience.

Trade Center Occupation Table

D100 Occupation

01-12	Crafter
13-28	Farmer
29-45	Farmer/Fisher
46-61	Fisher
62-66	Godi
67-76	Housecarl
77-84	Jarl
85-88	Scald
89-100	Trader

Stonedale family member players must refer to the Farmer occupation for previous experience (found in the *Vikings Players* book). Stonedale family cousin players should roll percentile dice on the Trade Center Occupation Table to determine their adventurer's parental occupation.

Adventurer Occupation: the occupation of each adventurer is that of his or her parent. This may change during the course of game-play.

Religion: determine each adventurer's religion once their occupations have been determined.

Ulfstead clan members, and Stonedale family cousins, worship whichever gods are appropriate to their occupations. If a clear choice cannot be made, then the adventurer worships Freyr.

Stonedale family members primarily worship Sif, goddess of grain.

Weapons: Ulfstead clan member players, and Stonedale family cousin players, can choose any weapons

appropriate for their adventurer's occupation from the Viking Weapons Table (reprinted below from the *Vikings Players* Book).

Stonedale family member players can own any of the weapons listed on the Vikings Weapons Table, but they can assign percentiles gained through previous experience only to their skills with these few weapons:

2H spear attack and parry or 2H axe attack and parry,
fist attack and parry,
dagger attack and parry,
1H axe attack,
thrown axe attack,
and Viking round shield parry.

Hord knows, and can teach, only so much. Refer to the Vikings Weapons Table for a Stonedale adventurer's base ability with these weapons.

Vikings Weapons Table

The number given in parentheses after each entry is the base percentage known by typical members of viking society. When two or more weapons appear on a line, choose only one for your adventurer's use.

Weapons used both for attack and parry:

1H or 2H spear (25)
1H axe, hammer, or sword (25)
2H axe (15)
Fist (25)
Dagger (15)

Weapons used for attack only:

self bow (25)
throwing axe or hammer (15)

Weapons used to parry only:

Viking round shield or buckler (25)

Equipment: each viking adventurer begins with the standard equipment listed in the occupation descriptions. Due to the wealth of the clan, each Ulfstead clan adventurer receives an extra 1D100 pennies-worth of fancy decoration, fine clothes, extra weapons, etc.

Scenario Synopses and Suggested Order of Play

These paragraphs sketch the intent of the various scenarios and suggest an order in which the scenarios can be presented.

Hunt

This scenario introduces the players to some of the truly terrifying creatures lurking at the edges of Norse civilization. It also illustrates the fealty owed twixt carl and jarl. Truly loyal warriors are always ready to volunteer for the most dangerous tasks set by their lord. This scenario provides such an opportunity.

As the object of the hunt, the gamemaster should use one of the killable creatures such as the draugr or mammoth. If he is designing his own campaign, the stoorworm can be used in Britain. The virtually unkillable dragon or hrimthurs can be used once the campaign matures, to really test the adventurers' skills.

Thing

The first time that The Thing scenario is used, provide a detailed description of the setting and of the opening ritual to Tyr. This is an opportunity for the adventurers to purchase goods from the many merchants present.

Once all of the players have had a chance to purchase goods, have the first sample case heard. Demonstrate how viking justice influences viking life. Introduce the evidence, and ask the players to comment. In these cases, they are distantly related to one side or the other. Ask if they will stand with their relations, or if they will remain neutral. Be sure to reflect the outcome of the case in your campaign plans.

Once the case has been resolved, the adventurers can go to a horse fight, witness a holmgang, participate in an auroch hunt, and boast at a feast, etc., depending on gamemaster energy and whim.

Raid

In this scenario viking raiders come and loot the adventurers' stead for livestock and goods. Such a devastating event could cause the adventurers to leave home and seek wealth overseas to replace what they lost in the raid.

Thing

By now the adventurers may have earned themselves some fame in the Hunt or in defending their stead. Notable people are often sought to aid others in court actions. Use case #2 here.

Gone Viking

This is an extended overseas scenario recommended for adventurers with at least moderate experience and some sort of armor. This scenario can be lengthened if the gamemaster adds raids and ship battles. A triumphant return home afterwards will make the adventurers famous and wealthy.

Additional Sea Scenarios: it is likely for men of these times to frequently sail on raiding or trading voyages. Extract the crew-choosing procedure and a ship fight from the Raiders scenario.

A number of events can occur onboard ship. Imagine a vessel far at sea. Suppose that the night watchman meets a Nykr who, if spurned, summons the merwifs to sink the ship. The resulting storm forms the rest of the scenario and will teach the gamemaster and players the seagoing rules.

Thing

Now that they are home again, the adventurers find themselves embroiled in a case of murder wherein

Ulfstead clan members attack and kill Stonedale family members in a dispute over pasture rights. Enterprising gamemasters may wish to include this dispute as an episode in their campaign. Use case #3.

Trade

Here the adventurers voyage down a Russian river to trade with the Slavs. The traders will have the chance to fight fiendish Huns who have raided a slavic village. Roleplaying opportunities abound when they travel further to Mikligard (Byzantium) to trade for civilized goods and visit the largest city known to vikings.

In The Wilds: while on their journey, fairy creatures can be met while making an extended land crossing. The gamemaster should choose both of a kind, gentle creature and a monster to confront the adventurers within different ways. Choose whichever creatures suit your fancy. Pity those vikings who spare the troll but pick on the bush grandmother!

The Hunt: a meeting with friendly fairy folk involves the iron-using heroes in another monster hunt. By now the adventurers should be both powerful and cocky. Use this scenario now with the dragon or hrimthurs.

Thule

This western voyage into the unknown is high adventure, and can continue to Vinland or Jotunheim. The entire journey can be enlivened with meetings with nikyrs, storms, and perhaps battles with other vikings.

Continuing the Campaign

Like the sagas, these adventures can continue for generations if desired by the gamemaster and the players, tracing the rise and fall of the family or clan over a half century or more. Take advantage of non-Norse monsters in foreign countries, and foreign religions can be used to surprise effect.

Sources of Inspiration

Whenever your inspiration lags, refer to a source. Scan the bibliography in the *Vikings Gamemasters* book. Most libraries will have at least some of the books listed. Translations of most of the best sagas are available in any bookstore that sells textbooks. The Icelandic bards didn't know it, but they were creating scenario ideas for you.



This fine drinking horn is found in many stead houses. Notice the detail work indicating the care and craftsmanship valued in viking society.



Hunt

To the vikings, hunting is an every-day occurrence. Occasionally, however, some creature or other stumbles out of the dark, forbidding woods to threaten the whole community.

This scenario can take place anywhere that vikings live and rule: Normandy, the Danelaw, Scandinavia, or even one of the Russian principalities. If possible, this adventure should take place in the adventurers' native land.

Setting

It has been a good year for the jarldom, and it is time for the Yule festival. The jarl's hall is filled with rough warriors, simple farmers, and sturdy blonde women. The adventurers are also here, at home and comfortable in their native land.

Everyone is shouting, singing, scuffling, and drinking heavily. Many people have found partners for the night, and uninhibitedly display their affections. An ox roasts slowly, continually turned by a hot and sweaty thrall. The celebrants are oblivious to the bitter cold outdoors; their jubilation drowning out the incessant moan of the wind. Both the summer raids and the fall harvest have been excellent — the barrels full of mead and mountains of stolen Frankish goods stand in splendid evidence. There is no reason to stint on the feasting. It will be several days before the last celebrants ski or sled their way home.

Suddenly the jarl's door booms open, sending throughout the hall a blast of wind so bitter that it must blow from the halls of Jotunheim. Sharp ice crystals swirl among the startled feasters. Swaying slowly to and fro, a haggard man stands in the doorway, his beard bedecked with icicles and one eye sealed shut with frozen blood. Two housecarls leap to the man's aid as one of the jarl's berserks, using curses and kicks, pushes clear a path through the throng. A whisper passes through the longhouse that the stricken man is Harald Bjornson.

Bjorn is a small landholder. His family did not attend the Yule festival, but there is nothing suspicious in that — many folk hold their own private Yuletides rather than trek all the way to the jarl's

hall, especially when there are cattle to tend and children to feed. Bjorn has always supported the jarl and, in fact, the ox roasting over the fire came from his farm as tribute to the jarl's wise rule.

Gasping and coughing, Harald is unable to stand alone. With the help of the two carls, he approaches the jarl who stands, darkening in outrage that his friend's son has been dealt with so. He shouts for the revelry to cease and Harald gasps out his tale.

"Dragon . . . three days ago. My kin slept. Only I was awake, cutting the Yule log in the woods. I saw it plunge through the trees and crash into the stead. I raced to meet the monster, but it struck me . . . when I awoke, the house was shattered and the barn broken. Our cattle and horses were gored and smashed. My father . . ." Harald breaks into open lament, reciting melancholy poetry for his dead parents and brethren.

*"What I must say is the saddest of things,
A man can hear. My father is dead.*

My brothers are fallen at the feet of their mother.

The young warriors, wolf-bold:

It is ill to yield up to All-Father,

Robbed of victory and life, so valiant they were.

My cousins, brothers, sisters, parents,

All are dead, dragged to Hel."

The jarl sits solemnly until Harald is ready to continue, "I thought to follow the monster, but my sister's cousin and my aunt yet lived . . . I brought them to Egil Thorkelson's house and came here, seeking Bjorn's Prince and the vengeance due him."

Then Harald collapses to the ground. One of the carls opens the poor man's jacket, revealing a tunic soaked in blood and broken ribs jutting through crude bandages. Several women quickly bundle Harald off to a soft bed and healing hands. The jarl signals for silence and sits in thought, audibly grinding his teeth.



After confronting a dragon, which had come upon his stead and attacked his family, a seriously injured Harald Bjornson staggers through the door as two of the jarl's housecarls leap to aid him.

After several minutes Bjorn's Prince booms out, "Only thralls and cravens stay home tonight. We hunt Bjorn's bane!"

At this, several thralls come rushing in, bearing weapons and armor for the housecarls and berserks. Those already armed beat swords on shields, shouting to Odin for strength.

When all capable of bearing arms are prepared for the cold trip to Bjorn's ruined stead, the jarl speaks again. "There have been blizzards for two days. We will not be able to track the dragon from Bjorn's stead. We must seek him in ignorance of where he lurks, so we shall divide into groups. The staves about the men that find and kill the dragon shall be sung for decades. Off with you! We meet back here in a week, and if Bjorn's bane yet lives, we make new plans."

The Hunt

It just so happens that the adventurers will form one of the hunting bands. If the gamemaster feels

that they are too inexperienced or too few to have a chance of defeating the monster, have one or more berserks, Better Viking Warriors, or other warriors join their number. Draw their statistics from the samples provided in the *Vikings Digest*. Have one or more players play these reinforcements as well as their own character.

Women and thralls provide the bands with skis and packs containing enough food to last several days. The warriors then depart, each band heading in a different direction to hunt the monster.

It is cold, but not unendurably so for hardy vikings. The adventurers travel by ski, racing across the land seeking signs of the dragon's passage. Unfortunately, they have been assigned to search barren wilds rather far from Bjorn's stead. It seems unlikely that any dragon lurks here.

During the second night of the search, as evening draws near, the adventurer band happens across a ruined stead. Those adventurers whose players succeeding making an INT $\times 5$ roll on 1D100 will know this as Thorin Sorenson's stead,

a moderately prosperous farm. (Use the ruined stead plan provided in the *Vikings* box).

Apparently it was ruined only a few days ago. The corpses of Thorin's family are scattered across the snow, already frozen solid as ice. Cattle and dogs lay smashed and ripped, their blood dark against the snow. Thorin's home was large, and an entire wall was ripped out. As the adventurers draw near to look for survivors or for dragon tracks, a thunderous snorting and crashing issues from within the ruin. The monster still lurks within Thorin's house.

Bjorn's Bane

The adventurers must now face the monster itself. Because it inhabits Thorin's house, it may be more difficult to defeat than if the adventurers had encountered it in open terrain.

Depending on the desires of the gamemaster, the monster lurking within the ruins may not actually be a dragon. It may be any one of a number of terrifying creatures. Statistics for five possibilities are given in the *Vikings* Digest (draugr, mammoth, stoorworm, dragon, or hrimthurs). If the adventurer party is weak or inexperienced, use the draugr or mammoth. If the party is stronger, or if this scenario has been used before, then use the stoorworm statistics. For a real challenge the dragon or the hrimthurs will prove to be very difficult for the adventurers to defeat.

The adventurers may hope to sneak-up on the stead, trying to surprise the farm-ravager. In this case the creature will have a chance of sensing them during each melee round. In the statistics, all of the potential monsters are given Listen skills, and may have other sensory abilities as well. Review the statistics before playing this adventure.

The fences shown on the stead diagram require a full melee round to climb over if the players successfully make a Climb roll for their adventurers. If the Climb roll fails, an additional melee round is required before the fence can be cleared. Instead of climbing the fence, an adventurer with a running start might try to jump the fence instead. The player of a running character must attempt to succeed in a Jump roll on D100. Success indicates that the fence was cleared. Failure indicates that the viking adventurer slammed into the fence for 1D4 points of damage, and failed to get by the obstacle. In addition, he caused a racket that the monster is sure to hear.

If the house is set afire, the monster will come rampaging out, creating a large missile-fire target. The forest is cleared up to 200 meters from Thorin's house, leaving only a few places an archer could hide. If it must, the creature can easily crash through the stead fences, leaving a two to four meter-wide gap.



Thing

At least once per year the entire community meets to discuss their problems. Use this scenario several times during the campaign and strive to have the player-character become involved in the legal proceedings of the community.

The thing is a regular community assembly whose primary function is to resolve legal disputes. Attendance at the local thing, though not required, is common to all community citizens and it is an odd viking that refuses to attend when the opportunity arises. Viking adventurers should attend several things during the campaign, using this scenario any number of times. If the gamemaster deems it necessary, the name of the case participants can be changed to better suit the campaign.

There are three sample cases provided in this scenario. The adventurers should become involved in at least one of these cases during the course of play. Establish the relationships, if any, between the litigants and the adventurers. The manner in which these cases are resolved provides several outcomes to this scenario, and if the adventurers have committed any illegalities during the campaign, or if they have created enemies among other families, this is the place to show them the consequences of their actions.

Note: the thing is discussed in detail in the Norse Society chapter of the *Vikings Players Book*. Be sure to examine that discussion before presenting this adventure. Norse law bears distinct differences from modern law.

First Days

The attendees usually begin to gather at the traditional location a few days before the thing formally begins. The gamemaster should have the adventurers roam about, meet important personalities, and catch the gist of rumor and gossip. This is a good time to meet with merchants and to trade for or buy new goods. It is also a good time to seek a likely prospect for a wife.

Any relatives of an adventurer will approach him to renew their acquaintance and kinship. This contact with close kin is usually warm and generous, but personalities often clash despite kinship. Relatives will offer to help in any legal actions involv-

ing the adventurer, and ask his help for their own problems.

People who are not relatives but who wish to make the acquaintance of a famous adventurer will also visit, possibly just to hear the adventurer's exploits and meet the famous fellow.

Opening Ritual

The thing begins with a solemn invocation to Tyr and the sacrifice of a red ox. A blessing and augury is made, as described in the Sacrifice section of the Norse Religion and Magic.

The Lawspeaker then recites one-third of the community's laws. He does this from memory, for vikings are illiterate. These laws are derived from tradition and do not change. All cases heard at the thing are measured against them.

Once the oral recitation of the laws is completed, the Lawspeaker declares that the Law Rock is open to the presentation of cases.

Presentation of Cases

The plaintiffs then come forward to state their cases. Most of these cases concern mundane matters: cows being in the wrong pasture, nondelivery of goods, divorces, allegations of witchcraft, and the like. A few involve serious matters that test the laws of tradition.

Support for Legal Cases

When seeking legal assistance a viking first seeks the support of his closest kin, who usually will support him without question, though cousins and in-laws frequently ask nosy questions trying to figure out if they will likely be on a winning or losing side. Most vikings support their kin, right or wrong. If a brother comes asking for help, the adventurer must do his best to aid him. If the brother has done something which is patently wrong, like manslaughter, then the family might not pay weregeld

and let the murderer be outlawed. If the murderer is a cousin and known to be a troublemaker, the adventurer may decline to aid his relative knowing that if the case is lost, the adventurer will be responsible for paying part of the weregeld due to the case winner. Always determine the exact degree of kinship between the adventurers and those asking their aid.

It is not necessary to be kin to support a case. Frequently a family will seek the assistance of a powerful chieftain, godar, skilled lawspeaker, or famed viking, usually in exchange for a payment of goods or services.

Jury

The two sides must then choose the jury — three to nine doomsmen who will listen to the case to make sure that it is argued according to the law. This jury does not judge innocence or guilt.

Case Resolution

Every case can be handled in one of three ways: through a Lawspeaking debate (and a peaceful settlement), through a formal duel, or through a provoked melee.

Lawspeaking

This skill is discussed in the New Skills section of the Character Creation chapter of the *Vikings Players* book. If an adventurer gets involved in a case and he is known for his Lawspeaking skill, then he may act as an advisor and use his skill.

A peaceful settlement will result in a payment of goods, silver, and animals equal to a number of pennies decided both by custom and the arbitrators for the case.

Peaceful settlements can be refused by the aggrieved party, which usually begins a blood feud. Peaceful payments can also be ignored by the payer, in which case the payee's family has the responsibility of collecting, which can again result in a blood feud.

Holmgang

This formal duel may be used to resolve differences of opinion that cannot be settled peacefully. The plaintiff and defendant, or their champion(s), fight as described in the Norse Society chapter of the *Vikings Players* book. Most of the spectators at the thing favor this form of settlement, as there is nothing like a good fight to enliven a dull thing.

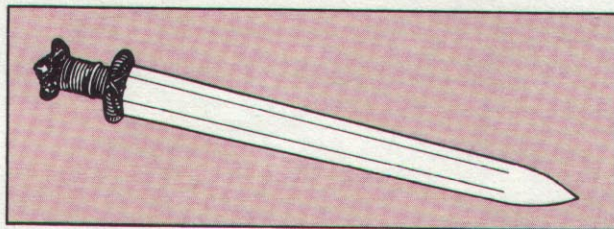
*This is the Law Rock at which the townspeople meet to discuss important legal matters. These community assemblies, called **things**, are important not only with regard to the legal disputes which are resolved here, but they also provide reasons for the entire community to meet at one the few social functions present in everyday viking life.*





Provoked Melee

A provoked melee at the thing is highly improper and initiated only in desperation. In such a fight the antagonists attempt to butcher each others' key personnel, such as chieftains, lawspeakers, and influential people. There is much blood shed, and these melees often result in long-standing hatreds and blood feuds.



Sample Cases

The information for the following sample cases is divided into four sections: Charge, Evidence, Resolution and Settlement, with an occasional Relationships section.

Case One: Murder

Murder is one of the most serious crimes in viking society. Secret murder *is* the most serious crime. The usual punishment inflicted upon a murderer is payment of weregeld or outlawry.

Charge

The well-known and popular Skapti Thorgeirsson charges Vestein of Uplands with the secret murders of Hrut Hrollasson and a thrall. Vestein, a reputed berserker, is not present at the thing. His brother, Vigfus, contests the charge.

Relationships to the Adventurers

Ulfstead Clan: Vestein has sailed with Killer-Gest and is one of Ari the Black's few acquaintances. Ari asks that all of his family members support Vestein. Hrut obviously provoked Vestein, and anyone that provokes a berserker deserves the results. Woe to those who refuse Ari's request.

Stonedale Family: Skapti is a well-known and popular man to whom the adventurers are distantly related. They might think seriously about being on the wrong side of Vestein, though, no matter how the case is settled.

Evidence

Skapti Thorgeirsson was a close friend of Hrut Hrollasson, who otherwise has no family or heirs. Skapti is supported by his jarl and many bondsmen of his district.

Vestein of Uplands is a young and violent man who many think is a berserker. He has no friends, and has threatened to kill everyone who speaks against his case. His brother, Vigfus, is young, inexperienced, and impoverished.

All testimony indicates that Hrut was last seen in Vestein's company, and they were arguing violently over the division of goods from a viking expedition.

Resolution and Settlement

This case should certainly go against the murderer, who committed one of the worst crimes imaginable to the vikings. The slim chance that he will not be found guilty may be based on surprise evidence from the brother or a witness. The gamemaster will have to improvise this new evidence.

If convicted, Vestein will owe a carl's weregeld of forty cows plus one thrall-price of five cows, or a total of forty-five cows. Young Vigfus is responsible for paying this, though it will cost him and Vestein their farm. He will refuse to pay, threatening to ignore all court settlements. He will make an offer to settle the affair by a fair holmgang. He looks inexperienced and ill armed—a pushover.

Vigfus will go through with the challenge and preparation, but at the last minute his older, berserker brother will step up as champion for the fight. This ruse will not endear Vigfus to anyone, but if Vestein wins then he is legally cleared.



The berserker, Vestein of Uplands, is accused of murdering the affable Skapti Thorgeirsson.

For Vestein's statistics, use the Tough Berserk found in the *Vikings Digest*. If the gamemaster wants to run this combat as a training episode with players handling both combatants, use a Better Viking Warrior for Hrut Hrollasson's champion.

Case Two: Divorce Settlement

Charge

Alfdis Ivarsdotter is a striking, middle-aged woman who claims her husband, Steingest the Handsome, beat her and turned her out into the winter night in favor of a concubine. She left him and wants to divorce him.

Evidence

Alfdis comes from a good viking family. They are intent upon regaining her dowry, which reputedly was squandered through bad trading deals by Steingest. Ivar of the Vale, Alfdis' father, claims Steingest's whole farm in compensation.

Steingest the Handsome owns a small farm and has few close family members. He claims her dowry of trade goods was wrecked through no fault of his: she invested the goods herself and he should not have to pay for her losses. Furthermore, she mismanaged his farm so badly that half his cattle are hungry. She deserves no compensation for her brideprice.

Resolution and Settlement

This case is sticky and full of possibilities for both parties. It can only be settled through gameplay, and is a good situation to have the players portray the case judges. Neither Ivar nor Steingest wants to take this to a holmgang or general melee.

If Alfdis wins, her brideprice is about 5,000 pennies. She will claim Steingest's entire farm, though she should be granted only a portion of it. The rough total value of the farm is 25,000 pennies.

If Steingest wins, no payment is due.

Case Three: Murder in a Pasture

Charge

Otkel Wheelfoot claims that he was attacked, and that his brother Olvir the Fat and two carls were murdered, by Ari the Black in a fight over grazing rights to a highland pasture. Otkel demands weregeld for his brother, the return of seventeen milk goats, and clear grazing rights to the pasture.

Evidence

Ari and seven men ambushed Otkel, Olvir, and some carls in their pasture. Ari and his men were better armed, and surprised Otkel and Olvir. Two brothers of Ari, plus two other men, were wounded (possibly including one or two of the adventurers), by Otkel's arrow shooting in the fight. Ari the Black is a proud and arrogant man, and he is angry that Otkel was not also killed. Ari apparently followed



Alfdis Ivarsdotter, whose husband squandered her wedding dowry, now wants to divorce him. Divorce is not uncommon or unknown in viking society and, in many ways, is easier to resolve than in 20th century times.

all proper procedures after the killing (i.e. traveled about finding witnesses to support him).

Ari the Black comes from a large family, including Killer-Gest, a famous viking. He keeps many armed men about him at all times. It would be hard to collect weregeld from Ari.

Otkel is from a small family, but all the menfolk have agreed that Ari has grown too impudent and must not be allowed to continue his greedy land grabbing. They have reportedly enlisted the aid of Gardi the Easterner, a wealthy trader searching for a wife. Otkel's sister is just of marrying age and quite comely.

Relationships

Ari's family is large, and the player vikings could be part of his clan. This will give them some serious role-playing challenges if they are closely related to a greedy landgrabber like Ari.

Otkel's family is small, yet Olvir was a popular man and gaining the goodwill of Otkel's incipient brother-in-law, Gardi, is something to think about. Gardi might take men who helped him in this matter with him on his next trading mission (see the Trade scenario).

Resolution and Settlement

If Ari wins, the wounded men will collect $\frac{1}{4}$ full weregeld for their wounds. Ari's kinsmen are rated as carls because they are very rich, while the other men are rated at poor carl weregeld. Thus the total

that they will collect is: $(40 \text{ cattle} \times 25\% \times 2) + (10 \text{ cattle} \times 25\% \times 2) = 25 \text{ cattle}$ (or 25 oz silver, or 6250 pennies).

Since Ari comes from a large family, the winnings will be widely divided. A large family has its weregelds divided into about 20 portions. Thus a relative of Ari's would receive about 312 pennies of goods. Non-kin persons who were asked into the case by Ari will receive about half of that amount.

If Otkel's family has 6 members, each will thus have to pay 1,043 pennies apiece.

If Otkel wins, then he should receive full compensation for Olvir, a bondi, and the two poor carls. This comes to $(40 \text{ cattle} + (10 \times 2 \text{ cattle})) = 60 \text{ cattle}$ total, or 15,000 pennies. The 17 goats add a further 1000 pennies. Otkel has promised the Easterner a cut as a family member—a new brother-in-law. Otkel has also enlisted the aid of a famous Law-speaker, who will charge 1000 pennies whether he wins or loses. Thus the Otkel members will each receive 2142 pennies each, if there are 6+1 family members.

They will likely enlist the aid of some friends to collect this vast sum from Ari. Non-family adventurers are likely candidates, who can expect to be rewarded generously for success. A total of 1000

pennies divided among all those who assist is appropriate.

Ari's 20-person family must divide the loss among themselves, making an average of 800 pennies apiece.

Other Events

The following events commonly occurred at the thing. The gamemaster should intersperse these with the hearing of cases.

A Horsefight

Horsefighting is a favorite sport among the vikings. The horses are trained to attack each other, goaded on by humans. Bets are laid on which animal will do best. Sometimes one goader will strike the other, supposedly by accident. Sometimes the men aided the horses by shoving them against their foes.

Have two players each create horse combatants, including equivalent experience for bite and kick attacks. Let the players do all the die rolling for the horses.

Other Animal Fights

Medieval bull-and-bear fights are appropriate. Have players draw up stats for each creature combatant, using either *RuneQuest* statistics, or using auroch stats given in the Gamemaster book. Alternatively, *Monster Coliseum* contains pregenerated creature statistics. Provide the combatants with combat experience; let the adventurers place their bets, and let players run the creatures. Other animals can also be used: a wild boar, a polar bear, or a pack of wolves.

A Religious Ceremony

Some tribes used things as opportunities for fertility rituals in which they attempted to help barren women conceive through the intercession of Freyr, Freyja, landvaettir, or other spirits.

Generally these rituals would happen at night and be closed to the menfolk of the home community and to any member of other communities. It is a challenge to the manhood of young tribe members to sneak past the guardians—older men of the home tribe—and sneak peeks of the ritual.

Getting Swindled

Swindlers and conmen will attend the thing as merchants, attempting to divest the simple vikings of their loot through confidence games, muggings, and the selling of shoddy merchandise. Using these nefarious methods, a crafty gamemaster challenge, the player's wits and to divest their adventurers of excess loot they may have acquired on their adventures.

Such confidence men never attend the same thing more than once. This provides excellent opportunities for extended campaign role-playing as far-wandering player characters run into the same swindler at different markets, things, and cities.



Con-men abound at the thing, when so many people gather in one location. There is always someone willing to believe that outrageous deals can be made, and these people are the prey of the flim-flam men.



Raid

Vikings undertake raids to gain wealth and glory, and they are raided for the same reasons. In this scenario, the adventurers awaken one morning to find their stead seriously threatened by enemy vikings.

This scenario takes place during a lazy summer at a coastal stead. The adventurers are staying home this year, working for the stead rather than going viking. The stead belongs to the jarl. This can either be their own countryside, or they might be staying over the summer at a friendly stead.

During one early morning, when the people of the stead are just waking up and the sun is still hidden behind the eastern range, a horn blast suddenly echoes off the hills. Only farmer-adventurers will be awake, and they can easily hear the noise. All others must receive a successful Listen roll from their players to wake up.

Anyone rushing outside when they hear the blast can see a local boy on a hilltop waving frantically and pointing down towards the river, which is hidden from the stead by hills and morning mists. The boy then seemingly flings himself into the air and falls to the ground, rolling a short way down the hill. The adventurer of any player making a Search skill roll spies an arrow protruding from the boy's back.

Any character who is awake and outside may run to get his weapons and armor. Since this was a peaceful stead, combat gear is not laid out for instant access. It will take two minutes for any adventurer to dig metal armor out of storage and ready it for putting on.

Two minutes (10 melee rounds) later a force of over a hundred heavily-armed viking warriors charge over the hill. With a hoarse cry, their leader sends part of his band into the valley where the animals are folded while he leads the main body straight for the stead. The defenders have only seconds to prepare for the onslaught. Any vikings still asleep will soon awaken as the entire stead bursts into activity.

Adventurers who awoke early have four melee rounds to prepare for action. Characters that did not awaken until now will need two rounds to discover what is going on, and thus only have two melee rounds to get ready. Armor requires 2 strike

ranks per point of ENC to put on under the best conditions, and in the near-panic it will take 5 strike ranks per point of armor ENC to don armor. There is not enough time to get fully armored for combat unless the character started getting ready when the horn blew or the boy was shot.

Then the attacking raiders hit the stead. The jarl should be out in front, leading his housecarls even though none are well-armored. The adventurers should be scattered among the houses, and may need to fight to get together. Unless an adventurer is a relative of the jarl, or is one of his housecarls, he will not be fighting with the jarl. The game-master should arrange for the jarl and a small band of men to get cut-off from the stead (and the adventurers), by a mass of raiders.

The jarl's forces will fight bravely, within full view of the adventurers, though they are steadily forced back. They cannot win this fight and they know it, but they try to buy time for the women and children to escape to the hills, along with as many animals as possible.

The jarl bellows to the adventurers, "Get to the barns and free the cattle! Don't leave them for these scum to steal!" The player characters can either obey and try to cut their way to the barns to drive out the cattle, or they can ignore the commands, either fleeing with the thralls and women or fighting through the press to join up with the jarl's band.

If they flee they can get away without trouble but will earn themselves pejorative nicknames such as "Flee-fight" or "Craven". It is impossible to flee without someone else noticing.

Fighting Beside the Jarl

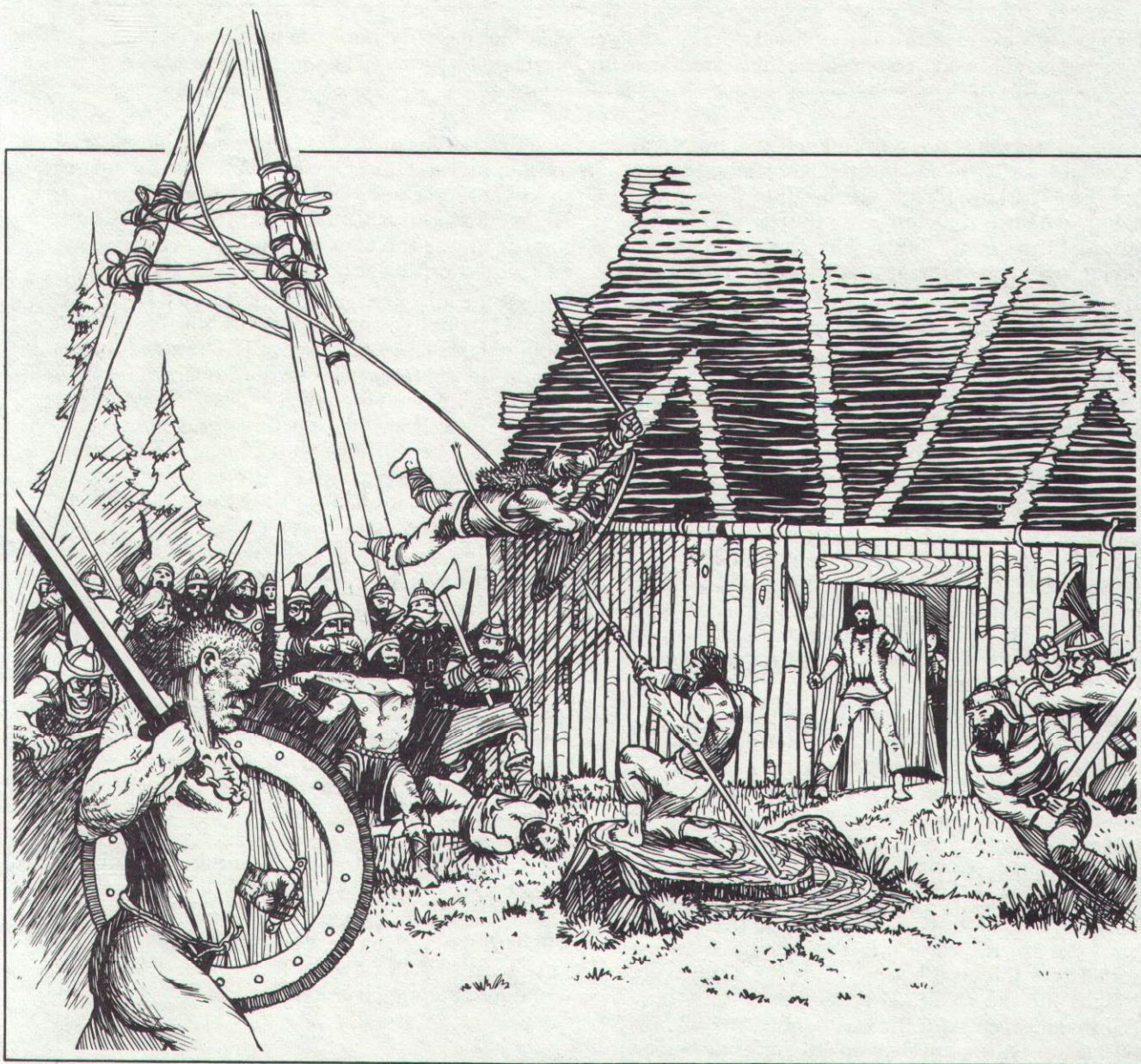
If the adventurers decide to fight their way to stand by the jarl they will have to face a large band

of raiders (one berserk plus 3D6 vikings taken from the Good Viking Warrior stats in the *Vikings Digest*). If they manage to get through this guard the adventurers will be nearly to the jarl's men, but will be surrounded by twice their number of enemies. Take equal numbers of opponents from the Good Viking Warrior stats and the Better Viking Warrior stats, unless the abilities of the characters warrant either tougher or easier opponents.

Set up this battle at the center of the battleboard. If the adventurers manage to get off the east side of the battleboard they have joined the jarl's group

and can fight alongside him for the rest of the battle. No stigma will be attached for cutting their way through to the jarl rather than freeing the cattle. It will be assumed that their loyalty and courage outweighed their intelligence, which is no flaw for a viking.

Fighting alongside the jarl requires that each adventurer face 1D3 more Good Viking Warriors for several more melee rounds. The exact number is up to the gamemaster, but he should end this combat before complete exhaustion overcomes the characters. The jarl will order his men to flee — the women, thralls, and children have already escaped



To the left are the vikings who have come raiding. To the right, dressed in partial armor and bearing whatever weapons they could find immediately, race the stead inhabitants to chase the raiders off. The reasons that vikings raid one another are many — either to exact vengeance against an enemy, to continue a blood-feud which may have been carried on for generations, or to increase the raiders' wealth and glory.

and there is no point in remaining to be slaughtered by an overwhelming number of better-armored foes.

Freeing the Cattle

If the adventurers race to free the cattle, they will encounter a small gang of raiders already engaged in looting the halls of the stead. The total number of raiders in this band should be slightly fewer than the number of adventurer vikings, consisting of a mixture of Good and Fair Viking Warriors.

The adventurers must get past these foes as quickly as possible to rescue the animals before raiders capture the barns, and the gamemaster should emphasize this to the players. If the raiders have not been slain or incapacitated within 6 melee rounds, 2D6 Good Viking Warriors will arrive as reinforcements to help the raiders.

If the adventurers defeat this small force they can run straight to the barns, evading a clumsy attempt at intercepting them.

They will be able to free some of the farm beasts before a force of 30 Good and Better Viking Warriors arrive to capture the barns. The adventurers would be wise to flee immediately.

Hiding Out

Once everyone has made it to the hills, the jarl gathers his remaining men. The raiders do not pursue, happy to loot his stead and eat his animals. Though the rest of that night passes in misery, he instructs those who live to prepare for another battle. "Our enemies' numbers indicate that they are the crews of three longships. They will feast and revel for several nights, I think. Let us attack tonight, while they are stuffed with food and drink."

All the jarl's men will now be able to give suggestions as to how this attack should come off. One housecarl advocates a head-on charge. Another, more cautious, suggests that they not attack at all, but simply wait for the raiders to leave. Let the adventurers make their own suggestions. If they sound reasonable, have the jarl adopt them. The suggestions might include burning the enemies' ships, but the jarl will point out that this would leave a strong enemy force with no place to go and nothing to do but ravage the countryside until they find new ships. He may adopt this suggestion anyway, especially if someone suggests that, while one force attacks the ships someone be sent to the jarl's friends to bring more warriors. The army thus massed should be strong enough to kill all the raiders.

Note: all armor and weapons not donned earlier were left behind and are still unavailable. The jarl has about 20 warriors, not counting any surviving adventurers. If any player is without an adventurer, give him or her one these warriors to play.

Use the characteristics from one of the Good Viking Warriors in the *Vikings Digest*, but replace the listed armor with cuibouilli on the chest (with 1-point padding), 2-point leather elsewhere, and a lamellar helm with 1-point padding.

The Attack

The defending raiders have about 70 men left minus anyone killed by the adventurers. Any raiders that were wounded but not killed have been tended, and are still bandaged.

Most of the raiders are within the halls of the stead, leaving 10 to guard the beached longships. If the jarl and his men are so foolhardy as to attack during the day, all the raiders within the stead will be awake and active. If the jarl attacks at night, only 10 will be on guard at the stead, with the usual 10 at the ships. These guards will be keensighted and keen-eared. This plus the wariness of the raiders so that, when the jarl's force arrives, the raiders will all be in armor.

If the adventurers end up fighting in a mass battle, set them up in a line opposite an equal number of Good Viking Warrior enemies. When a foeman falls, he should be replaced by another enemy, this time a Fair Viking Warrior. If this one is slain, he is replaced by another Good Viking Warrior. If an adventurer falls he is not replaced but, if they manage to defeat thrice their number of raiders, the enemy will break and flee. It is assumed that the rest of the jarl's force did as well. If at any time the adventurers break and flee, they will be pursued for a round or two, but then the foes will go back to the stead.

It is likely that the jarl's counterattack will fail. This is intentional. If the gamemaster wishes to add special drama to the battle, the jarl himself can fall in battle.

After the Raid

After the jarl's failed counterattack, the raiders will stay only another day. They will leave with all the loot their ships will hold, setting the stead and its houses afire. The stead will be ruined.

The jarl (or his successor, if he was slain) may decide to lead a raiding party himself, to replace the lost goods. Some vikings of course, will stay behind to rebuild the stead. The adventurers are welcome to come with the jarl on his raid, going viking with him, unless they behaved cowardly during the battle.

The jarl will be grateful for the player-characters' role in the fight, and promises each one that did well a triple share in all treasure obtained.

This new raid, in which the player-characters will participate, is a whole new adventure in itself. Populate a ship with the jarl given in the *Digest*, the player characters, and a mixed group of Good, Fair, and Poor Viking Warriors, and set sail!



Gone Viking

During the summer, after the crops are planted, the men of the community undertake lengthy expeditions to explore new lands, searching for new sources of wealth.

This adventure places the adventurers among the crew of a viking raiding ship, the *Sea-Warrior*. The voyage promises plunder and glory, but is filled with unanticipated peril. As an aid to the game-master, a complete *Sea-Warrior* crew roster is available in the *Vikings Digest*.

In the first scenario, the adventurers interact with the captain and other prospective crewmen, and they may have to prove their worth to earn their places.

The second episode provides easy-pickings for the crew of the *Sea-Warrior*, giving the adventurers a taste of combat and plunder.

In the third scenario Thord Dark-Star, sworn enemy of the captain, launches a dangerous attack on the *Sea-Warrior*.

The fourth episode finds the adventurers involved in a raid upon an isolated settlement in the Hebrides.

Finally the *Sea-Warrior* crew gains an opportunity to turn tables on their enemies using stealth, clever tactics, and viking valor.

Gudmund Chooses a Crew

Among the villages and steads of Hafursfjord and the surrounding steads runs the word: "Solfi the Boatwright builds a ship for the jarl. Gudmund Thorkelson will captain the ship. Men gather at Red Sun fjord, where Gudmund will choose his crew. The new ship will sail in early summer to raid the Orkneys and the north coast of Britain."

Red Sun Fjord

When the adventurers arrive at the jarl's stead, they see many men still at work on the ship, with the local people gathered along the beach performing whatever daily labors allow them to observe the shipbuilders' progress. A group of over 40 men have gathered in the village where they are enjoying the

hospitality of the jarl while Gudmund painstakingly selects the men he wants for his crew. When a crewman is selected, Gudmund gives him a bear's knucklebone as a token. When the characters arrive, twenty-five men have already received knucklebones: only ten places remain in Gudmund's crew.

The viking ship is still being loaded with supplies. Several of the vikings who have already been selected for Gudmund's crew, each wearing a knucklebone on a thong around their neck in token of their oath of loyalty to Gudmund, are lounging on the beach and in the Great Hall, waiting for Gudmund to finish his crew selection. The rest of the men (not yet chosen) are in the Great Hall near a table where Gudmund is interviewing prospective crewmen. Some of the already-chosen crewmen recline negligently around the interview table, forming a casual audience and jeering section.

As the player-characters arrive, they may speak with the boatbuilders or the local people. All are mildly excited at the prospect of plunder returning to the village after a successful raiding voyage, and eager to be rid of the locust-like horde of men who have gathered seeking a place in Gudmund's crew. Below are sample responses an adventurer might receive from questioning the boatbuilders or local people.:

A boatbuilder: "The boat will be supplied in two days and Gudmund intends to sail immediately."

A farmer or fisherman: "Yes, these louts are eating Bork out of hearth and hall."

A friendly old man: "The remaining men don't seem to Gudmund's liking. You young men still have a chance to join his crew."

The adventurers may also speak with already-selected and prospective crewmen. Some will be helpful; others will be insulting and contemptuous.

A peaceful giant reclining on the beach in the sun: "Uhgg. Go away. I'm busy resting. Get out of my sun."

A quiet man cleaning and sharpening his axe blade: "Gudmund is in the hall with the other candidates. (Look-

ing up appraisingly at the characters) Mind your tongue around the big fellow with Gudmund. He's a lout and a butcher, and if he can get your goat, he'll gut you like a sturgeon."

A man reclining inside the hall: "ZZZZZZ (pointedly phony snoring, then a slightly uplifted eyelid. Contemptuous and insolent silence in spite of the character's polite address.)"

The characters must go into the great hall and wait in line with the other prospective crewmen. Finally each adventurer is called in turn before Gudmund and interviewed. Each player should state why his adventurer believes he will be a valuable crewman, then Gudmund will cross examine him and ask for demonstrations or proof of the adventurer's abilities. Hakon Raven-Hair, Gudmund's prowman and second-in-command, and Ingolf, Gudmund's close friend, will be particularly abrasive and challenging. (Hakon is just naturally unpleasant; Ingolf is harsh because he wants to test the ability to take orders and criticism.) If the player character boasts of being a good fighter, Hakon will immediately challenge him to combat. The combat is only a holmgang to first blood. If Hakon loses, he will privately accuse the player character of cheating and promise to kill him at the first convenient opportunity. The players are supposed to develop a dislike and fear for Hakon, a wary respect for Ingolf, and uncertainty about Gudmund, who is always exceedingly patient and soft-spoken — seemingly too mild to be a successful viking raider captain.

Gudmund is neutral and patient when he questions the player characters. He probes for any hint of outlawry or a dishonorable past, and he is alert for any sign of untruth. He wants bold and experienced men who are trustworthy and loyal, though he'll take the best he can get as the time for sailing approaches. Hakon is a bully and sneerer, looking to enjoy himself and establish his dominance while abusing the player characters. Ingolf is most interested in evidence of common sense and sailing experience.

Sample Questions From . . .

Gudmund: "What skills do you have that would make you valuable on my ship? Do you bear the guilt of any dishonorable act? Are there any loyalties you have sworn which might interfere with your loyalty to me?"

Hakon: "Well, you think yourself skilled at arms. Come, coward, and prove that boast over the white cloth!" "I hardly think one of your size would dare to go viking." "Well, Gudmund, at least he is ugly enough to scare the sea monsters."

Ingolf: "Can you swim, little fellow? What will you do if someone pushes you overboard in fun?" "Have you any scars, or is your skill too great for your many opponents?" "Let's see your hands, youth. Where are the calluses? Will you row with your mouth?"

Depending on what the adventurer claims as his abilities, Gudmund will ask for demonstrations of the skill. If he claims to be a sailor, he will be asked

to climb to the top of the mast, or questioned about the ship's rigging. If he claims to be a fighter, he may demonstrate his skill in a mock combat. No matter how badly the character performs, he will eventually be selected for the crew, because the remaining non-player character volunteers are even more inept. You can dramatically present this by having Gudmund deliver similar challenges to the other non-player character vikings, who will conveniently disgrace themselves in pathetic displays of incompetence (falling into the bottom of the boat and breaking an arm, unable to hit a target with ten arrows, and so on). Nonetheless, maintain suspense concerning the final selection of crewmen, particularly if some player characters perform very poorly on the tests Gudmund assigns.

Gamemaster Notes

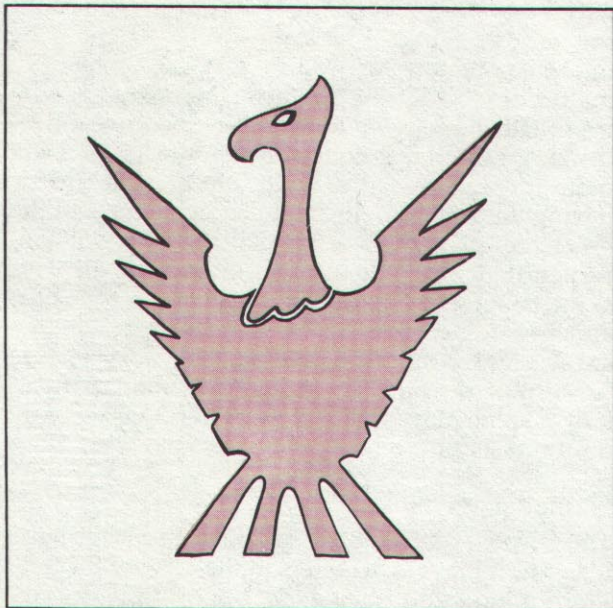
The purpose of this initial episode is to establish the major non-player characters in the crew of the *Sea-Warrior* and to provide an opportunity for in-character dialogue. The characters should make a few friends, make a few enemies, and remain uncertain about most of the other crewmen. Encourage the player characters to speak with other vikings and local people. Get into the roles of Gudmund, Hakon, and Ingolf, establishing them as important characters. Solvi and Gardi are likely to be friendly and sympathetic, since they both dislike Hakon; if the player characters have no sailing experience, these experts can help them get through the first few difficult days. Horic the Lapplander is an outsider who will be grateful for the player characters' friendship; his magical tricks may stir their interest. Strykar is a friend of Hakon and a bad apple; unlike Hakon, he keeps his enmities secret, so that a player character may not recognize him as an enemy. Strykar has a general dislike and contempt for rookies and boasters, and he will take the first opportunity to make their lives miserable.

The Final Selection and Farewell Feast

Gudmund will keep the prospective crewmen in suspense until the Farewell Feast on the night before the ship sails. At this feast Gudmund will distribute the last ten knucklebones (the player characters will all be among those selected). As each player character accepts the knucklebone, he must swear the following oath (the other crewmen have already taken the oath):

I swear in the hearing of Odin, Thor, and Frey, and in the hearing of the Jarl (*name*) and his carls, that I, (*viking's name*), will serve Gudmund Thorkelson faithfully and obey his commands as though he were my father. I pledge my honor and loyalty in his service, and will share in his good fortune, as Thor wills. This oath shall bind me until I return again to Red Sun Fjord, where I am free to make my way as I will.

Then there will be a great feast, with abundant food and meat. The climax of the feast is the naming of the new ship. Gudmund will grandly call for silence and name the ship *Sea-Warrior*. At this dramatic moment, one of the rejected volunteers, thoroughly



The dragon-device carried on the sail of the *Sea-Warrior*.

drunken and despondent with disgrace, will hurl his cup to the floor, stagger drunkenly to his feet, and say, "Yes, Gudmund, a pretty name, but it is foolish to brag of a warrior before he is proven in battle. Your boastful name is foolish, and it will bring bad luck on you and all your crew."

The party will go downhill from there. Hakon will bellow and charge the rejected volunteer, attempting to throttle him with bare hands. The adventurers may interfere; otherwise Hakon will successfully murder the man on the eve of the ship's maiden voyage. The spirit will go out of the celebration, and amid grumbling that this is a bad omen, the guests in the great hall will continue to drink until all have fallen into drunken slumber.

The next morning the *Sea-Warrior* sets out with its 40-man crew. The sun is strong, the winds are favorable, and the seas are mild. The grumbling of the night before is forgotten in the enthusiasm for plunder and adventure. The characters are directed by Gudmund to their places at the oars and the *Sea-Warrior* is rowed to the open sea. Each man is eager for action, and wagers are placed on the sighting of the *Sea-Warrior's* first prize.

The Frankish Trader

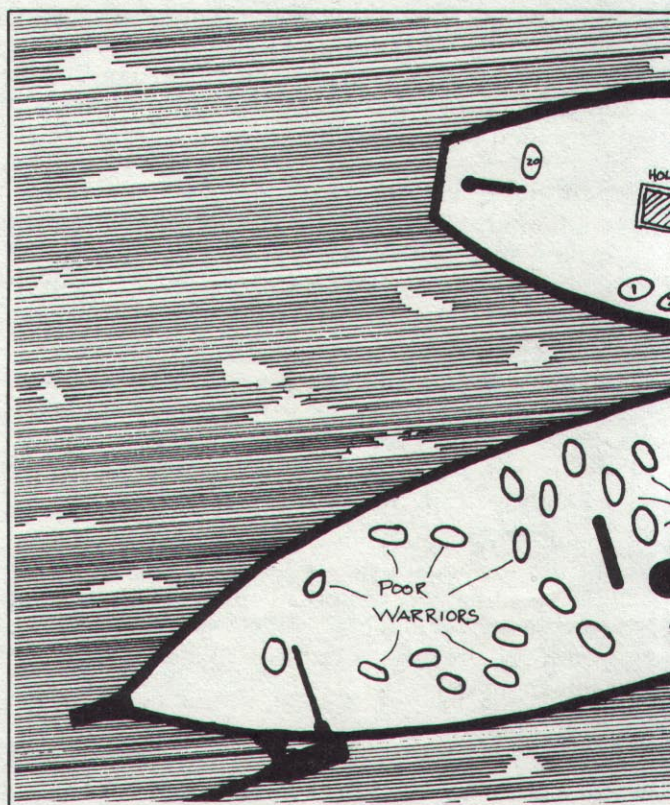
After several days in fair weather, the *Sea-Warrior* sights the coast of Britain and heads north along the coast. Almost immediately the prowman Hakon shouts, "Look yonder! A large sail heading south along the coast." Ingolf shouts to Gudmund, "It looks like a Frankish trader, likely to be broad-beamed and slow with a small crew." The crewmen buzz with excitement. Gudmund cries over the wind, "Send the Lapp wizard to me!" Horic Lapplander makes his way to the stern where Gudmund's words to him are inaudible. Horic produces a knotted leather cord and proceeds to tie the knots one by one, mumbling all the while in his foreign

tongue, dancing and capering in the bottom of the boat. Slowly the wind diminishes — a result of Horic's clever sorcery — and the Frankish trader, a vessel solely dependent on the wind for motion, is at an even greater disadvantage. Gudmund calls, "Lower oars, vikings, and row for the trader. Prepare for battle and our first rich prize."

Gudmund strides along the bottom of the ship, selecting individuals to stand at the prow for the boarding attack. The player characters are chosen to stand at the very front with Hakon the prowman; Gudmund wants to test his newest recruits in a relatively easy combat. He tells them that if they fare well, he will praise them and rely on them in later engagements. The unspoken warning is that if they fare poorly, he will berate them and place them last with the other average fighters.

At the prow the player characters will notice the other vikings preparing berserkgang, weapon, and shield spells as the *Sea-Warrior* draws near the trader. The Frankish crew has given up the futile attempt to flee in the slackening breeze, and are gathered now with shield and sword along the gunwales to repel boarders. The trader has a higher freeboard (the hull rises higher above the water) than the viking ship. The vikings must climb three feet to get into the trader, equivalent to scaling a small wall against defenders. As the grappling hooks are cast from behind the boarding party and the *Sea-Warrior* crashes into the trader, the player characters must be prepared for combat.

For the Frankish crewmen, the opponents of the player characters, use 20 Poor viking warriors from the *Vikings Digest*. Each is armed with broadsword and medium shield.



The Melee

The player characters have several options:

Climb aboard the trader.

The adventurer must make a successful Climb roll (failure means he falls back into the *Sea-Warrior*). He takes a free blow from his Frankish opponent; no parry, only dodge. Thereafter he fights at his normal combat percentage as he perches on the trader's gunwale. However, until he either succeeds in a Knockback or defeats his opponent, he must make his Climb roll each round in melee or be knocked back into the *Sea-Warrior*.

Climb while attacking, defending, or attempting a knockback.

The player must make a successful Climb roll at half normal chance (failure means he falls back into the *Sea-Warrior*) for his adventurer. He receives a -20% modifier to attack and parry for the first round. Thereafter, he fights at his normal combat percentage as he perches on the trader's gunwale. However, until he either succeeds in a knockback or defeats his opponent, he must make his Climb roll each round in melee or be knocked back into the *Sea-Warrior*.

Jump aboard the trader.

The player must make his adventurer's Jump roll, receiving a free blow from his opponent; no parry, Dodge only. A successful Jump roll means his character stands or straddles the trader's gunwale and fights normally, but until he succeeds in a knockback or defeating his opponent, he must make a successful Climb roll each round to avoid falling

into the sea. If he fails his initial Jump roll, he falls into the sea.

Jump while attacking, defending, or attempting a knockback.

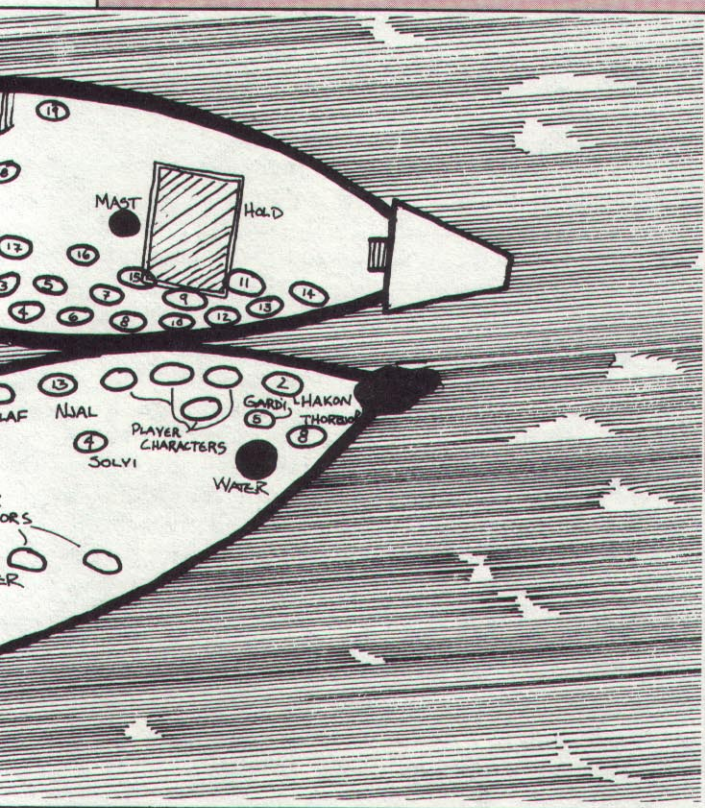
The player must make his adventurer's jump roll at half normal percentage, but he may attack and parry at a -20% modifier in the first round. A successful Jump roll means he stands or straddles the trader's gunwale and fights normally, but until he succeeds in a knockback or defeating his opponent, he must make a successful Climb roll each round to avoid falling into the sea. If he fails his initial Jump roll, he falls into the sea.

Attack, defend or cast spells from the *Sea-Warrior*.

All attacks are at a -10% modifier for the Frankish opponent's position of vantage. Any damage scored on a Frankish leg location is ignored. When the opponent is defeated or knocked back, the player character may board unopposed and seek another opponent if he makes his Climb roll at a +20% modifier.

Numerous variations on these options are possible, such as doubleteaming an opponent, or grappling and pulling him into the *Sea-Warrior*. Hakon, the berserk prowman, will jump aboard. However, since he is directly in the center of the bow, he doesn't fall in the water if he fails; he just gets up and tries again. For dramatic effect, the referee may assume Hakon's Jump is successful. As the player characters fight, they will notice Hakon hewing and cleaving to great effect.

Once a player character has dislodged an opponent, either by slaying, incapacitating, or knocking him back, the player character stands in the Frankish trader and may fight normally. After he defeats his first opponent, a player character may seek another opponent. He will face no more than three opponents in the melee; by the time he has faced his third Frank, the trader is secured. There is no dishonor in avoiding combat if seriously wounded, though there is great honor in continuing to fight in such condition. Minor wounds are no excuse; if a player character avoids combat but is still substantially undamaged, he will earn the scorn of his crewmates.



The Aftermath of the Battle

The melee should continue long enough for each player character to have a chance to defeat an opponent. When a player character has defeated his third opponent, or after about 25 combat rounds, the Frankish crew have been overcome and the trader is in viking hands. Wounds are bound or magically treated; dead viking and Frankish crewmen are respectfully but abruptly dumped into the

sea. The healthiest survivors of the trader's crew are taken as slaves; the rest are dumped over the side. The trader carries a rich load of trade goods and a chest of silver and copper coins — equivalent to 40,000 silver pennies worth of loot. The trade goods, currency, food, and water are quickly transferred to the *Sea-Warrior* and the trader left adrift, burning.

Gamemaster Notes

Whatever the outcome of the individual combats, Gudmund will be impressed with daring and spirit. Any player character who attempts to jump aboard the trader, no matter how clumsily, will be regarded with respect. Anyone who falls in the sea will be immediately hauled out by a fellow crewman and may reenter the melee after a two-round delay. Climbing aboard the trader is to be expected; the warrior will be judged on whether he manages to dislodge his opponent quickly to permit other vikings to board behind him. Standing in the prow to fight is vaguely cowardly; however, if the player character quickly overcomes his opponent and boards the trader, he will lose no respect.

Player characters with poor melee skills may hang back if they wish, but they will be regarded with scorn. Bows are useless in this combat, since the Franks are all tightly packed with their shields awaiting the viking boarding attempt. Shrewd use of magic or bold stunts like diving into the sea, swimming to the opposite side of the trader and climbing aboard may earn respect, but there will always be a subtle reserve among the crewmen for a suspected coward who will not face a foe with weapon in hand.

After the battle there should be some in-character play, with Gudmund moving among the crew, speaking to each viking who participated in the fight, praising bravery and condemning cowardice. The other crewmen put in their two-cents worth whenever appropriate. Gudmund will tell the crew how much treasure they have obtained (approximately 500 pennies each), and he will remind the crew how well this loot will be received when the *Sea-Warrior* returns to Red Sun Fjord. Gudmund will suggest that someone should begin composing a saga about the voyage; encourage players to work on this saga if they show any interest.

Wavebiter

After the encounter with the Frankish trader, the *Sea-Warrior* continues north along the coast of Pictland, raiding small settlements. The resistance is insignificant, but so is the treasure. The one profitable encounter was the slave traders they sold the Frankish survivors to, and Hakon says Gudmund was cheated on them. No one has been killed or seriously wounded, but the crewmen have forgotten the Frankish loot and have begun to grumble that Gudmund has been a poor leader, that they should have gathered more plunder by now.

Indeed, Gudmund is a cautious leader who will not attack unless the odds are good. He has refused

to attack settlements that appear well-defended, and he prefers stealth and subterfuge to open assault. Hakon is the prominent figure in the criticism of Gudmund's tactics, and he has privately referred to Gudmund as a "nothing." Nonetheless, the crewmen are bound to honor their oath of loyalty to Gudmund, and a substantial minority still firmly support Gudmund. Only about ten crewmen are solidly in Hakon's support, but most of the crew might support Hakon if he chose to test Gudmund's leadership.

If you wish, you can prepare the raiding episodes along the Pictland coast mentioned above. Use the standard scenarios in this book as models. Such episodes will give the player characters more opportunities for combat in the settlement raids and for in-character play as crewmen in Hakon's faction try to convince the player characters to forswear their oath to Gudmund and follow Hakon, a "real viking leader." The settlements should be pushovers (remember Gudmund's cautious avoidance of difficult engagements) and the plunder sparse. The in-character play should not degenerate into intra-crew combats, (though grudges may develop) since the crewmen know that internal strife in the crew could jeopardize the entire ship.

Thord Dark-Star and His Raiders

One day, in light winds and calm seas some miles west of the Orkneys and close to the Pictland coast, the prowman spots another viking ship approaching from upwind. As it draws closer the device on the sail can be recognized — the black star of Thord Dark-Star, an infamous viking outlaw and sworn enemy of Gudmund Thorkelson. Kin-slayer, murderer, and oathbreaker, Thord is hated by many, but most particularly by Gudmund, whose mother's sister's son was slain in a treacherous massacre of a small steading. Thord had accepted hospitality of the stead, yet slew every inhabitant in the night, burned the steading, and bore away all their possessions. Thord is every bit as awesome a fighter as he is a criminal; his axe Bonesucker is supposedly magical and has dispatched many souls to the underworld.

Gudmund knows that Thord's raiders are probably more skilled fighters than his crew, and that a battle would likely result in the destruction of Gudmund, his crew, and the *Sea-Warrior*, but his honor demands that he challenge and fight Thord to avenge the death of his kinsman. The player characters may not be aware of this, but Solvi or Gardi will soberly explain the predicament to the characters. The younger men will cheer as Gudmund gives the order to steer for the *Wavebiter* and to prepare for battle, but the experienced and knowledgeable vikings will be unusually quiet and thoughtful as Thord Dark-Star and his crew approach.

The crew of Thord's *Wavebiter* is composed of the following viking types from the *Viking Digest*: 3 Berserkers (including Thord), 3 elite viking warriors, 14 better viking warriors, and 20 good viking warriors. Notes on Thord are found below.

Thord Dark-Star

Outlaw raider, captain of the *Wavebiter*, superior size, strength, dexterity, and constitution (17-18), good intelligence and power, grim appearance. Superior combat and agility skills, big damage bonus, chain armor, medium shield, enchanted battleaxe Bonesucker is permanently enchanted with a Bladesharp 4, spells: Heal Wound, Protection 3, Command, Shield.

Thord is a shrewd warrior with little interest in honor; he's only interested in winning. He has gathered a crew with similar inclinations. He wouldn't hesitate to swear oaths to a fair combat, then cut a man down with arrows. Thord is confident that he can whip Gudmund or Hakon; either would have to be lucky to beat him. The *Sea-Warrior's* other crewmen wouldn't stand a chance.

A Trial of Honor

The two ships will stand off from each other while Thord and Gudmund shout challenges at one another. Thord will make various offers (to fight a duel on the deck of the *Wavebiter*, to spare the crew of the *Sea-Warrior* if they surrender Gudmund to him, to join forces in raiding the coast), but Gudmund knows Thord's word is worthless. Gudmund will insist on combat between the two ships, with personal combat between Thord and himself if Thord is brave enough to come aboard the *Sea-Warrior*.

After this brief, pointless exchange, both captains will bring their ships so that they will lay gunwale to gunwale, prow to prow, stern to stern. The ships grapple together and become the battlefield for this combat. The forty men of each crew line up along the gunwales and wait for their captains' commands. The two lines will face one another for an instant, then the separate forces will dissolve into a fierce melee.

Each player character is faced by an opposing crewman. The player characters are arranged in a single line along the edge of their ship. The player characters are surrounded by friendly characters who can help if they get in trouble.

The engagement is divided into three parts: the player characters and their opponents, the other crewmen and their opponents, and Gudmund and

Thord in personal combat at the stern. The player character combats proceed normally round by round. The results of the combats between the other crewmen and their opponents will proceed as follows in the table and text below. As the adventurer's battle with their opponents, keep up a running commentary of the events of the combat as viewed from the corner of each player character's eye.

Sea-Battle Results Table

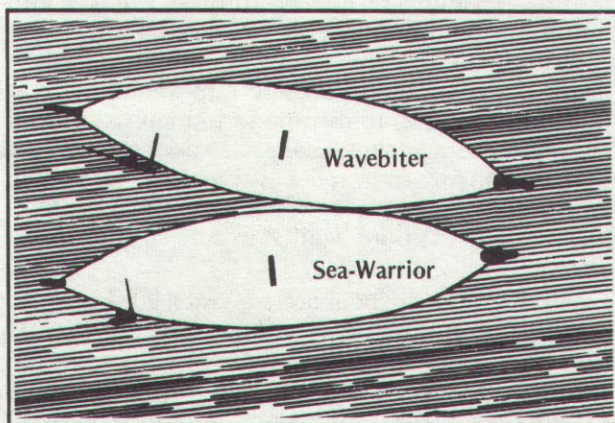
Each crewman listed is out for the duration of the battle (i.e. killed, unconscious, or incapacitated). The adventurers are far too busy to tell what exactly happened to any of them.

round	Sea-Warrior	Wavebiter
one	Arnor & Brand	1 good viking
two	no losses	no losses
three	Thrain	1 good viking
four	Gest	no losses
five	Lambi & Glum	1 good and 1 better viking
six	Hall	no losses
seven	Finn	no losses
eight	no losses	1 good viking
nine	Eirik & Botolf	no losses
ten	Arnlaug & Knut	no losses

As is evident from the above table, the *Wavebiter* crew is eliminating the *Sea-Warrior* crew at a rate of better than 2:1. This permits the *Wavebiter* crewmen to double up on the remaining *Sea-Warrior* crewmen, increasing the odds against the player characters' crewmates. However, at the end of the tenth round, two events turn the course of the battle.

Throughout the combat Horic Lapplander has been huddled in the bottom of the ship, untying knots in his leather thong. By the end of the tenth round, the wind has suddenly risen to a gale and dark clouds are scudding across the sky, portending a violent storm.

Against this backdrop of rising seas and winds, Thord and Gudmund are locked in combat at the stern of the *Sea-Warrior*. Gudmund has received a series of minor wounds while Thord is practically untouched. Gudmund knows it is only a matter of time before fatigue and blood loss leave him open to Thord's death blow. In desperation, Gudmund drops his shield and weapon and leaps upon Thord, catching him by surprise, grappling him and knocking them both into the sea. The pair are locked in each other's grasp as they disappear beneath the surface. The combat breaks suddenly as each crew waits, watching for the victor to surface. Several melee rounds pass, and neither reappears. All the while the wind is rising, and a sudden squall smashes into the two boats. Both masts snap and disappear almost instantly as the grappled ships heel over before the gale. The combat is forgotten as each crew returns to their ship and struggles to come into the wind before the low-sided vessels are



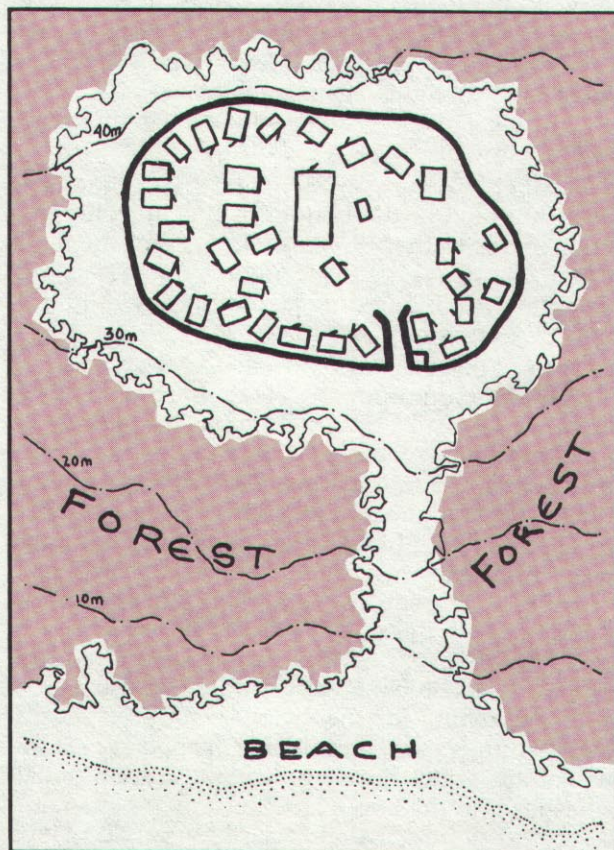
swamped by the rising seas. The grappling lines are cut, and in seconds the two ships are far apart, disappearing in the sheets of driving rain.

The crew of the *Sea-Warrior* manages to set a small piece of sail cloth on the stump of the mast, and with steady rowing and good luck they are able to run before the storm. The winds don't slacken until after dark has fallen and the *Sea-Warrior* has been driven far out to sea.

When the wind abates, the toll of the combat and the storm can be taken. Eleven men have died of wounds from the combat (vikings 18, 23, 27, 28, 29, 30, 31, 32, 33, 34, 35 from the crew roster). Four more have been swept overboard and lost at sea (vikings 22, 24, 25, 26 from the crew roster). The captain Gudmund has taken his enemy with him to the bottom of the ocean. The *Sea-Warrior* is practically crippled without her mast and her exhausted crew must let her drift as she will in the darkness. Some men now remember the words of the man at the Great Feast and wonder if the luck of the *Sea-Warrior* may indeed bear a curse.

Redmore's Dun

When day breaks on the *Sea-Warrior*, the crew discovers that they have been blown west of the Orkneys and are drifting in sight of the rugged northwest coast of the Hebrides. Hakon assumes leadership of the *Sea-Warrior*; no one successfully



A bird's-eye view of Redmore's Dun, from the sandy beach to the enclosed settlement.

protests. He sets the crew rowing for the Hebrides coast, hoping to find some timber tall enough to provide a mast. The search is futile; the wind-swept moors don't provide enough protection to grow a tall, straight tree. The *Sea-Warrior* crew heads north, moving slowly under oars, putting in each night to camp on the shore.

On the third day in late afternoon Strykar, the new prowman, sights a small fortified settlement atop a small rise. Along the beach are several small fishing boats. The settlement is partially obscured by low trees and brush, but it appears to have a log palisade wall, suggesting accessible timber farther inland. The settlement buildings appear to be of stone and wood, with thatched roofs. A successful World Lore roll will suggest that this is too well fortified for a fishing village, but that the fortification suggests that something worth stealing might be protected there.

Hakon immediately decides to raid the settlement. You can permit a certain amount of in-character discussion of whether this is a good idea, but Hakon's mind is made up. He will listen impatiently to a few words from the player characters, but his response will be to call them cowardly and order them to be quiet and follow orders.

As the *Sea-Warrior* approaches the beach, there is no sign of activity from the settlement or fishing boats. A Scan roll will confirm the suspicion that this is a good place for an ambush, but will reveal no evidence of one. A special Scan roll and a special Boating roll combined will reveal that the fishing boats have none of the gear used normally for fishing. A critical Scan roll will reveal a glimpse of activity outside the gate of the settlement. Suspensions and caution will go for naught, however, since the player characters are under Hakon's command. Hakon is supported by all but the most loyal of Gudmund's former supporters (generally the crewmen most friendly with the player characters). If the player characters show reluctance, they will be taunted as cowards by Hakon and his men.

When the *Sea-Warrior* is beached, Hakon details five loyal supporters to guard the ship and proceeds up the slope toward the settlement gate. There is no sign of activity, no sounds from within the walls. The gate stands open and unattended. Scan rolls will reveal no one within visual range. Hakon and Strykar lead the viking band directly through the gate and into the settlement, leaving only two vikings outside the gate to keep an eye on the ship. Hakon keeps the adventurers close to him to ensure their reliability, and has told some loyal men to keep an eye on the ship. Hakon keeps the adventurers close to him to ensure their reliability, and has told some loyal men to keep an eye on them and the other less-loyal vikings to guard against treachery or shirking from combat.

Left to guard the boat are crewmen 10, 11, 17, 20, and 21. Left at the gate as lookouts are crewmen 13 and 15. In Hakon's main party as it enters the settlement are crewmen 2, 3, 4, 5, 6, 7, 8, 9, 12, 14, 16, 19, and the adventurers. Hakon, is in the lead, with

the player characters and Solvi, and Gardi, behind, followed closely by Strykar, Olaf, and the rest of the party.

Redmore

The chieftain of this settlement is a squat, ugly, grotesque little man named Redmore. His face is scarred and disfigured from an unknown misfortune, and his teeth are brown and rotted. His body is covered by a bearskin tunic. He carries a long spear and a large shield. The muscles in his arms, shoulders, and legs are defined and powerful, and he carries himself like an experienced fighter.

Redmore is the strong, ruthless leader of a band of outlaws who slaughtered the previous occupants of this settlement, then fortified it to serve as a pirate base. The small fishing vessels are used to transport his men on raids and to carry his plunder to trade centers where he obtains luxuries for himself and his band. He is a clever schemer and a very successful pirate. Between his own skill and the protection of his faithful guard, a hulking Irish giant, he has earned the complete loyalty of his men. Ironically, Redmore has received a fair education somewhere in his mysterious past, and he fancies himself something of a scholar. His greatest treasures include a number of beautifully illuminated manuscripts, stolen from some monastery or scholar. Despite his barbaric appearance, he is well-spoken and mockingly polite to his victims, always trying to impress his captives and his men with his superior intellect.

Redmore does magic in the following sequence before combat, exhausting the magic point matrix before expending personal magic points: Countermagic 2, Protection 3, Bladesharp 2. If all three spells work the first time, he'll add Coordination 4; otherwise he concentrates on defensive magic and keeps a magic point reserve in case the battle is of long duration. When Beregrund begins his illusion show, Redmore will try a few Demoralize spells to enhance the effect.

Mogoc was discovered by Redmore years ago in Ireland. Redmore saved the giant's life: Mogoc had fallen and shattered a leg and was unable to heal himself. Redmore healed him, and Mogoc has been Redmore's devoted servant and guardian ever since. Mogoc sleeps in the main hall across the door of Redmore's room at night, and accompanies Redmore on all his raids. Redmore knows that Mogoc is an invaluable resource, and he treats the giant with generosity and courtesy, aping the manners of noble society, treating Mogoc as though he were a duke or vassal chieftain. Mogoc, such an ugly beast that even his mother had nothing nice to say to him, is so grateful for Redmore's friendship and respect that he will follow Redmore's commands without hesitation, even if it promises certain death.

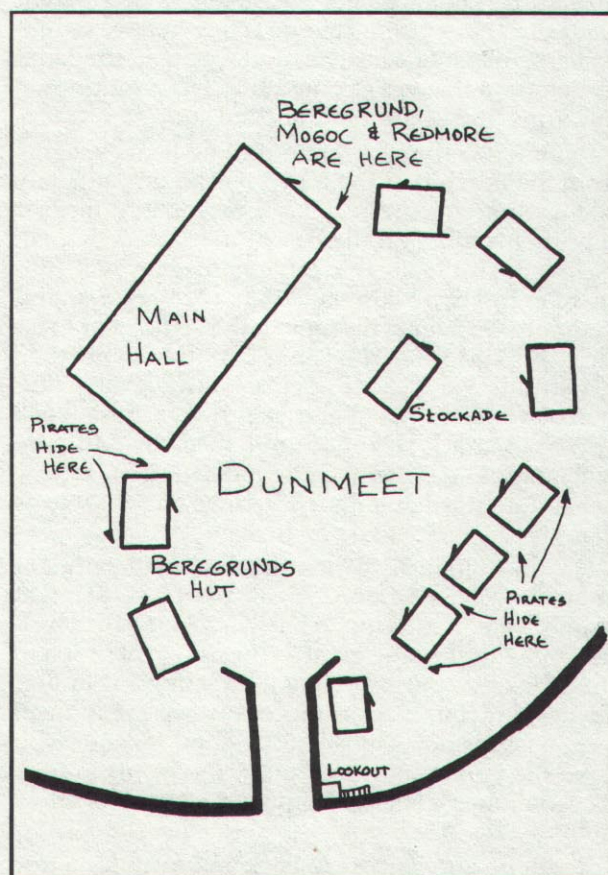
Beregrund is a druid, a sad degenerate example of a once proud class of philosopher-priests. With the Roman persecution of the druids in centuries past, the druids were either annihilated or scattered to distant refuges, particularly in Pictland, the Hebrides, and the Orkneys. Hardly a trace of their

culture survives, but some of the magical arts are still handed down from individual to individual. Gone is the complex moral and natural philosophy once attached to the magic. Now many "druids" are no more than sorcerers, each studying the magic for their own selfish ends. The ancient spirits and gods are worshipped only for the power they give, and the sense of community is gone.

Beregrund fancies himself as the settlement's priest, but the inhabitants of Redmore's Dun only observe Beregrund's bizarre and gory rites because he represents a source of power — a tactical weapon — in the defense of the settlement and in pirate raids. In Beregrund's fantasies he sees himself as the last of the great druid masters, the keeper of the sacred mysteries. In the eyes of Redmore, Beregrund is an eccentric and twisted old man with powerful magical weapons, a man to be humored and manipulated rather than feared and respected.

The Trap

Once the vikings are inside the settlement, the trap is sprung. From the small stone-and-wood buildings emerge 10 of Redmore's pirates, forming rough semi-circle, leaving a wide opening toward the gate. The pirates are holding weapons and shields, but, coached by Redmore, they are pretending uncertainty and apprehensive caution, making no obvious threatening gestures. From the great hall emerges Redmore, and behind him Mogoc crawls out of the hall on his hands and knees. Beregrund



A portion of the settlement's interior.

Redmore's Pirates

Redmore's pirates are divided into three units: two units of twelve bowmen each (6 fair, 6 good in each unit), and twenty broadswordsmen (10 fair, 10 good). Use the vikings in the Digest as models for their skills and abilities. For the bowmen, replace the principal melee weapon with a selfbow at the same attack percentage. There are also 12 women, 6 children, and numerous dogs, chickens, and goats in the settlement. Combat stats will not be necessary for the latter unless they are used for comic relief.

is an illusion in appearance of a large dog accompanying Redmore; the illusion is sight only and extended for thirty minutes.

Hakon hesitates for a round, clearly surprised by what he sees. If the player characters have shown signs of suspecting a trap, they are not surprised and may act immediately; otherwise they may do nothing in the first round. The vikings are not particularly intimidated by the surrounding pirates, since the numerical odds are fairly even, but the giant is another proposition — a huge creature of legend armed with a maul the size of a tree trunk, ugly as death and towering above the viking band.

Redmore seizes the initiative by shouting in Norse, "Welcome to our village, Northmen! I see you come to feast with us and share our holy day celebration! (Looks around at his men.) Come, now, don't be alarmed, these Norse gentlemen mean us no harm. (Looking back to Hakon, the apparent leader.) Pardon us our caution, but you have caught us in the midst of a festival, and we are ill-prepared to defend ourselves. Come now, let us put down our arms and share food and meat!"

Redmore is trying to stall until he hears a signal from the beach that the party sent to dispatch any vikings guarding the boat has succeeded. At the first sound of combat on the beach, a dozen archers in the woods outside the settlement gate will pinch the two viking lookouts with arrows, and Redmore will signal his men in the settlement to attack the surrounded vikings. At the same time Beregrund will create the visual and movable illusion of a faceless viking ghost spirit. The illusion will appear to attack Hakon. Simultaneously Redmore will attack Hakon with a Demoralize spell. Mogoc has orders to wade into the vikings and disable as many as he can as fast as he can.

Hakon is foolish, conceited, and overconfident enough to let Redmore speak his piece at great length. Hakon is trying to hatch a scheme by which he can neutralize the giant — the only real problem from Hakon's point of view. "Greetings, Islander! Excuse our rough appearance, but we are in need of a mast for our ship. And by good fortune, you have the very man (looks up at the giant) to help us. Could he be spared from your festival for a few hours to assist us?"

Redmore and Hakon go back and forth for a few minutes, with Redmore expressing polite hesitation to trust the vikings, while Hakon makes repeated

assurances that he means no harm and that the vikings will be on their way as soon as a mast can be selected and stepped in the ship. The players should be sufficiently uncertain about whether they are in a trap that they hesitate to personally initiate hostilities; make Redmore sound like a gullible, trusting soul and Hakon like a diplomatic visitor. The player characters may interrupt this dialogue with questions to Redmore or perform any action or skill use they like. Make sure they know that they can attack or run away if they wish, but if they seem to Hakon to risk spoiling his clever plan, he will roughly order them to be quiet and behave themselves.

After a few minutes of Redmore/Hakon dialogue, there are sounds of a disturbance at the beach. Suddenly everything goes crazy. From the viking lookouts at the gate, "The ship is . . .," then cries as a dozen arrows rain down on them. The semi-circle suddenly closes toward the vikings, and the giant wades into the melee. A pale ghost suddenly rises before Hakon, reaching for his throat (Beregrund's illusion). Hakon screams, drops his weapon and shield and runs for the gate (the effect of Redmore's Demoralize spell amplified by Beregrund's apparition).

The player characters can run or fight as they wish. Describe the scene around them to help them make up their minds. Strykar has valiantly charged the giant in berserk rage; the first blow from the giant's maul shatters Strykar's shield and shield arm. The second blow smashes Strykar's head to a pulp. The two best fighters, Hakon and Strykar, are either dead or running in craven terror in the first two rounds. The other vikings are disorganized and demoralized; those who turn and run for the gate find themselves under fire from the bowmen in the forest. The nets fall from above and vikings and captors alike are entangled and dragged to the ground.

The player characters are blessed with very few options. If they stand and fight, they will probably be captured in short order. If they try to break through the surrounding pirates, they must succeed in a knockback, defeat, or incapacitating wound on an opponent. They may then run for the palisade. Once over the palisade (Climb roll) and into the woods, they will be safe for the moment. If they attempt to retreat through the gate they will be greeted with a hail of arrows and the sight of the lone survivor of the ship's guard on the beach, surrounded by lifeless, arrow-riddled companions, fighting a hopeless defense against a dozen pirates. If they endure the hail of arrows they can run to the cover of the woods (where they are temporarily safe) or along the open ground toward the ship (where they are in clear bow shot for at least two more rounds). Even if they could drive off the pirates at the ship, they are too few to launch and row the vessel, and the pirates could easily pursue in the fishing boats.

Redmore's men will not try to kill if they can avoid it; captives must be taken for Beregrund's sacrifices. After Mogoc has smashed a few non-player characters with his maul, Redmore will order Mogoc to

pick up some captives. With Mogoc's imposing bulk, his Grapple skill is sufficient to subdue the most durable viking. If the player characters have stayed to fight, they will sooner or later fall prey to the nets of Redmore's men or the strong arms of Mogoc.

Staging the Melee

The only combats that should be fought out according to the rules are those where a player-character is involved. Other combats are staged by the gamemaster for dramatic purposes; the sight of comrades wounded, killed, and captured around them will make the player characters' plights seem all the more desperate. The following list indicates the status of each of the vikings at the end of the melee. It is left to the gamemaster to provide the blow-by-blow commentary describing how each non-player character ends up in following conditions:

#2 Hakon: ran from ghost in terror, face disfigured by a club blow after he is netted. Blinded completely, but otherwise still strong and fit. Terribly humiliated by his cowardly behavior. Resolved to die fighting at the first opportunity.

#3 Ingolf: backslashed for negative chest points, unconscious.

#4 & #5 Solvi and Gardi: minor wounds; netted and subdued.

#6 Strykar: dead; head crushed by giant.

#7 Horic: knocked out by a sweep of the giant's mace. Negative in the head.

#8 Thorbjorn: dead of wounds.

#9 Olaf: minor wounds; subdued by giant.

#10 & #11 Haldoor, Rognavd: slain by arrows.

#12 Illugi: shattered left arm.

#13 Njal: slain by arrows.

#14 Harek: dead of wounds.

#15 Bersi: incapacitated by arrow in leg.

#16 Hafn: numerous minor wounds; netted and subdued.

#17 Svein: slain by arrows.

#19 Eldgrim: numerous minor wounds; subdued by giant.

#20 Ulf: slain by arrows.

#21 Ottar: slain by arrows.

#36-#40 Player Characters: ?????

Capturing the Adventurers

Good vikings would prefer to die fighting rather than submit to capture. If the player characters behave like good vikings, they may resist the idea of submitting to capture, even though it is the only way to save the character's life and permit the scenario to continue. Here are a couple of suggestions on how to handle this roleplaying dilemma:

1. Let the player character commit "honorable suicide" in heroic combat. Then assign the player a friendly non-player character like Solvi or Gardi for the rest of the scenario.

2. Use the giant or nets as the capture device. There is no dishonor in capture by a giant, and no defense against cowardly tricks like nets, so the player characters needn't feel cowardly in their capture.
3. Triple-team the player character and use grapple, knockback, etc. There is no dishonor in falling to superior numbers.
4. Use spells to disable the player characters. For example, have the illusion of the ghost conjured by Beregrund block the player character's vision, permitting him to be taken by grapplers. Fear and Demoralize spells remove responsibility for cowardly actions, since they are obviously the evil work of sorcerers and not of the viking's own will.

If the player characters have reached the woods they are safe. However, none of the other viking non-player characters manage to escape. Make it clear that friends like Solvi, Gardi, and Horic have been captured. The burden of friendship and honor will require that they be rescued.

Escape From the Stockade

The vikings are imprisoned in the stockade in the center of the settlement. The captives have been tossed into the stockade without food, water, or treatment for wounds. The walls are made of stone and the roof is made of sturdy timbers. There is a single reinforced wooden door. The only light filters in through chinks in the roof.

If the adventurers have been captured, their objective is to break out and escape. If they have avoided capture, seeking refuge in the surrounding woods, their objective is to rescue their friends and companions. A drunken celebration of the capture of the vikings will provide a perfect opportunity, but the player characters will have to devise a plan to take advantage of this opportunity.

If the Adventurers are outside the stockade

If any of the characters made it to the woods, they will be able to observe the aftermath of the ambush.

The five viking guards on the beach are killed with the loss of only two of Redmore's bowmen. Five of the bowmen return to the settlement while the remaining five board the *Sea-Warrior*. One man keeps lookout in the prow while the other four search for treasure.

The five bowmen from the beach join the dozen bowmen outside the gate who have been assigned to cover the vikings' retreat route to the ship. At least two vikings (the lookouts) lie dead or incapacitated near the gate, victims of the bowmen; any other vikings who tried to escape this way lie dead or severely wounded along the open ground lead-

ing to the beach. When the action dies down inside the settlement, Redmore gives an all-clear signal and the bowmen emerge from the forest and collect any still-breathing victims that lie outside the settlement walls. These victims are carried inside the settlement, and the gates are closed. A head appears above the wall to the right of the gate — a lookout keeping an eye on progress at the ship. In the meantime, things have quieted down inside the settlement.

After a half-hour, the gates open and twelve bowmen emerge. They move into the forest and begin searching for any stragglers. The search is half-hearted and inefficient; the bowmen are chattering happily in several languages (Pictish, Gaelic, and Norse) about the great quantity of treasure expected from the viking ship. Some boast of downing a viking with a single arrow. The bowmen don't move out of earshot of the settlement, and the player characters may evade them if they wish. They may also attack the bowmen, if they like, but the bowmen will run away the instant they encounter any resistance. Their orders are to look, not to fight; if they find something, Redmore will send the giant and a larger, better-armed party out hunting. A half-hour after the bowmen emerge, the five men who searched the viking ship arrive at the settlement gate, carrying the loot that the vikings obtained from the Frankish trader and the subsequent minor raids. They seem vaguely disappointed at the amount of treasure they've found, but they are quickly admitted into the settlement by enthusiastic pirate compatriots. After three hours of searching, the bowmen return to the settlement. Soon dusk arrives. As it grows darker a celebration is clearly in progress inside the walls.

To learn more, the player characters will have to scout the settlement in person. Fortunately, there is no lookout except at the gate. The wall can be scaled and the inside of the settlement can be observed.

Redmore's men are in the midst of a full-scale celebration. A few figures move back and forth among the buildings, but most of the noise comes from the main hall. There is no sign of the captured vikings. As the night progresses, the celebration will get louder and louder, and the figures moving about fewer and fewer. Sometime before midnight, nine men go to a small windowless building in the center of the settlement, haul out the captive vikings, and take them inside the great hall.

If the Adventurers are inside the stockade

Confronted by the nets, the giant, Demoralize and Fear spells, and Redmore's men, a number of vikings are captured. Their weapons, armor, focii, and other possessions are taken from them, their arms are bound with strong leather thongs, and they are thrust into a dark, windowless building that might normally serve as a storage room (called "the stockade" by the pirates). Their gear is stored with the

rest of Redmore's treasure, in his private room at the back of the main hall. A guard is apparently outside the stockade's only door at all times. They can overhear talk outside; the pirates are boasting of how easily they captured some dreaded vikings, and speculating on how much treasure will be taken from the Sea-Warrior. Men will come and go, occasionally pausing to bang on the wall of the stockade and taunt the captives.

As night falls, sounds of celebration and feast come from the direction of the main hall. Traffic around the outside of the stockade gradually decreases until around midnight footsteps approach and the stockade door is opened. Eight armed men enter the stockade and drag out the vikings while a ninth man and the regular guard stand at the door. The pirates say nothing about what is going on.

Midnight in the Main Hall

In the main hall the captive vikings are shoved into a large center area of floor that has been cleared by pushing tables against the walls. The vikings are told that one of their number may be given a sword and shield and that if he can defeat Redmore in combat, the rest of the party will be released. The vikings are permitted to select their champion and prepare for battle. When a champion has been selected, his arms are freed and he is given a common broadsword and shield. Neither item has focii the viking can use, and Redmore is completely prepared with magic, armor, and personal weapons. A Countermagic 4 is placed on Redmore and the viking champion by a pirate onlooker, and Redmore warns that he'll punish anyone, viking or pirate, who interferes physically or mentally in the combat.

Everyone in the hall is well on the way to drunken stupor; even Redmore is somewhat unsteady. Mogoc is slumped against the back wall grasping a small barrel to his chest and snoring loudly. Beregrund is seated at the head of the table next to Redmore's customary seat; he's dressed in ordinary clothing but the silver crescent moon amulet on his chest marks him as someone important. (Note that Beregrund has not appeared to the vikings previously except in as a large dog during the ambush melee.) All but two or three of Redmore's men are in the hall with their weapons and shields, but no armor. One man stands lookout at the gate and another is guarding the door to the great hall; however, both have had plenty to drink. The prisoners are held under guard near the door of the great hall by ten of Redmore's better men. Redmore will advance to the center of the floor and gesture for the viking to join combat.

Redmore will stretch the combat out as long as possible. He will try to avoid killing the viking, since Beregrund needs live victims for sacrifices. If the viking is a non-player character, he is defeated with an incapacitating wound after 20 rounds of combat. If the viking is a player character, the combat should proceed normally. Redmore may be defeated, even killed, though the odds are against it. If Redmore wins, the vikings are returned to the stockade. If

Redmore falls, his men move immediately to protect his body and to subdue the viking champion. Beregrund will assist with Demoralize or Fear spells. (If Redmore dies, no one knows what will happen with the giant, and no one is eager to find out, so Redmore's life will be carefully guarded.) As soon as the champion can be disarmed and subdued, the vikings will be returned to their prison. (Redmore's offer was an insincere play to provide some excitement and entertainment for himself and his men.)

At about one hour after midnight, the celebration begins to lose steam. More and more men fall into alcoholic slumber, and by 1:30 everyone is fast asleep except the lookout at the gate and the guard at the stockade. (Neither of the latter are particularly alert as a result of an exciting day and a large volume of alcohol; all Perception skills at ½ normal.) Redmore retires to his room in the rear of the main hall; Mogoc lies across the door snoring like a dragon. Beregrund has returned to his own private hut next to the main hall. The rest of Redmore's men are scattered around the hall in various postures. The hearth fire is unattended and has burned so low that the hall is lit only by a reddish glow. All the pirates will sleep like babies unless something else disturbs them in the night.

The viking captives will remain in the stockade until sacrificed by Beregrund. A man is sacrificed each day at dawn. A group of Redmore's men come before daylight, select the victim, and remove him from the stockade. He is never seen again. No food or water is given to the prisoners, and the only time the door is opened is early in the morning when Beregrund's victim is selected.

How do the Adventurers Escape?

The player characters may diverge at any time from the script described above. The only purpose of the script is to indicate what will happen if the player characters do nothing to save themselves. There are several obvious opportunities for the characters to arrange an escape.

Vikings outside the settlement may sneak in and strike at any opportune moment: when the prisoners are taken to the great hall for Redmore's challenge; in the middle of the challenge match between the captive viking and Redmore; late at night after everyone is asleep but the stockade guard and lookout, etc.

Vikings outside the settlement may set fire to the thatch roofs and free the captives in the confusion.

Vikings outside may sneak in and slay the lookout and the stockade guard, then set fire to the main hall and kill the pirates one at a time as they flee the fire.

Vikings inside may work loose of their bonds, lay a trap for their jailors, jumping them when they enter to bring them to the main hall.

Vikings outside the walls may sneak in late at night like commando squads, slitting throats in the main hall or placing poison in the water supply.

Vikings inside may use spells, teamwork, or ingenuity to break out of their prison: two men on each other's shoulders push up on the roof until they dislodge a large timber; a character with magically-augmented strength rips

the door open and attacks the guard; a Thor-worshipper calls a lightning bolt to shatter the roof or door, etc.

Vikings inside may wait until the challenge match between their champion and Redmore is at a dramatic peak, then suddenly rush the alcohol-dazed audience, snatching up weapons from the unprepared pirates.

Vikings inside may convince Redmore that they are willing to join the pirate band.

The primary viking objective is to rescue the captives and escape. However, if they manage to get the drop on Redmore and his men, they may regain the treasure taken from the *Sea-Warrior*, not to mention recovering their own gear and stealing the large treasure hoard (10,000 silver pennies and trade goods worth 25,000 silver pennies) that Redmore conceals in his room at the back of the main hall.

Your objective as gamemaster is to give the player characters a reasonable chance to succeed in escaping and a slim but plausible chance of turning the tables on their captors. The drunken celebration is the best opportunity the players will get. If they don't take advantage of this, they will have to face much better organized and prepared resistance if they attempt to free the prisoners. Hints for the players: if they get stuck and can't formulate a plan of escape, another viking may have conveniently escaped into the woods; he can take out the guard on the stockade and release the prisoners. Another possibility is to suggest a plan through a friendly non-player character viking like Gardi, Solvi, or Horic.

Leaving Redmore's Dun

Whether the vikings escape with Redmore's treasure or not, they will have to leave by boat or ship. If the surviving vikings are too few to handle the *Sea-Warrior*, they will have to use fishing boats to return to Red Sun fjord.

The fishing boats are small but seaworthy and require a crew of four men. Each boat may carry ten men. In these boats the adventurers might head for a viking settlement in the Orkneys, where they may then find further adventure with other bold adventurers. The fishing boats are sturdy enough to carry their crews all the way back to Scandinavia.

The *Sea-Warrior* is a valuable ship, and ought not to be abandoned thoughtlessly. She requires a crew of at least 20 to haul it into the water and to row and handle her properly. If there are enough survivors, or if the survivors take sufficient prisoners, then the *Sea-Warrior* can make good her escape. Remember, however, that she lacks a mast and cannot be sailed until it is replaced. If the party took Redmore's Dun then this can be accomplished at their leisure. Otherwise they must make haste away from Redmore's pirates before a mast can be refitted.

Once the *Sea-Warrior* has been made seaworthy again the vikings can continue their raids or they can head for the Orkneys or Scandinavia.

If the adventurers defeated the pirates and occupy Redmore's Dun, then they can use it as a base of operations for raiding the Hebrides, Ireland, and Pictland.



Trade

In addition to raiding and going viking, merchants would frequently travel to foreign lands seeking legitimate trade. Establishing trade relations with a strange culture is a lengthy procedure, sometimes consuming days or weeks.

In foreign lands, trade is conducted between viking merchants and wary natives using the same general procedure regardless of the nationality of the trading partners, whether they are Slavs, Picts, or Vinlander Skraelings.

The merchant and crew sail to a traditional trading site and pile their trade goods upon the shore. This site is chosen through previous contact with the natives.

Then they sail back across the river or back out to sea and wait. After some minutes the natives appear, carrying their own trade goods to the place where the vikings' goods have been stacked. After carefully inspecting the offered items, the natives deposit varying amounts of their goods next to each of the vikings' heaps. They then retreat back to the woods or the town.

The vikings return to the site and, if the offered trade is sufficient, take the natives' goods leaving their own behind. If the native offerings are deemed insufficient the merchant subdivides his piles, retreats again, and waits for another offer. This procedure can take days to satisfy everyone involved.

Those places which become common trade grounds often give birth to cities, which then become the focus for more familiar trading practices. In Russia, viking principalities were created to protect trading sites from the indigenous nomad raiders.

Though trading rituals of this sort can provide interesting roleplaying possibilities, these pale once the players have experienced the trade procedures a few times. After the first few trades, the adventurers are likely to be eager for action. The two following situations can be used once the players have experienced at least one average trading session.

Treacherous Vikings

In this situation, the party makes the normal offer

of trade goods stacked on a beach, as described above. However, after waiting for several hours no native inhabitants appear. The viking leader sends some of his men ashore to investigate. (This shore party should include at least one adventurer for each of the evening's players).

The village headman reluctantly meets with this shore party and, with difficulty, explains that other vikings recently passed through here, offering their own items for trade. The villagers trustingly hauled their goods to the trade ground, following the now-familiar procedure. These other vikings cheated the villagers, taking not only the villagers' goods but taking back their own viking goods as well. Thus, the villagers not only mistrust all vikings now, but they have no more goods to trade with. The headman can tell the shore party what the cheaters' ship looked like, and that it sailed upriver.

The adventurers' leader is likely to order his men to set sail after the treacherous vikings and attack them. The gamemaster must decide whether the adventurer party will or will not catch the cheaters' ship. If so, use the suggested ship's crew given in the *Vikings Digest* to pit against the adventurers. In the most likely battle situation, the cheaters have beached their ship and set up camp when the adventurers come upon them.

After conquering these villains the player-vikings will, of course, take that ship's cargo. If the captain wishes to gain good will with the trading village he might return the villagers' goods. If he does so he will foster an excellent trading relationship with that village for the future, and will be able to find excellent trade deals.

The Huns

In this second situation, the viking adventurers have beached near an isolated Russian village. This village has always been the source of valued trade items. Today, however, no hearty Slavic

peasants appear to inspect the viking trading packets.

Instead, short, heavily-armed humans dressed in nomad skins scuttle out of the woods, shout unintelligible orders, and carry the trade goods away. It becomes obvious to any watchers that these people intend to steal these goods. Helping them are poor village peasants, still in Russian peasant dress but with iron chains and shackles around their necks and limbs. The nomad-folk urge their slaves on with whips and blows.

Naturally, the vikings are outraged at this. It should take little intelligence to realize that these nomads have attacked the village and enslaved all survivors. The adventurers now have several choices.

They could try to open up trade with the huns, with little hope for success.

They could simply sail away, never to return. This second choice has the grave disadvantage that their cargo will be gone with no recompense. Trading ships usually have only a small profit margin, and the loss of the cargo could prove the financial ruin of the captain and his crew.

The third choice is to attack and drive out the huns. Whether or not the vikings succeed in liberating the villagers, they may well get back their cargo.

The huns number about 80. A typical longboat has 40-60 warriors, and a knorr (the likeliest trading vessel) about 30. However, the huns are far smaller than vikings, and the character of any player succeeding in a Human Lore roll will recall stories that these people fight poorly on foot.

Several nomads guard the village, which is surrounded by a palisade. The front gate of the village is ruined and has not been replaced. There is a herd of horses penned within the village. If the vikings move quickly and surprise the huns, they

might prevent many of the nomads from reaching their horses.

If the vikings seem to be winning the village fight, the nomad leaders will force some thralls to continue fighting while the raiders and other slaves load whatever goods they can upon any available horses. If the vikings allow too many of the nomads to mount their animals, they will be subjected to volleys of arrow-fire. If the vikings charge mounted nomads, the riders will retreat only to later advance again to within missile range.

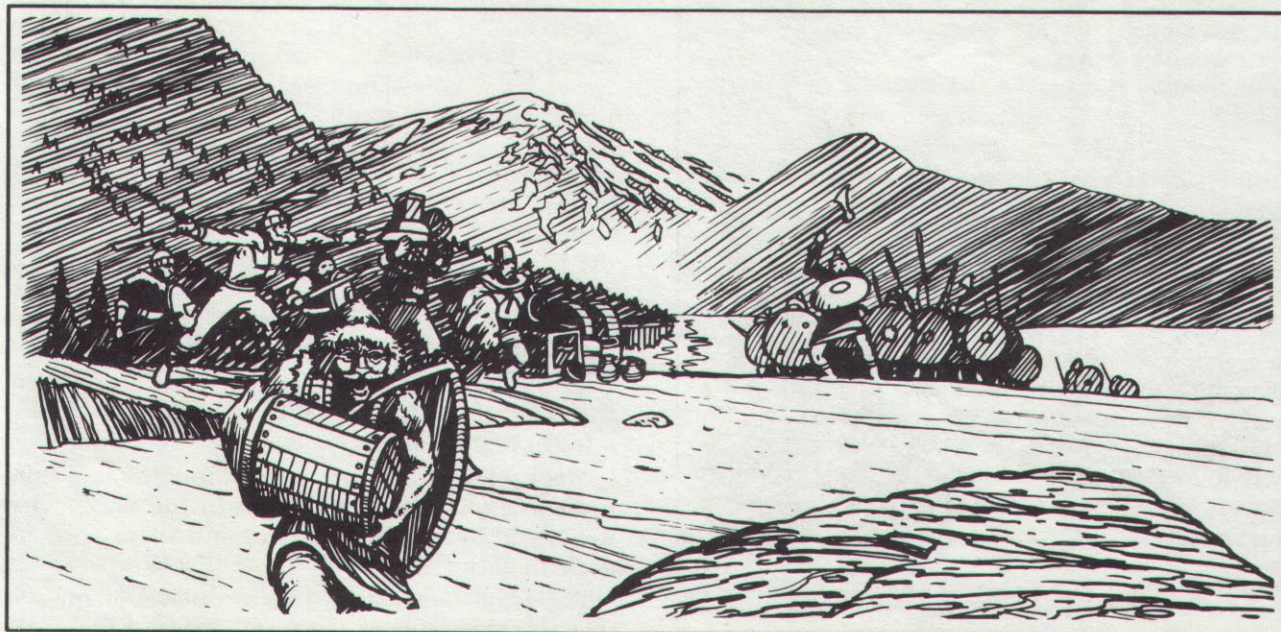
If the vikings free any of the villagers and arm them, the Russians will help the vikings, though they are poor fighters. The village's good fighters were all slain by the huns.

If the huns are defeated, the vikings will need to decide whether or not to repatriate the villagers. The adventurers could sell them as slaves to other vikings or to other Russians. This is villainous, but is in keeping with some viking mores. Also, the villagers will certainly be better off as slaves of other humans than they were under the brutal huns.

It is also plausible that the vikings could simply loot the nomads and villagers, taking mainly trade goods since all that the huns possessed once belonged to the villagers. They could then sail away leaving the villagers to rebuild their life.

If very generous, the vikings may not only free the villagers from slavery, but also give back the goods stolen by the huns. If this last choice is taken, the villagers will be very generous in any ensuing trade deals.

It is unnecessary to play out the entire battle with 80 huns on one side and 30 vikings on the other. Match the adventurers against twice their number of huns and consider the entire battle to go the same way that the adventurers' personal one does. For every 3 adventurers there should be 6 huns: one leader, two raiders, and three thralls.



The huns and their thralls begin to cart away the viking trade goods as the furious traders run from their ships to protect their cargo.



Thule

Thule (*TOO-lee*) is a mystical land somewhere to the north of Britain, known only through legend. No one knows what lives there, nor has any viking ever been there and returned.

The adventurers are sailing on a knorr to Iceland. There are fourteen crewmen on the vessel, not counting any adventurers who can also serve as sailors. Wealthy characters may wish to buy their entire passage and avoid having to work their way across—this costs 70 pennies in goods. The ship carries logwood, bolts of linen, and iron goods. The captain is Thorgrim Greatmouth, from the home area of one or more of the adventurers. He is an old acquaintance and a distant relative.

The gamemaster must determine Captain Thorgrim's exact relationship to the adventurers—who he merely knows and who he is related to. Naturally, Thorgrim will heavily favor his relatives, providing them with the best food and the easiest watches.



Thorgrim Greatmouth takes the helm during the 'second-worst' storm that he ever encountered. Such a storm greatly endangers the clinker-built longships.

Adventurer Skills Note: it is essential that at least one of the adventurers be able to Read Runes at 25% or more.

The Storm

Alas, the journey is not uneventful. Three days from Scandinavia the night sky becomes heavily overcast. The players of any adventurers on watch can attempt a World Lore skill roll. If successful, then that character knows that a storm is brewing—possibly a big one. If wise, he will alert the Captain. Anyone not already awake will be alerted by Captain Thorgrim's bellows as he takes the helm. Even as he speaks to the gathered crew the storm suddenly hits, with the force of Mjolnir, Thor's great hammer.

In the initial blast of rain, lightning and thunder the ship lists well to starboard. A couple of crewmen on that side are swallowed by huge waves, presumably carried over the side. The waves repeatedly slam into the ship while gusts of wind spin her around. A cold, pelting rain obscures vision. Even the veteran Captain is surprised by the storm's violence, and he clings in baffled fury to his rudder. He shouts at the crew, "This is the second worst storm I've seen! Get to the bailing tubs! You! Get here to the rudder and help me hold it! You there in front! Set up baffles to keep the logs belowdecks from punching a hole in the ship's side!"

To the adventurers Thorgrim yells, "Cut down that sail before the mast shatters! Hurry, or it'll be a long, cold death for us all!"

It is up to the adventurers to climb the tall, thin mast whipping back and forth in the wind. The heavy canvas of the sail booms and snaps with an eerie finality.

The gamemaster should ask the player of any adventurer who notices the puzzlement of the Captain (and who knows the Second Sight spell) to

Storm Combat Procedure

- 1** If the adventurers decide to try to climb the mast and cut the sail loose, go to 2. If they decide to hope for the best and simply help man the bailing tubs, go to 6.
- 2** Those adventurers willing to save the sail must succeed in four consecutive Climb rolls. The Climbing Disaster Table provides an appropriate disaster if a particular roll is a failure.

Climbing Disaster Table

<i>climb attempt</i>	<i>effect of failure</i>
first	no ill effect
second	1D6 points falling damage
third	2D6 points falling damage
fourth	Attempt a Luck roll. Success indicates that character took 3D6 points of falling damage. Failure indicates that he fell into the sea.

One or two sailors should attempt to climb the mast with the adventurers, falling into the sea for a dramatic effect. If a character succeeds in reaching the mast top, he can try to cut the sail loose — go to 3. If an adventurer falls into the sea, go to 7.

- 3** There is no hope of saving the sail in this storm. Cutting it loose is the only way to save the ship, and requires a total of four successful Devise rolls, which need be neither consecutive nor all by the same character. Each round that a character is working at the top of the mast, his player must succeed in both a DEX $\times 5$ roll and a STR $\times 5$ roll. If either roll is failed, then that adventurer cannot try a Devise roll that round. If either roll is fumbled, the adventurer falls and suffers the same effect as if failing the fourth Climb roll on the Climbing Disaster Table.

If the sail is successfully cut loose, go to 4. If it is not, and the adventurers give up, go to 5. Otherwise, they can continue trying to cut the sail

loose. If an adventurer falls into the sea, go to 7 to see what happens to him.

- 4** Once the sail is cut loose, the adventurers left atop the mast can either lash themselves to it to wait out the storm, or they can try to climb down (again, their players must attempt the four Climb rolls, with the results of failure taken in reverse order from the Climbing Disaster Table). Lashing oneself to the mast requires a successful Devise roll on the part of that adventurer's player.

At the end of the storm, any adventurer lashed to the mast will be exhausted, soaked, and in great pain. Unless his player succeeds in a CON $\times 3$ roll, that adventurer contracts Creeping Chills (alternating chills and fever, with a severe cough).

Adventurers who successfully climb down the mast can find shelter from the storm under a tarpaulin, and will contract no disease. Go to 8.

- 5** The characters left atop the mast must decide either to lash themselves to it or climb down. The players of those climbing down must make the four Climb rolls, drawing failure results from the Climbing Disaster Table in reverse order. The players of those tying themselves to the mast need make no roll, but go to 6.

- 6** If the sail is not cut loose then the mast will snap and fall across the deck. All those on deck must Dodge or be struck by the mast and take 3D6 points of damage. Those struck by the fallen mast must also receive a successful Luck roll from their player, or they are swept into the sea. Anyone lashed to the mast automatically dies. Go to 8.

- 7** The crew is unable to rescue anyone falling into the icy water. Such a wretch cannot long survive in the icy water and drowns.

- 8** After the sail is either cut loose or if the mast breaks, the ship will be relatively safe, as long as the crew continues to perform.

The storm continues at full fury for two further nights and one day. During this time, no healing can be done. The ship will weather this fairly well, tossing vigorously and being blown far out of its way, as Thorgrim morosely notes.

attempt an INT $\times 5$ roll. If successful, that adventurer will think of using his magic to try and discern the cause of the storm's ferocious intensity.

Looking up into the clouds, an adventurer using second Sight can see an enormous giant standing atop them, raging and lashing out with a great whip of lightning. When this giant notices someone looking at him (which he always will), he will thunder with anger and throw a bolt directly at that adventurer. The bolt will miss the adventurer but will land rather near the ship, causing the sea to explode into steam and sizzle.

Saving the ship from this storm is a rather complex procedure. To do so, start at paragraph 1

of the Storm Combat Procedure and follow the instructions to the end.

The Kidnap

Slowly the storm dissipates, though at the dawn of the second morning the sky is still lowering and heavy fog masks vision beyond a few yards. The sea is rough, but not inordinately so, and Thorgrim counts heads. Only eight crewmen survived the storm, plus the adventurers and the Captain. The sun is invisible, so Thorgrim uses the ship's sunstones to peer through the clouds to determine the ship's current latitude. In horror he blurts,

"We must be nearly to Jotunheim." Thorgrim orders the vessel halted, and sets some of the crew to work at resetting a sail and, if necessary, making a new mast from the lumber in the hold. For the tired crew, this will take at least a day of back-breaking labor, and the gamemaster can call for Devise attempts on the part of clever adventurers. Any necessary Healing can also be performed.

If any players have lost their adventurers, have them create new characters from the remaining crewmembers.

As the ship's crew works, each player may attempt a Listen skill roll for each adventurer, subtracting 30% from each character's skill due to the muffling effect of the heavy skies. All those adventurers who succeed hear a whirring of wings close by, and they have one full melee round to either prepare themselves, use Scan skills, or to warn the other crew members. Any character receiving a successful Scan roll will see shadowy shapes floating in the fog. The very next round, arrows come streaking out from the mists.

On strike rank 2, each adventurer is the target of one arrow, with other arrows fired at other crewmen. Each arrow has a 60% chance to hit and does 1D6+4 points of damage (obviously enhanced with magic). If the arrow impales its target, it does 2D6+5 points of damage. Anyone firing missiles back at the vague shapes in the fog must subtract 30% from their chance to hit. Another round of arrows are fired on SR7, but these are not magically-enhanced, so their chance to hit is reduced to 45% and their damage is reduced to 1D6+1. In addition to any damage inflicted upon the adventurers, three crewmen and Thorgrim fall.

During the next melee round, four white-winged flying men drop to the ship's deck. Two grab Thorgrim, the Captain, who has been incapacitated with an arrow through his unarmored belly. The two other winged men grab whoever looks available (and carryable). If an adventurer is incapacitated or vulnerable, they will try to carry that character between them and fly off. Four other winged men remain in the air, firing arrows twice a round (casting no more Speedart spells unless arrows seem to bounce off someone's armor or magical protection).

In total, there are eight attacking wind children. The initial surprise volley of arrowfire eliminated Thorgrim and possibly some of the adventurers from the battle. The rest of the crew is working underneath the ship's tarpaulin. They begin to rush out, but two wind children direct their fire towards them, keeping them huddled under the tarpaulin. If one of these two wind children is shot down, then one crewman per melee round will scamper out to help. If both wind children are shot down, then two crewmen per round will emerge from under the tarp. The other two wind children fire at the adventurers themselves, twice per round. If a wind child is hit, but not incapacitated, he will immediately fly back into the fog where he is safe. If one is incapacitated while flying over water, he falls and drowns.

If one is incapacitated while aboard ship, he will try to heal himself swiftly and fly off.

These windfolk belong to the Helthule aery. The gamemaster should ensure that they capture Thorgrim, thus leading to the rest of the scenario. If necessary, use additional wind children reinforcements. Use the wind children stats found in the *Vikings Digest*.

After the wind children finally retreat, that adventurer that is the closest blood relative to Thorgrim will be acclaimed interim captain until Thorgrim is rescued. If two adventurers are equally close, the eldest becomes captain. If the new temporary captain has inadequate knowledge of handling a ship, he may be wise to appoint another to do the actual work.

In a few hours, the fog lifts over a barren grey sea. No land is visible. Most of the crew agrees that the winged men flew off to the north, and they are eager to follow. Anyone knowing any navigation can tell that the ship has drifted quite far to the North, and is now near the arctic circle. Here night is only a pallid half-dusk, and the day is equally dreary.

Another Contact

As the next dawn approaches, a heavy fog again drapes itself over the ocean, blinding the crew. Suddenly a large stick crashes out of the fog onto the ship's deck. It is covered with runes, spiralling down in a single long incantation. If it is flung overboard in superstitious fear, another wet log will be thrown from the fog in an hour or two. This will continue until someone picks one of the logs up and examines it.

If anyone knows Read Runes at 25% or more he will be able to decipher the message inscribed upon the log, though anyone onboard can tell that some runes on the Log are unknown to normal men and other runes are strangely distorted. This is the message, as nearly as it can be pieced.

"Dain's blessings on your craft. We hate the ones that stole your man. Let me land and speak with your leader. We know where your man is hid and will lead you there to our mutual foe's confusion. Sing out if I may land."

If anyone does sing out, a gray-winged man swoops down from the sky a minute or two later. He carries a long thin spear, carved from a single sliver of bone. He wears only a fur harness though the air is chilled. If any of the adventurers are so crass as to attack, older and wiser crewmen will stop them, whispering "It is a spirit thing."

Once he lands, the adventurers can tell that this flying man is quite elderly — his skin and face are weatherbeaten and toughened and his hands and joints are knobby and arthritic. He slowly hobbles to the rudder, stands before the helmsman, and points his spear at an angle off into the mists. With any intelligence, the vikings will correctly figure that they must guide the ship in the direction the spear points.

If anyone tries to speak with this alien man, he will answer in a liquid language completely unintelligible to the vikings. He will remain with the ship for several hours, as it glides northward. If an inscribed runic message is given to him, he will read it, smile, and make no reply nor other gesture.

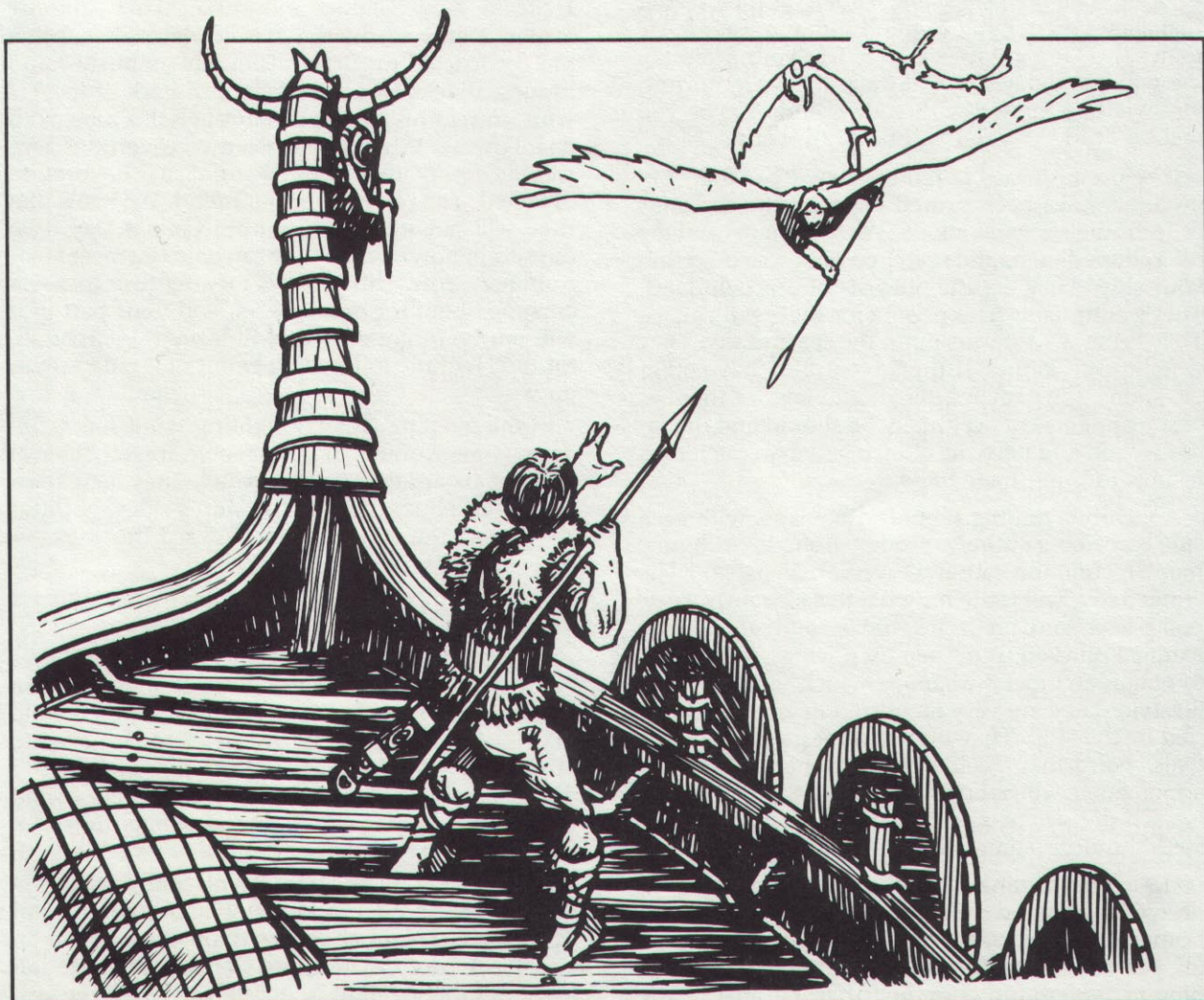
Landfall

As the ship slowly sails onward, the fog lifts and a spiky gray island appears through the vaporous clouds. The winged man points to it and says "Kringthule." As the ship nears, the island becomes clearly visible. Sheer cliffs meet the sea on all sides, save for a single spit protruding to the south. The isle is made of a gray grainy rock, forming a myriad of spires, turrets, steeples, and prominences. The character of any player succeeding in a Search roll can see that the spires are mostly hollowed out, and that small windows or openings dot them. From many of these tiny caves faces peer out, and as the ship grinds ashore on the pale sand of the spit, winged folk glide silently down from their homes to greet it. Most of the creatures here have all-gray wings, but many have gray wings mottled with

black, and a few have all-black wings. None have the kidnapers' pure-white wings.

The elderly winged man leaves the ship and calls to his people, the folk of Kringthule. They swoop close to the ship, peering at the weird glossy (metal) weapons of the crew and adventurers. Some will cautiously land, flitting away if the crew gets restless. In general, they behave in a friendly manner. After a few minutes, some winged folk appear bearing fresh red meat which they offer to the crew. The source of this meat may mystify the vikings, for there is nowhere on the island that deer or other game animals could survive — it is barren of plant life. A few of the winged folk will start a large fire on Kringthule's little tongue of land and the meat will be set to roast. Other flying folk arrive carrying stone pots which contain other foods or drink.

It becomes obvious to the vikings that the winged folk have only water to drink, obtained from springs high amidst their pinnacles. If the vikings provide mead or ale from their ship, the winged folk will be curious and will try some. They will enjoy it, but a single mug rapidly gets a winged man roaring drunk, and a second mug always causes him to pass



Swooping out of the ocean mists, lightly armored wind children seek to attack the viking craft. While some of their fellows pour continual arrow-fire at the ship's crew, others land on the deck, grapple with the captain, and haul him off into the sky.

out. The vikings may enjoy passing around the ale as a practical joke, but the wiser winged folk will refrain from partaking. Even the more foolish ones may not drink further, after seeing that the mead causes their bretheren to behave like idiots.

The winged women seem very exotic to the viking sailors, though one or another seems attached to a particular man. There are many that are not attached, but they do not seem particularly attracted to the crude big-boned vikings. The player of any character trying to seduce one of the winged women must attempt to roll his APP or less on 1D100. If he succeeds he has found a delicate bedmate for the night. Otherwise, he sleeps alone.

During the night the vikings will not be molested. Any plan of doing evil against the winged folk will prove difficult to implement as the winged people live high up in the crags and the vikings are sleeping on the small spit of land. The next morning, the vikings may be chagrined to note that the winged people that got roaring drunk last night suffer from no hangover, unlike some of the vikings.

After breakfast, the old winged man will come again to the vikings, casting a spell on their leader that allows them mind-to-mind communication. He then says, "Tonight we set off to free your friend(s). We will rest today. We will trade today. Tomorrow, you will be reunited with your friend. Maybe you will be dead. Maybe I will be dead. Let us trade."

If he is questioned in return, he will say that "My own folk have been preyed upon by the sorcerers of Helthule for generations. We saw them carrying off a clipped man, and searched until we could find your ship. They are the outcasts of our own land. They continually steal people for their evil rituals. They bring wild storms upon the sea and sky. They worship the Jotun." If the adventurers have other questions, the gamemaster should answer them as best he might, but eventually he should end the interrogation and have the old winged man call for his fellows to bring their trade items.

A vigorous trading session will ensue, with each side bargaining entirely through gestures (continual mental communication is very expensive). The winged folk will trade narwhal tusks, walrus ivory, polar bear and arctic fox hides, and great huge feathers plucked from their own wings. They want to obtain any metal weapons which will suit their lifestyle. They are very interested in any wood carried by the ship. They do not want great-weapons, flails, polearms, shields of more than 4 ENC, or armor. Some winged men offer huge chunks of ivory — each the size of a man's leg. "Are those dragon's teeth?" mutter some crewmen.

During the trading session, clouds of winged children whirl about, screaming more shrilly than most human children and playing dangerous-looking flying games — such as folding their wings and dropping to the ground, stopping their fall just before they hit. Another game is to take a razor-sharp dart and throw it at one another. The target must either dodge the dart or catch it in his or her bare hand.

The viking crewmen feel superstitious awe as well as curiosity — this is definitely the land of faery.

The adventurers can trade away their own weapons if they wish. The value of the goods offered by the winged folk for any weapon will be 400 pennies per ENC. If the player of a viking selling his weapon succeeds in an Evaluate skill roll, that adventurer can choose the best goods offered and obtain 500 pence per ENC.

The ship's interim captain can trade the goods in the ship's hold for the winged people's goods, if he wishes. If his player (or the gamemaster) succeeds in an Evaluate skill roll, he will receive thrice the price that the wood would have fetched in Iceland. If he fails, he will get twice as much as would have been obtained in Iceland, so nothing is lost.

After the trading session is concluded, the old winged man will return and talk some more with the vikings, using the same communication spell on the viking leader. "Our foes dwell in Helthule, an island to the west. They are wicked magicians who will swiftly sacrifice your friend to Surt. You are thick and strong, and wear heavy protection for war. You can go and act whither we cannot. The Helthule aery includes a horrible, dank tubeway leading to its grim interior. It is no place for us, being too constricted for flight. Their sly ambushes and hidden attacks would make short work of us. Yet your stout forms could push through this tube, with us following. When you reach their cavernous aery we can fly again, killing them as we have often dreamed. You can rescue your friend. We know that they will not murder him until Odin's Day (two days from now), when they can gain the most favor from fiery Surt. This great victory over our foes will be sung about for many years, and your part in it will not be forgotten. We will leave this nightfall, for the Helthule folk see no better in the dark than do we or you."

In the evening all sixty fighting wind folk (children, some women, and the feeble are left behind) clamber aboard the vikings' vessel. They hang from the sail and lines, cling to the ship's sides, or flutter about it as the crew sets sail toward the west.

Helthule

After sailing all night, guided by the unerring senses of the wind children, a black humped mount is seen ahead as the skies begin to brighten. The gray old man says simply, "Helthule." As the ship approaches a circling guard of approximately a dozen white-feathered flyers begin to close, but rapidly retreat when two-dozen winged folk rise from the ship.

Helthule is a much larger island than was Kringthule. Lacking the graceful spires and parapets of Kringthule, Helthule squats upon the sea like an ugly black beetle. The shore slopes gently enough to the sea that it might be possible to beach the vessel anywhere about the island.

The adventurer of any player who succeeds in a Search skill roll can make out tiny flecks circling the

top of Helthule's mound. As the old man watches, his eyes widen in fright. He grabs at a flint knife at his waist and quickly casts his telpathic spell upon the viking leader once again. "Helthule prepares for us. Their magicians weave dread magic above Helthule's hill. We will try to stop them, but you must beware their foul incantations. I go with our warriors, and try to use my own spells to protect them.

With that he rises from the deck and, shrieking to his followers, leads them all toward the hilltop where the white specks continue to circle and chant. A Farsee spell will enable the user to see that the specks are, indeed, winged folk, similar to those that kidnaped Thorgrim, but with curious patterns painted or stained into their wings.

Within seconds the vikings are alone on their boat, making their way toward the shore. A few moments later the Helthule spell takes effect. The water a hundred or so meters off to port begins to bubble and froth, and a gigantic monster rises from the sea and makes for the ship. A crewman yells "Jormungandr's spawn! Our weird is upon us!" The rest of the crew ship oars and grab their weapons.

When the snake-like sea serpent reaches the ship, it rises higher and higher out of the water, until it towers over the crew. Then, with a graceful diving motion, it plunges over and around the ship so to constrict it. When its head again rises from the port side it will begin snapping at individual Crewmen.

Note: the gamemaster should use the giant serpent stats provided in the Vikings Digest.

The weight of the creature will cause the knorr to tilt perilously far to leeward. Most of the crew will be fully occupied keeping it from capsizing. It is up to the adventurers themselves to slay this monster before the ship is crushed between its coils. If things look particularly grim, the gamemaster may allow one or more of the crewmen to leave his post to help fight the monster. Crewmen are universally taken from the Poor Viking Warrior list in the *Vikings Digest*. Except possibly for the adventurers, there are no berserks among the crew.

If the sea serpent manages to destroy the ship, it will swim lazily around the wreckage leisurely picking off a howling crewman or two. Then it will submerge and will not reappear.

If the adventurers manage to kill the monster it is likely that the ship will be damaged. An older crewman will inspect it carefully, noting that "A few days work should bolster it up — she should still take us back home."

After the sea serpent is either slain or after it slinks off, the winged people will return to rescue any survivors, carrying them to the shore of the island. Any viking wearing heavy armor will sink to the bottom of the sea before he can be rescued, however.

The gray-wings have driven off the flying magicians. Ten warriors remain above Helthule to prevent the magicians' return.

When the ship grinds ashore, or after all surviving crewmen have been plucked from the sea, the old man lands and indicates the direction to the

dank tunnel. The viking crew will stay behind to guard the ship from Helthule attacks or Kringthule treachery, if the ship still floats. Otherwise they will stay behind in superstitious fear. This leaves only the adventurers to continue, unless the gamemaster determines that they need the aid of another Poor Viking Warrior or two.

The Tunnel Through Helthule

With the rest of the winged people following, the old man leads the adventurer band to a round cave opening in the side of the island. This leads to a large tunnel, meandering through hundreds of yards of lava rock. There are no branchways or divisions within this tunnel, so the vikings and the winged men will have only two choices of direction: forward or back.

The Helthule know of this tunnel, and the old man warns the adventurers to tread cautiously. "They have infested this place with traps, evil spirits, and other deadly menaces" he warns.

The gamemaster is free to add to or alter the following eight typical menaces that the vikings and friends will encounter within the Helthule tunnel.

Note: gnomes cannot travel through the solid lava-rock of this island.

The Pitfall

The tunnel widens, permitting the adventurers to walk three abreast without difficulty. Have the viking players line up their characters in the order in which they will proceed. The players of the front three adventurers must then each attempt a Search roll while they peer into the darkness ahead. If all fail the roll, then all will fall into a carefully camouflaged pit and a load of rocks will cave in atop them.

If only one or two fail, then their comrade can shout a warning. If the players of the failing characters roll under their DEX $\times 5$, the adventurers can react in time and keep from blundering into the trap.

Those falling into the trap take 1D6 points of falling damage (though a successful Jump roll negates this). Each trapped character then suffers 2D6 points of damage to each of 1D4 random locations as the rocks fall in on them. The party can get their friends out of the pit without further difficulty.

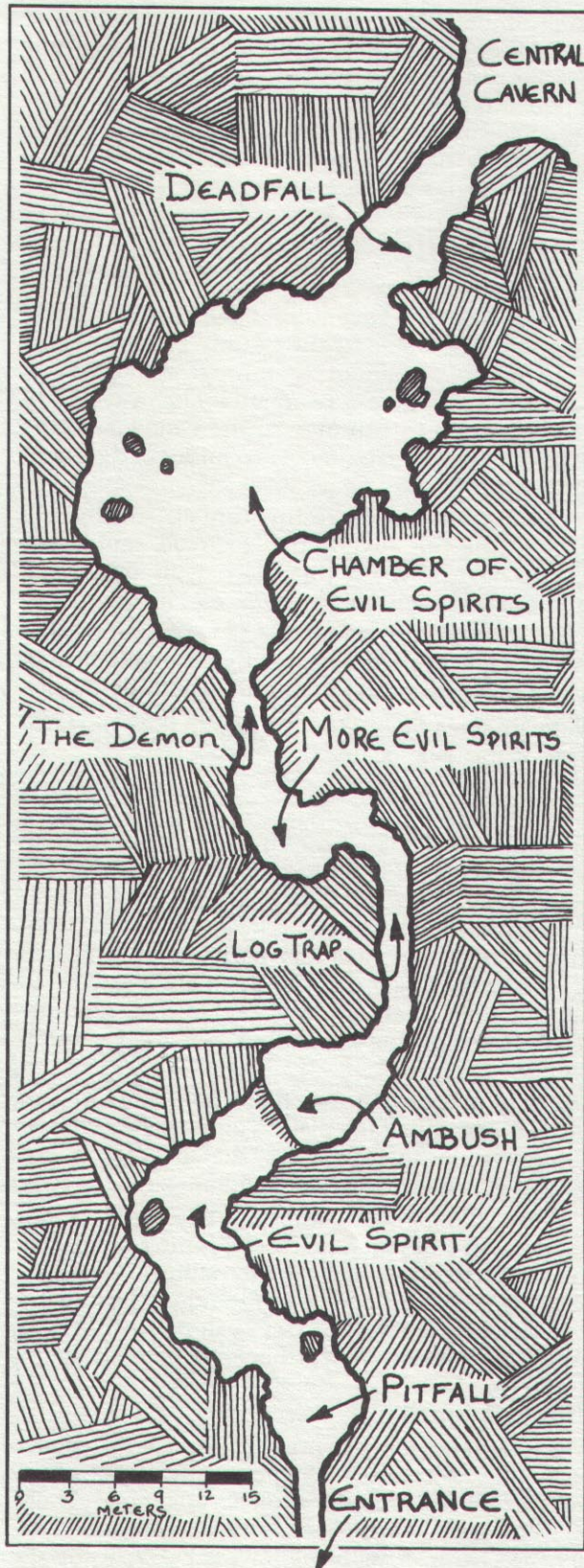
The Evil Spirit

At a turn in the tunnel a grisly spectral horror looms before the adventurers. Its upper body and head are translucent and skeletal, while its lower body trails off into a wisp of ectoplasm. This creature will identify the character with the lowest POW, using its spiritual senses, and attack him. This particular wraith attacks vs. STR. It will attack a single victim until he collapses, then the wraith will turn to another target.

Use the Evil Spirit (wraith) from the Vikings Digest.

The Ambush

The tunnel next turns nearly vertical, and the vik-



ings must all use Climb skills to proceed further. At the top of this vertical turn are two Helthule folk, rolling stones over the lip and firing arrows at the helpless vikings. The vikings must suffer a minimum of two rounds of this, provided that the player of each succeeds in a Climb skill roll each round. The vikings are guaranteed safety if they retreat back up the tunnel, the viking can attempt to Dodge a

falling rock, but his player must then also succeed in a STR $\times 5$ roll or that character will lose his grip on the rock surface and fall (suffering 2D6 points of damage, reduced to 1D6 for a successful Jump skill roll).

While climbing a viking cannot attack, but friends from below could fire arrows or cast spells in support. The winged people are partially protected by the rock cliff, so any missile hits to locations 1-8 are considered to be misses and to have hit the rock lip instead.

The enemy defenders will flee if any viking reaches the top or if they are otherwise threatened.

The Log Trap

In a narrow section of corridor, in which the vikings must walk single file, the front character must attempt a Search roll to spot a plaited cord stretched across the ceiling ahead. A successful Devise roll reveals that an uncaredful step will dislodge one or more stones and cause a heavy log to swing down the corridor battering-ram style, wreaking havoc among the invaders. A second successful Devise will deactivate the mechanism. If the second Devise fails the trap is sprung, and the log swings down and strikes the mis-Devising character, doing 3D6 points of damage to both his head and chest.

More Evil Spirits

Four ghosts attack the front four adventurers. These ghosts will dominantly possess a victim. If the old man, walking just behind the vikings, succeeds in a Scan roll (the gamemaster must roll the dice), then he will have one attempt to cast Spirit Screen 3 on one adventurer when the ghosts manifest. Once one of these ghosts possesses a viking, it will immediately try to kill itself using the possessed character's own dagger. These ghosts know no spells.

Use the ghost stats from the *Vikings Digest*.

The Demon

Dark, light-impenetrable shadows next fill the corridor. A successful Scan roll is necessary on the part of each adventurer to see these shadows racing to engulf them. Each adventurer succeeding in his Scan roll has one round to prepare for the possible attack. Those failing their Scan will doubtless be warned by their successful compatriots, but have no time to do anything other than get their weapons out.

Use the Large Shade in the *Vikings Digest*.

Chamber of Evil Spirits

The corridor here opens up into a very large chamber, in which whirlwinds dance frantically. Anyone with experience in magic will probably recognize these whirlwinds as sylphs. The instant they are seen, the sylphs will rush toward the adventurers and winged people. But, before they have a chance to do more than blow clouds of debris into the adventurers' faces, flashes of powerful spells issue from among the crowding wind children and as

one, the sylphs suddenly disappear leaving the air of the chamber deathly still.

This action probably saved adventurers' lives, for there were well over a dozen large sylphs waiting here for intruders.

Deadfall

As each adventurer gropes through the still-wide corridor, their players must each attempt Listen skill rolls. Success indicates that the character hears a creaking noise directly over his head. A successful Jump or Dodge roll will enable that character to leap to one side to avoid a load of rocks falling into the corridor. Characters of players who fail the Listen roll must receive Special successes in their Jump or Dodge skill rolls to avoid getting caught in the rubble.

The rockfall will do 2D6 points of damage to each of 1D3 hit locations. Anyone hit by the rocks will also be pinned beneath them for 1D6 melee rounds.

Two melee rounds after the rocks fall, as the party is digging out their fellows, a magical monster summoned by the evil Helthule winged folk attacks. Those buried in the rocks cannot fight until they have extricated themselves.

Use the Rockbeast given in the *Vikings Digest*.

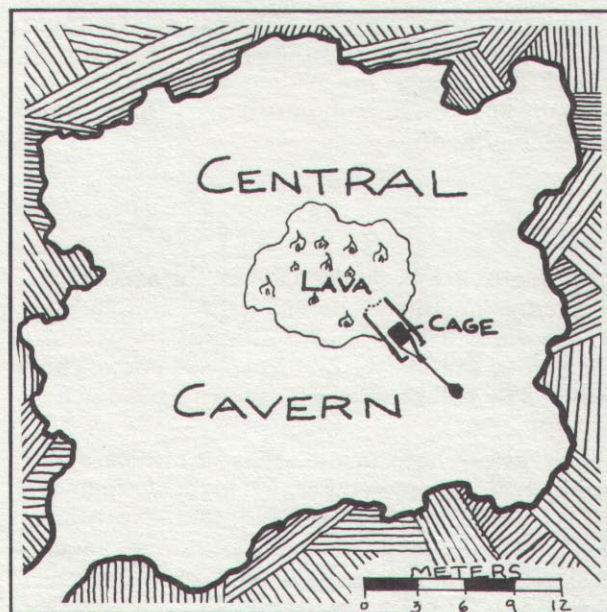
The Central Cavern

If they defeat the rockbeast the vikings will next pass through a short, wide corridor into an immense, amphitheater-like cavern lit by a huge, flaming lava pool in its center. It is ventilated by a small opening in the roof which is narrow enough that a wind child would have to crawl through it. If the Kringthule invaders had entered through that natural chimney, they would have been killed one by one as they emerged.

Inside the amphitheater are approximately 20 white-winged people and an iron cage containing Thorgrim Greatmouth. The Kringthule folk give a shrill shout and leap into the air to engage their ancient Helthule enemies. Instantly, the air is full of shrieks, arrows, stabbing lances, and feathers. Wounded winged people flutter to the ground to be pounced upon by their foes and slain, or they fall to painful death within the lava pool. The entire fight takes place well above the vikings, and any attempt to help by firing missiles into the writhing melee above is as likely to hit friend as foe.

The best course for the adventurers is to rush to Thorgrim's cage to free him. The cage sits on a ramp leading to the lava pool. Only a stout rope wound about a small boulder keeps the cage from sliding into the pool.

As the vikings approach Thorgrim, a grimacing white-winged man falls next to the cage from the sky-battle. Badly wounded and breathing raggedly, he severs the restraining rope in the instant that it takes the vikings to react. As his crew stares in horror, Thorgrim's cage slowly begins to slide toward the lip of the lava pit. If the adventurers act immediately they can save their captain. The gamemaster should



demand a very fast Statement of Intent from each player, allowing them 5 seconds to respond. If a player is slow to speak, then assume that his character is too stunned to act for that round.

The cage has a SIZ of 60. Total the STR values of all vikings whose players state that their characters will jump to catch the cage from falling into the lava. This total STR value must overcome the cage SIZ through the use of the resistance table and dice rolls. If the viking STR overcomes the cage SIZ, then those vikings can keep it braced while other vikings try to break the cage bars. The iron bars have 20 armor points each, and two of them must be broken by weapons to free Thorgrim. Vikings trying to break the bars cannot help brace the cage.

If the total STR value bracing the cage is less than the cage SIZ, then the cage will again begin to slowly slide into the pit. More vikings could be assigned to brace, or the band could furiously finish breaking the bars. It will take four melee rounds before the first lava reaches Thorgrim's boots, and five before he dies horribly. If the cage can be broken into in that time, he will speedily wriggle out to safety.

If Thorgrim is not rescued and he dies in the lava pit, a huge flaming monster will rise from the flaming pool and begin to vomit flames all over the chamber, killing white- and grey-winged wind children indiscriminately. To escape the vikings must rush down the tunnel, leaving the battling winged men behind. No statistics are provided for this monster. If the vikings turn to fight it they will horribly die.

If Thorgrim is saved, the vikings will have accomplished all that they can. The sky-battle must be left to the grey-winged people. The gamemaster may allow the adventurers to cast spells at enemy wind children, slaughter the occasional wounded white-wing who flutters to the ground, and aid any wounded Kringthulers. This aid, plus the superior numbers of the Kringthule wind children will eventually overcome the Helthulers' superior magic. After fifteen or twenty more minutes of furious battle the vikings' allies are victorious.

The Kringthule survivors will push the Helthule wounded and corpses into the lava pool. Only 20 Kringthule warriors remain alive, all wounded. The old man still lives, though he is severely injured and incapable of flight.

Victory

The Kringthule folk proceed to loot the aery, dropping interesting trinkets down for the vikings to look at. The winged people care little for the wealth, though they will take the prettiest pieces home. They are perfectly willing to let the vikings have much of the stuff.

The vikings' share includes these things: as many springy bone lances as they wish to carry; up to 165 ENC of arctic fox, polar bear hides, and sealskins; 3-ENC fragments of good quality lodestone; a magic necklace with 12 killer whale teeth, each tooth enchanted to hold 4 MP; a polished lodestone containing a binding enchantment for a wraith — the current wraith was destroyed in the tunnel; a flint nodule holding a matrix for the spells Speedart and Strength 3; a cloak containing three sylph-binding enchantments, though like the wraith, the bound sylphs were destroyed in the tunnel.

There are a few other items, but the winged folk take them for themselves. If the vikings plot treachery, it is well to remind them that there are not only twenty surviving winged people here, but there are ten more outside.

Home Again?

If the vikings have lost their ship, they are stranded on Helthule. A benevolent gamemaster will have another explorer-ship pass by in a year or so. The Kringthule wind-folk will remain friendly, and provide the surviving vikings with food, though life will become monotonous.

If the viking ship survived these encounters, Thorgrim will have his crew repair what damage they can. On board are enough goods to restore 25 points of seaworthiness and to repair 5 structure points.

Once repairs have been completed, the vikings and an extremely grateful Thorgrim sail away into the sunset, heading back to more natural climes. Thorgrim may go on to Iceland, as was previously planned. If his hold is filled with special arctic goods he may just sail back home and sell the goods there. The treasure gained in the battle inside Helthule will be divided up according to viking tradition — half to Thorgrim and the other half divided equally among the remaining crew.

Once the knorr is well on its way, Thorgrim will call the crew together and give a speech.

"We live. Many of our crew are dead, and we will retain their share of our profit to give their families. Our tale will be sung of for years, especially the heroism and loyalty of [insert the names of the adventurers] who crawled through the tunnel to rescue

their captain. I cannot be other than openhanded to them. I gift them herewith with my share of the treasure gained at Helthule. In addition, each is invited to my stead when we reach home for a celebration and further gifting." With that, Thorgrim gives his share of the loot from Helthule to his rescuers.

The goods in the ship's hold are sold at ports along the route home. If the ship's hold still contains its original stores, Thorgrim will receive 10,000 pennies, of which 5,000 will be divided up among the surviving crew members. If the ship's hold contains the arctic goods of Kringthule, Thorgrim will receive either 20,000 or 30,000 pennies depending on how well the interim captain's player did with the Evaluate skill roll. In either case, half is distributed among the crew.

When they reach their homeland, Thorgrim will take the adventurers to his huge stead. The jarl himself is invited to the feast and attends with his most trusted housecarls. A skald chants the story of the journey, and all applaud the adventurers and Thorgrim.

Thorgrim calls the adventurers before him, one by one, and gifts each before all his friends and neighbors. He will hand out the following special gifts. The gamemaster must determine which gifts are best suited to each adventurer and hand them out accordingly. In any case, Thorgrim will give Anklecracker to his closest relative among the adventurers, unless that relative is dead, in which case he will give it to the worthiest survivor.

Anklecracker—a great bastard sword of excellent quality. It has 15 armor points and if it hits a target's leg it does 3 extra points of damage.

A Russian Bow—this is a composite bow. There are no composite bows among the vikings, and this magnificent weapon elicits vociferous approval. The chance to hit with the composite bow is the same as for a self bow, though a higher STR is needed.

A Magical Waistband—a carefully woven waistband enchanted to be a spell matrix of Strength 2.

A Golden Cup—which is well-wrought with gems around the rim and an ivory interior. This cup is worth at least 1,000 pennies. The interior is actually unicorn ivory, and if poison is ever placed into the cup the inside will disintegrate though the metal exterior will remain unharmed. Thorgrim does not know of this special property, though a special roll on Animal Lore would reveal it.

Golden Bars—Thorgrim has no other special gifts and each adventurer so far unrewarded will receive a thin gold bar consisting of 2 ENC of gold.

Wind Children

Wind children are slim humanoids with great feathered wings. Wing coloration can vary greatly between members of this species though all members of any one aery bear similarly-colored wings. Wind children have no body hair, though they do have soft head hair. Male wind children lack beards. Wind children have disproportionately large eyes and large chests, making them rather attractive esthetically.

Wind children can withstand extremely cold conditions, even without clothing. However, they rarely go completely nude. They sport a leather or fur harness for carrying weapons and belongings. These harnesses are usually decorated with bones, feathers, and gemwork, and are highly individualized. They may also wear close-fitting furs or leather, or tight cloth garments. Arms and legs are usually left bare, though not always. Their wings are never encumbered with any sort of covering.

These folk possess keen vision that is twice as good as that of a human. Their other senses are equivalent to those of humanity, and their night vision is no better than human.

Wind children have an excellent sense of balance and can easily walk along narrow ledges or vines without falling. They are graceful in flight.

Habitat

Wind children are generally found only on or near high mountains. They are not comfortable in hot climates, and may build their aeries above the snow line. Hunting is performed in foothills or on mountain slopes.

The Aery

Wind children live in high mountain communities called *aeries*. A typical aery holds from a dozen to over a thousand individuals. It is composed of creches. A creche is made up of a married couple and any fledgling children. Each creche has its own nest or small cave cut into the side of a peak. In addition, each aery holds one flight, composed of all young unmarried wind children, who are confined to their own quarter where a huge honeycomb of a nest is constructed.

Aeries are complete in themselves, but wind children meet with nearby aeries at regular intervals to choose mates, trade, socialize, and settle arguments. An aery is loosely ruled by the most experienced members of the tribe, who make up the aery's conclave. Most conclave members are elderly by tradition, but this is not necessary. In most aeries, the entire population must unanimously elect a member to the conclave, which is held by that individual permanently. The conclave has no enforceable power but the aery will almost always go along with its rulings because it is composed of the most respected and honored tribal elders, hunters, and craftsmen.

Aeries will act in concert only if some event threatens or benefits them all. At all other times the aeries act independently.

Behavior

Wind children are not as gregarious as humans, and individually are very independent. They commonly leave their aery for days-long flights over barren terrain, just to be alone with the wind and clouds. Similarly, they generally hunt alone.

The most important ideal to any wind child is his or her freedom. A wind child's loyalty is only to his family and to other members of his aery. He will fight and even die for them, but for no one else. They will cooperate with others to fight a common enemy, but when the enemy is defeated, little or no obligation will be felt on the part of the wind child to maintain a relationship with former allies.

Wind children are instinctively generous — material goods mean little compared to freedom and the welfare of the aery. Avarice and theft are unknown to them.

Wind children do not concern themselves with great future dooms or past injustices. Only the joy of the moment and the near future are important. If the current situation hampers a wind child's enjoyment of life, he will take steps to alter it. A wind child will almost never try to rectify a situation which is unlikely to cause ill effects until after he himself is long dead.

Wind children are universally severe claustrophobes. Forests and similar flight-restricting areas cause emotional and spiritual distress. In small enclosed spaces they sweat profusely and choke, and may even die from prolonged confinement. In game terms, the player of a wind child in a confined area must attempt a CON×7 and a POW×5 roll at regular intervals. The time period between rolls varies depending on the degree of confinement. A wind child in an open forest would require successful dice-roll results every two or three days. A wind child inside a well-lit and ventilated human construction requires dice-rolls once a day. A wind child in a dark mineshaft requires a roll every four hours. A wind child chained into a dungeon cell requires a roll every hour. A failed CON roll indicates the loss of 1 hit point. A failed POW roll indicates the loss of a magic point. Magic points lost due to this confinement cannot be regenerated until the wind child has escaped his restrictive surroundings. Hit points lost can be healed normally.



Food And Drink

Wind children are omnivorous. The vast majority of their food consists of meat, but they also eat roots, fruits, and berries.

Normal prey animals include rabbits, mountain sheep, goats, snakes, deer, ducks, grouse, geese, and rock pigeons. They cheerfully steal farm animals.

Some aeries brew mildly alcoholic beverages. Through some quirk in their metabolism, wind children are extremely susceptible to alcohol, and even weak beer can swiftly bring a wind child to roaring drunkenness. They never suffer from hangovers.

Some aeries forbid the drinking of alcoholic beverages because of this vulnerability.

Method of Living

The wind child is typically a hunter by trade. His weapons consist of a half-dozen long, sharp lances and a similar number of throwing darts. Wind children with enough STR may use self bows to replace both lances and darts. Both sexes hunt. A small minority of wind children subsist through the manufacture of pottery, stone or bone weapons, or leather harnesses, but even craftsmen do some hunting as well.

Land-bound prey is *cruised* — a method of hunting in which the wind child flies slowly at low altitude, scanning the ground below. When prey is spotted, the wind child swoops down and impales it with a lance. He will then swoop back and finish off the prey with more lances if needed.

Flying prey is hunted at high altitude. When a game bird is spotted, the wind child attacks, preferably from above, using thrown darts or sling stones to kill prey. He will dive to catch a stricken bird as it falls.

In both cases, a bow-using wind child will stay as far away from his prey as possible.

Family And Life History

Wind children mate monogamously for life. They have formal marriage ceremonies celebrated entirely on the ground. Extramarital sex is not unheard-of, but is uncommon. It is frowned upon in many wind child communities. When mates choose to separate (a rare occurrence), one spouse leaves the area completely, usually never to return. Widowed wind children rarely remarry, and are forbidden to do so in some regions.

Upon marriage, the new pair forms a creche and builds or carves out their own nest, assisted by the entire aery.

Wind children can mate year-round, but these matings are fertile only in early winter. The gestation period is short, and the single young is born in mid-spring. Despite their wingfeathers, wind children are basically mammalian — mothers nurse their young. A newborn wind child is as grotesque as a new-hatched robin or human embryo, and will not look like a 'real' baby for several weeks.

A full year after birth the baby is weaned. He is able to chew his own meat when only a few weeks old. Immature wind children cannot fly until around 6 to 8 years old, and are called fledglings until then.

Once he attains the ability to fly on his own, the wind child leaves home. Traditionally, this coming-of-age ritual is celebrated a season after the child's first solo flight. Unmarried wind children, including children and adolescents, join the aery's flight. Members of the flight nest together, and occasionally hunt or fly en masse.

Wind children are not biologically mature until at least 20 years old. They are not considered to be adults (and do not reach full growth) until around

25 years old. A typical wind child marries near the age of 30.

The usual lifespan, unshortened by disease or accident, is measured at 110 years. Very old wind children have been known to reach the age of 190 or more. At the century mark, however, feather loss and degeneration of flight muscles destroys the ability to fly.

Trade And Technology

Wind children create feather, fur, stone, wood, leather, and bone goods for their own use. They trade with humans and other beings for woven garments, precious stones, metal weapons, eating utensils, and goods. In return, the wind children provide furs and skins of alpine animals, live hawk fledglings and eaglets, and other goods of the heights.

Warfare

Wind children know no organized war. Murder occurs infrequently. Territorial disputes with other aeries sometimes lead to bloodshed, but this is not considered murder. Wind children have no real compunctions about killing members of other species (such as humans), though this is not done without provocation.

When at war, an aery deploys a few organized warbands. Instead of full-scale battles and raids, a form of guerrilla war ensues as individual hunters sneak out and butcher lone foes. When fighting humans, the wind children may kill cattle, burn forests or fields, and perform similar acts of economic terrorism.

In any prolonged conflict there will usually be battles involving full war parties but, unlike humans, such formal battle is not the rule.

When involved in mass battle the entire band will usually swoop low over the foe, throwing darts and skewering chosen targets on lances. If a target is missed, an individual wind child will choose another and try again. Bow-using wind children pick their own targets and engage them from long range. They do not normally engage in one-on-one melee. Those wind children with impressive magic will circle overhead, casting spells.

Wind children do not fight in a disciplined manner. Each individual fights in heroic solitude, ignoring those around him except as events affect him directly.

Natural Enemies

Wind children compete with eagles, cougars, and lynx for prey, but wind children do not persecute these predators.

It is impossible for wind children to hunt or survive in dense woodland. Wind children harass and kill elves when they feel threatened by the inroads of elf forests. This is rare, as elves are a declining race. Ominously-spreading elf woods are a thing of the distant past in most areas.

Trouble with humankind arises because of farms and ranches, which destroy potential hunting territory. Also, the wind child disregard for property ownership causes them to cheerfully hunt domestic fowl and beasts, driving farmers to fury.

Wind children usually think of humans as a strong but boring race. Humans seem clench-minded, irrationally devoted to mundane objects and intangible ideals.

To humans, wind children are beautiful but heartless. They seem overly self-willed, and even treacherous and disloyal. The love a wind child bears its family and friends seems cold and shallow to hot-blooded humans, and their carelessness for material goods gives them an alien personality. They seem short-sighted and too concerned with the pleasures of the moment.

Preferred Magic

Wind children are worshippers of storm gods. They are sometimes idolized by humans revering those same wild gods.

Their favorite spells are Disruption, Mobility, Shimmer, and Speedart. Wind children with Heal-

ing try to learn enough to ensure that they will be able to cure an incapacitating wound in mid-flight, before falling all the way to the ground. The rune spell of Heal Area is very popular.

Wind children are cousins to the spirits of the air and are adept at the use of sylphs. When overcoming a sylph's resistance to any spell, 50 percentiles are added to the wind child's chances for success. When a Command, Control, or Dominate spell is cast upon a sylph already under the control of a wind child, the spell's user must lower his chances for overcoming the sylph's MPs by 50 percentiles. Thus, when a wind child tries to wrest control of a sylph away from another wind child, chances are normal.

All wind children can learn the spell of Summon Sylph at no cost in INT.

Language

Wind children speak only their own tongue, which is rarely taught to outsiders. Some learn special pidgin tongues to converse with other races. Wind children in different areas speak different dialects. All wind children tongues are related to the language of the storm gods.

Wind Child

characteristics		average	attributes
STR	2D6	7	Move 2/9 flying
CON	3D6	10-11	Hit Points 9 _____
SIZ	2D6	7	Fatigue 18 _____
INT	2D6+6	13	
POW	2D6+6	13	
DEX	2D6+10	17	
APP	3D6	10-11	

weapon	sr	attack	damage	parry	points
Lance*	1+	30+9	1D8+1	—	8
Lance**	6	20+9	1D8+1	20+9	8
Dart	2/7	25+9	1D6	—	6
Sling	2	20+9	1D8	—	—
Bow#	2/7	30+9	1D6+1	—	6

* used in charge

**used as 2H Spear

#Must have a STR of 9 or more

Skills: [Agility +9] Boat 00, Climb 40, Dodge 25, Jump 10, Ride 00, Swim 00; [Communication +6] skills as per human; [Knowledge +3] skills as per human; [Manipulation +9] skills as per human; [Perception +6] Listen 20, Search 40, Scan 40; [Stealth +7] Hide 05, Sneak 05.

Magic: [typical spirit magic 65%] Disrupt, Mobility, Shimmer, Speedart; [typical divine magic 100%] Command Sylph, Heal Area, Storm god spells. Wind children may have Bound a sylph. All wind children can learn the spell of Summon Sylph at no cost in INT.

Armor: None natural. Rarely wears any, as it grossly inhibits dodging and flying ability. Each point of ENC over a wind child's STR subtracts 5 percentiles from any skill used in flight.

Notes: The wind child lance is extremely long and thin. There is no minimum STR requirement, but a DEX of at

least 11 is necessary. It has 8 hit points and a SR of 1, doing 1D8+1 points of damage on impact. It may be used either as a lance in an aerial charge, or as a 2H spear in melee.

When used in a charge, with the user's weight backing up the weapon's impact, the chance for an impaling hit is doubled. The weapon's SR is equal to 1 plus the number of SRs traveled — the user's DEX and SIZ do not count. The wind child must move in a straight line for at least a full melee round to use his lance this way, and he cannot parry, though he can dodge, if he moves no further on the round he connects.

Combat Tactics: A favorite tactic for wind children is to move at a speed of 9 meters/sr in combat. When doing so, they can only use one option (attack, parry or dodge) instead of two. The wind child will swoop in at his high speed, attack with charging lance at a good low strike rank, and keep moving at speed. If the wind child has timed his charge properly, by the time the target can strike back (unless he has carefully prepared himself for the attack), the wind child will be 20-30 meters behind him.

Wind Child Hit Location Table (9 hit points)

location	melee	missile	points
r Leg	01-03	01-02	0/3 (.33 total)
l Leg	04-06	03-04	0/3 (.33 total)
abdomen	07-09	05-08	0/3 (.33 total)
chest	10	09-13	0/4 (.40 total)
r Wing	11-12	14-15	0/3 (.25 total)
l Wing	13-14	16-17	0/3 (.25 total)
r Arm	15-16	18	0/3 (.25 total)
l Arm	17-18	19	0/3 (.25 total)
head	19-20	20	0/3 (.33 total)

Note: wind child hit locations are identical to those of gorgons)

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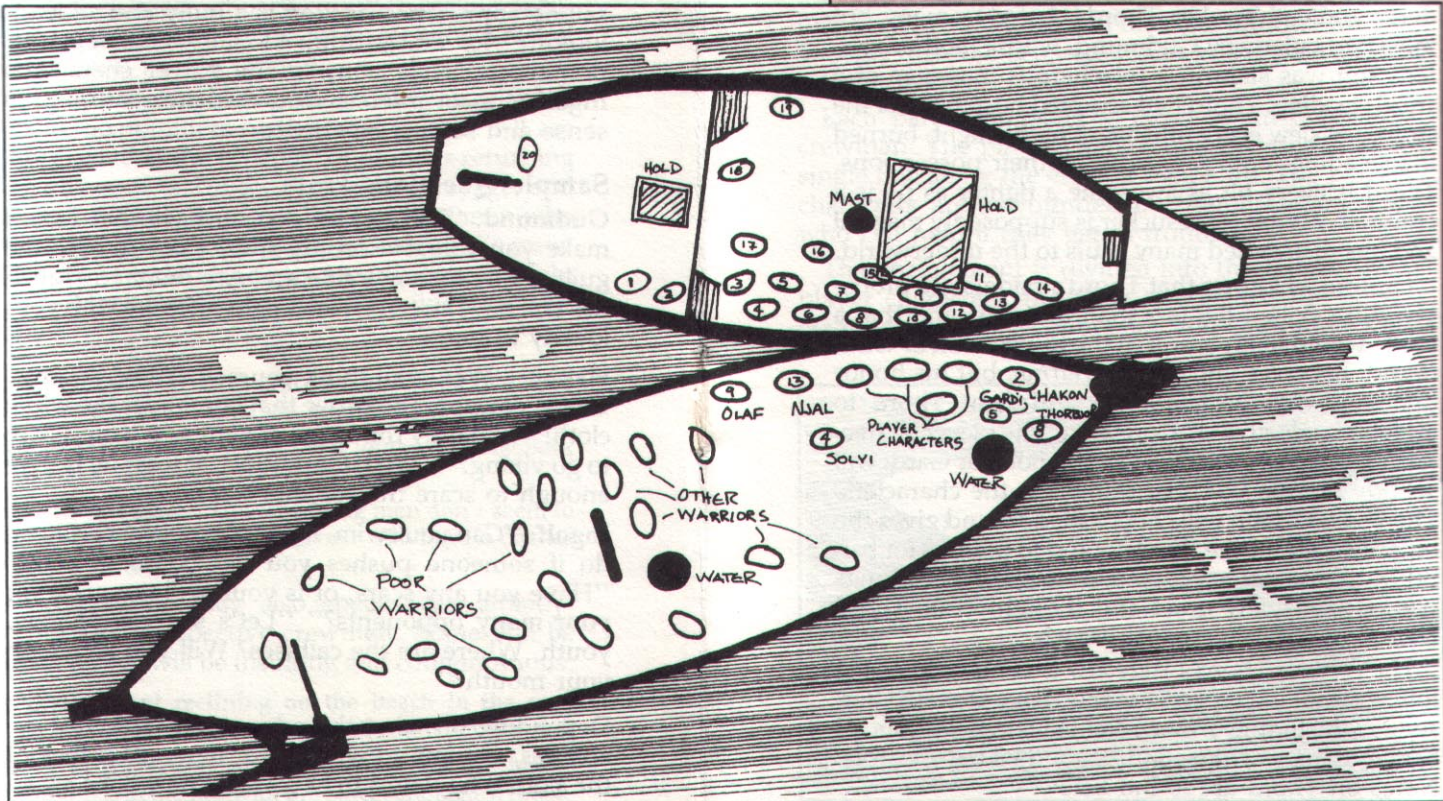
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WESTERN OCEAN





To
ENGLAND



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Vikings Players Map

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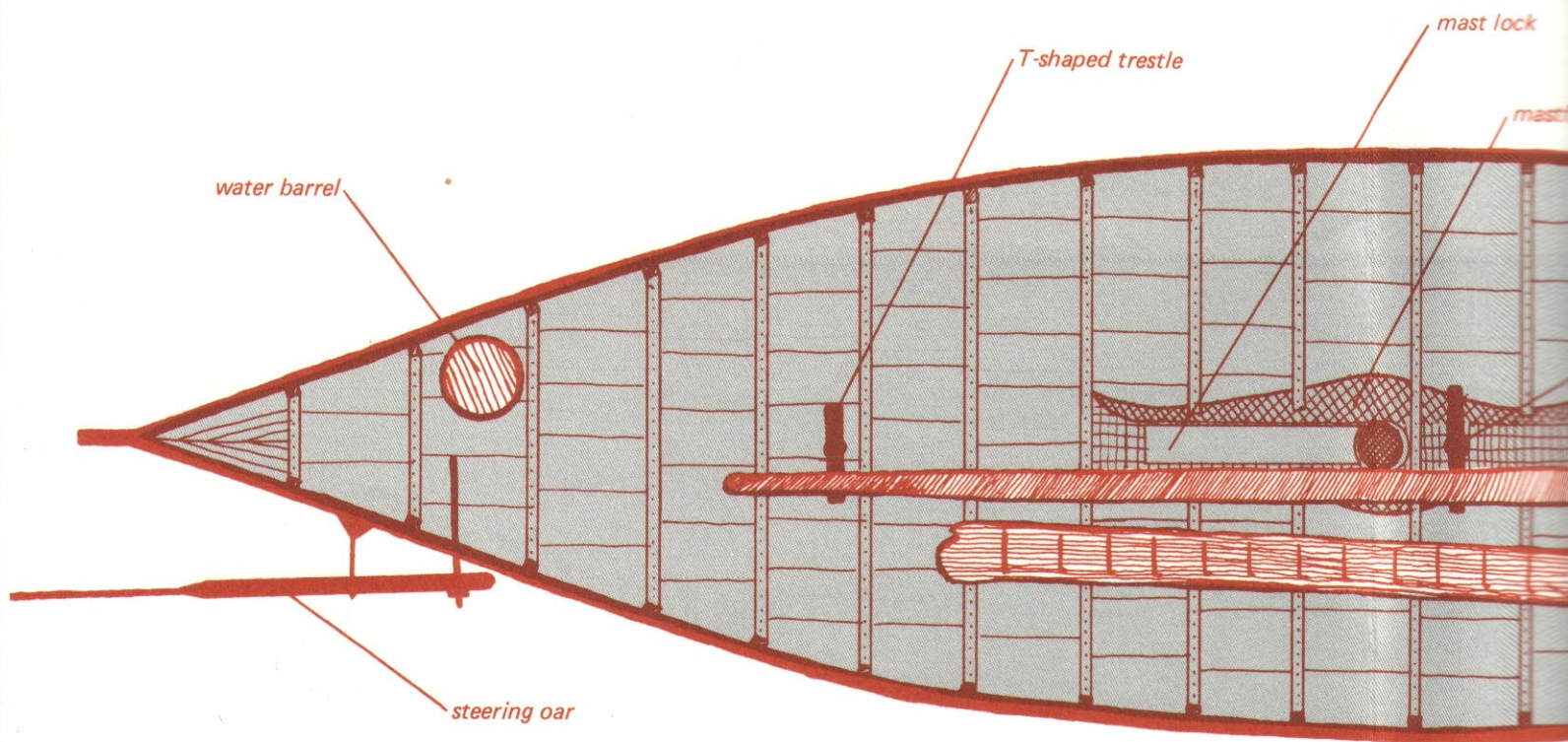
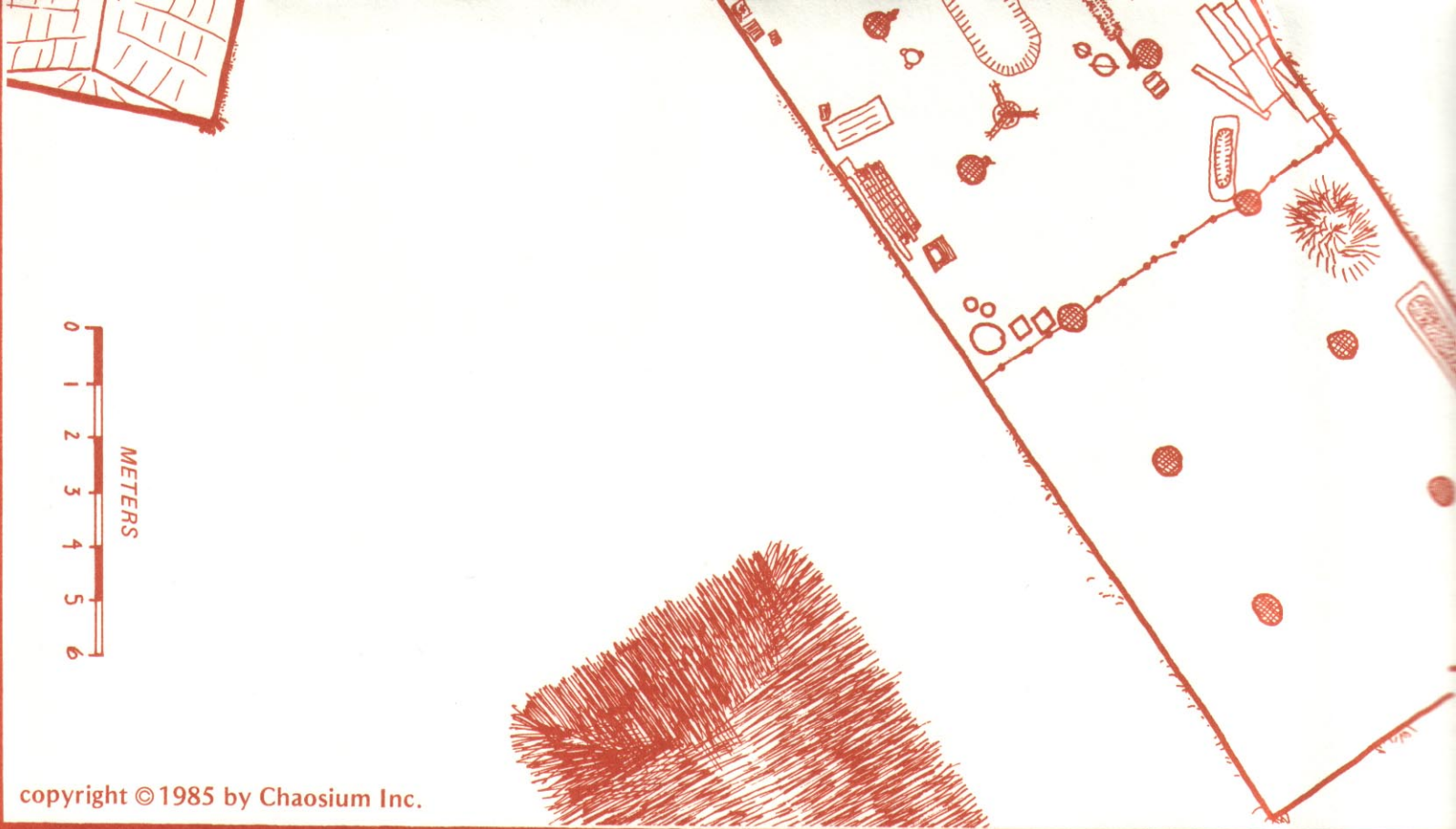


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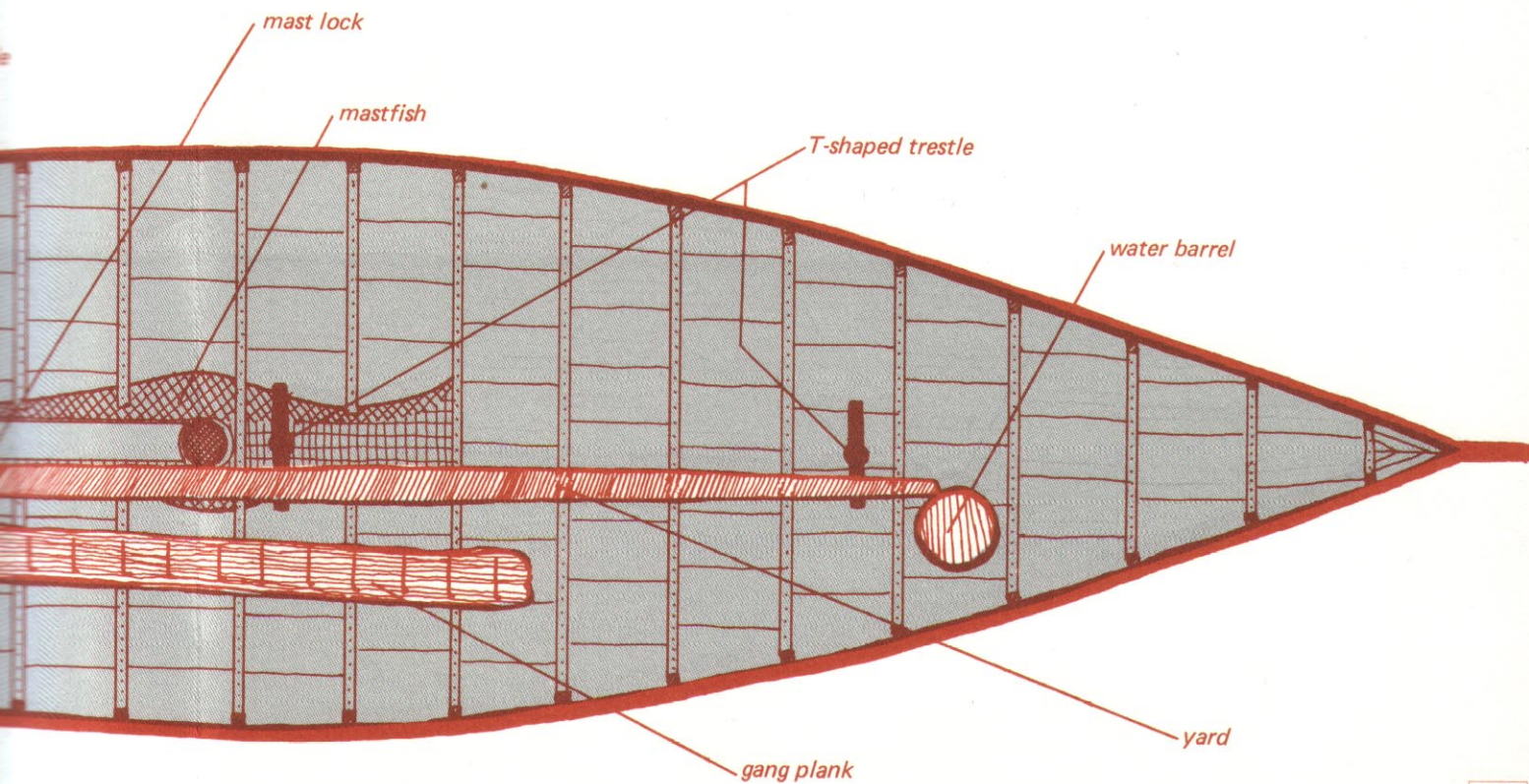
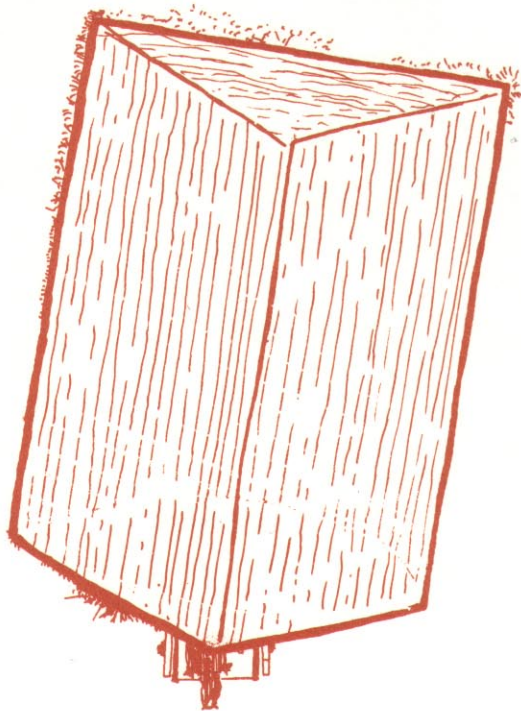
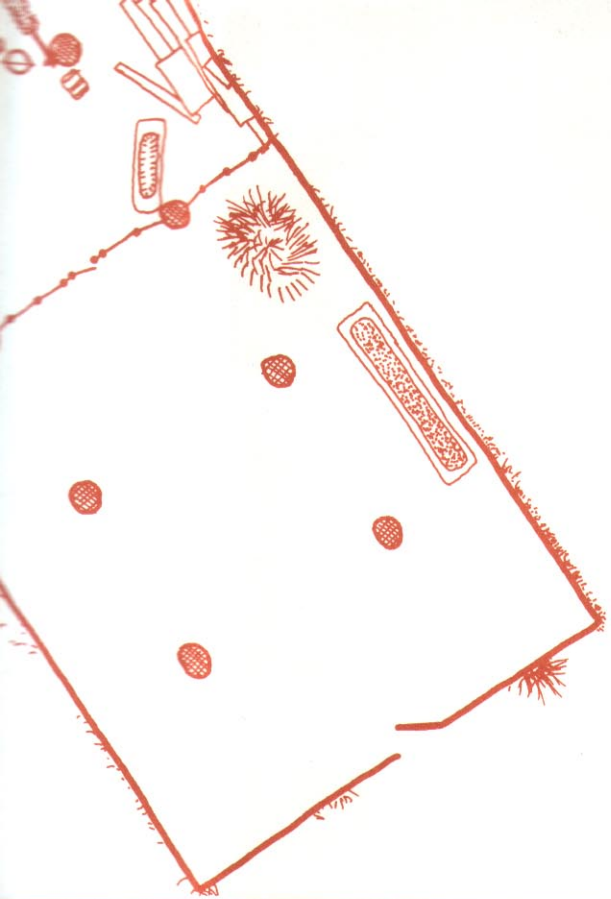


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Vikings[®]



The year is 780 A.D.

The homeland was quiet. No strangers or deadly monsters troubled the stead. When Thorgrim Greatmouth asked for volunteers to raid the southlands, many brave warriors responded.

Thorgrim's dragon-prowed longship now sails the stormy seas, his crew plundering many petty kingdoms from mystical Thule to the great Middle Sea. They are all Odin's men, red-handed reavers ranging far and wide across the world, spreading terror and gaining glory, plunder, and fame.

Vikings is a *RuneQuest* supplement set on Earth. The gamemaster can choose to introduce only historical elements into his *Vikings* campaign, or he can add the gods, giants and monsters from viking legend to create a fascinating blend of history and myth.

Possession of either Deluxe RuneQuest or the RuneQuest Players Box is necessary for the play of *Vikings*.

Vikings includes:

- **Players Book** — character generation notes, occupations, new skills, viking ships, personal virtues, the family and clan, kinsmen, the thing, social structure, living conditions, customs, Norse religion and magic, gods without godar, Norse runes.
- **Gamemasters Book** — viking world view, an adventuring history, Scandinavian creatures, mistaken identities.
- **Vikings Digest** — collected statistics for typical viking warriors, berserks, and various creatures.
- **Play Aids** — ship plans, stead diagram, fjord map.



The Avalon Hill Game Company



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RuneQuest[®]

In *RuneQuest*, players create adventurers who explore an ancient world rich in magic. Everyone uses spells and anyone can be a warrior, equipped with cold steel and stout armor. The gods provide fantastic powers to their mortal worshipers and can intercede on their behalf. Each *RuneQuest* adventurer is unique, belonging to a definite culture and learning the crafts, trades, and skills of his or her parents.

RuneQuest is a fantasy roleplaying game for two or more players, ages 12 and older.

