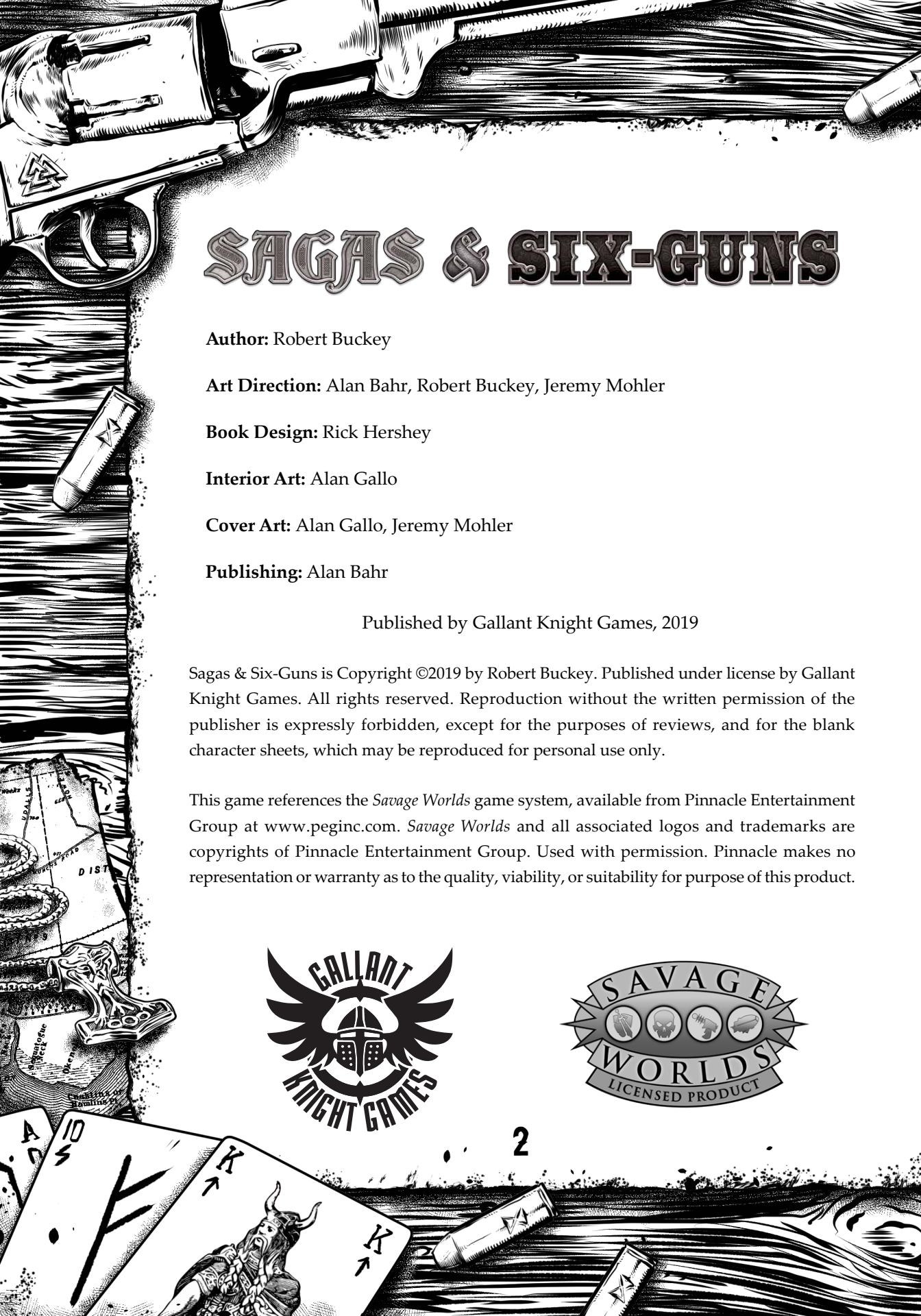


SAGAS & SIX-GUNS





SAGAS & SIX-GUNS

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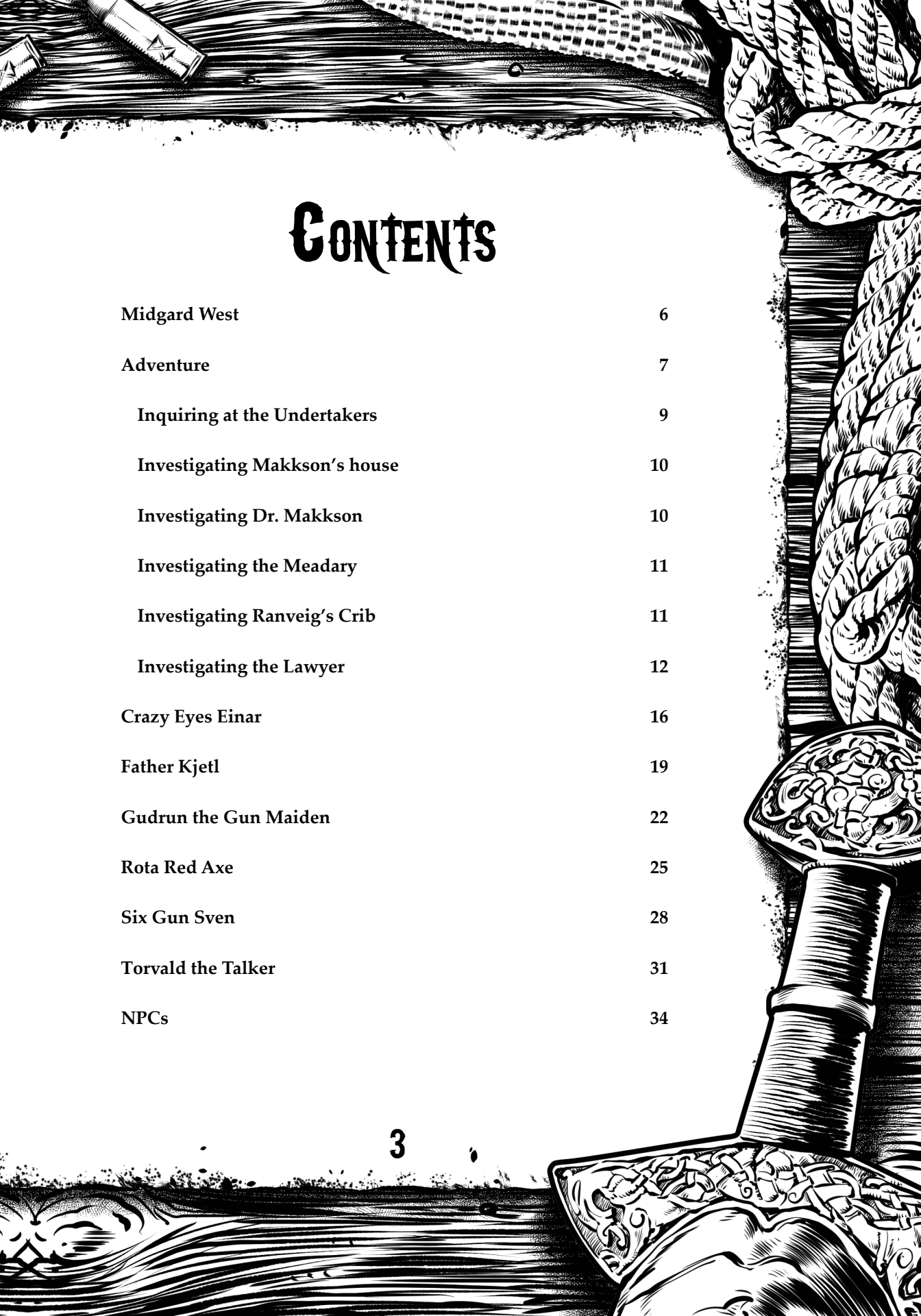
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Published by Gallant Knight Games, 2019

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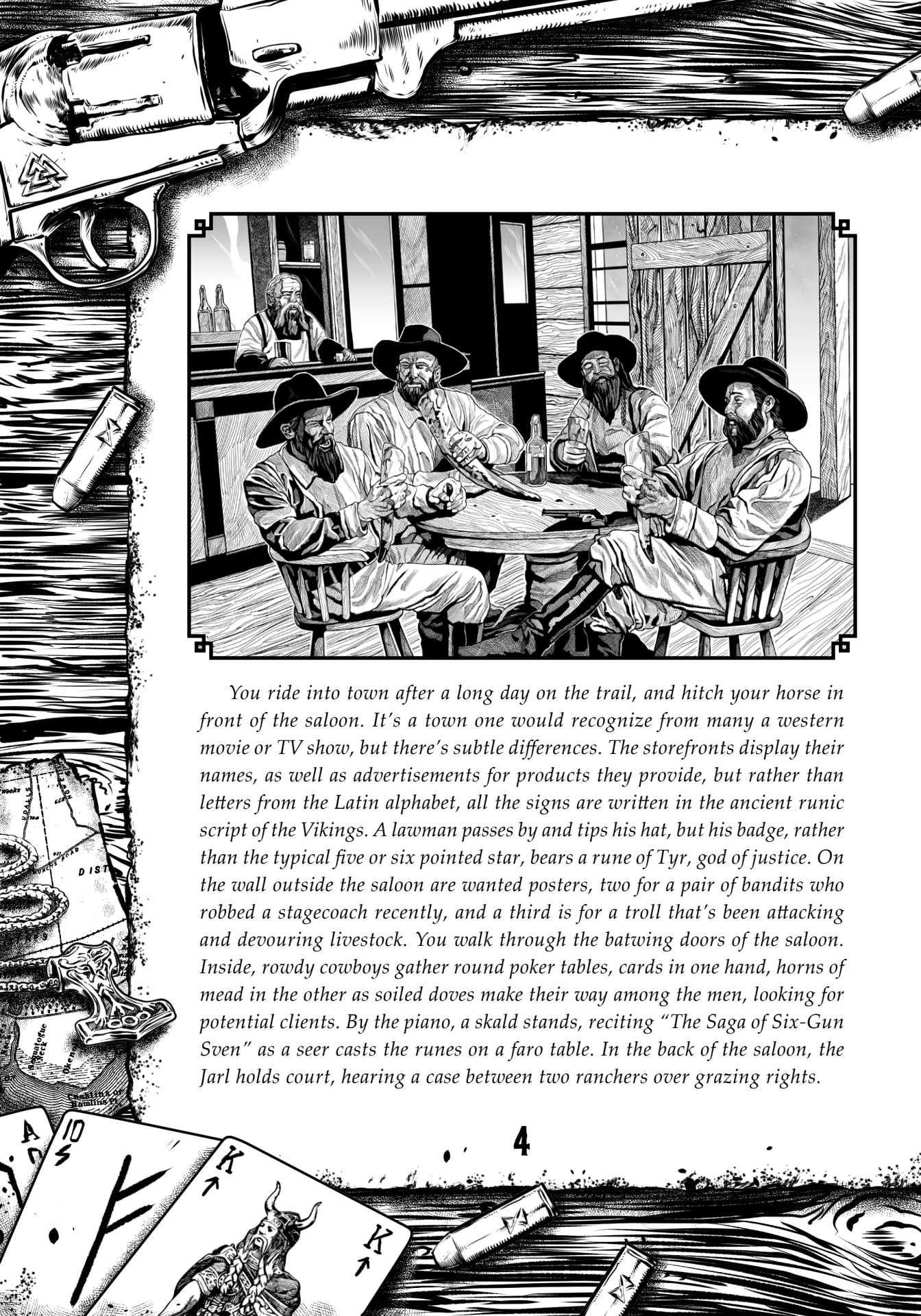
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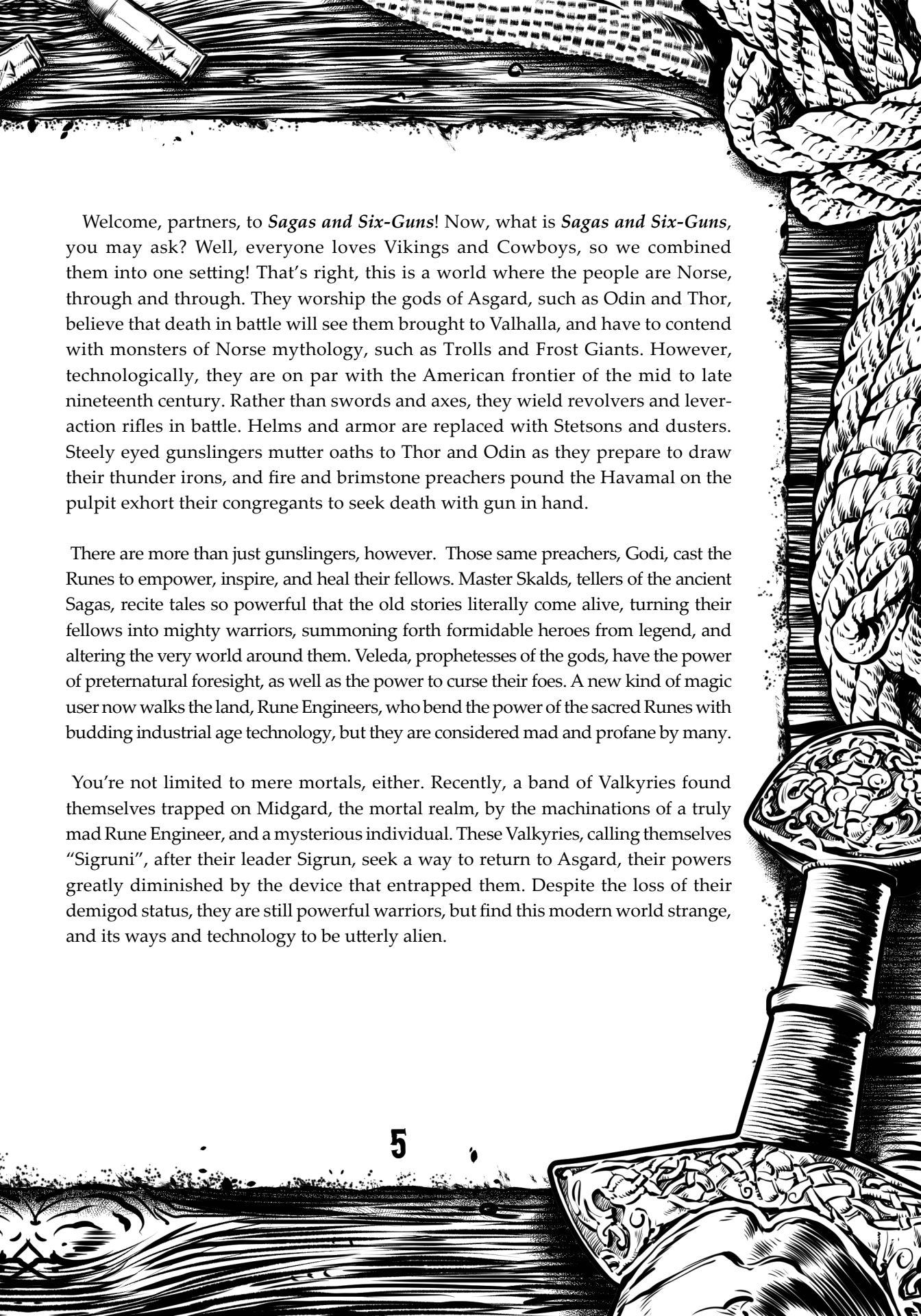
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You ride into town after a long day on the trail, and hitch your horse in front of the saloon. It's a town one would recognize from many a western movie or TV show, but there's subtle differences. The storefronts display their names, as well as advertisements for products they provide, but rather than letters from the Latin alphabet, all the signs are written in the ancient runic script of the Vikings. A lawman passes by and tips his hat, but his badge, rather than the typical five or six pointed star, bears a rune of Tyr, god of justice. On the wall outside the saloon are wanted posters, two for a pair of bandits who robbed a stagecoach recently, and a third is for a troll that's been attacking and devouring livestock. You walk through the batwing doors of the saloon. Inside, rowdy cowboys gather round poker tables, cards in one hand, horns of mead in the other as soiled doves make their way among the men, looking for potential clients. By the piano, a skald stands, reciting "The Saga of Six-Gun Sven" as a seer casts the runes on a faro table. In the back of the saloon, the Jarl holds court, hearing a case between two ranchers over grazing rights.

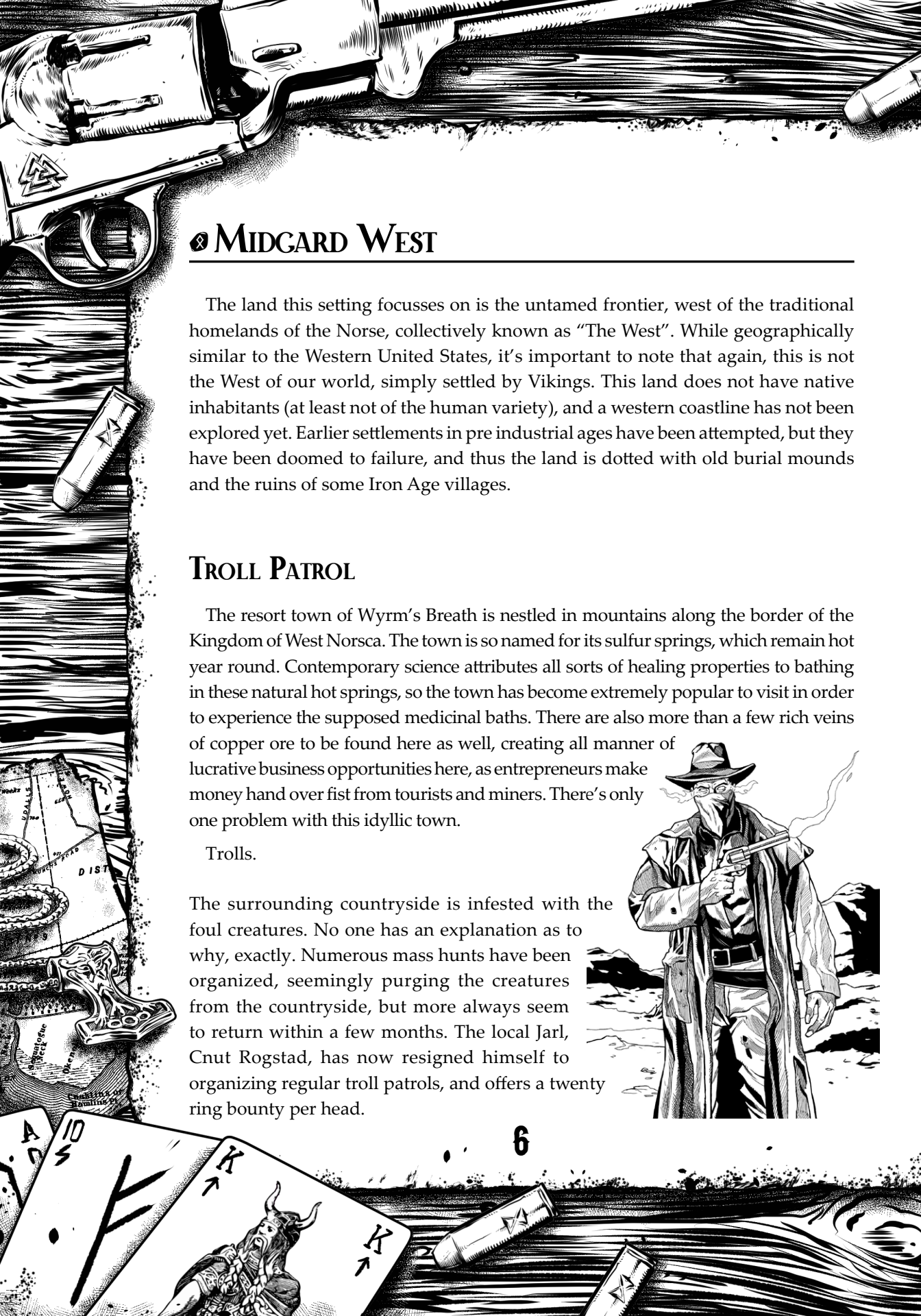




Welcome, partners, to *Sagas and Six-Guns*! Now, what is *Sagas and Six-Guns*, you may ask? Well, everyone loves Vikings and Cowboys, so we combined them into one setting! That's right, this is a world where the people are Norse, through and through. They worship the gods of Asgard, such as Odin and Thor, believe that death in battle will see them brought to Valhalla, and have to contend with monsters of Norse mythology, such as Trolls and Frost Giants. However, technologically, they are on par with the American frontier of the mid to late nineteenth century. Rather than swords and axes, they wield revolvers and lever-action rifles in battle. Helms and armor are replaced with Stetsons and dusters. Steely eyed gunslingers mutter oaths to Thor and Odin as they prepare to draw their thunder irons, and fire and brimstone preachers pound the Havamal on the pulpit exhort their congregants to seek death with gun in hand.

There are more than just gunslingers, however. Those same preachers, Godi, cast the Runes to empower, inspire, and heal their fellows. Master Skalds, tellers of the ancient Sagas, recite tales so powerful that the old stories literally come alive, turning their fellows into mighty warriors, summoning forth formidable heroes from legend, and altering the very world around them. Veleda, prophetesses of the gods, have the power of preternatural foresight, as well as the power to curse their foes. A new kind of magic user now walks the land, Rune Engineers, who bend the power of the sacred Runes with budding industrial age technology, but they are considered mad and profane by many.

You're not limited to mere mortals, either. Recently, a band of Valkyries found themselves trapped on Midgard, the mortal realm, by the machinations of a truly mad Rune Engineer, and a mysterious individual. These Valkyries, calling themselves "Sigruni", after their leader Sigrun, seek a way to return to Asgard, their powers greatly diminished by the device that entrapped them. Despite the loss of their demigod status, they are still powerful warriors, but find this modern world strange, and its ways and technology to be utterly alien.



❖ MIDGARD WEST

The land this setting focusses on is the untamed frontier, west of the traditional homelands of the Norse, collectively known as “The West”. While geographically similar to the Western United States, it’s important to note that again, this is not the West of our world, simply settled by Vikings. This land does not have native inhabitants (at least not of the human variety), and a western coastline has not been explored yet. Earlier settlements in pre industrial ages have been attempted, but they have been doomed to failure, and thus the land is dotted with old burial mounds and the ruins of some Iron Age villages.

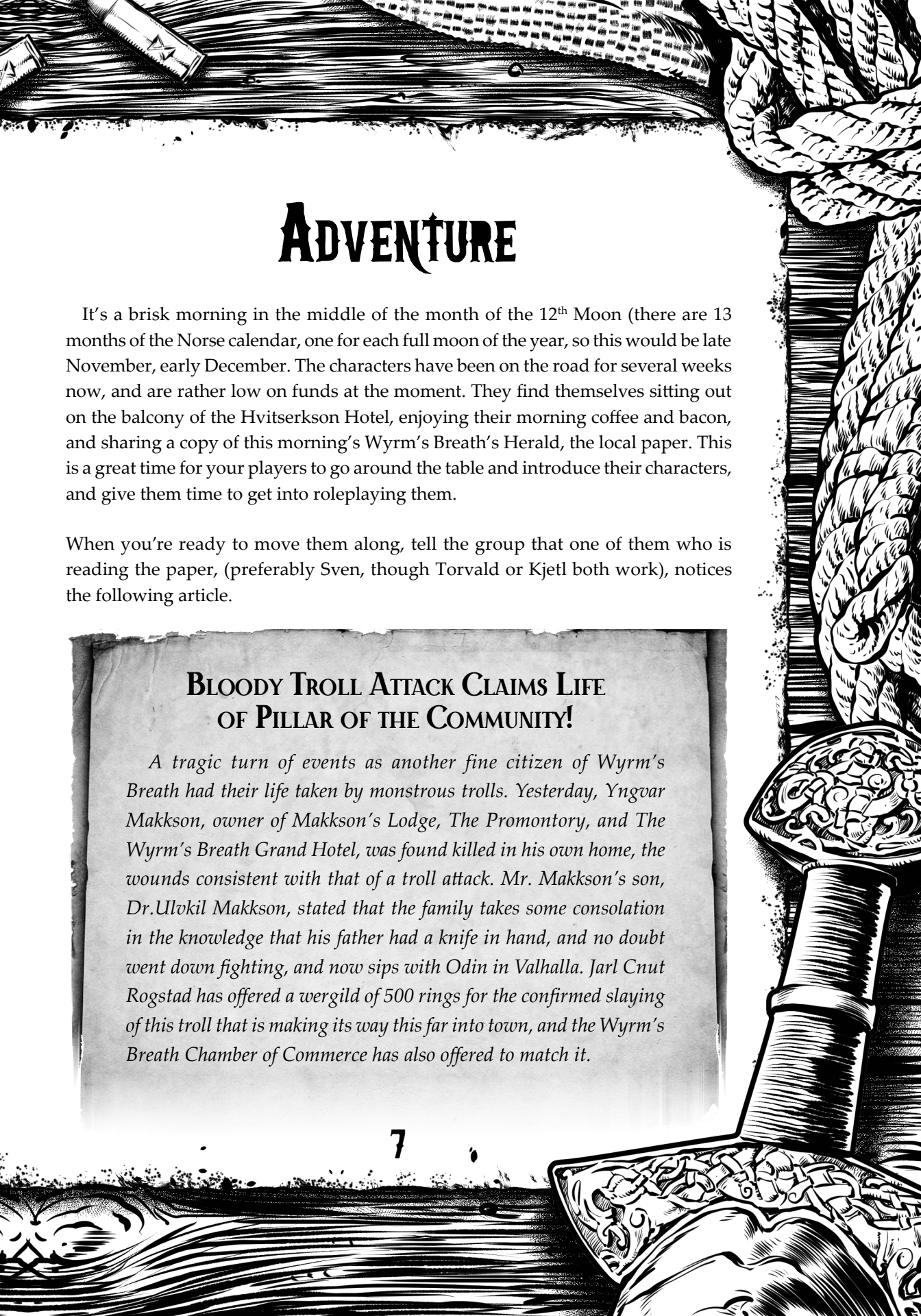
TROLL PATROL

The resort town of Wyrms’ Breath is nestled in mountains along the border of the Kingdom of West Norsca. The town is so named for its sulfur springs, which remain hot year round. Contemporary science attributes all sorts of healing properties to bathing in these natural hot springs, so the town has become extremely popular to visit in order to experience the supposed medicinal baths. There are also more than a few rich veins of copper ore to be found here as well, creating all manner of lucrative business opportunities here, as entrepreneurs make money hand over fist from tourists and miners. There’s only one problem with this idyllic town.

Trolls.

The surrounding countryside is infested with the foul creatures. No one has an explanation as to why, exactly. Numerous mass hunts have been organized, seemingly purging the creatures from the countryside, but more always seem to return within a few months. The local Jarl, Cnut Rogstad, has now resigned himself to organizing regular troll patrols, and offers a twenty ring bounty per head.





ADVENTURE

It's a brisk morning in the middle of the month of the 12th Moon (there are 13 months of the Norse calendar, one for each full moon of the year, so this would be late November, early December. The characters have been on the road for several weeks now, and are rather low on funds at the moment. They find themselves sitting out on the balcony of the Hvitserkson Hotel, enjoying their morning coffee and bacon, and sharing a copy of this morning's Wyrms' Breath's Herald, the local paper. This is a great time for your players to go around the table and introduce their characters, and give them time to get into roleplaying them.

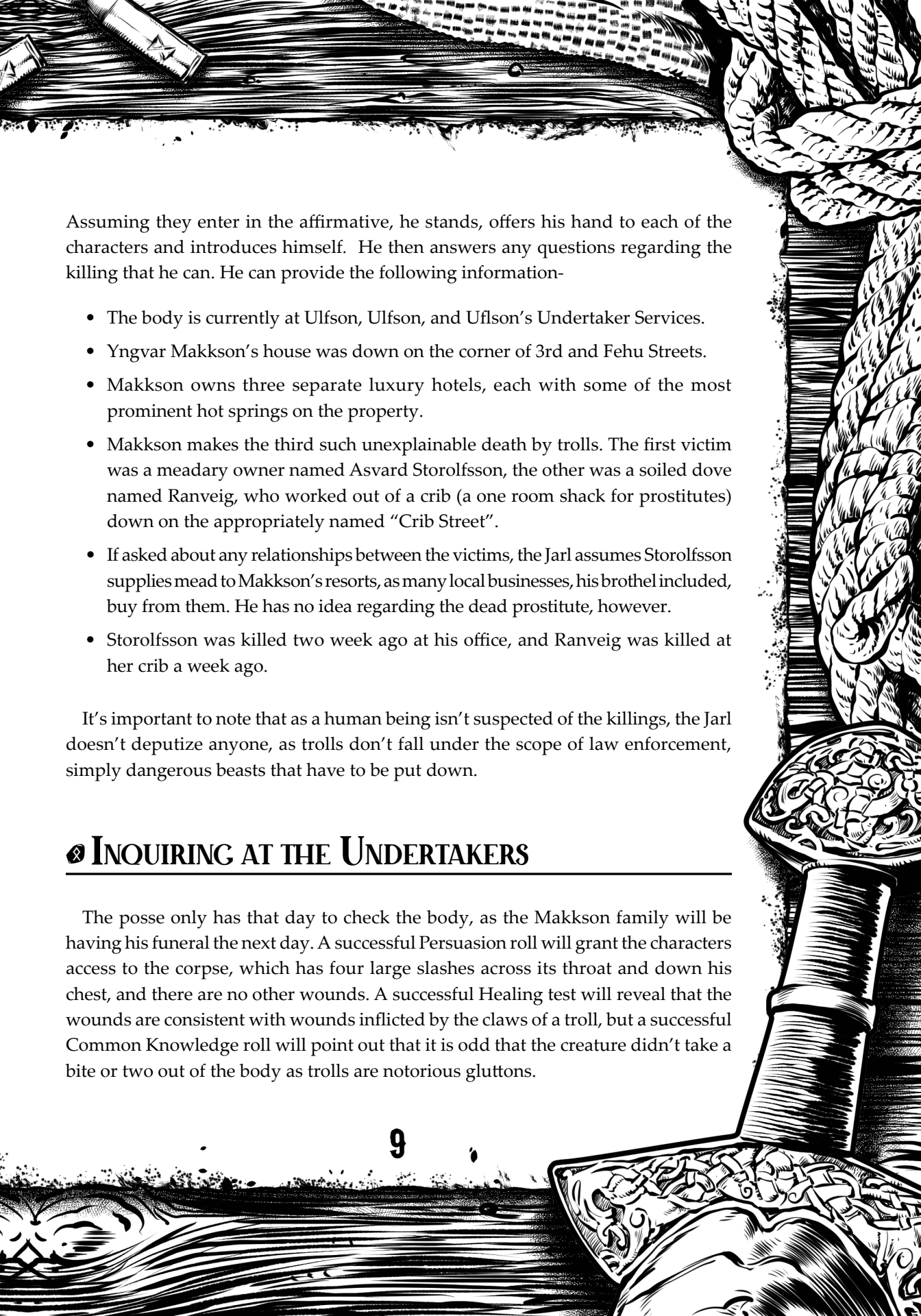
When you're ready to move them along, tell the group that one of them who is reading the paper, (preferably Sven, though Torvald or Kjetl both work), notices the following article.

BLOODY TROLL ATTACK CLAIMS LIFE OF PILLAR OF THE COMMUNITY!

A tragic turn of events as another fine citizen of Wyrms' Breath had their life taken by monstrous trolls. Yesterday, Yngvar Makkson, owner of Makkson's Lodge, The Promontory, and The Wyrms' Breath Grand Hotel, was found killed in his own home, the wounds consistent with that of a troll attack. Mr. Makkson's son, Dr. Ulvokil Makkson, stated that the family takes some consolation in the knowledge that his father had a knife in hand, and no doubt went down fighting, and now sips with Odin in Valhalla. Jarl Cnut Rogstad has offered a wergild of 500 rings for the confirmed slaying of this troll that is making its way this far into town, and the Wyrms' Breath Chamber of Commerce has also offered to match it.



A simple inquiry to anyone in town reveals that Jarl Rogstad can usually be found at the brothel he owns, The Polished Copper, which is a ten minute walk from the hotel. Though still early in the morning, there are some soiled doves and patrons present, but the ladies don't bother approaching the characters, as it's obvious to them that they are not here for that kind of business, especially if Kjetl is present. That being said, as the madam asks them if they're here to see the Jarl, and leads them back to Cnut's office, she'll make a comment to Rota and Gudrun that they could make some good money at this establishment.



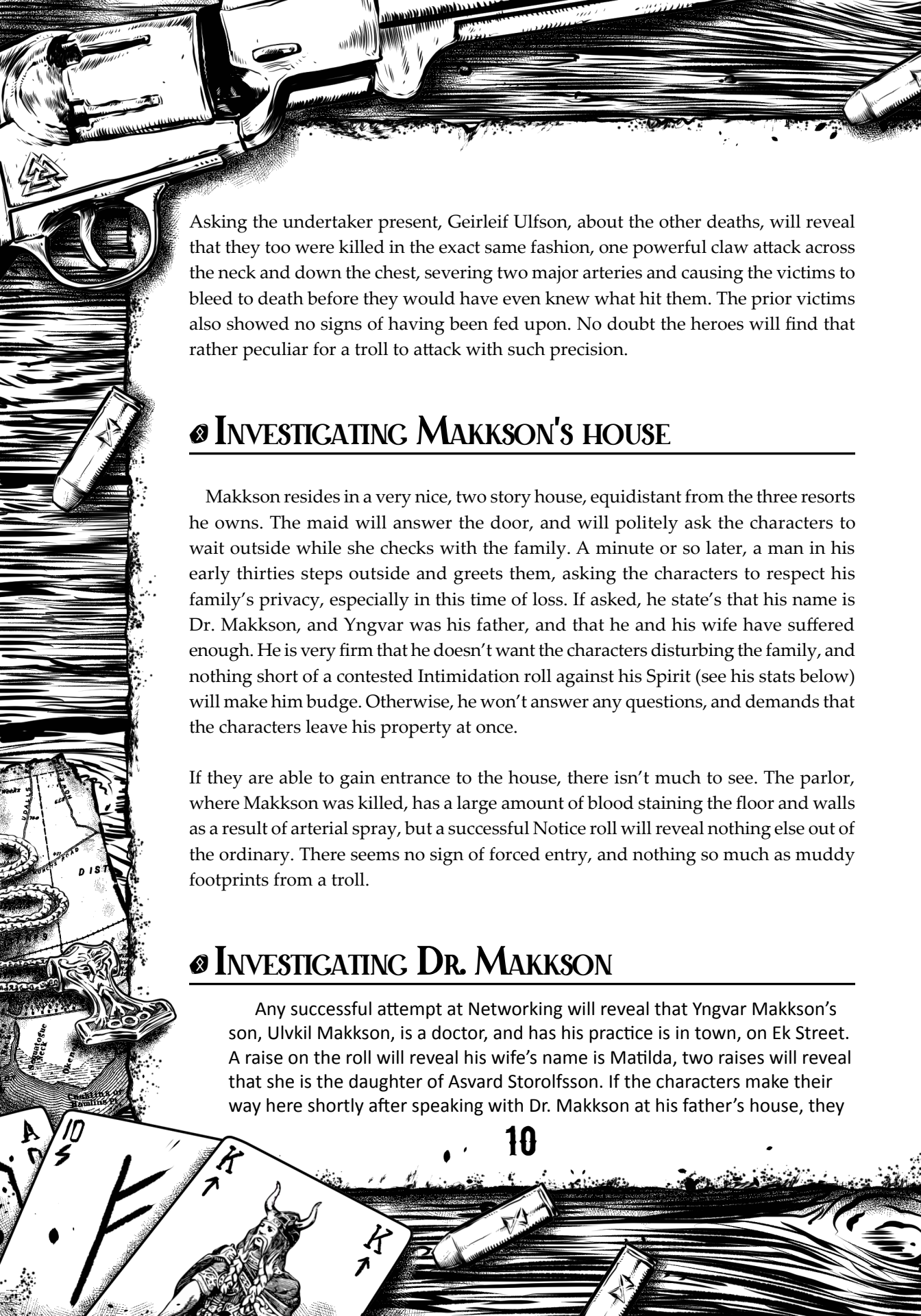
Assuming they enter in the affirmative, he stands, offers his hand to each of the characters and introduces himself. He then answers any questions regarding the killing that he can. He can provide the following information-

- The body is currently at Ulfson, Ulfson, and Ulfson's Undertaker Services.
- Yngvar Makkson's house was down on the corner of 3rd and Fehu Streets.
- Makkson owns three separate luxury hotels, each with some of the most prominent hot springs on the property.
- Makkson makes the third such unexplainable death by trolls. The first victim was a meadary owner named Asvard Storolfsson, the other was a soiled dove named Ranveig, who worked out of a crib (a one room shack for prostitutes) down on the appropriately named "Crib Street".
- If asked about any relationships between the victims, the Jarl assumes Storolfsson supplies mead to Makkson's resorts, as many local businesses, his brothel included, buy from them. He has no idea regarding the dead prostitute, however.
- Storolfsson was killed two week ago at his office, and Ranveig was killed at her crib a week ago.

It's important to note that as a human being isn't suspected of the killings, the Jarl doesn't deputize anyone, as trolls don't fall under the scope of law enforcement, simply dangerous beasts that have to be put down.

❖ INQUIRING AT THE UNDERTAKERS

The posse only has that day to check the body, as the Makkson family will be having his funeral the next day. A successful Persuasion roll will grant the characters access to the corpse, which has four large slashes across its throat and down his chest, and there are no other wounds. A successful Healing test will reveal that the wounds are consistent with wounds inflicted by the claws of a troll, but a successful Common Knowledge roll will point out that it is odd that the creature didn't take a bite or two out of the body as trolls are notorious gluttons.



Asking the undertaker present, Geirleif Ulfson, about the other deaths, will reveal that they too were killed in the exact same fashion, one powerful claw attack across the neck and down the chest, severing two major arteries and causing the victims to bleed to death before they would have even knew what hit them. The prior victims also showed no signs of having been fed upon. No doubt the heroes will find that rather peculiar for a troll to attack with such precision.

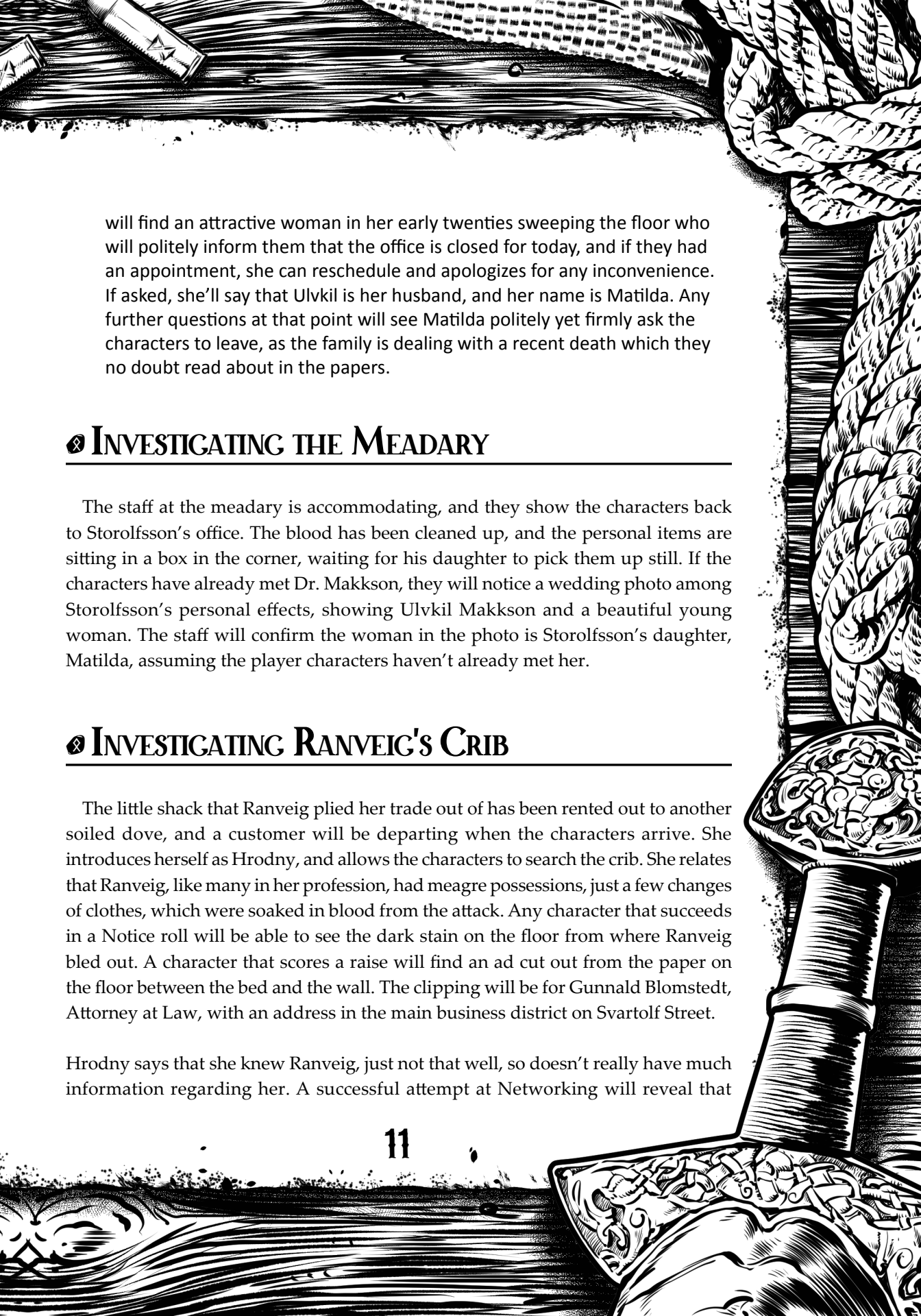
❖ INVESTIGATING MAKKSON'S HOUSE

Makkson resides in a very nice, two story house, equidistant from the three resorts he owns. The maid will answer the door, and will politely ask the characters to wait outside while she checks with the family. A minute or so later, a man in his early thirties steps outside and greets them, asking the characters to respect his family's privacy, especially in this time of loss. If asked, he state's that his name is Dr. Makkson, and Yngvar was his father, and that he and his wife have suffered enough. He is very firm that he doesn't want the characters disturbing the family, and nothing short of a contested Intimidation roll against his Spirit (see his stats below) will make him budge. Otherwise, he won't answer any questions, and demands that the characters leave his property at once.

If they are able to gain entrance to the house, there isn't much to see. The parlor, where Makkson was killed, has a large amount of blood staining the floor and walls as a result of arterial spray, but a successful Notice roll will reveal nothing else out of the ordinary. There seems no sign of forced entry, and nothing so much as muddy footprints from a troll.

❖ INVESTIGATING DR. MAKKSON

Any successful attempt at Networking will reveal that Yngvar Makkson's son, Ulvkil Makkson, is a doctor, and has his practice is in town, on Ek Street. A raise on the roll will reveal his wife's name is Matilda, two raises will reveal that she is the daughter of Asvard Storolfsson. If the characters make their way here shortly after speaking with Dr. Makkson at his father's house, they



will find an attractive woman in her early twenties sweeping the floor who will politely inform them that the office is closed for today, and if they had an appointment, she can reschedule and apologizes for any inconvenience. If asked, she'll say that Ulvkil is her husband, and her name is Matilda. Any further questions at that point will see Matilda politely yet firmly ask the characters to leave, as the family is dealing with a recent death which they no doubt read about in the papers.

❖ INVESTIGATING THE MEADARY

The staff at the meadary is accommodating, and they show the characters back to Storolfsson's office. The blood has been cleaned up, and the personal items are sitting in a box in the corner, waiting for his daughter to pick them up still. If the characters have already met Dr. Makkson, they will notice a wedding photo among Storolfsson's personal effects, showing Ulvkil Makkson and a beautiful young woman. The staff will confirm the woman in the photo is Storolfsson's daughter, Matilda, assuming the player characters haven't already met her.

❖ INVESTIGATING RANVEIG'S CRIB

The little shack that Ranveig plied her trade out of has been rented out to another soiled dove, and a customer will be departing when the characters arrive. She introduces herself as Hrodny, and allows the characters to search the crib. She relates that Ranveig, like many in her profession, had meagre possessions, just a few changes of clothes, which were soaked in blood from the attack. Any character that succeeds in a Notice roll will be able to see the dark stain on the floor from where Ranveig bled out. A character that scores a raise will find an ad cut out from the paper on the floor between the bed and the wall. The clipping will be for Gunnald Blomstedt, Attorney at Law, with an address in the main business district on Svartolf Street.

Hrodny says that she knew Ranveig, just not that well, so doesn't really have much information regarding her. A successful attempt at Networking will reveal that



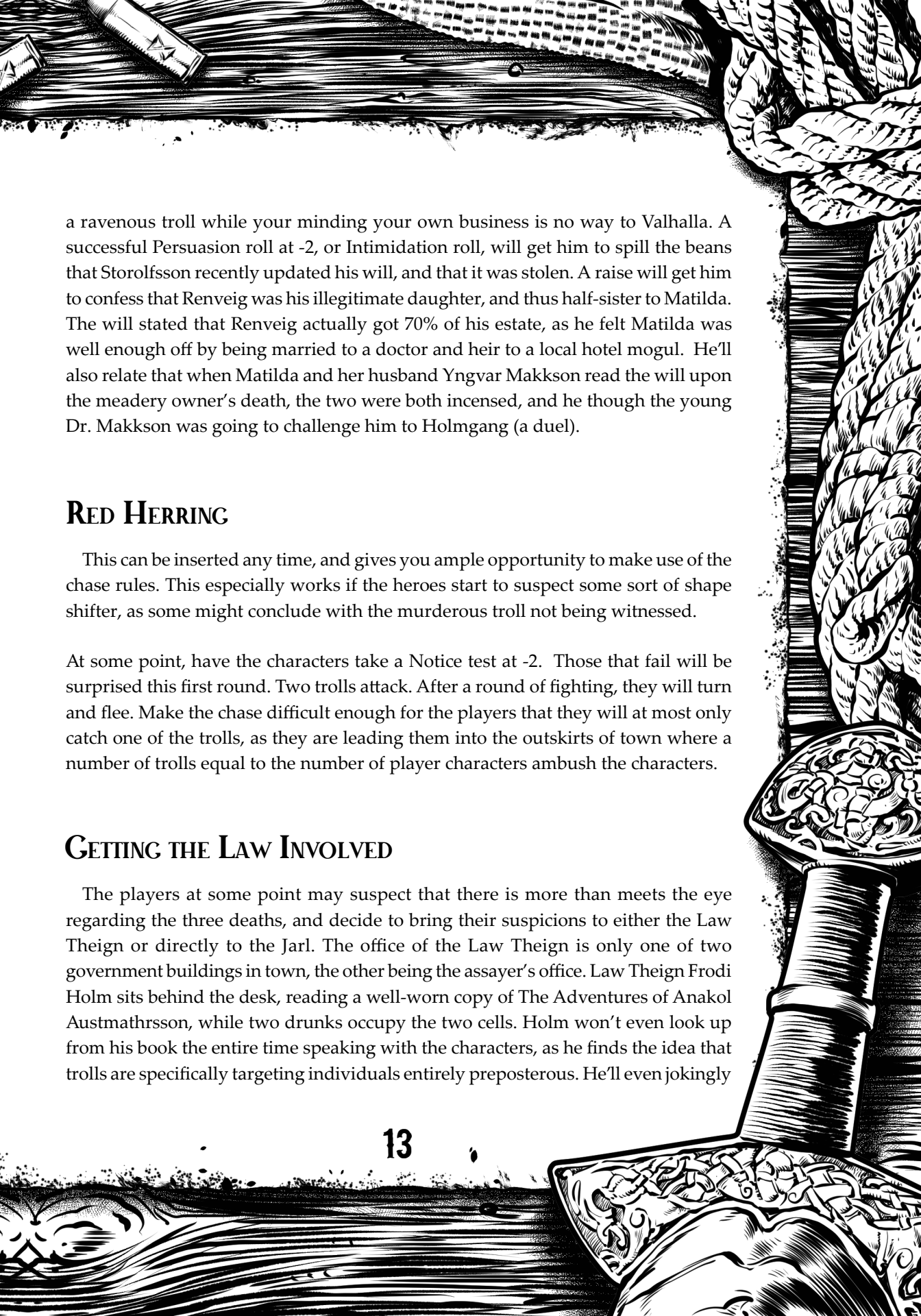
Ranveig seemed especially disturbed by Asvard Storolfsson's death. A raise will reveal that she was actually seen in the company of a woman the night she died. If they've found the picture of Dr. and Mrs. Makkson, and think to show the picture, the person giving them the information says that the person they saw could be the woman in the picture, but it was dark.

❖ INVESTIGATING THE LAWYER

At Gunnald Blomstedt's office, a very respectable looking business with an image of the god Forseti carved on the door, the heroes will find a portly, well-dressed, man, frantically throwing items into carpet bags, and he won't even notice the characters until one of them speaks, and which point he will quite visibly startle, dropping whatever was in his hands, and throwing them up in the air, exclaiming "DON'T SHOOT!".

Blomstedt will at first be unwilling to tell the characters anything, other than it is best they do not stick their noses into the local goings on, as being ripped apart by





a ravenous troll while your minding your own business is no way to Valhalla. A successful Persuasion roll at -2, or Intimidation roll, will get him to spill the beans that Storolfsson recently updated his will, and that it was stolen. A raise will get him to confess that Renveig was his illegitimate daughter, and thus half-sister to Matilda. The will stated that Renveig actually got 70% of his estate, as he felt Matilda was well enough off by being married to a doctor and heir to a local hotel mogul. He'll also relate that when Matilda and her husband Yngvar Makkson read the will upon the meadery owner's death, the two were both incensed, and he though the young Dr. Makkson was going to challenge him to Holmgang (a duel).

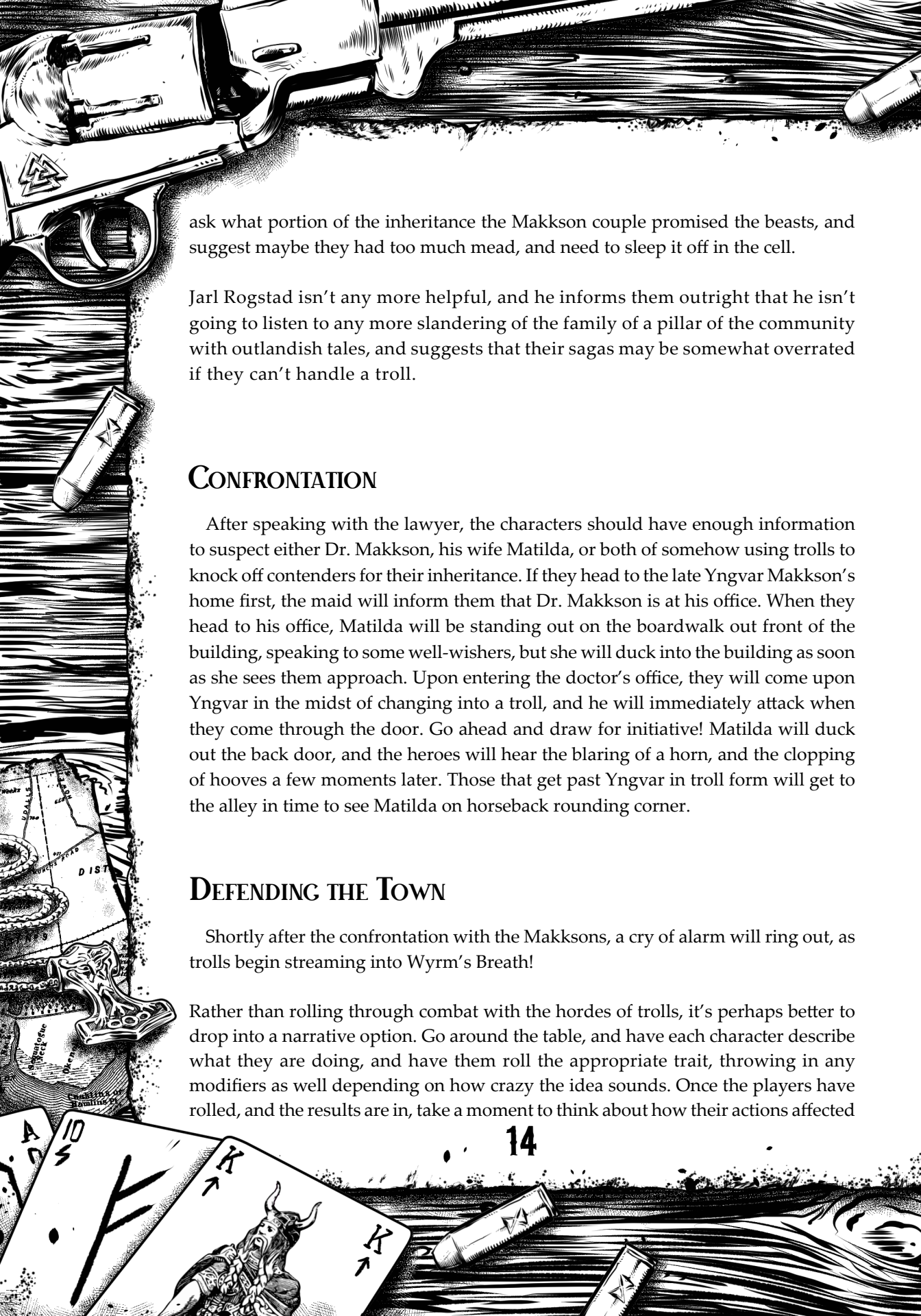
RED HERRING

This can be inserted any time, and gives you ample opportunity to make use of the chase rules. This especially works if the heroes start to suspect some sort of shape shifter, as some might conclude with the murderous troll not being witnessed.

At some point, have the characters take a Notice test at -2. Those that fail will be surprised this first round. Two trolls attack. After a round of fighting, they will turn and flee. Make the chase difficult enough for the players that they will at most only catch one of the trolls, as they are leading them into the outskirts of town where a number of trolls equal to the number of player characters ambush the characters.

GETTING THE LAW INVOLVED

The players at some point may suspect that there is more than meets the eye regarding the three deaths, and decide to bring their suspicions to either the Law Theign or directly to the Jarl. The office of the Law Theign is only one of two government buildings in town, the other being the assayer's office. Law Theign Frodi Holm sits behind the desk, reading a well-worn copy of *The Adventures of Anakol Austmathrsson*, while two drunks occupy the two cells. Holm won't even look up from his book the entire time speaking with the characters, as he finds the idea that trolls are specifically targeting individuals entirely preposterous. He'll even jokingly



ask what portion of the inheritance the Makkson couple promised the beasts, and suggest maybe they had too much mead, and need to sleep it off in the cell.

Jarl Rogstad isn't any more helpful, and he informs them outright that he isn't going to listen to any more slandering of the family of a pillar of the community with outlandish tales, and suggests that their sagas may be somewhat overrated if they can't handle a troll.

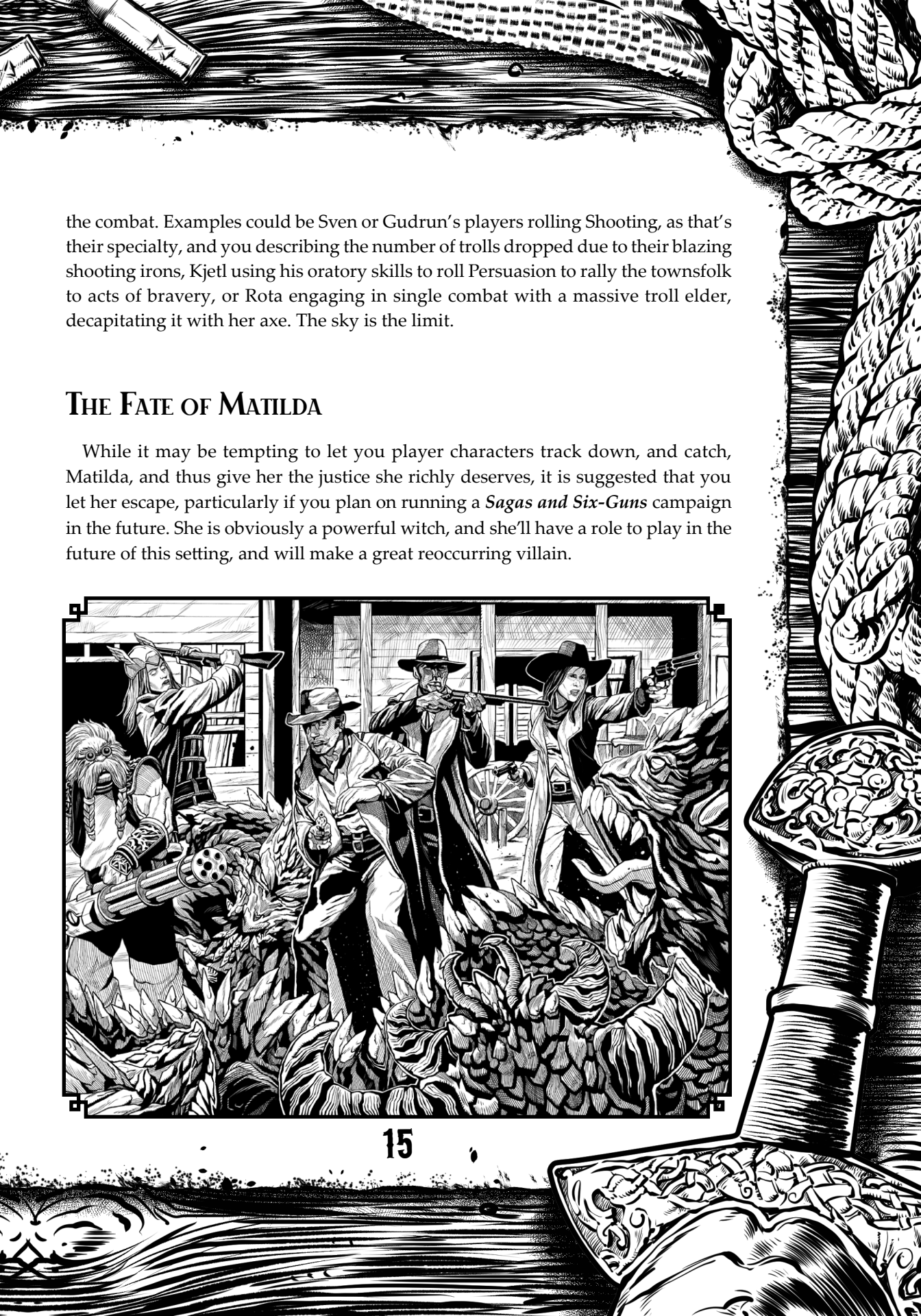
CONFRONTATION

After speaking with the lawyer, the characters should have enough information to suspect either Dr. Makkson, his wife Matilda, or both of somehow using trolls to knock off contenders for their inheritance. If they head to the late Yngvar Makkson's home first, the maid will inform them that Dr. Makkson is at his office. When they head to his office, Matilda will be standing out on the boardwalk out front of the building, speaking to some well-wishers, but she will duck into the building as soon as she sees them approach. Upon entering the doctor's office, they will come upon Yngvar in the midst of changing into a troll, and he will immediately attack when they come through the door. Go ahead and draw for initiative! Matilda will duck out the back door, and the heroes will hear the blaring of a horn, and the clapping of hooves a few moments later. Those that get past Yngvar in troll form will get to the alley in time to see Matilda on horseback rounding corner.

DEFENDING THE TOWN

Shortly after the confrontation with the Makksons, a cry of alarm will ring out, as trolls begin streaming into Wyrms' Breath!

Rather than rolling through combat with the hordes of trolls, it's perhaps better to drop into a narrative option. Go around the table, and have each character describe what they are doing, and have them roll the appropriate trait, throwing in any modifiers as well depending on how crazy the idea sounds. Once the players have rolled, and the results are in, take a moment to think about how their actions affected

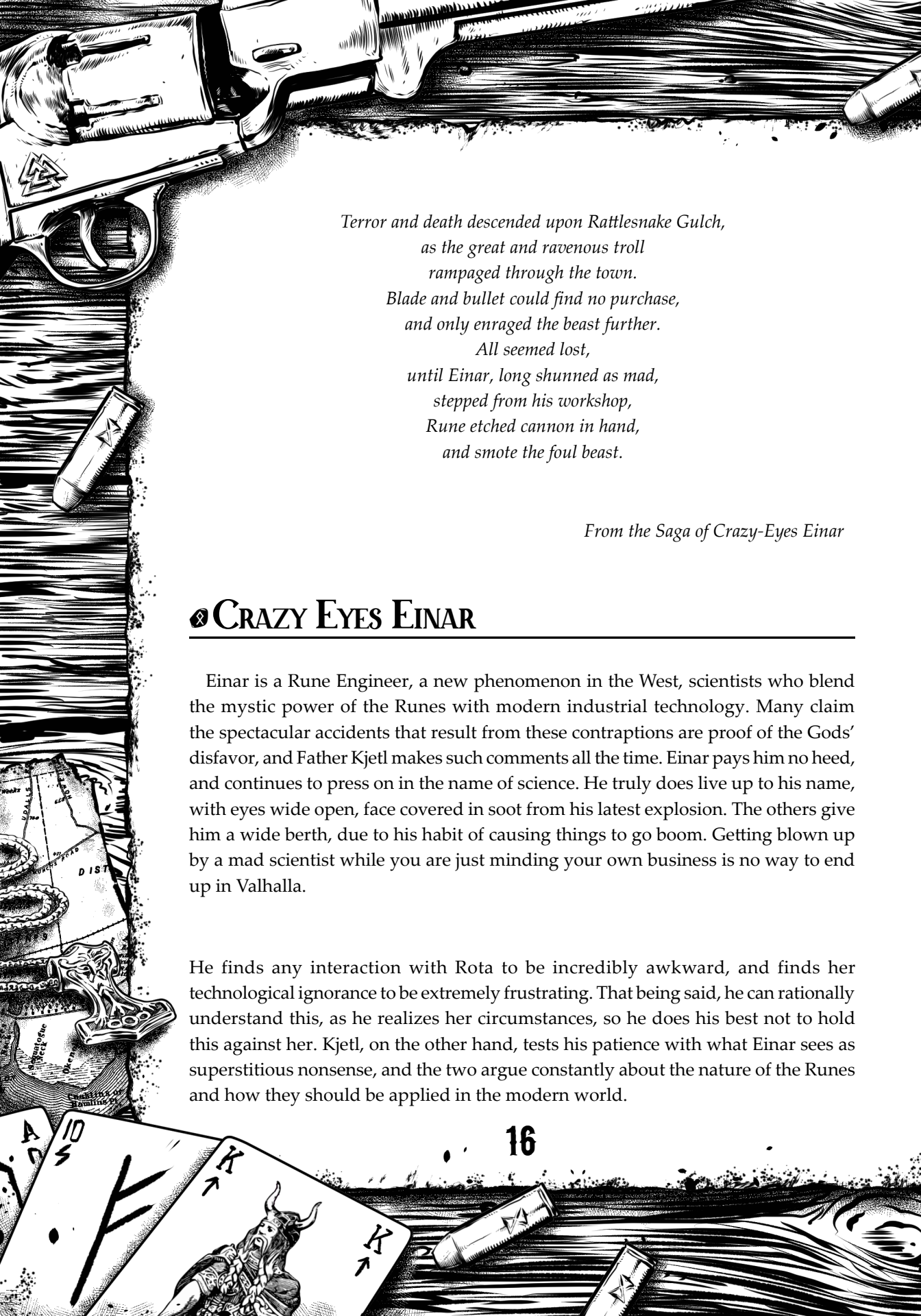


the combat. Examples could be Sven or Gudrun's players rolling Shooting, as that's their specialty, and you describing the number of trolls dropped due to their blazing shooting irons, Kjetl using his oratory skills to roll Persuasion to rally the townsfolk to acts of bravery, or Rota engaging in single combat with a massive troll elder, decapitating it with her axe. The sky is the limit.

THE FATE OF MATILDA

While it may be tempting to let you player characters track down, and catch, Matilda, and thus give her the justice she richly deserves, it is suggested that you let her escape, particularly if you plan on running a *Sagas and Six-Guns* campaign in the future. She is obviously a powerful witch, and she'll have a role to play in the future of this setting, and will make a great reoccurring villain.





*Terror and death descended upon Rattlesnake Gulch,
as the great and ravenous troll
rampaged through the town.*

*Blade and bullet could find no purchase,
and only enraged the beast further.*

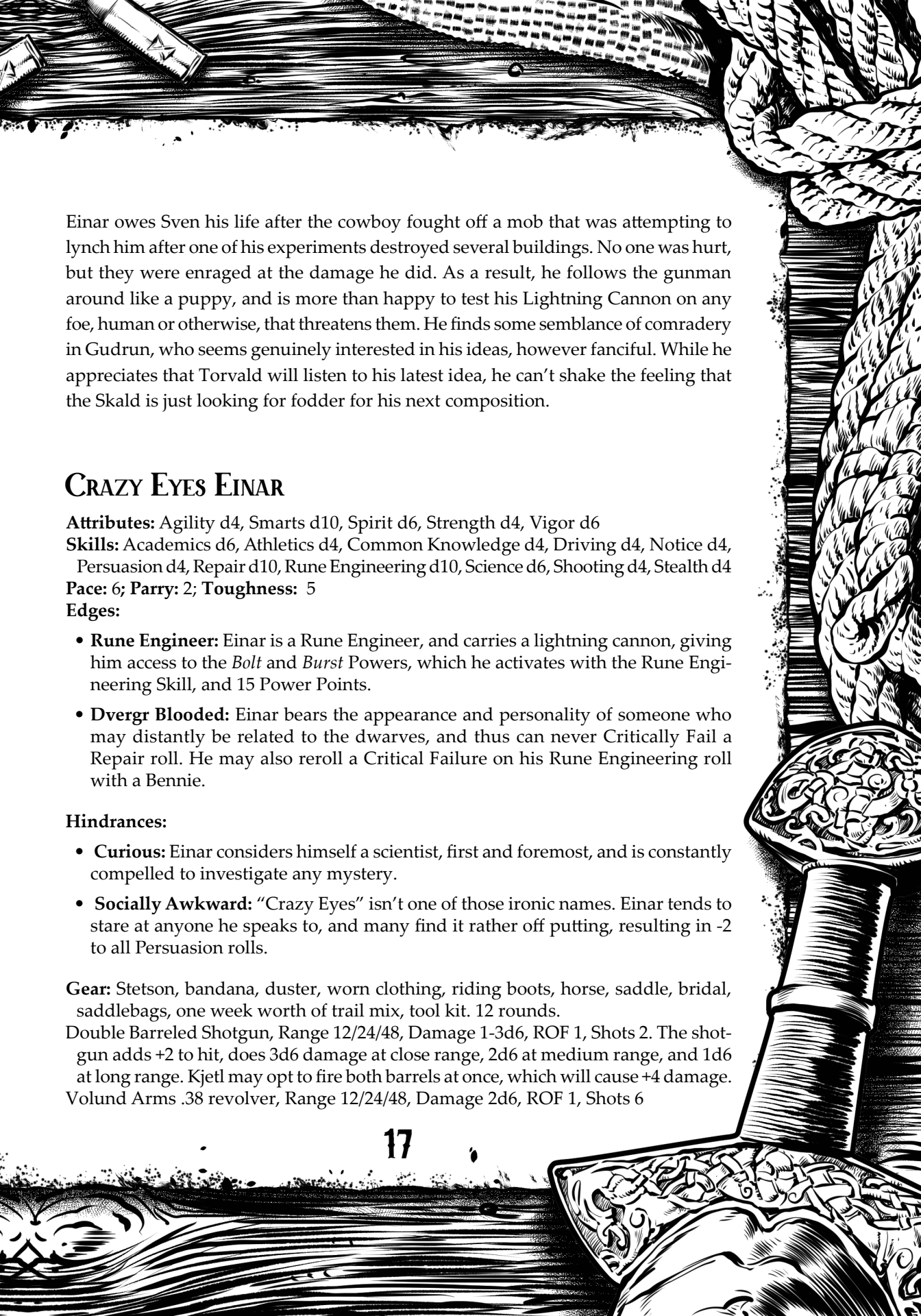
*All seemed lost,
until Einar, long shunned as mad,
stepped from his workshop,
Rune etched cannon in hand,
and smote the foul beast.*

From the Saga of Crazy-Eyes Einar

❖ CRAZY EYES EINAR

Einar is a Rune Engineer, a new phenomenon in the West, scientists who blend the mystic power of the Runes with modern industrial technology. Many claim the spectacular accidents that result from these contraptions are proof of the Gods' disfavor, and Father Kjetl makes such comments all the time. Einar pays him no heed, and continues to press on in the name of science. He truly does live up to his name, with eyes wide open, face covered in soot from his latest explosion. The others give him a wide berth, due to his habit of causing things to go boom. Getting blown up by a mad scientist while you are just minding your own business is no way to end up in Valhalla.

He finds any interaction with Rota to be incredibly awkward, and finds her technological ignorance to be extremely frustrating. That being said, he can rationally understand this, as he realizes her circumstances, so he does his best not to hold this against her. Kjetl, on the other hand, tests his patience with what Einar sees as superstitious nonsense, and the two argue constantly about the nature of the Runes and how they should be applied in the modern world.



Einar owes Sven his life after the cowboy fought off a mob that was attempting to lynch him after one of his experiments destroyed several buildings. No one was hurt, but they were enraged at the damage he did. As a result, he follows the gunman around like a puppy, and is more than happy to test his Lightning Cannon on any foe, human or otherwise, that threatens them. He finds some semblance of comradery in Gudrun, who seems genuinely interested in his ideas, however fanciful. While he appreciates that Torvald will listen to his latest idea, he can't shake the feeling that the Skald is just looking for fodder for his next composition.

CRAZY EYES EINAR

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d4, Driving d4, Notice d4, Persuasion d4, Repair d10, Rune Engineering d10, Science d6, Shooting d4, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 5

Edges:

- **Rune Engineer:** Einar is a Rune Engineer, and carries a lightning cannon, giving him access to the *Bolt* and *Burst* Powers, which he activates with the Rune Engineering Skill, and 15 Power Points.
- **Dvergr Blooded:** Einar bears the appearance and personality of someone who may distantly be related to the dwarves, and thus can never Critically Fail a Repair roll. He may also reroll a Critical Failure on his Rune Engineering roll with a Bennie.

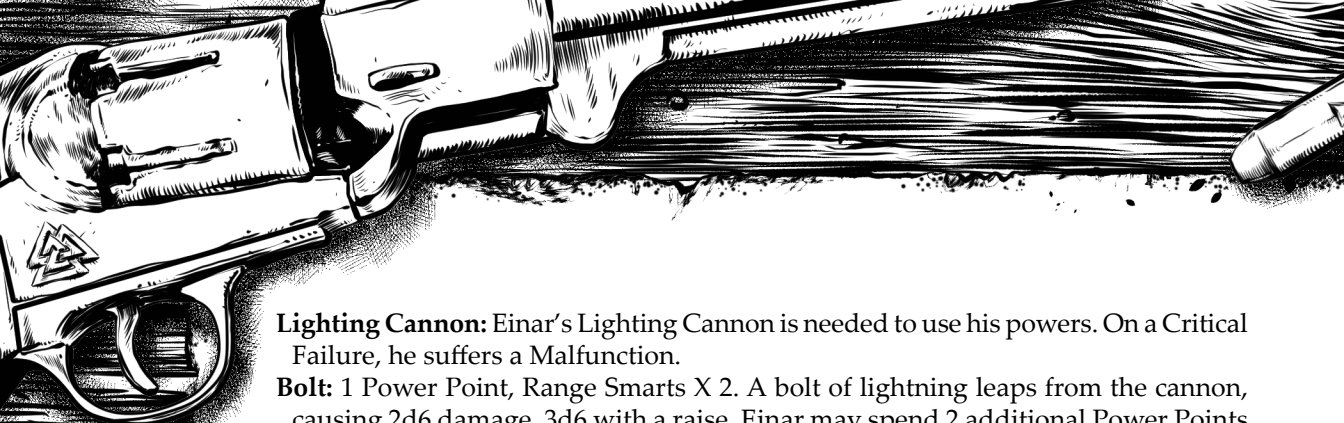
Hindrances:

- **Curious:** Einar considers himself a scientist, first and foremost, and is constantly compelled to investigate any mystery.
- **Socially Awkward:** "Crazy Eyes" isn't one of those ironic names. Einar tends to stare at anyone he speaks to, and many find it rather off putting, resulting in -2 to all Persuasion rolls.

Gear: Stetson, bandana, duster, worn clothing, riding boots, horse, saddle, bridal, saddlebags, one week worth of trail mix, tool kit. 12 rounds.

Double Barreled Shotgun, Range 12/24/48, Damage 1-3d6, ROF 1, Shots 2. The shotgun adds +2 to hit, does 3d6 damage at close range, 2d6 at medium range, and 1d6 at long range. Kjetl may opt to fire both barrels at once, which will cause +4 damage.

Volund Arms .38 revolver, Range 12/24/48, Damage 2d6, ROF 1, Shots 6

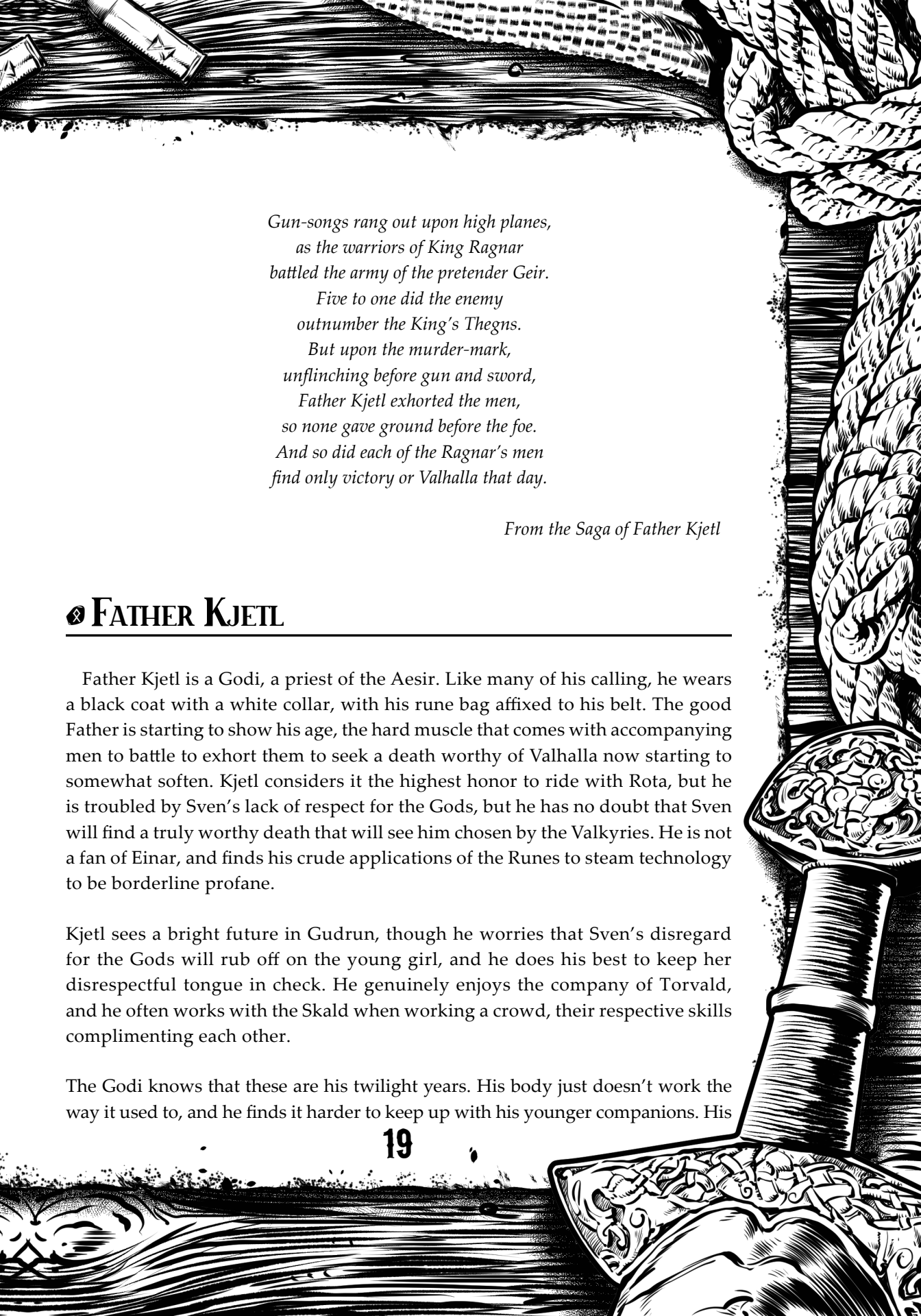


Lighting Cannon: Einar's Lighting Cannon is needed to use his powers. On a Critical Failure, he suffers a Malfunction.

Bolt: 1 Power Point, Range Smarts X 2. A bolt of lightning leaps from the cannon, causing 2d6 damage, 3d6 with a raise. Einar may spend 2 additional Power Points to add another d6 to the damage.

Burst: 2 Power Points, Range Cone Template. A miniature lighting storm is projected from Einar's cannon. On a successful roll, everyone in the cone (friend or foe) suffers 2d6 Damage, 3d6 with a raise. Einar can spend 2 more Power Points to increase the damage by 1d6.





*Gun-songs rang out upon high planes,
as the warriors of King Ragnar
battled the army of the pretender Geir.*

*Five to one did the enemy
outnumber the King's Thegns.
But upon the murder-mark,
unflinching before gun and sword,
Father Kjetl exhorted the men,
so none gave ground before the foe.
And so did each of the Ragnar's men
find only victory or Valhalla that day.*

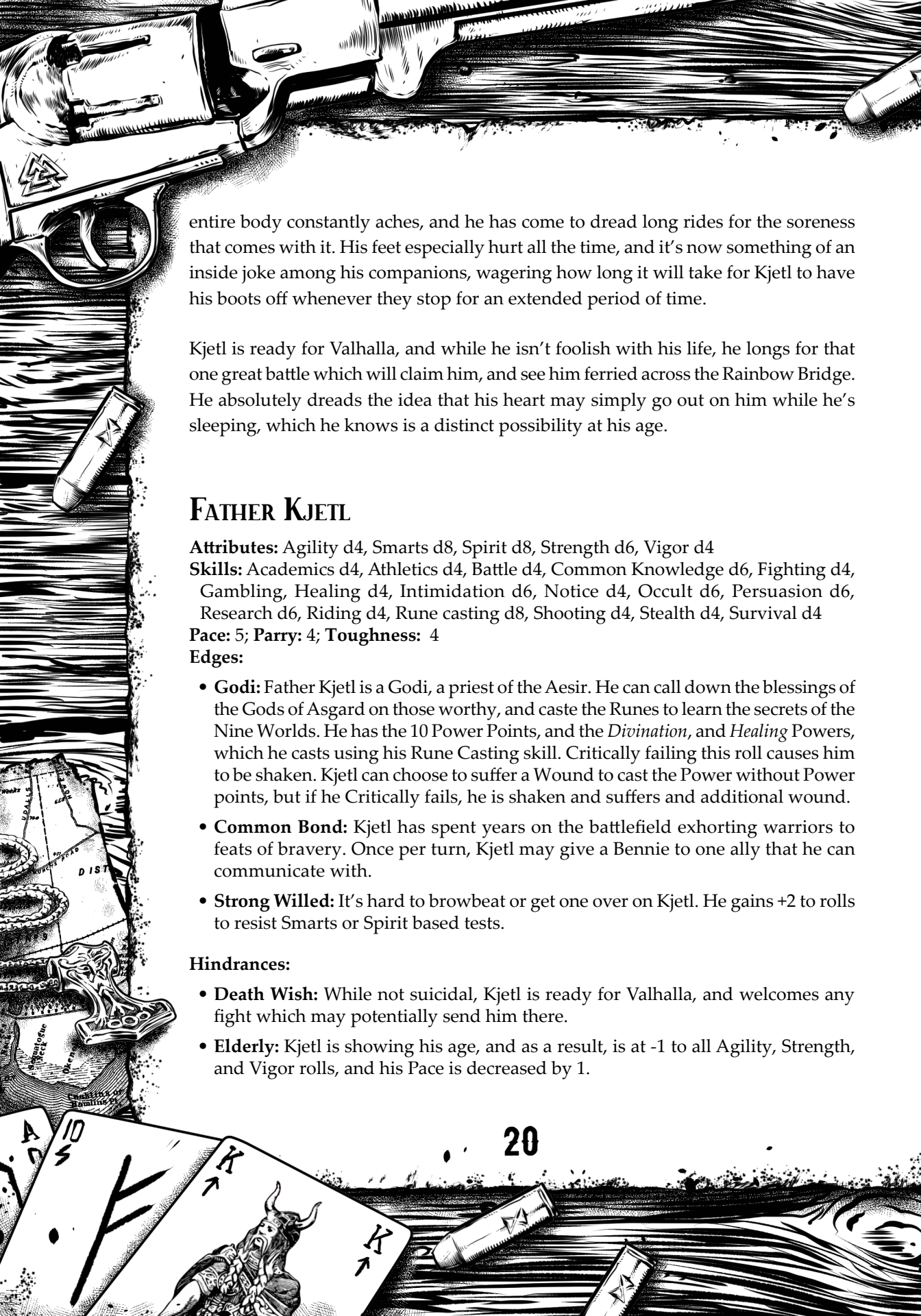
From the Saga of Father Kjetl

❖ FATHER KJETL

Father Kjetl is a Godi, a priest of the Aesir. Like many of his calling, he wears a black coat with a white collar, with his rune bag affixed to his belt. The good Father is starting to show his age, the hard muscle that comes with accompanying men to battle to exhort them to seek a death worthy of Valhalla now starting to somewhat soften. Kjetl considers it the highest honor to ride with Rota, but he is troubled by Sven's lack of respect for the Gods, but he has no doubt that Sven will find a truly worthy death that will see him chosen by the Valkyries. He is not a fan of Einar, and finds his crude applications of the Runes to steam technology to be borderline profane.

Kjetl sees a bright future in Gudrun, though he worries that Sven's disregard for the Gods will rub off on the young girl, and he does his best to keep her disrespectful tongue in check. He genuinely enjoys the company of Torvald, and he often works with the Skald when working a crowd, their respective skills complimenting each other.

The Godi knows that these are his twilight years. His body just doesn't work the way it used to, and he finds it harder to keep up with his younger companions. His



entire body constantly aches, and he has come to dread long rides for the soreness that comes with it. His feet especially hurt all the time, and it's now something of an inside joke among his companions, wagering how long it will take for Kjetl to have his boots off whenever they stop for an extended period of time.

Kjetl is ready for Valhalla, and while he isn't foolish with his life, he longs for that one great battle which will claim him, and see him ferried across the Rainbow Bridge. He absolutely dreads the idea that his heart may simply go out on him while he's sleeping, which he knows is a distinct possibility at his age.

FATHER KJETL

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d4

Skills: Academics d4, Athletics d4, Battle d4, Common Knowledge d6, Fighting d4, Gambling, Healing d4, Intimidation d6, Notice d4, Occult d6, Persuasion d6, Research d6, Riding d4, Rune casting d8, Shooting d4, Stealth d4, Survival d4

Pace: 5; **Parry:** 4; **Toughness:** 4

Edges:

- **Godi:** Father Kjetl is a Godi, a priest of the Aesir. He can call down the blessings of the Gods of Asgard on those worthy, and caste the Runes to learn the secrets of the Nine Worlds. He has the 10 Power Points, and the *Divination*, and *Healing* Powers, which he casts using his Rune Casting skill. Critically failing this roll causes him to be shaken. Kjetl can choose to suffer a Wound to cast the Power without Power points, but if he Critically fails, he is shaken and suffers and additional wound.
- **Common Bond:** Kjetl has spent years on the battlefield exhorting warriors to feats of bravery. Once per turn, Kjetl may give a Bennie to one ally that he can communicate with.
- **Strong Willed:** It's hard to browbeat or get one over on Kjetl. He gains +2 to rolls to resist Smarts or Spirit based tests.

Hindrances:

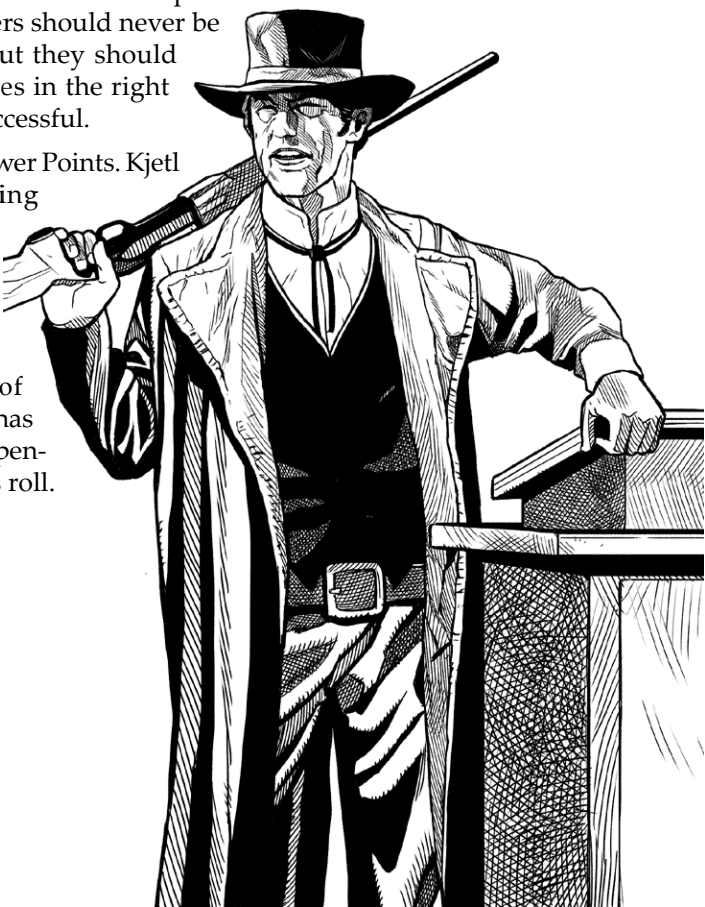
- **Death Wish:** While not suicidal, Kjetl is ready for Valhalla, and welcomes any fight which may potentially send him there.
- **Elderly:** Kjetl is showing his age, and as a result, is at -1 to all Agility, Strength, and Vigor rolls, and his Pace is decreased by 1.

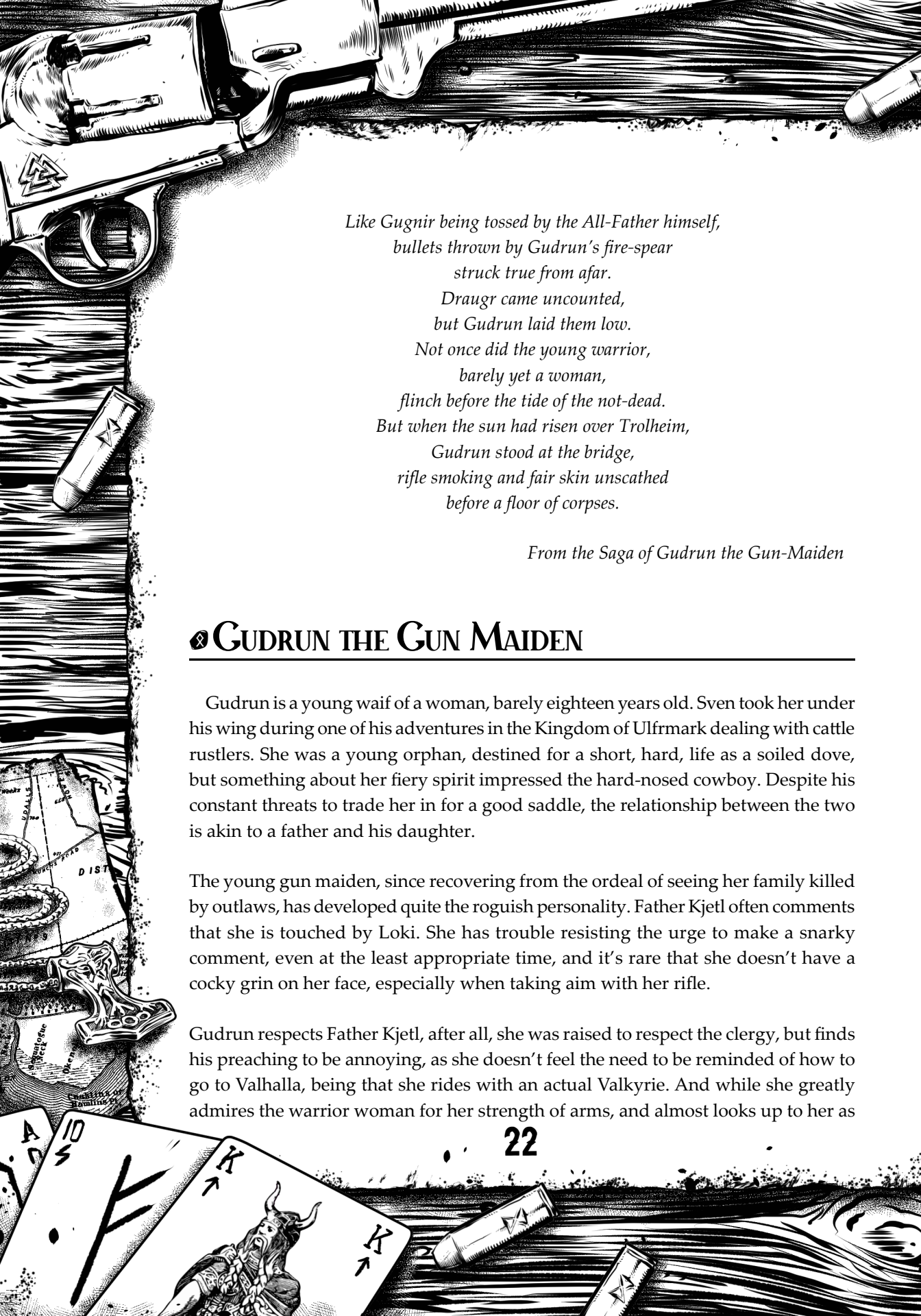
- **Stubborn:** Kjetl is stubborn as a mule, and his posse jokes that Odin himself couldn't get the priest to change his mind, or admit when he is wrong.

Gear: Stetson, bandana, duster, worn clothing, riding boots, horse, saddle, bridal, saddlebags, one week worth of trail mix, rune bag, copy of the Havamal. 10 rounds. Double Barreled Shotgun, Range 12/24/48, Damage 1-3d6, ROF 1, Shots 2. The shotgun adds +2 to hit, does 3d6 damage at close range, 2d6 at medium range, and 1d6 at long range. Kjetl may opt to fire both barrels at once, which will cause +4 damage. 1 Knife, Str+d4

Powers:

- **Divination:** Cost 8 Power Points. Kjetl needs at least five minutes, uninterrupted, to cast the runes and interpret their meaning. On a successful Rune Casting roll, the GM can give him a hint to a question he asks. Answers should never be straight forward, but they should help point the heroes in the right direction if he is successful.
- **Healing:** Costs 3 Power Points. Kjetl can channel healing energy through the Runes. A successful roll heals one level of Wounds, while a raise heals two. The number of Wounds the target has imposes a negative penalty on Kjetl for this roll.





*Like Guðnir being tossed by the All-Father himself,
bullets thrown by Guðrun's fire-spear
struck true from afar.
Draugr came uncounted,
but Guðrun laid them low.
Not once did the young warrior,
barely yet a woman,
flinch before the tide of the not-dead.
But when the sun had risen over Trolheim,
Guðrun stood at the bridge,
rifle smoking and fair skin unscathed
before a floor of corpses.*

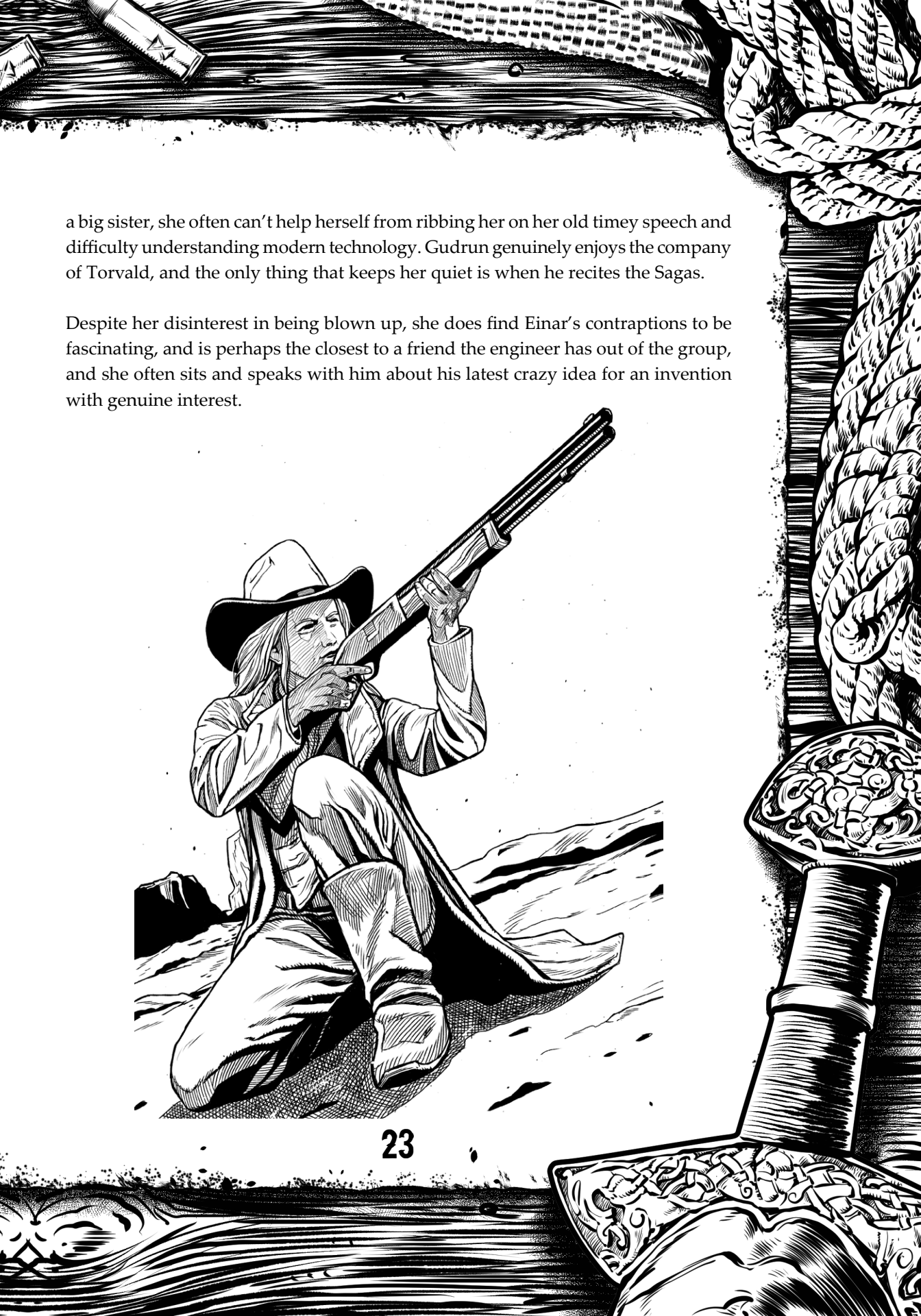
From the Saga of Guðrun the Gun-Maiden

❖ GUDRUN THE GUN MAIDEN

Guðrun is a young waif of a woman, barely eighteen years old. Sven took her under his wing during one of his adventures in the Kingdom of Ulfrmark dealing with cattle rustlers. She was a young orphan, destined for a short, hard, life as a soiled dove, but something about her fiery spirit impressed the hard-nosed cowboy. Despite his constant threats to trade her in for a good saddle, the relationship between the two is akin to a father and his daughter.

The young gun maiden, since recovering from the ordeal of seeing her family killed by outlaws, has developed quite the roguish personality. Father Kjetl often comments that she is touched by Loki. She has trouble resisting the urge to make a snarky comment, even at the least appropriate time, and it's rare that she doesn't have a cocky grin on her face, especially when taking aim with her rifle.

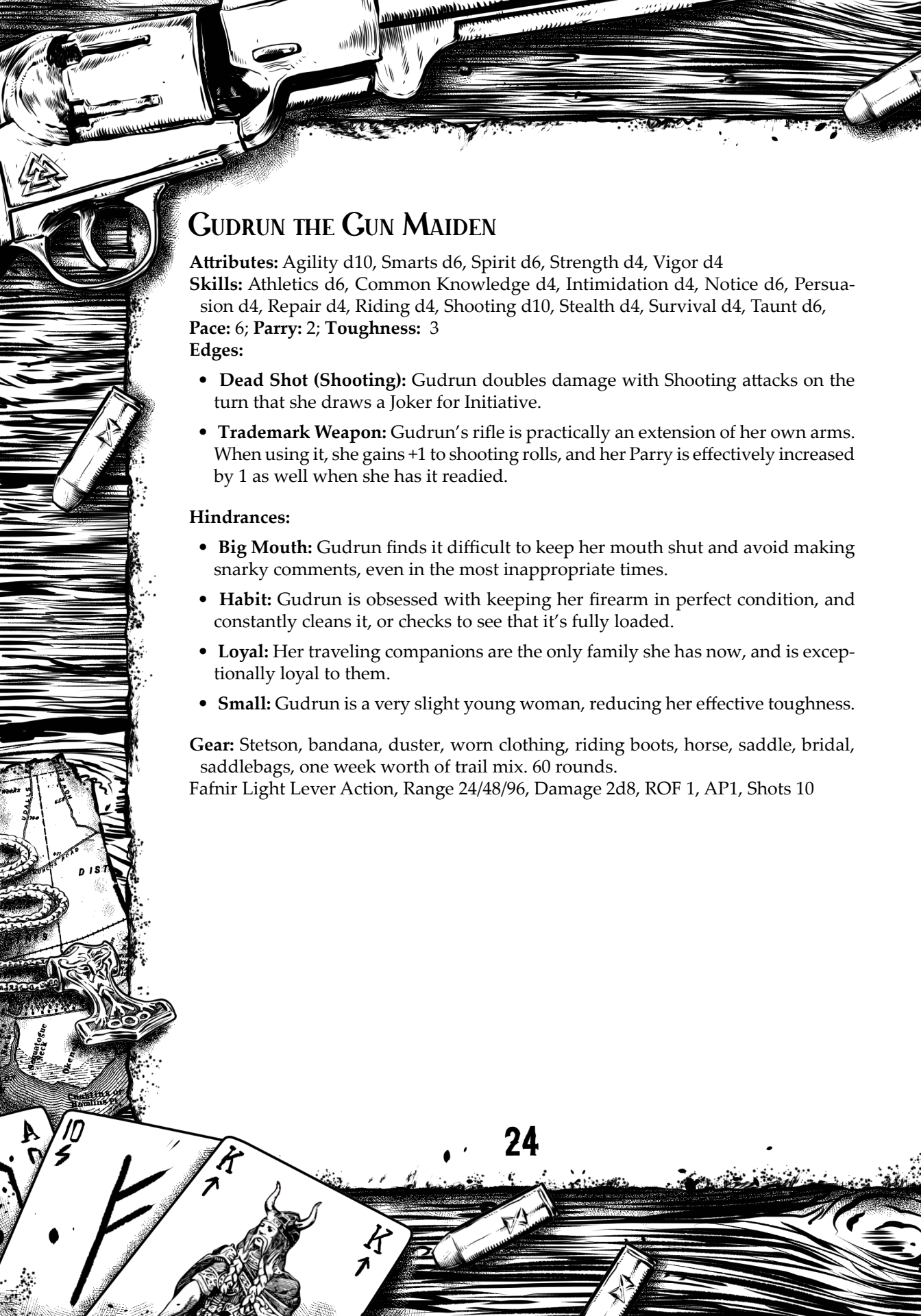
Guðrun respects Father Kjetl, after all, she was raised to respect the clergy, but finds his preaching to be annoying, as she doesn't feel the need to be reminded of how to go to Valhalla, being that she rides with an actual Valkyrie. And while she greatly admires the warrior woman for her strength of arms, and almost looks up to her as



a big sister, she often can't help herself from ribbing her on her old timey speech and difficulty understanding modern technology. Gudrun genuinely enjoys the company of Torvald, and the only thing that keeps her quiet is when he recites the Sagas.

Despite her disinterest in being blown up, she does find Einar's contraptions to be fascinating, and is perhaps the closest to a friend the engineer has out of the group, and she often sits and speaks with him about his latest crazy idea for an invention with genuine interest.





GUDRUN THE GUN MAIDEN

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Athletics d6, Common Knowledge d4, Intimidation d4, Notice d6, Persuasion d4, Repair d4, Riding d4, Shooting d10, Stealth d4, Survival d4, Taunt d6,

Pace: 6; **Parry:** 2; **Toughness:** 3

Edges:

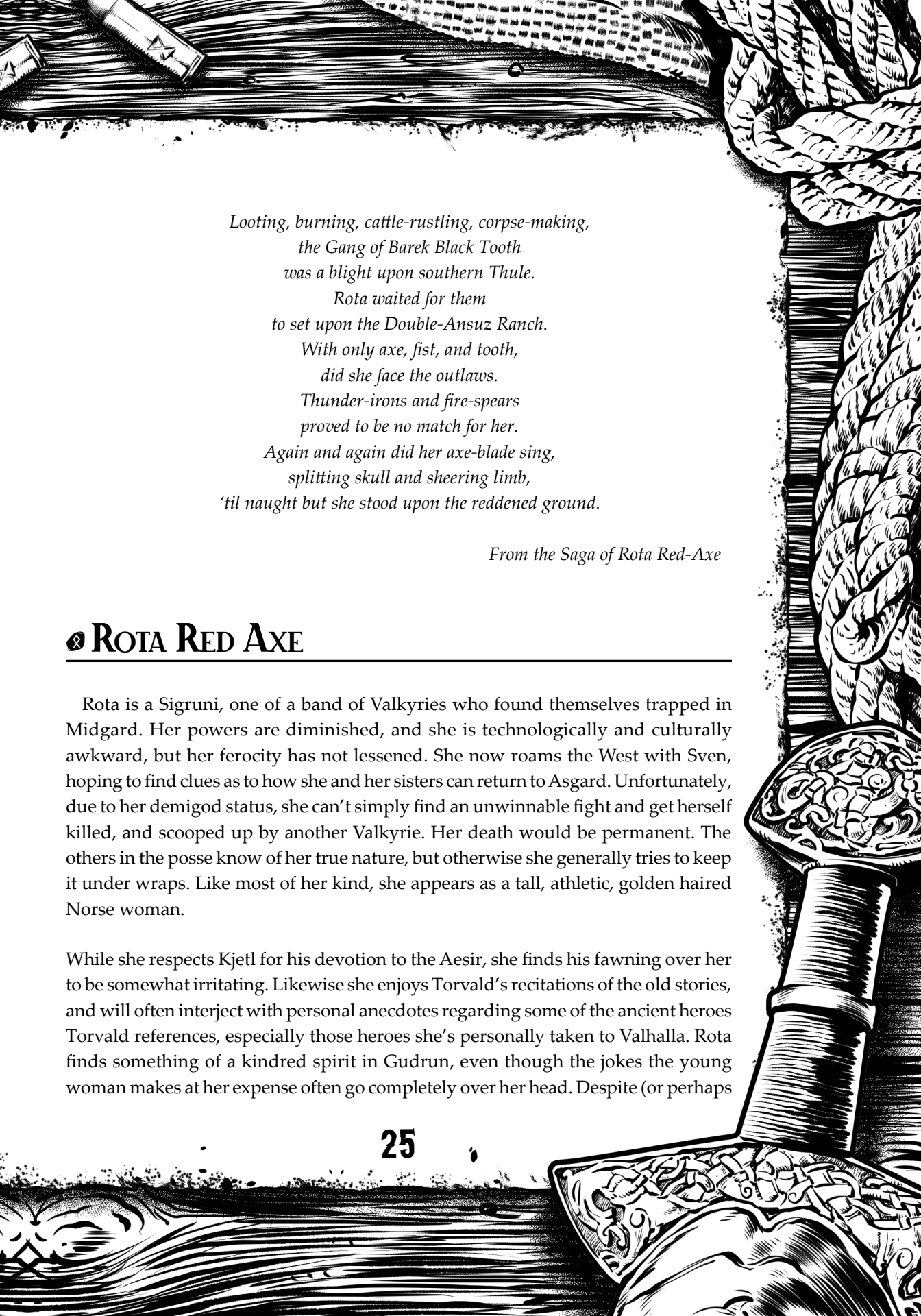
- **Dead Shot (Shooting):** Gudrun doubles damage with Shooting attacks on the turn that she draws a Joker for Initiative.
- **Trademark Weapon:** Gudrun's rifle is practically an extension of her own arms. When using it, she gains +1 to shooting rolls, and her Parry is effectively increased by 1 as well when she has it readied.

Hindrances:

- **Big Mouth:** Gudrun finds it difficult to keep her mouth shut and avoid making snarky comments, even in the most inappropriate times.
- **Habit:** Gudrun is obsessed with keeping her firearm in perfect condition, and constantly cleans it, or checks to see that it's fully loaded.
- **Loyal:** Her traveling companions are the only family she has now, and is exceptionally loyal to them.
- **Small:** Gudrun is a very slight young woman, reducing her effective toughness.

Gear: Stetson, bandana, duster, worn clothing, riding boots, horse, saddle, bridal, saddlebags, one week worth of trail mix. 60 rounds.

Fafnir Light Lever Action, Range 24/48/96, Damage 2d8, ROF 1, AP1, Shots 10



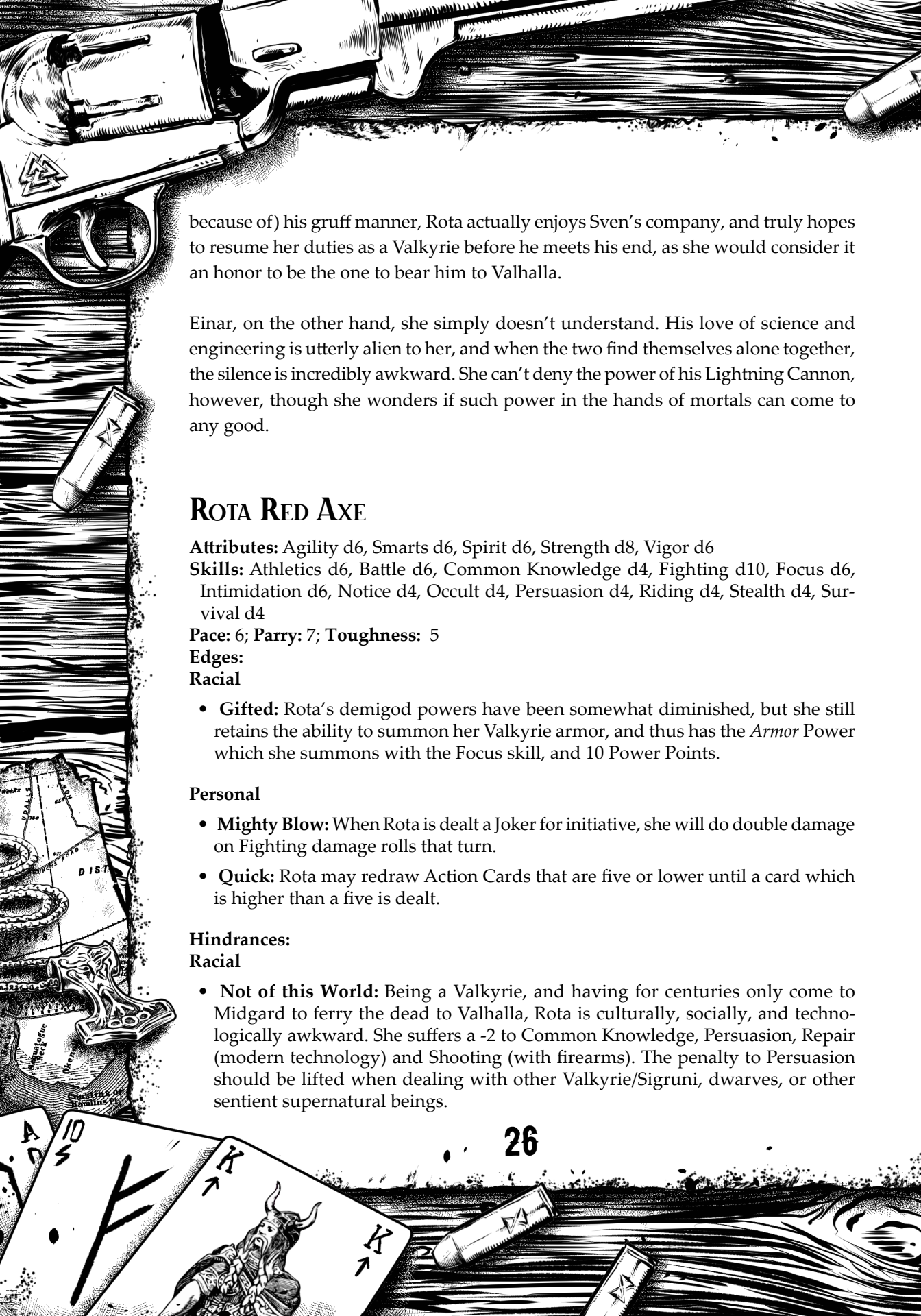
*Looting, burning, cattle-rustling, corpse-making,
the Gang of Barek Black Tooth
was a blight upon southern Thule.
Rota waited for them
to set upon the Double-Ansuz Ranch.
With only axe, fist, and tooth,
did she face the outlaws.
Thunder-irons and fire-spears
proved to be no match for her.
Again and again did her axe-blade sing,
splitting skull and sheering limb,
'til naught but she stood upon the reddened ground.*

From the Saga of Rota Red-Axe

❖ ROTA RED AXE

Rota is a Sigruni, one of a band of Valkyries who found themselves trapped in Midgard. Her powers are diminished, and she is technologically and culturally awkward, but her ferocity has not lessened. She now roams the West with Sven, hoping to find clues as to how she and her sisters can return to Asgard. Unfortunately, due to her demigod status, she can't simply find an unwinnable fight and get herself killed, and scooped up by another Valkyrie. Her death would be permanent. The others in the posse know of her true nature, but otherwise she generally tries to keep it under wraps. Like most of her kind, she appears as a tall, athletic, golden haired Norse woman.

While she respects Kjetl for his devotion to the Aesir, she finds his fawning over her to be somewhat irritating. Likewise she enjoys Torvald's recitations of the old stories, and will often interject with personal anecdotes regarding some of the ancient heroes Torvald references, especially those heroes she's personally taken to Valhalla. Rota finds something of a kindred spirit in Gudrun, even though the jokes the young woman makes at her expense often go completely over her head. Despite (or perhaps



because of) his gruff manner, Rota actually enjoys Sven's company, and truly hopes to resume her duties as a Valkyrie before he meets his end, as she would consider it an honor to be the one to bear him to Valhalla.

Einar, on the other hand, she simply doesn't understand. His love of science and engineering is utterly alien to her, and when the two find themselves alone together, the silence is incredibly awkward. She can't deny the power of his Lightning Cannon, however, though she wonders if such power in the hands of mortals can come to any good.

ROTA RED AXE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Battle d6, Common Knowledge d4, Fighting d10, Focus d6, Intimidation d6, Notice d4, Occult d4, Persuasion d4, Riding d4, Stealth d4, Survival d4

Pace: 6; **Parry:** 7; **Toughness:** 5

Edges:

Racial

- **Gifted:** Rota's demigod powers have been somewhat diminished, but she still retains the ability to summon her Valkyrie armor, and thus has the *Armor* Power which she summons with the Focus skill, and 10 Power Points.

Personal

- **Mighty Blow:** When Rota is dealt a Joker for initiative, she will do double damage on Fighting damage rolls that turn.
- **Quick:** Rota may redraw Action Cards that are five or lower until a card which is higher than a five is dealt.

Hindrances:

Racial

- **Not of this World:** Being a Valkyrie, and having for centuries only come to Midgard to ferry the dead to Valhalla, Rota is culturally, socially, and technologically awkward. She suffers a -2 to Common Knowledge, Persuasion, Repair (modern technology) and Shooting (with firearms). The penalty to Persuasion should be lifted when dealing with other Valkyrie/Sigruni, dwarves, or other sentient supernatural beings.

- **Vow:** Like all Sigruni, Rota is sworn to help her sisters, especially to return to Valhalla, and will pursue any lead which may result in returning to Asgard.

Personal

- **Bloodthirsty:** Rota sees very little point in mercy on the battlefield. After all, to those truly worthy, she's doing them a favor by sending them to Valhalla.
- **Quirk:** Though due to her current status, she is unable to see any Valkyries present on the battlefield, she knows for a fact they're there, and will often make comments directed towards them during a fight, particularly after she dispatches a worthy foe.

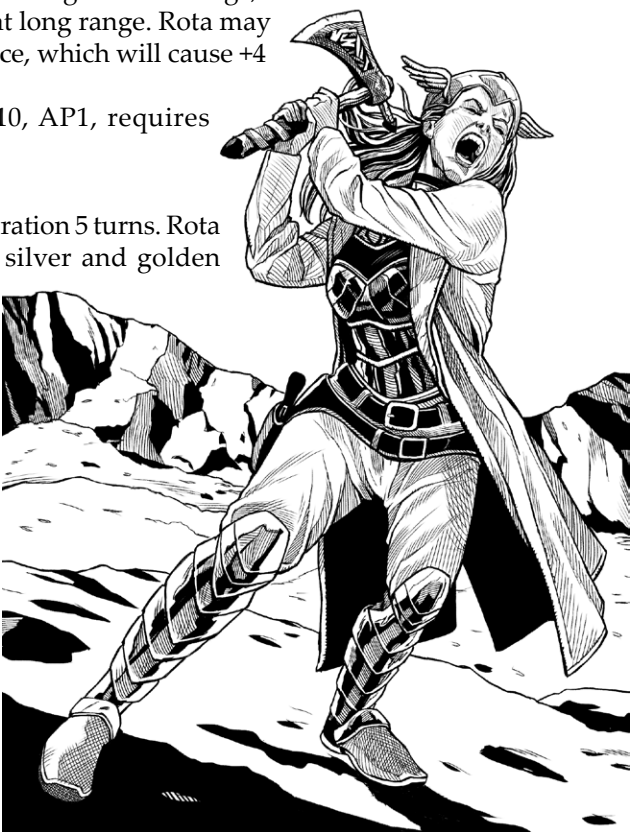
Gear: Stetson, bandana, duster, worn clothing, riding boots, horse, saddle, bridal, saddlebags, one week worth of trail mix. 6 rounds.

Double Barreled Shotgun, Range 12/24/48, Damage 1-3d6, ROF 1, Shots 2. The shotgun adds +2 to hit, does 3d6 damage at close range, 2d6 at medium range, and 1d6 at long range. Rota may opt to fire both barrels at once, which will cause +4 damage.

Battle Axe Damage Str+d10, AP1, requires both hands.

Powers:

- **Armor:** Power Points 1, duration 5 turns. Rota summons bright shining silver and golden armor, reminiscent of what she wore as a Valkyrie. On a successful Focus roll, she gains 2 points of Armor, and 4 points on a raise. If she spends an additional Power Point, she'll gain 4 points of Armor on a successful roll, and 6 with a raise.





*And so did Six-Gun Sven sail the iron river,
coming upon the realm of Jarl Magnus,
whose people were plagued by the wrath
of the Jotun Holgardasnk.*

*In the saloon of the ring-giver,
they did offer mead and meat to Sven,
and promised him riches and friendship
if he would rid Cactusstad of this evil.*

*So Six-Gun Sven sought out the beast,
wielding his pistols,
and fought the corpse-maker.*

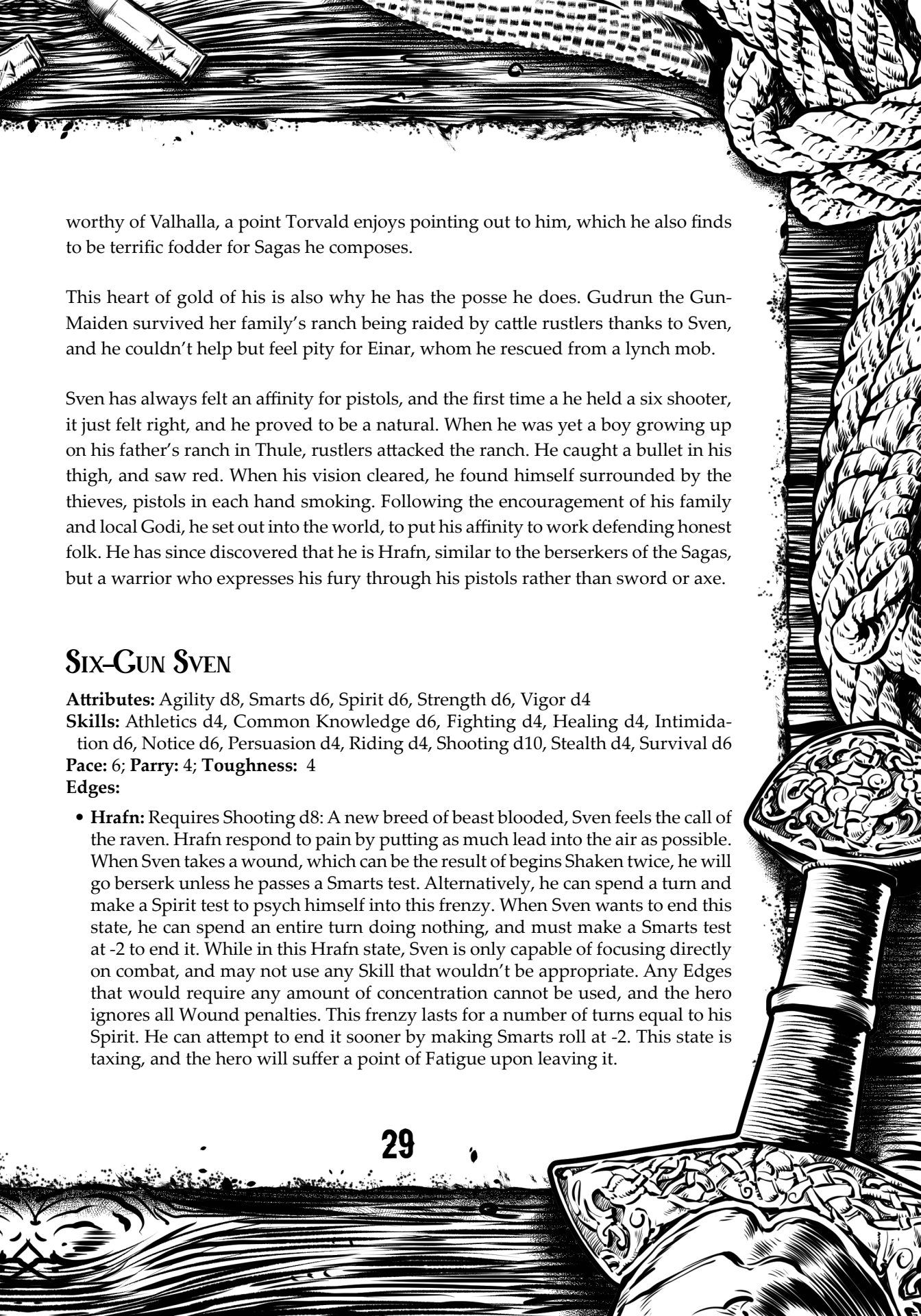
*His thunder-irons, long time battle-friends,
laid low the ravager,
securing Cactusstad.*

From the Saga of Six-Gun Sven

❖ SIX GUN SVEN

Sven was born and raised in Midgard West, and has ridden every trail, and can name damn near every single saloon and brothel in the Five Kingdoms, the Silver Crescent Mountains, and the Frontier Territories. He is a gruff, lean, type, always sporting his duster and hat, with his faithful thunder-irons holstered comfortably on his hips. Sven, due to a string of personal tragedies, and more than once finding himself at the center of their interferences in Midgard, has come to regard the Aesir with some disdain, and refuses to pay any homage to them. This causes some friction between him and the good Father Kjetl. Meeting Rota has only heightened his disdain for the Aesir. After all, if they would leave Valkyries stranded in Midgard, the Gods can't care too much for the common folk.

Despite his abrasive demeanor and disregard for the Gods, Sven has a heart of gold, and finds it impossible to resist helping those in need. This ironically puts him in the position to increase his Saga, and will no doubt one day result in a death truly



worthy of Valhalla, a point Torvald enjoys pointing out to him, which he also finds to be terrific fodder for Sagas he composes.

This heart of gold of his is also why he has the posse he does. Gudrun the Gun-Maiden survived her family's ranch being raided by cattle rustlers thanks to Sven, and he couldn't help but feel pity for Einar, whom he rescued from a lynch mob.

Sven has always felt an affinity for pistols, and the first time a he held a six shooter, it just felt right, and he proved to be a natural. When he was yet a boy growing up on his father's ranch in Thule, rustlers attacked the ranch. He caught a bullet in his thigh, and saw red. When his vision cleared, he found himself surrounded by the thieves, pistols in each hand smoking. Following the encouragement of his family and local Godi, he set out into the world, to put his affinity to work defending honest folk. He has since discovered that he is Hrafn, similar to the berserkers of the Sagas, but a warrior who expresses his fury through his pistols rather than sword or axe.

SIX-GUN SVEN

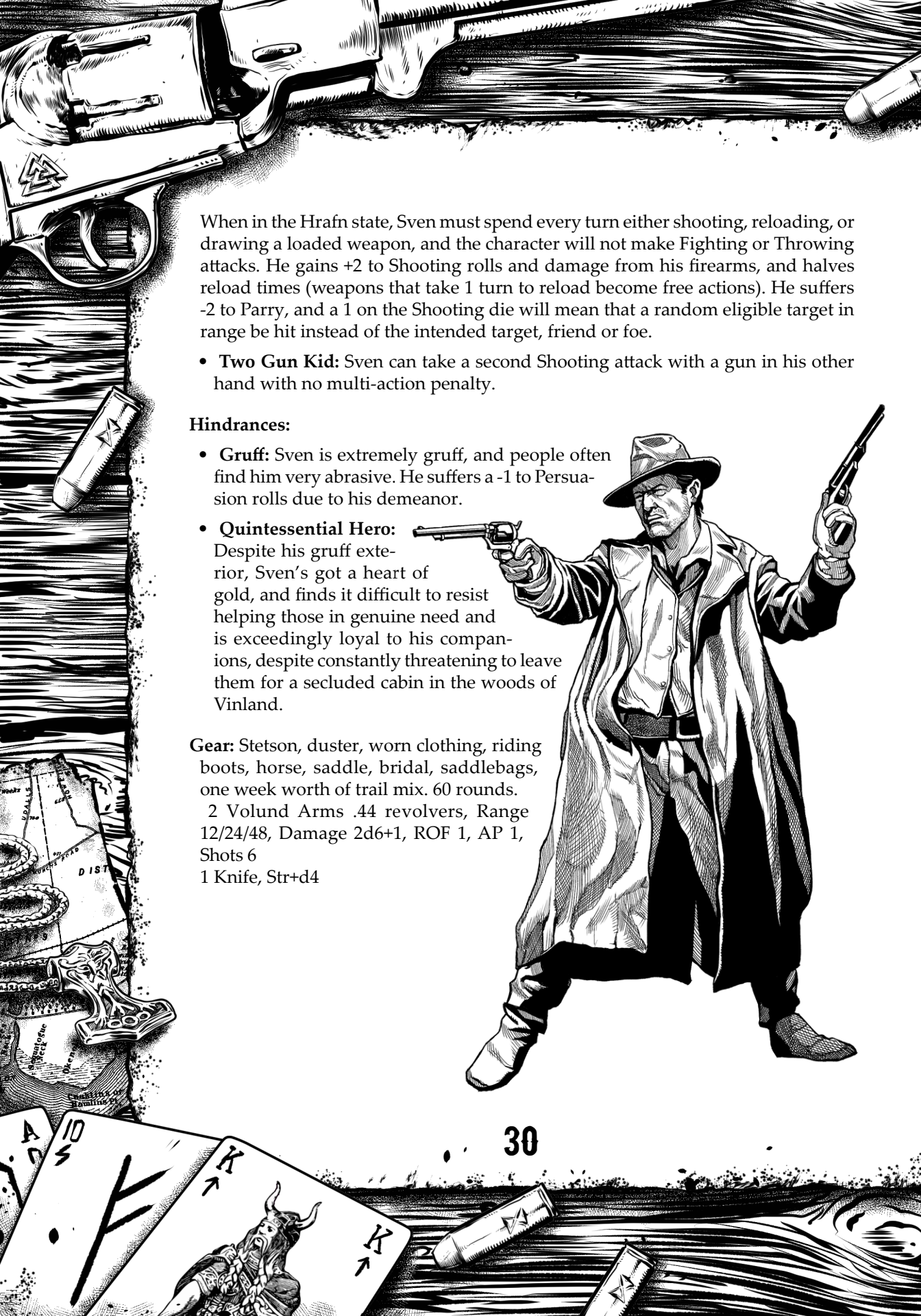
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4

Skills: Athletics d4, Common Knowledge d6, Fighting d4, Healing d4, Intimidation d6, Notice d6, Persuasion d4, Riding d4, Shooting d10, Stealth d4, Survival d6

Pace: 6; **Parry:** 4; **Toughness:** 4

Edges:

- **Hrafn:** Requires Shooting d8: A new breed of beast blooded, Sven feels the call of the raven. Hrafn respond to pain by putting as much lead into the air as possible. When Sven takes a wound, which can be the result of begins Shaken twice, he will go berserk unless he passes a Smarts test. Alternatively, he can spend a turn and make a Spirit test to psych himself into this frenzy. When Sven wants to end this state, he can spend an entire turn doing nothing, and must make a Smarts test at -2 to end it. While in this Hrafn state, Sven is only capable of focusing directly on combat, and may not use any Skill that wouldn't be appropriate. Any Edges that would require any amount of concentration cannot be used, and the hero ignores all Wound penalties. This frenzy lasts for a number of turns equal to his Spirit. He can attempt to end it sooner by making Smarts roll at -2. This state is taxing, and the hero will suffer a point of Fatigue upon leaving it.



When in the Hrafn state, Sven must spend every turn either shooting, reloading, or drawing a loaded weapon, and the character will not make Fighting or Throwing attacks. He gains +2 to Shooting rolls and damage from his firearms, and halves reload times (weapons that take 1 turn to reload become free actions). He suffers -2 to Parry, and a 1 on the Shooting die will mean that a random eligible target in range be hit instead of the intended target, friend or foe.

- **Two Gun Kid:** Sven can take a second Shooting attack with a gun in his other hand with no multi-action penalty.

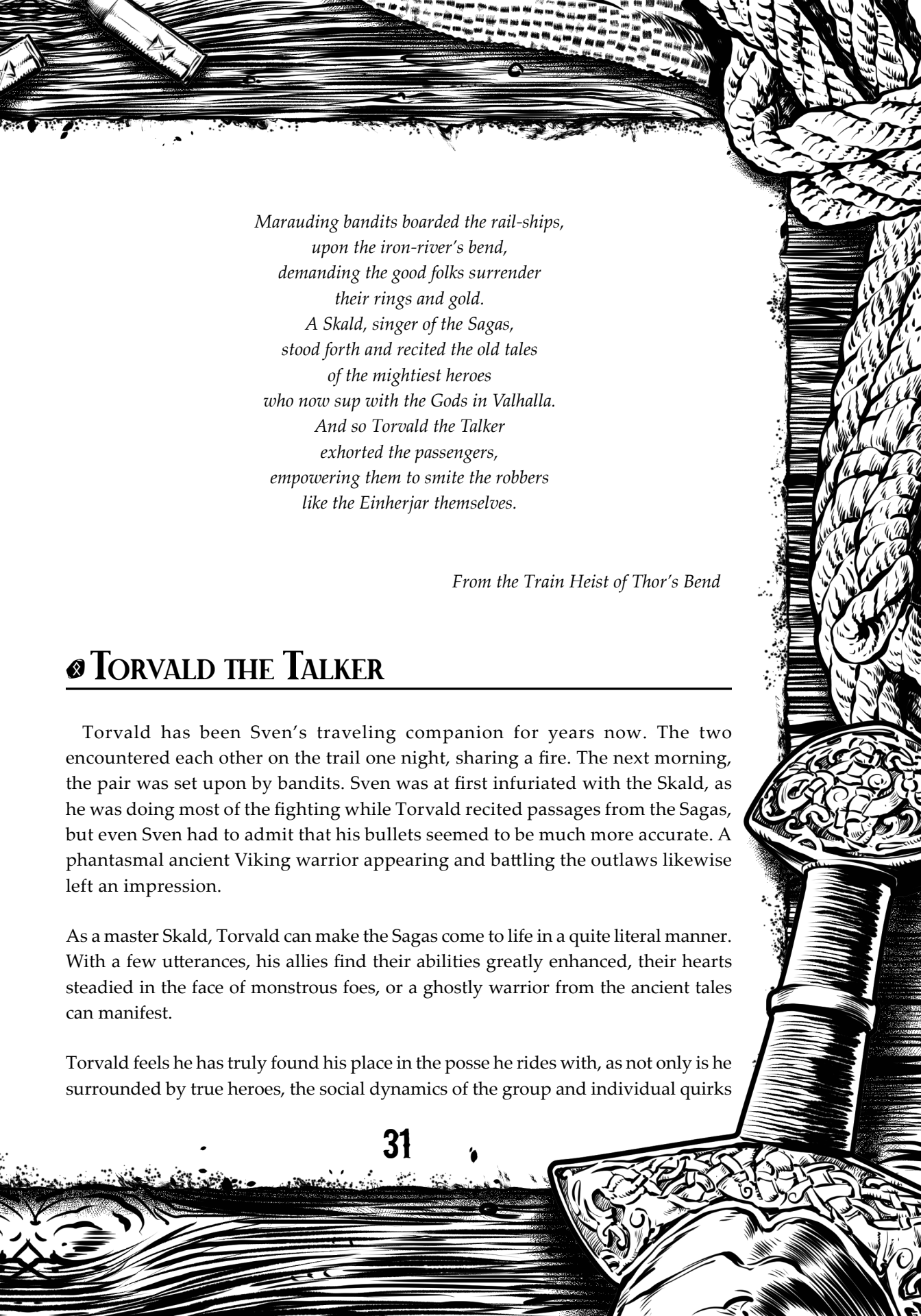
Hindrances:

- **Gruff:** Sven is extremely gruff, and people often find him very abrasive. He suffers a -1 to Persuasion rolls due to his demeanor.
- **Quintessential Hero:** Despite his gruff exterior, Sven's got a heart of gold, and finds it difficult to resist helping those in genuine need and is exceedingly loyal to his companions, despite constantly threatening to leave them for a secluded cabin in the woods of Vinland.

Gear: Stetson, duster, worn clothing, riding boots, horse, saddle, bridal, saddlebags, one week worth of trail mix. 60 rounds.

2 Volund Arms .44 revolvers, Range 12/24/48, Damage 2d6+1, ROF 1, AP 1, Shots 6

1 Knife, Str+d4



*Marauding bandits boarded the rail-ships,
upon the iron-river's bend,
demanding the good folks surrender
their rings and gold.
A Skald, singer of the Sagas,
stood forth and recited the old tales
of the mightiest heroes
who now sup with the Gods in Valhalla.
And so Torvald the Talker
exhorted the passengers,
empowering them to smite the robbers
like the Einherjar themselves.*

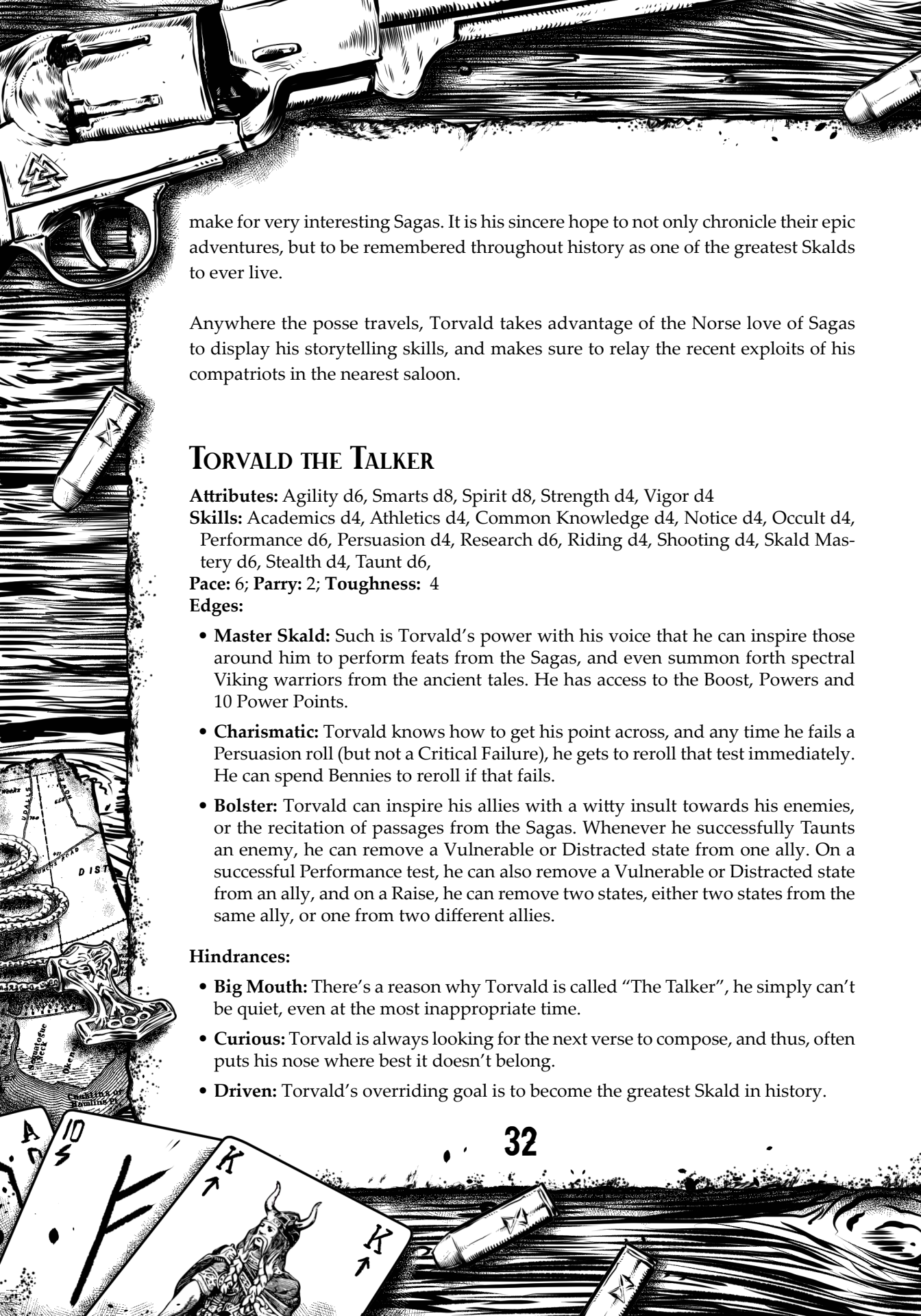
From the Train Heist of Thor's Bend

❖ TORVALD THE TALKER

Torvald has been Sven's traveling companion for years now. The two encountered each other on the trail one night, sharing a fire. The next morning, the pair was set upon by bandits. Sven was at first infuriated with the Skald, as he was doing most of the fighting while Torvald recited passages from the Sagas, but even Sven had to admit that his bullets seemed to be much more accurate. A phantasmal ancient Viking warrior appearing and battling the outlaws likewise left an impression.

As a master Skald, Torvald can make the Sagas come to life in a quite literal manner. With a few utterances, his allies find their abilities greatly enhanced, their hearts steadied in the face of monstrous foes, or a ghostly warrior from the ancient tales can manifest.

Torvald feels he has truly found his place in the posse he rides with, as not only is he surrounded by true heroes, the social dynamics of the group and individual quirks



make for very interesting Sagas. It is his sincere hope to not only chronicle their epic adventures, but to be remembered throughout history as one of the greatest Skalds to ever live.

Anywhere the posse travels, Torvald takes advantage of the Norse love of Sagas to display his storytelling skills, and makes sure to relay the recent exploits of his compatriots in the nearest saloon.

TORVALD THE TALKER

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Skills: Academics d4, Athletics d4, Common Knowledge d4, Notice d4, Occult d4, Performance d6, Persuasion d4, Research d6, Riding d4, Shooting d4, Skald Mastery d6, Stealth d4, Taunt d6,

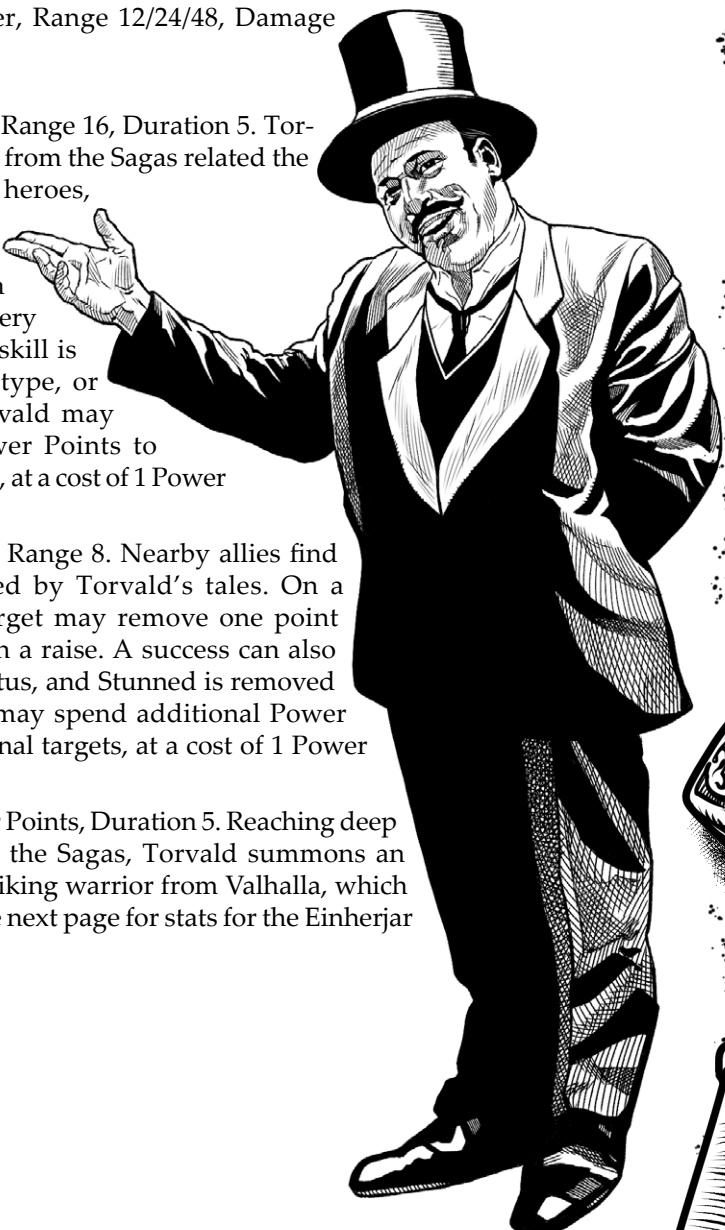
Pace: 6; **Parry:** 2; **Toughness:** 4

Edges:

- **Master Skald:** Such is Torvald's power with his voice that he can inspire those around him to perform feats from the Sagas, and even summon forth spectral Viking warriors from the ancient tales. He has access to the Boost, Powers and 10 Power Points.
- **Charismatic:** Torvald knows how to get his point across, and any time he fails a Persuasion roll (but not a Critical Failure), he gets to reroll that test immediately. He can spend Bennies to reroll if that fails.
- **Bolster:** Torvald can inspire his allies with a witty insult towards his enemies, or the recitation of passages from the Sagas. Whenever he successfully Taunts an enemy, he can remove a Vulnerable or Distracted state from one ally. On a successful Performance test, he can also remove a Vulnerable or Distracted state from an ally, and on a Raise, he can remove two states, either two states from the same ally, or one from two different allies.

Hindrances:

- **Big Mouth:** There's a reason why Torvald is called "The Talker", he simply can't be quiet, even at the most inappropriate time.
- **Curious:** Torvald is always looking for the next verse to compose, and thus, often puts his nose where best it doesn't belong.
- **Driven:** Torvald's overriding goal is to become the greatest Skald in history.

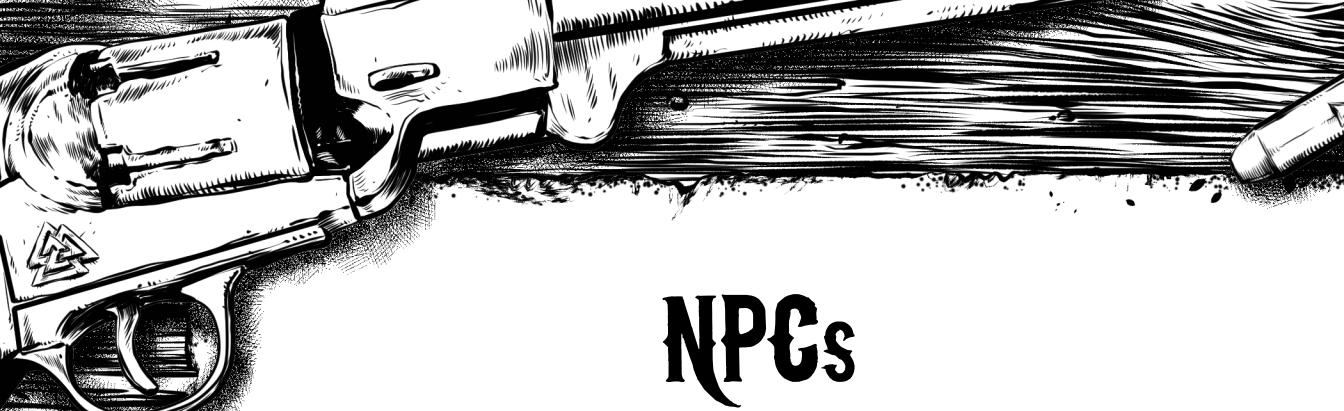


Gear: Stetson, bandana, duster, worn clothing, riding boots, horse, saddle, bridal, saddlebags, one week worth of trail mix, tool kit, several books of various Sagas. 12 rounds.

Volund Arms .38 revolver, Range 12/24/48, Damage 2d6, ROF 1, Shots 6

Powers:

- **Boost:** Power Points 2, Range 16, Duration 5. Torvald recounts passages from the Sagas related the great skills of ancient heroes, and in doing so, the target finds his own abilities enhanced. On a successful Skald Mastery test, a target's chosen skill is increased by one die type, or two with a raise. Torvald may spend additional Power Points to affect additional targets, at a cost of 1 Power Point per target.
- **Relief:** 1 Power Point, Range 8. Nearby allies find themselves invigorated by Torvald's tales. On a successful roll, the target may remove one point of Fatigue, or two with a raise. A success can also remove the Shaken status, and Stunned is removed with a raise. Torvald may spend additional Power Points to affect additional targets, at a cost of 1 Power Point per target.
- **Summon Ally:** 3 Power Points, Duration 5. Reaching deep into his knowledge of the Sagas, Torvald summons an Einherjar, an ancient Viking warrior from Valhalla, which fights as an ally. See the next page for stats for the Einherjar



NPCs

EINJERJAR

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d4, Notice d4, Fighting d10, Stealth d4

Pace: 6; **Parry:** 9 (2); **Toughness:** 9 (3)

Gear: Sword, Str+d6. Medium Shield, +2 Parry (included). Chainmail and helm +3 Armor (included).

TROLL

Trolls are vile monsters which ravage small homesteads and prey on lone travelers.

Occasionally, they will gather into bands and attack towns. Many a hero has added to his Saga by slaying a troll.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d6, Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 7; **Parry:** 6; **Toughness:** 10(1)

Gear: Club (Str+d8)

Special Abilities:

- **Armor +1:** Thick hide.
- **Claws and Fangs:** Str+d4.
- **Fear 1:** Trolls are terrifying creatures.
- **Size+2:** Trolls are monstrous creatures that tower over their foes.

MATILDA MAKKSON

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d4, Vigor d4

Skills: Athletics d4, Common Knowledge d8, Fighting d4, Notice d8, Persuasion d8, Spellcasting d12, Shooting d4, Stealth d6

Pace: 5; **Parry:** 4; **Toughness:** 5

Edges:

Gear: Runebag, magic horn.

Powers:

30 Power Points.



Summon Trolls: Power Points 3. By blowing her magical horn and passing a Spell-casting roll, she can summon a troll, which will be under her control, plus one additional troll with every raise. On top of that, each additional Power Point spent summons an additional troll. She can also opt to sacrifice the horn to summon all trolls in the area, which she will do once she realizes the characters are coming for her.

In addition, she also knows the *Boost/Lower Trait*, *Fear*, and *Havoc* Powers.

