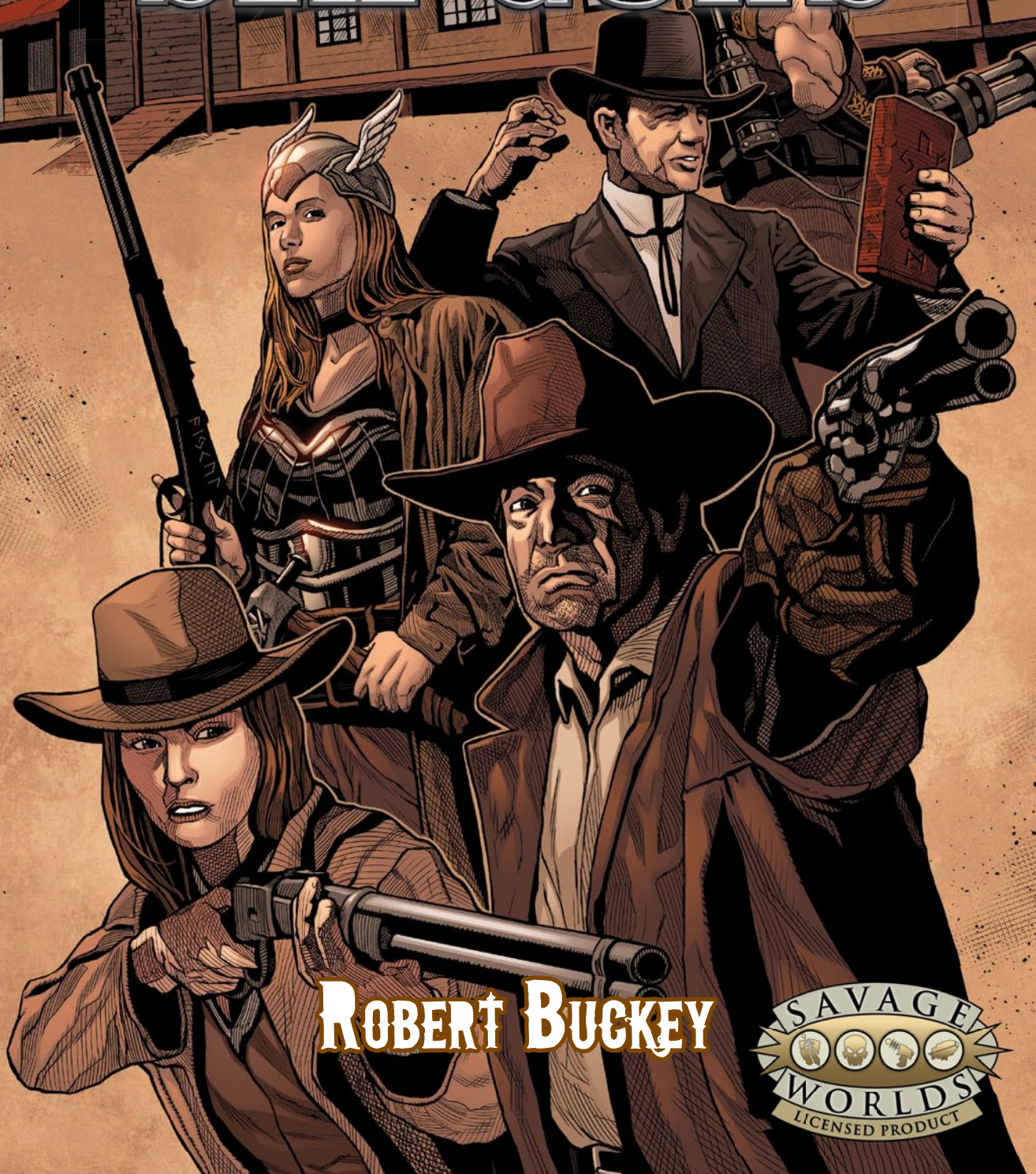


SAGAS & SIX-GUNS



ROBERT BUCKEY





SAGAS & SIX-GUNS

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Ogden, UT 84404, 2019





CONTENTS

| | | | |
|--------------------------------------|-----------|-----------------------------------|-----------|
| Introduction | 4 | Chapter 3: Setting Rules | 52 |
| Chapter 1: Character Creation | 6 | Pistol Holmgang | 52 |
| Choose Your Race | 6 | Kennings | 54 |
| Choose Hindrances | 8 | Personal Saga | 54 |
| <i>New Hindrances</i> | 9 | Ring Giving | 56 |
| Choose Your Traits | 10 | Chapter 4: The Runes | 57 |
| Choose Edges | 11 | “Runes” and “runes” | 57 |
| New Edges | 12 | Godi | 58 |
| Select Starting Gear | 22 | Rune Engineer | 60 |
| Background Details | 22 | Sigruni Divinity | 61 |
| Crazy Eyes Einar | 23 | Skaldic Mastery | 62 |
| Father Kjetl | 26 | Veleda | 64 |
| Gudrun the Gun Maiden | 29 | Chapter 5: The Nine Worlds | 66 |
| Rota Red Axe | 31 | Yggdrassil | 66 |
| Six Gun Sven | 34 | Midguard | 66 |
| Torvald The Talker | 37 | Other Entities | 74 |
| Chapter 2: Gear | 40 | Asgard | 81 |
| Currency | 40 | Alfheim | 84 |
| Gear | 41 | Hel | 85 |
| Legendary Items` | 48 | Jotunheim | 85 |
| | | Muspelheim | 85 |
| | | Nifleheim | 85 |
| | | Vanaheim | 85 |



CONTENTS

Chapter 6: Bestiary

| | |
|-------------------|--|
| Animals | |
| Folk | |
| Godi | |
| Lokir | |
| Law-Thegns | |
| Master Skald | |
| Rune Engineer | |
| Soldier | |
| Townsfolk | |
| Supernatural | |
| Dvegr | |
| Einherjar | |
| Fenrir | |
| Jotun | |
| Lake/River Kraken | |
| Lindwyrn | |
| Troll | |

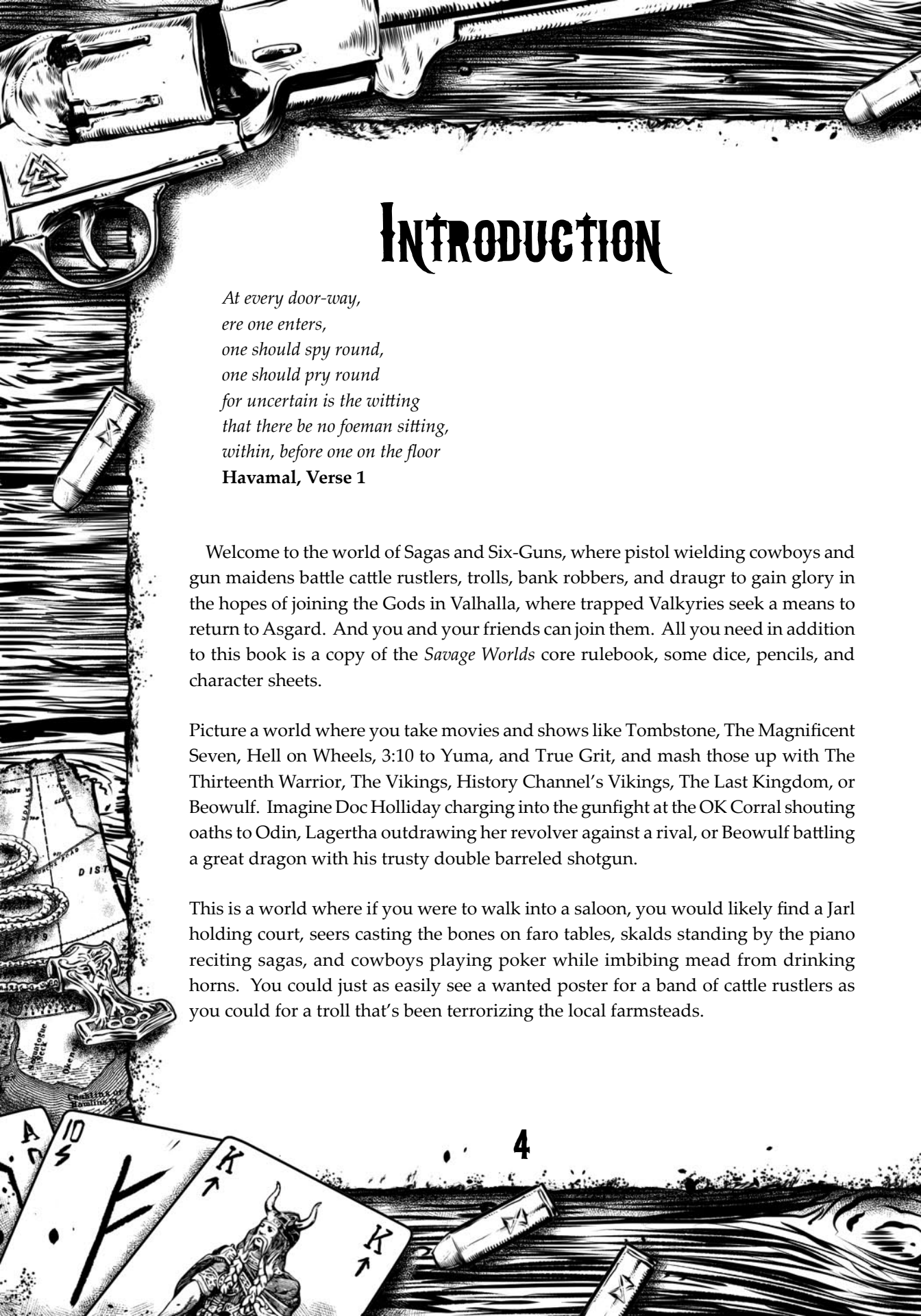
86 Chapter 7: Game Master's Section 111

86 Chapter 8: Savage Tales 116

| | |
|-----------------------------------|-----|
| Little Longhouse on the Prairie | 116 |
| The Doom that Came to Ravensfjord | 119 |
| Cult Concerns | 120 |
| A Cold War | 122 |
| Wolf of West Crossing | 124 |
| Bonds of Sisterhood | 127 |

96 Chapter 9: 97 Plot Point Campaign: Aesir Games 135

| | |
|---------------------------|-----|
| 1. Rise of Heroes | 135 |
| 2. Escort Duty | 138 |
| 3. Hostile Takeover | 140 |
| 4. Land of the Dead | 143 |
| 5. Railroad Complications | 145 |
| 6. Paid in Blood | 148 |
| 7. Revelations | 153 |
| 8. Dwarf's Gold | 159 |
| 9. Loki's Ridge | 162 |



INTRODUCTION

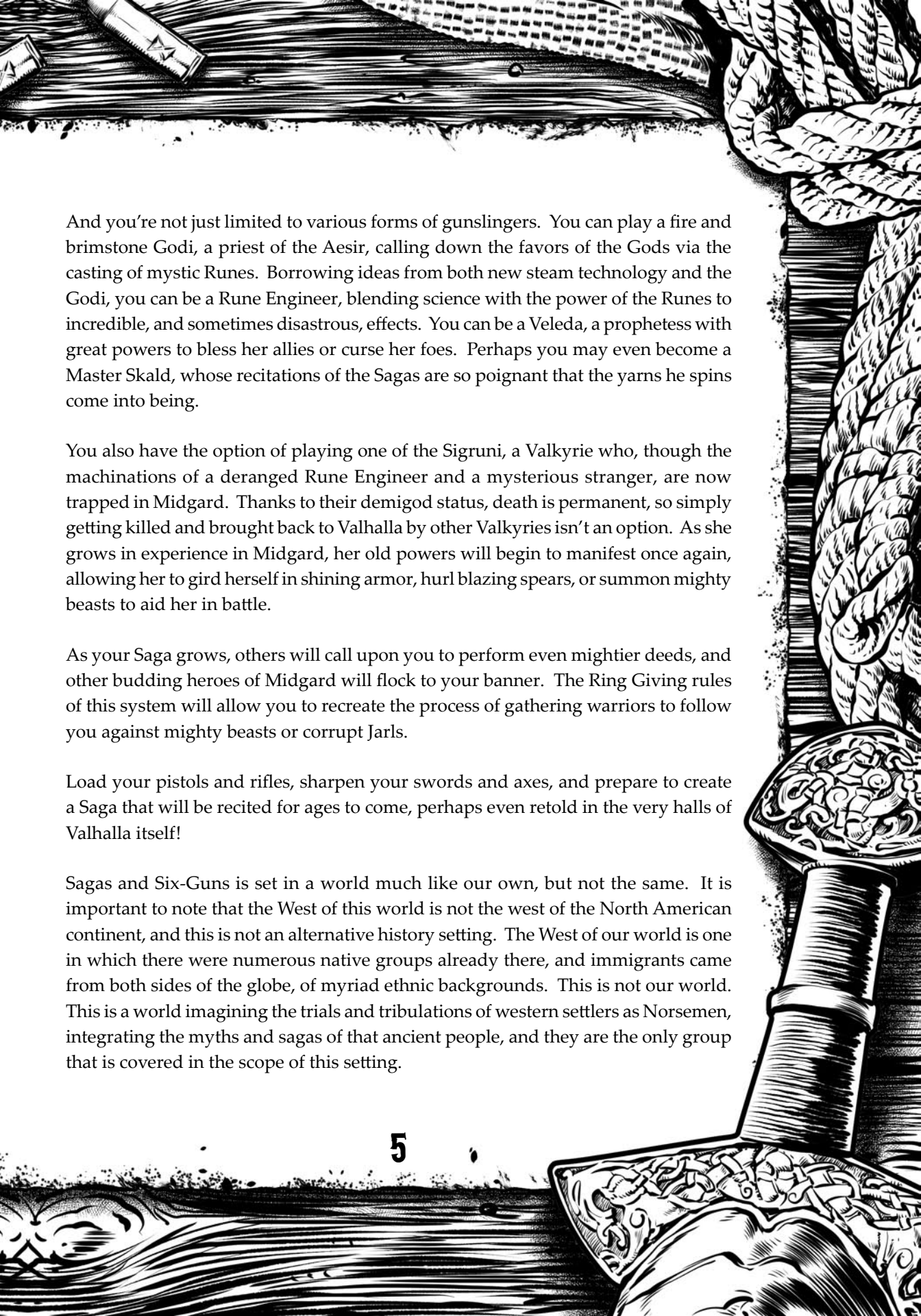
*At every door-way,
ere one enters,
one should spy round,
one should pry round
for uncertain is the witting
that there be no foeman sitting,
within, before one on the floor*

Havamal, Verse 1

Welcome to the world of Sagas and Six-Guns, where pistol wielding cowboys and gun maidens battle cattle rustlers, trolls, bank robbers, and draugr to gain glory in the hopes of joining the Gods in Valhalla, where trapped Valkyries seek a means to return to Asgard. And you and your friends can join them. All you need in addition to this book is a copy of the *Savage Worlds* core rulebook, some dice, pencils, and character sheets.

Picture a world where you take movies and shows like *Tombstone*, *The Magnificent Seven*, *Hell on Wheels*, *3:10 to Yuma*, and *True Grit*, and mash those up with *The Thirteenth Warrior*, *The Vikings*, History Channel's *Vikings*, *The Last Kingdom*, or *Beowulf*. Imagine Doc Holliday charging into the gunfight at the OK Corral shouting oaths to Odin, Lagertha outdrawing her revolver against a rival, or Beowulf battling a great dragon with his trusty double barreled shotgun.

This is a world where if you were to walk into a saloon, you would likely find a Jarl holding court, seers casting the bones on faro tables, skalds standing by the piano reciting sagas, and cowboys playing poker while imbibing mead from drinking horns. You could just as easily see a wanted poster for a band of cattle rustlers as you could for a troll that's been terrorizing the local farmsteads.



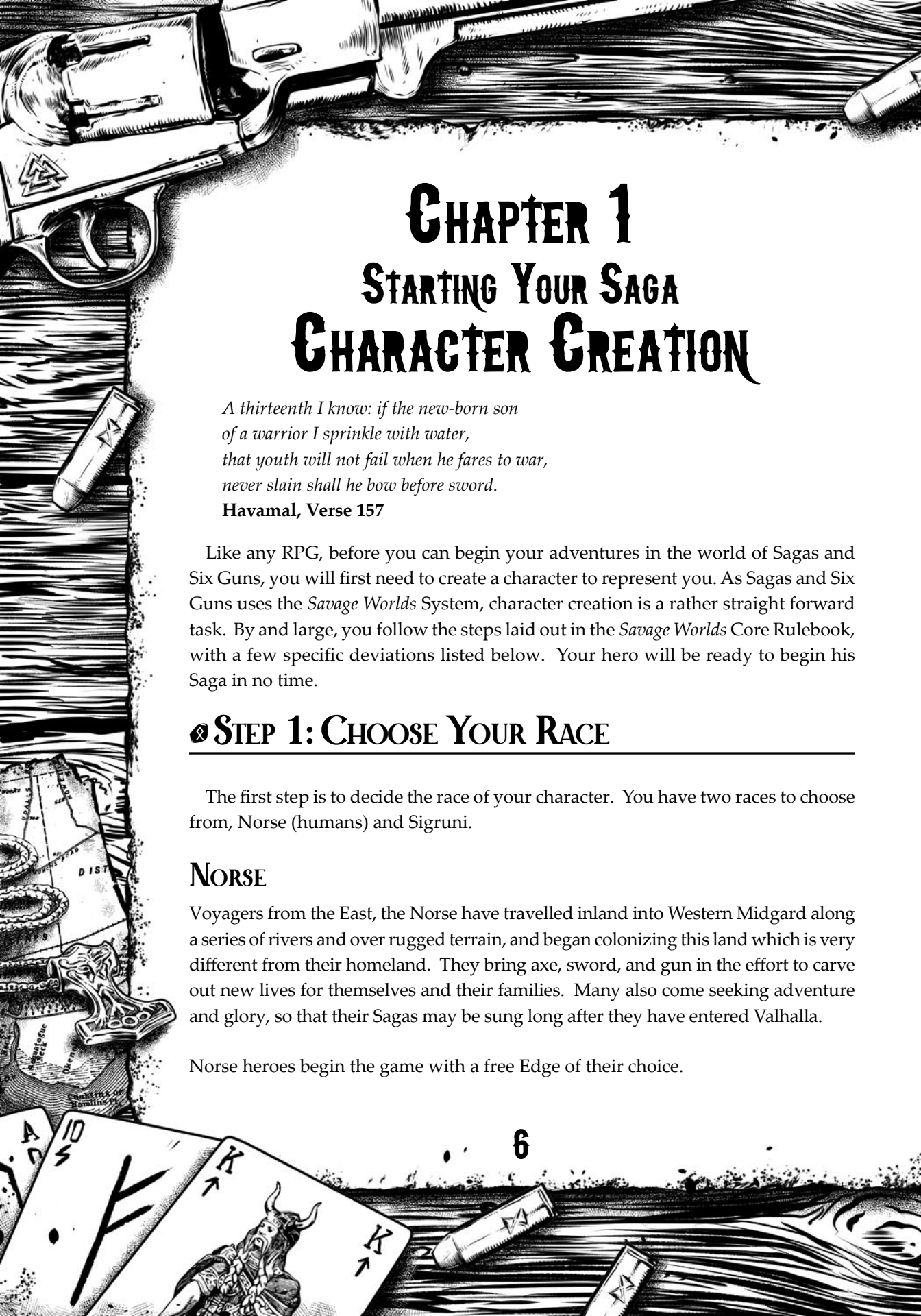
And you're not just limited to various forms of gunslingers. You can play a fire and brimstone Godi, a priest of the Aesir, calling down the favors of the Gods via the casting of mystic Runes. Borrowing ideas from both new steam technology and the Godi, you can be a Rune Engineer, blending science with the power of the Runes to incredible, and sometimes disastrous, effects. You can be a Veleda, a prophetess with great powers to bless her allies or curse her foes. Perhaps you may even become a Master Skald, whose recitations of the Sagas are so poignant that the yarns he spins come into being.

You also have the option of playing one of the Sigruni, a Valkyrie who, though the machinations of a deranged Rune Engineer and a mysterious stranger, are now trapped in Midgard. Thanks to their demigod status, death is permanent, so simply getting killed and brought back to Valhalla by other Valkyries isn't an option. As she grows in experience in Midgard, her old powers will begin to manifest once again, allowing her to gird herself in shining armor, hurl blazing spears, or summon mighty beasts to aid her in battle.

As your Saga grows, others will call upon you to perform even mightier deeds, and other budding heroes of Midgard will flock to your banner. The Ring Giving rules of this system will allow you to recreate the process of gathering warriors to follow you against mighty beasts or corrupt Jarls.

Load your pistols and rifles, sharpen your swords and axes, and prepare to create a Saga that will be recited for ages to come, perhaps even retold in the very halls of Valhalla itself!

Sagas and Six-Guns is set in a world much like our own, but not the same. It is important to note that the West of this world is not the west of the North American continent, and this is not an alternative history setting. The West of our world is one in which there were numerous native groups already there, and immigrants came from both sides of the globe, of myriad ethnic backgrounds. This is not our world. This is a world imagining the trials and tribulations of western settlers as Norsemen, integrating the myths and sagas of that ancient people, and they are the only group that is covered in the scope of this setting.



CHAPTER 1

STARTING YOUR SAGA

CHARACTER CREATION

*A thirteenth I know: if the new-born son
of a warrior I sprinkle with water,
that youth will not fail when he fares to war,
never slain shall he bow before sword.*

Havamal, Verse 157

Like any RPG, before you can begin your adventures in the world of Sagas and Six Guns, you will first need to create a character to represent you. As Sagas and Six Guns uses the *Savage Worlds* System, character creation is a rather straight forward task. By and large, you follow the steps laid out in the *Savage Worlds* Core Rulebook, with a few specific deviations listed below. Your hero will be ready to begin his Saga in no time.

❖ STEP 1: CHOOSE YOUR RACE

The first step is to decide the race of your character. You have two races to choose from, Norse (humans) and Sigruni.

NORSE

Voyagers from the East, the Norse have travelled inland into Western Midgard along a series of rivers and over rugged terrain, and began colonizing this land which is very different from their homeland. They bring axe, sword, and gun in the effort to carve out new lives for themselves and their families. Many also come seeking adventure and glory, so that their Sagas may be sung long after they have entered Valhalla.

Norse heroes begin the game with a free Edge of their choice.



SIGRUNI

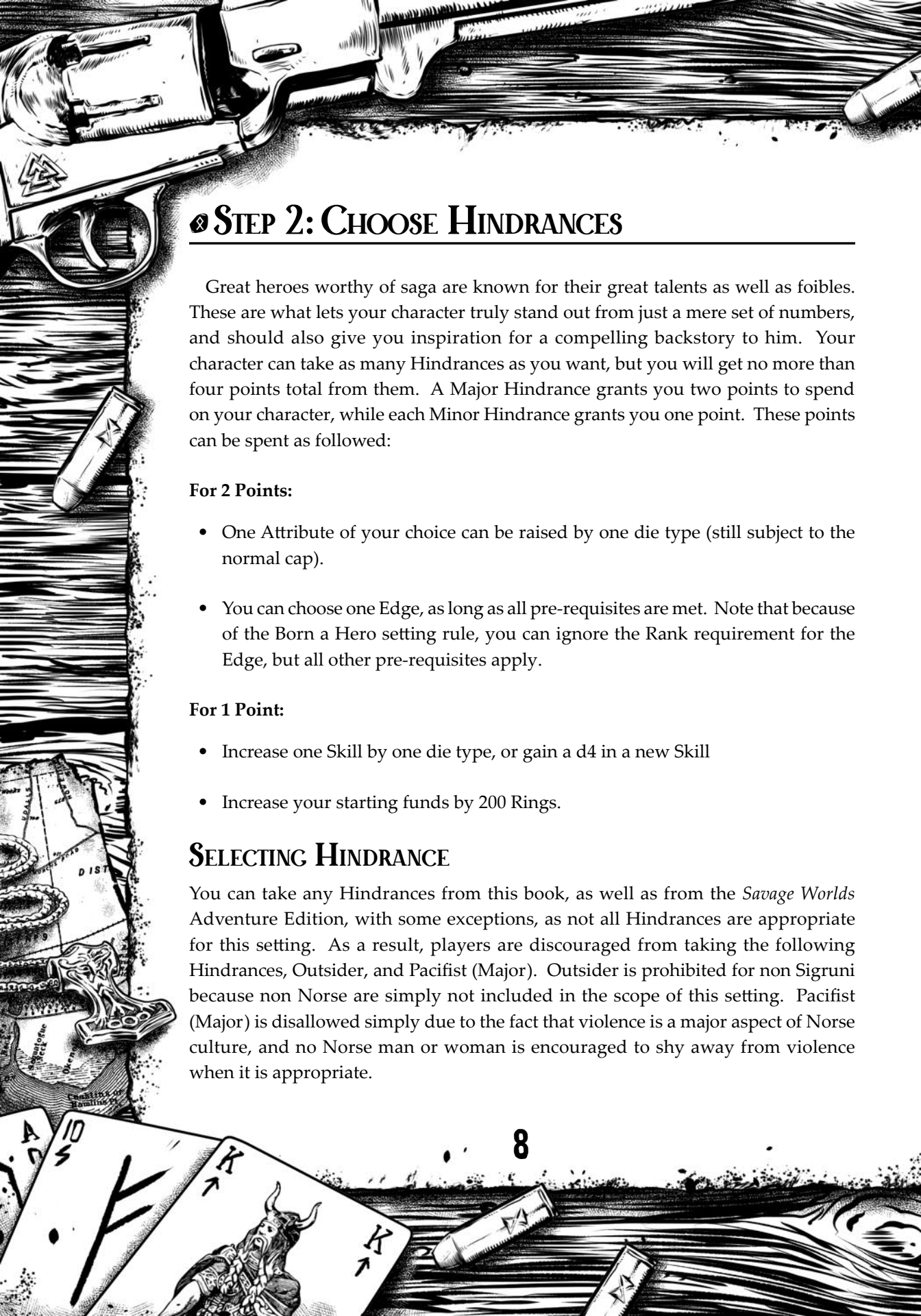
Recently, a group of Valkyries led by Sigrun descended upon a battlefield to bring the fallen with them back to Asgard, as they have done for centuries. Unfortunately, a mad Rune Engineer had laid a trap for them in the attempt to capture them and make use of their ability to move between the worlds. Using Runes taught to him by a mysterious stranger, combined with a dizzying array of strange devices connected to a custom built steam engine, he was temporarily able to trap the Valkyries in a mystic web, before the devices overloaded and exploded, killing him. When the smoke cleared, Sigrun and her Valkyries found themselves dismounted from their steeds, naked, disarmed, weakened, and trapped wholly in the world of Midgard. Now Sigrun and her sisters travel far and wide, posing as Norse gun-maidens, seeking a way to return to Asgard. Unfortunately, as they are not mortals themselves, they can't simply throw themselves into battle to be killed, and thus collected by other Valkyries.

Playing a Sigruni: It's important to note that while the Norse accept the existence of the Valkyries as a fact, very few know of the Sigruni and the circumstances which trapped them on Midgard, and few are inclined to believe a Sigruni's claim to be a Valkyrie. As a result, Sigruni try to keep a low profile as much as possible. Doing so can be difficult, as they are socially awkward, which can be fun to roleplay.

Also, if it wasn't obvious already, if you chose a Sigruni to play, your character has to be female.

Trapped on Midgard: Sigruni begin the game with the Vow (Major) Hindrances, as they have sworn solemn oaths to assist one another, and to discover a way to return to Asgard. This world and time is strange to them, however, and suffer -2 on all Common Knowledge rolls, as well as -2 on all Repair rolls involving repairing modern technology, and Shooting rolls involving firearms. Science is utterly alien to them, and they suffer -4 to Science rolls.

Daughters of Odin: Though still functionally demigods, the potency of the Sigruni was greatly diminished when they were trapped on Midgard. They are still forces to be reckoned with, however, as well as being natural equestrians. Sigruni begin the game with d6 in the Strength Attribute, as well as d6 in the Fighting and Riding Skills, and d4 in Focus. As demigods, all Sigruni automatically have access to the Sigruni Divinity Arcane Background upon character creation, and one Power.



❖ STEP 2: CHOOSE HINDRANCES

Great heroes worthy of saga are known for their great talents as well as foibles. These are what lets your character truly stand out from just a mere set of numbers, and should also give you inspiration for a compelling backstory to him. Your character can take as many Hindrances as you want, but you will get no more than four points total from them. A Major Hindrance grants you two points to spend on your character, while each Minor Hindrance grants you one point. These points can be spent as followed:

For 2 Points:

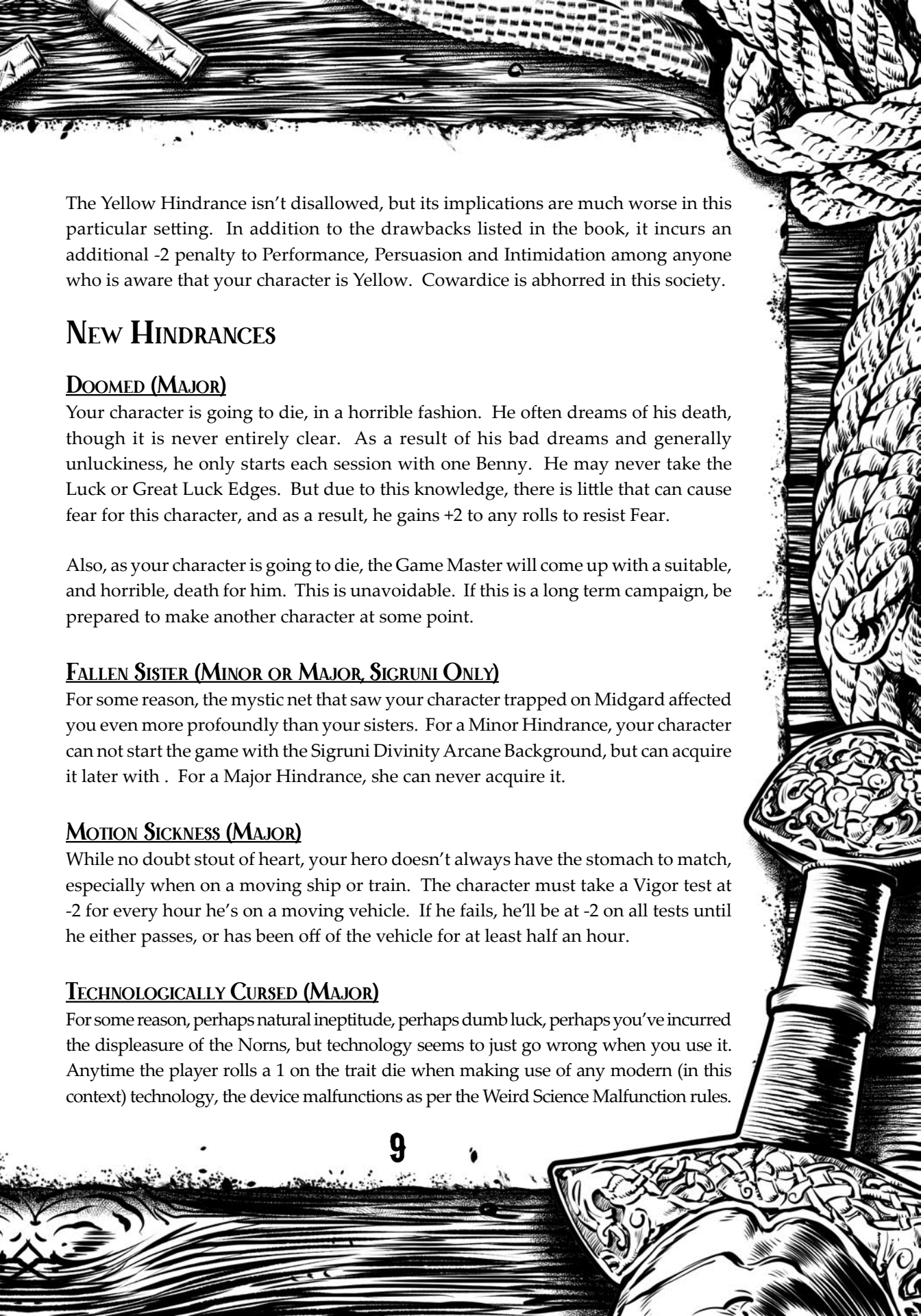
- One Attribute of your choice can be raised by one die type (still subject to the normal cap).
- You can choose one Edge, as long as all pre-requisites are met. Note that because of the Born a Hero setting rule, you can ignore the Rank requirement for the Edge, but all other pre-requisites apply.

For 1 Point:

- Increase one Skill by one die type, or gain a d4 in a new Skill
- Increase your starting funds by 200 Rings.

SELECTING HINDRANCE

You can take any Hindrances from this book, as well as from the *Savage Worlds* Adventure Edition, with some exceptions, as not all Hindrances are appropriate for this setting. As a result, players are discouraged from taking the following Hindrances, Outsider, and Pacifist (Major). Outsider is prohibited for non Sigruni because non Norse are simply not included in the scope of this setting. Pacifist (Major) is disallowed simply due to the fact that violence is a major aspect of Norse culture, and no Norse man or woman is encouraged to shy away from violence when it is appropriate.



The Yellow Hindrance isn't disallowed, but its implications are much worse in this particular setting. In addition to the drawbacks listed in the book, it incurs an additional -2 penalty to Performance, Persuasion and Intimidation among anyone who is aware that your character is Yellow. Cowardice is abhorred in this society.

NEW HINDRANCES

DOOMED (MAJOR)

Your character is going to die, in a horrible fashion. He often dreams of his death, though it is never entirely clear. As a result of his bad dreams and generally unluckiness, he only starts each session with one Benny. He may never take the Luck or Great Luck Edges. But due to this knowledge, there is little that can cause fear for this character, and as a result, he gains +2 to any rolls to resist Fear.

Also, as your character is going to die, the Game Master will come up with a suitable, and horrible, death for him. This is unavoidable. If this is a long term campaign, be prepared to make another character at some point.

FALLEN SISTER (MINOR OR MAJOR, SIGRUNI ONLY)

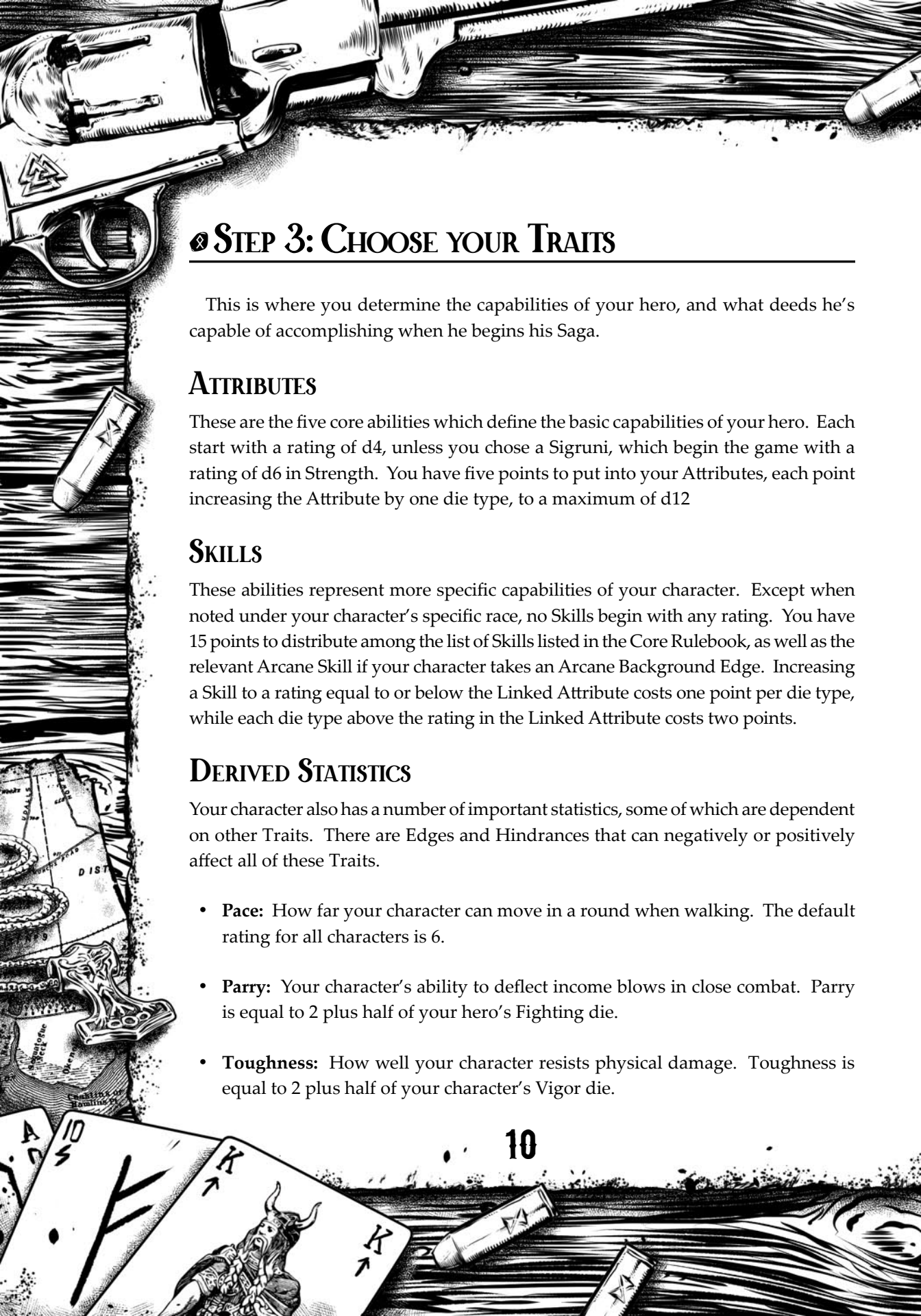
For some reason, the mystic net that saw your character trapped on Midgard affected you even more profoundly than your sisters. For a Minor Hindrance, your character can not start the game with the Sigruni Divinity Arcane Background, but can acquire it later with . For a Major Hindrance, she can never acquire it.

MOTION SICKNESS (MAJOR)

While no doubt stout of heart, your hero doesn't always have the stomach to match, especially when on a moving ship or train. The character must take a Vigor test at -2 for every hour he's on a moving vehicle. If he fails, he'll be at -2 on all tests until he either passes, or has been off of the vehicle for at least half an hour.

TECHNOLOGICALLY CURSED (MAJOR)

For some reason, perhaps natural ineptitude, perhaps dumb luck, perhaps you've incurred the displeasure of the Norns, but technology seems to just go wrong when you use it. Anytime the player rolls a 1 on the trait die when making use of any modern (in this context) technology, the device malfunctions as per the Weird Science Malfunction rules.



◆ STEP 3: CHOOSE YOUR TRAITS

This is where you determine the capabilities of your hero, and what deeds he's capable of accomplishing when he begins his Saga.

ATTRIBUTES

These are the five core abilities which define the basic capabilities of your hero. Each start with a rating of d4, unless you chose a Sigruni, which begin the game with a rating of d6 in Strength. You have five points to put into your Attributes, each point increasing the Attribute by one die type, to a maximum of d12

SKILLS

These abilities represent more specific capabilities of your character. Except when noted under your character's specific race, no Skills begin with any rating. You have 15 points to distribute among the list of Skills listed in the Core Rulebook, as well as the relevant Arcane Skill if your character takes an Arcane Background Edge. Increasing a Skill to a rating equal to or below the Linked Attribute costs one point per die type, while each die type above the rating in the Linked Attribute costs two points.

DERIVED STATISTICS

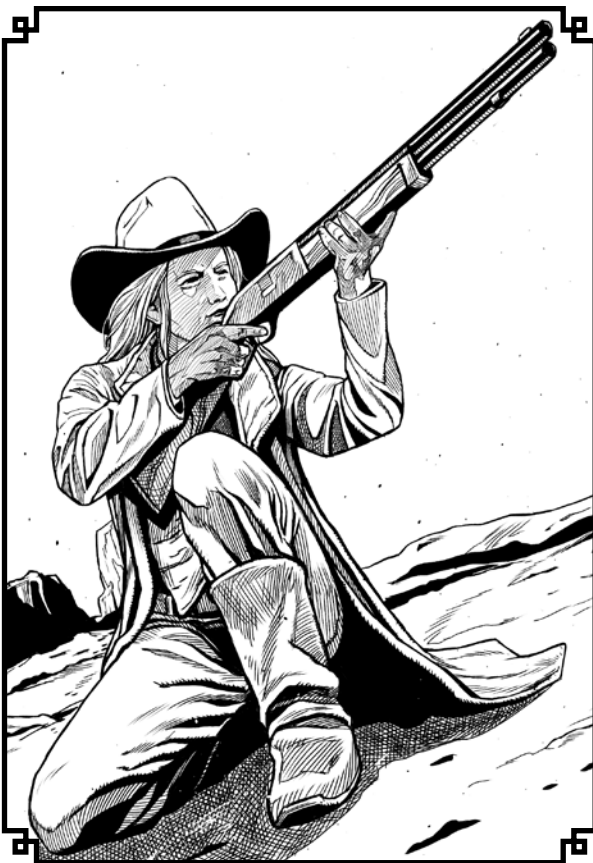
Your character also has a number of important statistics, some of which are dependent on other Traits. There are Edges and Hindrances that can negatively or positively affect all of these Traits.

- **Pace:** How far your character can move in a round when walking. The default rating for all characters is 6.
- **Parry:** Your character's ability to deflect incoming blows in close combat. Parry is equal to 2 plus half of your hero's Fighting die.
- **Toughness:** How well your character resists physical damage. Toughness is equal to 2 plus half of your character's Vigor die.

◆ STEP 4: CHOOSE EDGES

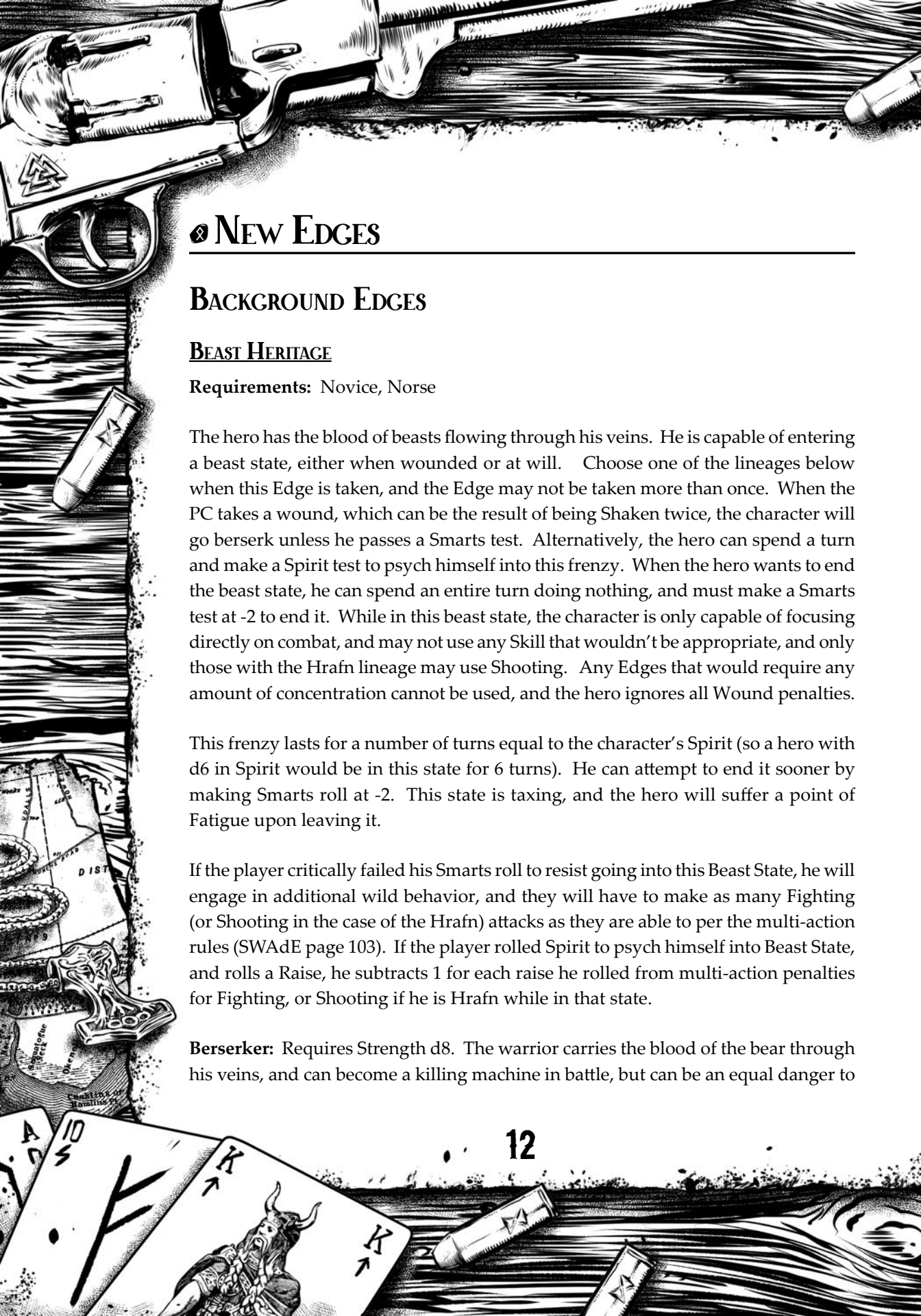
Here is where you select the abilities that make your characters really stand out.

It is important to note that this setting has been written with the Edges in the *Savage Worlds* Adventure Edition in mind only. If you have access to other publications from either Pinnacle Entertainment or one of its many other wonderful licensees, and think they would be appropriate to your character, that's fine, but get your GM's permission first before adding them. Keep in mind the spirit of this particular setting before making such a decision, not just what would make your character that much better in a fight.



PROHIBITED EDGES

Not all Edges are appropriate for this setting, or at least they require some modification. As a result, Berserk, Soul Drain, Holy Warrior, and Mentalist are disallowed. Berserk is replaced with the Beast Heritage Edge. Soul Drain is prohibited because Godi already have a similar ability built into their Arcane Background, and Holy Warrior isn't allowed because the Gods expect mortals to fight their foes, and thus won't bother to simply hold back monstrous foes from approaching them. Mentalist is disallowed simply because the Psionics Arcane Background is not present in this setting.



NEW EDGES

BACKGROUND EDGES

BEAST HERITAGE

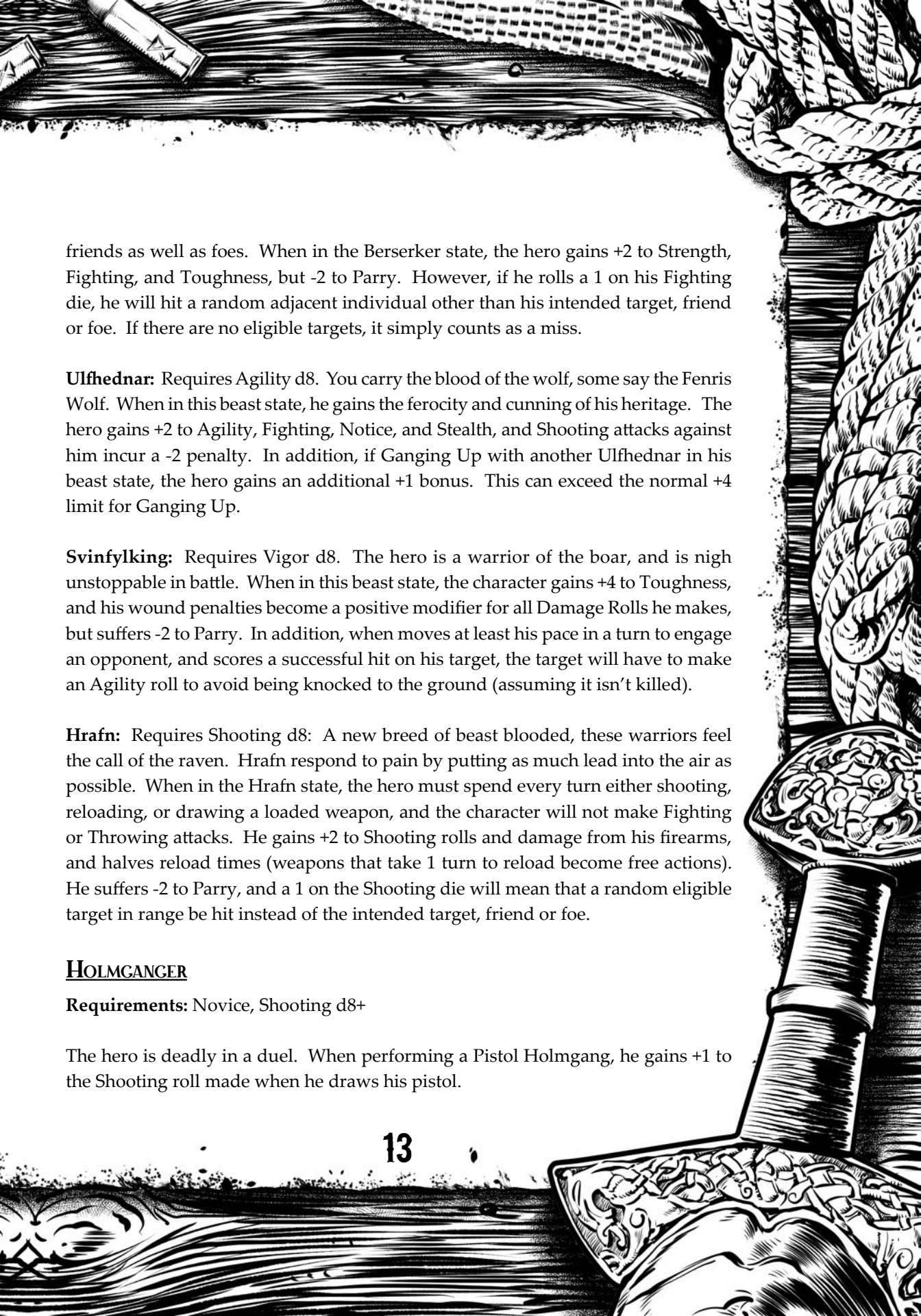
Requirements: Novice, Norse

The hero has the blood of beasts flowing through his veins. He is capable of entering a beast state, either when wounded or at will. Choose one of the lineages below when this Edge is taken, and the Edge may not be taken more than once. When the PC takes a wound, which can be the result of being Shaken twice, the character will go berserk unless he passes a Smarts test. Alternatively, the hero can spend a turn and make a Spirit test to psych himself into this frenzy. When the hero wants to end the beast state, he can spend an entire turn doing nothing, and must make a Smarts test at -2 to end it. While in this beast state, the character is only capable of focusing directly on combat, and may not use any Skill that wouldn't be appropriate, and only those with the Hrafn lineage may use Shooting. 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 the character's Spirit (so a hero with d6 in Spirit would be in this state for 6 turns). 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.

If the player critically failed his Smarts roll to resist going into this Beast State, he will engage in additional wild behavior, and they will have to make as many Fighting (or Shooting in the case of the Hrafn) attacks as they are able to per the multi-action rules (SWAdE page 103). If the player rolled Spirit to psych himself into Beast State, and rolls a Raise, he subtracts 1 for each raise he rolled from multi-action penalties for Fighting, or Shooting if he is Hrafn while in that state.

Berserker: Requires Strength d8. The warrior carries the blood of the bear through his veins, and can become a killing machine in battle, but can be an equal danger to



friends as well as foes. When in the Berserker state, the hero gains +2 to Strength, Fighting, and Toughness, but -2 to Parry. However, if he rolls a 1 on his Fighting die, he will hit a random adjacent individual other than his intended target, friend or foe. If there are no eligible targets, it simply counts as a miss.

Ulfhednar: Requires Agility d8. You carry the blood of the wolf, some say the Fenris Wolf. When in this beast state, he gains the ferocity and cunning of his heritage. The hero gains +2 to Agility, Fighting, Notice, and Stealth, and Shooting attacks against him incur a -2 penalty. In addition, if Ganging Up with another Ulfhednar in his beast state, the hero gains an additional +1 bonus. This can exceed the normal +4 limit for Ganging Up.

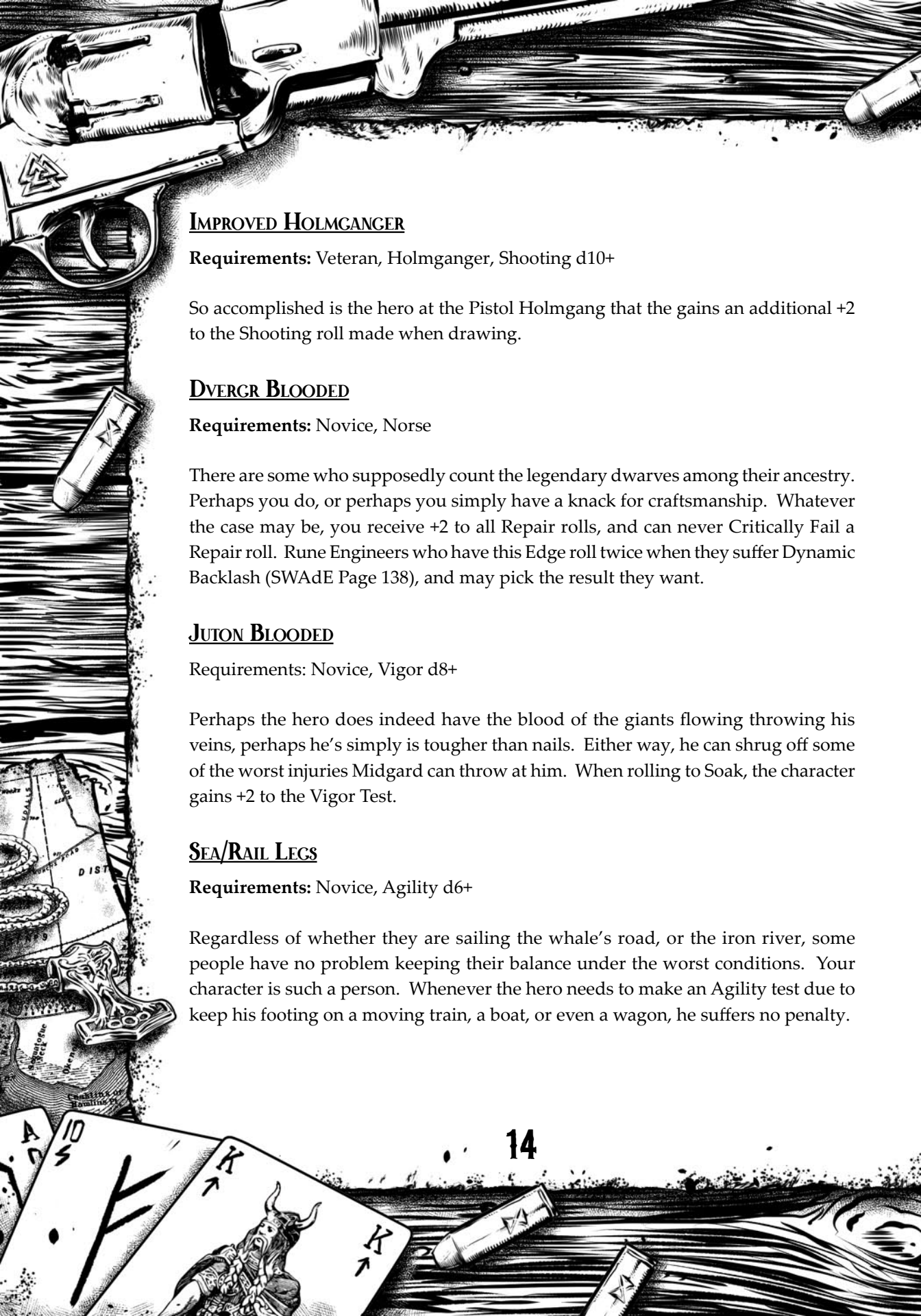
Svinfylking: Requires Vigor d8. The hero is a warrior of the boar, and is nigh unstoppable in battle. When in this beast state, the character gains +4 to Toughness, and his wound penalties become a positive modifier for all Damage Rolls he makes, but suffers -2 to Parry. In addition, when moves at least his pace in a turn to engage an opponent, and scores a successful hit on his target, the target will have to make an Agility roll to avoid being knocked to the ground (assuming it isn't killed).

Hrafn: Requires Shooting d8: A new breed of beast blooded, these warriors feel the call of the raven. Hrafn respond to pain by putting as much lead into the air as possible. When in the Hrafn state, the hero 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.

HOLMGANGER

Requirements: Novice, Shooting d8+

The hero is deadly in a duel. When performing a Pistol Holmgang, he gains +1 to the Shooting roll made when he draws his pistol.



IMPROVED HOLMGANGER

Requirements: Veteran, Holmganger, Shooting d10+

So accomplished is the hero at the Pistol Holmgang that the gains an additional +2 to the Shooting roll made when drawing.

DVERGR BLOODED

Requirements: Novice, Norse

There are some who supposedly count the legendary dwarves among their ancestry. Perhaps you do, or perhaps you simply have a knack for craftsmanship. Whatever the case may be, you receive +2 to all Repair rolls, and can never Critically Fail a Repair roll. Rune Engineers who have this Edge roll twice when they suffer Dynamic Backlash (SWAdE Page 138), and may pick the result they want.

JUTON BLOODED

Requirements: Novice, Vigor d8+

Perhaps the hero does indeed have the blood of the giants flowing through his veins, perhaps he's simply is tougher than nails. Either way, he can shrug off some of the worst injuries Midgard can throw at him. When rolling to Soak, the character gains +2 to the Vigor Test.

SEA/RAIL LEGS

Requirements: Novice, Agility d6+

Regardless of whether they are sailing the whale's road, or the iron river, some people have no problem keeping their balance under the worst conditions. Your character is such a person. Whenever the hero needs to make an Agility test due to keep his footing on a moving train, a boat, or even a wagon, he suffers no penalty.

An illustration of a ship's deck. In the upper left, a compass with a star on its cover lies on the wooden planks. A thick, coiled rope runs vertically down the right side of the page. At the bottom, the ship's hull and a decorative metal fitting are visible.

IMPROVED SEA/RAIL LEGS

Requirements: Seasoned, Sea/Rail Legs

The hero is completely at home on a moving vehicle. In addition to the effects of the Sea/Land Legs Edge, the character can draw an additional card when determining initiative in combat.

WORTHY OF SAGA

Requirements: Novice

Your character has already performed some deeds worthy of song prior to the onset of the campaign. He begins the game with a Saga Rating of 5. Work with the GM to determine what these deeds were, and could provide some very interesting story seeds for the campaign.

COMBAT EDGES

BATTLE FURY

Requirements: Wild Card, Seasoned

The hero becomes a whirlwind of destruction when his blood is up, and may make a free Fighting attack in any round in which he draws a Joker.

PISTOL WHIP

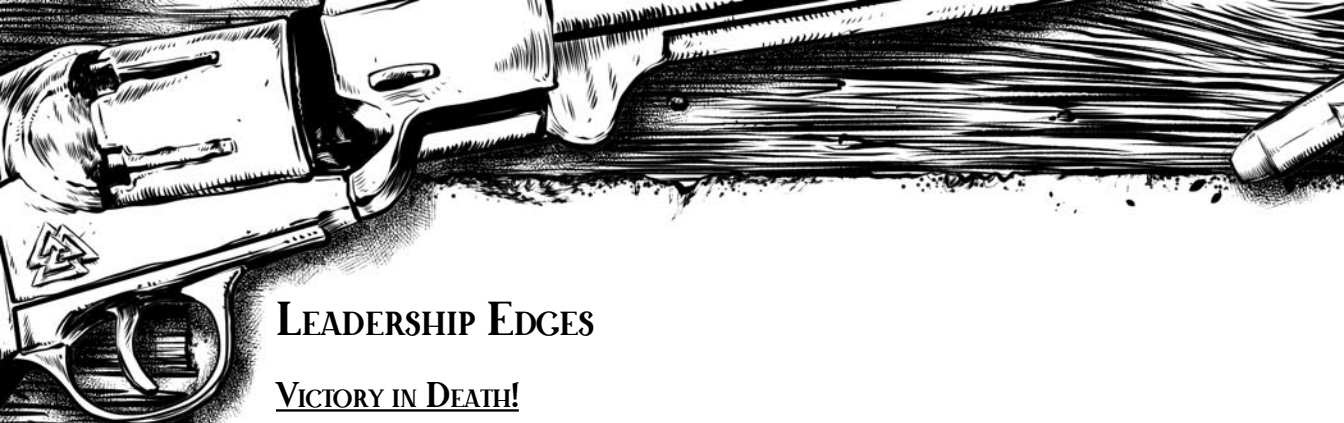
Requirements: Novice, Fighting d6

Some make the mistake of thinking that a gunfighter with empty weapons is defenseless. Against a warrior with this Edge, this mistake can be fatal. Heroes with this Edge gain +1 to damage rolls when using a firearm as a bludgeoning weapon.

IMPROVED PISTOL WHIP

Requirements: Seasoned, Fighting d8

As Pistol Whip, but the character adds +2 to damage rolls when using firearms as bludgeoning weapons.



LEADERSHIP EDGES

VICTORY IN DEATH!

Requirements: Veteran, Command, Spirit d8+

So inspired are those under your command that even in their moment of death, they seek to bring their foes down and add glory to their Saga. The moment any friendly characters in your command radius become Incapacitated in combat, he may make one free Fighting, Shooting, or Throwing attack before they expire, with no wound penalty.



POWER EDGES

ARCANE BACKGROUND: GODI

Requirements: Novice, Norse Male, Spirit d6+, Rune casting d4+

The Norseman 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.



ARCANE BACKGROUND: RUNE ENGINEER

Requirements: Novice, Norse, Smarts d6+, Rune Engineering d4+

The character has learned to blend modern science with the power of the Runes, to spectacular, though often unpredictable, results.

ARCANE BACKGROUND: SKALDIC MASTERY

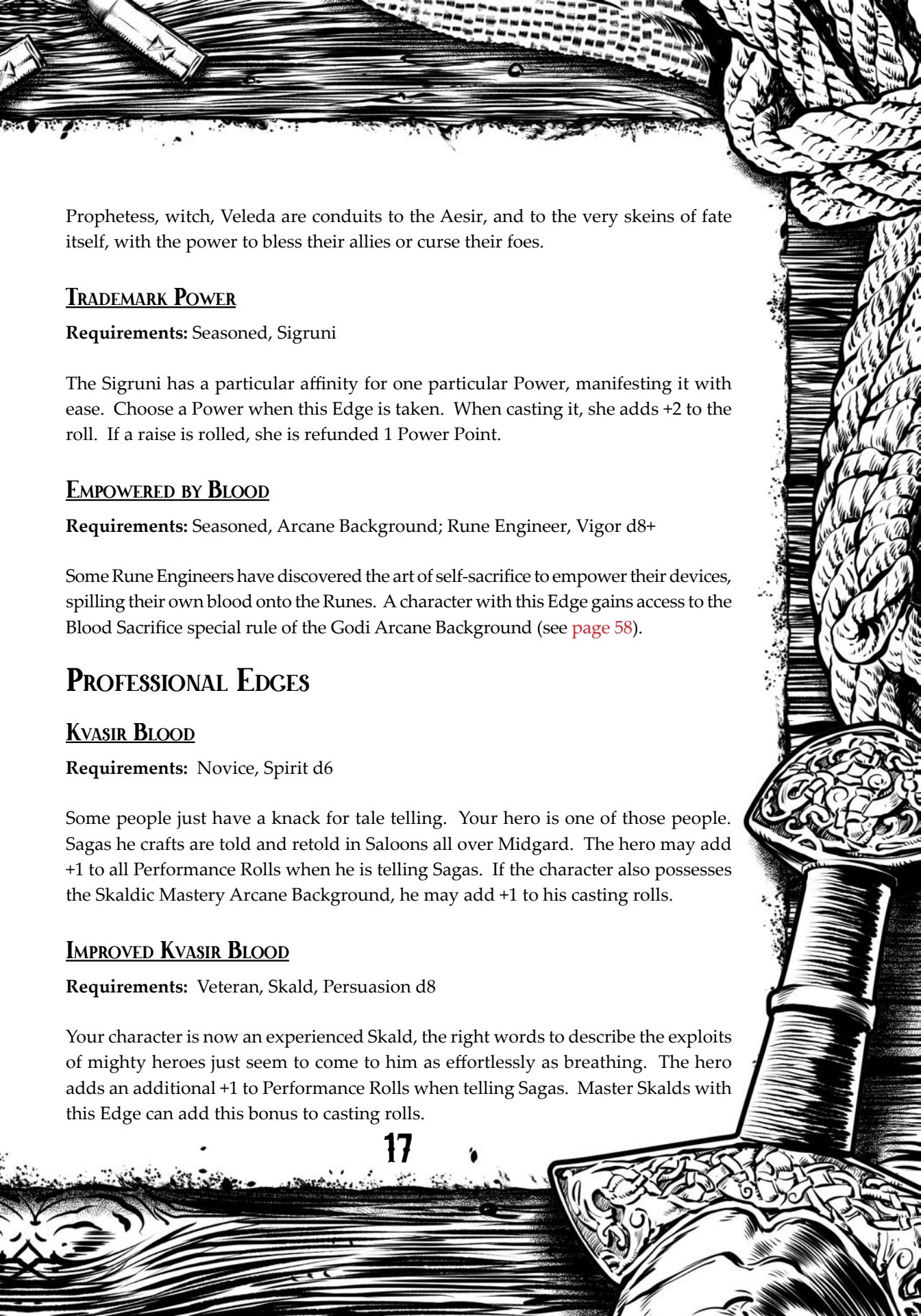
Requirements: Novice, Norse, Spirit d6+, Skaldic Mastery d4+

The hero is not only a Skald, but his mastery of the Sagas is such that he can even alter the world around him through the verses of the epics.

ARCANE BACKGROUND: VELEDA

Requirements: Novice, Norse Female, Smarts d6+, Seidr d4+





Prophetess, witch, Veleda are conduits to the Aesir, and to the very skeins of fate itself, with the power to bless their allies or curse their foes.

TRADEMARK POWER

Requirements: Seasoned, Sigruni

The Sigruni has a particular affinity for one particular Power, manifesting it with ease. Choose a Power when this Edge is taken. When casting it, she adds +2 to the roll. If a raise is rolled, she is refunded 1 Power Point.

EMPOWERED BY BLOOD

Requirements: Seasoned, Arcane Background; Rune Engineer, Vigor d8+

Some Rune Engineers have discovered the art of self-sacrifice to empower their devices, spilling their own blood onto the Runes. A character with this Edge gains access to the Blood Sacrifice special rule of the Godi Arcane Background (see [page 58](#)).

PROFESSIONAL EDGES

KVASIR BLOOD

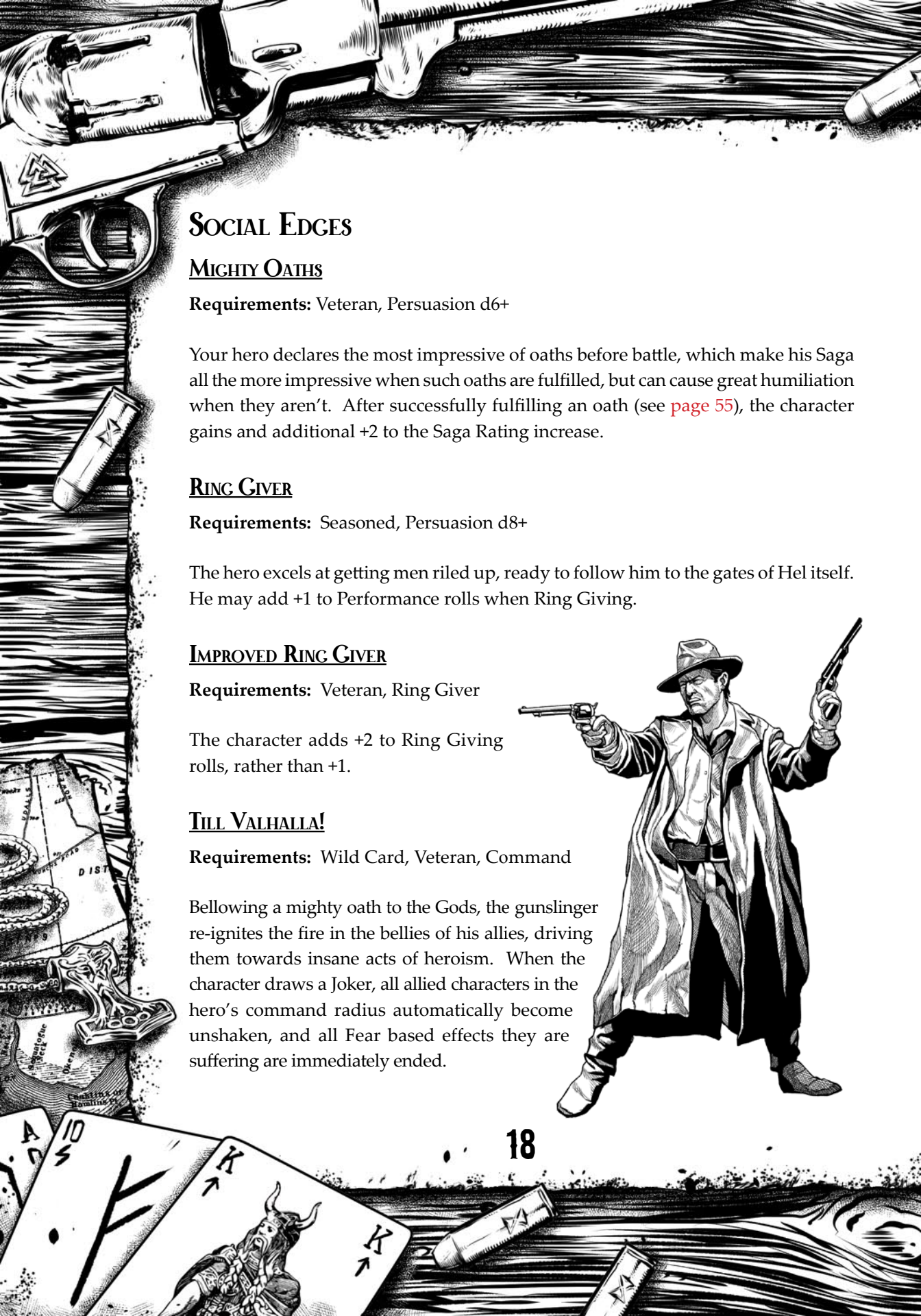
Requirements: Novice, Spirit d6

Some people just have a knack for tale telling. Your hero is one of those people. Sagas he crafts are told and retold in Saloons all over Midgard. The hero may add +1 to all Performance Rolls when he is telling Sagas. If the character also possesses the Skaldic Mastery Arcane Background, he may add +1 to his casting rolls.

IMPROVED KVASIR BLOOD

Requirements: Veteran, Skald, Persuasion d8

Your character is now an experienced Skald, the right words to describe the exploits of mighty heroes just seem to come to him as effortlessly as breathing. The hero adds an additional +1 to Performance Rolls when telling Sagas. Master Skalds with this Edge can add this bonus to casting rolls.



SOCIAL EDGES

MIGHTY OATHS

Requirements: Veteran, Persuasion d6+

Your hero declares the most impressive of oaths before battle, which make his Saga all the more impressive when such oaths are fulfilled, but can cause great humiliation when they aren't. After successfully fulfilling an oath (see [page 55](#)), the character gains and additional +2 to the Saga Rating increase.

RING GIVER

Requirements: Seasoned, Persuasion d8+

The hero excels at getting men riled up, ready to follow him to the gates of Hel itself. He may add +1 to Performance rolls when Ring Giving.

IMPROVED RING GIVER

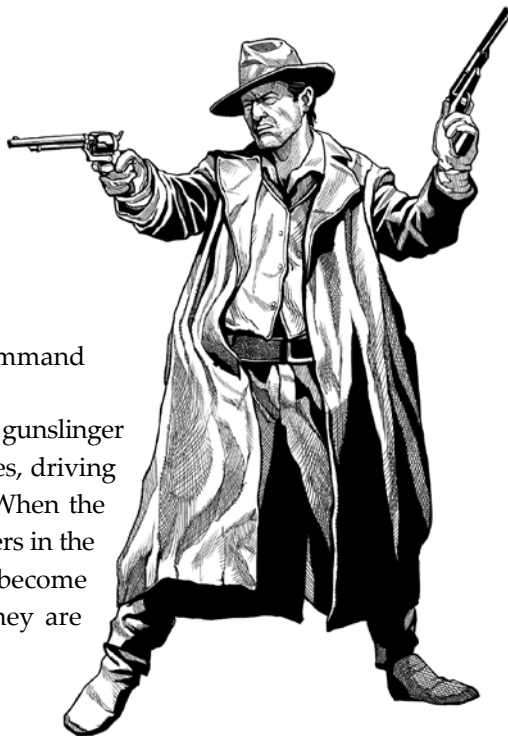
Requirements: Veteran, Ring Giver

The character adds +2 to Ring Giving rolls, rather than +1.

TILL VALHALLA!

Requirements: Wild Card, Veteran, Command

Bellowing a mighty oath to the Gods, the gunslinger re-ignites the fire in the bellies of his allies, driving them towards insane acts of heroism. When the character draws a Joker, all allied characters in the hero's command radius automatically become unshaken, and all Fear based effects they are suffering are immediately ended.





WEIRD EDGES

LEGENDARY ITEM

Requirements: Norse, Special, Cannot have an Arcane Background

Your character has acquired, or been gifted with, an item of great significance, and it may even have its own Saga tied to it. When this edge is taken, you may choose, with your GM's approval, a Legendary Item from Chapter 2 (page 48). You must have the appropriate Saga Rating to take the item in question. This Edge may only be taken once per Rank.

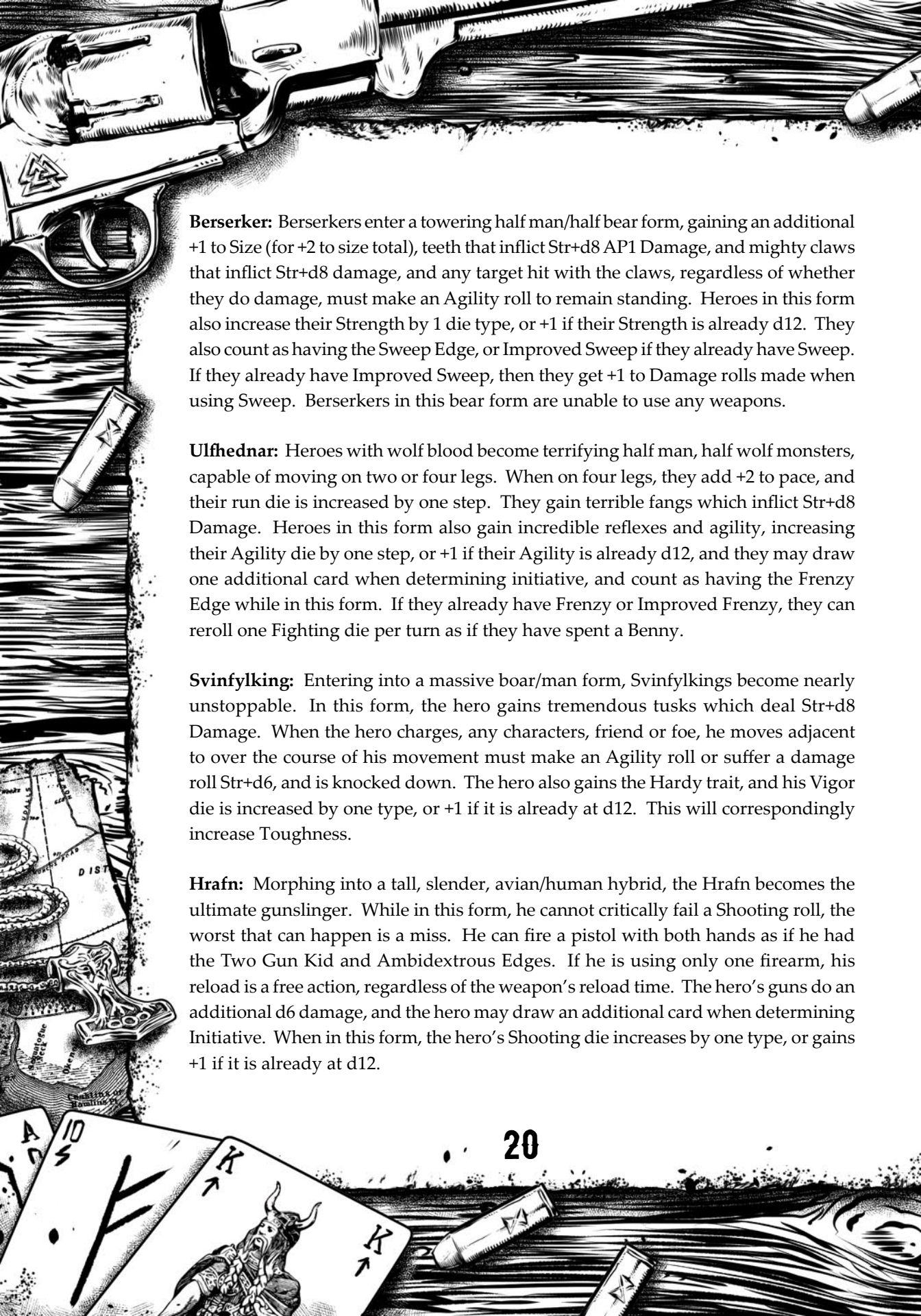
Interestingly enough, no one with an Arcane Background has found themselves blessed with such an item. There are many theories as to why, but so far, neither the Gods nor the Dwarves have been inclined to explain the reason. Godi theorize that they themselves aren't blessed with them because it is their duty to inspire heroes, not necessarily be great heroes themselves, while at the same time seeing this as the Gods' displeasure with Rune Engineers. Rune Engineers, for their part, don't seem very interested in them, as their runic science, in their opinion, is superior. Sigruni just assume that it is just a further example of the damage wrought upon them as a result of being trapped in Midgard.

WEARING THE BEAST SHIRT

Requirements: Wild Card, Legendary, Norse, Spirit d8, Beast Heritage

Some of those truly gifted with the blood of powerful beasts can physically manifest their heritage, becoming a terrifying man/beast hybrid. When the hero manifests his Beast Heritage Edge, he may spend a Bennie to enter this beast form. When in this form, the hero gains +1 to Size, a Fear Rating of 1, natural weaponry which allows him to make unarmed attacks without penalty (the damage rating dependent on the specific beast form), along with the benefits of the specific beast form and the benefits of the Beast Heritage Edge.

Entering this form is extremely taxing on the body, and upon leaving it, the character automatically takes two levels of Fatigue.



Berserker: Berserkers enter a towering half man/half bear form, gaining an additional +1 to Size (for +2 to size total), teeth that inflict Str+d8 AP1 Damage, and mighty claws that inflict Str+d8 damage, and any target hit with the claws, regardless of whether they do damage, must make an Agility roll to remain standing. Heroes in this form also increase their Strength by 1 die type, or +1 if their Strength is already d12. They also count as having the Sweep Edge, or Improved Sweep if they already have Sweep. If they already have Improved Sweep, then they get +1 to Damage rolls made when using Sweep. Berserkers in this bear form are unable to use any weapons.

Ulfhednar: Heroes with wolf blood become terrifying half man, half wolf monsters, capable of moving on two or four legs. When on four legs, they add +2 to pace, and their run die is increased by one step. They gain terrible fangs which inflict Str+d8 Damage. Heroes in this form also gain incredible reflexes and agility, increasing their Agility die by one step, or +1 if their Agility is already d12, and they may draw one additional card when determining initiative, and count as having the Frenzy Edge while in this form. If they already have Frenzy or Improved Frenzy, they can reroll one Fighting die per turn as if they have spent a Benny.

Svinfylking: Entering into a massive boar/man form, Svinfylkings become nearly unstoppable. In this form, the hero gains tremendous tusks which deal Str+d8 Damage. When the hero charges, any characters, friend or foe, he moves adjacent to over the course of his movement must make an Agility roll or suffer a damage roll Str+d6, and is knocked down. The hero also gains the Hardy trait, and his Vigor die is increased by one type, or +1 if it is already at d12. This will correspondingly increase Toughness.

Hrafn: Morphing into a tall, slender, avian/human hybrid, the Hrafn becomes the ultimate gunslinger. While in this form, he cannot critically fail a Shooting roll, the worst that can happen is a miss. He can fire a pistol with both hands as if he had the Two Gun Kid and Ambidextrous Edges. If he is using only one firearm, his reload is a free action, regardless of the weapon's reload time. The hero's guns do an additional d6 damage, and the hero may draw an additional card when determining Initiative. When in this form, the hero's Shooting die increases by one type, or gains +1 if it is already at d12.

SUPERNATURAL GUIDE

Requirements: Novice, Spirit d8

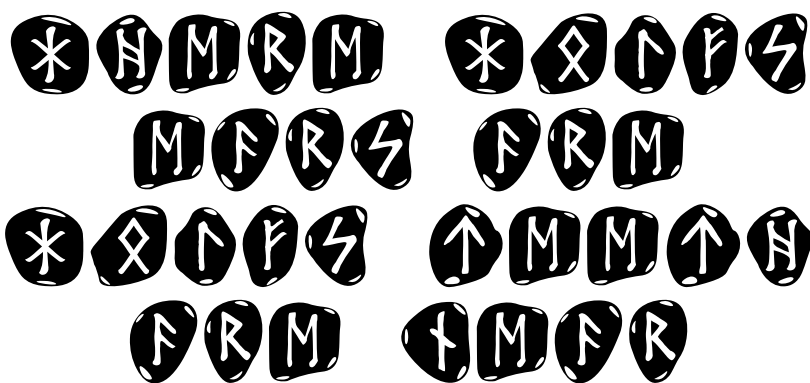
The character has gained the attention of a dwarf or elf, and for whatever inscrutable reasons, the being has decided to aid the hero. Once per game session, the player may spend a Bennie to have the Guide make an appearance and render him some sort of advice or aid, ultimately up to the judgment of the Game Master.

LEGENDARY EDGES

EINHERJAR

Requirements: Wild Card, Legendary, Norse

Your hero has attracted the attention of the Aesir, who has decided that the deeds he performs on Midgard are of such import that occasionally one of his ancestors may be given leave from Valhalla to aid him in combat. Once per session, the player may spend a Bennie to summon an Einherjar ([page 102](#)), which will fight at his side for the duration of the combat, acting on the character's card during initiative. When the combat ends, or if the Einherjar is incapacitated, he vanishes in a flash of light, returning to Valhalla.

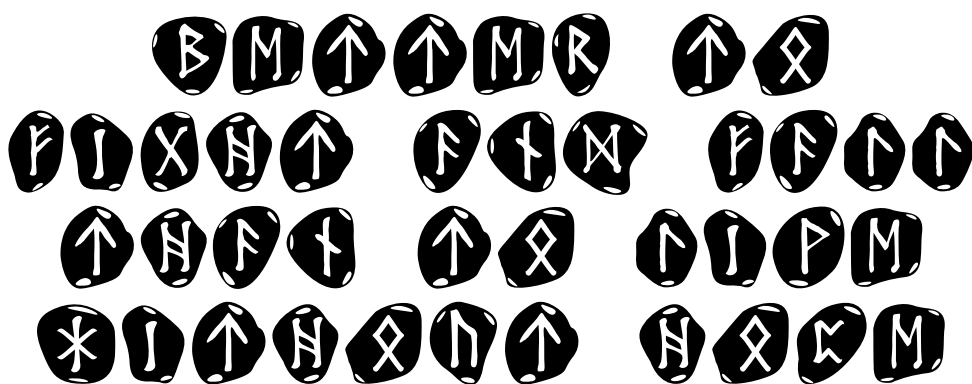


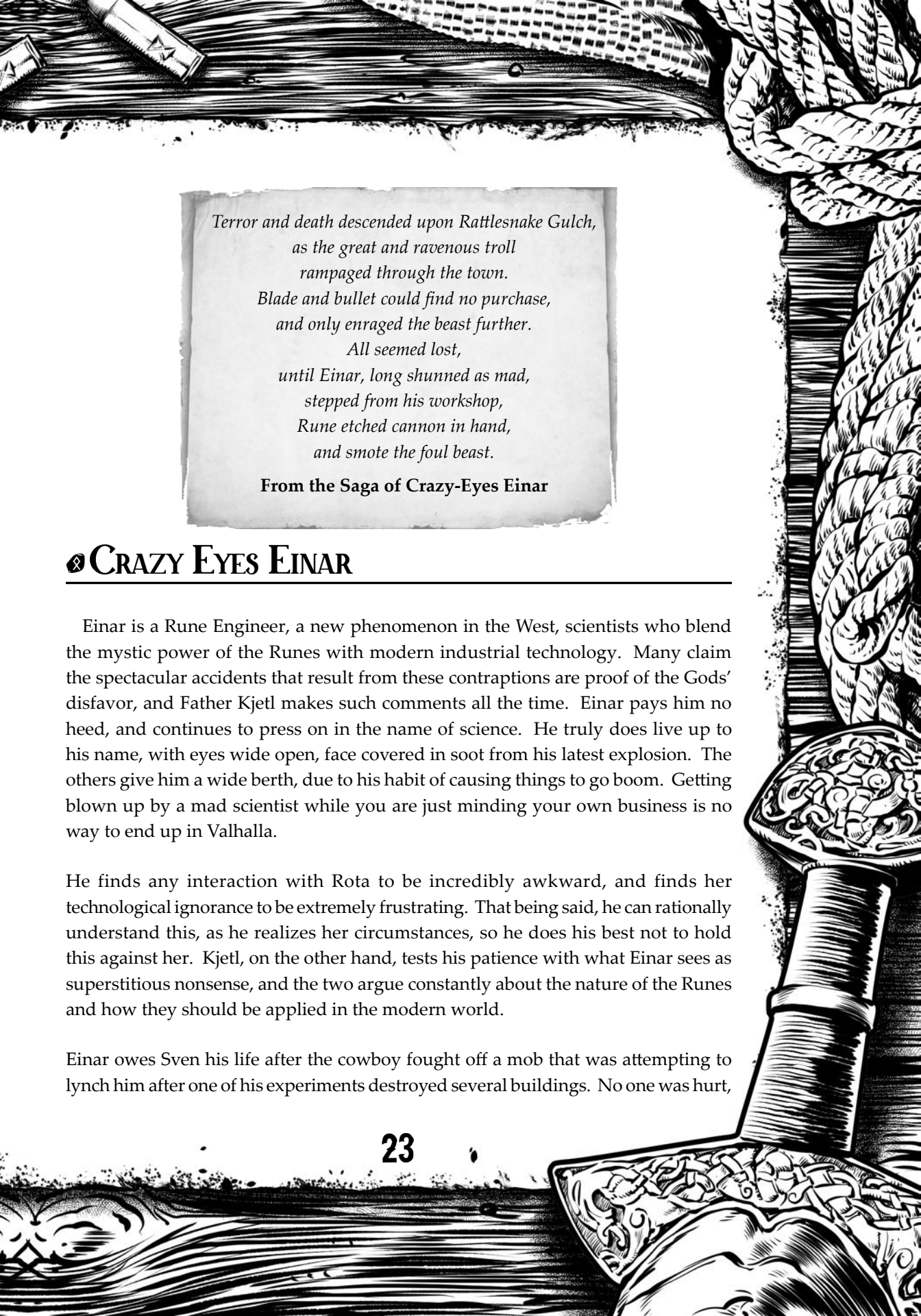


STEP 6: BACKGROUND DETAILS

Here's the fun part of character creation. Come up with your hero's background and history. What are his motivations and fears? What tragedies has he suffered? What drives him to adventure? Is it merely to expand his Saga, or does he thirst for revenge, fight for love, or is there some other great and overriding goal? If your character is a Sigruni, does she have some other goal besides returning to Asgard with her sisters?

Also, work with the other players and the GM to come up with a plausible reason why the characters are working together, assuming they knew each other prior to the beginning of the campaign.





*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.*

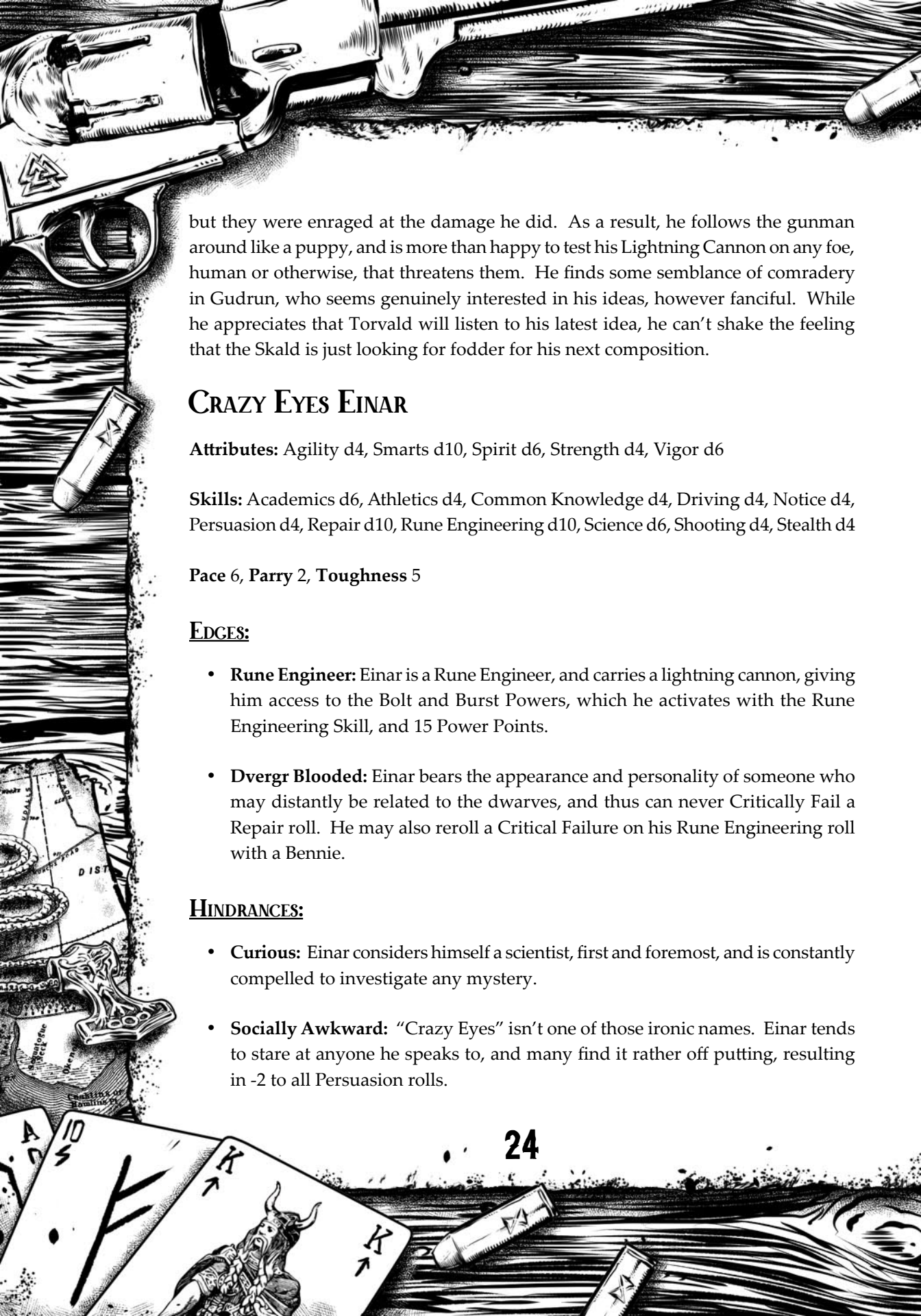
From the Saga of Crazy-Eyes Einar

❧ 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.

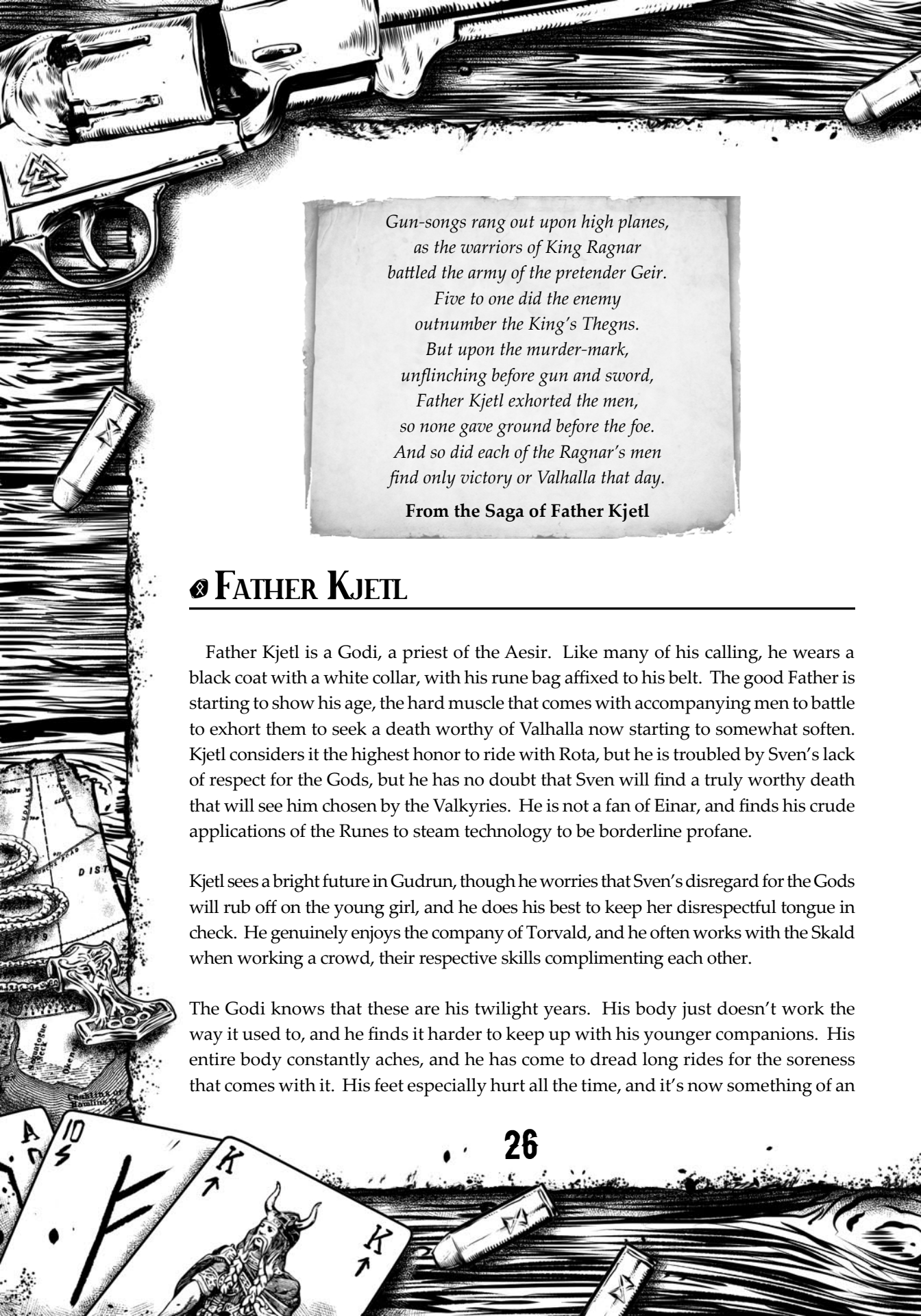
Gear: Stetson, bandana, duster, worn clothing, riding boots, horse, saddle, bridal, saddlebags, one week worth of trail mix, tool kit. 12 rounds.

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 1 d6.





*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.*

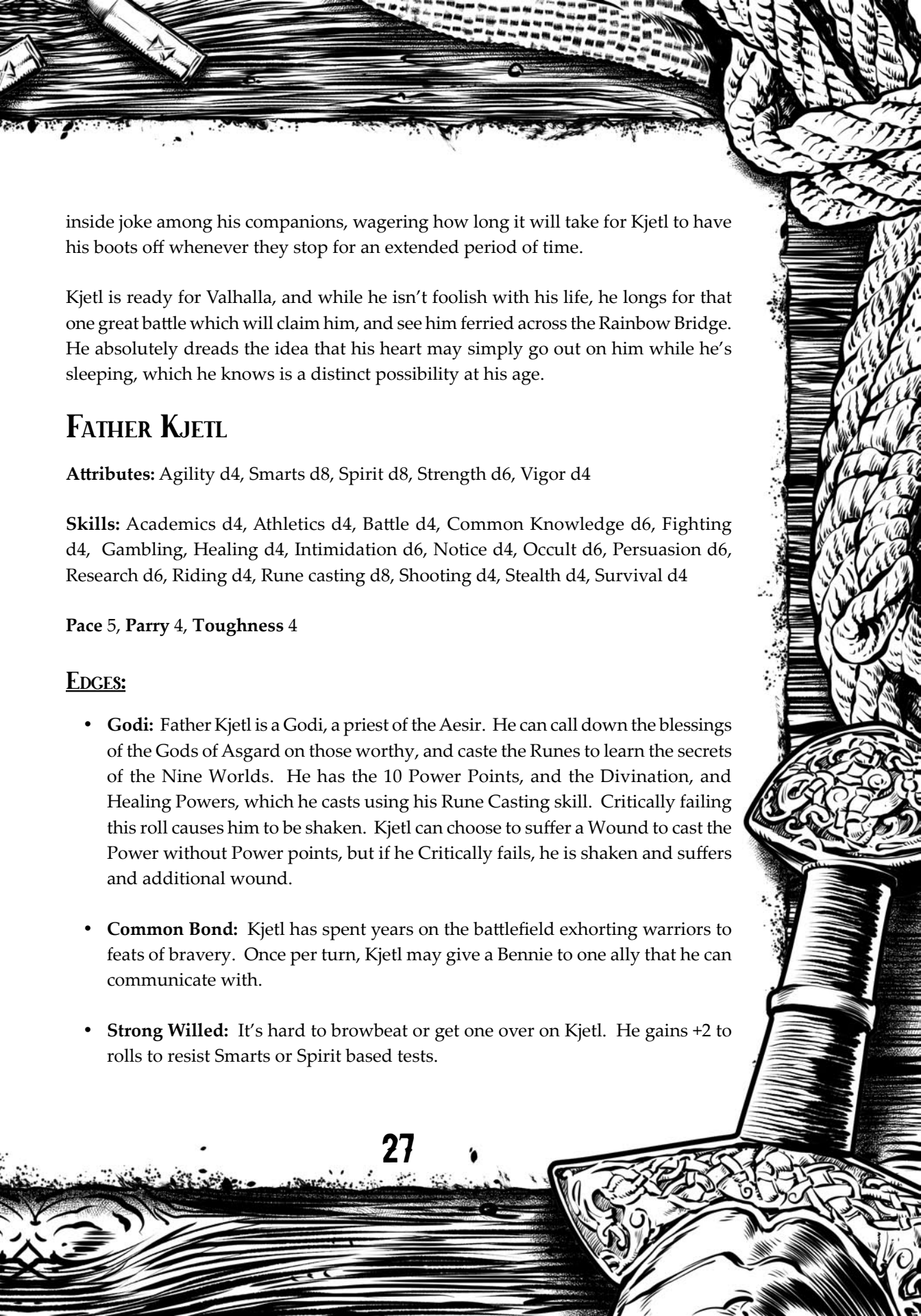
From the Saga of Father Kjetl

❖ 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

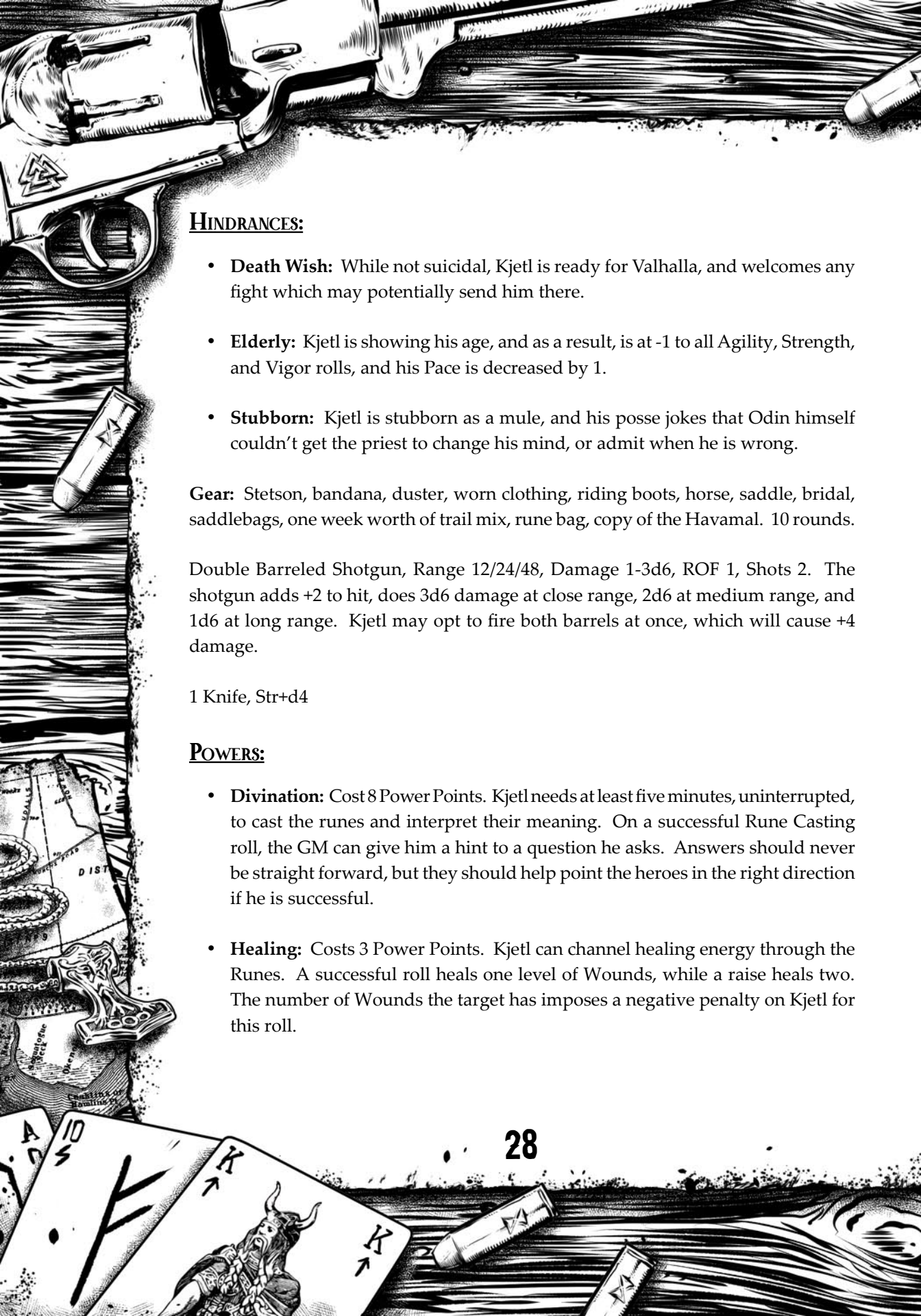
Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d4

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.

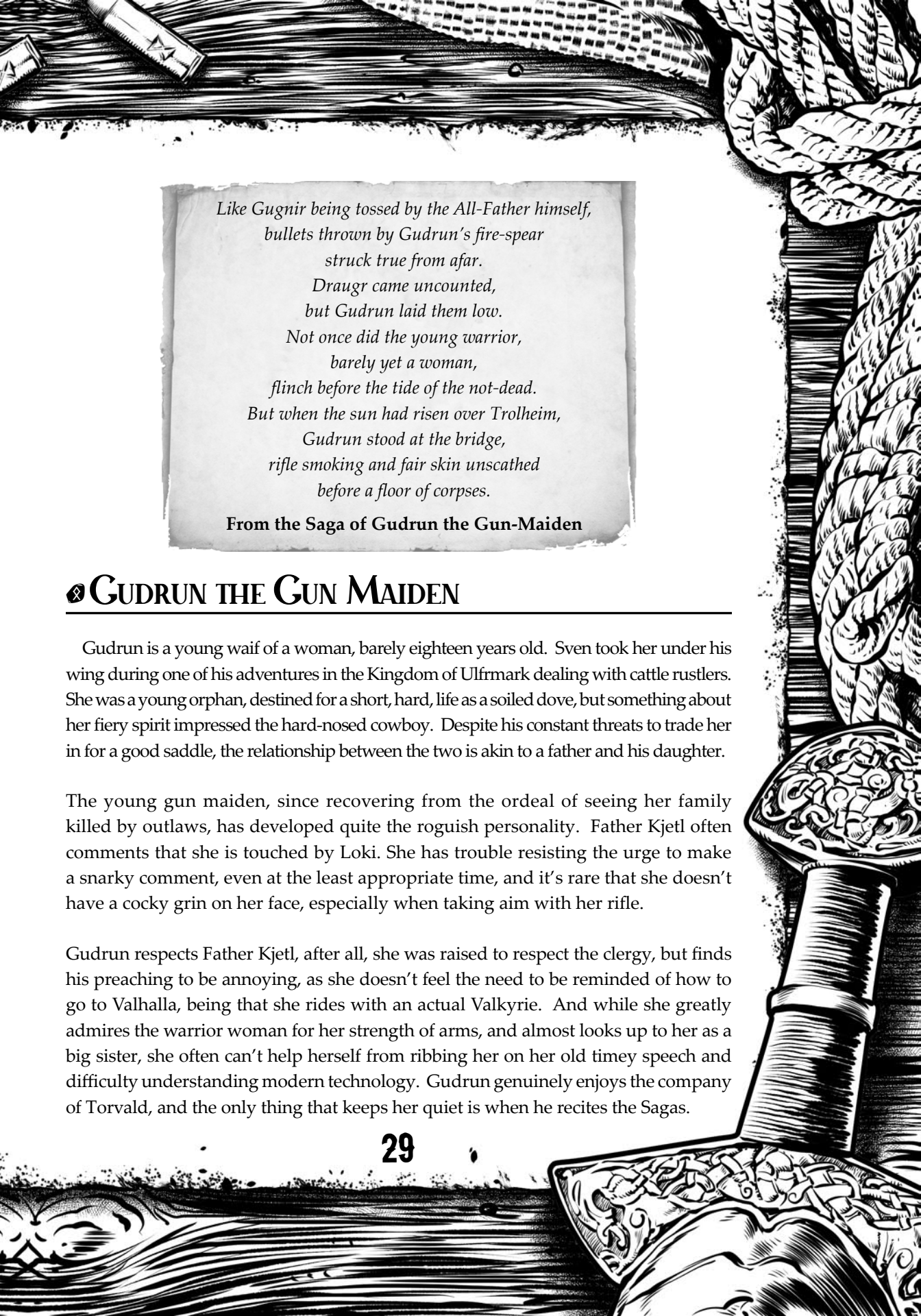
Gear: Stetson, bandana, duster, worn clothing, riding boots, horse, saddle, bridal, saddlebags, one week worth of trail mix, rune bag, copy of the Havamal. 10 rounds.

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 Gugnir being tossed by the All-Father himself,
bullets thrown by Gudrun's fire-spear
struck true from afar.
Draugr came uncounted,
but Gudrun 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,
Gudrun stood at the bridge,
rifle smoking and fair skin unscathed
before a floor of corpses.*

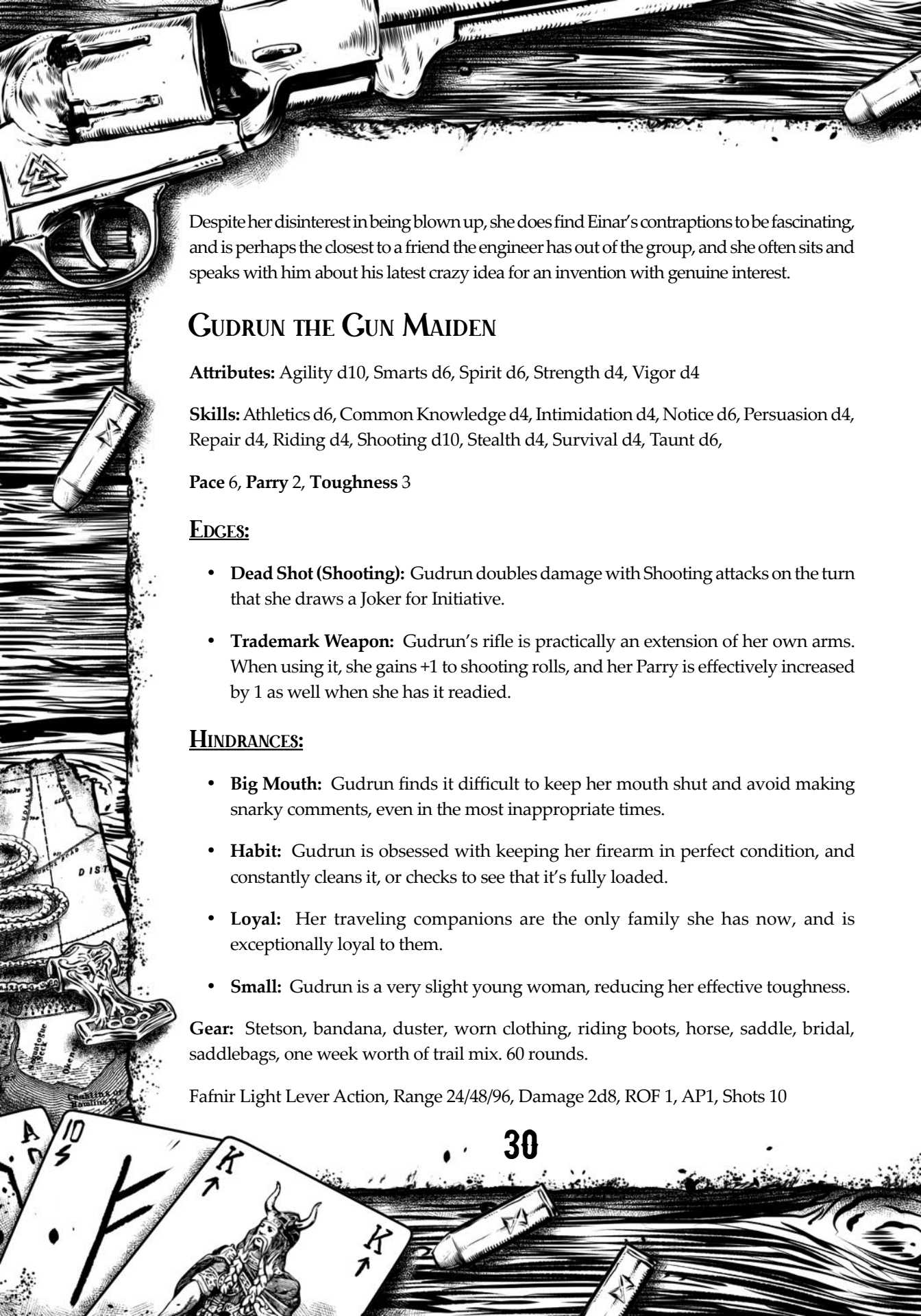
From the Saga of Gudrun the Gun-Maiden

❖ GUDRUN THE GUN MAIDEN

Gudrun 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.

Gudrun 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.*

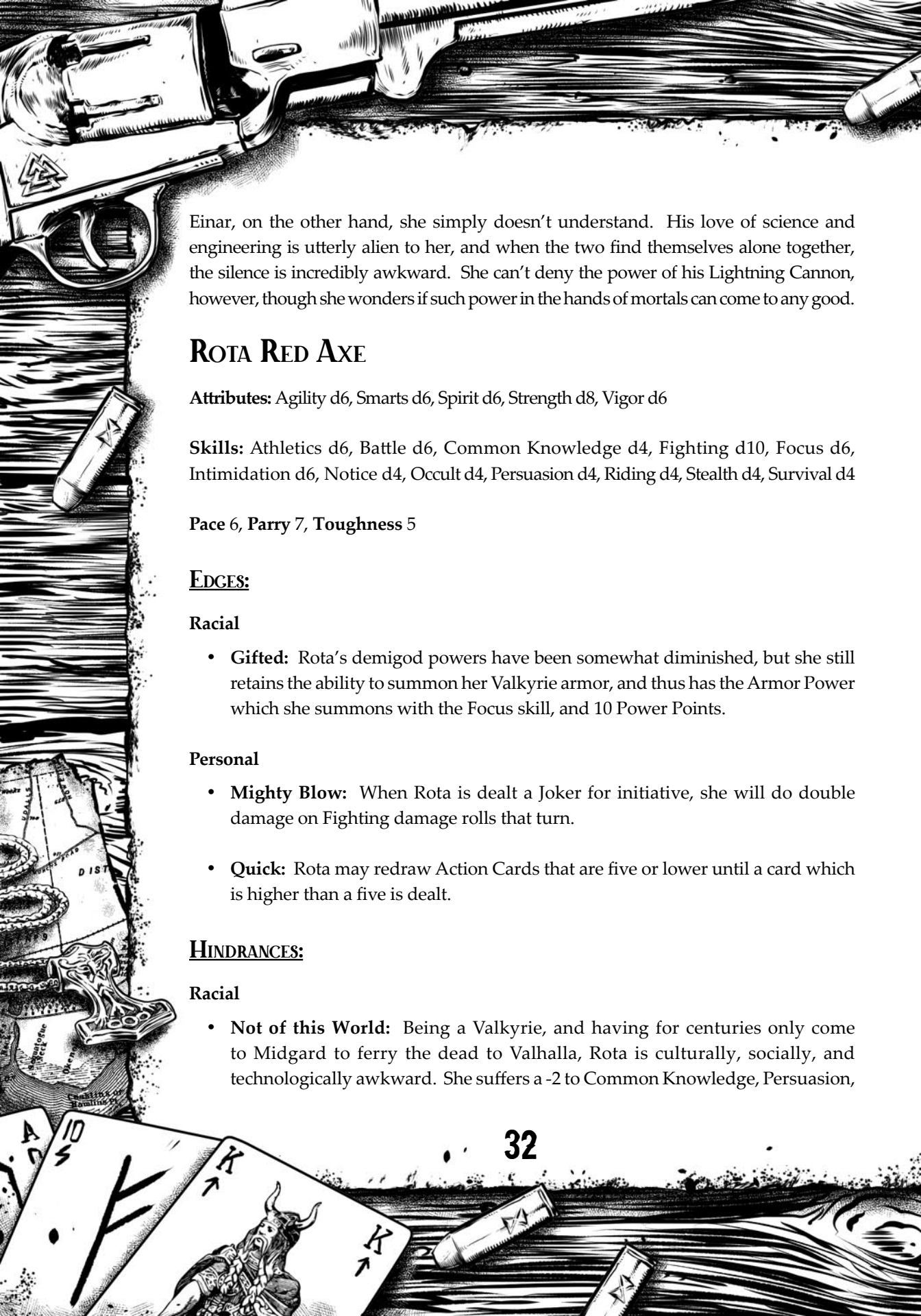
From the Saga of Rota Red-Axe



❖ 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.

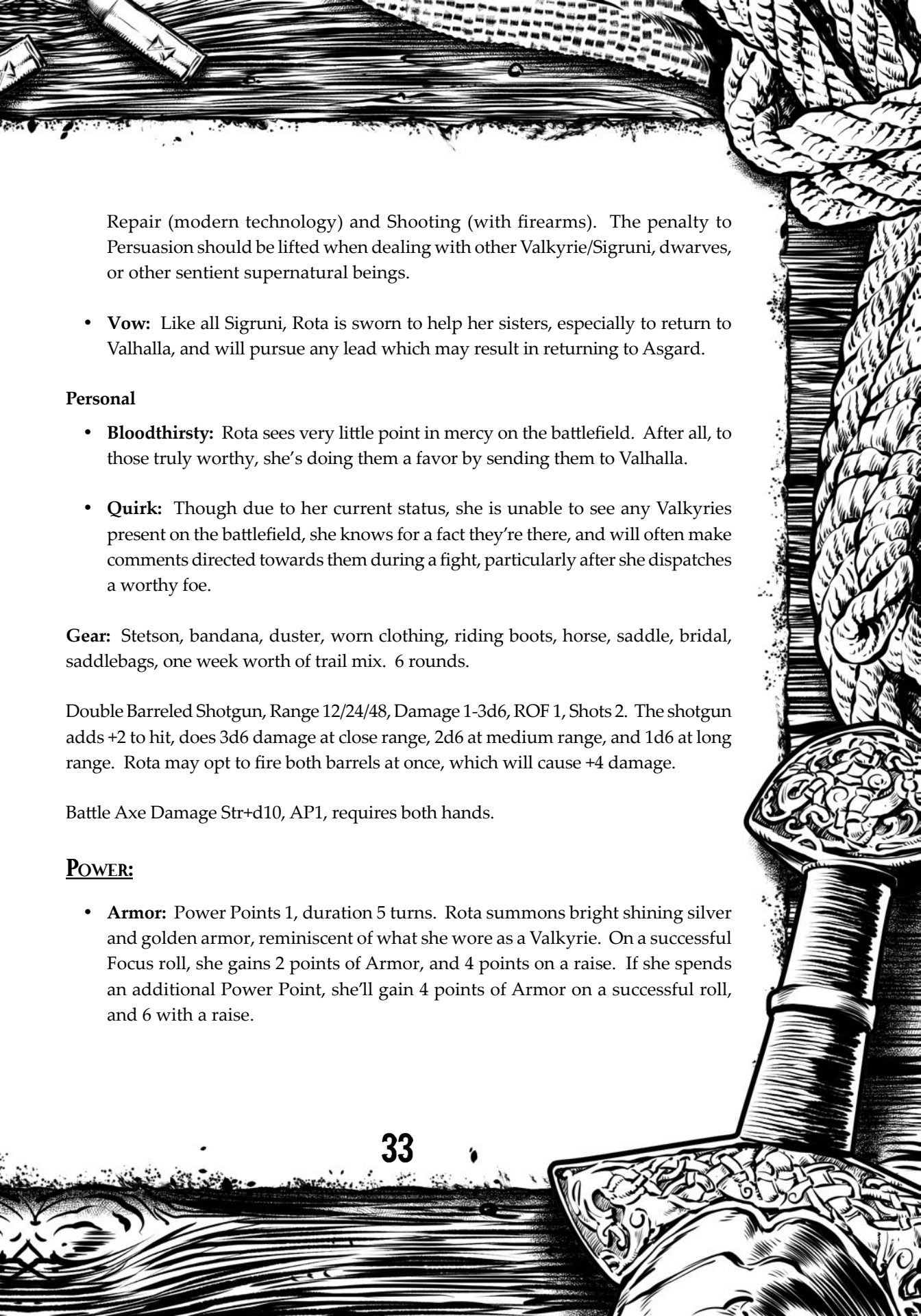
Personal

- **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.

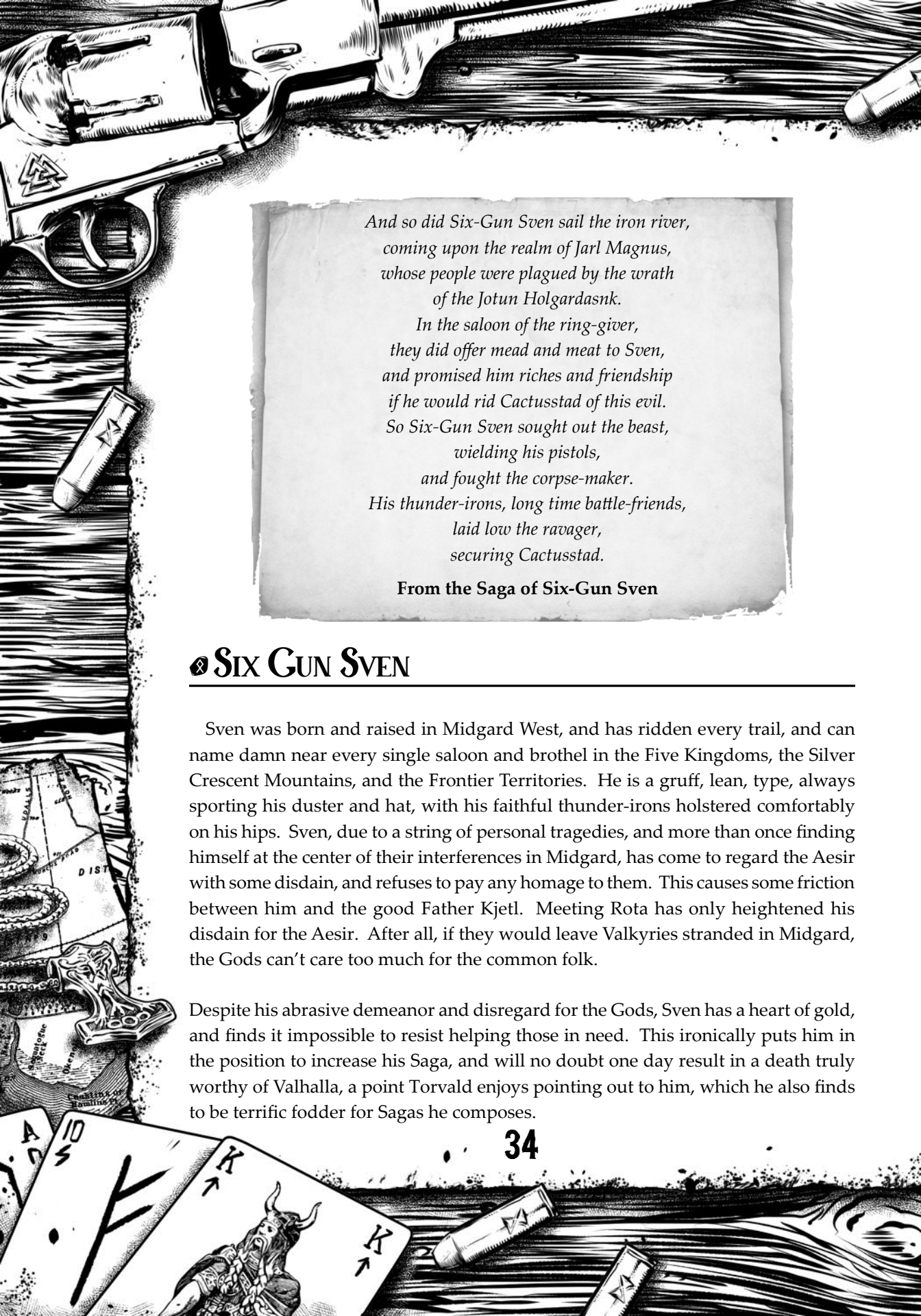
Gear: Stetson, bandana, duster, worn clothing, riding boots, horse, saddle, bridal, saddlebags, one week worth of trail mix. 6 rounds.

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.

POWER:

- **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.*

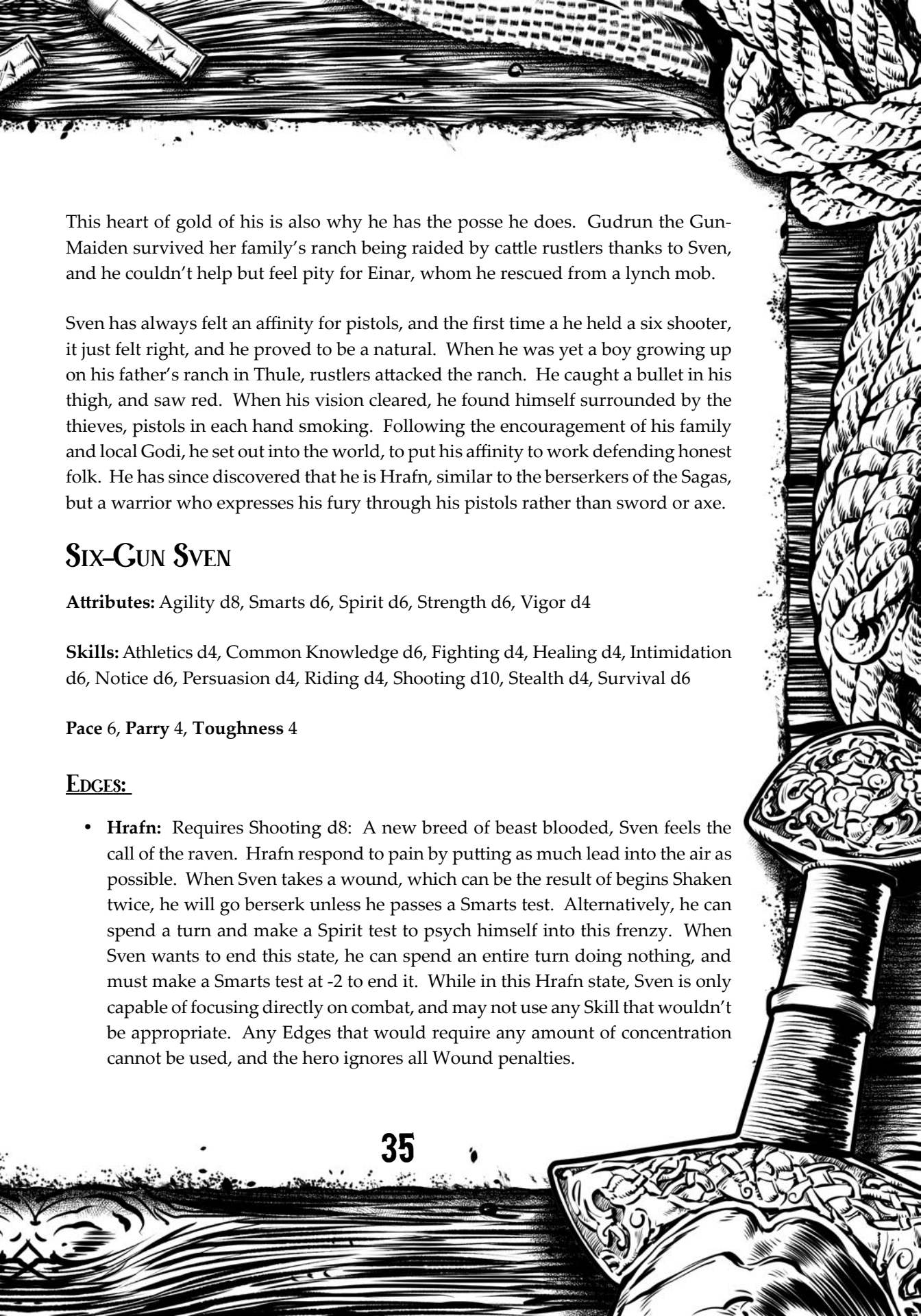
*His thunder-irons, long time battle-friends,
laid low the ravager,
securing Cactusstad.*

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

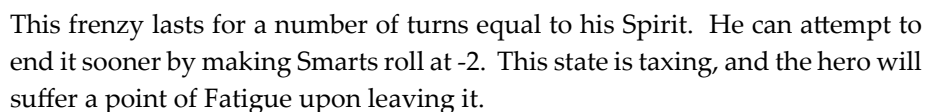
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4

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.



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:

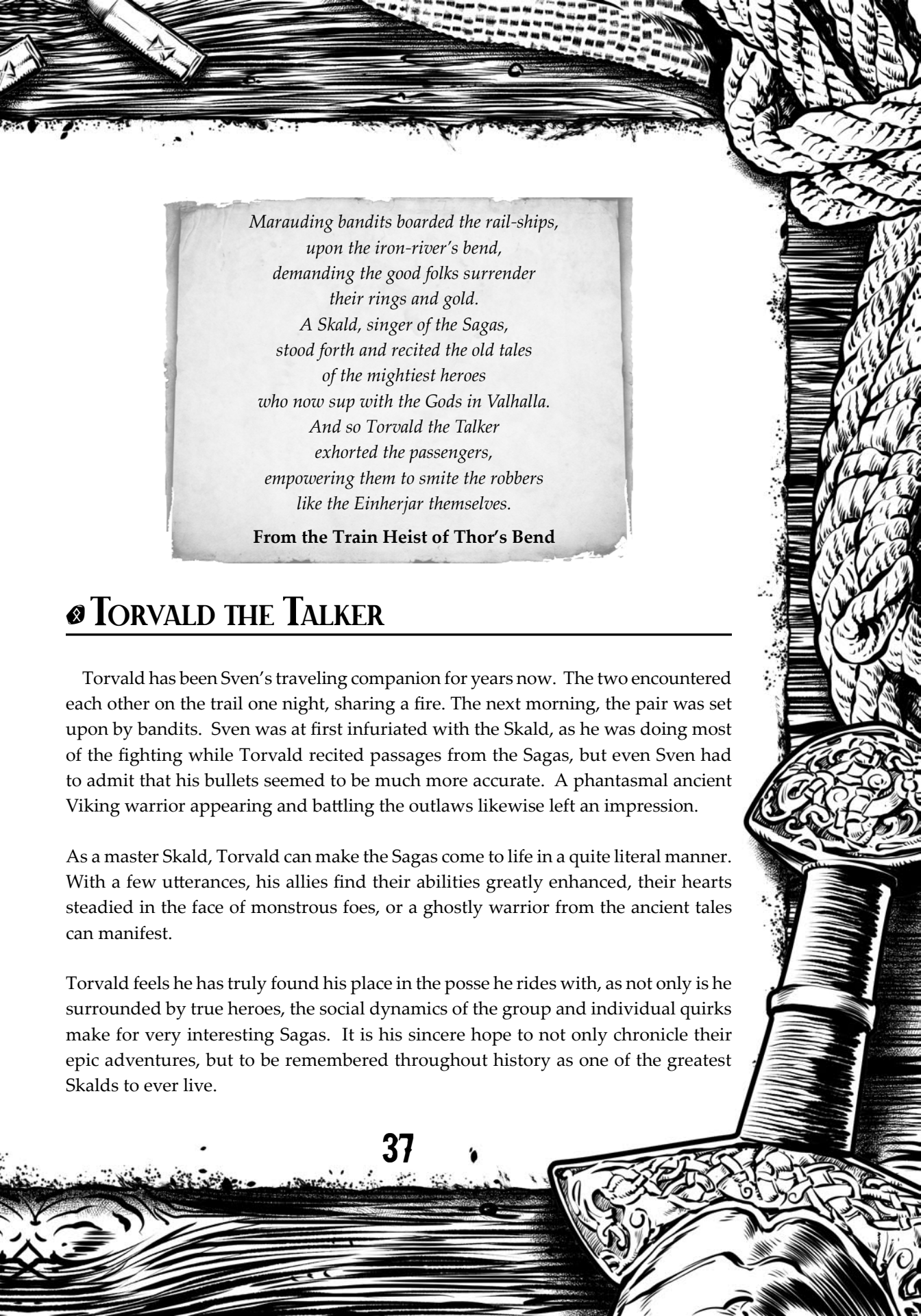
- **Gruff:** Sven is extremely gruff, and people often find him very abrasive. He suffers a -1 to Persuasion rolls due to his demeanor.
- **Quintessential Hero:** Despite his gruff exterior, Sven's got a heart of gold, and finds it difficult to resist helping those in genuine need and is exceedingly 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.*

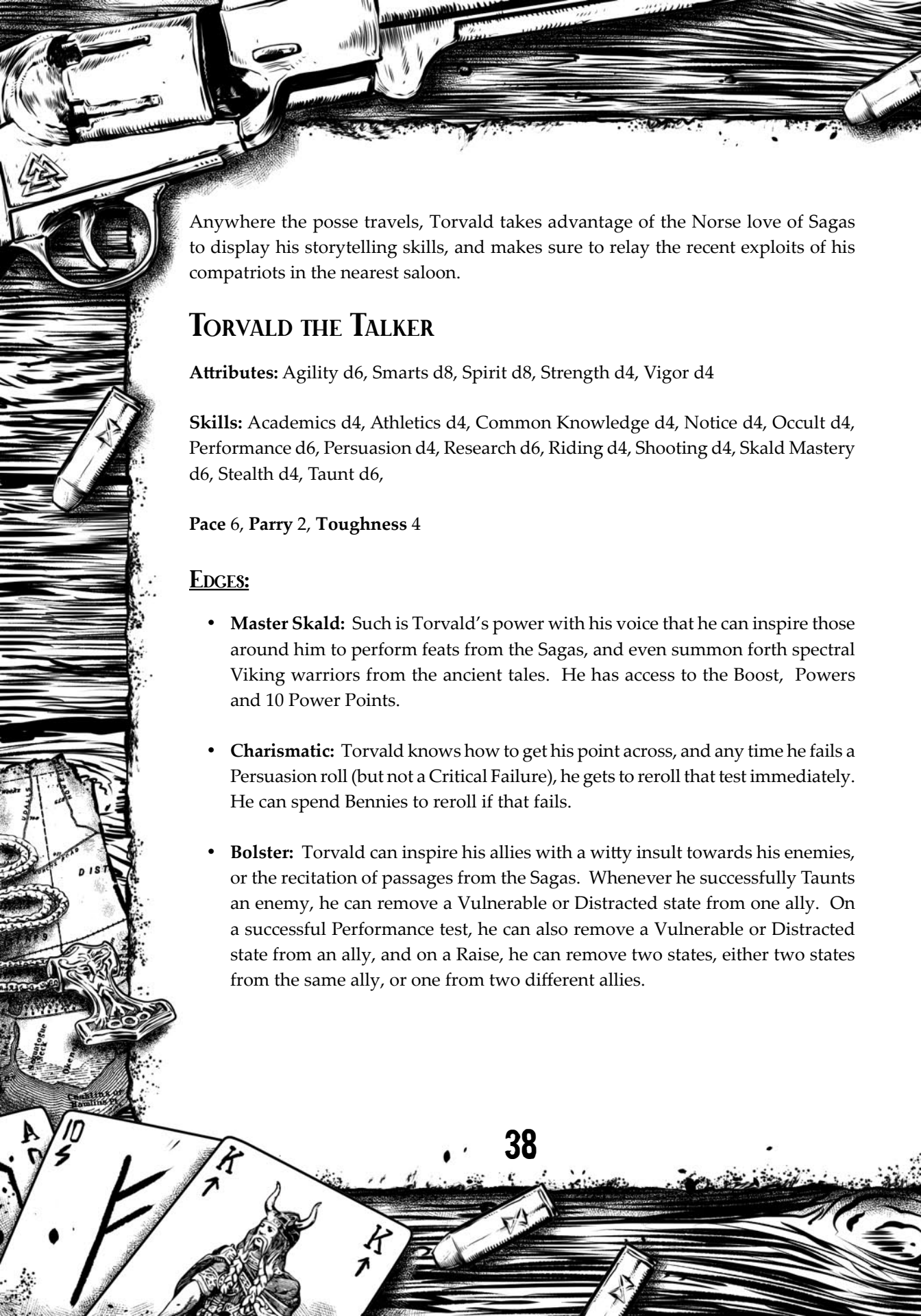
From the Train Heist of Thor's Bend

❖ 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 [Page 102](#) for stats for the Einherjar



CHAPTER 2

GEAR

*To his friend a man should bear him as friend,
and gift for gift bestow,
laughter for laughter let him exchange,
but leasing pay for a lie.*

Havamal, Verse 42

Every great hero needs adventuring gear to face the elements with, and weapons with which to battle his foes. Your hero is no different. In this chapter, you'll find myriad weapons and equipment to outfit your hero with as he goes forth to expand his Saga.

❖ CURRENCY

The Norse have been traders since time immemorial, and have used all manner of items with which to engage in commerce. Barter has always been common, as well as the use of coins made of silver or gold. Rings became a popular form of money, as they could easily be collected on threads, and be used to exchange large quantities at a time. Thus, rings have become the official denomination of currency among the five kingdoms, even as the printing press allowed for the creation of paper bank notes for large exchanges. As a result, all denominations are given in Rings in this book. Nuggets of raw ore, or dust, of precious metals, are often accepted in Midgard West, particularly in mining boomtowns. Ammunition is also often accepted in lieu of rings, as a round of ammunition, or "shot", will allow you a shot of hard liquor.

ABSTRACT DENOMINATIONS

It should be noted that there can be some exchange issues, rings made of different materials can be worth more or less than others, but we use a more abstract system based on gold rings, to avoid excessive bookkeeping and to keep things "fast, furious, and fun". This is why the cost of something will be listed as "2.5" rings, rather than "2 gold, 2 silver, and a 3 copper" rings.

A detailed black and white illustration of a ship's deck. In the upper left, a compass with a star on its cover lies on the wooden planks. A thick, coiled rope runs vertically down the right side of the page. At the bottom, a decorative metal fitting, possibly a binnacle or part of a pulley system, is visible. The page number '41' is centered at the bottom.

GEAR

Most of the gear listed below is self-explanatory, but we include explanations, and rules notes, where appropriate.

DYNAMITE

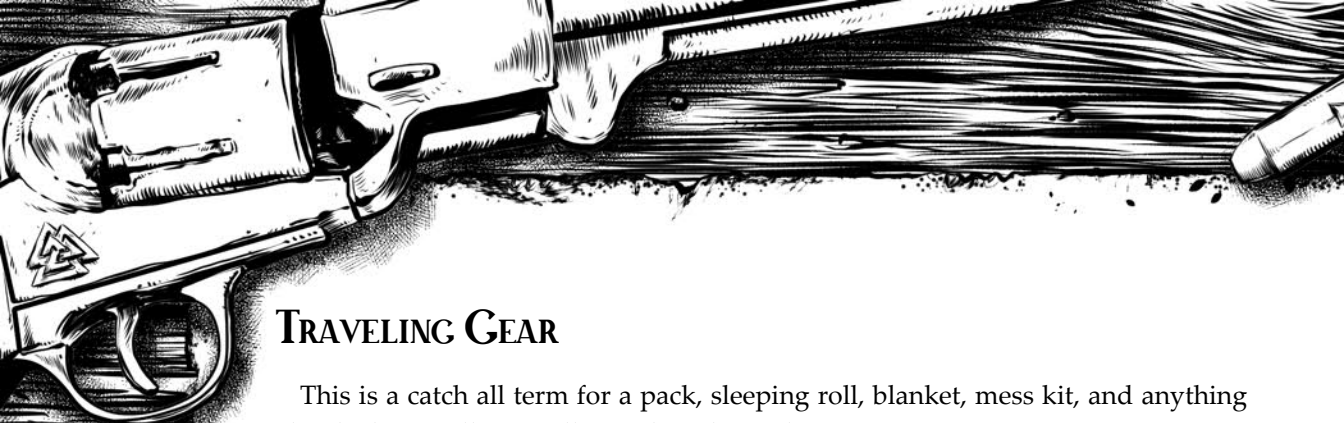
Typically used in construction, dynamite can have combat uses, though it can be tricky to use effectively without serious collateral damage, and without using a plunger to detonate, it can be quite difficult to perfectly time the explosion.

A stick of dynamite causes $3d6+1$ damage in a large blast template, with each additional stick of dynamite causing an additional $+1$ damage. On top of that, every three sticks of dynamite add an additional $d6$ to the damage roll. So for example, two sticks of dynamite would cause $3d6+2$ damage, while three sticks would cause $4d6+3$, and six sticks would cause $5d6+6$ damage, etc.

Also, lighting a fuse can be very imprecise. When a character does so, the GM should roll a $d6$ in secret, and use that as a countdown for the fuse, including the turn it was lit. When the countdown reaches zero, it explodes during the character's action. If the character held his action, it goes off when the character's action would have taken place before declaring a Hold, and if the player drew a Joker that turn, it goes off whenever during the turn the player chooses. Characters with Knowledge (Explosives) can lower the die type to a $d4$, or increase it to a $d8$ on a successful Skill Roll, and with a raise, chose the exact amount of turns they want it to detonate.

NITROGLYCERINE

Nitroglycerine, or nitro for short, is a powerful explosive, but can be extremely unstable. Have a character carrying it make an Agility roll. On a failure, the character suffers $2d8$ damage, plus an additional $d8$ damage per pint of nitro, as does everyone within a large blast template.



TRAVELING GEAR

This is a catch all term for a pack, sleeping roll, blanket, mess kit, and anything else the hero will generally need on the trail.



| Booze | Weight | Cost |
|---------------------|--------|------|
| Beer, Bottle | 4 | 0.04 |
| Beer, Drinking Horn | - | 0.04 |
| Mead, Bottle | 4 | 0.20 |
| Mead, Drinking Horn | - | 0.04 |
| Rotgut, Bottle | 4 | 0.30 |
| Rotgut, Shot | - | 0.05 |
| Whiskey, Bottle | 4 | 0.10 |
| Whiskey, Shot | - | 0.10 |
| Wine, Bottle | 4 | 1.00 |
| Wine, Drinking Horn | - | 0.10 |

| Clothing | Weight | Cost |
|-------------------|--------|------|
| Bonnet | - | 1 |
| Boots | 4 | 6 |
| Coat | 3 | 10 |
| Dress | 4 | 3 |
| Dress, Fancy | 6 | 10 |
| Duster | 4 | 8 |
| Hat, Derby | - | 1.50 |
| Hat, Fedora | - | 2 |
| Hat, Lady's Fancy | - | 4 |

| Clothing | Weight | Cost |
|--------------|--------|------|
| Hat, Stetson | - | 4 |
| Hat, Top | - | 4 |
| Shirt, Fancy | 1 | 2 |
| Shirt, Work | 1 | 1 |
| Shoes | 1 | 1 |
| Skirt | 1 | 1 |
| Suit | 6 | 10 |
| Trousers | 2 | 1 |





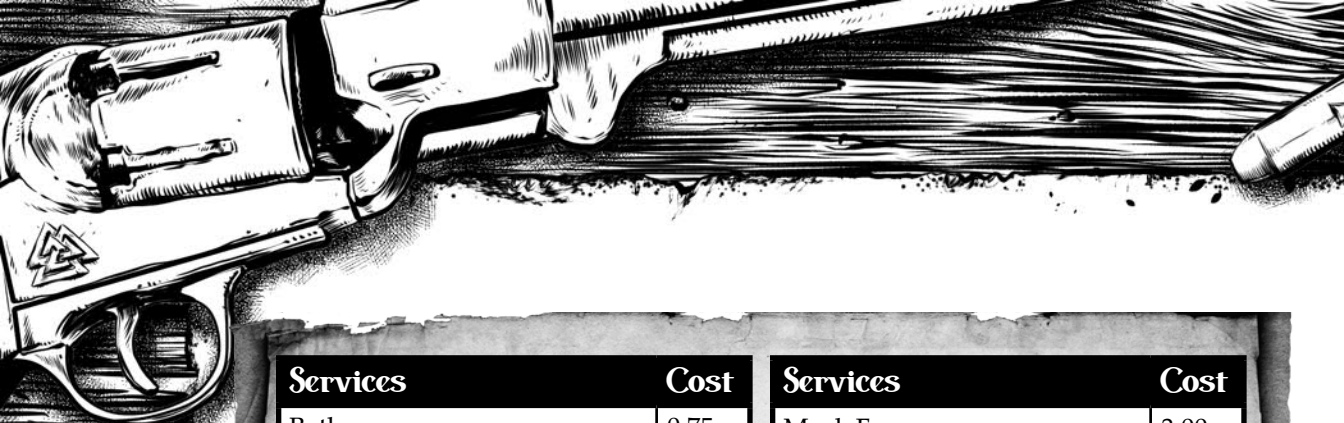
| General Items | Weight | Cost |
|---------------------|--------|-------|
| Ax, Wood | 5 | 1.75 |
| Candle | - | 0.25 |
| Cigar | - | 0.50 |
| Drinking Horn | - | 2.00 |
| Hammer | 2 | 0.50 |
| Handcuffs | 3 | 3.00 |
| Hatchet | 2.5 | 0.75 |
| Lamp | 4 | 2.00 |
| Lamp Oil (gallon) | 6 | 0.10 |
| Lock Pick | 1 | 50.00 |
| Pick | 12 | 1.50 |
| Playing Cards, Deck | - | 0.20 |
| Rope (50 ft) | 8 | 4.00 |
| Shovel | 5 | 1.00 |
| Traveling Gear | 10 | 8.00 |

| Explosives | Weight | Cost |
|--------------------------|--------|------|
| Blasting Cap | - | 1 |
| Detonator | 10 | 8 |
| Detonator Wire (50 ft) | 1 | 2 |
| Dynamite (per stick) | 1 | 2 |
| Fuse (per ft) | - | 1 |
| Nitroglycerin (per pint) | 1 | 2 |

| Food | Weight | Cost |
|------------------------------|--------|------|
| Beans (can) | 1 | 0.10 |
| Coffee | 1 | 0.20 |
| Jerky | 1 | 0.10 |
| Meat | 1 | 0.25 |
| Oatmeal | 5 | 0.20 |
| Trail Rations (week's worth) | 10 | 3.50 |

| Gun Accessories | Weight | Cost |
|-----------------|--------|------|
| Bandolier | 2 | 2 |
| Gun Belt | 1 | 2 |
| Pistol Holster | 1 | 2.75 |
| Speed Loader | - | 3 |

| Riding Animals | Weight | Cost |
|----------------|--------|------|
| Horse, Draft | - | 120 |
| Horse, Riding | - | 100 |
| Mule | - | 45 |
| Pack | 5 | 5 |
| Riding Gear | 20 | 25 |



| Services | Cost |
|---------------------------|------|
| Bath | 0.75 |
| Haircut | 0.10 |
| Hotel, High Class | 4.00 |
| Hotel, Low Class | 1.00 |
| Mail, Letter | 0.04 |
| Mail, Package (per pound) | 0.05 |
| Meal | 1.00 |

| Services | Cost |
|--------------------------------|-------|
| Meal, Fancy | 3.00 |
| Medical Care (per wound level) | 2.00 |
| Photograph | 7.00 |
| Shave | 0.15 |
| Soiled Dove | 2.00 |
| Soiled Dove, High Class | 20.00 |
| Telegram (per word) | 0.03 |

WOOD AX, PICK, HATCHET, SHOVEL

These tools are necessary to carry out certain tasks, such as chopping wood, digging, or mining, but they can be used as weapons in a pinch, causing Str+d6 damage for Wood axes, picks, and shovels, and Str+d4 for hatchets. That being said, they were not designed for combat, so they incur a -1 penalty to Fighting Rolls as well as to the character's Parry.

| Type | Damage | Min Str | Weight | Cost | Notes |
|---------|--------|---------|--------|------|-----------------------|
| Hatchet | Str+d4 | d4 | 2 | 100 | Parry -1, Fighting -1 |
| Pick | Str+d6 | d6 | 4 | 50 | Parry -1, Fighting -1 |
| Shovel | Str+d6 | d4 | 3 | 25 | Parry -1, Fighting -1 |
| Wood Ax | Str+d6 | d6 | 4 | 125 | Parry -1, Fighting -1 |



A detailed black and white illustration of a ship's deck. In the upper left, a compass with a star on its cover lies on the wooden planks. To the right, a thick, coiled rope hangs down. The bottom of the page features a decorative border with a stylized wave or floral pattern.

MELEE WEAPONS

With the introduction of firearms, axes, spears, and swords have fallen out of favor as primary weapons, but many a warrior still prefers to have something as a back-up, as swords don't require ammunition, for when things get up close and personal.

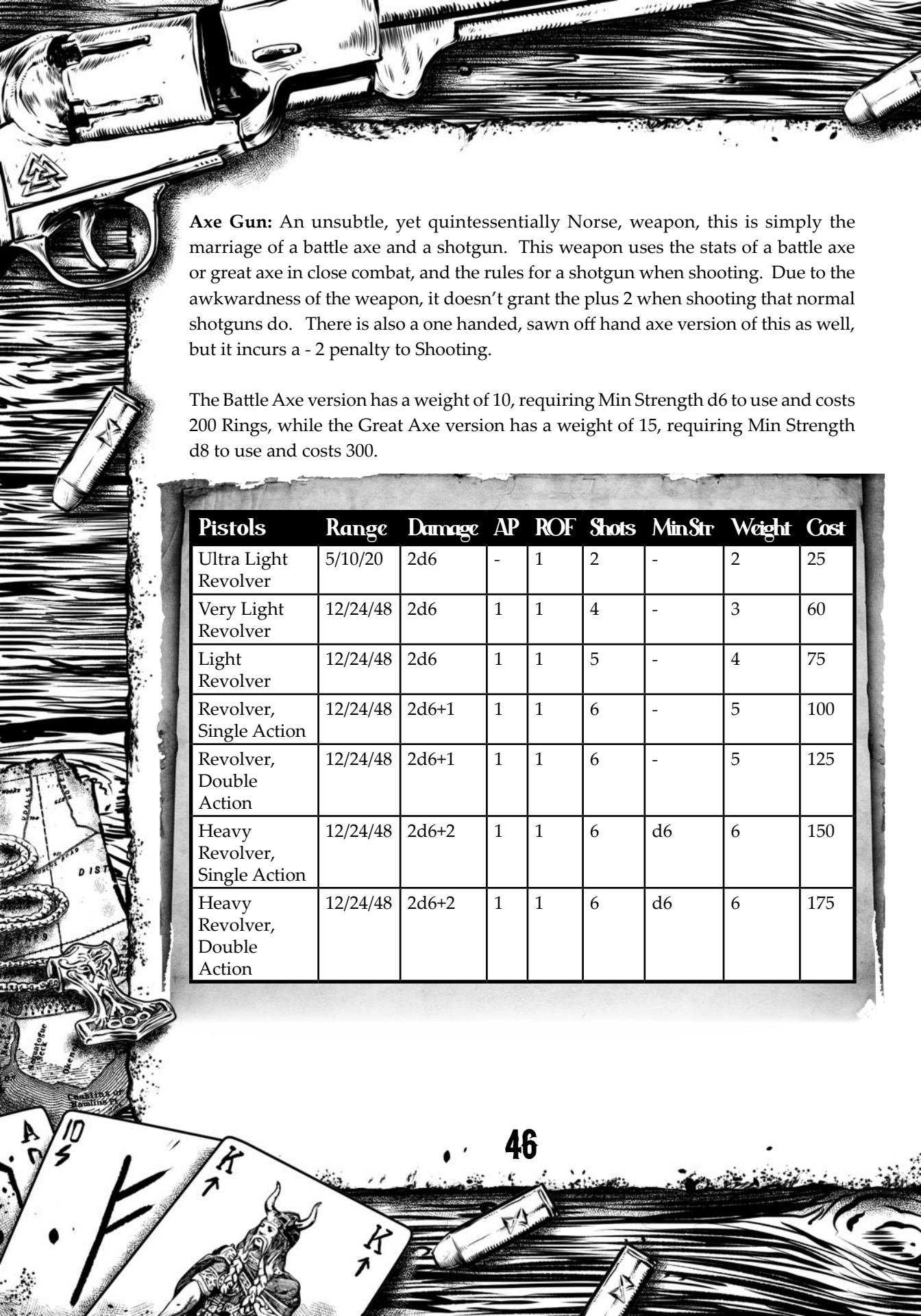
Short Swords, daggers, knives: Though not as menacing as their larger cousins, short swords, daggers, and knives have the advantage of being able to be drawn quickly, and can be used effectively even in close quarters. As a result, any penalty for fighting in close quarters is reduced by 1 when using these weapons.

| Type | Damage | Min Str | Weight | Cost | Notes |
|-------------------------------------|---------|---------|--------|------|----------------------|
| Short Blade (daggers, short swords) | Str+d4 | - | 1 | 1 | - |
| Sword | Str+d6 | - | 4 | 10 | AP1 |
| Battle Axe | Str+d8 | d6 | 6 | 15 | -1 to Parry |
| Great Axe | Str+d10 | d8 | 10 | 30 | AP1, -1 to Parry |
| Spear | Str+d6 | - | 3 | 3 | Reach 2, +1 to Parry |

RANGED WEAPONS

Single Action Revolvers: An older design, single action revolvers require the hammer to be cocked back before firing. This means that they can be somewhat slower to fire one handed than a double action revolver (see below). Unless a character had already cocked the hammer beforehand, the first turn spent Aiming will not grant any bonus to shooting, to represent the time taken to cock the hammer then aim in.

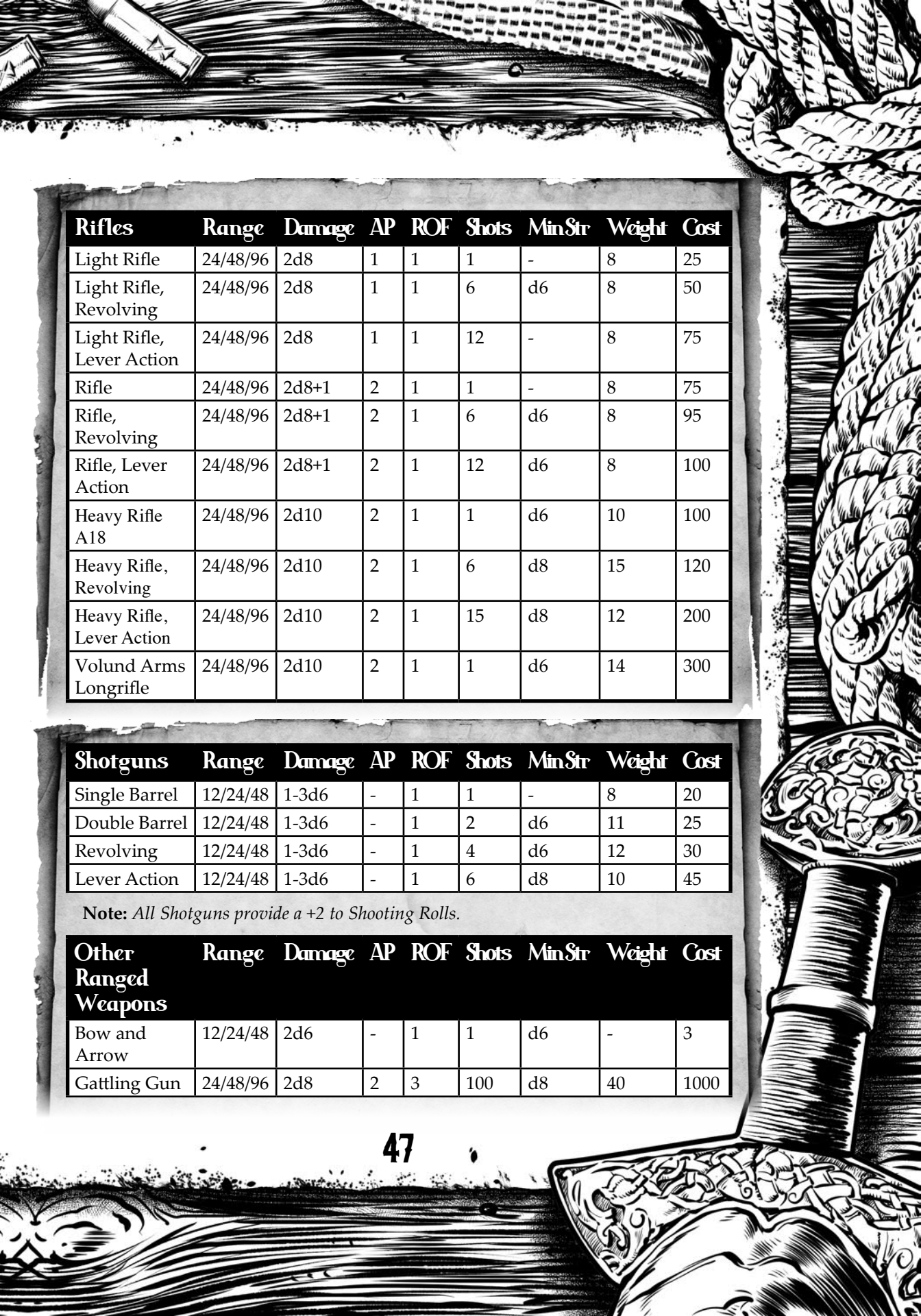
Double Action Revolvers: Double action revolvers do not require the hammer to be cocked back in order to fire. The shooter needs only to pull the trigger. As a result, a character using a double action revolver can aim normally.



Axe Gun: An unsubtle, yet quintessentially Norse, weapon, this is simply the marriage of a battle axe and a shotgun. This weapon uses the stats of a battle axe or great axe in close combat, and the rules for a shotgun when shooting. Due to the awkwardness of the weapon, it doesn't grant the plus 2 when shooting that normal shotguns do. There is also a one handed, sawn off hand axe version of this as well, but it incurs a - 2 penalty to Shooting.

The Battle Axe version has a weight of 10, requiring Min Strength d6 to use and costs 200 Rings, while the Great Axe version has a weight of 15, requiring Min Strength d8 to use and costs 300.

| Pistols | Range | Damage | AP | ROF | Shots | MinStr | Weight | Cost |
|-------------------------------|----------|--------|----|-----|-------|--------|--------|------|
| Ultra Light Revolver | 5/10/20 | 2d6 | - | 1 | 2 | - | 2 | 25 |
| Very Light Revolver | 12/24/48 | 2d6 | 1 | 1 | 4 | - | 3 | 60 |
| Light Revolver | 12/24/48 | 2d6 | 1 | 1 | 5 | - | 4 | 75 |
| Revolver, Single Action | 12/24/48 | 2d6+1 | 1 | 1 | 6 | - | 5 | 100 |
| Revolver, Double Action | 12/24/48 | 2d6+1 | 1 | 1 | 6 | - | 5 | 125 |
| Heavy Revolver, Single Action | 12/24/48 | 2d6+2 | 1 | 1 | 6 | d6 | 6 | 150 |
| Heavy Revolver, Double Action | 12/24/48 | 2d6+2 | 1 | 1 | 6 | d6 | 6 | 175 |

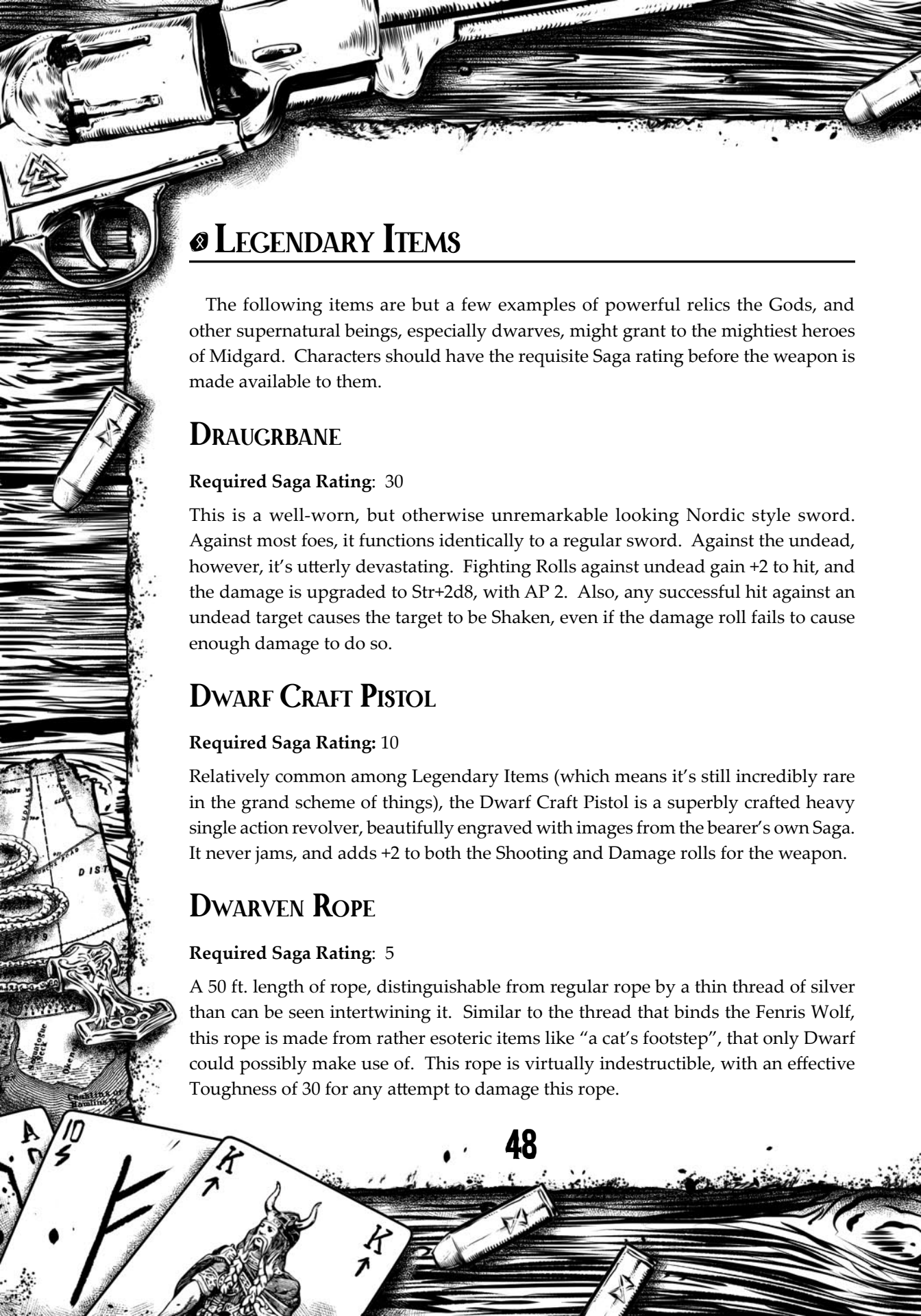


| Rifles | Range | Damage | AP | ROF | Shots | MinStr | Weight | Cost |
|---------------------------|----------|--------|----|-----|-------|--------|--------|------|
| Light Rifle | 24/48/96 | 2d8 | 1 | 1 | 1 | - | 8 | 25 |
| Light Rifle, Revolving | 24/48/96 | 2d8 | 1 | 1 | 6 | d6 | 8 | 50 |
| Light Rifle, Lever Action | 24/48/96 | 2d8 | 1 | 1 | 12 | - | 8 | 75 |
| Rifle | 24/48/96 | 2d8+1 | 2 | 1 | 1 | - | 8 | 75 |
| Rifle, Revolving | 24/48/96 | 2d8+1 | 2 | 1 | 6 | d6 | 8 | 95 |
| Rifle, Lever Action | 24/48/96 | 2d8+1 | 2 | 1 | 12 | d6 | 8 | 100 |
| Heavy Rifle A18 | 24/48/96 | 2d10 | 2 | 1 | 1 | d6 | 10 | 100 |
| Heavy Rifle, Revolving | 24/48/96 | 2d10 | 2 | 1 | 6 | d8 | 15 | 120 |
| Heavy Rifle, Lever Action | 24/48/96 | 2d10 | 2 | 1 | 15 | d8 | 12 | 200 |
| Volund Arms Longrifle | 24/48/96 | 2d10 | 2 | 1 | 1 | d6 | 14 | 300 |

| Shotguns | Range | Damage | AP | ROF | Shots | MinStr | Weight | Cost |
|---------------|----------|--------|----|-----|-------|--------|--------|------|
| Single Barrel | 12/24/48 | 1-3d6 | - | 1 | 1 | - | 8 | 20 |
| Double Barrel | 12/24/48 | 1-3d6 | - | 1 | 2 | d6 | 11 | 25 |
| Revolving | 12/24/48 | 1-3d6 | - | 1 | 4 | d6 | 12 | 30 |
| Lever Action | 12/24/48 | 1-3d6 | - | 1 | 6 | d8 | 10 | 45 |

Note: All Shotguns provide a +2 to Shooting Rolls.

| Other Ranged Weapons | Range | Damage | AP | ROF | Shots | MinStr | Weight | Cost |
|----------------------|----------|--------|----|-----|-------|--------|--------|------|
| Bow and Arrow | 12/24/48 | 2d6 | - | 1 | 1 | d6 | - | 3 |
| Gatling Gun | 24/48/96 | 2d8 | 2 | 3 | 100 | d8 | 40 | 1000 |



❖ LEGENDARY ITEMS

The following items are but a few examples of powerful relics the Gods, and other supernatural beings, especially dwarves, might grant to the mightiest heroes of Midgard. Characters should have the requisite Saga rating before the weapon is made available to them.

DRAUGRBANE

Required Saga Rating: 30

This is a well-worn, but otherwise unremarkable looking Nordic style sword. Against most foes, it functions identically to a regular sword. Against the undead, however, it's utterly devastating. Fighting Rolls against undead gain +2 to hit, and the damage is upgraded to Str+2d8, with AP 2. Also, any successful hit against an undead target causes the target to be Shaken, even if the damage roll fails to cause enough damage to do so.

DWARF CRAFT PISTOL

Required Saga Rating: 10

Relatively common among Legendary Items (which means it's still incredibly rare in the grand scheme of things), the Dwarf Craft Pistol is a superbly crafted heavy single action revolver, beautifully engraved with images from the bearer's own Saga. It never jams, and adds +2 to both the Shooting and Damage rolls for the weapon.

DWARVEN ROPE

Required Saga Rating: 5

A 50 ft. length of rope, distinguishable from regular rope by a thin thread of silver than can be seen intertwining it. Similar to the thread that binds the Fenris Wolf, this rope is made from rather esoteric items like "a cat's footprint", that only Dwarf could possibly make use of. This rope is virtually indestructible, with an effective Toughness of 30 for any attempt to damage this rope.



This rope can also make an effective lasso. When using the Dwarven Rope in this manner, it works like the Entangle power, with the user substituting Athletics instead of an Arcane Skill. The Throwing Test gains +2 to the roll, and any attempts to break free are at -4.

HEL SHOOTER

Required Saga Rating: 40

Some weapons are worthy of song for the worthy deeds performed with them, for the scores of enemies and monsters slain by valiant heroes. This is not one of them.

A weapon of pure darkness, so black that it only presents a silhouette of a pistol regardless of the light shining upon it, the Hel Pistol is such an anathema that anyone nearby feels only revulsion. Anyone carrying it always seems to be in shadow, especially half of his face, and takes on a truly terrifying cast to his features. There is a good reason for this feeling of wrongness all feel in the presence of this weapon, however.



Those slain by it, regardless of how valiantly they have lived and fought, regardless of how keen the Gods are to add them to ranks of the Einherjar in Valhalla, have their souls sent directly Niflheim, and their corpse immediately rises as a Draugr in the service of the bearer of this pistol.

The bearer of the weapon acquires Fear (-2), as well as -4 to his Persuasion rating (-6 when dealing with Godi or Sigruni). Also, such is the sickening sense of wrongness exuded by this weapon that the character also suffers -4 to his Stealth Rolls as well, as anyone nearby can sense the presence of it.

Hel's Shooter shares the stats of a heavy revolver, but if a target is hit by it, the bullet will flair, burning into their very soul. The round will continue to cause 2d6 damage for three turns after the target was hit. When a human target dies, the corpse resurrects the next turn as a Draugr (see [page 98](#)) under the player's control.



SURTUR'S BREATH SHOTGUN

Required Saga Rating: 20

A beautifully crafted single barreled shotgun with images of fire Jotun engraved on the stock, this weapon spews a cone of flame out of the barrel. This functions like the Burst arcane power with the Fire Trapping, but no roll is required to activate, merely the expenditure of regular ammunition, causing 3d6 damage.

THE THUNDER IRON

Required Saga Rating: 40

Pistols are often referred to euphemistically as “thunder irons”, but this pistol truly lives up to the name. Legends claim that it was forged by the same dwarves that made Mjolnir, Thor’s hammer, and that it’s been blessed by that sacred weapon. The Thunder Iron is a single action, .44 revolver. When the hammer is cocked, a low rumble of thunder can be heard, and when it fires, it roars with a massive thunderclap, striking with the force of a lightning bolt.

The Thunder Iron has a range of 12/24/28, RoF 1, Shots 6, causing 2d10+1 damage, and a successful hit causes the target to be Stunned. A hit with a Raise will cause an additional d10 damage instead of d6, and causes the target to be knocked back d6 feet.

WOLF'S IRON

Required Saga Rating: 20

The Wolf’s Iron is a beautifully engraved, silver plated, lever action rifle, with an ivory stock. It is covered in images of Fenris devouring the world at Ragnarok, and the stock is allegedly made from a tooth torn from the jaws of the Fenris Wolf himself. It actually snarls as the lever is cocked, and emits an otherworldly howl as it fires.

The bearer of this weapon counts as having the Beast Friend Power, but it is only usable on wolves, desert wolves, and dogs. It doesn’t require the expenditure of Power Points, and always counts as being cast with a raise.

The Wolf’s Iron shares the stats of a lever action rifle, but does 3d8 damage.



CHAPTER 3

SETTING RULES

*Happy is he who wins for himself
fair fame and kindly words;
but uneasy is that which a man doth own
while it lies in another's breast.*

Havamal, Verse 8

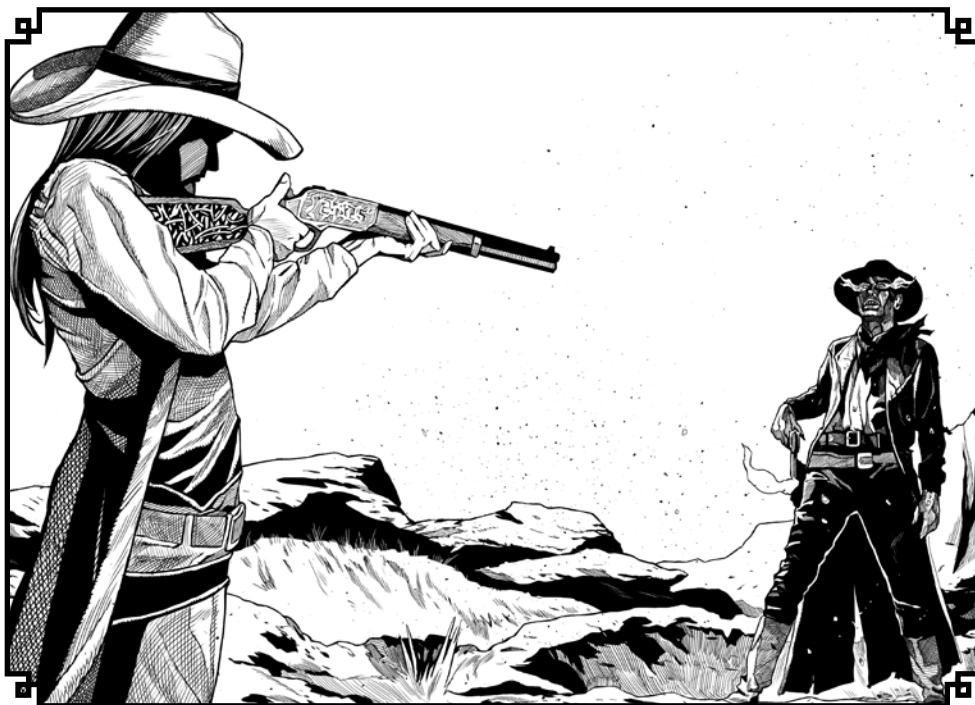
SETTING RULES

Sagas and Six-Guns makes use of the Dynamic Backlash and Gritty Damage Setting Rule, as well as a modified version of Conviction, from the Core Rulebook, in addition to the rules in this chapter.

PISTOL HOLMGANG

The showdown at high noon, two steely eyed gunfighters meeting each other in town, ready to draw on each other to settle a score, it's been a staple of westerns for years. Unsurprisingly, these are not uncommon in Midgard West either.

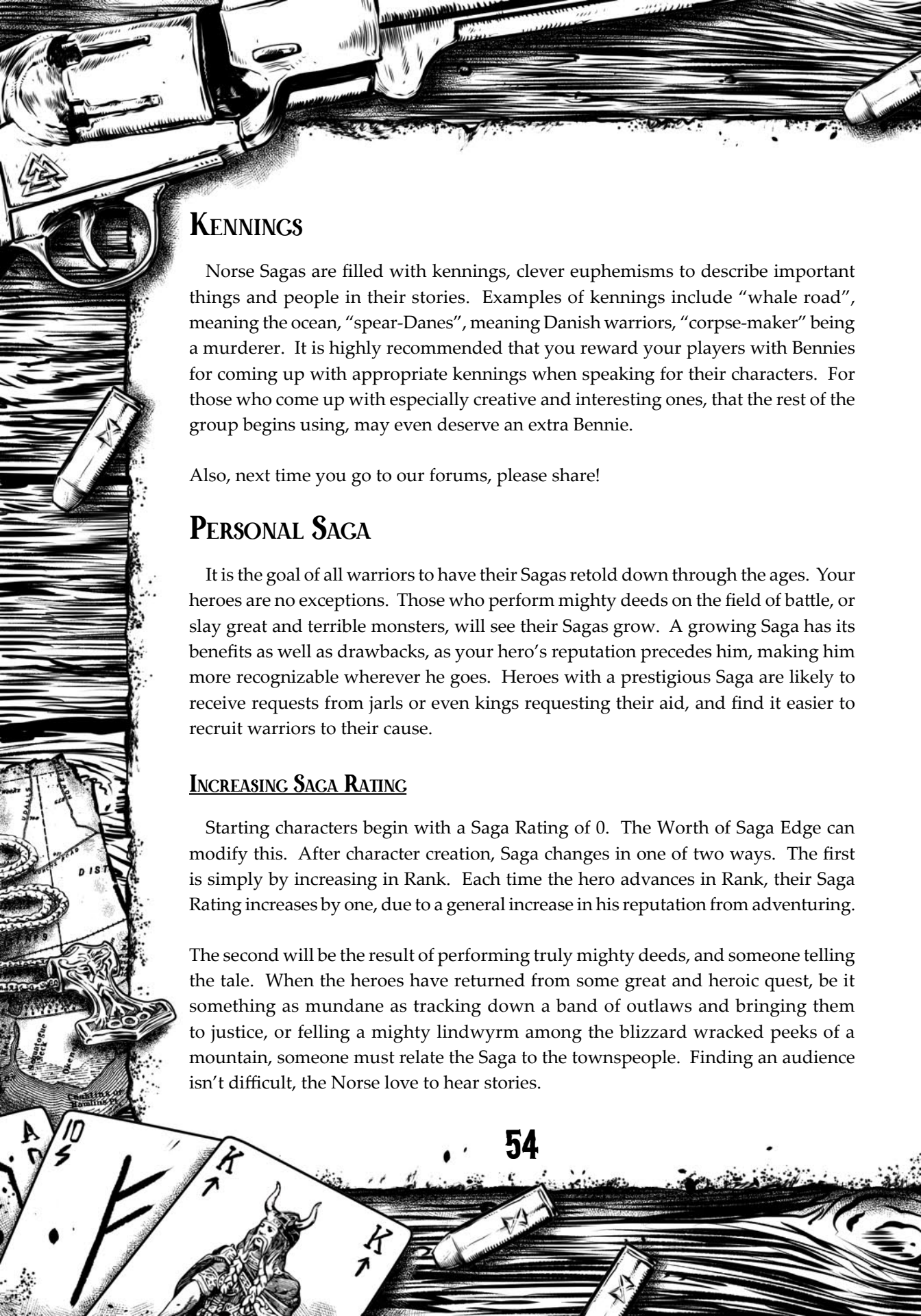
When two warriors meet in this way, both make a contested roll. Each participant either uses Intimidation (if they trying to stare down and unnerve their opponent), Persuasion (trying to bluff and distract their foe), or Taunt (attempting to anger their foe into making a mistake). For each raise the winner wins by, he gains +1 on the next roll. If there was no winner, or the winner doesn't score a raise, there is no bonus, unless the loser gets a critical failure. If only one participant manages to roll a critical failure, the other gets a +1 bonus to the next roll, on top of any that were scored from a raise. If both participants critically fail, no one gets ANY kind of bonus on the next roll.



The next roll is a Shooting roll, as both combatants draw. The winner of the prior roll will receive any previously mentioned bonuses, and both combatants will receive a plus +1 bonus for each of the following Edges they have, Dead Shot, Holmganger, Improved Holmganger, Level Headed, Improved Level Headed, Marksman, and Quick. He will also gain this bonus for Professional, Expert, and Master, but only if those Edges are linked to Shooting, and will also gain the bonus for Trademark Weapon and Improved Trademark Weapon, but only if using the Trademark weapon for the duel.

Either character who fails the Shooting roll will be considered to have missed. If either character rolls a critical failure, either his weapon jams, or an innocent bystander is hit, which ever makes more sense, or seems more appropriate. The winner, assuming he beats a scores a success, will hit, adding +d6 damage, or +2d6 damage with a raise, to the roll. In the event of a tie, both participants succeeded on the shooting roll, both fighters are hit, adding d6 to both damage rolls.

Once this initial stage of the duel is concluded, initiative cards are dealt and combat proceeds as normal.



KENNINGS

Norse Sagas are filled with kennings, clever euphemisms to describe important things and people in their stories. Examples of kennings include “whale road”, meaning the ocean, “spear-Danes”, meaning Danish warriors, “corpse-maker” being a murderer. It is highly recommended that you reward your players with Bennies for coming up with appropriate kennings when speaking for their characters. For those who come up with especially creative and interesting ones, that the rest of the group begins using, may even deserve an extra Bennie.

Also, next time you go to our forums, please share!

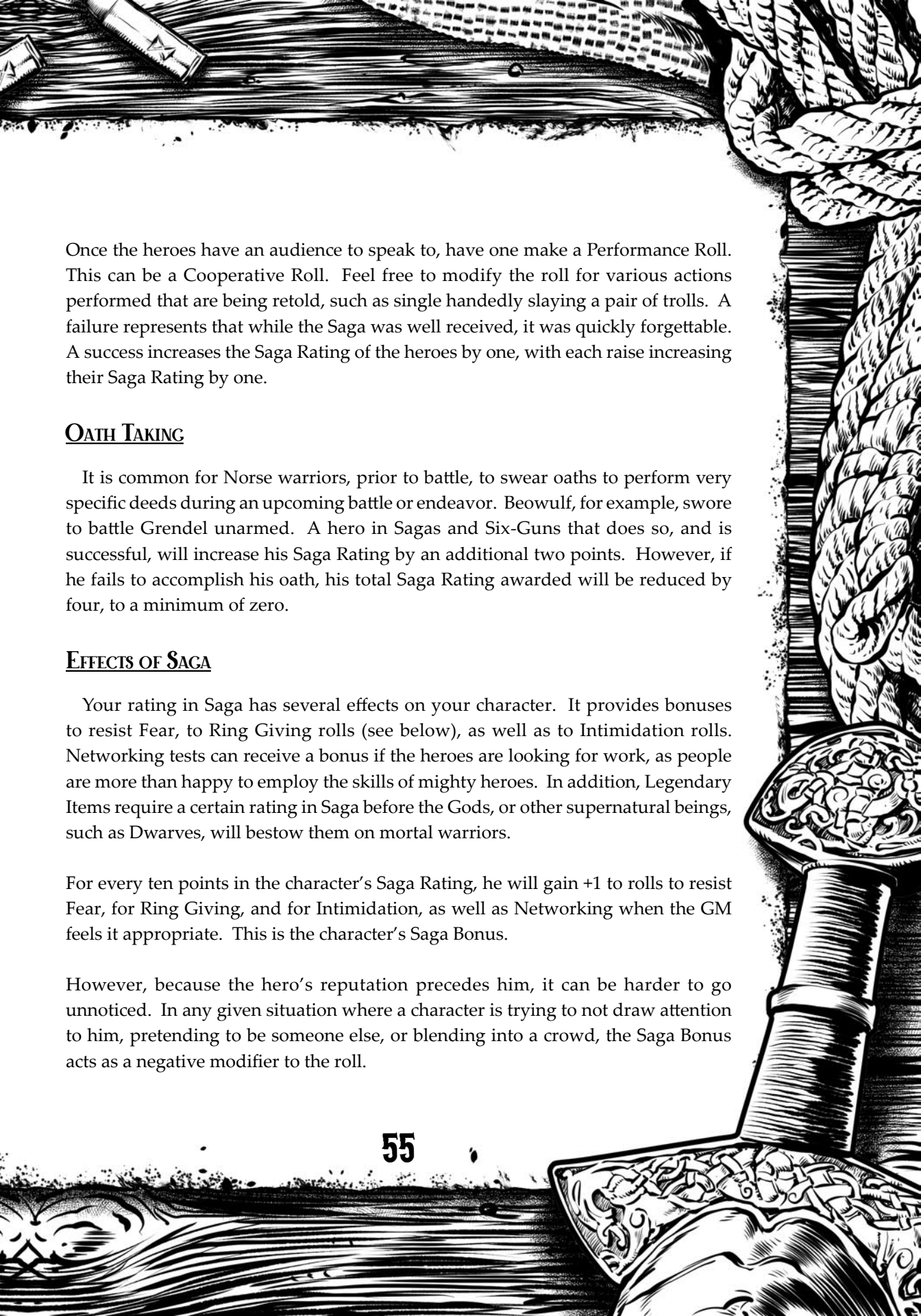
PERSONAL SAGA

It is the goal of all warriors to have their Sagas retold down through the ages. Your heroes are no exceptions. Those who perform mighty deeds on the field of battle, or slay great and terrible monsters, will see their Sagas grow. A growing Saga has its benefits as well as drawbacks, as your hero’s reputation precedes him, making him more recognizable wherever he goes. Heroes with a prestigious Saga are likely to receive requests from jarls or even kings requesting their aid, and find it easier to recruit warriors to their cause.

INCREASING SAGA RATING

Starting characters begin with a Saga Rating of 0. The Worth of Saga Edge can modify this. After character creation, Saga changes in one of two ways. The first is simply by increasing in Rank. Each time the hero advances in Rank, their Saga Rating increases by one, due to a general increase in his reputation from adventuring.

The second will be the result of performing truly mighty deeds, and someone telling the tale. When the heroes have returned from some great and heroic quest, be it something as mundane as tracking down a band of outlaws and bringing them to justice, or felling a mighty lindwurm among the blizzard wracked peaks of a mountain, someone must relate the Saga to the townspeople. Finding an audience isn’t difficult, the Norse love to hear stories.



Once the heroes have an audience to speak to, have one make a Performance Roll. This can be a Cooperative Roll. Feel free to modify the roll for various actions performed that are being retold, such as single handedly slaying a pair of trolls. A failure represents that while the Saga was well received, it was quickly forgettable. A success increases the Saga Rating of the heroes by one, with each raise increasing their Saga Rating by one.

OATH TAKING

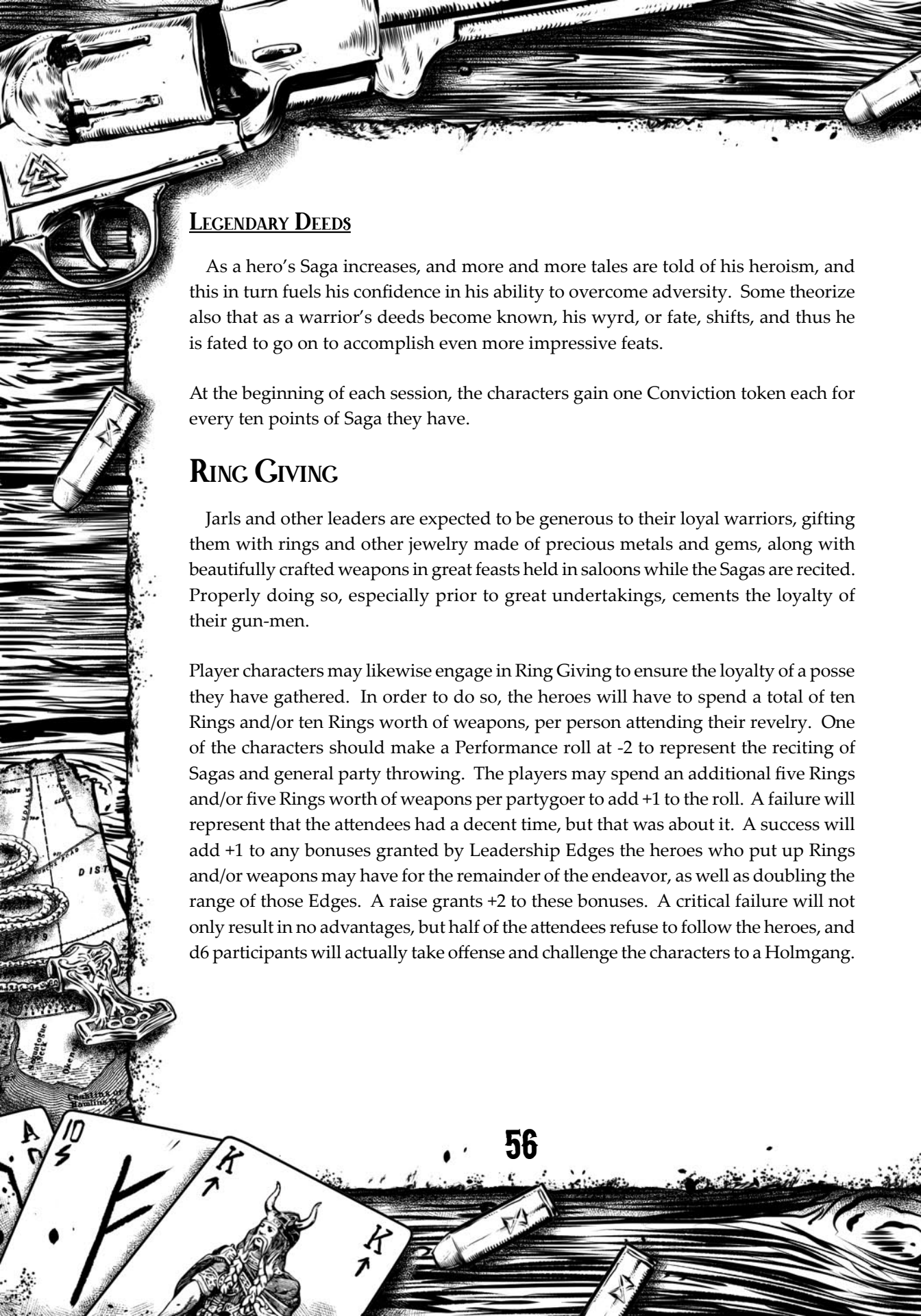
It is common for Norse warriors, prior to battle, to swear oaths to perform very specific deeds during an upcoming battle or endeavor. Beowulf, for example, swore to battle Grendel unarmed. A hero in Sagas and Six-Guns that does so, and is successful, will increase his Saga Rating by an additional two points. However, if he fails to accomplish his oath, his total Saga Rating awarded will be reduced by four, to a minimum of zero.

EFFECTS OF SAGA

Your rating in Saga has several effects on your character. It provides bonuses to resist Fear, to Ring Giving rolls (see below), as well as to Intimidation rolls. Networking tests can receive a bonus if the heroes are looking for work, as people are more than happy to employ the skills of mighty heroes. In addition, Legendary Items require a certain rating in Saga before the Gods, or other supernatural beings, such as Dwarves, will bestow them on mortal warriors.

For every ten points in the character's Saga Rating, he will gain +1 to rolls to resist Fear, for Ring Giving, and for Intimidation, as well as Networking when the GM feels it appropriate. This is the character's Saga Bonus.

However, because the hero's reputation precedes him, it can be harder to go unnoticed. In any given situation where a character is trying to not draw attention to him, pretending to be someone else, or blending into a crowd, the Saga Bonus acts as a negative modifier to the roll.



LEGENDARY DEEDS

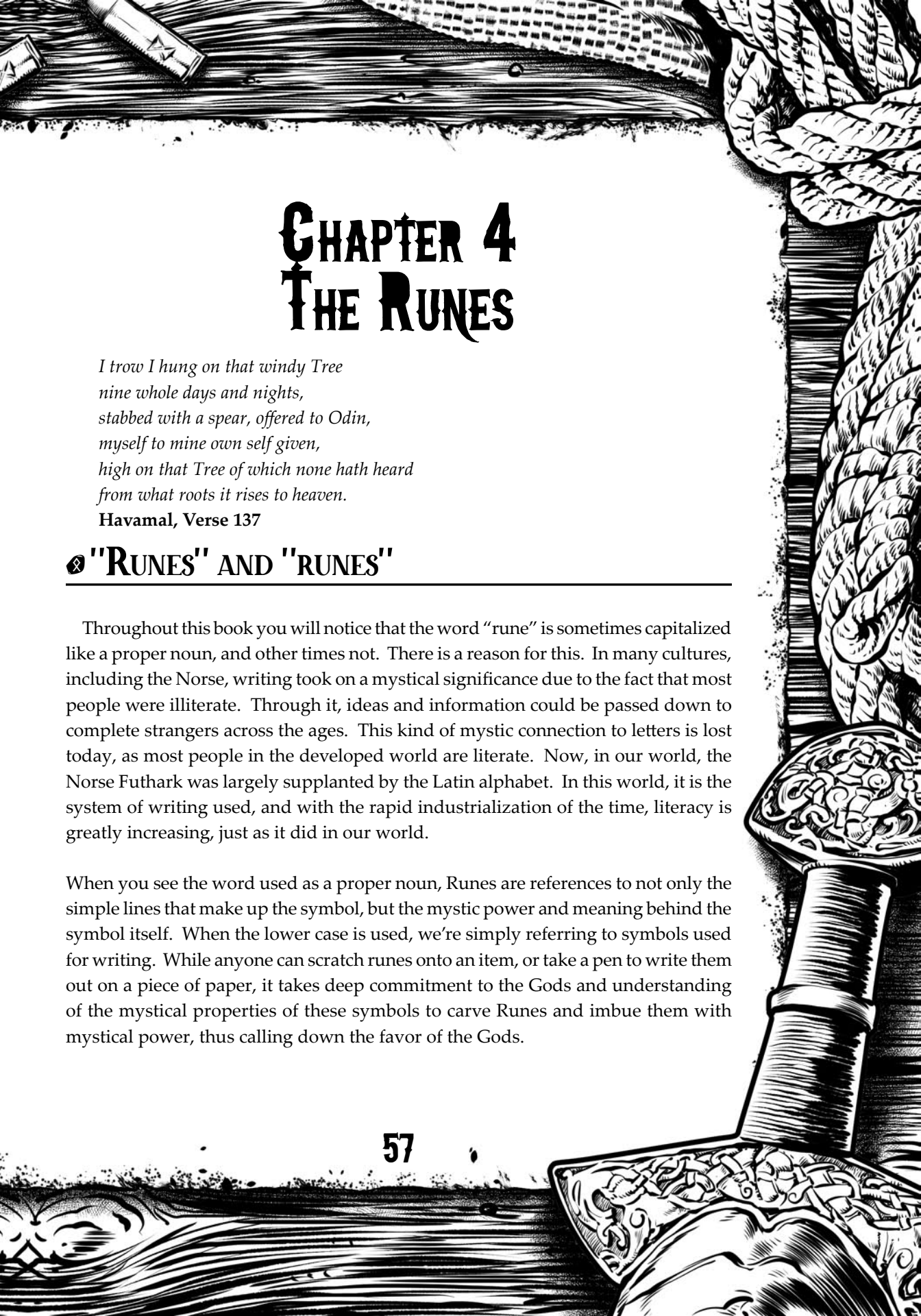
As a hero's Saga increases, and more and more tales are told of his heroism, and this in turn fuels his confidence in his ability to overcome adversity. Some theorize also that as a warrior's deeds become known, his wyrd, or fate, shifts, and thus he is fated to go on to accomplish even more impressive feats.

At the beginning of each session, the characters gain one Conviction token each for every ten points of Saga they have.

RING GIVING

Jarls and other leaders are expected to be generous to their loyal warriors, gifting them with rings and other jewelry made of precious metals and gems, along with beautifully crafted weapons in great feasts held in saloons while the Sagas are recited. Properly doing so, especially prior to great undertakings, cements the loyalty of their gun-men.

Player characters may likewise engage in Ring Giving to ensure the loyalty of a posse they have gathered. In order to do so, the heroes will have to spend a total of ten Rings and/or ten Rings worth of weapons, per person attending their revelry. One of the characters should make a Performance roll at -2 to represent the reciting of Sagas and general party throwing. The players may spend an additional five Rings and/or five Rings worth of weapons per partygoer to add +1 to the roll. A failure will represent that the attendees had a decent time, but that was about it. A success will add +1 to any bonuses granted by Leadership Edges the heroes who put up Rings and/or weapons may have for the remainder of the endeavor, as well as doubling the range of those Edges. A raise grants +2 to these bonuses. A critical failure will not only result in no advantages, but half of the attendees refuse to follow the heroes, and d6 participants will actually take offense and challenge the characters to a Holmgang.



CHAPTER 4 THE RUNES

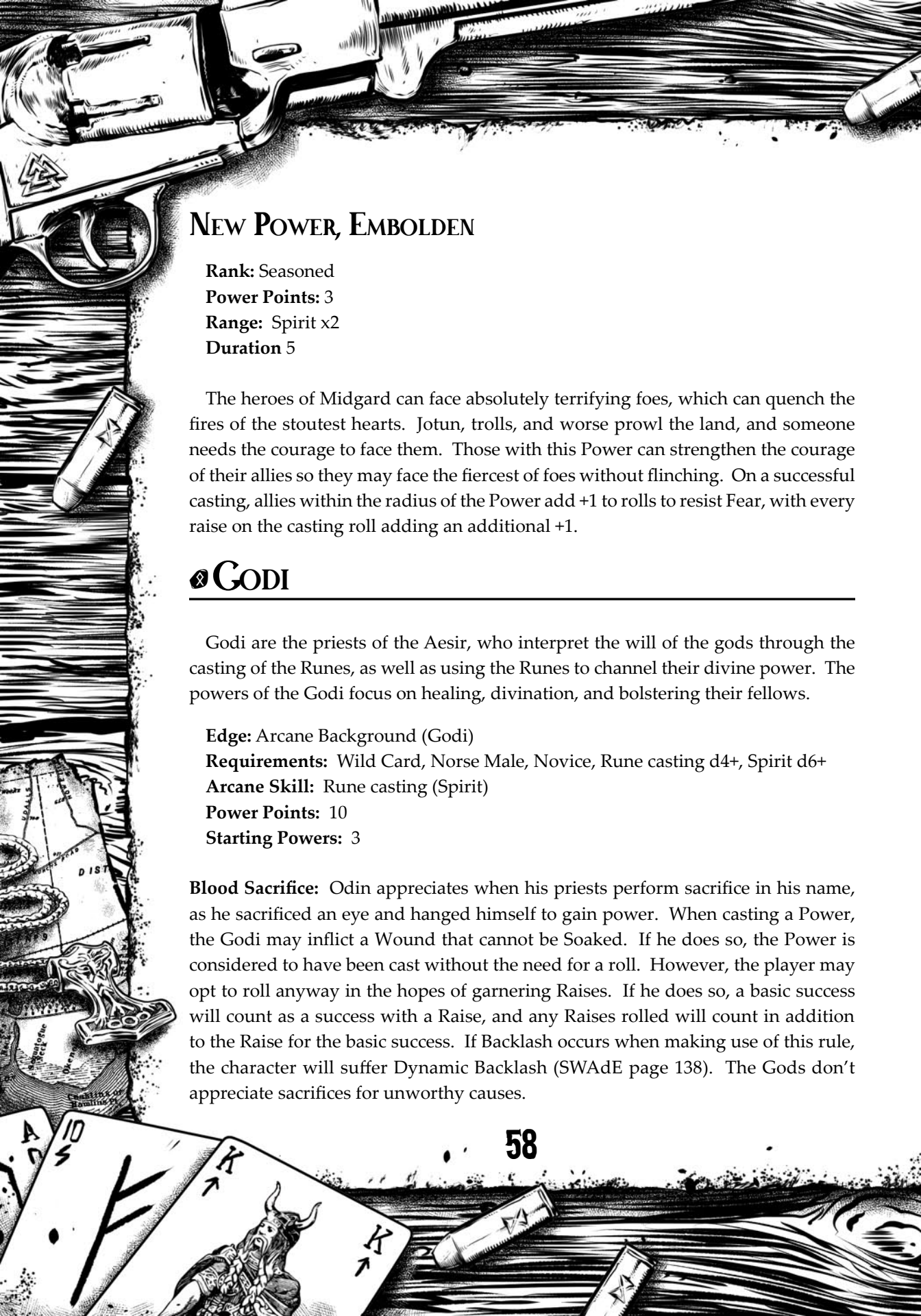
*I trow I hung on that windy Tree
nine whole days and nights,
stabbed with a spear, offered to Odin,
myself to mine own self given,
high on that Tree of which none hath heard
from what roots it rises to heaven.*

Havamal, Verse 137

❖ "RUNES" AND "RUNES"

Throughout this book you will notice that the word “rune” is sometimes capitalized like a proper noun, and other times not. There is a reason for this. In many cultures, including the Norse, writing took on a mystical significance due to the fact that most people were illiterate. Through it, ideas and information could be passed down to complete strangers across the ages. This kind of mystic connection to letters is lost today, as most people in the developed world are literate. Now, in our world, the Norse Futhark was largely supplanted by the Latin alphabet. In this world, it is the system of writing used, and with the rapid industrialization of the time, literacy is greatly increasing, just as it did in our world.

When you see the word used as a proper noun, Runes are references to not only the simple lines that make up the symbol, but the mystic power and meaning behind the symbol itself. When the lower case is used, we’re simply referring to symbols used for writing. While anyone can scratch runes onto an item, or take a pen to write them out on a piece of paper, it takes deep commitment to the Gods and understanding of the mystical properties of these symbols to carve Runes and imbue them with mystical power, thus calling down the favor of the Gods.



NEW POWER, EMBOLDEN

Rank: Seasoned

Power Points: 3

Range: Spirit x2

Duration 5

The heroes of Midgard can face absolutely terrifying foes, which can quench the fires of the stoutest hearts. Jotun, trolls, and worse prowl the land, and someone needs the courage to face them. Those with this Power can strengthen the courage of their allies so they may face the fiercest of foes without flinching. On a successful casting, allies within the radius of the Power add +1 to rolls to resist Fear, with every raise on the casting roll adding an additional +1.

❖ GODI

Godi are the priests of the Aesir, who interpret the will of the gods through the casting of the Runes, as well as using the Runes to channel their divine power. The powers of the Godi focus on healing, divination, and bolstering their fellows.

Edge: Arcane Background (Godi)

Requirements: Wild Card, Norse Male, Novice, Rune casting d4+, Spirit d6+

Arcane Skill: Rune casting (Spirit)

Power Points: 10

Starting Powers: 3

Blood Sacrifice: Odin appreciates when his priests perform sacrifice in his name, as he sacrificed an eye and hanged himself to gain power. When casting a Power, the Godi may inflict a Wound that cannot be Soaked. If he does so, the Power is considered to have been cast without the need for a roll. However, the player may opt to roll anyway in the hopes of garnering Raises. If he does so, a basic success will count as a success with a Raise, and any Raises rolled will count in addition to the Raise for the basic success. If Backlash occurs when making use of this rule, the character will suffer Dynamic Backlash (SWAdE page 138). The Gods don't appreciate sacrifices for unworthy causes.

Consulting the Runes: The Divination Power is a Novice Power for Godi in this setting. However, for each Rank below Heroic, the caster must spend an additional Power Point to cast it.

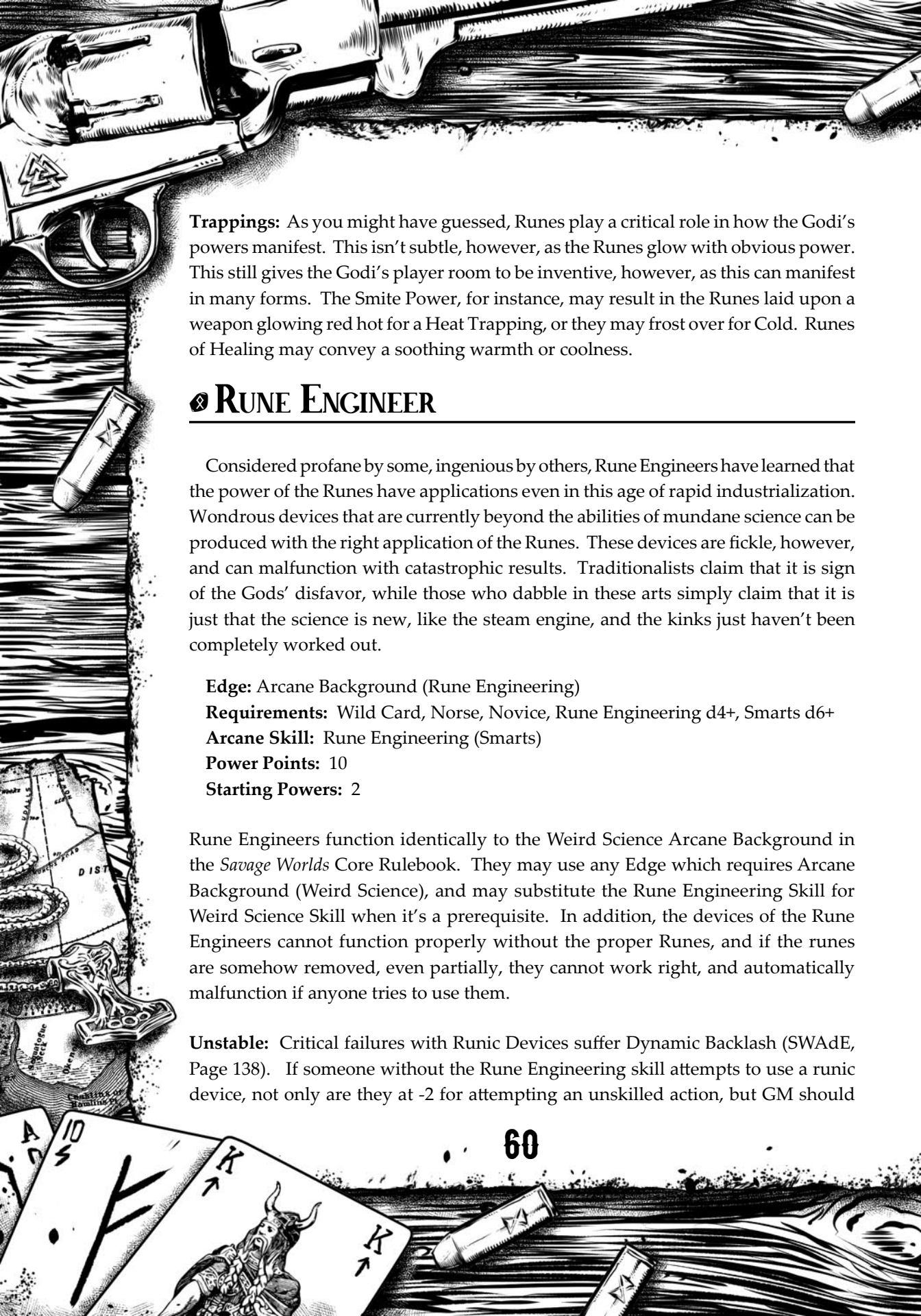
Holy Man: Godi may take any Edges that require the Miracles Arcane Background as a pre-requisite. If a rating in the Faith Skill is required for the Edge, simply substitute Rune casting instead.

Permanency: Thanks to the more permanent nature of the Runes, Powers cast by Godi tend to stay in effect longer. Any Power cast by a Godi with a Duration longer than Instant stays in play twice the number of Rounds that is listed in the description. Also, as a result of the ritual nature of the casting, there is no penalty for maintaining more than one Power.

Ritual Casting: Godi must focus on the Runes, either on items they already carry, or that they carve themselves. Therefore, they can never opt to perform another action on the turn they are casting a power. They may also opt to spend additional turns casting and channeling divine power into the Runes, rather than using their own power points. For each round that a Godi devotes to laying out or carving Runes beyond the first, they can subtract one Power Point from the cost of the Power. Rounds spent beyond the number of Power Points needed to cast the Power have no effect, though the Godi may do this to provide additional Power Points to fuel additional effects for some Powers. Godi must have their Runes either on their person, or laid out before them, in order to cast their Powers.

Available Powers: *Arcane Protection, Banish, Barrier, Beast Friend, Boost Trait, Deflection, Detect/Conceal Arcana, Disguise, Dispel, Divination, Drain Power Points, Embolden, Empathy, Entangle, Environmental Protection, Farsight, Healing, Invisibility, Intangibility, Light, Object Reading, Protection, Relief, Resurrection, Sloth/Speed, Slumber, Smite, Warrior's Gift*





Trappings: As you might have guessed, Runes play a critical role in how the Godi's powers manifest. This isn't subtle, however, as the Runes glow with obvious power. This still gives the Godi's player room to be inventive, however, as this can manifest in many forms. The Smite Power, for instance, may result in the Runes laid upon a weapon glowing red hot for a Heat Trapping, or they may frost over for Cold. Runes of Healing may convey a soothing warmth or coolness.

❖ RUNE ENGINEER

Considered profane by some, ingenious by others, Rune Engineers have learned that the power of the Runes have applications even in this age of rapid industrialization. Wondrous devices that are currently beyond the abilities of mundane science can be produced with the right application of the Runes. These devices are fickle, however, and can malfunction with catastrophic results. Traditionalists claim that it is sign of the Gods' disfavor, while those who dabble in these arts simply claim that it is just that the science is new, like the steam engine, and the kinks just haven't been completely worked out.

Edge: Arcane Background (Rune Engineering)

Requirements: Wild Card, Norse, Novice, Rune Engineering d4+, Smarts d6+

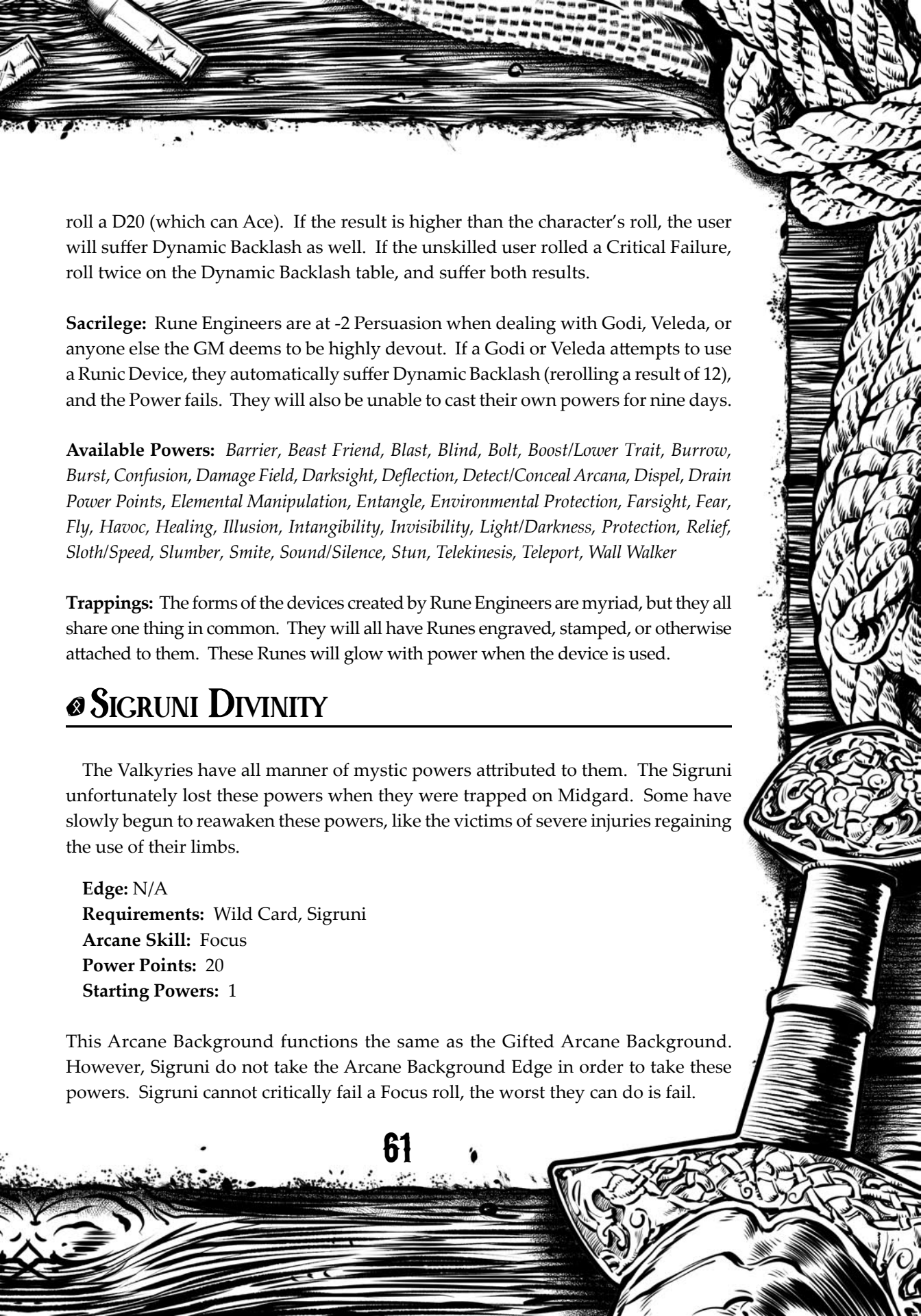
Arcane Skill: Rune Engineering (Smarts)

Power Points: 10

Starting Powers: 2

Rune Engineers function identically to the Weird Science Arcane Background in the *Savage Worlds* Core Rulebook. They may use any Edge which requires Arcane Background (Weird Science), and may substitute the Rune Engineering Skill for Weird Science Skill when it's a prerequisite. In addition, the devices of the Rune Engineers cannot function properly without the proper runes, and if the runes are somehow removed, even partially, they cannot work right, and automatically malfunction if anyone tries to use them.

Unstable: Critical failures with Runic Devices suffer Dynamic Backlash (SWAdE, Page 138). If someone without the Rune Engineering skill attempts to use a runic device, not only are they at -2 for attempting an unskilled action, but GM should



roll a D20 (which can Ace). If the result is higher than the character's roll, the user will suffer Dynamic Backlash as well. If the unskilled user rolled a Critical Failure, roll twice on the Dynamic Backlash table, and suffer both results.

Sacrilege: Rune Engineers are at -2 Persuasion when dealing with Godi, Veleda, or anyone else the GM deems to be highly devout. If a Godi or Veleda attempts to use a Runic Device, they automatically suffer Dynamic Backlash (rerolling a result of 12), and the Power fails. They will also be unable to cast their own powers for nine days.

Available Powers: *Barrier, Beast Friend, Blast, Blind, Bolt, Boost/Lower Trait, Burrow, Burst, Confusion, Damage Field, Darksight, Deflection, Detect/Conceal Arcana, Dispel, Drain Power Points, Elemental Manipulation, Entangle, Environmental Protection, Farsight, Fear, Fly, Havoc, Healing, Illusion, Intangibility, Invisibility, Light/Darkness, Protection, Relief, Sloth/Speed, Slumber, Smite, Sound/Silence, Stun, Telekinesis, Teleport, Wall Walker*

Trappings: The forms of the devices created by Rune Engineers are myriad, but they all share one thing in common. They will all have Runes engraved, stamped, or otherwise attached to them. These Runes will glow with power when the device is used.

❖ SIGRUNI DIVINITY

The Valkyries have all manner of mystic powers attributed to them. The Sigruni unfortunately lost these powers when they were trapped on Midgard. Some have slowly begun to reawaken these powers, like the victims of severe injuries regaining the use of their limbs.

Edge: N/A

Requirements: Wild Card, Sigruni

Arcane Skill: Focus

Power Points: 20

Starting Powers: 1

This Arcane Background functions the same as the Gifted Arcane Background. However, Sigruni do not take the Arcane Background Edge in order to take these powers. Sigruni cannot critically fail a Focus roll, the worst they can do is fail.



Available Powers: *Arcane Protection, Banish, Barrier, Beast Friend, Blast, Blind, Bolt, Boost/Lower Trait, Burrow, Burst, Confusion, Damage Field, Darksight, Deflection, Detect/Conceal Arcana, Disguise, Dispel, Divination, Drain Power Points, Elemental Manipulation, Embolden, Empathy, Entangle, Environmental Protection, Farsight, Fear, Fly, Growth/Shrink, Havoc, Healing, Illusion, Intangibility, Invisibility, Light/Darkness, Mind Link, Mind Reading, Mind Wipe, Object Reading, Protection, Puppet, Relief, Resurrection, Shape Change, Sloth/Speed, Slumber, Smite, Sound/Silence, Speak Language, Stun, Summon Ally, Telekinesis, Teleport, Wall Walker, Warrior's Gift*

Trappings: When a Sigruni manifests her Powers, there is no doubt of her demigod status. The Light Trapping would be appropriate for many Powers. Bolt may manifest as a massive spear, glowing with Runes of Power, conjured into existence and hurled at an enemy. Healing may cause the Sigruni's eyes and hands to glow with golden light as wounds are knit back together. Protection may see the Sigruni clad in the armor she wore as a Valkyrie, winged helm and all. Despite their presence in Western Midgard, allies summoned by Sigruni tend to take the form of animals native to the homeland of the Norse.

❖ SKALDIC MASTERY

Skalds are an important part of Norse society. The Norse love a good story, and while technology has made it possible to maintain permanent records on paper and film, oral traditions are still a major focus of their culture. Most Skalds are gifted storytellers, capable of rousing warriors to great heights of bravery, but there is ultimately nothing magical about their songs. Some, however, can tell such powerful tales that the world around them alters, and when their Sagas are heard, none can doubt they have been touched by Kvasir's blood.

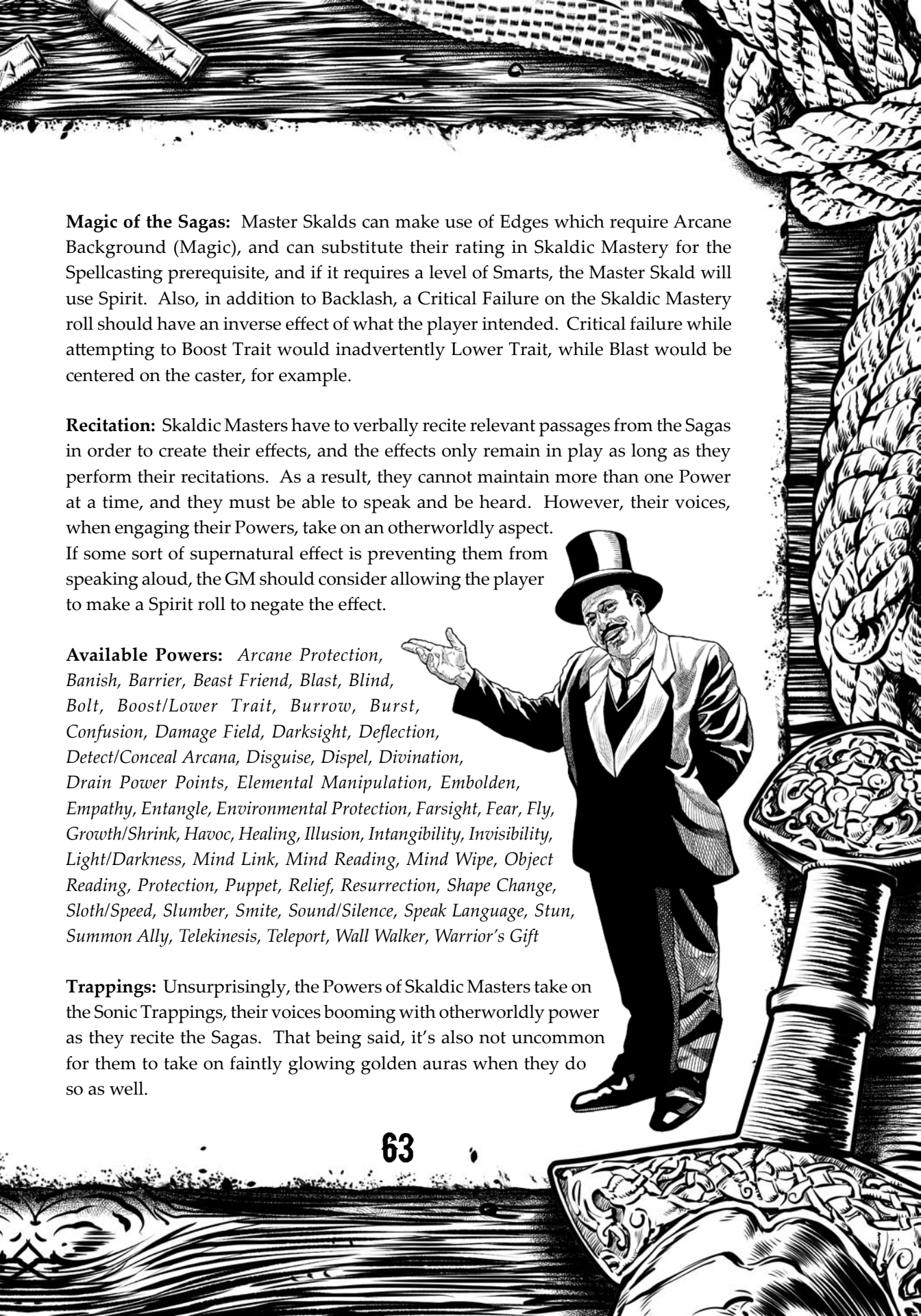
Edge: Arcane Background (Skaldic Mastery)

Requirements: Wild Card, Norse, Novice, Skaldic Mastery d4+, Spirit d6+

Arcane Skill: Skaldic Mastery (Spirit)

Power Points: 10

Starting Powers: 3

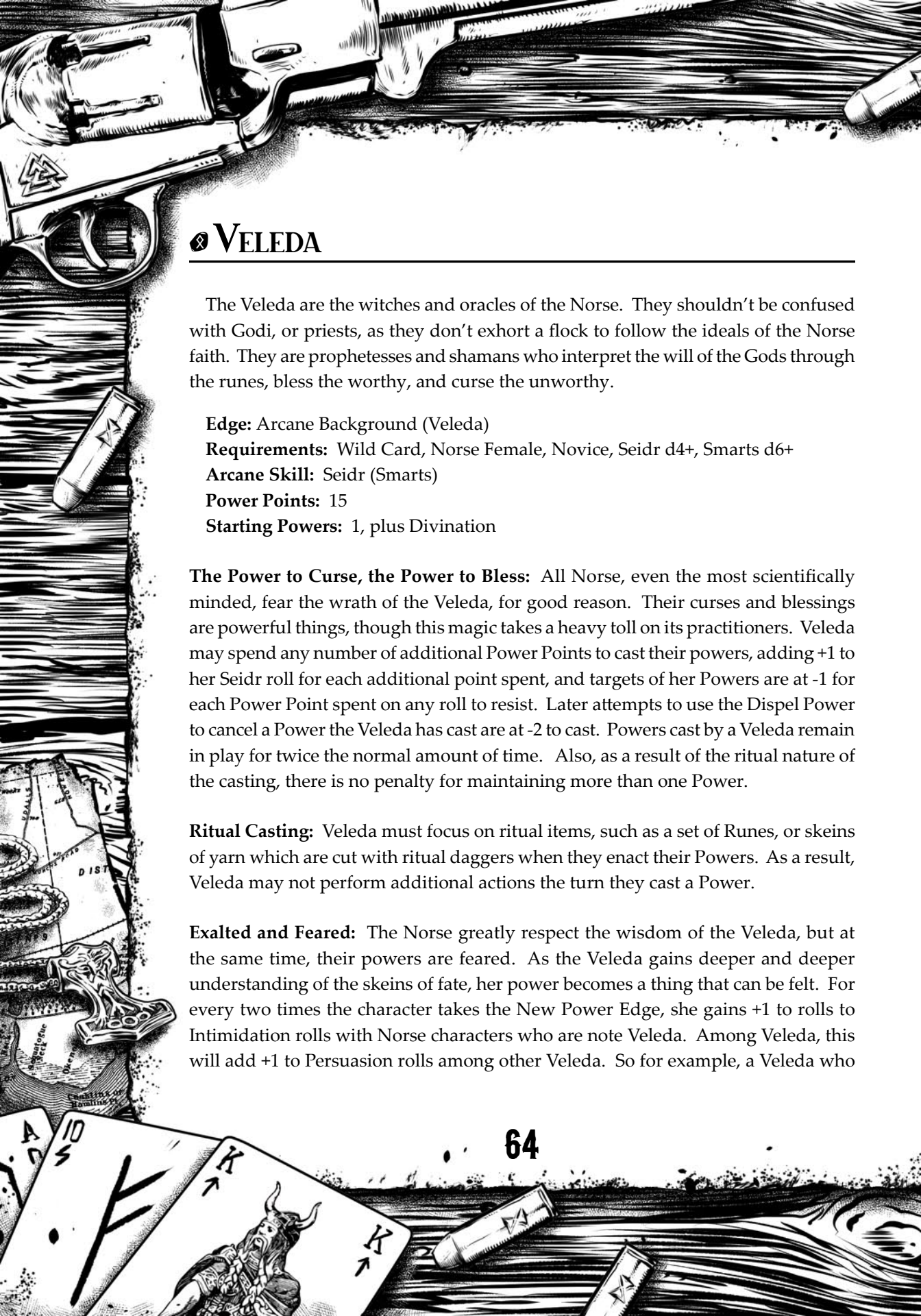


Magic of the Sagas: Master Skalds can make use of Edges which require Arcane Background (Magic), and can substitute their rating in Skaldic Mastery for the Spellcasting prerequisite, and if it requires a level of Smarts, the Master Skald will use Spirit. Also, in addition to Backlash, a Critical Failure on the Skaldic Mastery roll should have an inverse effect of what the player intended. Critical failure while attempting to Boost Trait would inadvertently Lower Trait, while Blast would be centered on the caster, for example.

Recitation: Skaldic Masters have to verbally recite relevant passages from the Sagas in order to create their effects, and the effects only remain in play as long as they perform their recitations. As a result, they cannot maintain more than one Power at a time, and they must be able to speak and be heard. However, their voices, when engaging their Powers, take on an otherworldly aspect. If some sort of supernatural effect is preventing them from speaking aloud, the GM should consider allowing the player to make a Spirit roll to negate the effect.

Available Powers: *Arcane Protection, Banish, Barrier, Beast Friend, Blast, Blind, Bolt, Boost/Lower Trait, Burrow, Burst, Confusion, Damage Field, Darksight, Deflection, Detect/Conceal Arcana, Disguise, Dispel, Divination, Drain Power Points, Elemental Manipulation, Embolden, Empathy, Entangle, Environmental Protection, Farsight, Fear, Fly, Growth/Shrink, Havoc, Healing, Illusion, Intangibility, Invisibility, Light/Darkness, Mind Link, Mind Reading, Mind Wipe, Object Reading, Protection, Puppet, Relief, Resurrection, Shape Change, Sloth/Speed, Slumber, Smite, Sound/Silence, Speak Language, Stun, Summon Ally, Telekinesis, Teleport, Wall Walker, Warrior's Gift*

Trappings: Unsurprisingly, the Powers of Skaldic Masters take on the Sonic Trappings, their voices booming with otherworldly power as they recite the Sagas. That being said, it's also not uncommon for them to take on faintly glowing golden auras when they do so as well.



VELEDA

The Velede are the witches and oracles of the Norse. They shouldn't be confused with Godi, or priests, as they don't exhort a flock to follow the ideals of the Norse faith. They are prophetesses and shamans who interpret the will of the Gods through the runes, bless the worthy, and curse the unworthy.

Edge: Arcane Background (Velede)

Requirements: Wild Card, Norse Female, Novice, Seidr d4+, Smarts d6+

Arcane Skill: Seidr (Smarts)

Power Points: 15

Starting Powers: 1, plus Divination

The Power to Curse, the Power to Bless: All Norse, even the most scientifically minded, fear the wrath of the Velede, for good reason. Their curses and blessings are powerful things, though this magic takes a heavy toll on its practitioners. Velede may spend any number of additional Power Points to cast their powers, adding +1 to her Seidr roll for each additional point spent, and targets of her Powers are at -1 for each Power Point spent on any roll to resist. Later attempts to use the Dispel Power to cancel a Power the Velede has cast are at -2 to cast. Powers cast by a Velede remain in play for twice the normal amount of time. Also, as a result of the ritual nature of the casting, there is no penalty for maintaining more than one Power.

Ritual Casting: Velede must focus on ritual items, such as a set of Runes, or skeins of yarn which are cut with ritual daggers when they enact their Powers. As a result, Velede may not perform additional actions the turn they cast a Power.

Exalted and Feared: The Norse greatly respect the wisdom of the Velede, but at the same time, their powers are feared. As the Velede gains deeper and deeper understanding of the skeins of fate, her power becomes a thing that can be felt. For every two times the character takes the New Power Edge, she gains +1 to rolls to Intimidation rolls with Norse characters who are not Velede. Among Velede, this will add +1 to Persuasion rolls among other Velede. So for example, a Velede who



has taken the New Power Edge three times will gain +1 to Intimidation with Norse characters who aren't Veleda, and +1 to Persuasion when interacting with Veleda. Once she takes the New Power Edge for the fourth time, she'll gain +2 to both of those rolls.

Consulting the Runes: The Divination Power is a Novice Power for Veleda, and must be taken as a starting Power.

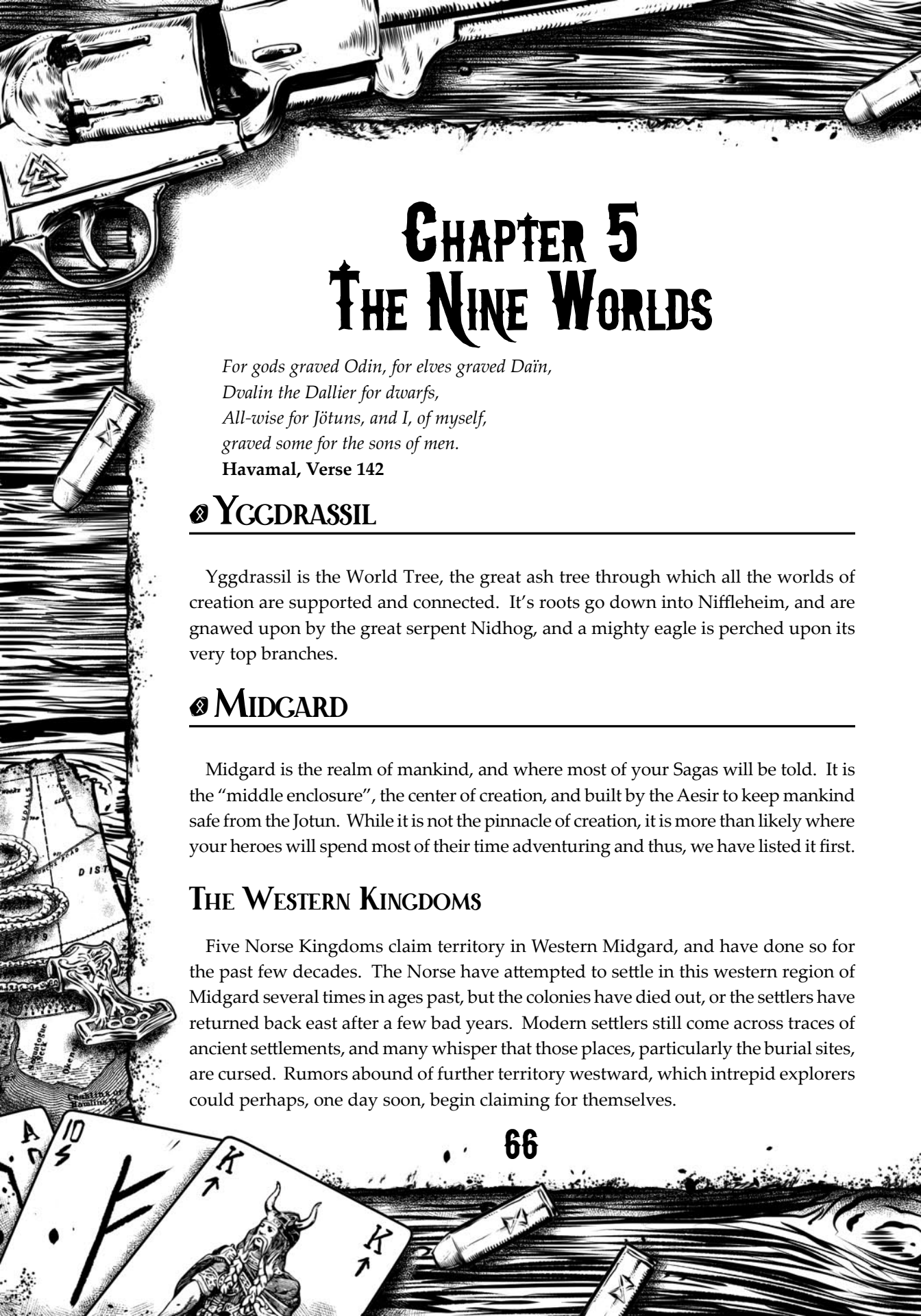
Disfavor of the Gods: A Critical Failure rolled incurs the displeasure of the Gods, causing the Veleda to be Shaken. This can cause a Wound.

Holy Woman: Veleda may take any Edges that require the Miracles Arcane Background as a pre-requisite. If a rating in the Faith Skill is required for the Edge, simply substitute Seidr instead.

Available Powers: *Armor, Beast Friend, Blind, Boost/Lower Trait, Confusion, Damage Field, Darksight, Deflection, Detect/Conceal Arcana, Disguise, Dispel, Divination, Drain Power Points, Elemental Manipulation, Entangle, Environmental Protection, Farsight, Fear, Greater Healing, Growth/Shrink, Havoc, Healing, Light/Obscure, Mind Reading, Quickness, Slow, Slumber, Smite, Speak Language, Speed, Stun, Succor, Warrior's Gift*

Trappings: Veleda, like the Godi, make use of the Runes, but they also manifest their powers through a deep understanding of fate, and the skeins of fate that the Norns control. They use this understanding to manipulate the fate of their targets. The effects of their Powers are subtle, however, and there are rarely any visible effects, other than very faint, gossamer threads attaching themselves to the target briefly.





CHAPTER 5

THE NINE WORLDS

*For gods graved Odin, for elves graved Dain,
Dvalin the Dallier for dwarfs,
All-wise for Jötuns, and I, of myself,
graved some for the sons of men.*

Havamal, Verse 142

❖ YGGDRASSIL

Yggdrassil is the World Tree, the great ash tree through which all the worlds of creation are supported and connected. It's roots go down into Niffleheim, and are gnawed upon by the great serpent Nidhog, and a mighty eagle is perched upon its very top branches.

❖ MIDGARD

Midgard is the realm of mankind, and where most of your Sagas will be told. It is the "middle enclosure", the center of creation, and built by the Aesir to keep mankind safe from the Jotun. While it is not the pinnacle of creation, it is more than likely where your heroes will spend most of their time adventuring and thus, we have listed it first.

THE WESTERN KINGDOMS

Five Norse Kingdoms claim territory in Western Midgard, and have done so for the past few decades. The Norse have attempted to settle in this western region of Midgard several times in ages past, but the colonies have died out, or the settlers have returned back east after a few bad years. Modern settlers still come across traces of ancient settlements, and many whisper that those places, particularly the burial sites, are cursed. Rumors abound of further territory westward, which intrepid explorers could perhaps, one day soon, begin claiming for themselves.

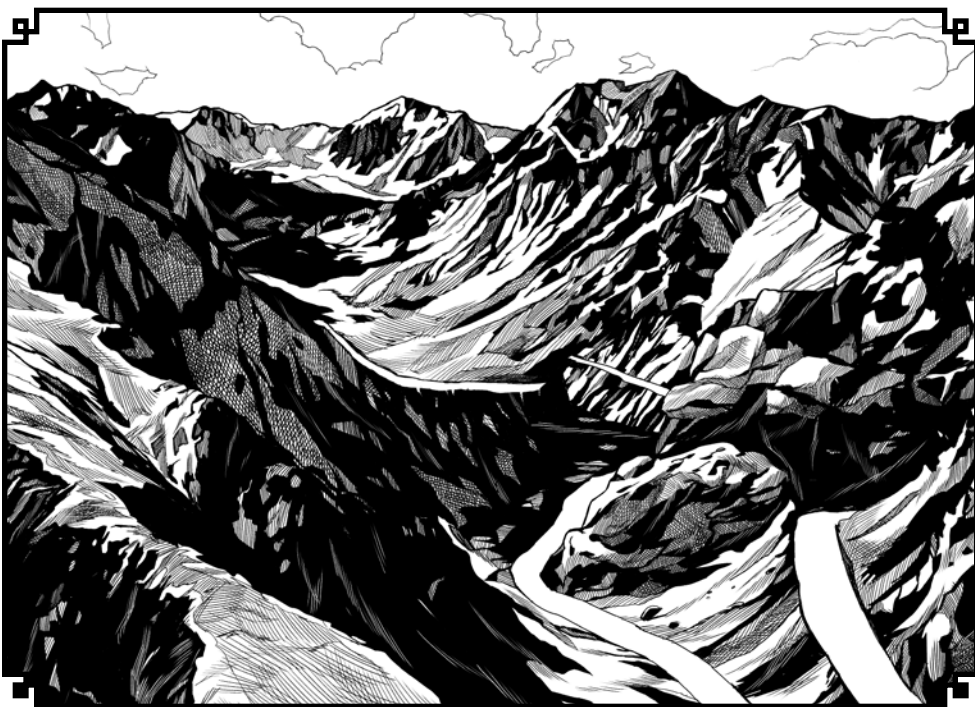


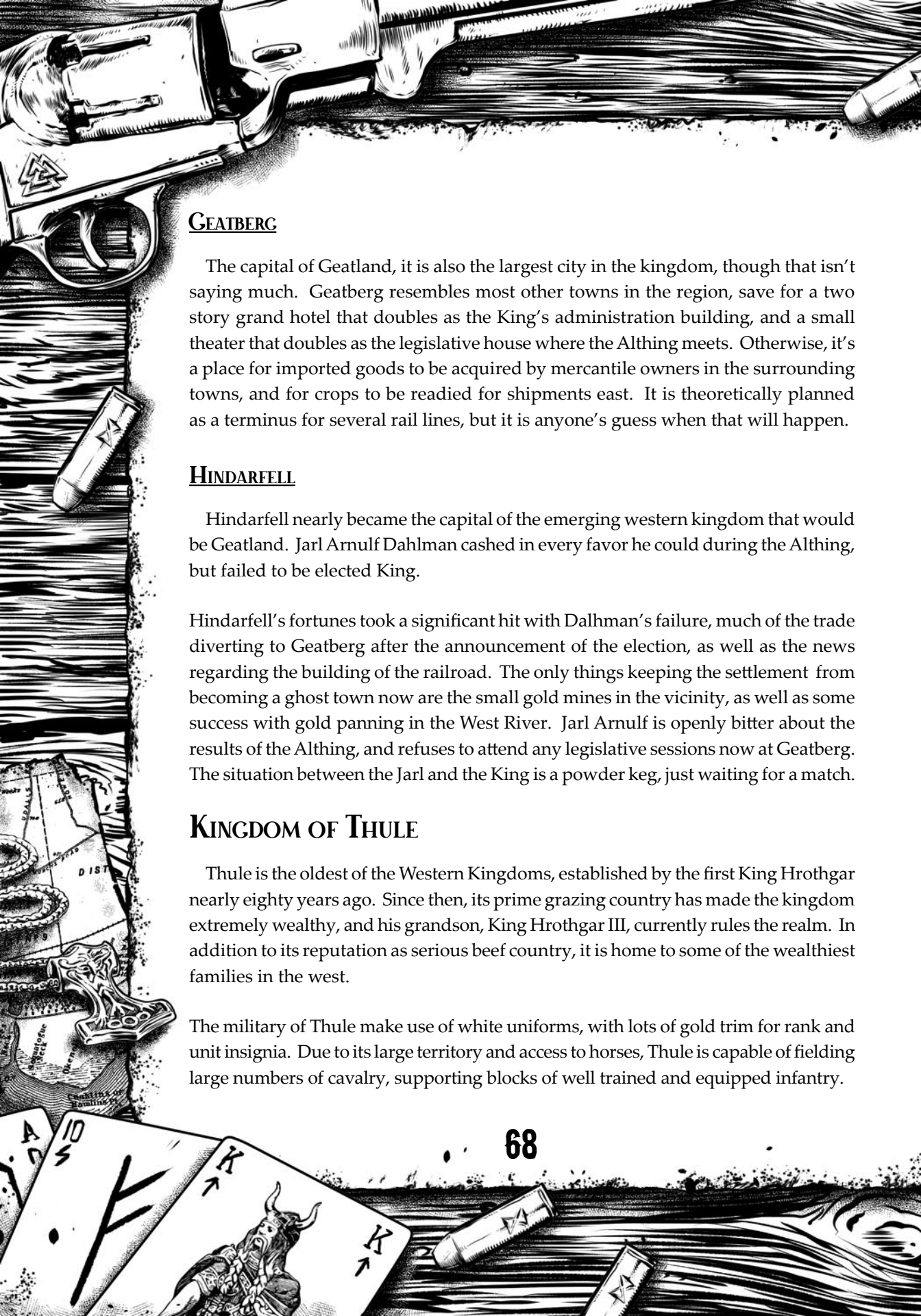
KINGDOM OF GEATLAND

The westernmost and youngest kingdom, Geatland is ruled by King Ulric Ulricson, who established the Kingdom only twenty years ago after being elected by the first Althing of the high plains Jarls, much to the consternation of Jarl Arnulf of Hindarfell.

Of the five kingdoms, Geatland's Jarls are the most autonomous, due to lack of much consolidated power at the capital. Some of the westernmost towns that have sprung up recently don't even have a Jarl.

Officially, the uniform color of the armies of Geatland is grey, but due to the large numbers of irregular troops that make up the majority of its forces, there is very little in the way of uniform clothing in the ranks. Officers generally consider it a success when they can at least get all of their troops to wear grey armbands to avoid friendly fire.





GEATBERG

The capital of Geatland, it is also the largest city in the kingdom, though that isn't saying much. Geatberg resembles most other towns in the region, save for a two story grand hotel that doubles as the King's administration building, and a small theater that doubles as the legislative house where the Althing meets. Otherwise, it's a place for imported goods to be acquired by mercantile owners in the surrounding towns, and for crops to be readied for shipments east. It is theoretically planned as a terminus for several rail lines, but it is anyone's guess when that will happen.

HINDARFELL

Hindarfell nearly became the capital of the emerging western kingdom that would be Geatland. Jarl Arnulf Dahlman cashed in every favor he could during the Althing, but failed to be elected King.

Hindarfell's fortunes took a significant hit with Dahlman's failure, much of the trade diverting to Geatberg after the announcement of the election, as well as the news regarding the building of the railroad. The only things keeping the settlement from becoming a ghost town now are the small gold mines in the vicinity, as well as some success with gold panning in the West River. Jarl Arnulf is openly bitter about the results of the Althing, and refuses to attend any legislative sessions now at Geatberg. The situation between the Jarl and the King is a powder keg, just waiting for a match.

KINGDOM OF THULE

Thule is the oldest of the Western Kingdoms, established by the first King Hrothgar nearly eighty years ago. Since then, its prime grazing country has made the kingdom extremely wealthy, and his grandson, King Hrothgar III, currently rules the realm. In addition to its reputation as serious beef country, it is home to some of the wealthiest families in the west.

The military of Thule make use of white uniforms, with lots of gold trim for rank and unit insignia. Due to its large territory and access to horses, Thule is capable of fielding large numbers of cavalry, supporting blocks of well trained and equipped infantry.



THULE CITY

The capital city of Thule City is home to more slaughter houses and meat packing plants than anywhere else in the Nine Worlds. Unsurprisingly, the place stinks to High Asgard. This does, however, mean that quite a lot of rings exchange hands here, and the Thule Stock Exchange has grown up as a result.

Anything can be found for sale in Thule City if you try hard enough, both legal and illegal. The latest lady's fashion from the East, prime horseflesh, the perfect steak, the latest rune engineered device, or a corpse-maker for hire. If you have the rings, someone will sell it to you.

DRAUGMARK

Once a budding gold mining town called Goldfield, the entire population disappeared in one night without a trace. Those few who have bothered to investigate have likewise never been seen again. The abandoned and rotting buildings can be seen from road as travelers pass by. Many swear they hear strange whispers on the wind, and see movement and lights among the buildings at night. As a result, the town has developed a fell reputation, and it is given a wide berth. Now it is known as Draugmark.

CATFISH COVE

Situated at the mouth of the Black River and Lake Sigurd, Catfish Cove is perfectly located to supply Thule City, and thanks to the railroad, much of Midgard West, with fish. Catfish Cove has thus grown from a sleepy fishing village to a decent sized town virtually overnight, and like many boomtowns, has swelled with not only men seeking work aboard its fishing vessels, but with saloons, casinos, and brothels. The Nine Worlds Carrier Company has established a significant presence in Catfish Cove, as it has an army of laborers that needs to be fed. While the copious amounts of rings the company brings in are welcome, their conduct isn't, and it may not be long before the heavy handed tactics of the rail company backfire on them.



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KINGDOM OF ULFRMARK

Ruled by King Njal Ulfhender, Ulfrmark is named partially for the large population of Desert Wolves that roam its territory, as well as for the symbol of the ruling family. Ulfrmark has a reputation for being the most belligerent of the western kingdoms, with raids, particularly horse and cattle rustling, in Geatland, Vinland, and Thule often originating from there, with the Jarls of the border towns doing very little to discourage such behavior. There are many who believe that the King secretly encourages the raiders to do this in order to weaken his political rivals, as well as to provoke war with at least one of them.

Ulfrmark has little in the way of official, regular, troops, outside of the King's Thegns. The bulk of their military, like Geatland, is comprised of irregular militia, and they are often little more than sworn in cattle rustling gangs. Blue is the de-facto uniform color of the kingdom, and those fighting under its banner generally try to incorporate the color into whatever they're wearing.

ULFRSTAD

Ulfrstad, due to the large numbers of rustlers originating from Ulfrmark, has a dubious reputation. A very large number of cattle, as well as a good amount of any other good, sold here, were stolen at some point. Thieves and cut-throats are commonplace here, and the only real crime is failing to pay taxes, a law ruthlessly enforced by the King's Thegns.

While not filled with men of the highest moral caliber, if you need to quickly gather gunmen to your banner, with little questions asked, this is the place, so long as you've got the rings.





NJAL'S CROSSING

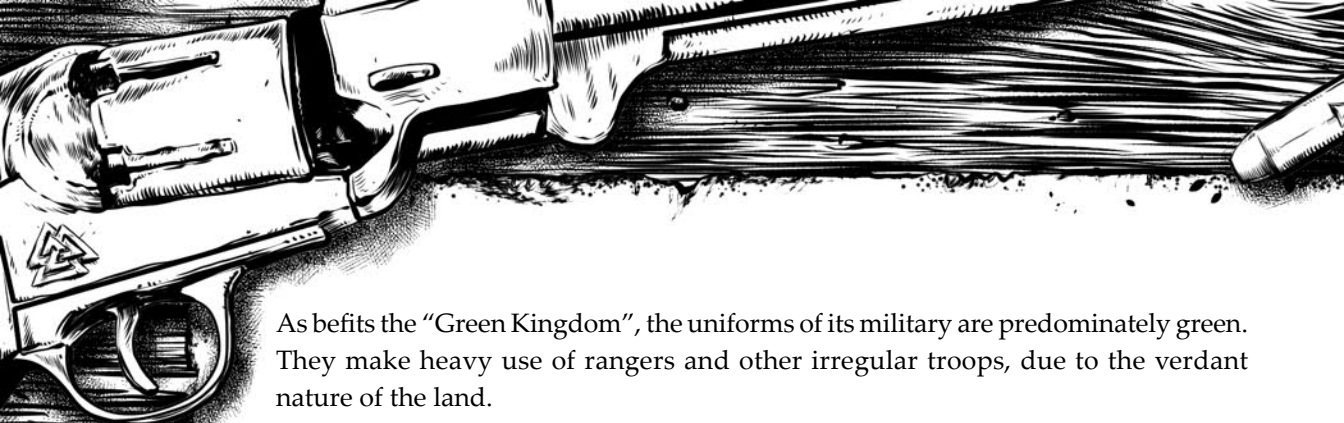
Located at the nexus of the Salt River and a line of the Nine Worlds railroad, Njal's Crossing has become a major trading hub, due to goods being able to travel directly to and from Vinland and Geatland by river, and West Norsca, the Silver Crescent, and Thule by rail. It is growing by leaps and bounds, and King Njal Ulfhender is rumored to be considering moving his court there. The Nine Worlds Carrier Company also maintains a secondary headquarters there as well.

Njal's Crossing is essentially two cities, split by the Salt River. East Crossing, as the eastern half is known, is considered the more upscale of the two, and is relatively well ordered for a town in Ulfrmark. Most of the major shipping companies keep their offices on this side, and there are several impressive mansions that have been built here in recent years. West Crossing, however, is considered the slums, and can be quite dangerous, especially at night. In fact, rumors abound of a killer who strikes at night, namely targeting prostitutes, and horribly mutilating their bodies

KINGDOM OF VINLAND

Vinland is also known as the Green Kingdom due to the vast pine forests that cover most of its landscape, resulting in logging being its primary industry. Saloons as far away as Loki's ridge are often built from timber shipped from Vinland. While logging is the primary industry, hunting and trapping are both bustling industries as well. The woods can be dangerous, as trolls and Vargr prowl the land, unafraid of humans. Logging operations therefore have to maintain a significant security presence, and more than one lumberjack is never seen from again when he wanders too far from the safety of camp.

Vinland is the only one of the western kingdoms currently ruled by a woman, Queen Greta Egilsdottor. The queen is an accomplished businesswoman, and was able to gain her position with the near unanimous support of the logging and manufacturing moguls in the realm. She is widely regarded as an extremely honorable woman, whose word is utterly unbreakable, and she demands that of anyone she has business dealings with. Her disdain for Lars Larson of the Nine Worlds Carrier Company is well known, and her resistance to dealing with him and his company is one of the reasons their main line hasn't been built past the capital.



As befits the “Green Kingdom”, the uniforms of its military are predominately green. They make heavy use of rangers and other irregular troops, due to the verdant nature of the land.

JARLBERG

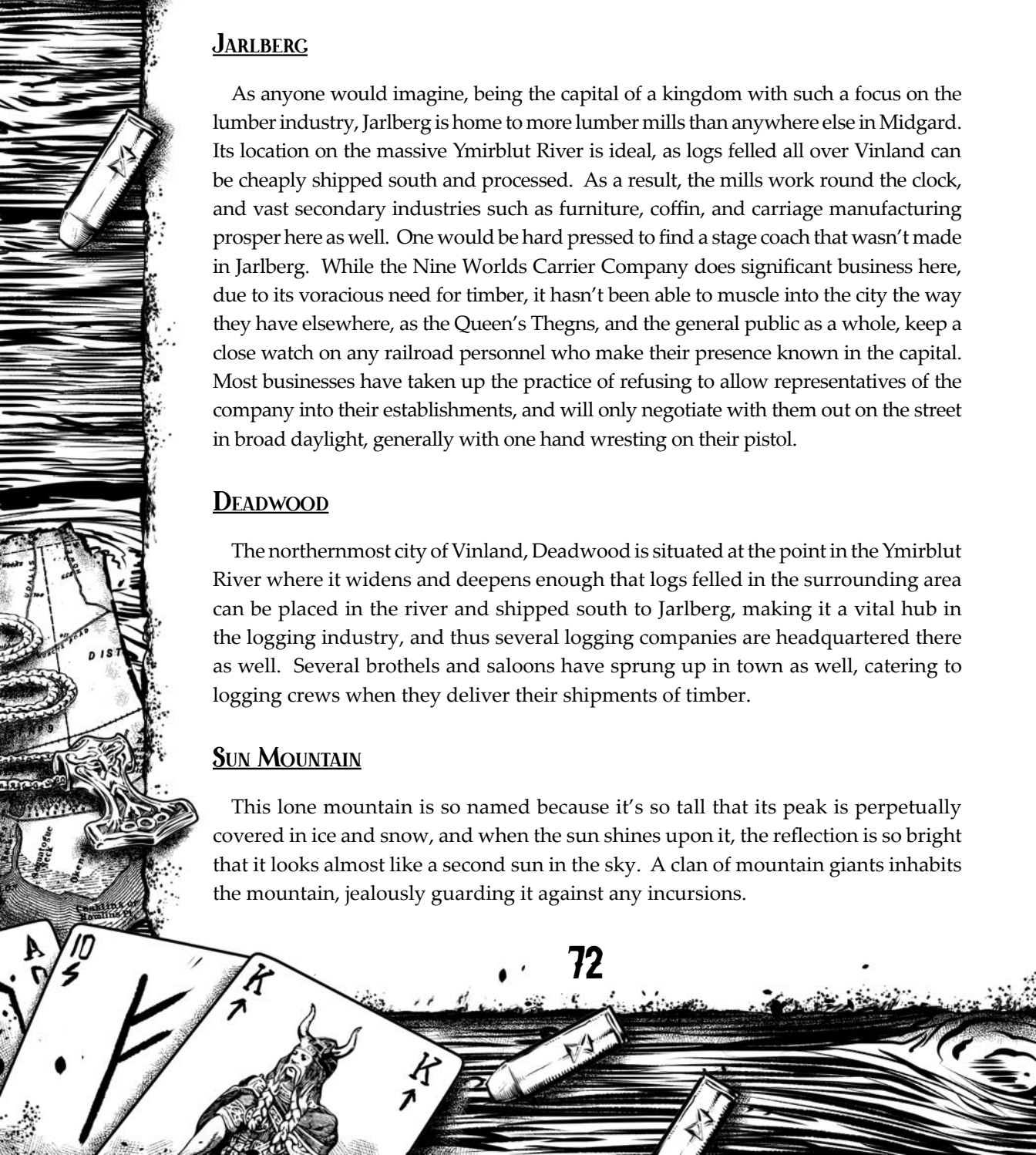
As anyone would imagine, being the capital of a kingdom with such a focus on the lumber industry, Jarlberg is home to more lumber mills than anywhere else in Midgard. Its location on the massive Ymirblut River is ideal, as logs felled all over Vinland can be cheaply shipped south and processed. As a result, the mills work round the clock, and vast secondary industries such as furniture, coffin, and carriage manufacturing prosper here as well. One would be hard pressed to find a stage coach that wasn’t made in Jarlberg. While the Nine Worlds Carrier Company does significant business here, due to its voracious need for timber, it hasn’t been able to muscle into the city the way they have elsewhere, as the Queen’s Thegns, and the general public as a whole, keep a close watch on any railroad personnel who make their presence known in the capital. Most businesses have taken up the practice of refusing to allow representatives of the company into their establishments, and will only negotiate with them out on the street in broad daylight, generally with one hand wrestling on their pistol.

DEADWOOD

The northernmost city of Vinland, Deadwood is situated at the point in the Ymirblut River where it widens and deepens enough that logs felled in the surrounding area can be placed in the river and shipped south to Jarlberg, making it a vital hub in the logging industry, and thus several logging companies are headquartered there as well. Several brothels and saloons have sprung up in town as well, catering to logging crews when they deliver their shipments of timber.

SUN MOUNTAIN

This lone mountain is so named because it’s so tall that its peak is perpetually covered in ice and snow, and when the sun shines upon it, the reflection is so bright that it looks almost like a second sun in the sky. A clan of mountain giants inhabits the mountain, jealously guarding it against any incursions.





KINGDOM OF WEST NORSKA

Like Vinland, West Norska is mostly forested, though the economy is more focused on fur trapping than logging. West Norska is ruled by King Harald the Hairless, a mountain of a man ironically named for massive black beard and giant mane that adorns his head.

West Norskan military uniforms are predominately red, and thanks to its major industrial center of Stromberg, they are able to field well-armed infantry and artillery units.

STROMBERG

First established as a fur trading post, Stromberg has grown into a bustling city, rivalling Thule City. Here, King Harld holds court, and true to its origins in the fur trade, factories have sprung up to turn pelts into all sorts of useful items.

Stromberg is also the corporate headquarters of both the Nine Worlds Carrier Company, as well as Volund Arms, making it quite the economic powerhouse. Stromberg has also become the home of a growing theatre scene, and budding actors and actresses flock here, hoping to make it big on the stage. Grand balls thrown in Stromberg are filled with some of the most influential people in Midgard West, and are always the center of swirling and sometimes deadly intrigue.

WYRM'S BREATH

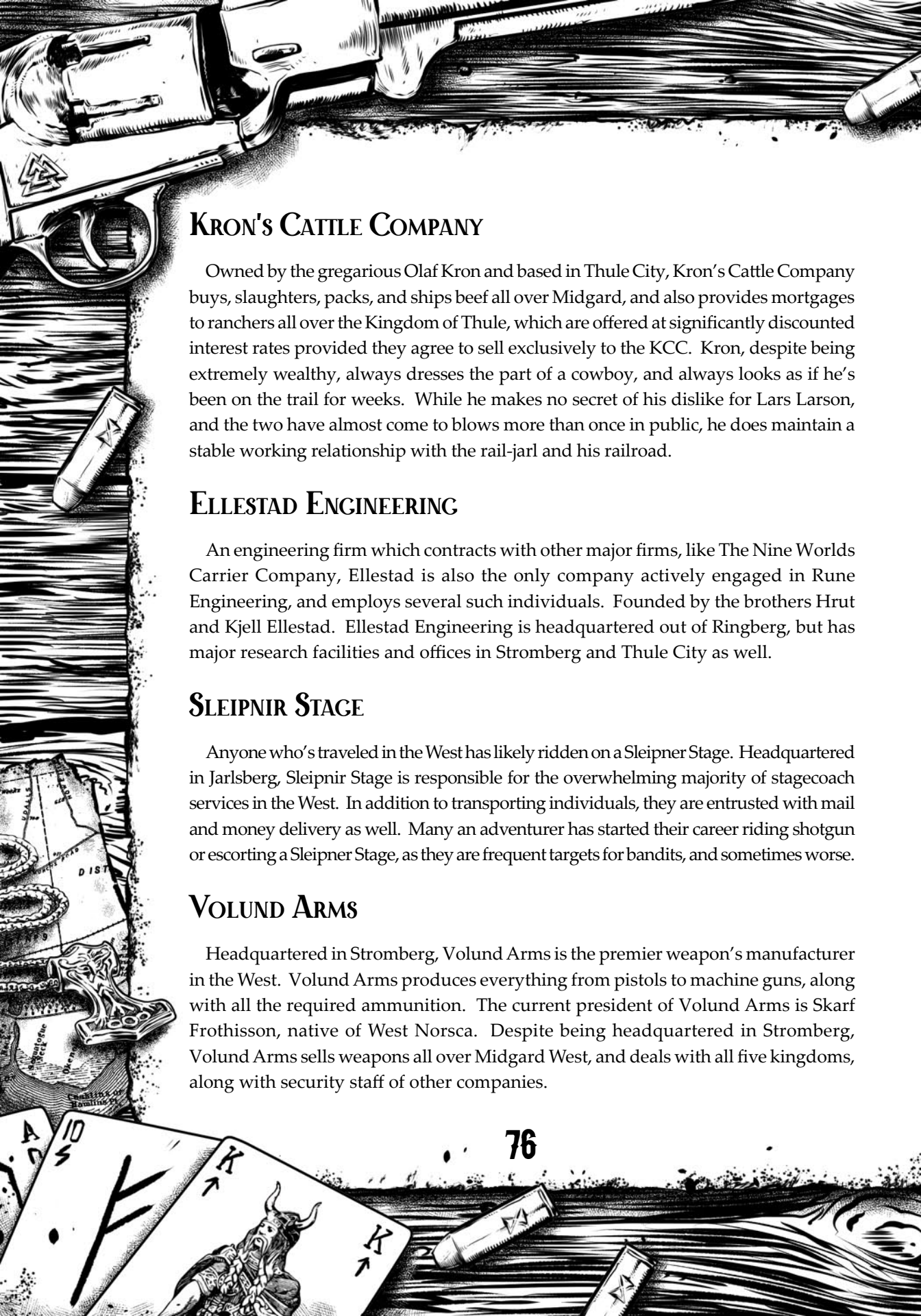
This small town gets its name from the multiple hot springs and geysers in the surrounding environs. Many swear by the medicinal properties of the springs, so it has become something of a resort town. There are also a few mining claims in the area, mostly silver and copper. Something about the hot springs seems to attract trolls, however, making going outside after nightfall quite dangerous, and resulting in regular “troll patrols” enacted by the Jarl.



NINE WORLDS CARRIER COMPANY

The largest of all the rail companies, and is on track to be the first to build a line that spans the entirety of Midgard West, Nine Worlds Carrier Company has very deep pockets. Deep enough to keep more than a few prominent member of every king's court, with room for some jarls to spare. Those deep pockets only get deeper, as they have secured subsidies from all the kingdoms except for Vinland. Rumors abound of the "accidents" that befall anyone who gets in their way, allowing them to muscle in on more and more territory every year.

The president and majority shareholder of the firm, one Lars Larson, seems to be everywhere at once, bouncing from station to station, or to the court of one king to another, faster than even controlling ownership of a major railroad company should allow. This keeps the employees of the company on their toes, and their lackeys in politics in line. Larson is something of a mystery, seeming to have come from nowhere, and no one can seem to account for him any farther back than ten years ago. The always immaculately dressed and dapper Larson himself simply shrugs off such questions, claiming to be an industrial age success story of coming from nothing and pulling one's self up by one's bootstraps.



KRON'S CATTLE COMPANY

Owned by the gregarious Olaf Kron and based in Thule City, Kron's Cattle Company buys, slaughters, packs, and ships beef all over Midgard, and also provides mortgages to ranchers all over the Kingdom of Thule, which are offered at significantly discounted interest rates provided they agree to sell exclusively to the KCC. Kron, despite being extremely wealthy, always dresses the part of a cowboy, and always looks as if he's been on the trail for weeks. While he makes no secret of his dislike for Lars Larson, and the two have almost come to blows more than once in public, he does maintain a stable working relationship with the rail-jarl and his railroad.

ELLESTAD ENGINEERING

An engineering firm which contracts with other major firms, like The Nine Worlds Carrier Company, Ellestad is also the only company actively engaged in Rune Engineering, and employs several such individuals. Founded by the brothers Hrut and Kjell Ellestad. Ellestad Engineering is headquartered out of Ringberg, but has major research facilities and offices in Stromberg and Thule City as well.

SLEIPNIR STAGE

Anyone who's traveled in the West has likely ridden on a Sleipner Stage. Headquartered in Jarlsberg, Sleipnir Stage is responsible for the overwhelming majority of stagecoach services in the West. In addition to transporting individuals, they are entrusted with mail and money delivery as well. Many an adventurer has started their career riding shotgun or escorting a Sleipner Stage, as they are frequent targets for bandits, and sometimes worse.

VOLUND ARMS

Headquartered in Stromberg, Volund Arms is the premier weapon's manufacturer in the West. Volund Arms produces everything from pistols to machine guns, along with all the required ammunition. The current president of Volund Arms is Skarf Frothisson, native of West Norsca. Despite being headquartered in Stromberg, Volund Arms sells weapons all over Midgard West, and deals with all five kingdoms, along with security staff of other companies.



THE LOKIR

Cultists who worship Loki in his various aspects, the Lokir are viewed with a mix of scorn, ridicule, and utter terror. The very concept to most Norsemen, particularly those who are religiously devout, of someone worshipping Loki is utter anathema. He is the betrayer of the Aesir, and his actions will bring about Ragnarok, there is no place in Valhalla for any who serve him. To many, they are nothing but boogeymen, or the subjects of tabloid newspapers. More than one mysterious industrial accident or train derailment has been attributed to them, but sceptics will often dismiss such claims as convenient excuses for lax safety standards, shoddy workmanship, or the sabotage of rivals. Recently several attacks on the Nine World's Carrier lines have been blamed on the Lokir by Mr. Larson himself in public statements, with only a few journalists commenting on the generous insurance payouts that followed.

FRONTIER REGION

Many believe this land to be cursed by the gods, perhaps even an entrance to Nifflheim or even Jotunheim, and the numerous encounters with monsters here certainly give credence to this belief. The recent establishment of the boomtown of Loki's Ridge, and the huge deposits of various ores found there, however, is already turning the attentions of the neighboring kingdoms to it, and war could be on the horizon over this territory. There is no law here among the few settlements other than the occasional acts of mob justice, except for Loki's Ridge, where the various gangs ruthlessly deal with anyone who interferes with their business.

LOKI'S RIDGE

Perched precariously on an overlook with the same name, Loki's Ridge is a mining boomtown, with abundant deposits of copper, silver, and gold in the immediate vicinity. The Kingdoms of the Geats and Ulfrmark have tried to install a Jarl in this town, but with no success. The Silver Crescent Mining Corporation has had limited success gaining a foothold here, only managing to stake and hold on to one silver mine.

Like many boomtowns, Loki's Ridge can be described as a small core of wooden buildings, mostly saloons and brothels, surrounded by a vast tent city. Its main street is known as "Bifrost Boulevard" due to the amount of people who have met their end fighting there. Bifrost Boulevard holds easily two hundred saloons and a



hundred brothels. The most famous (or perhaps infamous) of its establishments is Valhalla Noon, located in the center of town. Valhalla Noon is a theater, casino, bar, and brothel all in one, where some of the most unsavory types in all of Midgard West can be found, though many renowned acts make appearances here as well. Loki's ridge is an utterly lawless town, where anyone with the right amount of grit and determination can make a fortune, assuming they can avoid being shot first. Mining or weregeld hunting are equally lucrative professions here, and equally dangerous.

Several gangs claim Loki's ridge, the most powerful being the Eight-Fingers Gang, led by Uli Eight-Fingers, who claims the title of Jarl. Of course, there are about twenty others who claim the title, including several gang leaders, mining tycoons, and one homeless drunkard by the name of Leif the Lucky.

ULI EIGHT-FINGERS AND THE EIGHT-FINGERS GANG

Uli Eight-Fingers is tall, whip-cord thin, and meaner than a rattlesnake. He gained his name from getting his ring and pinky fingers shot off by a weregild hunter who came for him. Despite his injury, Uli managed to put a bullet right in the man's heart. Uli claims to the title of Jarl for Loki's ridge, and with the backing of his gang, that could be reality before too long. He needs only eliminate, or subjugate, a handful of rival gang leaders, and the town is as good as his. Most of the local saloon, brothel, and mine owners are already under his thumb. Members of the gang can be identified by an eight card from a poker deck displayed somewhere on their clothing, most commonly on their hats.

TOMBSTONE

Tombstone is the result of a clerical error. The original draft of the SCMC charter initially had the area where this town would be established in its charter. Ulfrmark, which originally controlled the area, made the claim that it belonged to them once a large silver lode was found there, namely because it wasn't in the mountains. West Norska claims it as theirs due to the founder of the town, Egil Bjornsen, being a citizen. The SCMC claims that the charter included the area as well. As a result of the political squabbling over the site, the town largely acts independently, without even a Jarl to officially maintain the law. Bjornsen, owner of the Tough Nut Mine, nominally acts as Jarl when major breaches of the peace occur, but by and large everyone is too busy either in the mines, or spending their rings in the brothels and saloons on Bjornsen street.



LIFE IN THE WEST

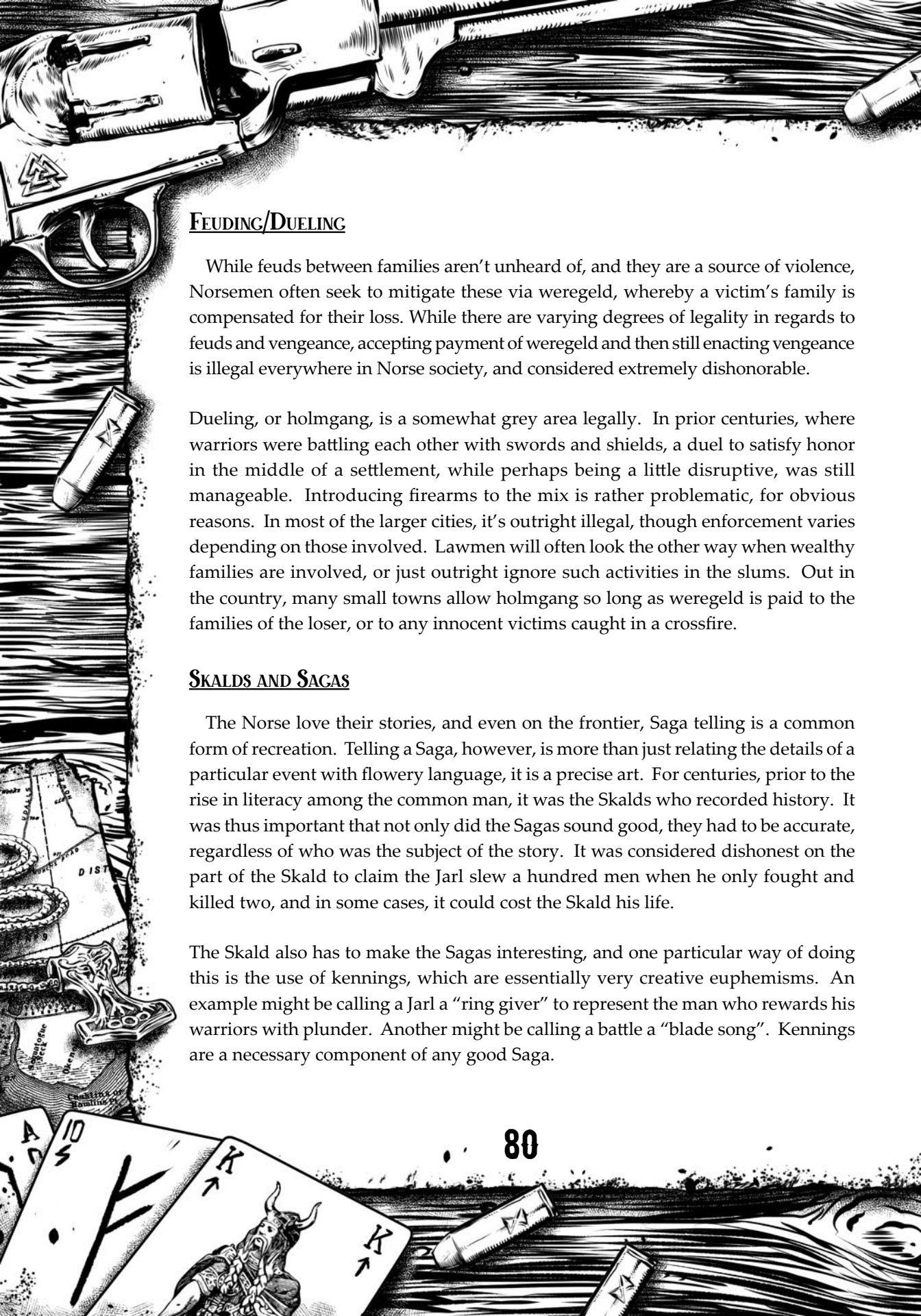
Life in the West is particularly harsh in comparison to the Norse homeland. Much of the land is very different from what Norsemen are used to, particularly in the deserts of the South-West. Even the larger cities of Thule City or Stromborg pale in comparison to the ancient cities back east, and most western settlers have to deal with a level of self-reliance unheard of in their homelands.

LAW

Law in the West is still practiced very similarly to how the Norse have done so for centuries. Society and law are considered one in the same, and thus the concept of “criminal activity” is usually relegated to such egregious actions which threaten society itself, such as murder, theft, rape, and kidnapping. While lawmen, commonly known as “Law-Thegns”, exist now in larger towns, and actively hunt these kinds of criminals, many such crimes are still dealt with via the traditional concept of Outlawry, where criminals are considered outside of the law and thus, outside of the traditional rights associated with society and the law. To be declared outlaw means that anyone can kill you on sight without repercussions, and it means being banished from society as a whole. Such punishment can be avoided by paying weregeld, or compensation, for crimes committed to the offended parties. Weregeld has also in recent time evolved to mean a bounty paid out, usually by governing authorities, for the capture or killing of outlaws. Modern science has created a new field known as forensics, which has shifted this dynamic somewhat, as potential outlaws can be exonerated, and in recent years, some jurisdictions have adopted a concept of “innocent until proven guilty”.

Public executions, namely hangings, are not uncommon, especially for rustling, horse thievery, and murder. The infamous blood eagle, whereby the offender’s lungs are cut out of their back, is still a legal option for execution, but is generally only reserved for the worst of the worst, namely for heinous crimes against children or the elderly.

Disputes of more civil natures, such as property or contracts, are generally settled in courts of law, and heard by Jarls. While settling such disputes violently is not unheard of, it’s considered bad business.



FEUDING/DUELING

While feuds between families aren't unheard of, and they are a source of violence, Norsemen often seek to mitigate these via weregeld, whereby a victim's family is compensated for their loss. While there are varying degrees of legality in regards to feuds and vengeance, accepting payment of weregeld and then still enacting vengeance is illegal everywhere in Norse society, and considered extremely dishonorable.

Dueling, or holmgang, is a somewhat grey area legally. In prior centuries, where warriors were battling each other with swords and shields, a duel to satisfy honor in the middle of a settlement, while perhaps being a little disruptive, was still manageable. Introducing firearms to the mix is rather problematic, for obvious reasons. In most of the larger cities, it's outright illegal, though enforcement varies depending on those involved. Lawmen will often look the other way when wealthy families are involved, or just outright ignore such activities in the slums. Out in the country, many small towns allow holmgang so long as weregeld is paid to the families of the loser, or to any innocent victims caught in a crossfire.

SKALDS AND SAGAS

The Norse love their stories, and even on the frontier, Saga telling is a common form of recreation. Telling a Saga, however, is more than just relating the details of a particular event with flowery language, it is a precise art. For centuries, prior to the rise in literacy among the common man, it was the Skalds who recorded history. It was thus important that not only did the Sagas sound good, they had to be accurate, regardless of who was the subject of the story. It was considered dishonest on the part of the Skald to claim the Jarl slew a hundred men when he only fought and killed two, and in some cases, it could cost the Skald his life.

The Skald also has to make the Sagas interesting, and one particular way of doing this is the use of kennings, which are essentially very creative euphemisms. An example might be calling a Jarl a "ring giver" to represent the man who rewards his warriors with plunder. Another might be calling a battle a "blade song". Kennings are a necessary component of any good Saga.



ASGARD

The realm of the Aesir, Asgard is the pinnacle of creation and the World Tree, Yggdrassil, and the location of Valhalla, the mead hall of Odin and his warriors. It is connected to Midgard, the world of mortals, via Bifrost, the Rainbow Bridge, which can be visible sometimes after a rain.

THE GODS OF ASGARD

The Gods of Asgard are the rulers of creation, the most powerful beings in existence, and the prime focus of the Norse religion. Collectively, they are known as the Aesir.

ODIN

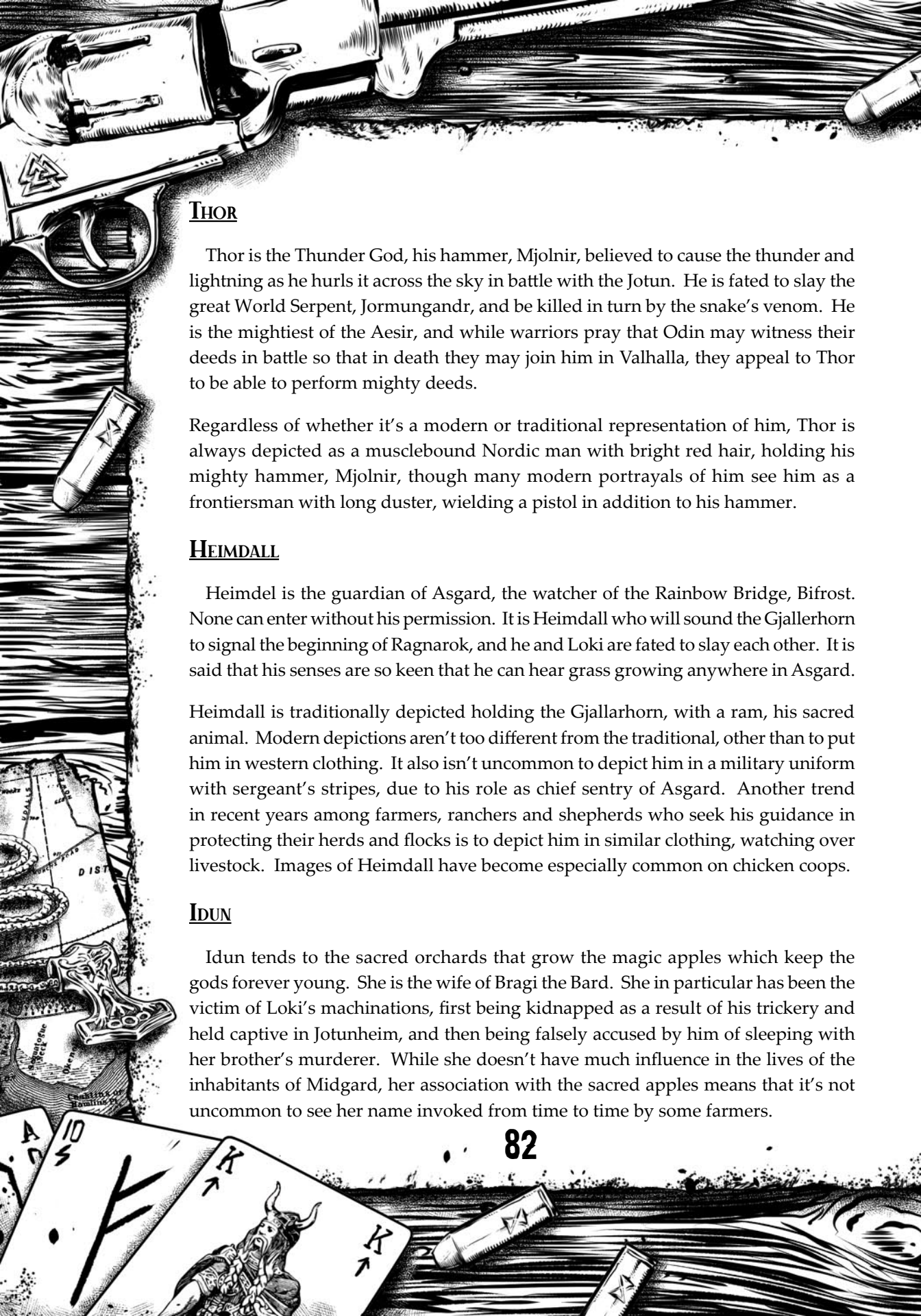
The King of the Gods, the Allfather, Odin is the god of war, kingship, cunning, and even magic. He exalts in strife, as war on Midgard allows the weak to be separated from the strong, so only the best can take their place in Valhalla. He is the god of sovereignty, but not justice or community, which is why outlaws often find favor with him, as they are often strong willed men who cause and seek conflict.

He is usually depicted in the West as an older man, with a long beard, and either wearing an eyepatch, or with the brim of his hat pulled down so as to obscure one eye. Traditionally, he is depicted wielding his spear, Gungnir, though some modern representations, to the consternation of the more conservative Godi, often show him carrying a lever action rifle.

FRIGG

Wife of Odin, Frigg is the goddess of foreknowledge, wisdom, and prophecy. She is seen as the ideal woman for the wives of Jarls and Kings to emulate. Veleda especially focus on venerating her when casting the runes for the sake of prophecy.

Traditionally, Frigg is depicted as a beautiful blond matron, dressed as a queen sitting upon a throne. Modern, Western depictions of her of seen her dressed modestly, her blond hair mostly covered by a plain bonnet.



THOR

Thor is the Thunder God, his hammer, Mjolnir, believed to cause the thunder and lightning as he hurls it across the sky in battle with the Jotun. He is fated to slay the great World Serpent, Jormungandr, and be killed in turn by the snake's venom. He is the mightiest of the Aesir, and while warriors pray that Odin may witness their deeds in battle so that in death they may join him in Valhalla, they appeal to Thor to be able to perform mighty deeds.

Regardless of whether it's a modern or traditional representation of him, Thor is always depicted as a musclebound Nordic man with bright red hair, holding his mighty hammer, Mjolnir, though many modern portrayals of him see him as a frontiersman with long duster, wielding a pistol in addition to his hammer.

HEIMDALL

Heimdel is the guardian of Asgard, the watcher of the Rainbow Bridge, Bifrost. None can enter without his permission. It is Heimdall who will sound the Gjallarhorn to signal the beginning of Ragnarok, and he and Loki are fated to slay each other. It is said that his senses are so keen that he can hear grass growing anywhere in Asgard.

Heimdall is traditionally depicted holding the Gjallarhorn, with a ram, his sacred animal. Modern depictions aren't too different from the traditional, other than to put him in western clothing. It also isn't uncommon to depict him in a military uniform with sergeant's stripes, due to his role as chief sentry of Asgard. Another trend in recent years among farmers, ranchers and shepherds who seek his guidance in protecting their herds and flocks is to depict him in similar clothing, watching over livestock. Images of Heimdall have become especially common on chicken coops.

IDUN

Idun tends to the sacred orchards that grow the magic apples which keep the gods forever young. She is the wife of Bragi the Bard. She in particular has been the victim of Loki's machinations, first being kidnapped as a result of his trickery and held captive in Jotunheim, and then being falsely accused by him of sleeping with her brother's murderer. While she doesn't have much influence in the lives of the inhabitants of Midgard, her association with the sacred apples means that it's not uncommon to see her name invoked from time to time by some farmers.



As a god with minor influence over the lives of human beings, she is rarely depicted, but when she is, it is generally as a fair haired Norse woman in a simple dress holding a basket of apples.

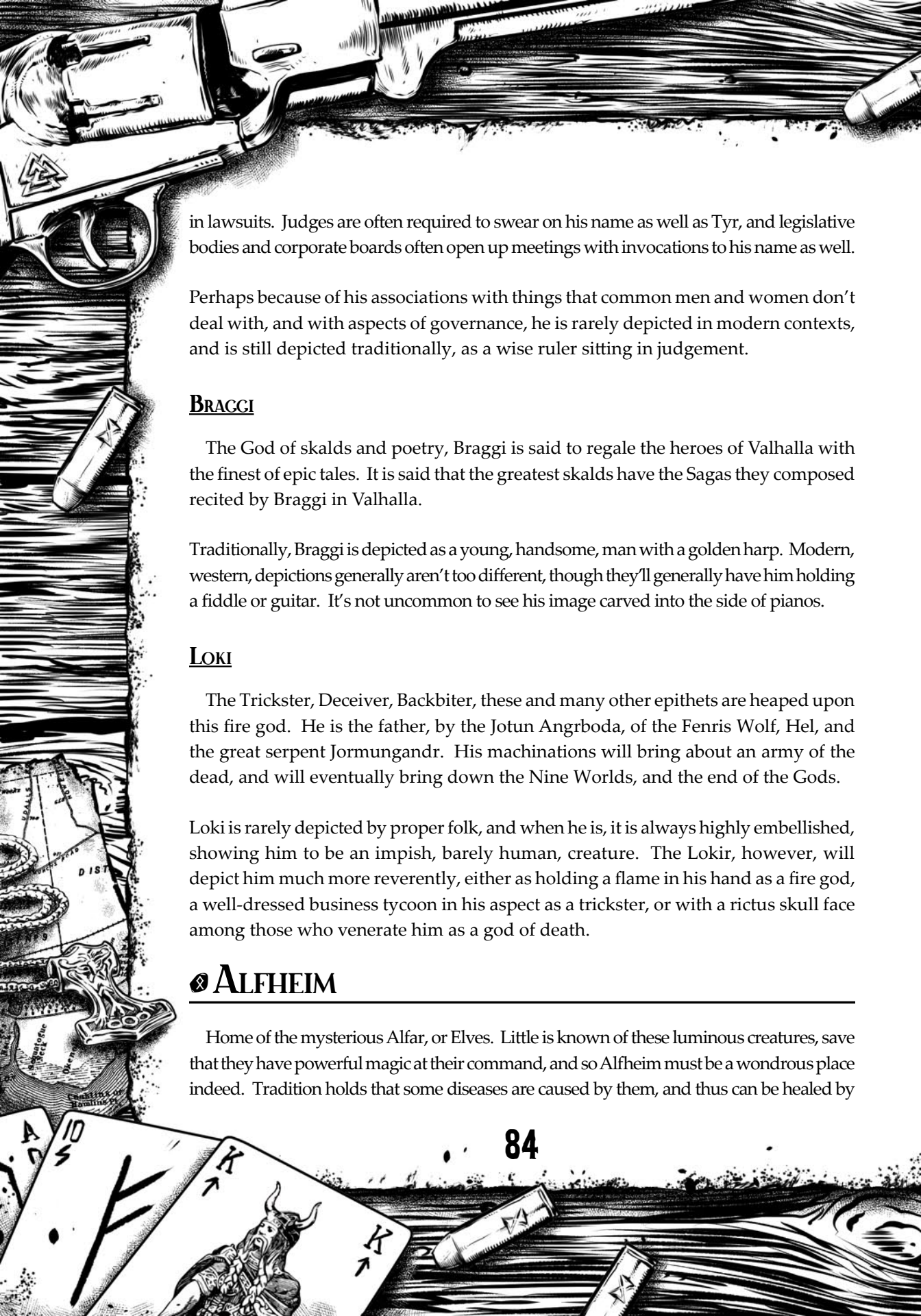
Tyr

The bravest of the Aesir, Tyr is the god of war, law, and justice. It is he who sacrificed his hand so that the Fenris wolf could be bound, to honor the pact made with the beast. In most realms, Tyr is commonly invoked before any legislative assembly and court proceeding, and cases of a capital nature often require a Godi to invoke a prayer to Tyr before the trial can begin. Treaties between kingdoms likewise aren't considered binding without the proper prayers to the god, especially those written at the conclusion of war. His rune is almost universally incorporated on the badges of lawmen.

As befits a war god, he's traditionally depicted fully armed for battle, clearly missing one hand. Modern representations see him dressed in the uniform of a general grade officer. Alternatively, he is sometimes depicted as a Law-Thegn.

FORSETI

Forseti is similar to Tyr, in his association with justice, though his focus is more on judgment than law enforcement. His name is often invoked in trials as well, and especially



in lawsuits. Judges are often required to swear on his name as well as Tyr, and legislative bodies and corporate boards often open up meetings with invocations to his name as well.

Perhaps because of his associations with things that common men and women don't deal with, and with aspects of governance, he is rarely depicted in modern contexts, and is still depicted traditionally, as a wise ruler sitting in judgement.

BRAGGI

The God of skalds and poetry, Braggi is said to regale the heroes of Valhalla with the finest of epic tales. It is said that the greatest skalds have the Sagas they composed recited by Braggi in Valhalla.

Traditionally, Braggi is depicted as a young, handsome, man with a golden harp. Modern, western, depictions generally aren't too different, though they'll generally have him holding a fiddle or guitar. It's not uncommon to see his image carved into the side of pianos.

LOKI

The Trickster, Deceiver, Backbiter, these and many other epithets are heaped upon this fire god. He is the father, by the Jotun Angrboda, of the Fenris Wolf, Hel, and the great serpent Jormungandr. His machinations will bring about an army of the dead, and will eventually bring down the Nine Worlds, and the end of the Gods.

Loki is rarely depicted by proper folk, and when he is, it is always highly embellished, showing him to be an impish, barely human, creature. The Lokir, however, will depict him much more reverently, either as holding a flame in his hand as a fire god, a well-dressed business tycoon in his aspect as a trickster, or with a rictus skull face among those who venerate him as a god of death.

❖ ALFHEIM

Home of the mysterious Alfar, or Elves. Little is known of these luminous creatures, save that they have powerful magic at their command, and so Alfheim must be a wondrous place indeed. Tradition holds that some diseases are caused by them, and thus can be healed by

A detailed black and white illustration of a ship's deck. In the upper left, a compass with a star on its face lies on the wooden planks. A thick, coiled rope runs vertically down the right side of the page. At the bottom right, a large, ornate metal fitting, possibly a part of a ship's hardware, is visible. The deck is textured with horizontal lines representing the planks.

property sacrifices to these beings, but many modern scholars scoff at such an idea in this age of burgeoning science.

❖ HEL

Hel is the land of the dead, ruled over by Hel, daughter of Loki. It is believed that the dead generally go about the same kind of lives they lived on Midgard, and this is where even the Aesir will go to should they be slain.

❖ JOTUNHEIM

Jotunheim, sometimes referred to as Utgard, borders Asgard, and is the home of the mountain giants. It is a realm of vast, shrouded, forests and mountains, home to all manner of wild beasts. Jotunheim is representative of nature at its most primal.

❖ MUSPELHEIM

The realm of the fire giant Surtur, and his kin, Muspelheim is a land of scorched earth and vast rivers of lava.

❖ NIFLEHEIM

Contrasting Muspelheim, Nifflheim is a land of cold, frost, mist, and shadow. It is the home of the dreaded frost giants.

❖ VANAHEIM

Little is known about this realm, considered by some to be west of Asgard. It is the realm of the Vanir, a minor tribe of deities with a complex relationship with the Aesir. Vanaheim is believed to be a primal, wild realm, though more of a verdant, blossoming land than the savage Jotunheim.



CHAPTER 6 BESTIARY

*Breaking bow, or flaring flame,
ravening wolf, or croaking raven,
routing swine, or rootless tree,
waxing wave, or seething cauldron*

Havamal, Verse 84

No Saga is complete without mighty foes to confront and slay, or band of loyal followers. We've included for you here a selection potential foes and allies for your characters to encounter. Don't consider these stats set in stone, but as rough guidelines to build your adventures with. If, for example, your adventurers are dealing with a particularly cunning Troll, don't be afraid increase its Smarts and Stealth. Simply making an NPC a Wild Card makes it harder to kill than an Extra.

It's also important to note that like any group of legends, Norse folktales have gone through centuries of evolution, so there is no one official description of creatures such as trolls or Jotun. These creatures have been presented in a way that we feel works best for this setting. Make whatever alterations you feel work best for your campaign.

❖ ANIMALS

This section covers the natural denizens of the West. Some have their own stat write-ups, and others are based on the more generic stats listed in the *Savage Worlds: Core Rulebook*, with some notes on their use in this setting. Any mundane animal can easily be made into a tough supernatural foe with the addition of any number of traits from the Bestiary section of the *Savage Worlds* Core Rulebook. Perhaps the machinations from the Cult of Loki caused an outbreak of Undead desert wolves, for instance.



DESERT WOLVES

Also known as “Wolf Skalds” due to their propensity for singing, Desert Wolves are simply what the Norse call coyotes. Their stats are identical to the Dog/Wolf entry in the *Savage Worlds* Core Rulebook Bestiary, but it is suggested that their Smarts be adjusted to d8(A), as well as given Stealth d6.

GULLENBURSTI

Named for the golden boar that pulls Freyr’s chariot, Gullenbursti are a particularly aggressive breed of wild pig that inhabits much of the West. They can grow to the size of a small horse, have a thick hide with slabs of muscle, and like their namesake, tend to have a golden brown coat of fur. When enraged and charging, they are extremely dangerous.

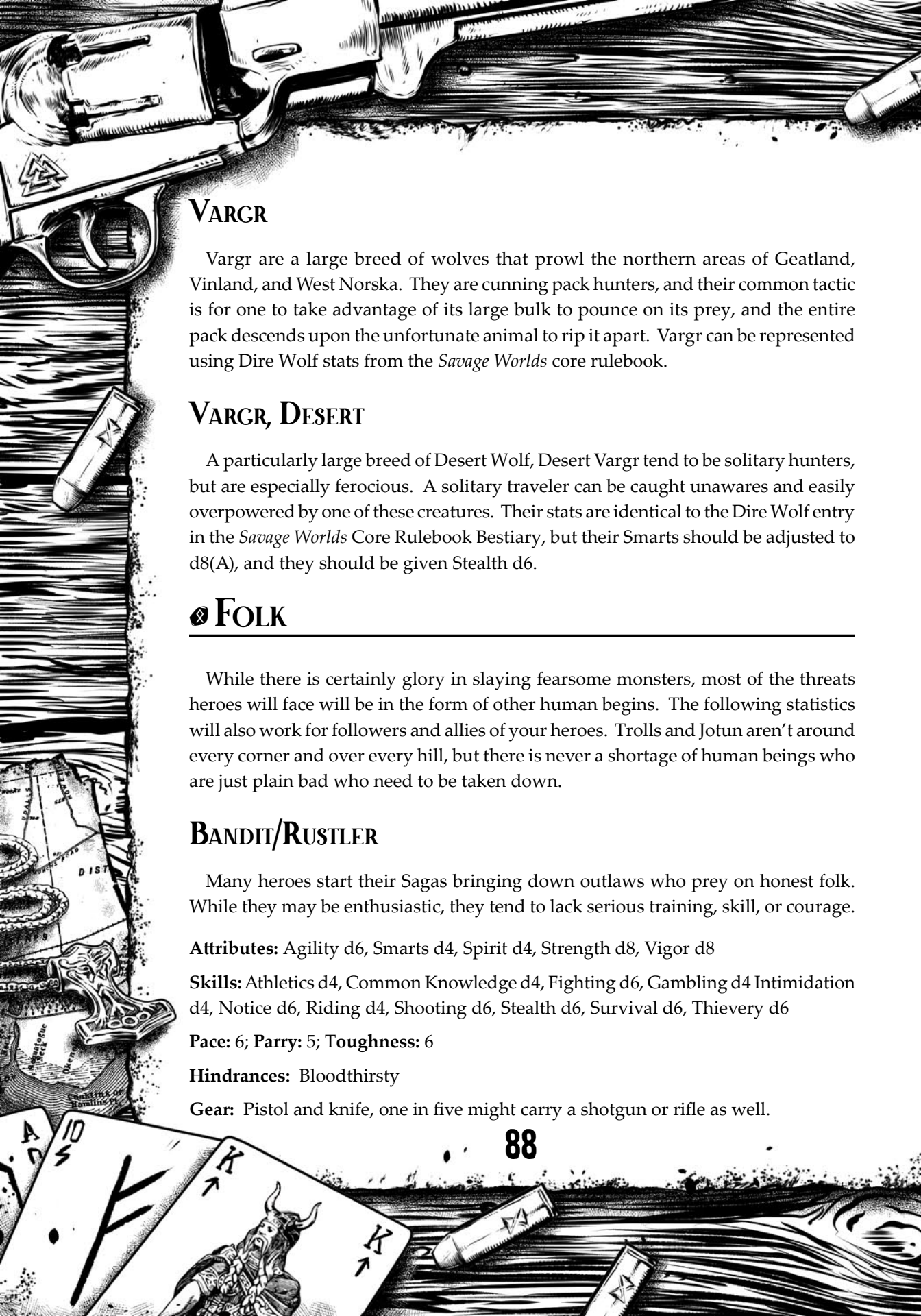
SKILLS:

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12, Vigor d12

Skills: Athletics d4, Fighting d4, Intimidation d8, Notice d6

Pace: 7; **Parry:** 4; **Toughness:** 9 (1)

- **Armor +1:** Gullenbursti have a very thick hide, which acts as natural armor
- **Tusks:** Str+d6. Adult Gullenbursti grow massive tusks, with which they use to gore any perceived threat.
- **Unstoppable Charge.** With such massive bulk, simply having one of these boars collide with you can be enough to end your Saga. When a Gullenbursti moves up to 3 inches to get into combat, any character that the beast moved adjacent to over the course of the charge must make an Agility roll to get out of the way. If they fail, or they can’t move for whatever reason, they take a damage roll equal to Str+2. Characters that fail this roll must also take a second Agility roll at -2 to avoid being knocked down.



VARGR

Vargr are a large breed of wolves that prowl the northern areas of Geatland, Vinland, and West Norska. They are cunning pack hunters, and their common tactic is for one to take advantage of its large bulk to pounce on its prey, and the entire pack descends upon the unfortunate animal to rip it apart. Vargr can be represented using Dire Wolf stats from the *Savage Worlds* core rulebook.

VARGR, DESERT

A particularly large breed of Desert Wolf, Desert Vargr tend to be solitary hunters, but are especially ferocious. A solitary traveler can be caught unawares and easily overpowered by one of these creatures. Their stats are identical to the Dire Wolf entry in the *Savage Worlds* Core Rulebook Bestiary, but their Smarts should be adjusted to d8(A), and they should be given Stealth d6.

⦿ FOLK

While there is certainly glory in slaying fearsome monsters, most of the threats heroes will face will be in the form of other human beings. The following statistics will also work for followers and allies of your heroes. Trolls and Jotun aren't around every corner and over every hill, but there is never a shortage of human beings who are just plain bad who need to be taken down.

BANDIT/RUSTLER

Many heroes start their Sagas bringing down outlaws who prey on honest folk. While they may be enthusiastic, they tend to lack serious training, skill, or courage.

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

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Gambling d4 Intimidation d4, Notice d6, Riding d4, Shooting d6, Stealth d6, Survival d6, Thievery d6

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

Hindrances: Bloodthirsty

Gear: Pistol and knife, one in five might carry a shotgun or rifle as well.



GUN MAN/GUN MAIDEN

Some men and women gain a reputation for being deadly pistoliers or marksmen, engaging in epic duels or dropping foes from afar. Some are nothing more than ruthless killers, others are mercenaries, while others use their skills to battle monsters and evil men. Regardless of how they employ their skills, they are eagle eyed killers, and not to be engaged without caution.

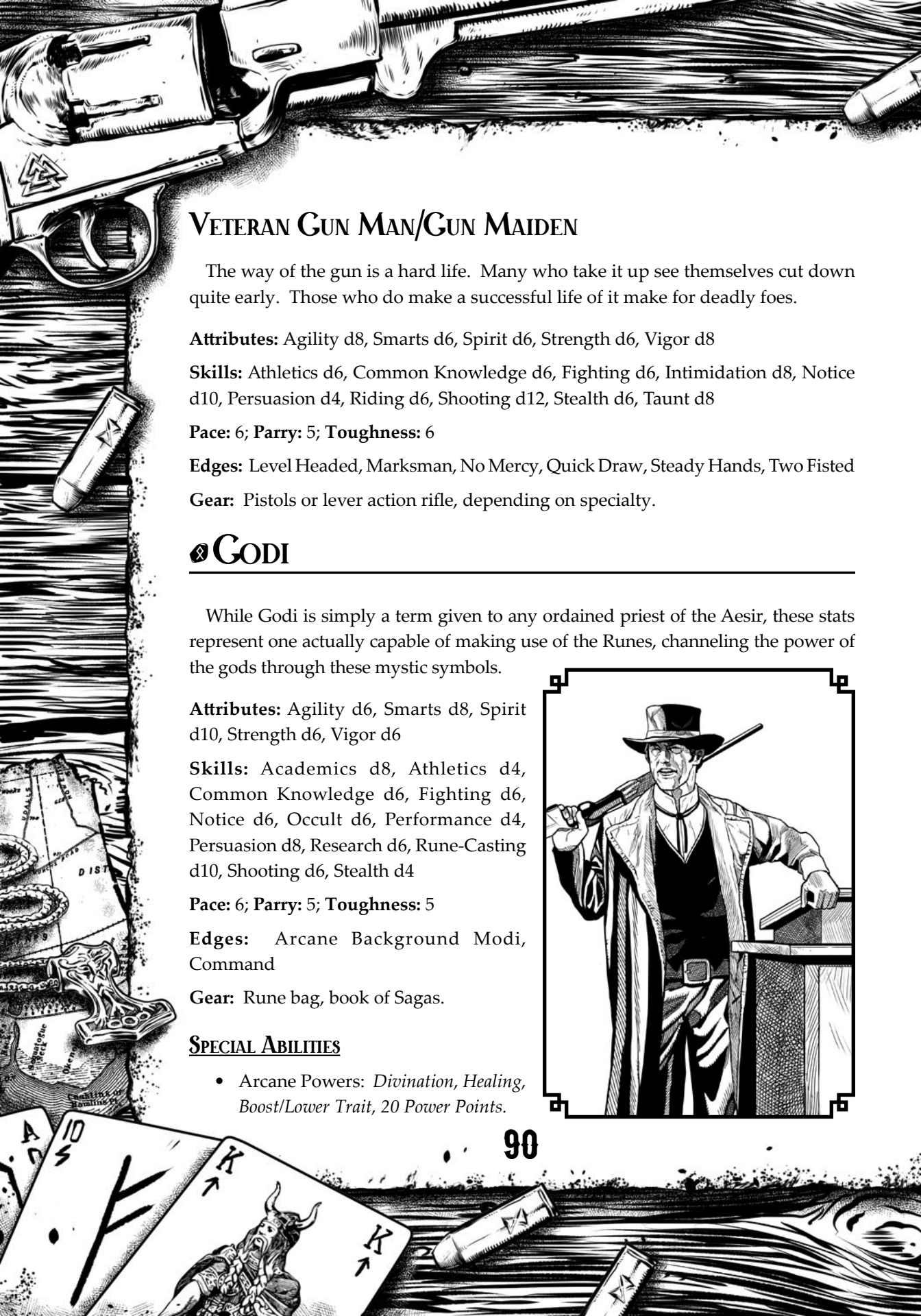
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Fighting d4, Intimidation d8, Notice d10, Persuasion d4, Riding d6, Shooting d10, Stealth d4, Taunt d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Edges: Quick Draw or Marksman

Gear: Pistols or lever action rifle, depending on specialty.



VETERAN GUN MAN/GUN MAIDEN

The way of the gun is a hard life. Many who take it up see themselves cut down quite early. Those who do make a successful life of it make for deadly foes.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d10, Persuasion d4, Riding d6, Shooting d12, Stealth d6, Taunt d8

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

Edges: Level Headed, Marksman, No Mercy, Quick Draw, Steady Hands, Two Fisted

Gear: Pistols or lever action rifle, depending on specialty.

⌘ GODI

While Godi is simply a term given to any ordained priest of the Aesir, these stats represent one actually capable of making use of the Runes, channeling the power of the gods through these mystic symbols.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Academics d8, Athletics d4, Common Knowledge d6, Fighting d6, Notice d6, Occult d6, Performance d4, Persuasion d8, Research d6, Rune-Casting d10, Shooting d6, Stealth d4

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

Edges: Arcane Background Modi, Command

Gear: Rune bag, book of Sagas.

SPECIAL ABILITIES

- Arcane Powers: *Divination, Healing, Boost/Lower Trait, 20 Power Points.*





❖ LOKIR

Some mortals are foolish enough to throw in their support behind Loki, thinking that they'll gain a shortcut to power. But this power is temporary. There is no place for such men in Valhalla, no Valkyrie will carry them off in death, they'll only be condemned to Nifflheim, to serve in Loki's rotting hordes at Ragnarok.

LOKIR CULTIST

These are new initiates to the cult, little more than cannon fodder for the leaders. What little they have in skill or weapons, they make up for in fanatical devotion.

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

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Notice d4, Persuasion d4, Shooting d4, Stealth d4, Thievery d4

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

Hindrances: Driven (Major) All Lokir are utterly devoted to their trickster god.

Gear: Clubs, daggers, and axes. One in five will have a pistol.

LOKIR AGENTS

Some cultists prove themselves to be extremely talented in stealth, infiltration, and killing, truly worthy of the Trickster. These men serve the cult as assassins, and goading cultists into battle.

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

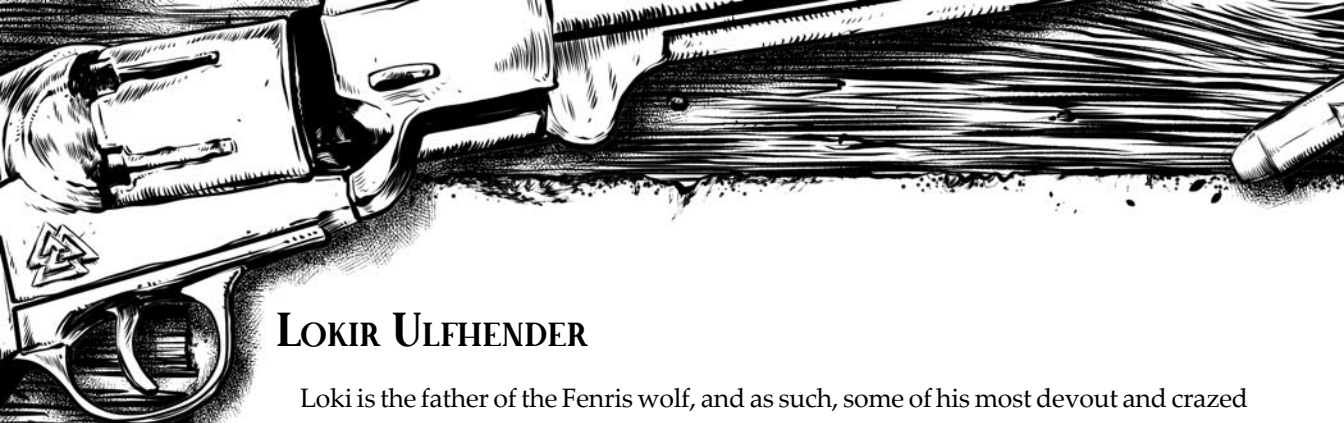
Skills: Academics d4, Athletics d6, Battle d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Occult d6, Performance d8, Persuasion d8, Research d6, Shooting d10, Stealth d8, Thievery d8

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

Edges: Assassin, Charismatic, Command, First Strike, Level Headed, Martial Artist, Quick Draw

Hindrances: Driven (Major) All Lokir are utterly devoted to their trickster god.

Gear: Dagger, pistol.



LOKIR ULFHENDER

Loki is the father of the Fenris wolf, and as such, some of his most devout and crazed followers can channel that sympathetic connection to become Ulfhender themselves. They are rare, however. Loki only has ten or so available in the West, but they're his ace in the hole when it comes to heroes who become too problematic for his liking. In human form they have stats comparable to Lokir Agents, but when they assume their massive, seven foot tall half man, half beast, form, use the stats below.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+2, Vigor d12

Skills: Climbing d8, Fighting d10, Intimidation d12, Notice d12, Stealth d8

Pace: 7; **Parry:** 7; **Toughness:** 8; **Charisma:** 0

Hindrances: Driven (Major) All Lokir are utterly devoted to their trickster god. Bloodthirsty

Edges: Alertness, Assassin, First Strike, Improved Counter Attack, Improved Frenzy, Level Headed, Quick

- **Claws and Fangs:** Lokir Ulfhender never count as unarmed, and their natural weaponry grants them Str+d6 damage in close combat.
- **Fear 2:** In their beast form, they are utterly terrifying.
- **Pack Attack:** These beasts are extremely cunning pack hunters. When ganging up, they each gain an additional +1 to their Fighting roll. This can take them beyond the usual +4 bonus.

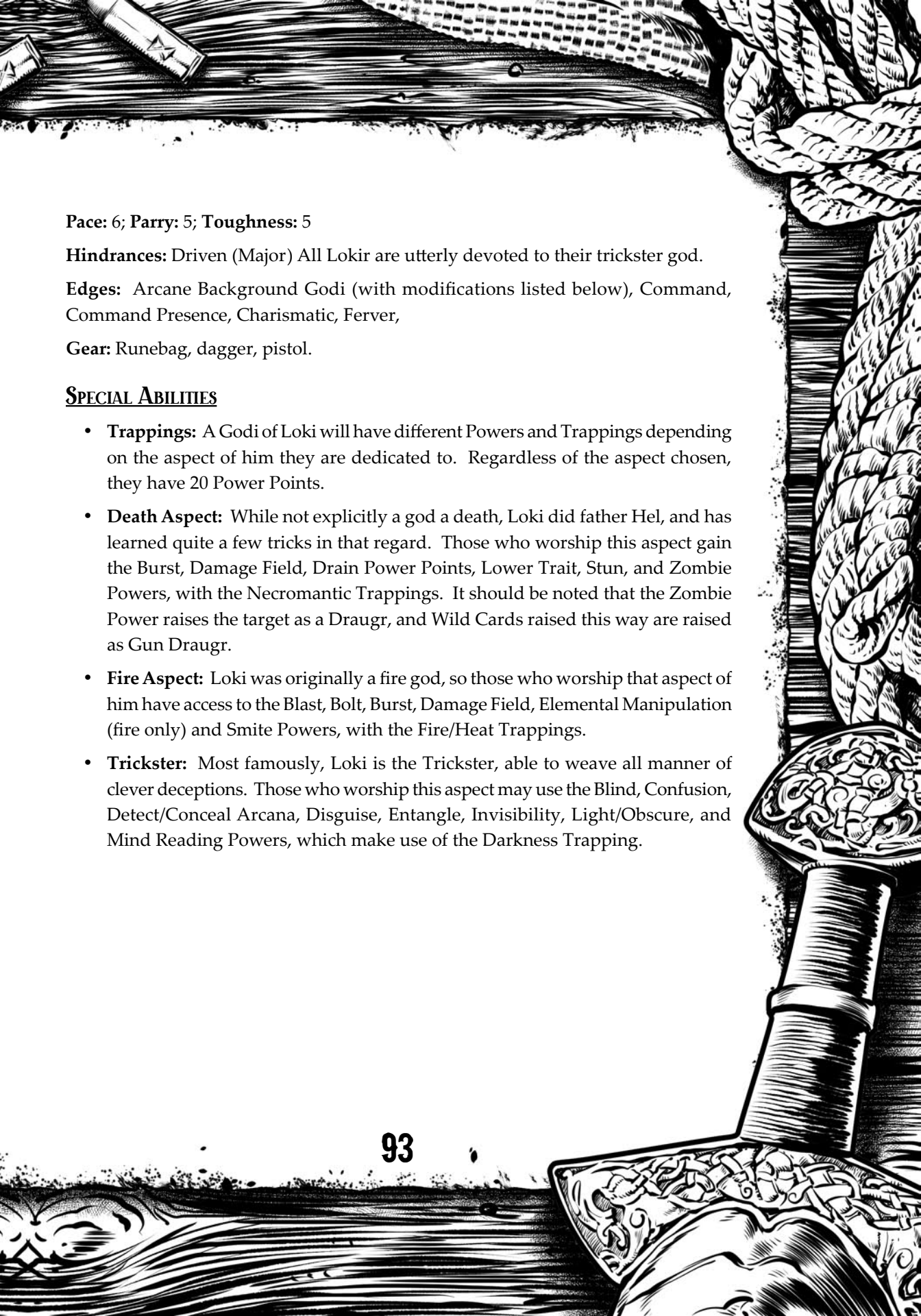
LOKIR GODI

The most ruthless and intelligent members of the cult are initiated into the mysteries of the Runes of Loki, allowing them to cast them in profane parodies of the priests of the Aesir.

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

Skills: Academics d6, Athletics d4, Battle d8, Common Knowledge d8, Fighting d6, Notice d8, Occult d10, Persuasion d8, Performance d8, Rune casting d10, Research d8, Shooting d4, Stealth d6





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

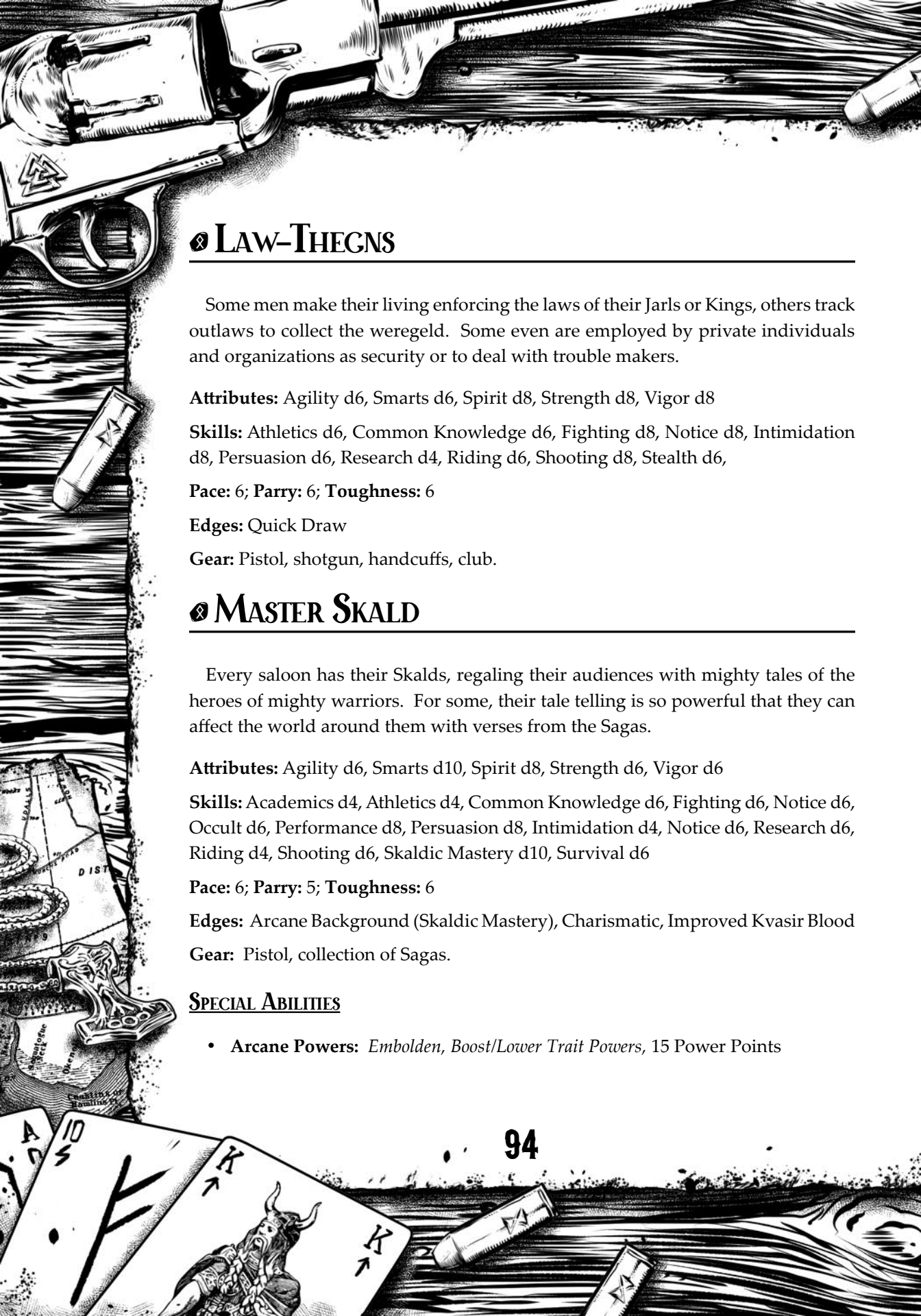
Hindrances: Driven (Major) All Lokir are utterly devoted to their trickster god.

Edges: Arcane Background Godi (with modifications listed below), Command, Command Presence, Charismatic, Ferver,

Gear: Runebag, dagger, pistol.

SPECIAL ABILITIES

- **Trappings:** A Godi of Loki will have different Powers and Trappings depending on the aspect of him they are dedicated to. Regardless of the aspect chosen, they have 20 Power Points.
- **Death Aspect:** While not explicitly a god a death, Loki did father Hel, and has learned quite a few tricks in that regard. Those who worship this aspect gain the Burst, Damage Field, Drain Power Points, Lower Trait, Stun, and Zombie Powers, with the Necromantic Trappings. It should be noted that the Zombie Power raises the target as a Draugr, and Wild Cards raised this way are raised as Gun Draugr.
- **Fire Aspect:** Loki was originally a fire god, so those who worship that aspect of him have access to the Blast, Bolt, Burst, Damage Field, Elemental Manipulation (fire only) and Smite Powers, with the Fire/Heat Trappings.
- **Trickster:** Most famously, Loki is the Trickster, able to weave all manner of clever deceptions. Those who worship this aspect may use the Blind, Confusion, Detect/Conceal Arcana, Disguise, Entangle, Invisibility, Light/Obscure, and Mind Reading Powers, which make use of the Darkness Trapping.



❖ LAW-THEGNS

Some men make their living enforcing the laws of their Jarls or Kings, others track outlaws to collect the weregeld. Some even are employed by private individuals and organizations as security or to deal with trouble makers.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d8, Intimidation d8, Persuasion d6, Research d4, Riding d6, Shooting d8, Stealth d6,

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

Edges: Quick Draw

Gear: Pistol, shotgun, handcuffs, club.

❖ MASTER SKALD

Every saloon has their Skalds, regaling their audiences with mighty tales of the heroes of mighty warriors. For some, their tale telling is so powerful that they can affect the world around them with verses from the Sagas.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d4, Athletics d4, Common Knowledge d6, Fighting d6, Notice d6, Occult d6, Performance d8, Persuasion d8, Intimidation d4, Notice d6, Research d6, Riding d4, Shooting d6, Skaldic Mastery d10, Survival d6

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

Edges: Arcane Background (Skaldic Mastery), Charismatic, Improved Kvasir Blood

Gear: Pistol, collection of Sagas.

SPECIAL ABILITIES

- **Arcane Powers:** *Embolden, Boost/Lower Trait Powers*, 15 Power Points



◆ RUNE ENGINEER

Considered profane by some, utterly crazy by others, the power of a Rune Engineer's devices cannot be denied. A Rune Engineer Hel-bent on destruction can be an implacable foe, while one of noble intent can be a powerful ally.

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

Skills: Academics d8, Athletics d4, Common Knowledge d6, Fighting d4, Notice d8, Persuasion d4, Repair d12, Rune Engineering d10, Science d8, Shooting d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

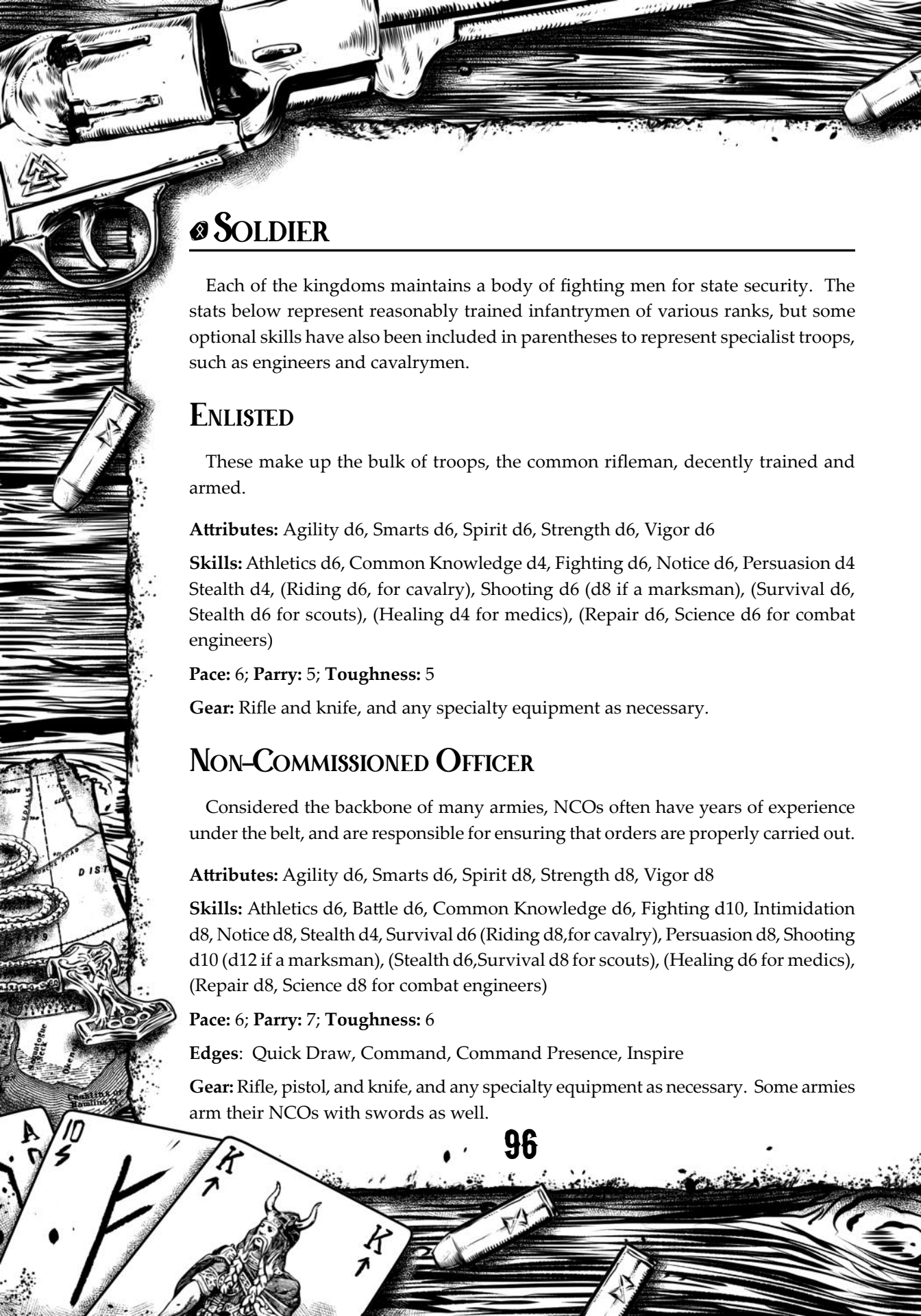
Edges: Rune Engineer Arcane Background,

Hindrances: Quirk

Gear: Elaborate tool kit, Runic Devices

SPECIAL ABILITIES

- **Arcane Powers:** Two Powers, represented by Runic Devices, as appropriate to the character. Both devices have 20 Power Points.



SOLDIER

Each of the kingdoms maintains a body of fighting men for state security. The stats below represent reasonably trained infantrymen of various ranks, but some optional skills have also been included in parentheses to represent specialist troops, such as engineers and cavalymen.

ENLISTED

These make up the bulk of troops, the common rifleman, decently trained and armed.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4 Stealth d4, (Riding d6, for cavalry), Shooting d6 (d8 if a marksman), (Survival d6, Stealth d6 for scouts), (Healing d4 for medics), (Repair d6, Science d6 for combat engineers)

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

Gear: Rifle and knife, and any specialty equipment as necessary.

NON-COMMISSIONED OFFICER

Considered the backbone of many armies, NCOs often have years of experience under the belt, and are responsible for ensuring that orders are properly carried out.

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

Skills: Athletics d6, Battle d6, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8, Stealth d4, Survival d6 (Riding d8, for cavalry), Persuasion d8, Shooting d10 (d12 if a marksman), (Stealth d6, Survival d8 for scouts), (Healing d6 for medics), (Repair d8, Science d8 for combat engineers)

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

Edges: Quick Draw, Command, Command Presence, Inspire

Gear: Rifle, pistol, and knife, and any specialty equipment as necessary. Some armies arm their NCOs with swords as well.

OFFICER

Officers hold command over soldiers, and they are the ultimate decision makers, generally holding their commissions handed down directly from their nation's King.

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

Skills: Athletics d6, Battle d8, Common Knowledge d6, Fighting d8, Notice d8, (Riding d8, for cavalry), Persuasion d8, Shooting d8, Survival d6 (d8 if a scout), Stealth d4, (Stealth d6 for scouts), (Healing d8 for surgeons), (Repair d8, Science d10 for combat engineers)

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

Edges: Command, Command Presence, Hold the Line

Gear: Pistol, sword, and knife, and any specialty equipment as necessary.

♦ TOWNSFOLK

A typical man or woman you'd find in any town in the West. While their time is focused on civilian activities, as Norsemen, they can handle themselves in a fight, making these statistics appropriate for militiamen as well. Additional Skills can be added to represent specific careers.

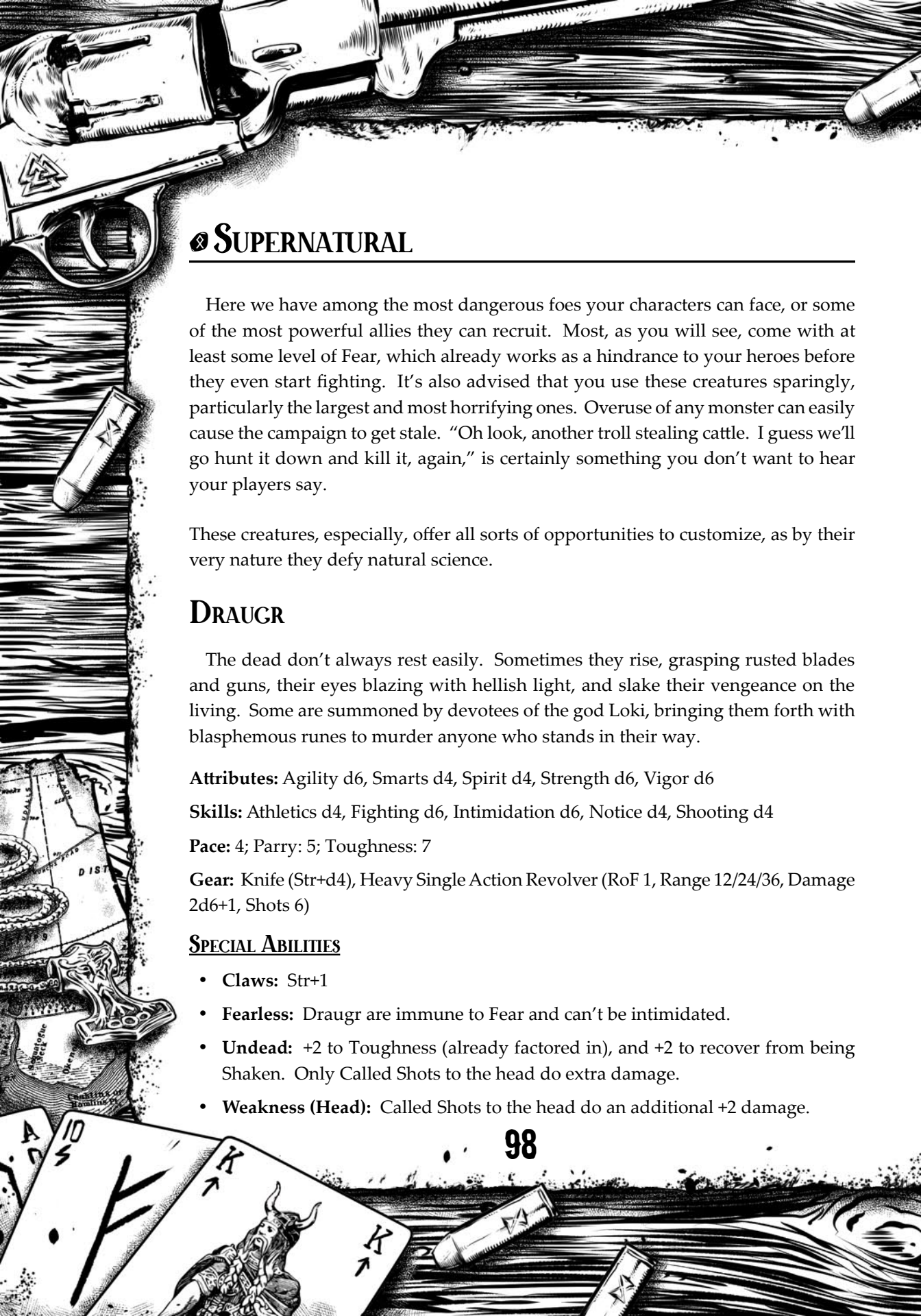
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

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

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: As appropriate for their trade. Most own at least one firearm.





❖ SUPERNATURAL

Here we have among the most dangerous foes your characters can face, or some of the most powerful allies they can recruit. Most, as you will see, come with at least some level of Fear, which already works as a hindrance to your heroes before they even start fighting. It's also advised that you use these creatures sparingly, particularly the largest and most horrifying ones. Overuse of any monster can easily cause the campaign to get stale. "Oh look, another troll stealing cattle. I guess we'll go hunt it down and kill it, again," is certainly something you don't want to hear your players say.

These creatures, especially, offer all sorts of opportunities to customize, as by their very nature they defy natural science.

DRAUGR

The dead don't always rest easily. Sometimes they rise, grasping rusted blades and guns, their eyes blazing with hellish light, and slake their vengeance on the living. Some are summoned by devotees of the god Loki, bringing them forth with blasphemous runes to murder anyone who stands in their way.

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

Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Shooting d4

Pace: 4; **Parry:** 5; **Toughness:** 7

Gear: Knife (Str+d4), Heavy Single Action Revolver (RoF 1, Range 12/24/36, Damage 2d6+1, Shots 6)

SPECIAL ABILITIES

- **Claws:** Str+1
- **Fearless:** Draugr are immune to Fear and can't be intimidated.
- **Undead:** +2 to Toughness (already factored in), and +2 to recover from being Shaken. Only Called Shots to the head do extra damage.
- **Weakness (Head):** Called Shots to the head do an additional +2 damage.

ANCIENT DRAUGR

The Norse have tried to settle the West several times in the past. Those settlements were never heard from again. Only in this modern industrial age have settlements been successful. Midgard West is thus dotted with graves of the ancient Norse. Some of those graves are the habitations of truly Ancient Draugr, and woe be upon any who disturb their ancient slumber. These are truly a different breed of undead.

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

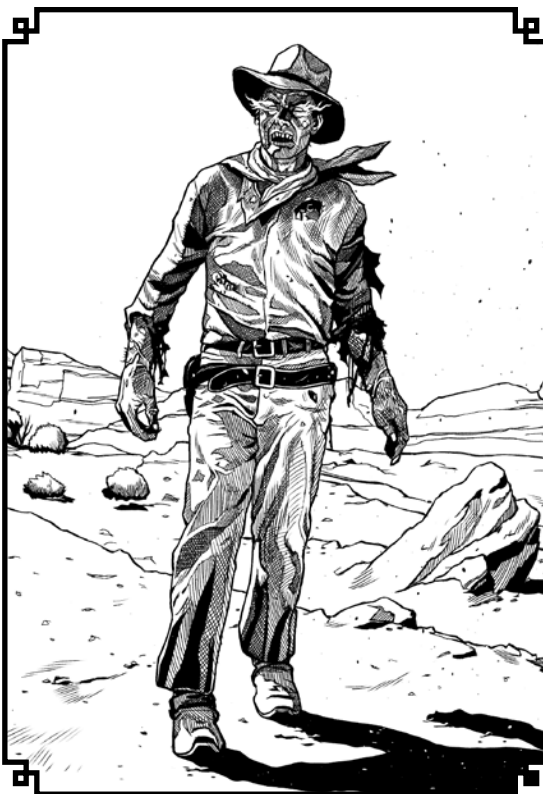
Skills: Athletics d4, Fighting d10, Intimidation d8, Notice d8

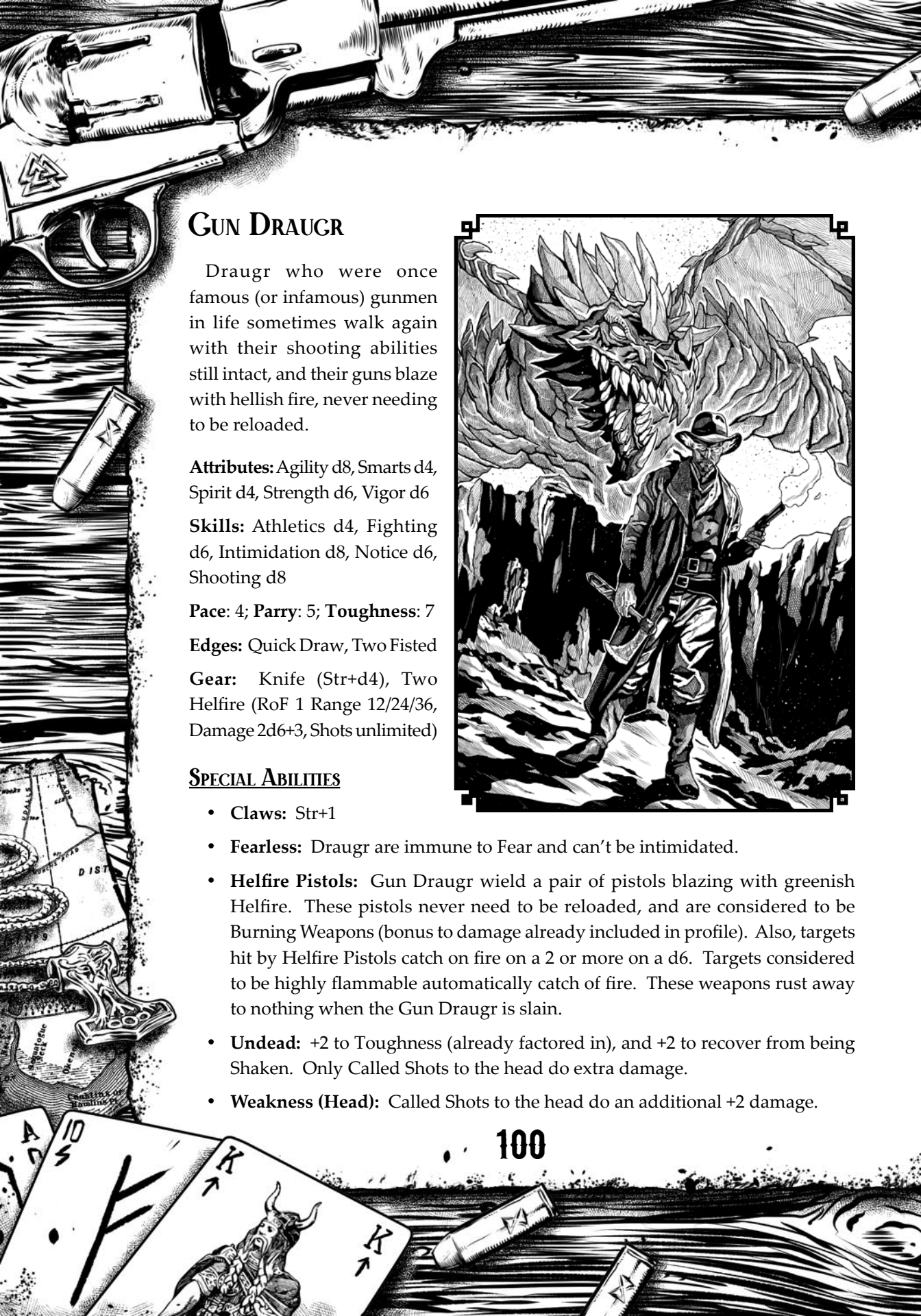
Pace: 4; **Parry:** 9; **Toughness:** 7

Gear: Ancient Blade (Str+d8), Shield (Parry +2, included in stats)

SPECIAL ABILITIES

- **Chill of the Grave:** Enemies successfully hit with an Ancient Blade must immediately take a Vigor roll or suffer a level of Fatigue, in addition to any other damage.
- **Claws:** Str+1
- **Fearless:** Ancient Draugr are immune to Fear and can't be intimidated.
- **Undead:** +2 to Toughness (already factored in), and +2 to recover from being Shaken. Only Called Shots to the head do extra damage.
- **Weakness (Head):** Called Shots to the head do an additional +2 damage.





GUN DRAUGR

Draugr who were once famous (or infamous) gunmen in life sometimes walk again with their shooting abilities still intact, and their guns blaze with hellish fire, never needing to be reloaded.

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

Skills: Athletics d4, Fighting d6, Intimidation d8, Notice d6, Shooting d8

Pace: 4; **Parry:** 5; **Toughness:** 7

Edges: Quick Draw, Two Fisted

Gear: Knife (Str+d4), Two Helfire (RoF 1 Range 12/24/36, Damage 2d6+3, Shots unlimited)

SPECIAL ABILITIES

- **Claws:** Str+1
- **Fearless:** Draugr are immune to Fear and can't be intimidated.
- **Helfire Pistols:** Gun Draugr wield a pair of pistols blazing with greenish Helfire. These pistols never need to be reloaded, and are considered to be Burning Weapons (bonus to damage already included in profile). Also, targets hit by Helfire Pistols catch on fire on a 2 or more on a d6. Targets considered to be highly flammable automatically catch on fire. These weapons rust away to nothing when the Gun Draugr is slain.
- **Undead:** +2 to Toughness (already factored in), and +2 to recover from being Shaken. Only Called Shots to the head do extra damage.
- **Weakness (Head):** Called Shots to the head do an additional +2 damage.



DRAUGR STEED

Some Draugar ride mighty undead steeds. Paired with these resurrected horses, they are nigh unstoppable terrors.

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

Skills: Athletics d6, Fighting d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 12

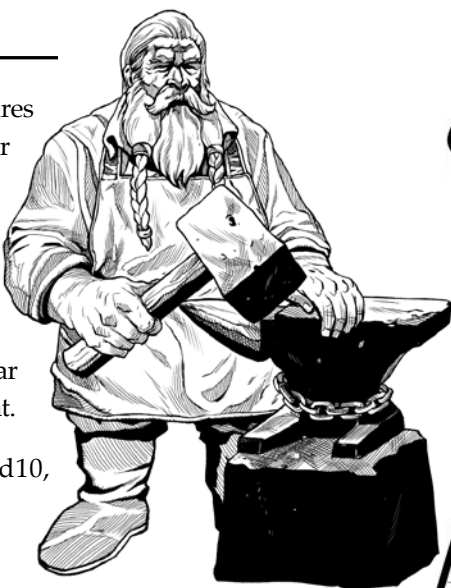
SPECIAL ABILITIES

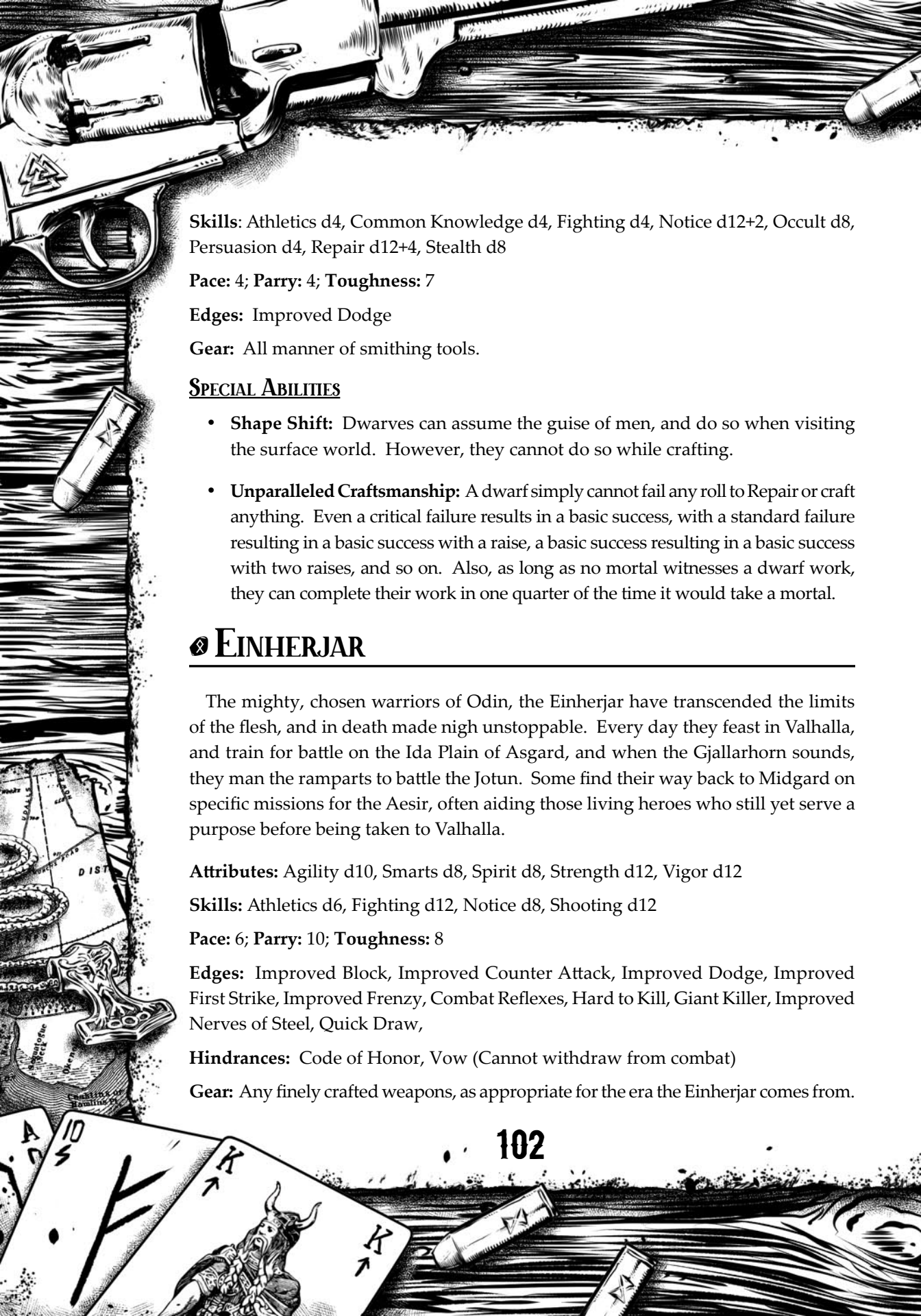
- **Fleet Footed:** Draugar Steeds roll a d8 when running instead of a d6.
- **Hooves:** Str+d6
- **Fearless:** Draugar are immune to Fear and can't be intimidated.
- **Size +3:** Draugar Steeds are large and powerful beasts.
- **Undead:** +2 to Toughness (already factored in), and +2 to recover from being Shaken. Only Called Shots to the head do extra damage.
- **Weakness (Head):** Called Shots to the head do an additional +2 damage.

◆ DVEGR (DWARF)

Short, stout, folk, dwarves are mystical creatures and master craftsmen. They rarely make their presence known in Midgard, only doing so when the gods require that they provide aid to mortal heroes. They almost always have long beards, large ears and noses, and tend to be quite gruff. They do occasionally travel among humans, and can appear human, though they inevitably appear to be older, bearded, men of below average height.

Attributes: Agility d6, Smarts dd8, Spirit d10, Strength d8, Vigor d10





Skills: Athletics d4, Common Knowledge d4, Fighting d4, Notice d12+2, Occult d8, Persuasion d4, Repair d12+4, Stealth d8

Pace: 4; **Parry:** 4; **Toughness:** 7

Edges: Improved Dodge

Gear: All manner of smithing tools.

SPECIAL ABILITIES

- **Shape Shift:** Dwarves can assume the guise of men, and do so when visiting the surface world. However, they cannot do so while crafting.
- **Unparalleled Craftsmanship:** A dwarf simply cannot fail any roll to Repair or craft anything. Even a critical failure results in a basic success, with a standard failure resulting in a basic success with a raise, a basic success resulting in a basic success with two raises, and so on. Also, as long as no mortal witnesses a dwarf work, they can complete their work in one quarter of the time it would take a mortal.

✧ EINHERJAR

The mighty, chosen warriors of Odin, the Einherjar have transcended the limits of the flesh, and in death made nigh unstoppable. Every day they feast in Valhalla, and train for battle on the Ida Plain of Asgard, and when the Gjallarhorn sounds, they man the ramparts to battle the Jotun. Some find their way back to Midgard on specific missions for the Aesir, often aiding those living heroes who still yet serve a purpose before being taken to Valhalla.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12, Vigor d12

Skills: Athletics d6, Fighting d12, Notice d8, Shooting d12

Pace: 6; **Parry:** 10; **Toughness:** 8

Edges: Improved Block, Improved Counter Attack, Improved Dodge, Improved First Strike, Improved Frenzy, Combat Reflexes, Hard to Kill, Giant Killer, Improved Nerves of Steel, Quick Draw,

Hindrances: Code of Honor, Vow (Cannot withdraw from combat)

Gear: Any finely crafted weapons, as appropriate for the era the Einherjar comes from.

SPECIAL ABILITIES

- **Hardy:** Einherjar are implacable foes, and as a result, they do not sustain a Wound if an attack results in Shaken while they are already Shaken.

❧ FENRIR

There is some debate among scholars as to the origins of these beasts. Some say that they are direct offspring of the Fenris Wolf himself, others that they are the result of Loki's machinations on Midgard, feeding the blood of Fenris to natural wolves. The fact that these beasts are often found under the control of Loki worshippers does lend some credence to the latter theory. Either way, these are horrifying monsters, who test the spirit and skill of even the mightiest heroes of Midgard. Fenrir are wolves the size of draft-horses, and in addition to their terrible claws and fangs, are capable of uttering howls that can shatter bone and liquefy organs.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

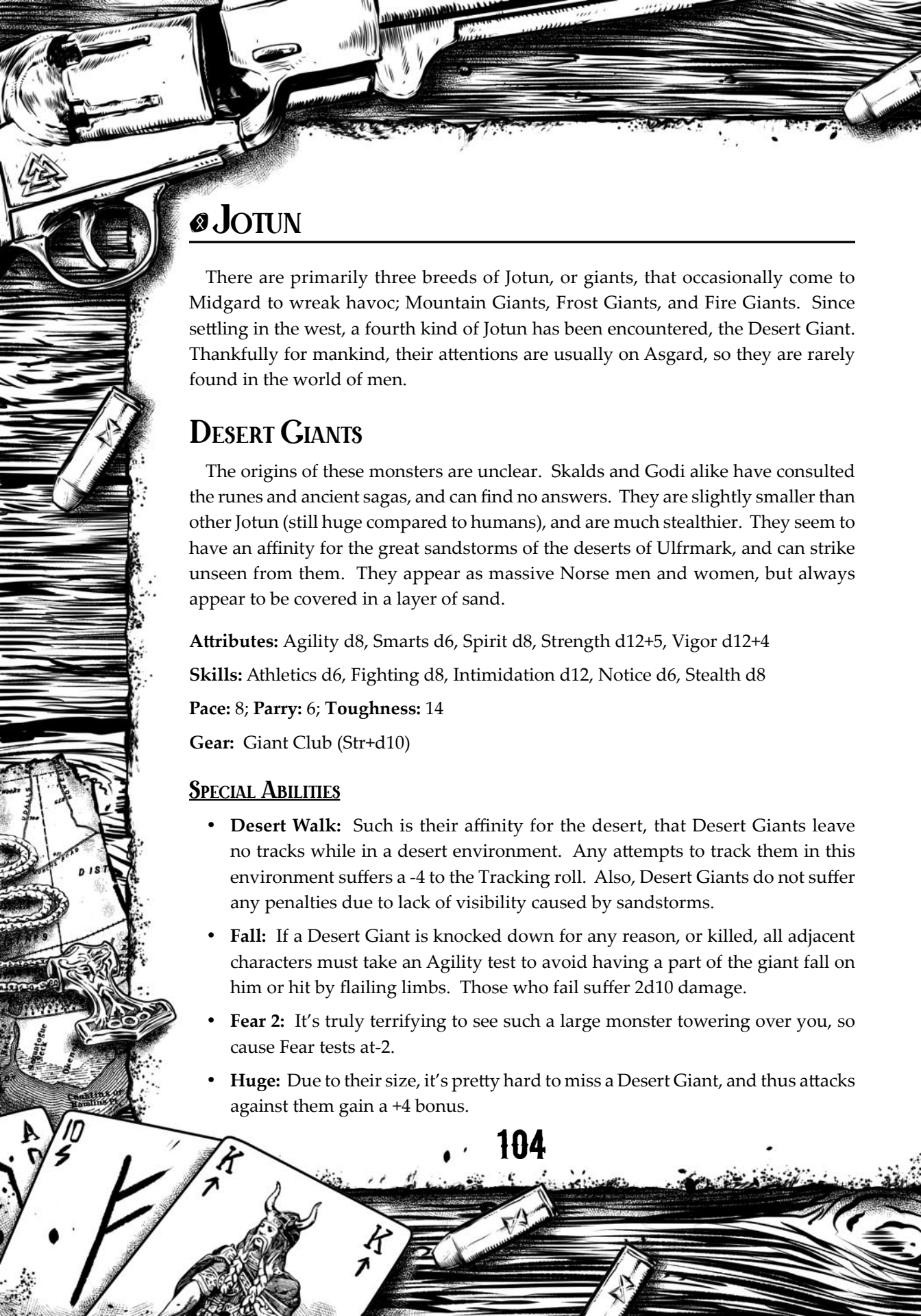
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d6

Pace: 10; **Parry:** 6; **Toughness:** 10

SPECIAL ABILITIES

- **Claws and Fangs:** Str+6, AP1.
- **Fear 1:** Fenrir are horrible monsters, and cause Fear tests at -1.
- **Death Howl:** This counts as the Burst Power, which the Fenrir can use once per turn without having to roll or spend Power Points.
- **Go for the Throat:** Like their more mundane cousins, Fenrir will attack the weakest point on a target. On a Raise on an attack roll, the Fenrir will hit the most lightly armored location on the target.





❖ JOTUN

There are primarily three breeds of Jotun, or giants, that occasionally come to Midgard to wreak havoc; Mountain Giants, Frost Giants, and Fire Giants. Since settling in the west, a fourth kind of Jotun has been encountered, the Desert Giant. Thankfully for mankind, their attentions are usually on Asgard, so they are rarely found in the world of men.

DESERT GIANTS

The origins of these monsters are unclear. Skalds and Godi alike have consulted the runes and ancient sagas, and can find no answers. They are slightly smaller than other Jotun (still huge compared to humans), and are much stealthier. They seem to have an affinity for the great sandstorms of the deserts of Ulfrmark, and can strike unseen from them. They appear as massive Norse men and women, but always appear to be covered in a layer of sand.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+5, Vigor d12+4

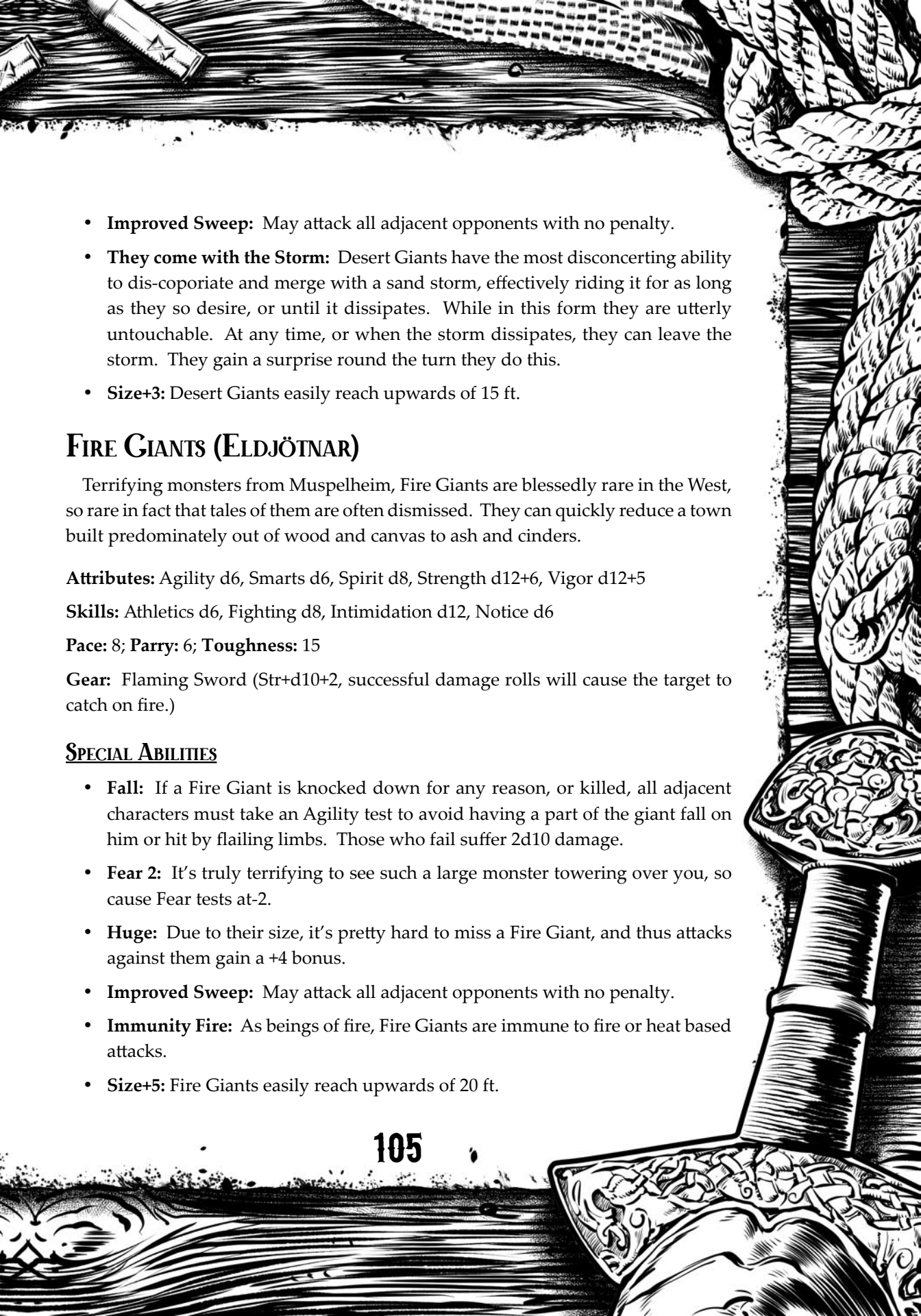
Skills: Athletics d6, Fighting d8, Intimidation d12, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 14

Gear: Giant Club (Str+d10)

SPECIAL ABILITIES

- **Desert Walk:** Such is their affinity for the desert, that Desert Giants leave no tracks while in a desert environment. Any attempts to track them in this environment suffers a -4 to the Tracking roll. Also, Desert Giants do not suffer any penalties due to lack of visibility caused by sandstorms.
- **Fall:** If a Desert Giant is knocked down for any reason, or killed, all adjacent characters must take an Agility test to avoid having a part of the giant fall on him or hit by flailing limbs. Those who fail suffer 2d10 damage.
- **Fear 2:** It's truly terrifying to see such a large monster towering over you, so cause Fear tests at-2.
- **Huge:** Due to their size, it's pretty hard to miss a Desert Giant, and thus attacks against them gain a +4 bonus.

- 
- **Improved Sweep:** May attack all adjacent opponents with no penalty.
 - **They come with the Storm:** Desert Giants have the most disconcerting ability to dis-corporate and merge with a sand storm, effectively riding it for as long as they so desire, or until it dissipates. While in this form they are utterly untouchable. At any time, or when the storm dissipates, they can leave the storm. They gain a surprise round the turn they do this.
 - **Size+3:** Desert Giants easily reach upwards of 15 ft.

FIRE GIANTS (ELDJÖTNAR)

Terrifying monsters from Muspelheim, Fire Giants are blessedly rare in the West, so rare in fact that tales of them are often dismissed. They can quickly reduce a town built predominately out of wood and canvas to ash and cinders.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+5

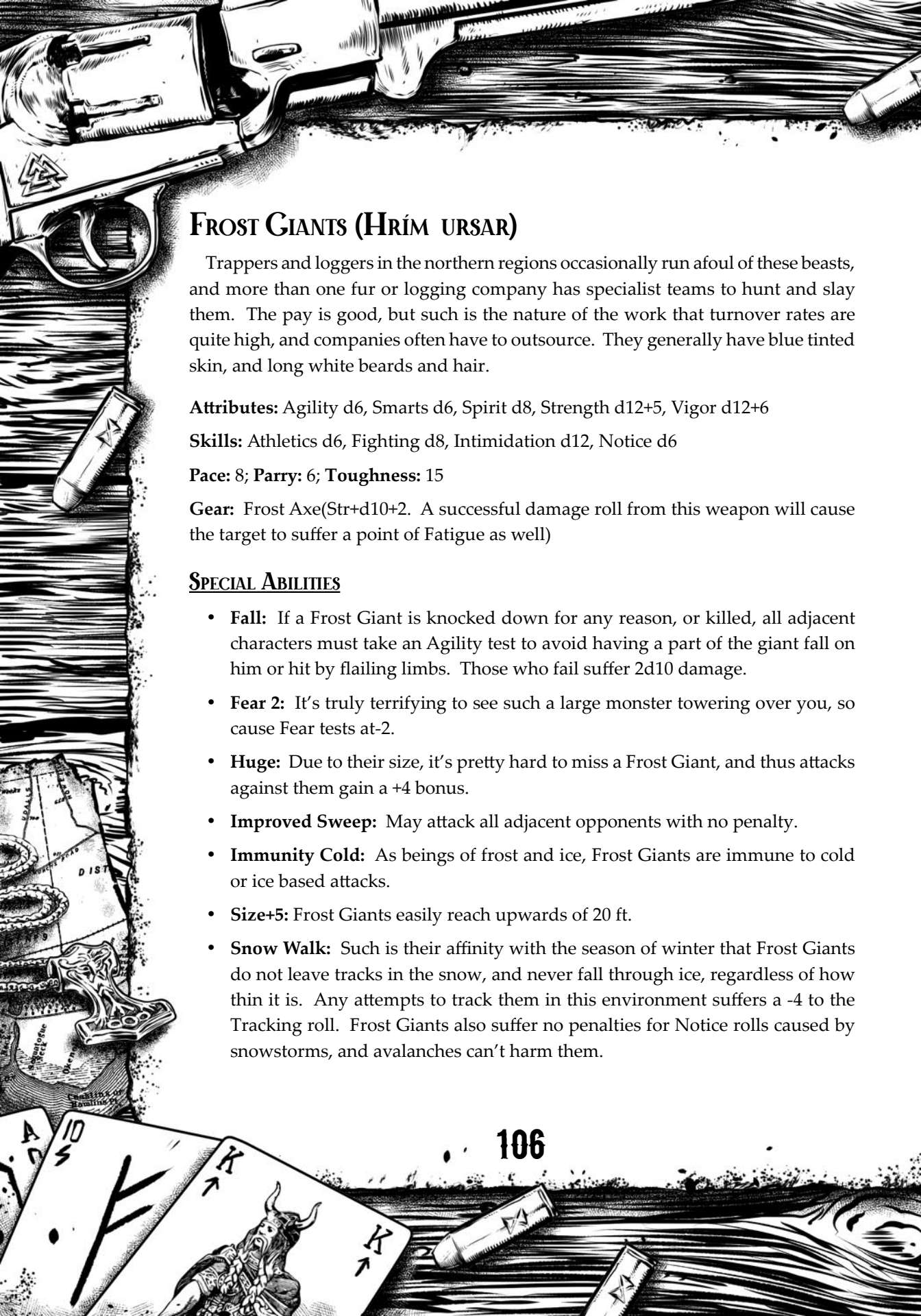
Skills: Athletics d6, Fighting d8, Intimidation d12, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 15

Gear: Flaming Sword (Str+d10+2, successful damage rolls will cause the target to catch on fire.)

SPECIAL ABILITIES

- **Fall:** If a Fire Giant is knocked down for any reason, or killed, all adjacent characters must take an Agility test to avoid having a part of the giant fall on him or hit by flailing limbs. Those who fail suffer 2d10 damage.
- **Fear 2:** It's truly terrifying to see such a large monster towering over you, so cause Fear tests at-2.
- **Huge:** Due to their size, it's pretty hard to miss a Fire Giant, and thus attacks against them gain a +4 bonus.
- **Improved Sweep:** May attack all adjacent opponents with no penalty.
- **Immunity Fire:** As beings of fire, Fire Giants are immune to fire or heat based attacks.
- **Size+5:** Fire Giants easily reach upwards of 20 ft.



FROST GIANTS (HRÍM URSAR)

Trappers and loggers in the northern regions occasionally run afoul of these beasts, and more than one fur or logging company has specialist teams to hunt and slay them. The pay is good, but such is the nature of the work that turnover rates are quite high, and companies often have to outsource. They generally have blue tinted skin, and long white beards and hair.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+5, Vigor d12+6

Skills: Athletics d6, Fighting d8, Intimidation d12, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 15

Gear: Frost Axe(Str+d10+2. A successful damage roll from this weapon will cause the target to suffer a point of Fatigue as well)

SPECIAL ABILITIES

- **Fall:** If a Frost Giant is knocked down for any reason, or killed, all adjacent characters must take an Agility test to avoid having a part of the giant fall on him or hit by flailing limbs. Those who fail suffer 2d10 damage.
- **Fear 2:** It's truly terrifying to see such a large monster towering over you, so cause Fear tests at -2.
- **Huge:** Due to their size, it's pretty hard to miss a Frost Giant, and thus attacks against them gain a +4 bonus.
- **Improved Sweep:** May attack all adjacent opponents with no penalty.
- **Immunity Cold:** As beings of frost and ice, Frost Giants are immune to cold or ice based attacks.
- **Size+5:** Frost Giants easily reach upwards of 20 ft.
- **Snow Walk:** Such is their affinity with the season of winter that Frost Giants do not leave tracks in the snow, and never fall through ice, regardless of how thin it is. Any attempts to track them in this environment suffers a -4 to the Tracking roll. Frost Giants also suffer no penalties for Notice rolls caused by snowstorms, and avalanches can't harm them.



MOUNTAIN GIANTS (BERGRISI)

Mountain Giants simply appear as very large Norse men and women. Depending on their status in Jotunheim, they could be virtually naked, wearing no more than rags, or they could actually be well equipped with armor and weapons. The latter are fortunately rare, as such well-appointed warriors are needed to fight the Aesir.

COMMON MOUNTAIN GIANT

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+5, Vigor d12+5

Skills: Athletics d6, Fighting d8, Intimidation d12, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 15

Gear: Giant Club (Str+d10)

WARRIOR MOUNTAIN GIANT

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+5, Vigor d12+5

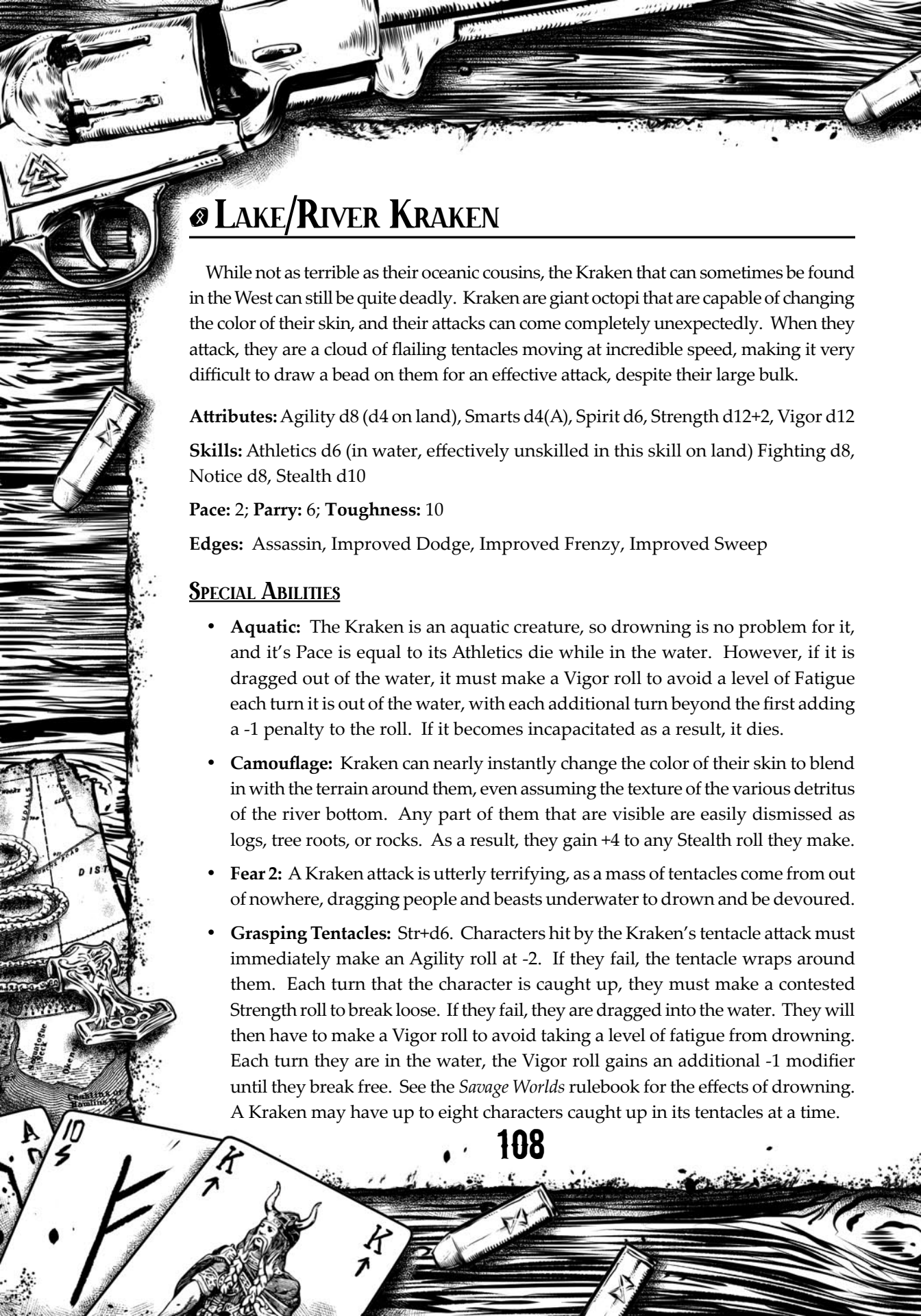
Skills: Athletics d8, Fighting d10, Intimidation d12, Notice d6

Pace: 8; **Parry:** 7; **Toughness:** 15 (2, 3 head)

Gear: Giant Axe (Str+d12) Giant Chain Armor (+2 covering torso, arms, legs) and Steal Helm (+3, head)

SPECIAL ABILITIES (BOTH COMMON AND WARRIOR)

- **Fall:** If a giant is knocked down for any reason, or killed, all adjacent characters must take an Agility test to avoid having a part of the giant fall on him or hit by flailing limbs. Those who fail suffer 2d10 damage.
- **Fear 2:** It's truly terrifying to see such a large monster towering over you, so cause Fear tests at -2.
- **Huge:** Due to their size, it's pretty hard to miss a giant, and thus attacks against them gain a +4 bonus.
- **Improved Sweep:** May attack all adjacent opponents with no penalty.
- **Size+5:** Giants easily reach upwards of 20 ft.



❖ LAKE/RIVER KRAKEN

While not as terrible as their oceanic cousins, the Kraken that can sometimes be found in the West can still be quite deadly. Kraken are giant octopi that are capable of changing the color of their skin, and their attacks can come completely unexpectedly. When they attack, they are a cloud of flailing tentacles moving at incredible speed, making it very difficult to draw a bead on them for an effective attack, despite their large bulk.

Attributes: Agility d8 (d4 on land), Smarts d4(A), Spirit d6, Strength d12+2, Vigor d12

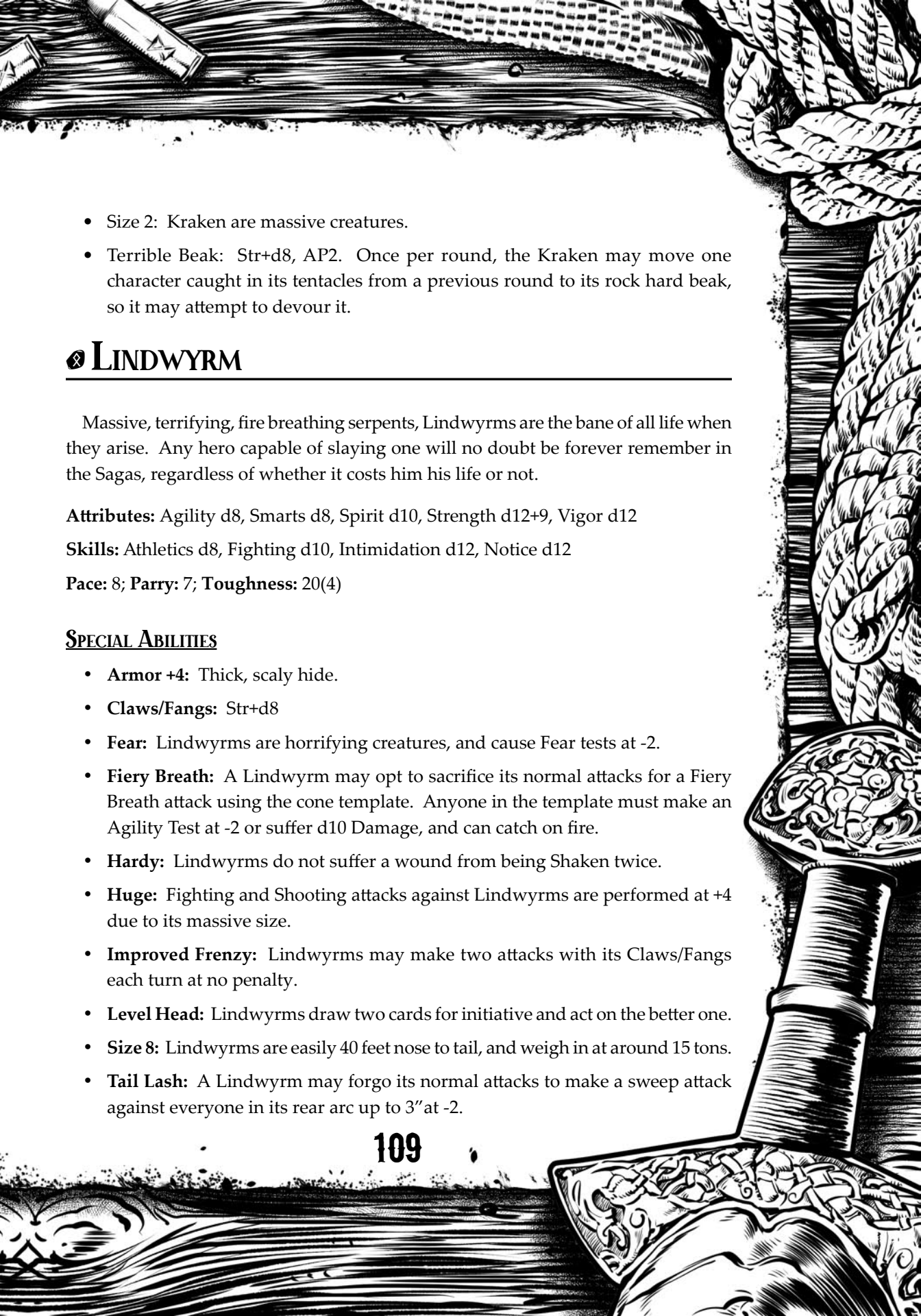
Skills: Athletics d6 (in water, effectively unskilled in this skill on land) Fighting d8, Notice d8, Stealth d10

Pace: 2; **Parry:** 6; **Toughness:** 10

Edges: Assassin, Improved Dodge, Improved Frenzy, Improved Sweep

SPECIAL ABILITIES

- **Aquatic:** The Kraken is an aquatic creature, so drowning is no problem for it, and it's Pace is equal to its Athletics die while in the water. However, if it is dragged out of the water, it must make a Vigor roll to avoid a level of Fatigue each turn it is out of the water, with each additional turn beyond the first adding a -1 penalty to the roll. If it becomes incapacitated as a result, it dies.
- **Camouflage:** Kraken can nearly instantly change the color of their skin to blend in with the terrain around them, even assuming the texture of the various detritus of the river bottom. Any part of them that are visible are easily dismissed as logs, tree roots, or rocks. As a result, they gain +4 to any Stealth roll they make.
- **Fear 2:** A Kraken attack is utterly terrifying, as a mass of tentacles come from out of nowhere, dragging people and beasts underwater to drown and be devoured.
- **Grasping Tentacles:** Str+d6. Characters hit by the Kraken's tentacle attack must immediately make an Agility roll at -2. If they fail, the tentacle wraps around them. Each turn that the character is caught up, they must make a contested Strength roll to break loose. If they fail, they are dragged into the water. They will then have to make a Vigor roll to avoid taking a level of fatigue from drowning. Each turn they are in the water, the Vigor roll gains an additional -1 modifier until they break free. See the *Savage Worlds* rulebook for the effects of drowning. A Kraken may have up to eight characters caught up in its tentacles at a time.

- 
- **Size 2:** Kraken are massive creatures.
 - **Terrible Beak:** Str+d8, AP2. Once per round, the Kraken may move one character caught in its tentacles from a previous round to its rock hard beak, so it may attempt to devour it.

◊ LINDWYRM

Massive, terrifying, fire breathing serpents, Lindwyrms are the bane of all life when they arise. Any hero capable of slaying one will no doubt be forever remember in the Sagas, regardless of whether it costs him his life or not.

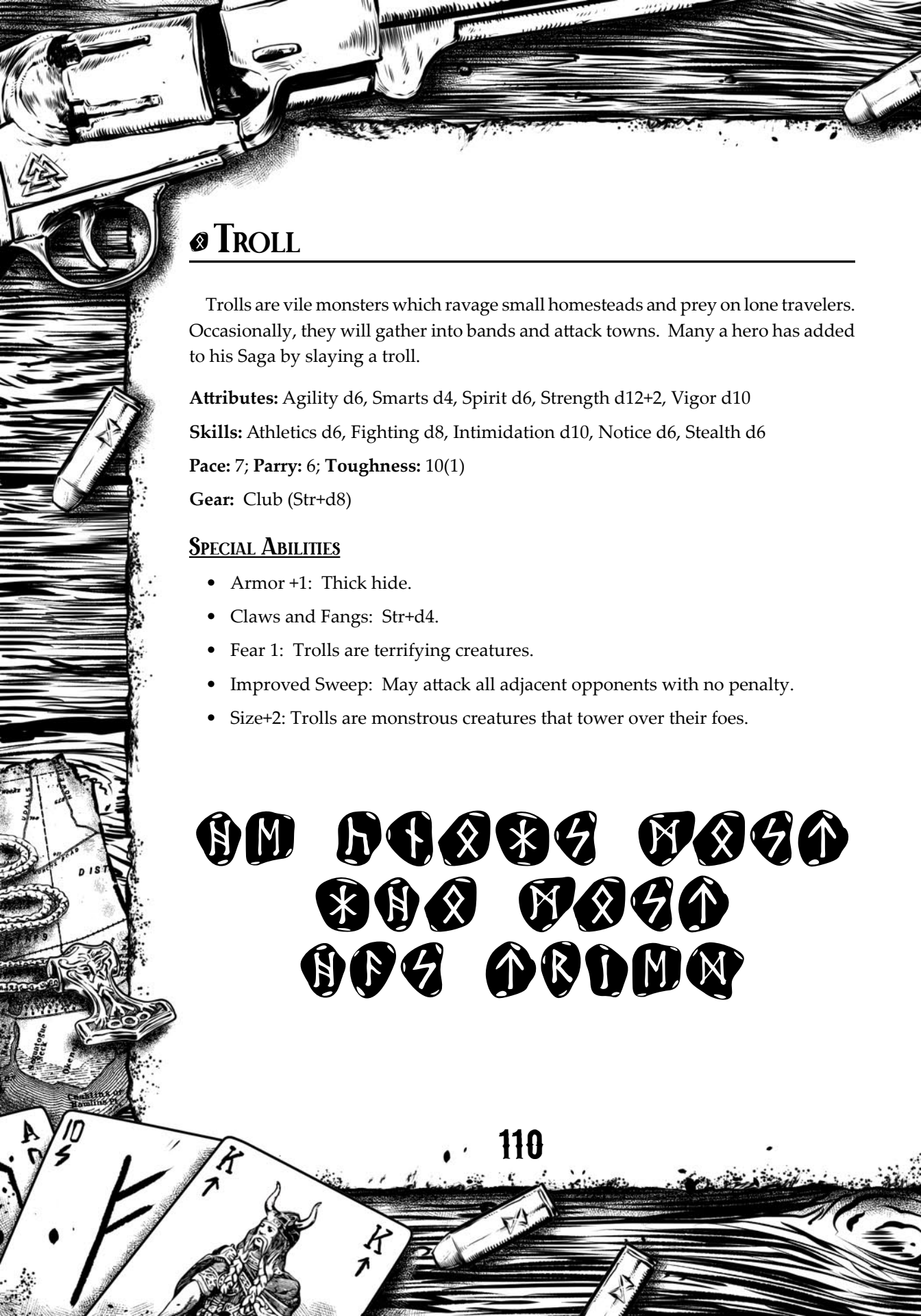
Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d12, Notice d12

Pace: 8; **Parry:** 7; **Toughness:** 20(4)

SPECIAL ABILITIES

- **Armor +4:** Thick, scaly hide.
- **Claws/Fangs:** Str+d8
- **Fear:** Lindwyrms are horrifying creatures, and cause Fear tests at -2.
- **Fiery Breath:** A Lindwyrm may opt to sacrifice its normal attacks for a Fiery Breath attack using the cone template. Anyone in the template must make an Agility Test at -2 or suffer d10 Damage, and can catch on fire.
- **Hardy:** Lindwyrms do not suffer a wound from being Shaken twice.
- **Huge:** Fighting and Shooting attacks against Lindwyrms are performed at +4 due to its massive size.
- **Improved Frenzy:** Lindwyrms may make two attacks with its Claws/Fangs each turn at no penalty.
- **Level Head:** Lindwyrms draw two cards for initiative and act on the better one.
- **Size 8:** Lindwyrms are easily 40 feet nose to tail, and weigh in at around 15 tons.
- **Tail Lash:** A Lindwyrm may forgo its normal attacks to make a sweep attack against everyone in its rear arc up to 3" at -2.



❖ 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

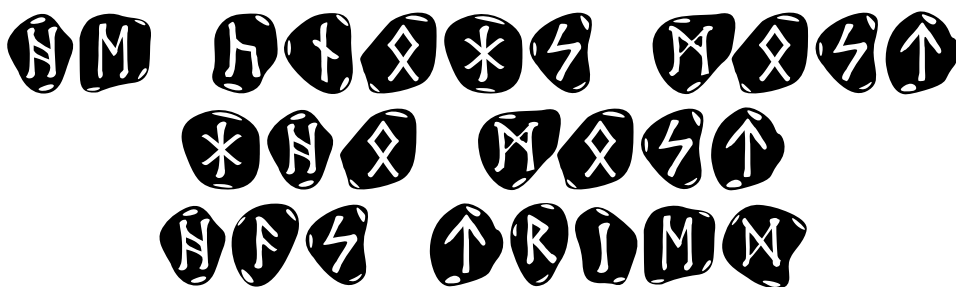
Skills: Athletics d6, Fighting d8, Intimidation d10, Notice d6, Stealth d6

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.
- **Improved Sweep:** May attack all adjacent opponents with no penalty.
- **Size+2:** Trolls are monstrous creatures that tower over their foes.





CHAPTER 7

GAME MASTER'S SECTION

*'Tis time to speak from the Sage's Seat;
hard by the Well of Weird
I saw and was silent, I saw and pondered,
I listened to the speech of men.*

Havamal, Verse 109

If you don't plan on being the GM for this setting, it's not recommended that continue reading. If you do, you're in for some spoilers. Just remember to keep player knowledge separated from character knowledge.

LEIF THE LUCKY, SELF-PROCLAIMED JARL OF LOKI'S RIDGE

A mad old prospector, Leif the Lucky is a common fixture in town. No one knows where he actually sleeps, or where he comes from, or if his name is actually Leif. He claims to be the Jarl of Loki's Ridge. Due to his obviously addled mind, no one really challenges him on this, and saloon keepers often give him free mead when he comes in. Some people even politely refer to him as Jarl, and smile and nod as he gives proclamations. Even Uli Eight-Fingers and his vicious gang regard him as a harmless lunatic and ignore him.

In truth, Leif is the god Bragi, his magical harp stolen by the machinations of Loki. If he can somehow be reunited with his harp, his sanity and divinity would be restored, and Loki's schemes would suffer a major setback.

LARS LARSON

The success of the Nine Worlds Carrier Company is truly astounding, as is the celerity at which its president, Lars Larson, travels about the West. To aspiring businessmen, Larson's rise is something to be emulated. Newspaper people find him to be a fascinating figure, though the inability to find any reliable information about his past as long frustrated journalists.




He is a charming man, and is always impeccably dressed, with his signature top-hat, silver cane, and handlebar mustache. He is always quick with a jest, and finds humor in everything. Whenever he is found in a saloon, he inevitably pays for everyone's drink, and a beautiful woman is always seen on his arm. Under this jovial and dashing veneer is a bloody ruthlessness. He once personally broke a labor strike in Thule, using only his cane, laughing the entire time.

His middle management is utterly terrified of him, and he seems to be able to be at any rail station or office, even when no train is scheduled to be in town. He will fire anyone in a heartbeat, and anyone foolish enough to commit a crime against the company, or to look too deeply into its affairs, inevitably finds themselves the victim of a terrible accident, humiliating scandal, or they disappear altogether.

Lars Larson is no mere man. He is actually none other than the god Loki himself. Loki makes use of the Nine Worlds Carrier Company to further his own ends, and to try to ensure he is in the best position to avoid his fate, and ultimately dominate, come Ragnarok. His employees are utterly in the dark regarding his true identity, and even the debased Lokir don't even know Larson's true identity, though Loki does make extensive use of them to further the expansion of the railroad by eliminating anyone who gets in his way, or to occasionally get a quick cash infusion by having them hit very well insured assets the company holds. He directs the various disparate, decentralized cults mostly by appearing to their leaders in dreams, communicating to them through the Runes they cast in their rituals, or even speaking through his idols. Because it is nigh impossible for mere mortals to trace this kind of activity, there is absolutely nothing linking the cult to his identity as Lars Larson or his company, and attacks on his railroad by them are simply shrugged off as madmen trying to cause disruption and spread fear, and the elimination of those who get in the way of the railroad simply can't be traced back to it or Larson in any manner.

OLAF KRON

Olaf Kron is another well-known businessman in the West, dubbed by the papers as a "cattle-jarl". Kron has a larger than life personality, with a thick western drawl, referring to everyone as "pardner", and always looking as if he's been on the trail for several weeks. He's been in Western Midgard for as long as anyone can remember, though no one knows anything of his family, just that he has always seemed to be



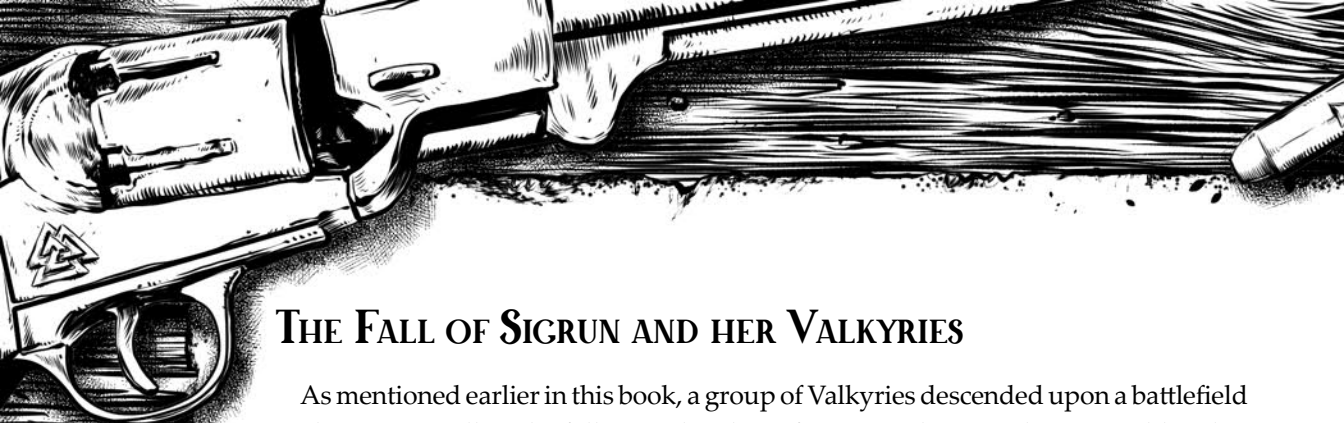
the most prominent rancher in Thule. Kron loves merriment and hearing sagas, and will spend copious amounts of rings buying drinks to loosen tongues in saloons with mead, and once the gathered cowboys and gun-maidens truly get into the tale telling and drinking, he presides over these gatherings like a jarl holding court.

Like Lars Larson, who he publically despises, Olaf isn't everything he seems. He is actually Odin, King of the Aesir. Until recently, Kron's Cattle Company didn't exist to further Odin's schemes outside of giving Odin a chance to observe heroic cowboys in action, but with the rise of the Nine World's Carrier Company, he has begun using some influence he has to attempt to thwart Loki's machinations, though the two still do work together when their business interests align. That being said, there are more than one band of heroes adventuring in the West at Odin's behest, under the guise of Olaf Kron.

KJELL ELLESTAD OF ELLESTAD ENGINEERING

Kjell never knew the name of the cloaked stranger was who taught him the strangest of Runes. He at first started seeing him in dreams for several weeks. Then one day, out of nowhere, the figure appeared before him in his workshop, and showed him the power of these Runes. The stranger told him the Aesir needed a new member of their family, one who understood modern technology. If he could find his way to Asgard and display to Odin the power of his devices, he could be elevated to join them, to become the god of engineering. This would be the deciding factor in the war against the Jotun, and Ragnarok itself could be averted. Kjell feverishly got to work building devices with them. Always the younger brother, this would give Kjell the chance to show up his elder brother Hrut. His two inventions using these Runes would be a pair of goggles which would allow him to see Valkyries when they came to choose the slain, and the means to ensnare them. He could then barter with them, and have them bring him to Vahalla.

Kjell set out to find the perfect spot to set his trap, led by the mysterious stranger, leaving behind information of these new Runes which his brother would later make use of. Upon Kjell's later death, Hrut made no effort to find him, now having full control of the company himself. Hrut simply claimed publically that Kjell was mortally wounded during one of his experiments, which is actually true.

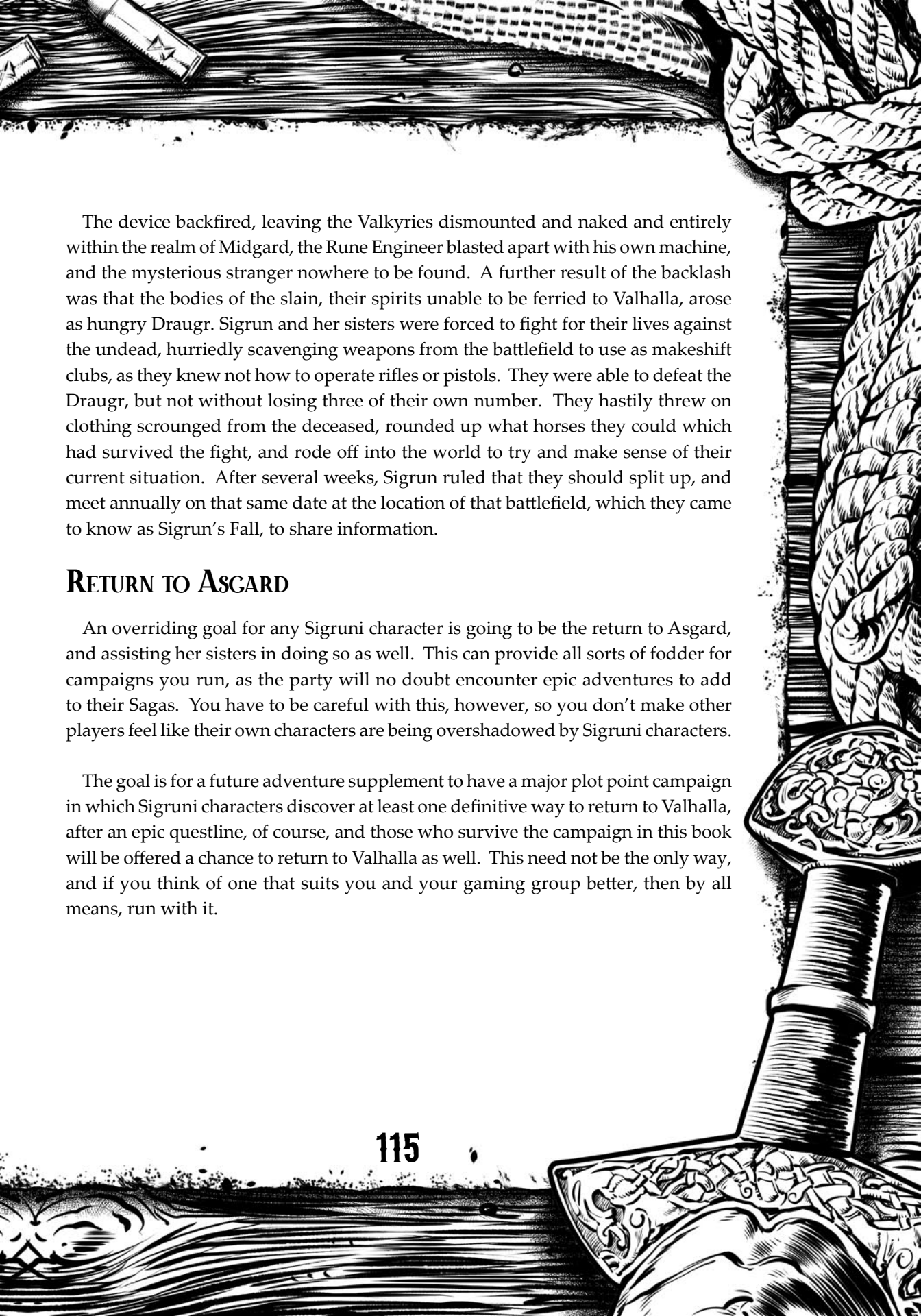


THE FALL OF SIGRUN AND HER VALKYRIES

As mentioned earlier in this book, a group of Valkyries descended upon a battlefield in the west to collect the fallen, as they have for ages. This expedition would end in them being stripped of their powers and trapped in the realm of men.

A gang of cattle rustlers under the alleged off-the-books employment of Lars Larson were intercepted by a large posse commissioned by Olaf Kron just over the border into West Norsca. The fight was intense, neither giving ground, and resulting in the leader of the gang of rustlers and the posse, who were both longtime enemies, being the last men standing. While the man leading the posse triumphed, he bled out from several bullet wounds before he could get more than a few yards from the skirmish. Kjell Ellestad, witnessing the battle through goggles of his own design which would allow him to see the coming Choosers of the Slain, readied his strange, Rune powered trap as the Valkyrie's arrived, while a cloaked figure who taught him these powerful Runes looked on.



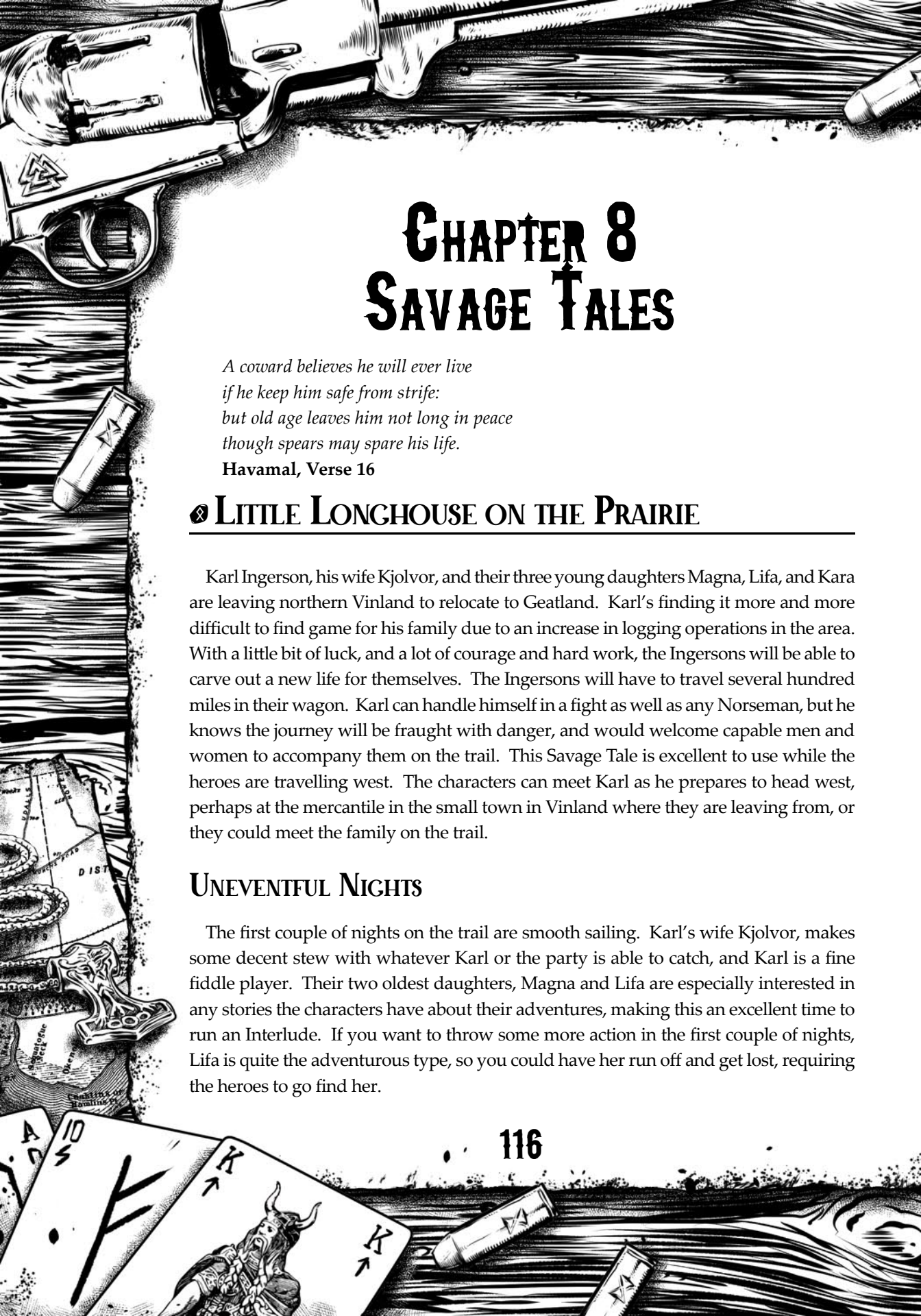


The device backfired, leaving the Valkyries dismounted and naked and entirely within the realm of Midgard, the Rune Engineer blasted apart with his own machine, and the mysterious stranger nowhere to be found. A further result of the backlash was that the bodies of the slain, their spirits unable to be ferried to Valhalla, arose as hungry Draugr. Sigrun and her sisters were forced to fight for their lives against the undead, hurriedly scavenging weapons from the battlefield to use as makeshift clubs, as they knew not how to operate rifles or pistols. They were able to defeat the Draugr, but not without losing three of their own number. They hastily threw on clothing scrounged from the deceased, rounded up what horses they could which had survived the fight, and rode off into the world to try and make sense of their current situation. After several weeks, Sigrun ruled that they should split up, and meet annually on that same date at the location of that battlefield, which they came to know as Sigrun's Fall, to share information.

RETURN TO ASGARD

An overriding goal for any Sigruni character is going to be the return to Asgard, and assisting her sisters in doing so as well. This can provide all sorts of fodder for campaigns you run, as the party will no doubt encounter epic adventures to add to their Sagas. You have to be careful with this, however, so you don't make other players feel like their own characters are being overshadowed by Sigruni characters.

The goal is for a future adventure supplement to have a major plot point campaign in which Sigruni characters discover at least one definitive way to return to Valhalla, after an epic questline, of course, and those who survive the campaign in this book will be offered a chance to return to Valhalla as well. This need not be the only way, and if you think of one that suits you and your gaming group better, then by all means, run with it.



CHAPTER 8 SAVAGE TALES

*A coward believes he will ever live
if he keep him safe from strife:
but old age leaves him not long in peace
though spears may spare his life.*

Havamal, Verse 16

❖ LITTLE LONGHOUSE ON THE PRAIRIE

Karl Ingerson, his wife Kjolvor, and their three young daughters Magna, Lifa, and Kara are leaving northern Vinland to relocate to Geatland. Karl's finding it more and more difficult to find game for his family due to an increase in logging operations in the area. With a little bit of luck, and a lot of courage and hard work, the Ingersons will be able to carve out a new life for themselves. The Ingersons will have to travel several hundred miles in their wagon. Karl can handle himself in a fight as well as any Norseman, but he knows the journey will be fraught with danger, and would welcome capable men and women to accompany them on the trail. This Savage Tale is excellent to use while the heroes are travelling west. The characters can meet Karl as he prepares to head west, perhaps at the mercantile in the small town in Vinland where they are leaving from, or they could meet the family on the trail.

UNEVENTFUL NIGHTS

The first couple of nights on the trail are smooth sailing. Karl's wife Kjolvor, makes some decent stew with whatever Karl or the party is able to catch, and Karl is a fine fiddle player. Their two oldest daughters, Magna and Lifa are especially interested in any stories the characters have about their adventures, making this an excellent time to run an Interlude. If you want to throw some more action in the first couple of nights, Lifa is quite the adventurous type, so you could have her run off and get lost, requiring the heroes to go find her.



RIVER CROSSING

At the end of the first week, the group comes upon a river which must be forded. The water is waste deep, and the current is quite strong. There is also a River Kraken hiding in the water. Don't hint at anything other than the horses being especially uneasy at making the crossing. If the players think to make a Notice roll, a combination of the beast's natural camouflage and churning water imposes a -4 modifier. A success indicates that there might be something in the water, and a success will identify it as a Kraken. If the party fails to notice it, the Kraken will wait until most of the party is in the water to attack.

Once in the water, at the beginning of every round of combat, every character in the water will have to make a Strength roll to avoid being swept off their feet. Failure will require a Vigor roll to avoid sustaining a level of Fatigue from bumps and bruises. Also, each turn underwater risks drowning, as laid out in the *Savage Worlds* rulebook.

ENCOUNTER

River Kraken, see [page 108](#).

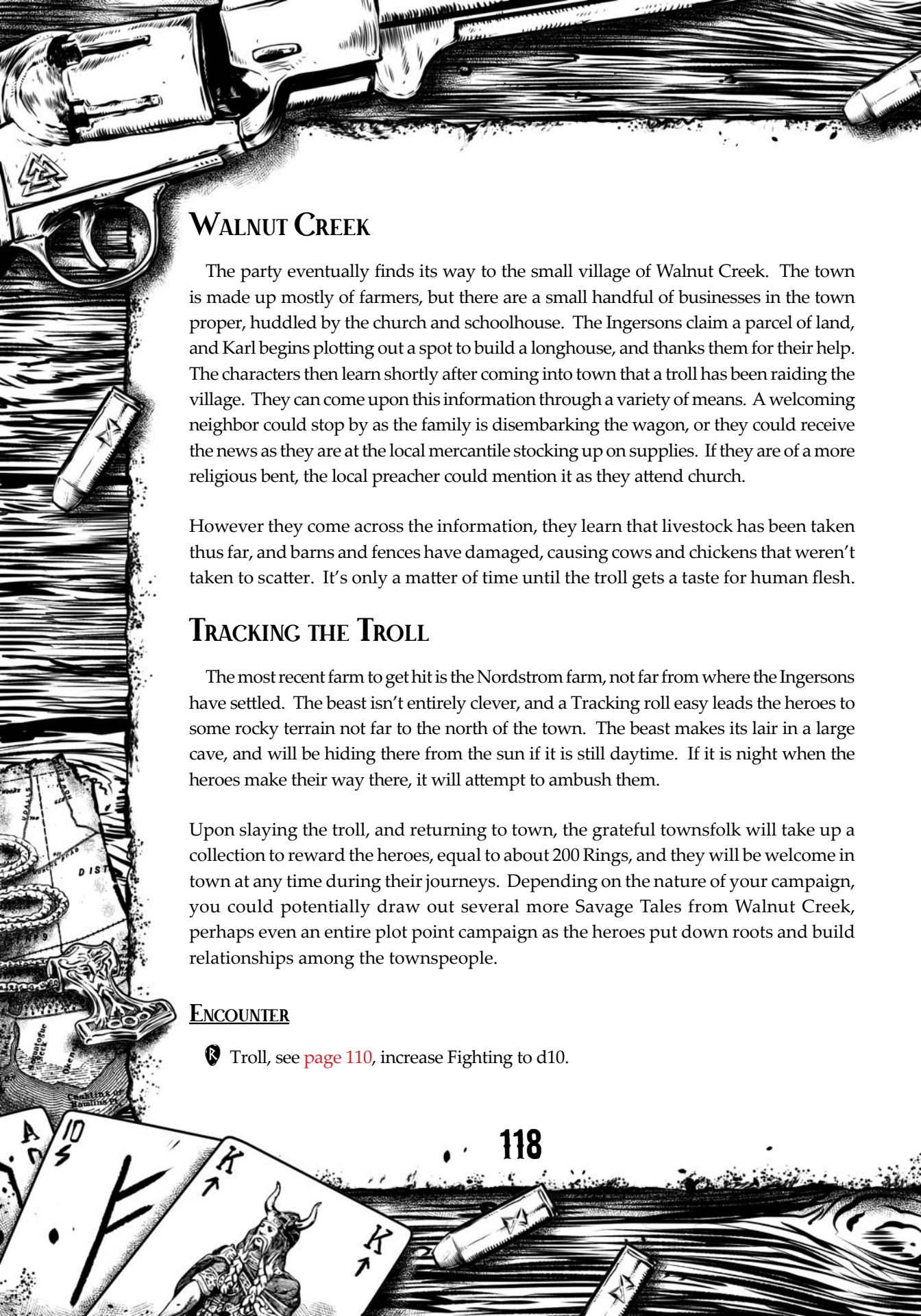
PREDATORS AND PREY

After the crossing, the party has a few easy nights on the trail. As the shadows begin to look long, and they start looking for a good place to make camp. Have the characters make a Notice roll at -2. Those that succeed will hear faint howls in the distance. Those who score a Raise will see the Vargr racing towards them.

The Vargr will work together to try and bring down at least one of the heroes, or at least one of their horses. One will try to use its bulk to knock down one of the horses, and the rest will converge to rip them limb from limb.

ENCOUNTERS

Vargr (1, plus 1 per hero), see [page 88](#).



WALNUT CREEK

The party eventually finds its way to the small village of Walnut Creek. The town is made up mostly of farmers, but there are a small handful of businesses in the town proper, huddled by the church and schoolhouse. The Ingersons claim a parcel of land, and Karl begins plotting out a spot to build a longhouse, and thanks them for their help. The characters then learn shortly after coming into town that a troll has been raiding the village. They can come upon this information through a variety of means. A welcoming neighbor could stop by as the family is disembarking the wagon, or they could receive the news as they are at the local mercantile stocking up on supplies. If they are of a more religious bent, the local preacher could mention it as they attend church.

However they come across the information, they learn that livestock has been taken thus far, and barns and fences have damaged, causing cows and chickens that weren't taken to scatter. It's only a matter of time until the troll gets a taste for human flesh.

TRACKING THE TROLL

The most recent farm to get hit is the Nordstrom farm, not far from where the Ingersons have settled. The beast isn't entirely clever, and a Tracking roll easy leads the heroes to some rocky terrain not far to the north of the town. The beast makes its lair in a large cave, and will be hiding there from the sun if it is still daytime. If it is night when the heroes make their way there, it will attempt to ambush them.

Upon slaying the troll, and returning to town, the grateful townsfolk will take up a collection to reward the heroes, equal to about 200 Rings, and they will be welcome in town at any time during their journeys. Depending on the nature of your campaign, you could potentially draw out several more Savage Tales from Walnut Creek, perhaps even an entire plot point campaign as the heroes put down roots and build relationships among the townspeople.

ENCOUNTER

Ⓚ Troll, see [page 110](#), increase Fighting to d10.



❖ THE DOOM THAT CAME TO RAVENSEFJORD

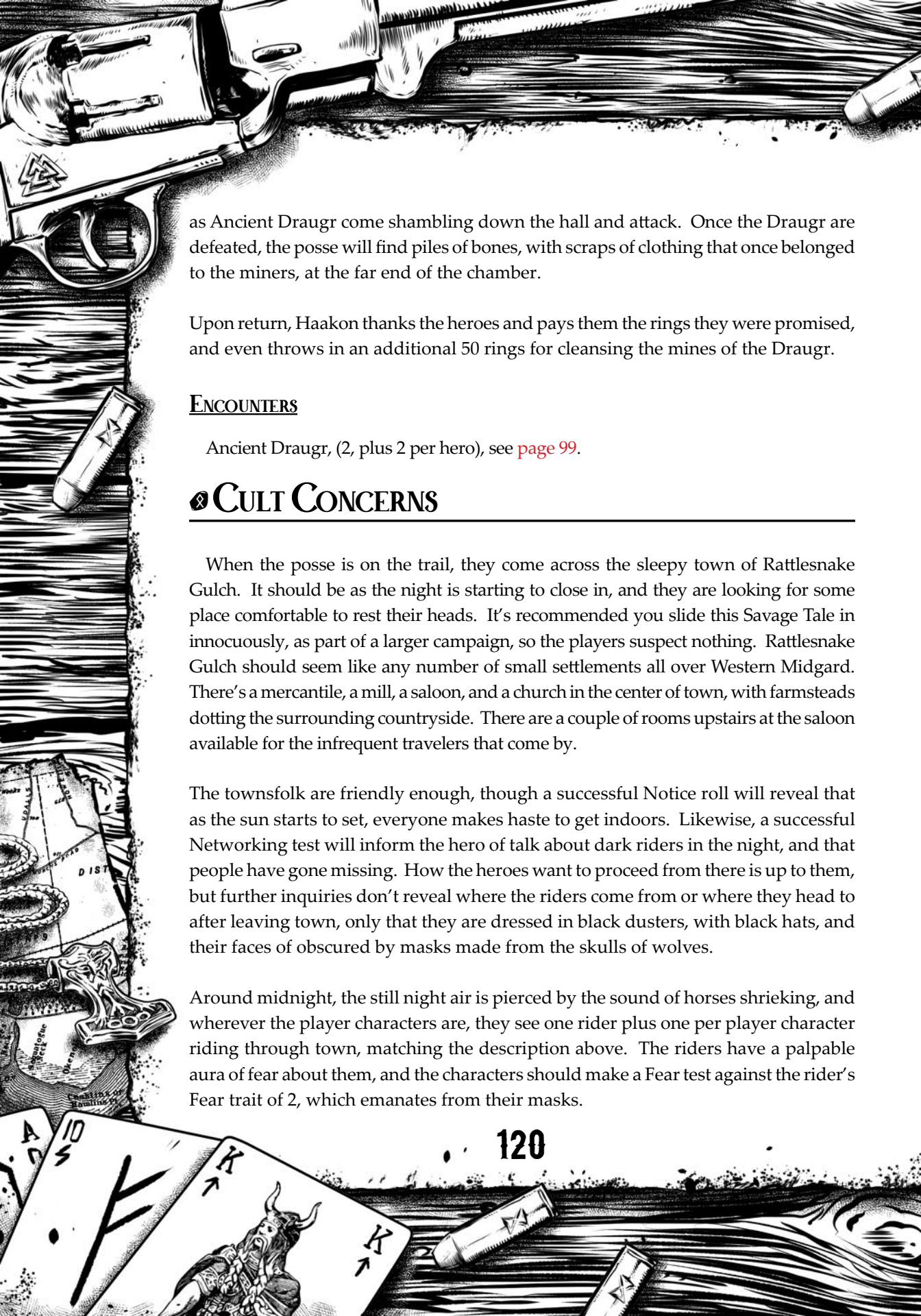
The posse comes across the sleepy copper mining town of Ravensfjord during their travels. There is a prevailing veil of fear over the town, as no one even bothers to make eye contact with the heroes as they ride down the main thoroughfare, and the few people out on the street seem to just shuffle from building to building with their heads' down. The heroes can attempt to Network at -2 due to the pervasive climate of fear over the town. They can alternatively go into the one saloon in town (the building with the word "saloon" painted over the door), and find Jarl Haakon deep into his drinking horns at the bar. Either way, they discover that most of the men in the town, who were employed in the copper mine up the hill, never returned from their shift one day. A small group of deputized men went into the mine to investigate, and they too didn't return. Now with the town's primary industry shut down, it's dying a slow death, and many residents have packed up and left. If nothing is done, Ravensfjord is doomed to become another ghost town. Jarl Haakon is willing to pay 200 rings to anyone who will go into the mines and figure out what happened to the miners.

INTO THE MINES

Assuming your brave adventurers take the Jarl up on his offer, they will have to hike up the side of the mountain to the mine entrance, which takes about half an hour on foot. Once they arrive at the entrance, the silence coming from the mine is downright eerie. As they make their way into the mine, a successful notice roll will reveal streaks of blood, and mining gear strewn about haphazardly.

Eventually, the heroes will make their way to what should be the end of the tunnel, and they will find what looks like a break through into a natural cave. The smell in this area is absolutely dreadful, reeking of rotting meat. As they make their way into this area, they will notice alcoves which appear carved into the walls, and a successful notice check will reveal prayers carved in runic script alongside them. The prayers, while mostly legible, seem rather archaic in their wording (though Sigruni will find them more familiar).

Let the heroes make a Notice roll at this point. Those that pass can here the shuffle of feet coming towards them. If none pass, there will be a surprise round of combat



as Ancient Draugr come shambling down the hall and attack. Once the Draugr are defeated, the posse will find piles of bones, with scraps of clothing that once belonged to the miners, at the far end of the chamber.

Upon return, Haakon thanks the heroes and pays them the rings they were promised, and even throws in an additional 50 rings for cleansing the mines of the Draugr.

ENCOUNTERS


Ancient Draugr, (2, plus 2 per hero), see [page 99](#).

❖ CULT CONCERNS

When the posse is on the trail, they come across the sleepy town of Rattlesnake Gulch. It should be as the night is starting to close in, and they are looking for some place comfortable to rest their heads. It's recommended you slide this Savage Tale in innocuously, as part of a larger campaign, so the players suspect nothing. Rattlesnake Gulch should seem like any number of small settlements all over Western Midgard. There's a mercantile, a mill, a saloon, and a church in the center of town, with farmsteads dotting the surrounding countryside. There are a couple of rooms upstairs at the saloon available for the infrequent travelers that come by.

The townsfolk are friendly enough, though a successful Notice roll will reveal that as the sun starts to set, everyone makes haste to get indoors. Likewise, a successful Networking test will inform the hero of talk about dark riders in the night, and that people have gone missing. How the heroes want to proceed from there is up to them, but further inquiries don't reveal where the riders come from or where they head to after leaving town, only that they are dressed in black dusters, with black hats, and their faces obscured by masks made from the skulls of wolves.

Around midnight, the still night air is pierced by the sound of horses shrieking, and wherever the player characters are, they see one rider plus one per player character riding through town, matching the description above. The riders have a palpable aura of fear about them, and the characters should make a Fear test against the rider's Fear trait of 2, which emanates from their masks.

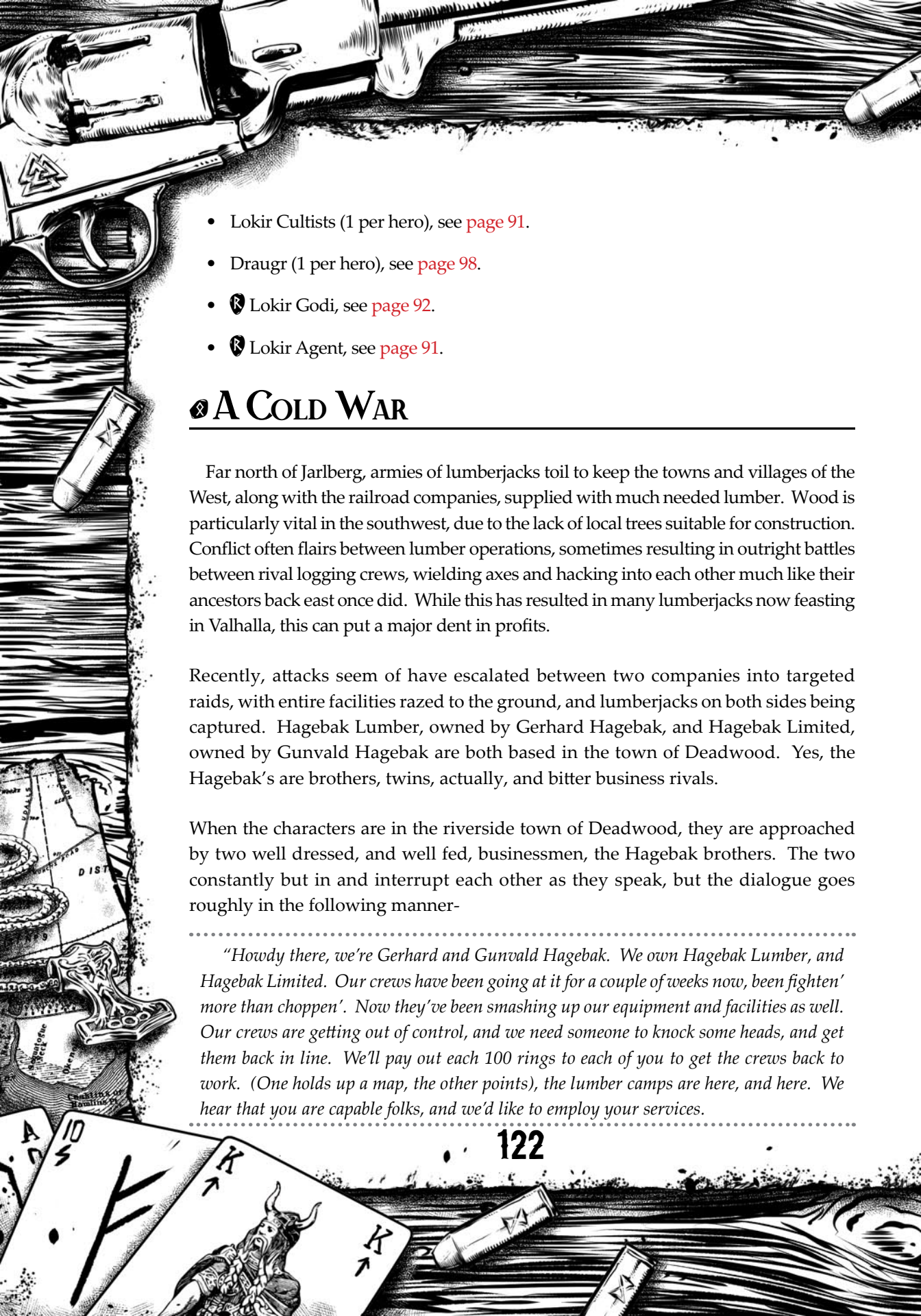




If the heroes are outside, or step outside when they see the riders, the riders will attack, attempting to take at least one or two of the player characters alive. Use the Lokir Agent profiles from the Bestiary for the riders. Once half of their number have died, they'll attempt to flee. If the characters can pursue, or effectively track, the riders, they'll come across an old farmstead. They can likewise get this information from successfully capturing and interrogating one of the riders.

However the player characters locate the farmstead, they'll come under fire as soon as they are in range, unless they successfully used Stealth. Once they successfully make it into the farm house itself, they'll be engaged by not only Lokir cultists, but by a handful of Draugr. If the characters are higher Rank, feel free to add additional cultists, as well as Lokir Agent who is a Wild card. Once the cult is defeated, they will find the back yard of the property to have numerous runes carved into the ground invoking prayers to Loki, and idols to him in his aspect as a death god.

Once the heroes return to the town with news of the cult being destroyed, the grateful townsfolk will take up a collection of 150 rings per player character as a reward, and they will always be welcome in town.



- 
- Lokir Cultists (1 per hero), see [page 91](#).
 - Draugr (1 per hero), see [page 98](#).
 -  Lokir Godi, see [page 92](#).
 -  Lokir Agent, see [page 91](#).

A COLD WAR

Far north of Jarlberg, armies of lumberjacks toil to keep the towns and villages of the West, along with the railroad companies, supplied with much needed lumber. Wood is particularly vital in the southwest, due to the lack of local trees suitable for construction. Conflict often flairs between lumber operations, sometimes resulting in outright battles between rival logging crews, wielding axes and hacking into each other much like their ancestors back east once did. While this has resulted in many lumberjacks now feasting in Valhalla, this can put a major dent in profits.

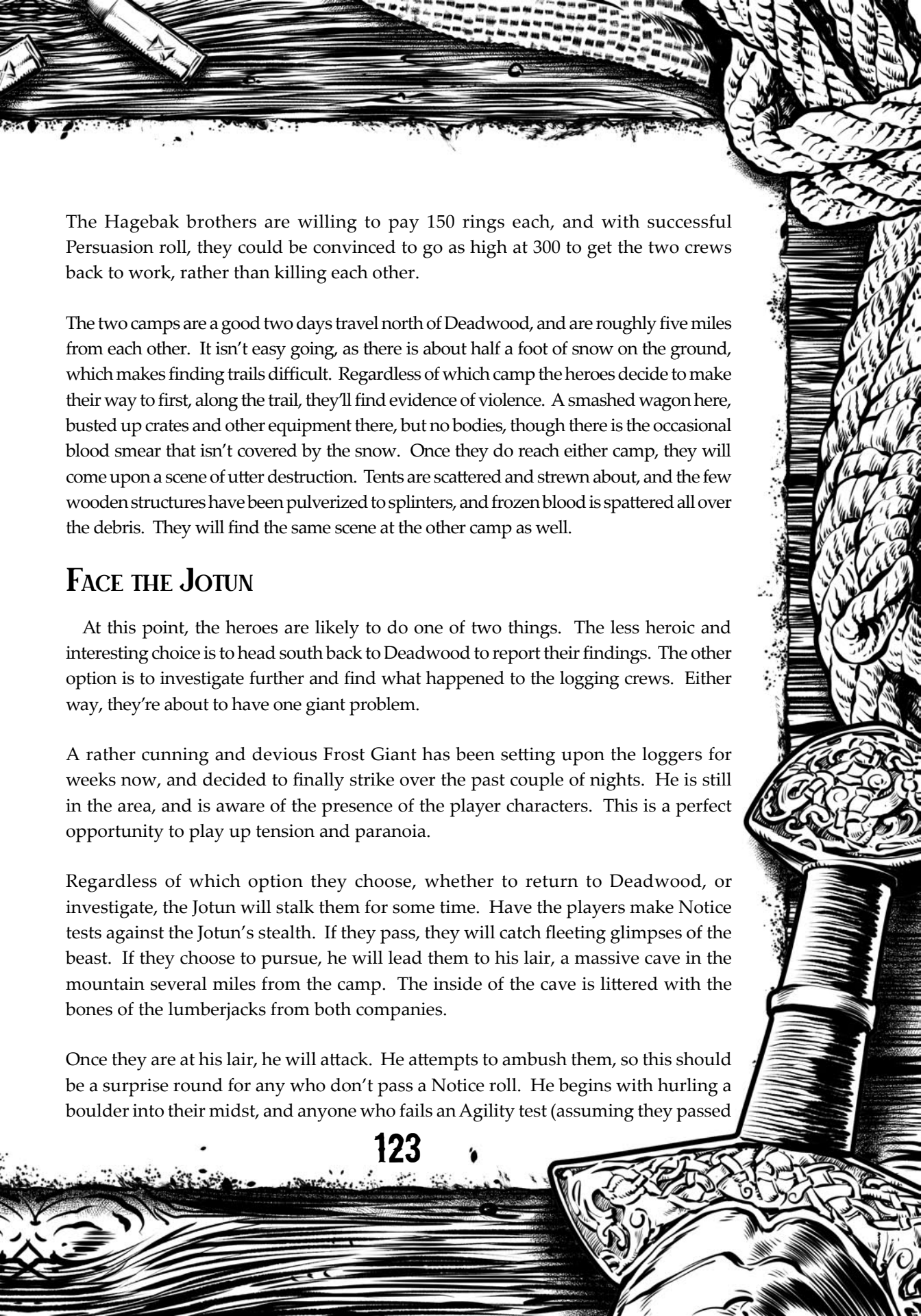
Recently, attacks seem of have escalated between two companies into targeted raids, with entire facilities razed to the ground, and lumberjacks on both sides being captured. Hagebak Lumber, owned by Gerhard Hagebak, and Hagebak Limited, owned by Gunvald Hagebak are both based in the town of Deadwood. Yes, the Hagebak's are brothers, twins, actually, and bitter business rivals.

When the characters are in the riverside town of Deadwood, they are approached by two well dressed, and well fed, businessmen, the Hagebak brothers. The two constantly but in and interrupt each other as they speak, but the dialogue goes roughly in the following manner-

.....

"Howdy there, we're Gerhard and Gunvald Hagebak. We own Hagebak Lumber, and Hagebak Limited. Our crews have been going at it for a couple of weeks now, been fighten' more than choppen'. Now they've been smashing up our equipment and facilities as well. Our crews are getting out of control, and we need someone to knock some heads, and get them back in line. We'll pay out each 100 rings to each of you to get the crews back to work. (One holds up a map, the other points), the lumber camps are here, and here. We hear that you are capable folks, and we'd like to employ your services.

.....



The Hagebak brothers are willing to pay 150 rings each, and with successful Persuasion roll, they could be convinced to go as high at 300 to get the two crews back to work, rather than killing each other.

The two camps are a good two days travel north of Deadwood, and are roughly five miles from each other. It isn't easy going, as there is about half a foot of snow on the ground, which makes finding trails difficult. Regardless of which camp the heroes decide to make their way to first, along the trail, they'll find evidence of violence. A smashed wagon here, busted up crates and other equipment there, but no bodies, though there is the occasional blood smear that isn't covered by the snow. Once they do reach either camp, they will come upon a scene of utter destruction. Tents are scattered and strewn about, and the few wooden structures have been pulverized to splinters, and frozen blood is spattered all over the debris. They will find the same scene at the other camp as well.

FACE THE JOTUN

At this point, the heroes are likely to do one of two things. The less heroic and interesting choice is to head south back to Deadwood to report their findings. The other option is to investigate further and find what happened to the logging crews. Either way, they're about to have one giant problem.

A rather cunning and devious Frost Giant has been setting upon the loggers for weeks now, and decided to finally strike over the past couple of nights. He is still in the area, and is aware of the presence of the player characters. This is a perfect opportunity to play up tension and paranoia.

Regardless of which option they choose, whether to return to Deadwood, or investigate, the Jotun will stalk them for some time. Have the players make Notice tests against the Jotun's stealth. If they pass, they will catch fleeting glimpses of the beast. If they choose to pursue, he will lead them to his lair, a massive cave in the mountain several miles from the camp. The inside of the cave is littered with the bones of the lumberjacks from both companies.

Once they are at his lair, he will attack. He attempts to ambush them, so this should be a surprise round for any who don't pass a Notice roll. He begins with hurling a boulder into their midst, and anyone who fails an Agility test (assuming they passed



their Notice roll to avoid surprise, otherwise, they don't get the Agility test to avoid being hit), takes 3d8 damage from the boulder and is knocked prone. The giant is cunning, and will laugh and taunt the heroes as he continues to throw large rocks at them, or run in to catch multiple characters in one sweep attack.

Assuming the heroes are triumphant, and are able to return with their tale to Deadwood, the Hagebak brothers make good on their promise to pay them, as a great threat has been eliminated. This is also a perfect opportunity for tale telling to increase their Saga at any of Deadwood's saloons.

ENCOUNTERS

❧ Cunning Frost Giant: Use the Frost Giant stats from [page 106](#), give him Stealth d8.

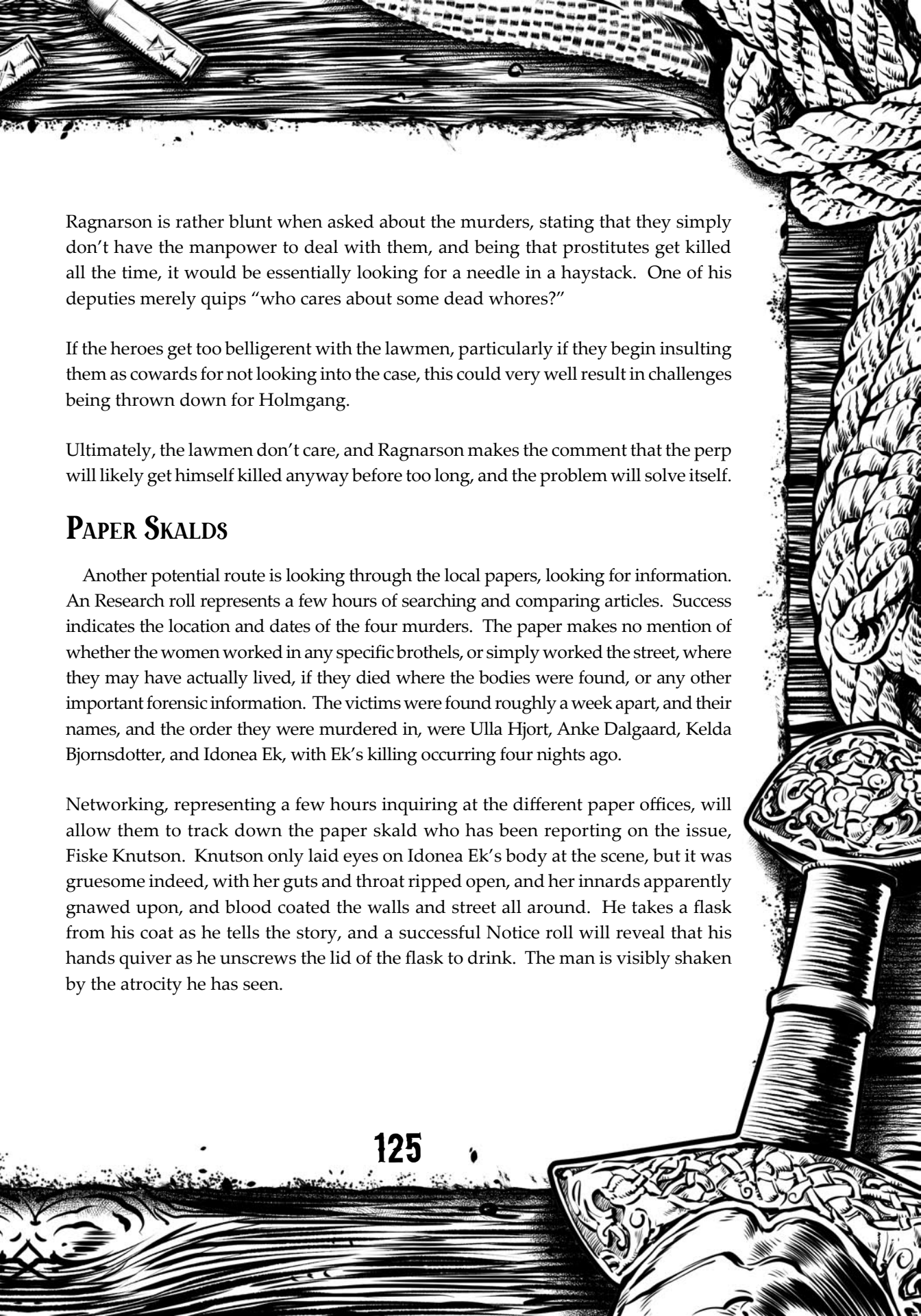
❧ WOLF OF WEST CROSSING

The western shore of Njal's Crossing is a dismal slum, rife with crime, poverty, and violence. As such, killings are hardly out of the ordinary, and rarely draw the attention of the authorities or newspapers. Recently there have been a spat of killings that have been anything but ordinary.

When the heroes find themselves at Njal's Crossing, they'll inevitably come across flyers, newspapers, or gossip about a recent spate of killings attributed to the "Wolf of West Crossing". Thus far, four soiled doves have been found ripped apart, as if by an animal. As it has only affected prostitutes in the slums, the people of East Crossing largely don't care, and the Jarl and his Law Thegn couldn't care less.

INOUIRES WITH LAW ENFORCEMENT

The players may very well think to check in with law enforcement. Unlike many towns, Njal's Crossing does have a dedicated building for the local constabulary, mainly to keep riff-raff out of East Crossing. Law Thegn Egil Ragnarson and two deputies can be found lounging in the office, playing poker, while a drunk snoozes in one of the four jail cells.



Ragnarson is rather blunt when asked about the murders, stating that they simply don't have the manpower to deal with them, and being that prostitutes get killed all the time, it would be essentially looking for a needle in a haystack. One of his deputies merely quips "who cares about some dead whores?"

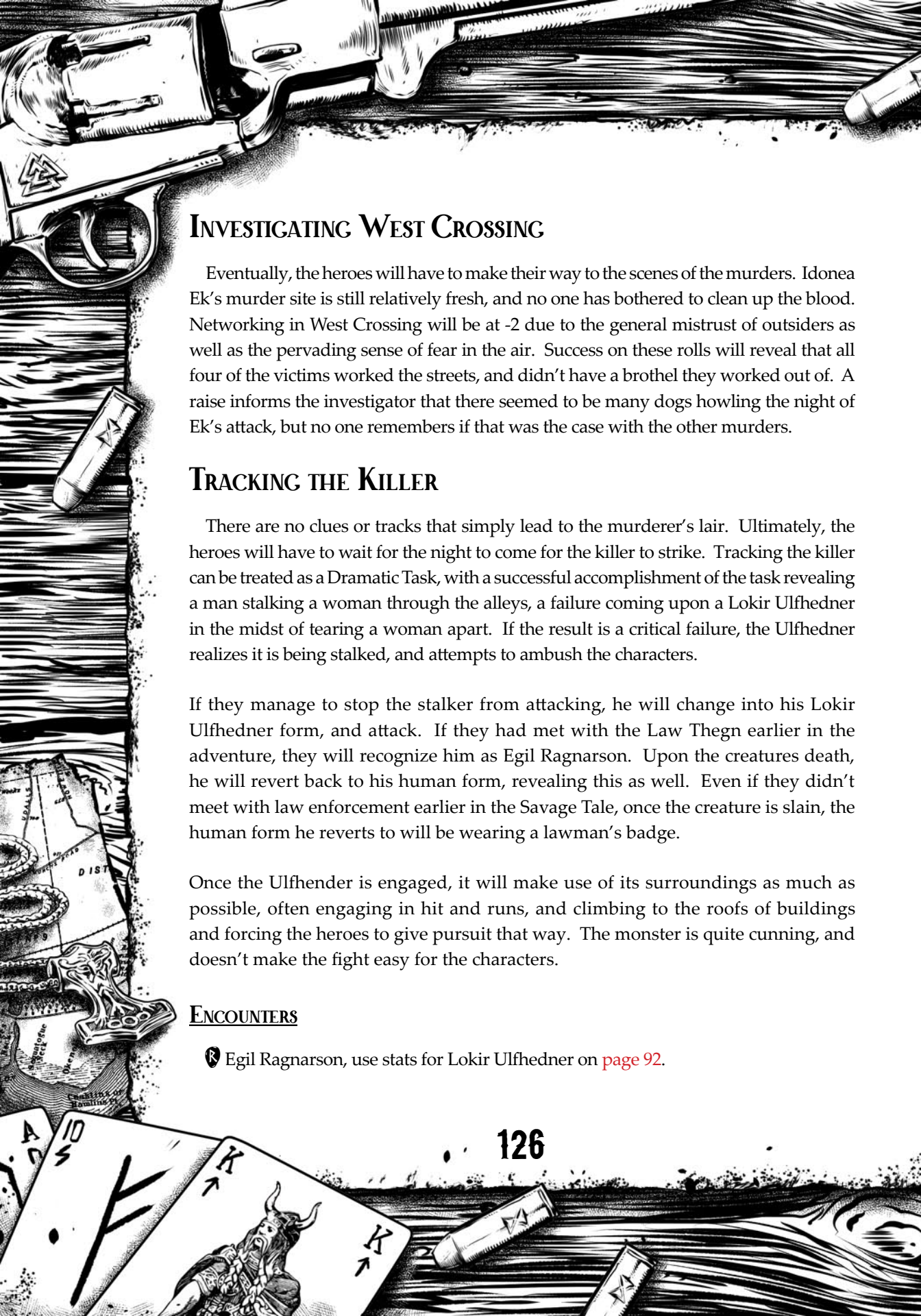
If the heroes get too belligerent with the lawmen, particularly if they begin insulting them as cowards for not looking into the case, this could very well result in challenges being thrown down for Holmgang.

Ultimately, the lawmen don't care, and Ragnarson makes the comment that the perp will likely get himself killed anyway before too long, and the problem will solve itself.

PAPER SKALDS

Another potential route is looking through the local papers, looking for information. An Research roll represents a few hours of searching and comparing articles. Success indicates the location and dates of the four murders. The paper makes no mention of whether the women worked in any specific brothels, or simply worked the street, where they may have actually lived, if they died where the bodies were found, or any other important forensic information. The victims were found roughly a week apart, and their names, and the order they were murdered in, were Ulla Hjort, Anke Dalgaard, Kelda Bjornsdotter, and Idonea Ek, with Ek's killing occurring four nights ago.

Networking, representing a few hours inquiring at the different paper offices, will allow them to track down the paper skald who has been reporting on the issue, Fiske Knutson. Knutson only laid eyes on Idonea Ek's body at the scene, but it was gruesome indeed, with her guts and throat ripped open, and her innards apparently gnawed upon, and blood coated the walls and street all around. He takes a flask from his coat as he tells the story, and a successful Notice roll will reveal that his hands quiver as he unscrews the lid of the flask to drink. The man is visibly shaken by the atrocity he has seen.



INVESTIGATING WEST CROSSING

Eventually, the heroes will have to make their way to the scenes of the murders. Idonea Ek's murder site is still relatively fresh, and no one has bothered to clean up the blood. Networking in West Crossing will be at -2 due to the general mistrust of outsiders as well as the pervading sense of fear in the air. Success on these rolls will reveal that all four of the victims worked the streets, and didn't have a brothel they worked out of. A raise informs the investigator that there seemed to be many dogs howling the night of Ek's attack, but no one remembers if that was the case with the other murders.

TRACKING THE KILLER

There are no clues or tracks that simply lead to the murderer's lair. Ultimately, the heroes will have to wait for the night to come for the killer to strike. Tracking the killer can be treated as a Dramatic Task, with a successful accomplishment of the task revealing a man stalking a woman through the alleys, a failure coming upon a Lokir Ulfhedner in the midst of tearing a woman apart. If the result is a critical failure, the Ulfhedner realizes it is being stalked, and attempts to ambush the characters.

If they manage to stop the stalker from attacking, he will change into his Lokir Ulfhedner form, and attack. If they had met with the Law Thegn earlier in the adventure, they will recognize him as Egil Ragnarson. Upon the creature's death, he will revert back to his human form, revealing this as well. Even if they didn't meet with law enforcement earlier in the Savage Tale, once the creature is slain, the human form he reverts to will be wearing a lawman's badge.

Once the Ulfhender is engaged, it will make use of its surroundings as much as possible, often engaging in hit and runs, and climbing to the roofs of buildings and forcing the heroes to give pursuit that way. The monster is quite cunning, and doesn't make the fight easy for the characters.

ENCOUNTERS

❶ Egil Ragnarson, use stats for Lokir Ulfhedner on [page 92](#).



❖ BONDS OF SISTERHOOD

This Savage Tale works best if you have at least one Sigruni in among the player characters, but with slight adjustments, you can include an all Norse group. A Sigruni character in the group receives a letter, brought to her by a large black raven, which promptly flies off once the heroine takes the paper. The writing and style of the runes will be very “old timey”, as modern Norse would say, unmistakably written by a fellow Sigruni.

Hail to you, my sister!

I hope you are well, and I have heard of your Saga from the skalds, repeated in what passes for mead-halls in this strange land. I also hear that you travel with mighty heroes whom any Valkyrie would be honored to ferry to the Shield Hall!

Sister, you and I have always been close, and we have stood shield to shield more than once defending Asgard from the Jotun. I ask you to accompany me once again as war-friend. I have secured accommodations above Rowdy Ragnar’s Saloon in Ringberg, and invite you and your companions to join me. I have matters regarding our sisterhood’s great quest to speak with you about, and a chance for you and your fellows to expand your Sagas and gain much glory.

Your ever loving and devoted sister-

Geirolul the Spear Bearer

It’s up to you and the players how the characters get to Ringberg. No matter what time they arrive, the town is bustling, as the mines, foundries, and teamsters operate nonstop, with shifts constantly changing over. When they make their way to Rowdy Ragnar’s, the atmosphere more than fits the name. The saloon is packed with workers and gamblers, and there are several games of poker and faro being played, while soiled doves look for customers.

As the heroes walk into the saloon, Geirolul calls out to the Sigruni in the group.



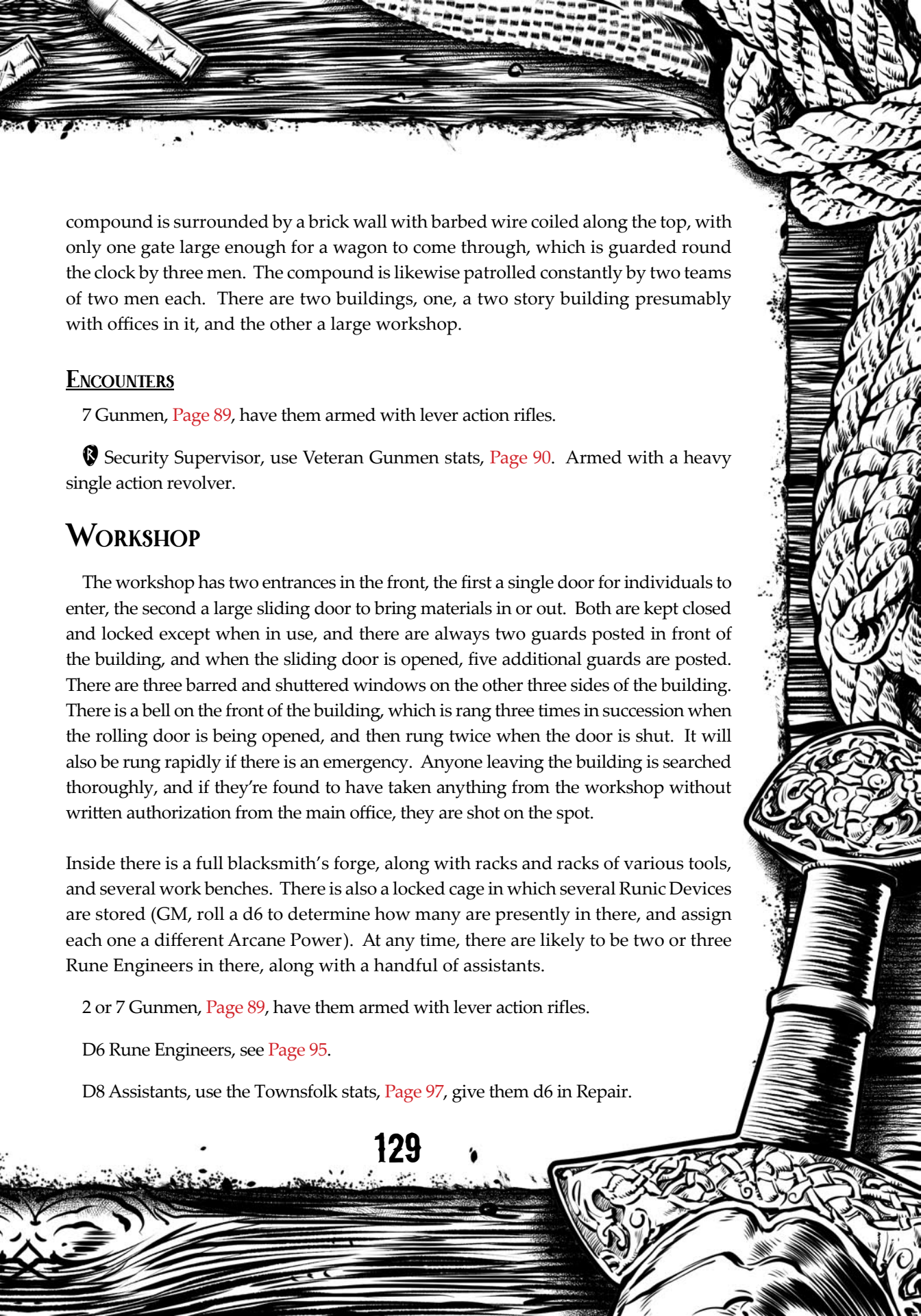
"Lo there, sister(s)!" a tall woman with fiery red hair approaches your group. The Sigruni among you recognize her instantly as Geirolul. She embraces her old compatriot(s) warmly, and introduces herself to the other members of the party, shaking their hands.

"Come, I have lodgings reserved for us up the stairs. As much as I enjoy the mead and songs, let head up to my room, so we may speak." She leads you up to the third floor, and points to three rooms reserved for the party, plus hers. "Please, sit," she tells you all as you enter her suite and she closes the door. There are several chairs and couches in her room, enough for all of you.

"Thank you all for coming. I understand you know of my sister(s) and I and our true nature, so I will be direct. We seek the means to return to Asgard, so we may resume our holy duties as choosers of the slain. Our sisterhood is spread out among Midgard, mostly here in the west, questing for clues. I believe I have come across something regarding out imprisonment here." She reaches into a drawer, pulling out an object wrapped in cloth, unwrapping a piece of metal covered with strange looking and unfamiliar runes. The Sigruni among you instantly recognize it from the destroyed device the mad Rune Engineer used to trap you on Midgard, and Geirolul explains as much to the non Sigruni among you.

"There is a business here, Ellestad Engineering, which apparently is involved in this strange "Rune Engineering". Being that one of these Rune Engineers was apparently involved in our being trapped here, I tend to observe these individuals when I hear of them. I rarely find anything useful. Something about this organization, however, struck me as strange. I spent several weeks observing them, either on my own, or commanding animals to spy on them. Their workshop here is fortified, so I have had little luck with learning what goes on within. However, one day, while watching them, I observed a wagon being brought into their compound. In the back of the wagon was apparently a large chest of some kind, and most of it was covered by cloth. However, in the gaps in the cloth, I spied bands of metal along the chest with Runes matching this piece carved into them. I know not what is in that chest, but I would seek entrance into their fortress-workshop to uncover their secrets."


The heroes at this point can proceed to come up with any plan they'd like to gain entrance into Ellestad Engineering's facility. They could try stealth, they could attempt an all-out assault(which wouldn't be wise, considering how fortified the facility is), or they could even try to be hired on, depending on their skillset. The



compound is surrounded by a brick wall with barbed wire coiled along the top, with only one gate large enough for a wagon to come through, which is guarded round the clock by three men. The compound is likewise patrolled constantly by two teams of two men each. There are two buildings, one, a two story building presumably with offices in it, and the other a large workshop.

ENCOUNTERS

7 Gunmen, [Page 89](#), have them armed with lever action rifles.

 Security Supervisor, use Veteran Gunmen stats, [Page 90](#). Armed with a heavy single action revolver.

WORKSHOP

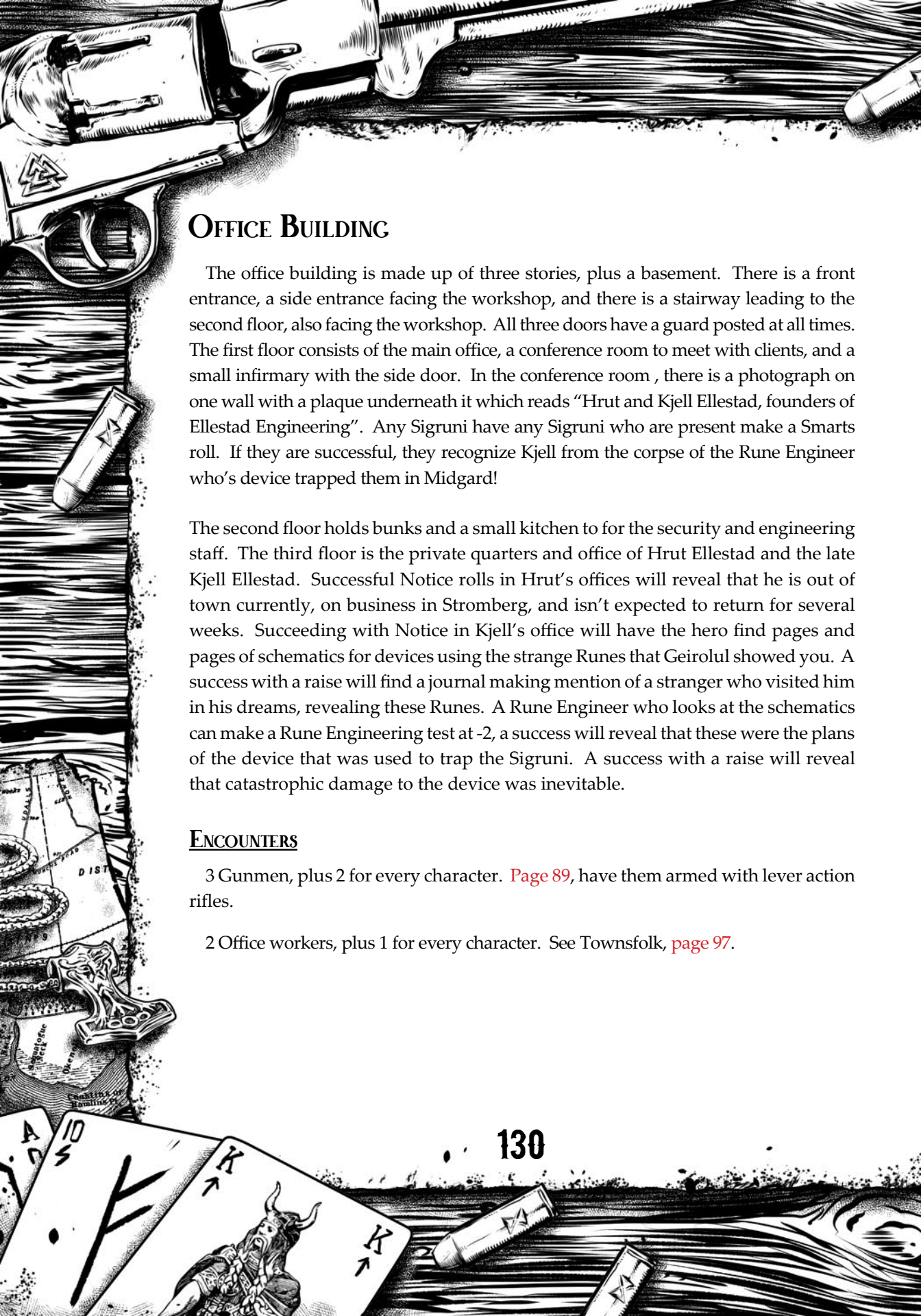
The workshop has two entrances in the front, the first a single door for individuals to enter, the second a large sliding door to bring materials in or out. Both are kept closed and locked except when in use, and there are always two guards posted in front of the building, and when the sliding door is opened, five additional guards are posted. There are three barred and shuttered windows on the other three sides of the building. There is a bell on the front of the building, which is rang three times in succession when the rolling door is being opened, and then rung twice when the door is shut. It will also be rung rapidly if there is an emergency. Anyone leaving the building is searched thoroughly, and if they're found to have taken anything from the workshop without written authorization from the main office, they are shot on the spot.

Inside there is a full blacksmith's forge, along with racks and racks of various tools, and several work benches. There is also a locked cage in which several Runic Devices are stored (GM, roll a d6 to determine how many are presently in there, and assign each one a different Arcane Power). At any time, there are likely to be two or three Rune Engineers in there, along with a handful of assistants.

2 or 7 Gunmen, [Page 89](#), have them armed with lever action rifles.

D6 Rune Engineers, see [Page 95](#).

D8 Assistants, use the Townsfolk stats, [Page 97](#), give them d6 in Repair.



OFFICE BUILDING

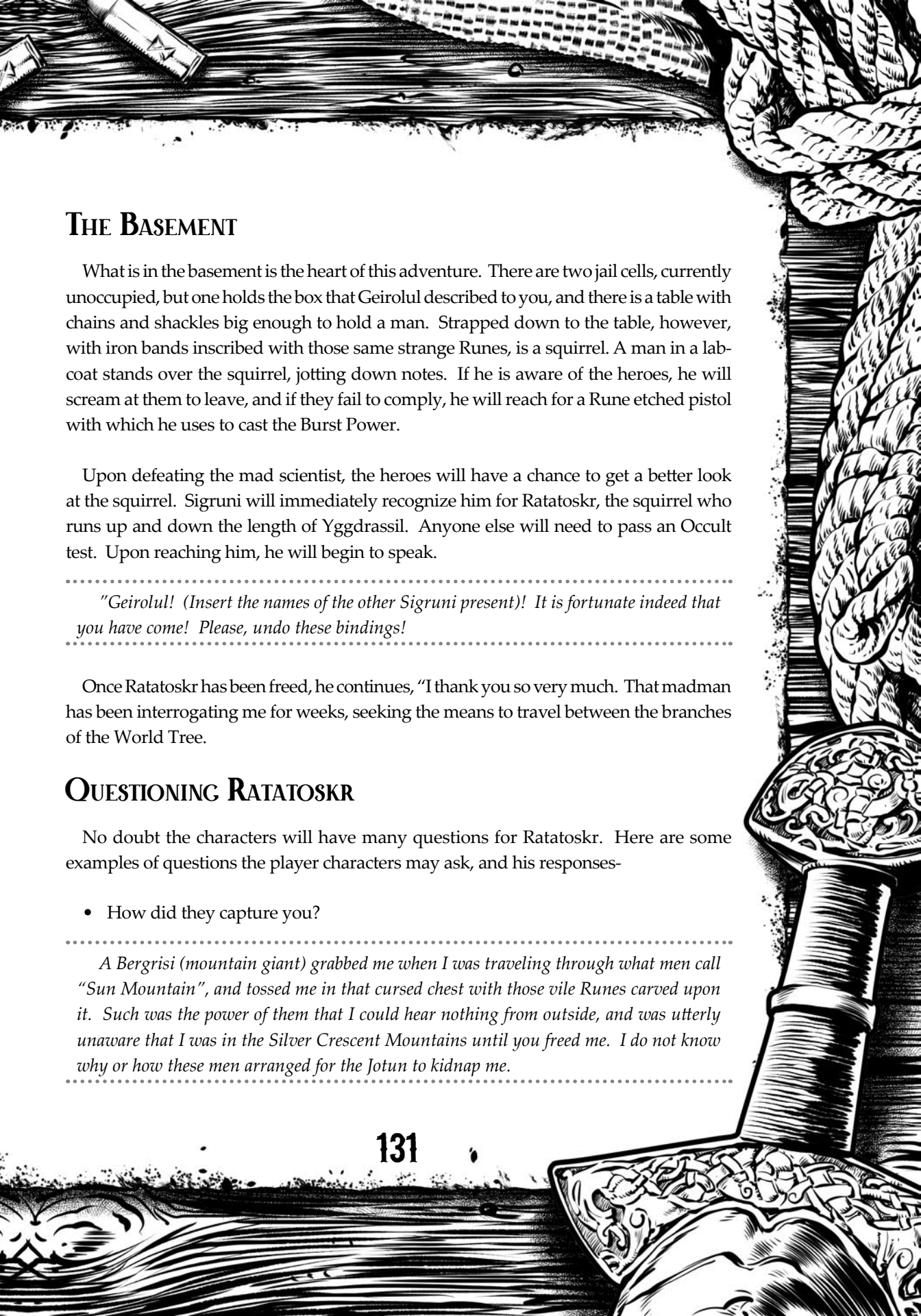
The office building is made up of three stories, plus a basement. There is a front entrance, a side entrance facing the workshop, and there is a stairway leading to the second floor, also facing the workshop. All three doors have a guard posted at all times. The first floor consists of the main office, a conference room to meet with clients, and a small infirmary with the side door. In the conference room, there is a photograph on one wall with a plaque underneath it which reads “Hrut and Kjell Ellestad, founders of Ellestad Engineering”. Any Sigruni have any Sigruni who are present make a Smarts roll. If they are successful, they recognize Kjell from the corpse of the Rune Engineer who’s device trapped them in Midgard!

The second floor holds bunks and a small kitchen to for the security and engineering staff. The third floor is the private quarters and office of Hrut Ellestad and the late Kjell Ellestad. Successful Notice rolls in Hrut’s offices will reveal that he is out of town currently, on business in Stromberg, and isn’t expected to return for several weeks. Succeeding with Notice in Kjell’s office will have the hero find pages and pages of schematics for devices using the strange Runes that Geirolul showed you. A success with a raise will find a journal making mention of a stranger who visited him in his dreams, revealing these Runes. A Rune Engineer who looks at the schematics can make a Rune Engineering test at -2, a success will reveal that these were the plans of the device that was used to trap the Sigruni. A success with a raise will reveal that catastrophic damage to the device was inevitable.

ENCOUNTERS

3 Gunmen, plus 2 for every character. [Page 89](#), have them armed with lever action rifles.

2 Office workers, plus 1 for every character. See Townsfolk, [page 97](#).



THE BASEMENT

What is in the basement is the heart of this adventure. There are two jail cells, currently unoccupied, but one holds the box that Geirolul described to you, and there is a table with chains and shackles big enough to hold a man. Strapped down to the table, however, with iron bands inscribed with those same strange Runes, is a squirrel. A man in a lab-coat stands over the squirrel, jotting down notes. If he is aware of the heroes, he will scream at them to leave, and if they fail to comply, he will reach for a Rune etched pistol with which he uses to cast the Burst Power.

Upon defeating the mad scientist, the heroes will have a chance to get a better look at the squirrel. Sigruni will immediately recognize him for Ratatoskr, the squirrel who runs up and down the length of Yggdrassil. Anyone else will need to pass an Occult test. Upon reaching him, he will begin to speak.

.....
"Geirolul! (Insert the names of the other Sigruni present)! It is fortunate indeed that you have come! Please, undo these bindings!"
.....

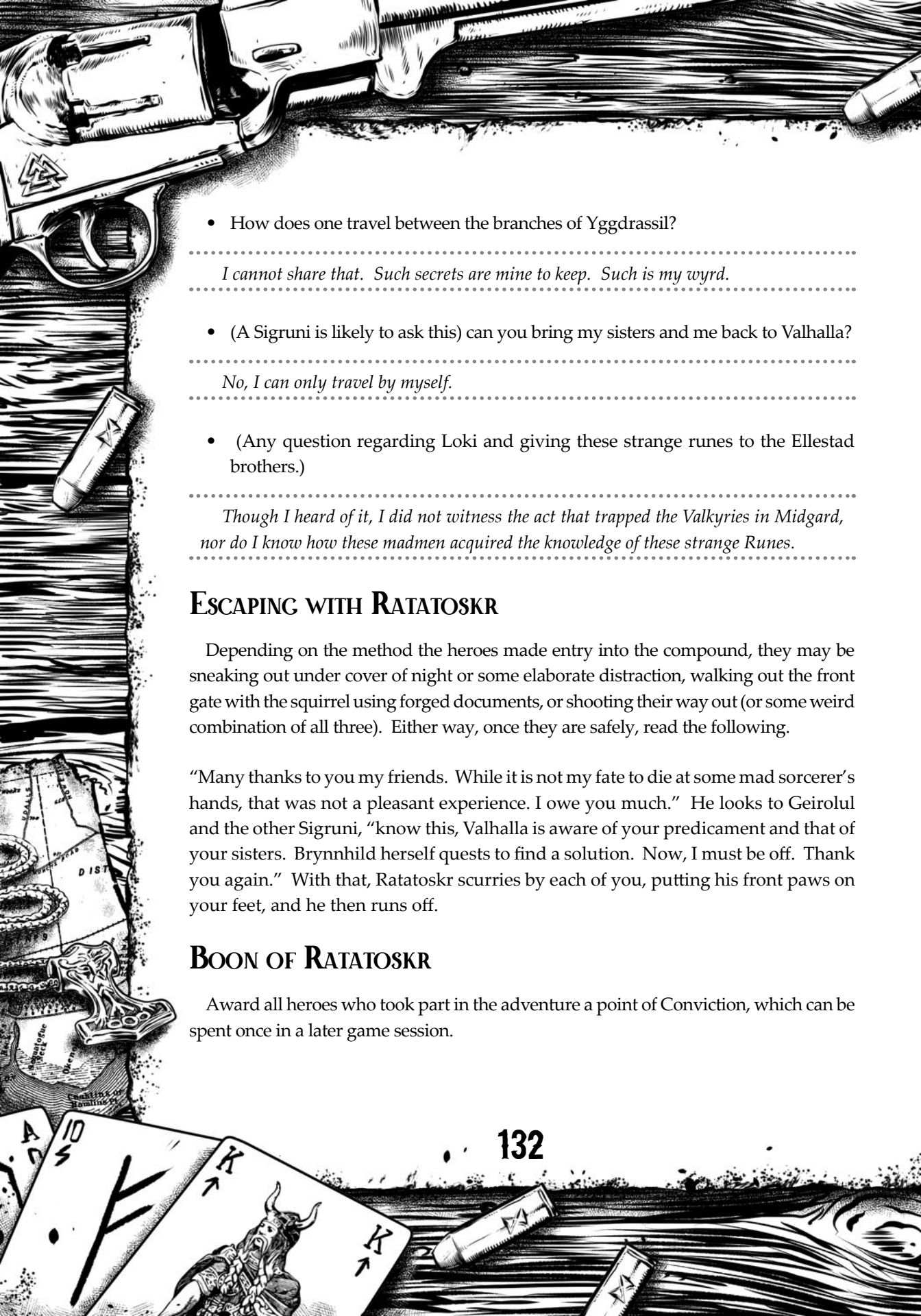
Once Ratatoskr has been freed, he continues, "I thank you so very much. That madman has been interrogating me for weeks, seeking the means to travel between the branches of the World Tree.

QUESTIONING RATATOSKR

No doubt the characters will have many questions for Ratatoskr. Here are some examples of questions the player characters may ask, and his responses-

- How did they capture you?

.....
A Bergrisi (mountain giant) grabbed me when I was traveling through what men call "Sun Mountain", and tossed me in that cursed chest with those vile Runes carved upon it. Such was the power of them that I could hear nothing from outside, and was utterly unaware that I was in the Silver Crescent Mountains until you freed me. I do not know why or how these men arranged for the Jotun to kidnap me.
.....



- How does one travel between the branches of Yggdrassil?

.....
I cannot share that. Such secrets are mine to keep. Such is my wyrd.
.....

- (A Sigruni is likely to ask this) can you bring my sisters and me back to Valhalla?

.....
No, I can only travel by myself.
.....

- (Any question regarding Loki and giving these strange runes to the Ellestad brothers.)

.....
Though I heard of it, I did not witness the act that trapped the Valkyries in Midgard, nor do I know how these madmen acquired the knowledge of these strange Runes.
.....

ESCAPING WITH RATATOSKR

Depending on the method the heroes made entry into the compound, they may be sneaking out under cover of night or some elaborate distraction, walking out the front gate with the squirrel using forged documents, or shooting their way out (or some weird combination of all three). Either way, once they are safely, read the following.

“Many thanks to you my friends. While it is not my fate to die at some mad sorcerer’s hands, that was not a pleasant experience. I owe you much.” He looks to Geirolul and the other Sigruni, “know this, Valhalla is aware of your predicament and that of your sisters. Brynnhild herself quests to find a solution. Now, I must be off. Thank you again.” With that, Ratatoskr scurries by each of you, putting his front paws on your feet, and he then runs off.

BOON OF RATATOSKR

Award all heroes who took part in the adventure a point of Conviction, which can be spent once in a later game session.



❧ GEIROLUL, THE SPEAR-BEARER

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

Skills: Athletics d8, Battle d6, Common Knowledge d4, Fighting d10, Focus d6, Intimidation d6, Notice d6, Occult d4, Persuasion d4, Riding d6, Shooting d10, Stealth d4, Survival d4

Pace 6, Parry 8, Toughness 5, Saga 30

Edges: Quick

Hindrances: Vow

Gear: Working clothes, quiver of arrows.

Bow and Arrow, Range 12/24/48, Damage 2d6, ROF 1.

Short Sword Damage Str+d6.

SPECIAL ABILITIES

- **Gifted:** Geirolul's demigod powers have been somewhat diminished, but she still retains the ability to summon a spear to hurl at her foes and to speak to animals, and thus has the Beast Friend and Bolt Power which she summons with the Focus skill, and has 10 Power Points. Bolt manifests as a bright glowing spear.
- **Not of this World:** Being a Valkyrie, and having for centuries only come to Midgard to ferry the dead to Valhalla, Geirolul is culturally, socially, and technologically awkward. She suffers a -2 to Common Knowledge, Persuasion, Repair (modern technology), Science, and Shooting (with firearms). The penalty to Persuasion should be lifted when dealing with other Valkyrie/Sigruni, dwarves, or other sentient supernatural beings.



DR. SKULI ISGAUTSSON

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

Skills: Academics d8, Athletics d4, Common Knowledge d6, Fighting d4, Notice d8, Persuasion d4, Repair d12, Rune Engineering d12, Science d8, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Edges: Rune Engineer Arcane Background

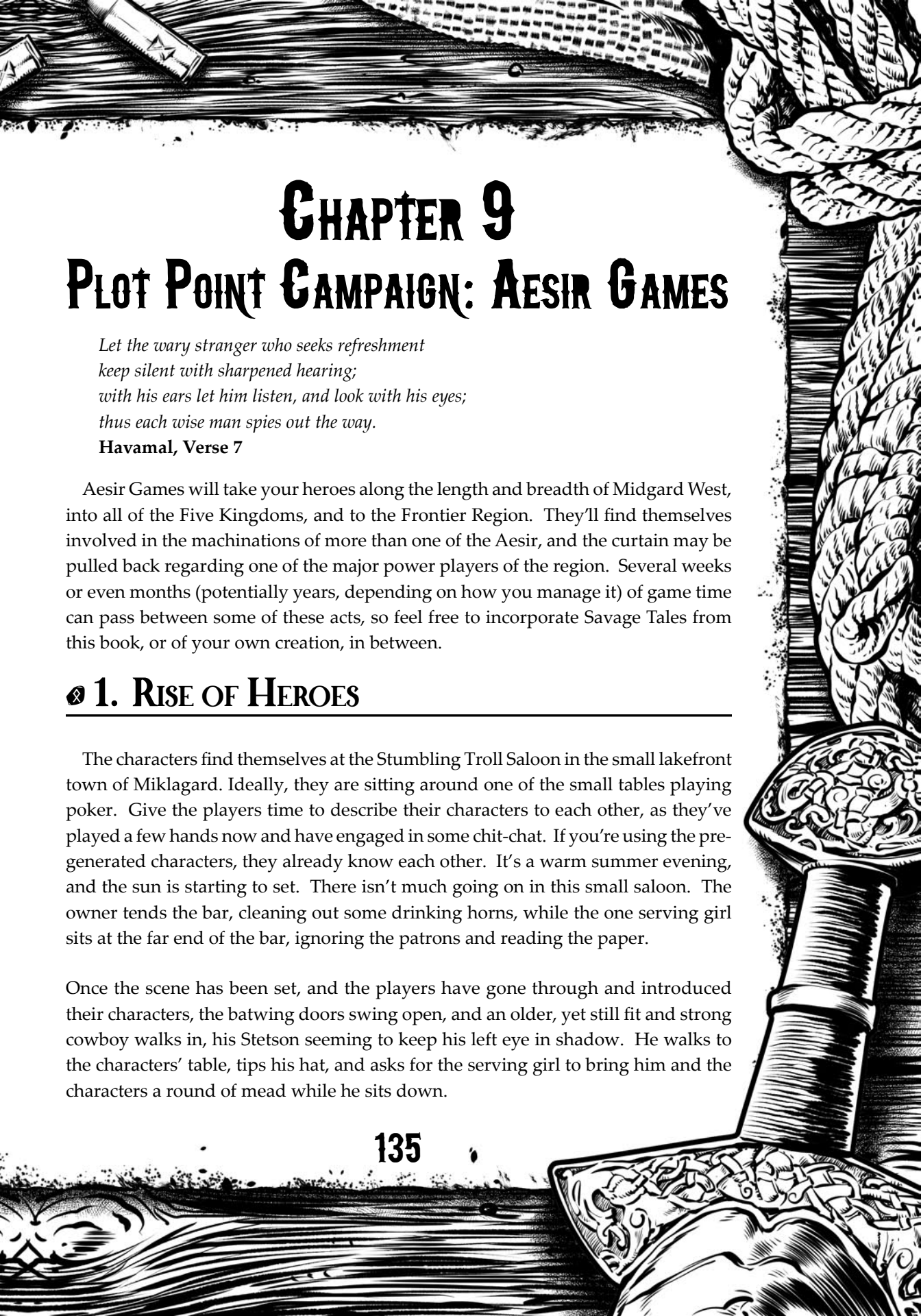
Hindrances: Quirk

Gear: Elaborate tool kit, Runic Devices

SPECIAL ABILITIES

- **Arcane Powers:** Burst, represented by a Rune engraved pistol, and Blind, which is cast via a device worn on his wrist.
- **Power Points:** Dr. Isgautsson has 20 Power Points.





CHAPTER 9

PLOT POINT CAMPAIGN: AESIR GAMES

*Let the wary stranger who seeks refreshment
keep silent with sharpened hearing;
with his ears let him listen, and look with his eyes;
thus each wise man spies out the way.*

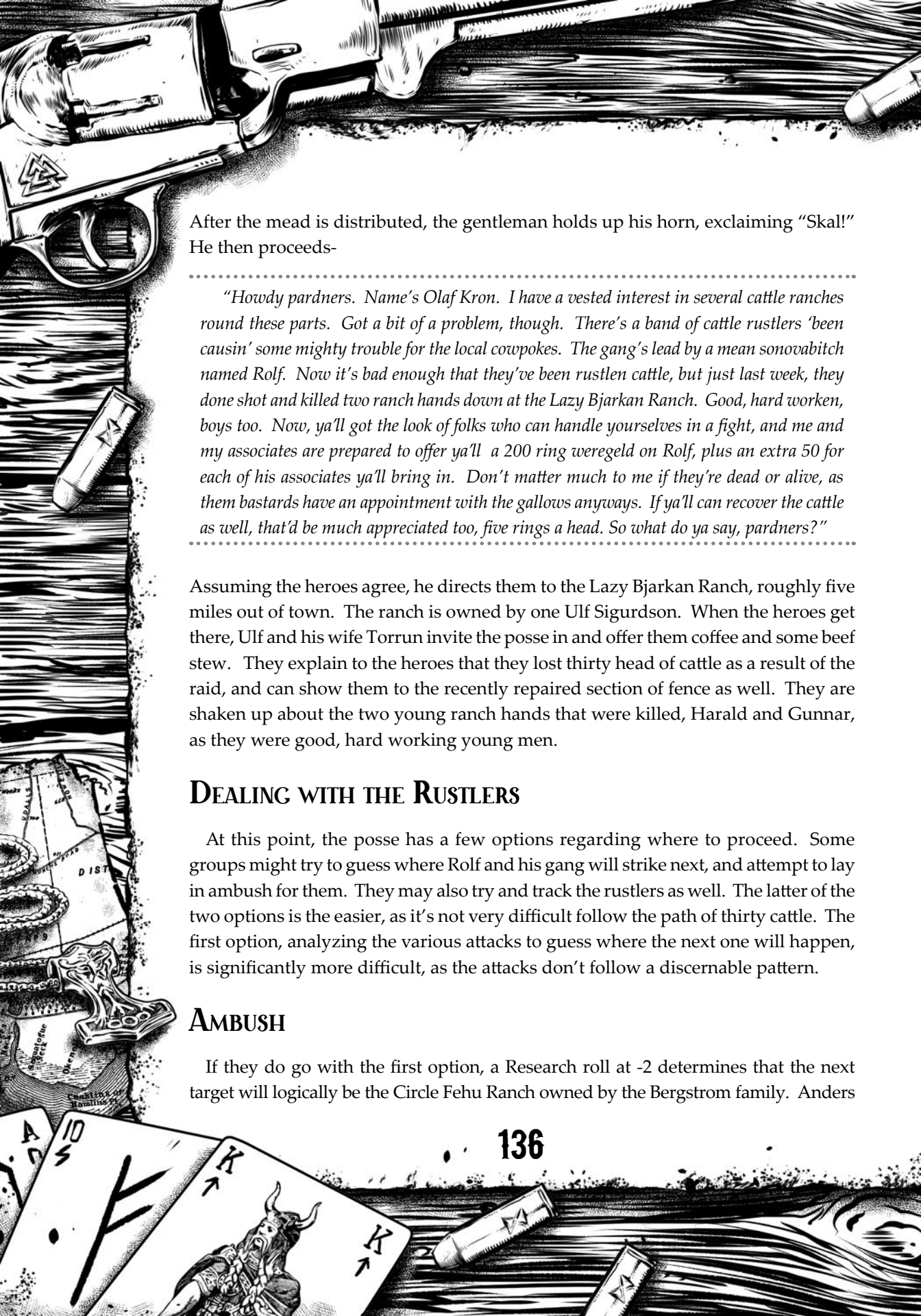
Havamal, Verse 7

Aesir Games will take your heroes along the length and breadth of Midgard West, into all of the Five Kingdoms, and to the Frontier Region. They'll find themselves involved in the machinations of more than one of the Aesir, and the curtain may be pulled back regarding one of the major power players of the region. Several weeks or even months (potentially years, depending on how you manage it) of game time can pass between some of these acts, so feel free to incorporate *Savage Tales* from this book, or of your own creation, in between.

❖ 1. RISE OF HEROES

The characters find themselves at the Stumbling Troll Saloon in the small lakefront town of Miklagard. Ideally, they are sitting around one of the small tables playing poker. Give the players time to describe their characters to each other, as they've played a few hands now and have engaged in some chit-chat. If you're using the pre-generated characters, they already know each other. It's a warm summer evening, and the sun is starting to set. There isn't much going on in this small saloon. The owner tends the bar, cleaning out some drinking horns, while the one serving girl sits at the far end of the bar, ignoring the patrons and reading the paper.

Once the scene has been set, and the players have gone through and introduced their characters, the batwing doors swing open, and an older, yet still fit and strong cowboy walks in, his Stetson seeming to keep his left eye in shadow. He walks to the characters' table, tips his hat, and asks for the serving girl to bring him and the characters a round of mead while he sits down.



After the mead is distributed, the gentleman holds up his horn, exclaiming "Skal!" He then proceeds-

"Howdy pardners. Name's Olaf Kron. I have a vested interest in several cattle ranches round these parts. Got a bit of a problem, though. There's a band of cattle rustlers 'been causin' some mighty trouble for the local cowpokes. The gang's lead by a mean sonovabitch named Rolf. Now it's bad enough that they've been rustlen cattle, but just last week, they done shot and killed two ranch hands down at the Lazy Bjarkan Ranch. Good, hard worken, boys too. Now, ya'll got the look of folks who can handle yourselves in a fight, and me and my associates are prepared to offer ya'll a 200 ring weregeld on Rolf, plus an extra 50 for each of his associates ya'll bring in. Don't matter much to me if they're dead or alive, as them bastards have an appointment with the gallows anyways. If ya'll can recover the cattle as well, that'd be much appreciated too, five rings a head. So what do ya say, pardners?"

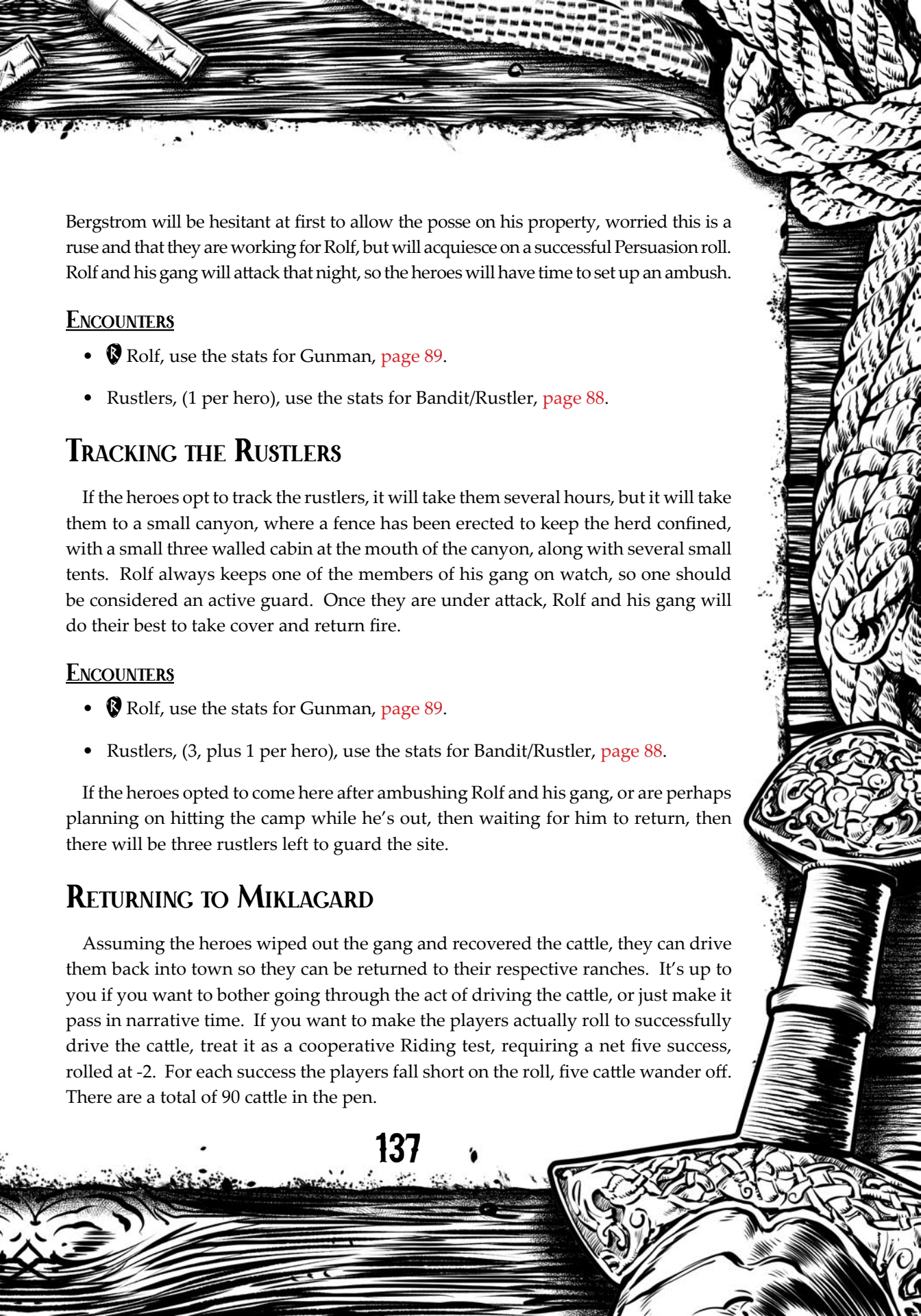
Assuming the heroes agree, he directs them to the Lazy Bjarkan Ranch, roughly five miles out of town. The ranch is owned by one Ulf Sigurdson. When the heroes get there, Ulf and his wife Torrun invite the posse in and offer them coffee and some beef stew. They explain to the heroes that they lost thirty head of cattle as a result of the raid, and can show them to the recently repaired section of fence as well. They are shaken up about the two young ranch hands that were killed, Harald and Gunnar, as they were good, hard working young men.

DEALING WITH THE RUSTLERS

At this point, the posse has a few options regarding where to proceed. Some groups might try to guess where Rolf and his gang will strike next, and attempt to lay in ambush for them. They may also try and track the rustlers as well. The latter of the two options is the easier, as it's not very difficult follow the path of thirty cattle. The first option, analyzing the various attacks to guess where the next one will happen, is significantly more difficult, as the attacks don't follow a discernable pattern.


AMBUSH

If they do go with the first option, a Research roll at -2 determines that the next target will logically be the Circle Fehu Ranch owned by the Bergstrom family. Anders



Bergstrom will be hesitant at first to allow the posse on his property, worried this is a ruse and that they are working for Rolf, but will acquiesce on a successful Persuasion roll. Rolf and his gang will attack that night, so the heroes will have time to set up an ambush.


ENCOUNTERS

-  Rolf, use the stats for Gunman, [page 89](#).
- Rustlers, (1 per hero), use the stats for Bandit/Rustler, [page 88](#).

TRACKING THE RUSTLERS

If the heroes opt to track the rustlers, it will take them several hours, but it will take them to a small canyon, where a fence has been erected to keep the herd confined, with a small three walled cabin at the mouth of the canyon, along with several small tents. Rolf always keeps one of the members of his gang on watch, so one should be considered an active guard. Once they are under attack, Rolf and his gang will do their best to take cover and return fire.

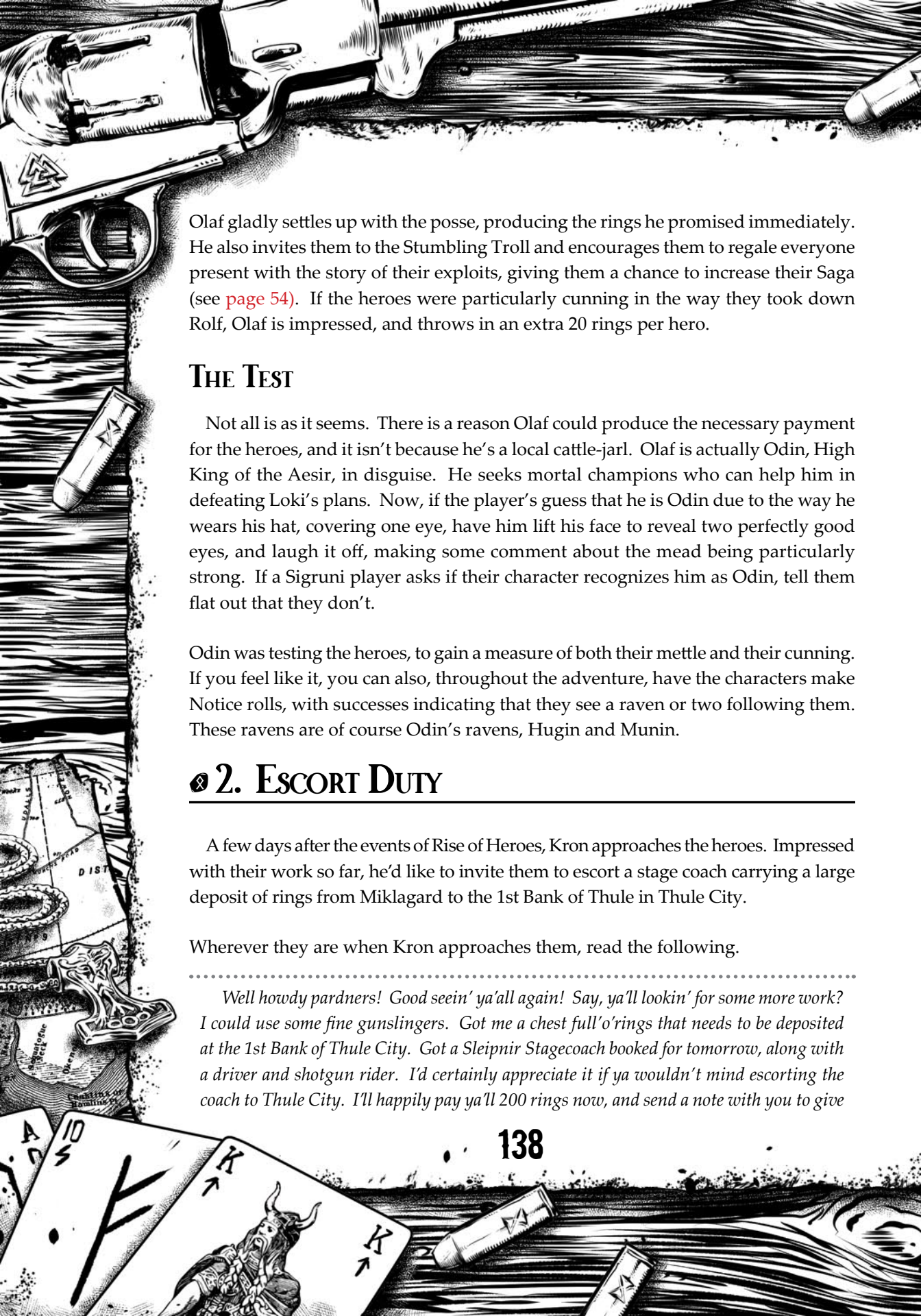
ENCOUNTERS

-  Rolf, use the stats for Gunman, [page 89](#).
- Rustlers, (3, plus 1 per hero), use the stats for Bandit/Rustler, [page 88](#).

If the heroes opted to come here after ambushing Rolf and his gang, or are perhaps planning on hitting the camp while he's out, then waiting for him to return, then there will be three rustlers left to guard the site.

RETURNING TO MIKLAGARD

Assuming the heroes wiped out the gang and recovered the cattle, they can drive them back into town so they can be returned to their respective ranches. It's up to you if you want to bother going through the act of driving the cattle, or just make it pass in narrative time. If you want to make the players actually roll to successfully drive the cattle, treat it as a cooperative Riding test, requiring a net five success, rolled at -2. For each success the players fall short on the roll, five cattle wander off. There are a total of 90 cattle in the pen.



Olaf gladly settles up with the posse, producing the rings he promised immediately. He also invites them to the Stumbling Troll and encourages them to regale everyone present with the story of their exploits, giving them a chance to increase their Saga (see [page 54](#)). If the heroes were particularly cunning in the way they took down Rolf, Olaf is impressed, and throws in an extra 20 rings per hero.

THE TEST

Not all is as it seems. There is a reason Olaf could produce the necessary payment for the heroes, and it isn't because he's a local cattle-jarl. Olaf is actually Odin, High King of the Aesir, in disguise. He seeks mortal champions who can help him in defeating Loki's plans. Now, if the player's guess that he is Odin due to the way he wears his hat, covering one eye, have him lift his face to reveal two perfectly good eyes, and laugh it off, making some comment about the mead being particularly strong. If a Sigruni player asks if their character recognizes him as Odin, tell them flat out that they don't.

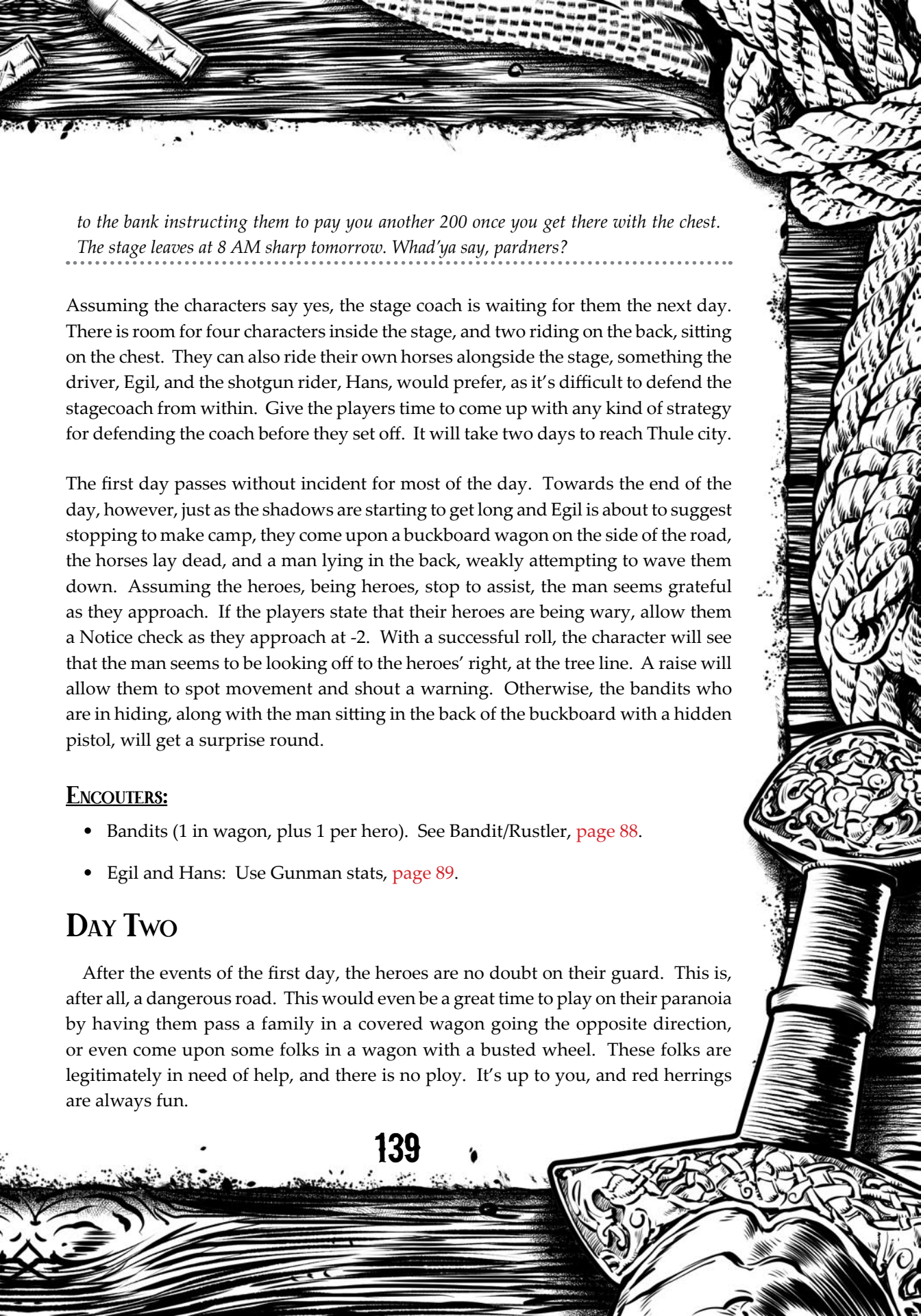
Odin was testing the heroes, to gain a measure of both their mettle and their cunning. If you feel like it, you can also, throughout the adventure, have the characters make Notice rolls, with successes indicating that they see a raven or two following them. These ravens are of course Odin's ravens, Hugin and Munin.

2. ESCORT DUTY

A few days after the events of Rise of Heroes, Kron approaches the heroes. Impressed with their work so far, he'd like to invite them to escort a stage coach carrying a large deposit of rings from Miklagard to the 1st Bank of Thule in Thule City.

Wherever they are when Kron approaches them, read the following.

.....
Well howdy pardners! Good seein' ya'all again! Say, ya'll lookin' for some more work? I could use some fine gunslingers. Got me a chest full o' rings that needs to be deposited at the 1st Bank of Thule City. Got a Sleipnir Stagecoach booked for tomorrow, along with a driver and shotgun rider. I'd certainly appreciate it if ya wouldn't mind escorting the coach to Thule City. I'll happily pay ya'll 200 rings now, and send a note with you to give



to the bank instructing them to pay you another 200 once you get there with the chest. The stage leaves at 8 AM sharp tomorrow. Whad'ya say, pardners?

Assuming the characters say yes, the stage coach is waiting for them the next day. There is room for four characters inside the stage, and two riding on the back, sitting on the chest. They can also ride their own horses alongside the stage, something the driver, Egil, and the shotgun rider, Hans, would prefer, as it's difficult to defend the stagecoach from within. Give the players time to come up with any kind of strategy for defending the coach before they set off. It will take two days to reach Thule city.

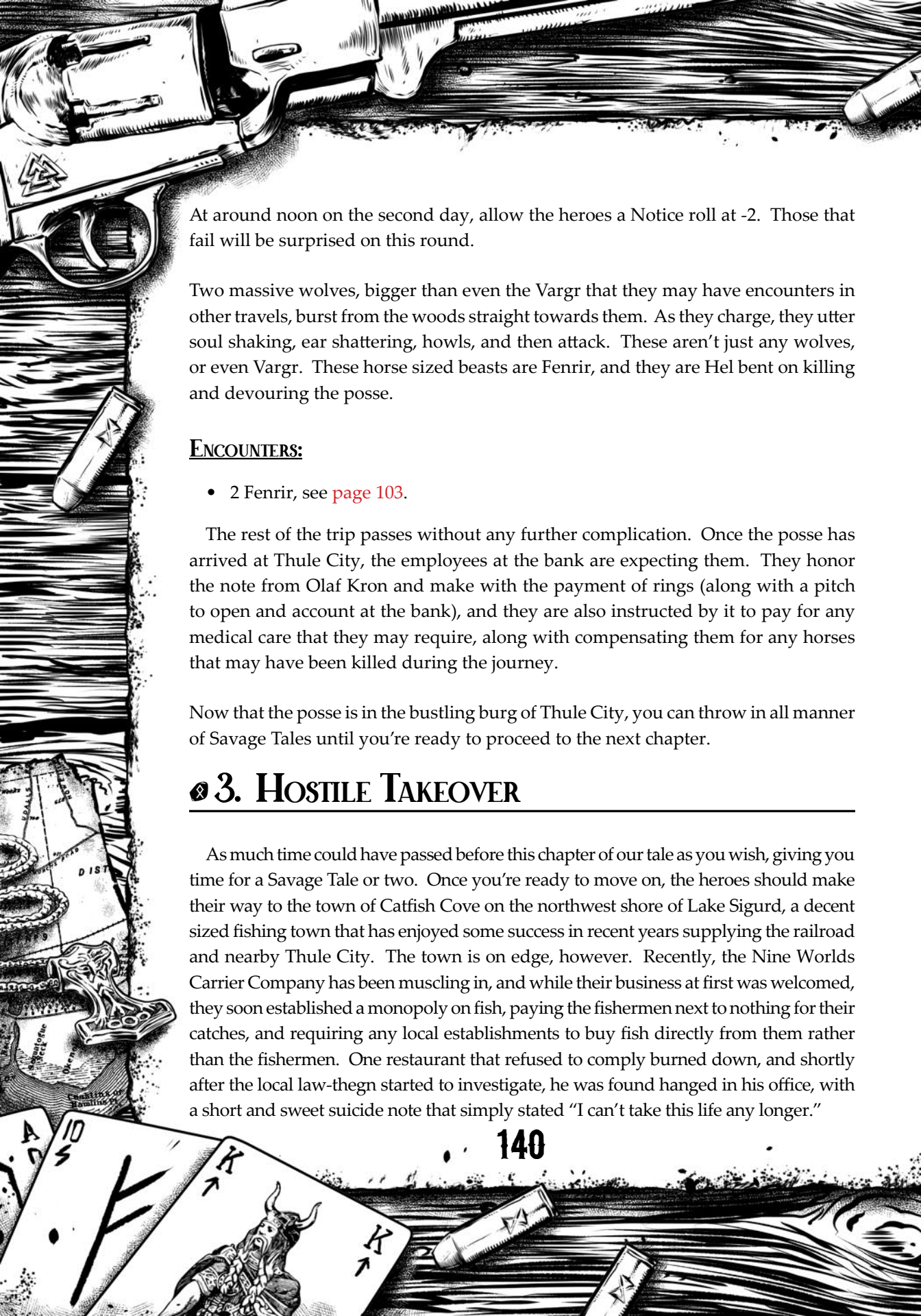
The first day passes without incident for most of the day. Towards the end of the day, however, just as the shadows are starting to get long and Egil is about to suggest stopping to make camp, they come upon a buckboard wagon on the side of the road, the horses lay dead, and a man lying in the back, weakly attempting to wave them down. Assuming the heroes, being heroes, stop to assist, the man seems grateful as they approach. If the players state that their heroes are being wary, allow them a Notice check as they approach at -2. With a successful roll, the character will see that the man seems to be looking off to the heroes' right, at the tree line. A raise will allow them to spot movement and shout a warning. Otherwise, the bandits who are in hiding, along with the man sitting in the back of the buckboard with a hidden pistol, will get a surprise round.

ENCOUNTERS:

- Bandits (1 in wagon, plus 1 per hero). See Bandit/Rustler, [page 88](#).
- Egil and Hans: Use Gunman stats, [page 89](#).

DAY TWO

After the events of the first day, the heroes are no doubt on their guard. This is, after all, a dangerous road. This would even be a great time to play on their paranoia by having them pass a family in a covered wagon going the opposite direction, or even come upon some folks in a wagon with a busted wheel. These folks are legitimately in need of help, and there is no ploy. It's up to you, and red herrings are always fun.



At around noon on the second day, allow the heroes a Notice roll at -2. Those that fail will be surprised on this round.

Two massive wolves, bigger than even the Vargr that they may have encounters in other travels, burst from the woods straight towards them. As they charge, they utter soul shaking, ear shattering, howls, and then attack. These aren't just any wolves, or even Vargr. These horse sized beasts are Fenrir, and they are Hel bent on killing and devouring the posse.

ENCOUNTERS:

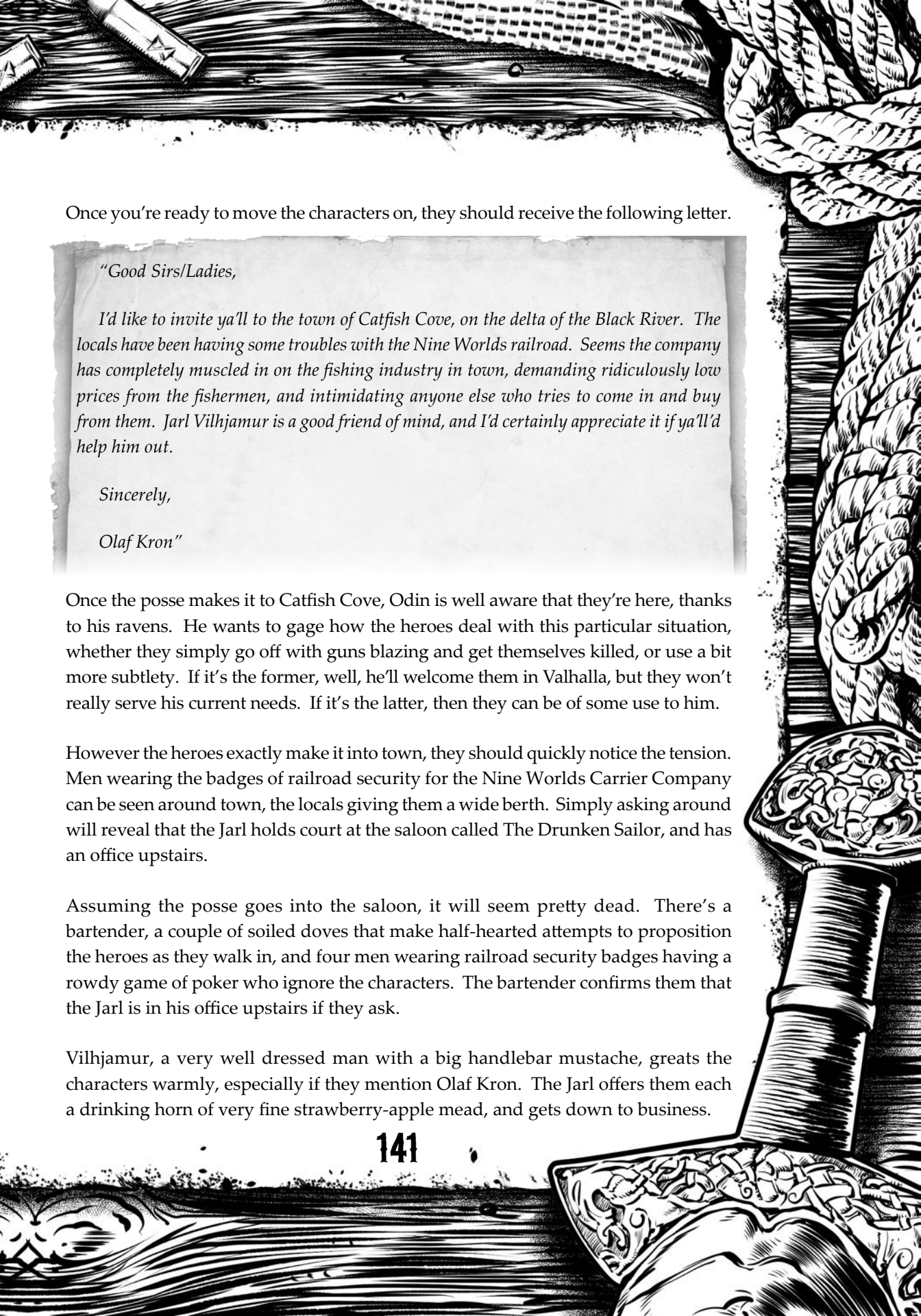
- 2 Fenrir, see [page 103](#).

The rest of the trip passes without any further complication. Once the posse has arrived at Thule City, the employees at the bank are expecting them. They honor the note from Olaf Kron and make with the payment of rings (along with a pitch to open and account at the bank), and they are also instructed by it to pay for any medical care that they may require, along with compensating them for any horses that may have been killed during the journey.

Now that the posse is in the bustling burg of Thule City, you can throw in all manner of Savage Tales until you're ready to proceed to the next chapter.

❖ 3. HOSTILE TAKEOVER

As much time could have passed before this chapter of our tale as you wish, giving you time for a Savage Tale or two. Once you're ready to move on, the heroes should make their way to the town of Catfish Cove on the northwest shore of Lake Sigurd, a decent sized fishing town that has enjoyed some success in recent years supplying the railroad and nearby Thule City. The town is on edge, however. Recently, the Nine Worlds Carrier Company has been muscling in, and while their business at first was welcomed, they soon established a monopoly on fish, paying the fishermen next to nothing for their catches, and requiring any local establishments to buy fish directly from them rather than the fishermen. One restaurant that refused to comply burned down, and shortly after the local law-thegn started to investigate, he was found hanged in his office, with a short and sweet suicide note that simply stated "I can't take this life any longer."



Once you're ready to move the characters on, they should receive the following letter.

"Good Sirs/Ladies,

I'd like to invite ya'll to the town of Catfish Cove, on the delta of the Black River. The locals have been having some troubles with the Nine Worlds railroad. Seems the company has completely muscled in on the fishing industry in town, demanding ridiculously low prices from the fishermen, and intimidating anyone else who tries to come in and buy from them. Jarl Vilhjamur is a good friend of mind, and I'd certainly appreciate it if ya'll'd help him out.

Sincerely,

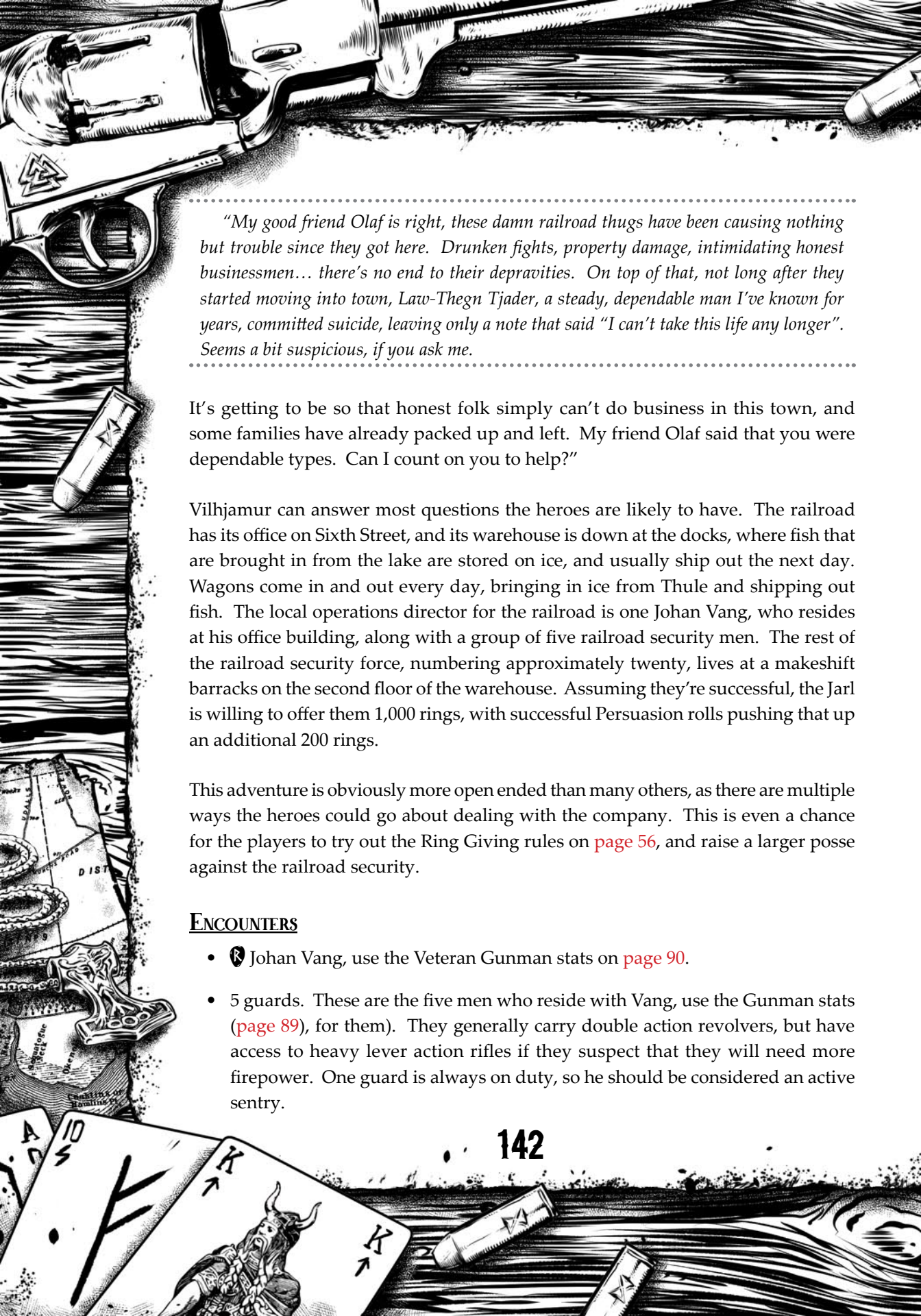
Olaf Kron"

Once the posse makes it to Catfish Cove, Odin is well aware that they're here, thanks to his ravens. He wants to gage how the heroes deal with this particular situation, whether they simply go off with guns blazing and get themselves killed, or use a bit more subtlety. If it's the former, well, he'll welcome them in Valhalla, but they won't really serve his current needs. If it's the latter, then they can be of some use to him.

However the heroes exactly make it into town, they should quickly notice the tension. Men wearing the badges of railroad security for the Nine Worlds Carrier Company can be seen around town, the locals giving them a wide berth. Simply asking around will reveal that the Jarl holds court at the saloon called The Drunken Sailor, and has an office upstairs.

Assuming the posse goes into the saloon, it will seem pretty dead. There's a bartender, a couple of soiled doves that make half-hearted attempts to proposition the heroes as they walk in, and four men wearing railroad security badges having a rowdy game of poker who ignore the characters. The bartender confirms them that the Jarl is in his office upstairs if they ask.

Vilhjamur, a very well dressed man with a big handlebar mustache, greets the characters warmly, especially if they mention Olaf Kron. The Jarl offers them each a drinking horn of very fine strawberry-apple mead, and gets down to business.




"My good friend Olaf is right, these damn railroad thugs have been causing nothing but trouble since they got here. Drunken fights, property damage, intimidating honest businessmen... there's no end to their depravities. On top of that, not long after they started moving into town, Law-Thegn Tjader, a steady, dependable man I've known for years, committed suicide, leaving only a note that said "I can't take this life any longer". Seems a bit suspicious, if you ask me.

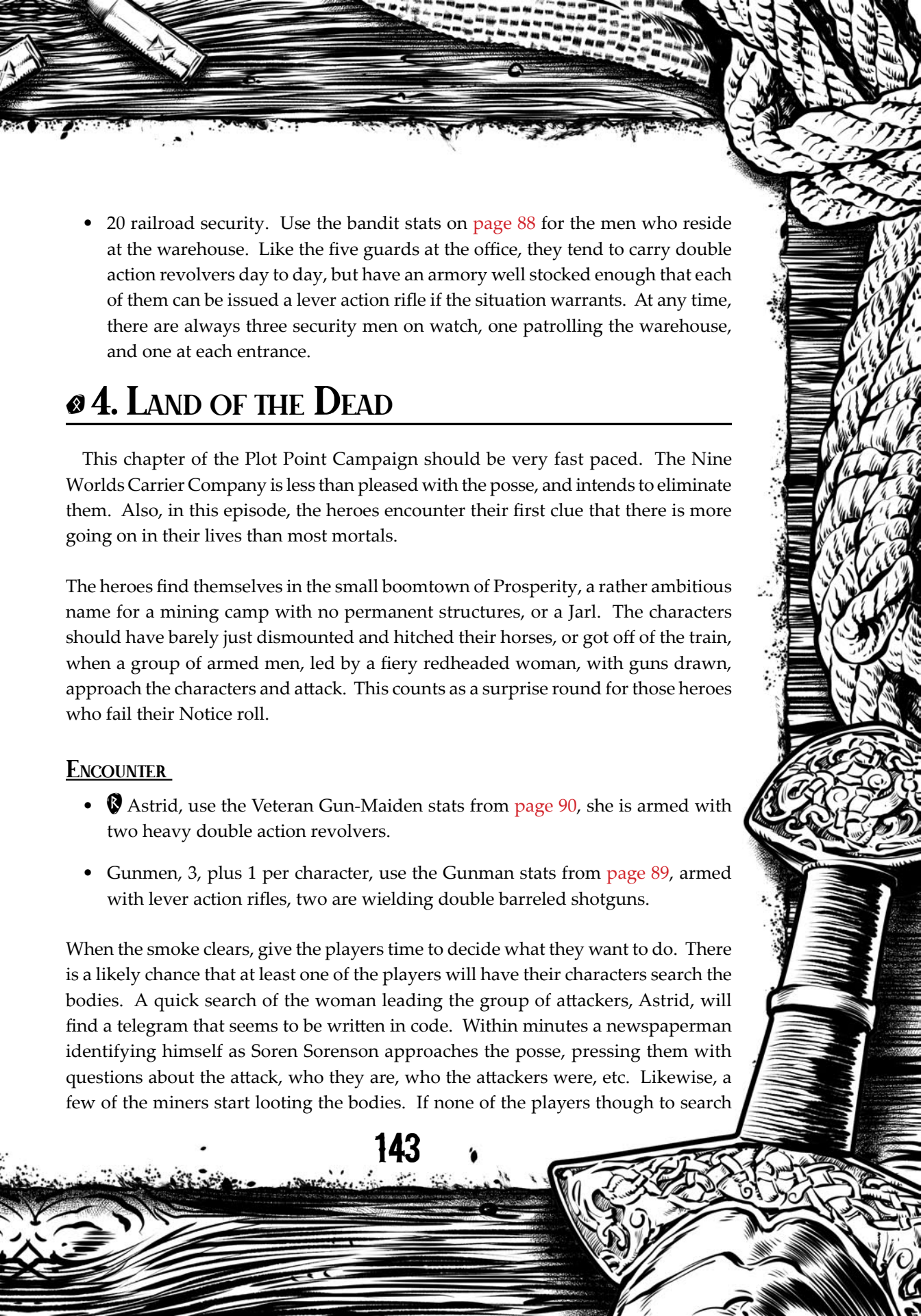
It's getting to be so that honest folk simply can't do business in this town, and some families have already packed up and left. My friend Olaf said that you were dependable types. Can I count on you to help?"

Vilhjamur can answer most questions the heroes are likely to have. The railroad has its office on Sixth Street, and its warehouse is down at the docks, where fish that are brought in from the lake are stored on ice, and usually ship out the next day. Wagons come in and out every day, bringing in ice from Thule and shipping out fish. The local operations director for the railroad is one Johan Vang, who resides at his office building, along with a group of five railroad security men. The rest of the railroad security force, numbering approximately twenty, lives at a makeshift barracks on the second floor of the warehouse. Assuming they're successful, the Jarl is willing to offer them 1,000 rings, with successful Persuasion rolls pushing that up an additional 200 rings.

This adventure is obviously more open ended than many others, as there are multiple ways the heroes could go about dealing with the company. This is even a chance for the players to try out the Ring Giving rules on [page 56](#), and raise a larger posse against the railroad security.

ENCOUNTERS

-  Johan Vang, use the Veteran Gunman stats on [page 90](#).
- 5 guards. These are the five men who reside with Vang, use the Gunman stats ([page 89](#)), for them). They generally carry double action revolvers, but have access to heavy lever action rifles if they suspect that they will need more firepower. One guard is always on duty, so he should be considered an active sentry.


- 
- 20 railroad security. Use the bandit stats on [page 88](#) for the men who reside at the warehouse. Like the five guards at the office, they tend to carry double action revolvers day to day, but have an armory well stocked enough that each of them can be issued a lever action rifle if the situation warrants. At any time, there are always three security men on watch, one patrolling the warehouse, and one at each entrance.

❖ 4. LAND OF THE DEAD

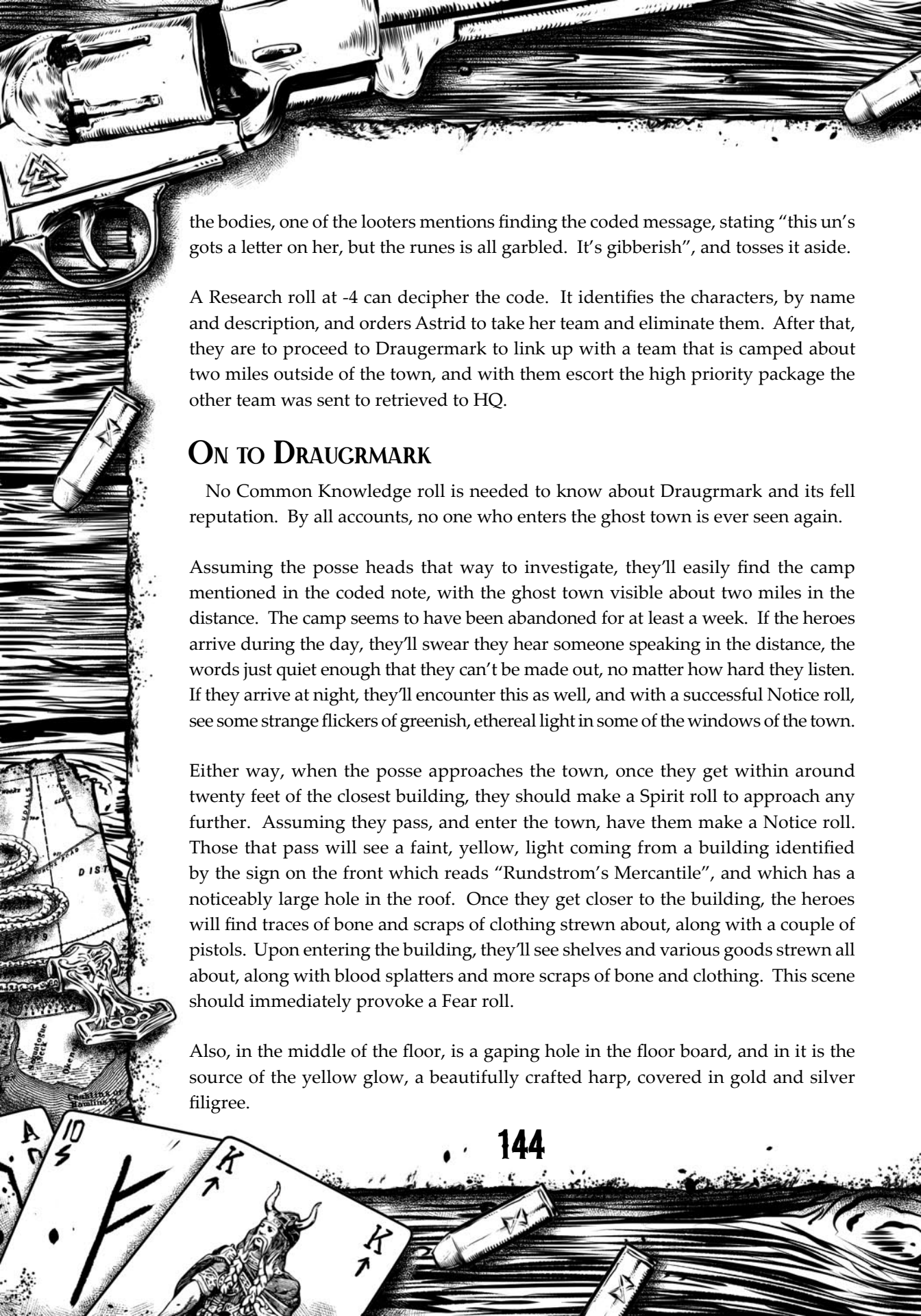
This chapter of the Plot Point Campaign should be very fast paced. The Nine Worlds Carrier Company is less than pleased with the posse, and intends to eliminate them. Also, in this episode, the heroes encounter their first clue that there is more going on in their lives than most mortals.

The heroes find themselves in the small boomtown of Prosperity, a rather ambitious name for a mining camp with no permanent structures, or a Jarl. The characters should have barely just dismounted and hitched their horses, or got off of the train, when a group of armed men, led by a fiery redheaded woman, with guns drawn, approach the characters and attack. This counts as a surprise round for those heroes who fail their Notice roll.

ENCOUNTER

-  Astrid, use the Veteran Gun-Maiden stats from [page 90](#), she is armed with two heavy double action revolvers.
- Gunmen, 3, plus 1 per character, use the Gunman stats from [page 89](#), armed with lever action rifles, two are wielding double barreled shotguns.

When the smoke clears, give the players time to decide what they want to do. There is a likely chance that at least one of the players will have their characters search the bodies. A quick search of the woman leading the group of attackers, Astrid, will find a telegram that seems to be written in code. Within minutes a newspaperman identifying himself as Soren Sorenson approaches the posse, pressing them with questions about the attack, who they are, who the attackers were, etc. Likewise, a few of the miners start looting the bodies. If none of the players thought to search



the bodies, one of the looters mentions finding the coded message, stating “this un’s got a letter on her, but the runes is all garbled. It’s gibberish”, and tosses it aside.

A Research roll at -4 can decipher the code. It identifies the characters, by name and description, and orders Astrid to take her team and eliminate them. After that, they are to proceed to Draugmark to link up with a team that is camped about two miles outside of the town, and with them escort the high priority package the other team was sent to retrieve to HQ.

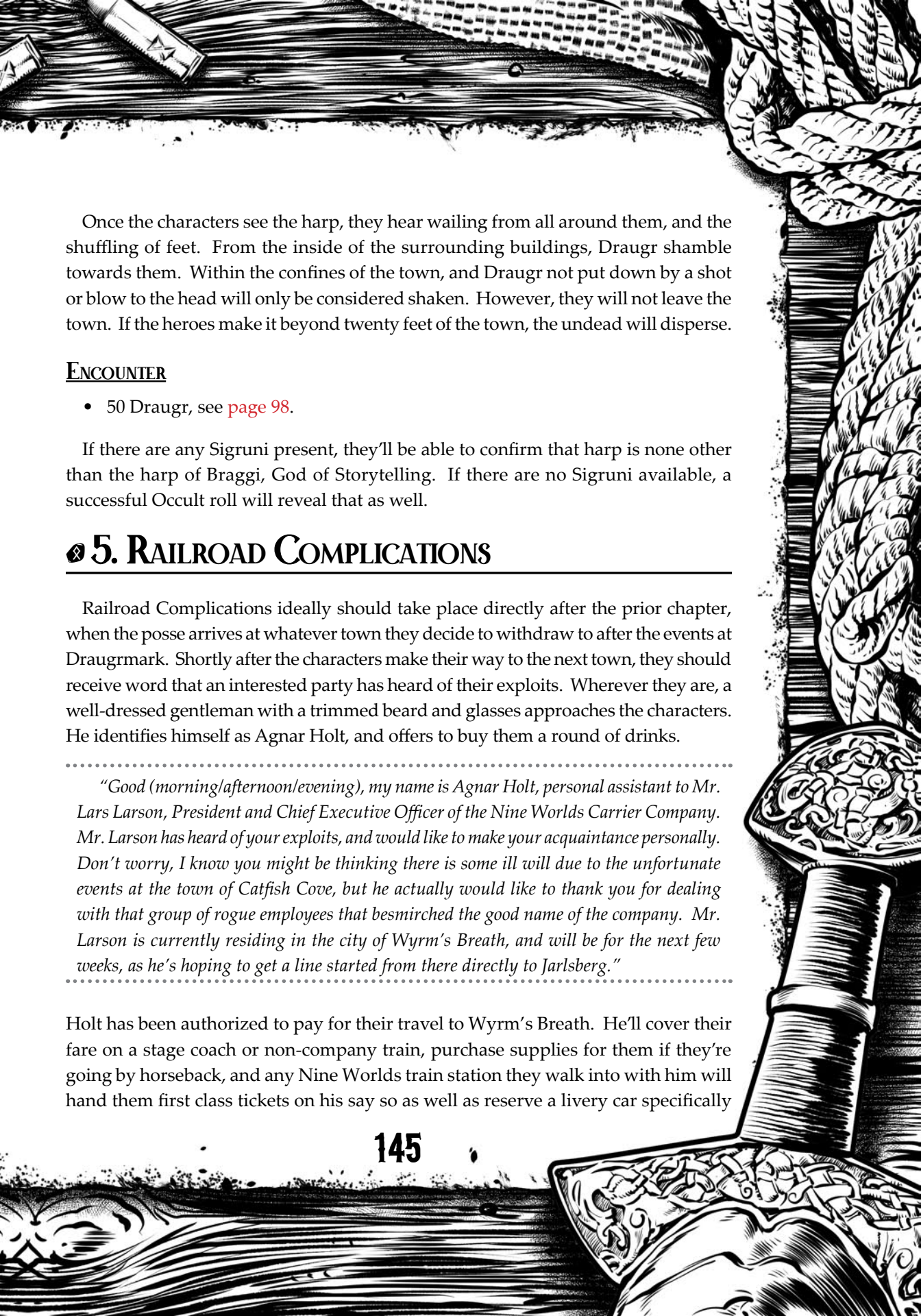
ON TO DRAUGMARK

No Common Knowledge roll is needed to know about Draugmark and its fell reputation. By all accounts, no one who enters the ghost town is ever seen again.

Assuming the posse heads that way to investigate, they’ll easily find the camp mentioned in the coded note, with the ghost town visible about two miles in the distance. The camp seems to have been abandoned for at least a week. If the heroes arrive during the day, they’ll swear they hear someone speaking in the distance, the words just quiet enough that they can’t be made out, no matter how hard they listen. If they arrive at night, they’ll encounter this as well, and with a successful Notice roll, see some strange flickers of greenish, ethereal light in some of the windows of the town.

Either way, when the posse approaches the town, once they get within around twenty feet of the closest building, they should make a Spirit roll to approach any further. Assuming they pass, and enter the town, have them make a Notice roll. Those that pass will see a faint, yellow, light coming from a building identified by the sign on the front which reads “Rundstrom’s Mercantile”, and which has a noticeably large hole in the roof. Once they get closer to the building, the heroes will find traces of bone and scraps of clothing strewn about, along with a couple of pistols. Upon entering the building, they’ll see shelves and various goods strewn all about, along with blood splatters and more scraps of bone and clothing. This scene should immediately provoke a Fear roll.

Also, in the middle of the floor, is a gaping hole in the floor board, and in it is the source of the yellow glow, a beautifully crafted harp, covered in gold and silver filigree.



Once the characters see the harp, they hear wailing from all around them, and the shuffling of feet. From the inside of the surrounding buildings, Draugr shamble towards them. Within the confines of the town, and Draugr not put down by a shot or blow to the head will only be considered shaken. However, they will not leave the town. If the heroes make it beyond twenty feet of the town, the undead will disperse.

ENCOUNTER

- 50 Draugr, see [page 98](#).

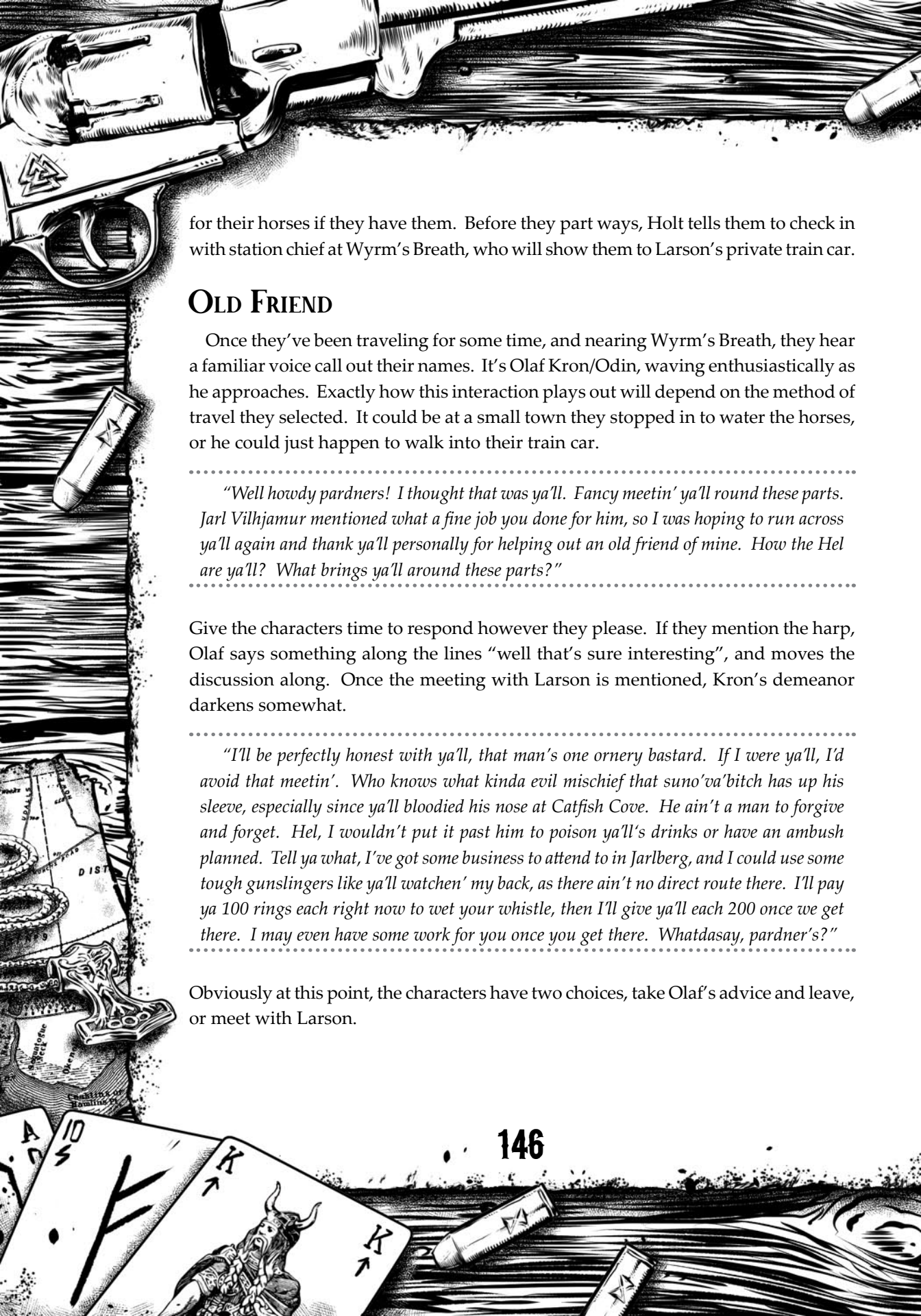
If there are any Sigruni present, they'll be able to confirm that harp is none other than the harp of Braggi, God of Storytelling. If there are no Sigruni available, a successful Occult roll will reveal that as well.

5. RAILROAD COMPLICATIONS

Railroad Complications ideally should take place directly after the prior chapter, when the posse arrives at whatever town they decide to withdraw to after the events at Draugrmark. Shortly after the characters make their way to the next town, they should receive word that an interested party has heard of their exploits. Wherever they are, a well-dressed gentleman with a trimmed beard and glasses approaches the characters. He identifies himself as Agnar Holt, and offers to buy them a round of drinks.

.....
“Good (morning/afternoon/evening), my name is Agnar Holt, personal assistant to Mr. Lars Larson, President and Chief Executive Officer of the Nine Worlds Carrier Company. Mr. Larson has heard of your exploits, and would like to make your acquaintance personally. Don’t worry, I know you might be thinking there is some ill will due to the unfortunate events at the town of Catfish Cove, but he actually would like to thank you for dealing with that group of rogue employees that besmirched the good name of the company. Mr. Larson is currently residing in the city of Wyrms’s Breath, and will be for the next few weeks, as he’s hoping to get a line started from there directly to Jarlsberg.”
.....

Holt has been authorized to pay for their travel to Wyrms’s Breath. He’ll cover their fare on a stage coach or non-company train, purchase supplies for them if they’re going by horseback, and any Nine Worlds train station they walk into with him will hand them first class tickets on his say so as well as reserve a livery car specifically



for their horses if they have them. Before they part ways, Holt tells them to check in with station chief at Wyrms' Breath, who will show them to Larson's private train car.

OLD FRIEND

Once they've been traveling for some time, and nearing Wyrms' Breath, they hear a familiar voice call out their names. It's Olaf Kron/Odin, waving enthusiastically as he approaches. Exactly how this interaction plays out will depend on the method of travel they selected. It could be at a small town they stopped in to water the horses, or he could just happen to walk into their train car.

"Well howdy pardners! I thought that was ya'll. Fancy meetin' ya'll round these parts. Jarl Vilhjamur mentioned what a fine job you done for him, so I was hoping to run across ya'll again and thank ya'll personally for helping out an old friend of mine. How the Hel are ya'll? What brings ya'll around these parts?"

Give the characters time to respond however they please. If they mention the harp, Olaf says something along the lines "well that's sure interesting", and moves the discussion along. Once the meeting with Larson is mentioned, Kron's demeanor darkens somewhat.

"I'll be perfectly honest with ya'll, that man's one ornery bastard. If I were ya'll, I'd avoid that meetin'. Who knows what kinda evil mischief that suno'va'bitch has up his sleeve, especially since ya'll bloodied his nose at Catfish Cove. He ain't a man to forgive and forget. Hel, I wouldn't put it past him to poison ya'll's drinks or have an ambush planned. Tell ya what, I've got some business to attend to in Jarlberg, and I could use some tough gunslingers like ya'll watchen' my back, as there ain't no direct route there. I'll pay ya 100 rings each right now to wet your whistle, then I'll give ya'll each 200 once we get there. I may even have some work for you once you get there. Whatdasay, pardner's?"

Obviously at this point, the characters have two choices, take Olaf's advice and leave, or meet with Larson.



GOING WITH OLAF

If they go with Olaf/Odin, this chapter will most likely be rather short, unless you take the opportunity to throw in a Savage Tale or two while they're in the vicinity of Wyrms' Breath. The trip to Jarlborg also offers plenty of opportunities for additional Savage Tales as well. Once they get to Jarlborg, Kron will even set them up with rooms at the Jarlborg Grand Hotel where he too is staying at.

MEETING LARSON

If they decide to meet with Larson, the Wyrms' Breath station chief is expecting them, and tells them that Mr. Larson is inspecting some inventory in Warehouse 2, and will happily meet them there. The chief leads them to the warehouse, slides open the front door, but doesn't follow them in. A successful Notice check will reveal that he is quite nervous. If asked about it, he just says that everyone's on edge when the boss is around, and walks off very quickly.

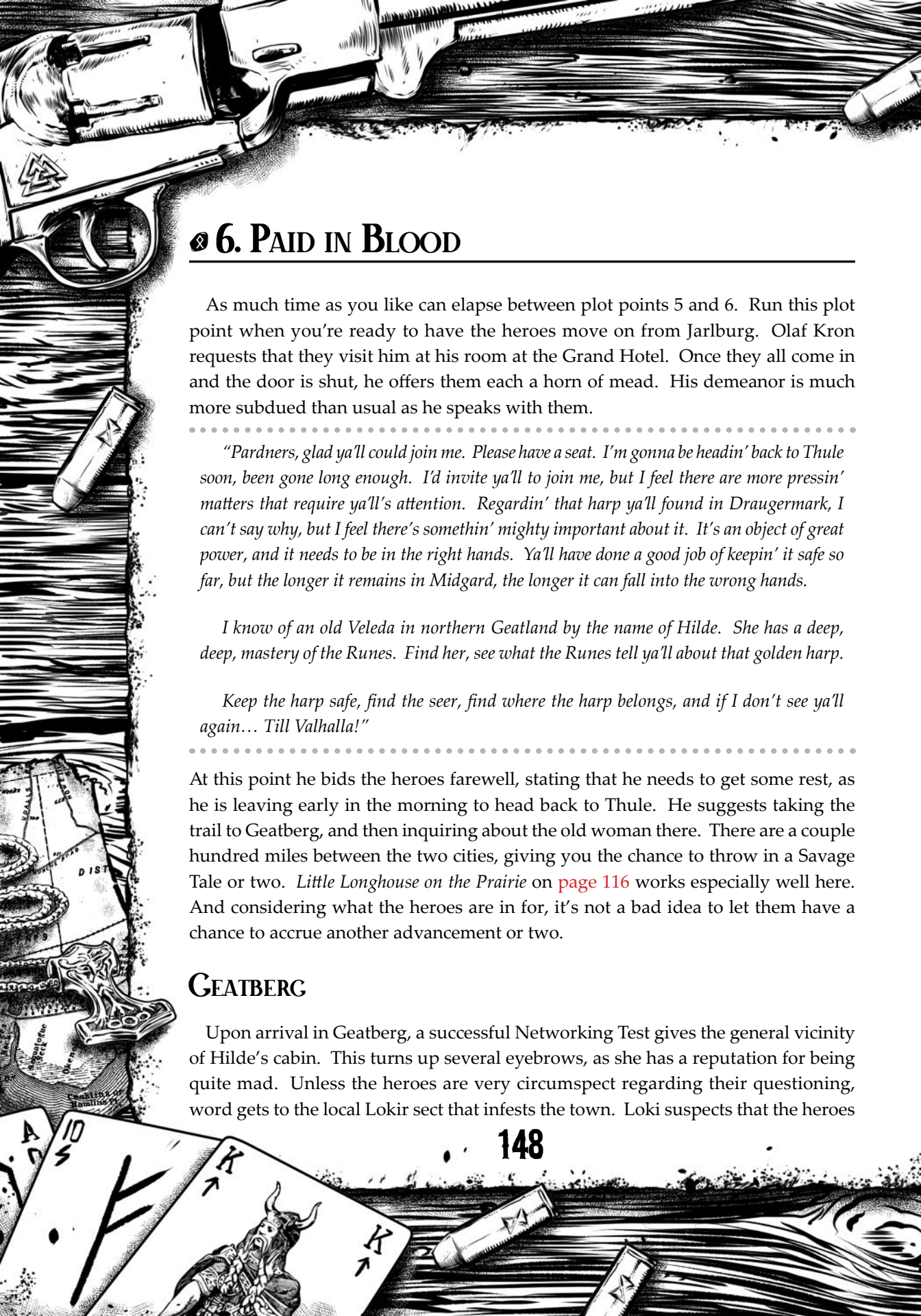
If the characters enter the warehouse, they are walking into an ambush with several railroad security officers. If they state they are going in cautiously, have them take a Notice test at -2. Those that fail will count as being surprised during the first round of combat. The railroad security will open fire from behind crates, doing their best to take advantage of cover.

Once the heroes have fought off the ambushers, they can look around the station. If any of the rail security survived, and can be interrogated, they'll reveal that Larson isn't in town at all. Before too long, the gunfire will attract the local law-Thegn, Frodi Holm, and a hand full of deputies. He'll at first threaten to arrest the characters on charges of trespassing and murder, but Kron will show up out of nowhere and vouch for them. The law-Thegn will let them loose at that point. Kron will make his offer again to have them travel with him to Jarlborg.

ENCOUNTER

- 2 Gun Men per character, see [page 89](#)

Regardless of which choice they take, the trip to Jarlborg is long, and there are ample opportunities for Savage Tales along the way. Once the heroes arrive at Jarlborg, Olaf Kron happily makes good on the rings he offered.



❖ 6. PAID IN BLOOD

As much time as you like can elapse between plot points 5 and 6. Run this plot point when you're ready to have the heroes move on from Jarlburg. Olaf Kron requests that they visit him at his room at the Grand Hotel. Once they all come in and the door is shut, he offers them each a horn of mead. His demeanor is much more subdued than usual as he speaks with them.

"Pardners, glad ya'll could join me. Please have a seat. I'm gonna be headin' back to Thule soon, been gone long enough. I'd invite ya'll to join me, but I feel there are more pressin' matters that require ya'll's attention. Regardin' that harp ya'll found in Draugermark, I can't say why, but I feel there's somethin' mighty important about it. It's an object of great power, and it needs to be in the right hands. Ya'll have done a good job of keepin' it safe so far, but the longer it remains in Midgard, the longer it can fall into the wrong hands.

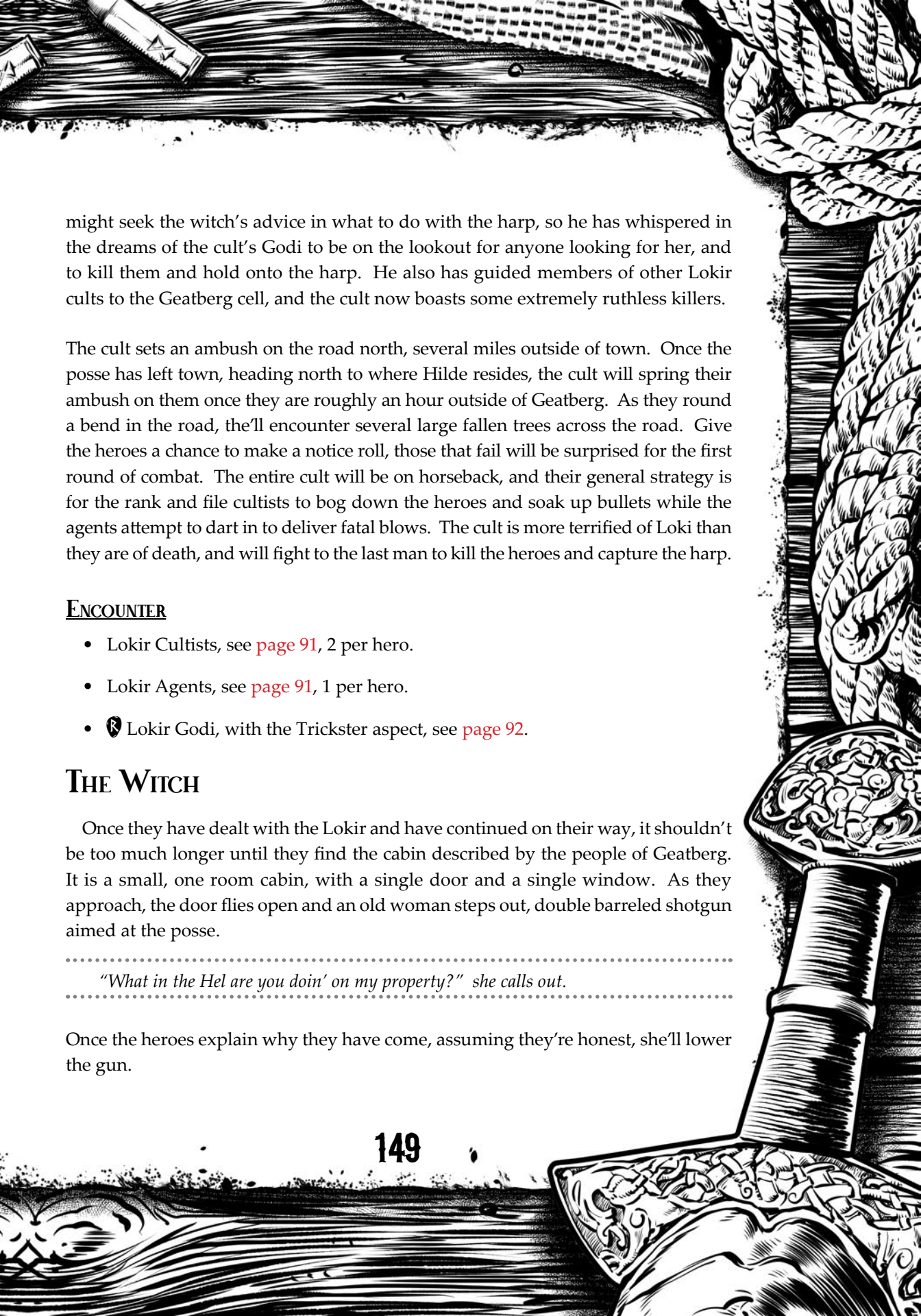
I know of an old Valeda in northern Geatland by the name of Hilde. She has a deep, deep, mastery of the Runes. Find her, see what the Runes tell ya'll about that golden harp.

Keep the harp safe, find the seer, find where the harp belongs, and if I don't see ya'll again... Till Valhalla!"

At this point he bids the heroes farewell, stating that he needs to get some rest, as he is leaving early in the morning to head back to Thule. He suggests taking the trail to Geatberg, and then inquiring about the old woman there. There are a couple hundred miles between the two cities, giving you the chance to throw in a Savage Tale or two. *Little Longhouse on the Prairie* on [page 116](#) works especially well here. And considering what the heroes are in for, it's not a bad idea to let them have a chance to accrue another advancement or two.

GEATBERG


Upon arrival in Geatberg, a successful Networking Test gives the general vicinity of Hilde's cabin. This turns up several eyebrows, as she has a reputation for being quite mad. Unless the heroes are very circumspect regarding their questioning, word gets to the local Lokir sect that infests the town. Loki suspects that the heroes



might seek the witch's advice in what to do with the harp, so he has whispered in the dreams of the cult's Godi to be on the lookout for anyone looking for her, and to kill them and hold onto the harp. He also has guided members of other Lokir cults to the Geatberg cell, and the cult now boasts some extremely ruthless killers.

The cult sets an ambush on the road north, several miles outside of town. Once the posse has left town, heading north to where Hilde resides, the cult will spring their ambush on them once they are roughly an hour outside of Geatberg. As they round a bend in the road, they'll encounter several large fallen trees across the road. Give the heroes a chance to make a notice roll, those that fail will be surprised for the first round of combat. The entire cult will be on horseback, and their general strategy is for the rank and file cultists to bog down the heroes and soak up bullets while the agents attempt to dart in to deliver fatal blows. The cult is more terrified of Loki than they are of death, and will fight to the last man to kill the heroes and capture the harp.

ENCOUNTER

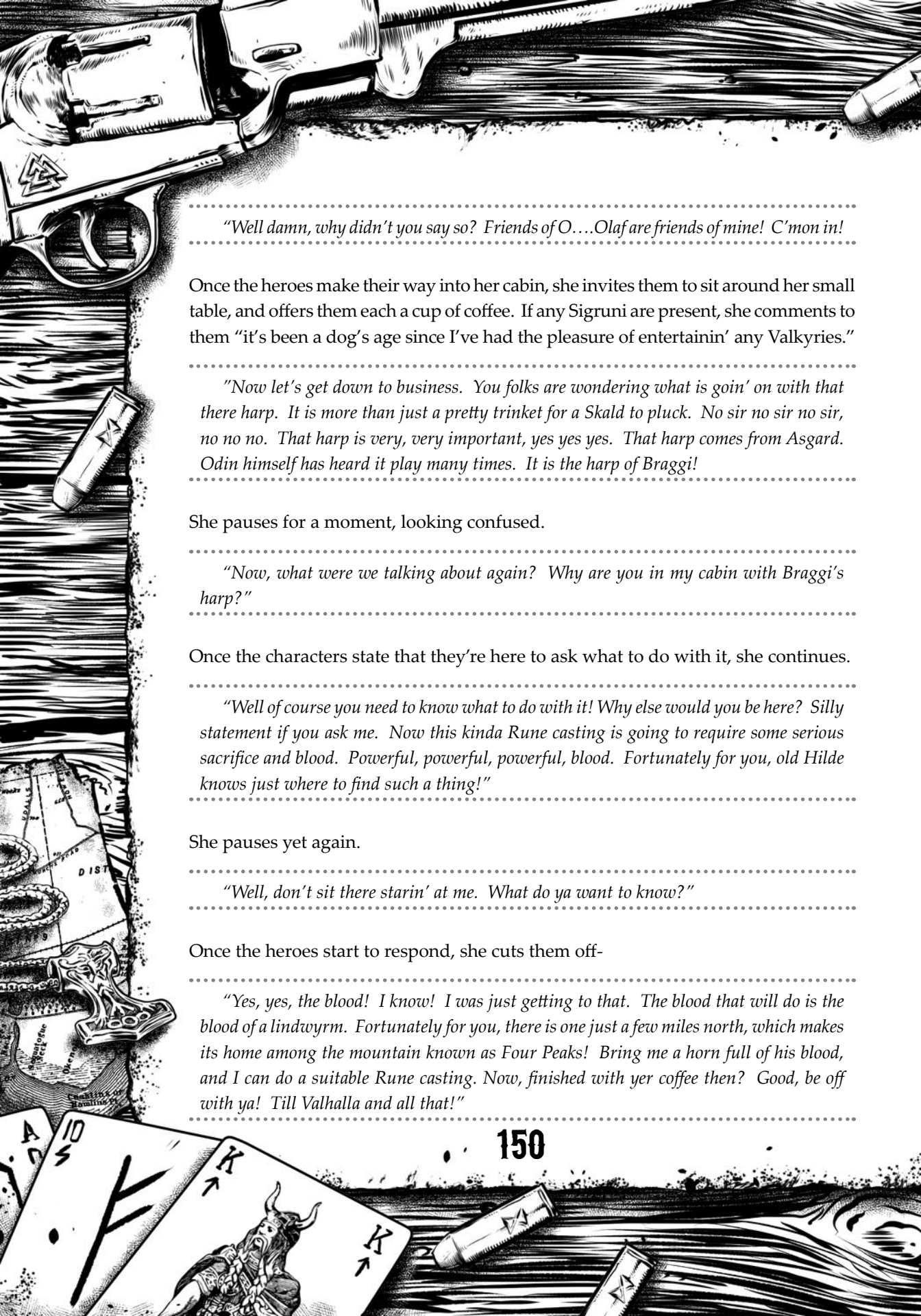
- Lokir Cultists, see [page 91](#), 2 per hero.
- Lokir Agents, see [page 91](#), 1 per hero.
-  Lokir Godi, with the Trickster aspect, see [page 92](#).

THE WITCH

Once they have dealt with the Lokir and have continued on their way, it shouldn't be too much longer until they find the cabin described by the people of Geatberg. It is a small, one room cabin, with a single door and a single window. As they approach, the door flies open and an old woman steps out, double barreled shotgun aimed at the posse.

.....
"What in the Hel are you doin' on my property?" she calls out.
.....

Once the heroes explain why they have come, assuming they're honest, she'll lower the gun.



"Well damn, why didn't you say so? Friends of O...Olaf are friends of mine! C'mon in!"

Once the heroes make their way into her cabin, she invites them to sit around her small table, and offers them each a cup of coffee. If any Sigruni are present, she comments to them "it's been a dog's age since I've had the pleasure of entertainin' any Valkyries."

"Now let's get down to business. You folks are wondering what is goin' on with that there harp. It is more than just a pretty trinket for a Skald to pluck. No sir no sir no sir, no no no. That harp is very, very important, yes yes yes. That harp comes from Asgard. Odin himself has heard it play many times. It is the harp of Braggi!"

She pauses for a moment, looking confused.

"Now, what were we talking about again? Why are you in my cabin with Braggi's harp?"

Once the characters state that they're here to ask what to do with it, she continues.

"Well of course you need to know what to do with it! Why else would you be here? Silly statement if you ask me. Now this kinda Rune casting is going to require some serious sacrifice and blood. Powerful, powerful, powerful, blood. Fortunately for you, old Hilde knows just where to find such a thing!"

She pauses yet again.

"Well, don't sit there starin' at me. What do ya want to know?"

Once the heroes start to respond, she cuts them off-

"Yes, yes, the blood! I know! I was just getting to that. The blood that will do is the blood of a lindwyrn. Fortunately for you, there is one just a few miles north, which makes its home among the mountain known as Four Peaks! Bring me a horn full of his blood, and I can do a suitable Rune casting. Now, finished with yer coffee then? Good, be off with ya! Till Valhalla and all that!"



OFF TO FOUR PEAKS

The trek to Four Peaks can be as long and involved as you want it to be. You can always throw a Savage Tale or two on the way, and considering what the heroes are going to be facing, another advancement wouldn't be a terrible idea.


There is a flyspeck of a mining town at the base of the mountain called Camp Bohle. There is a building there which serves as the saloon, general store, and assayer's office. The heroes can purchase climbing equipment here, can easily learn from the folks here that a clan of ice trolls invest the mountain as well. There is also a livery in town, so the heroes can board their horses while they go up the mountain.

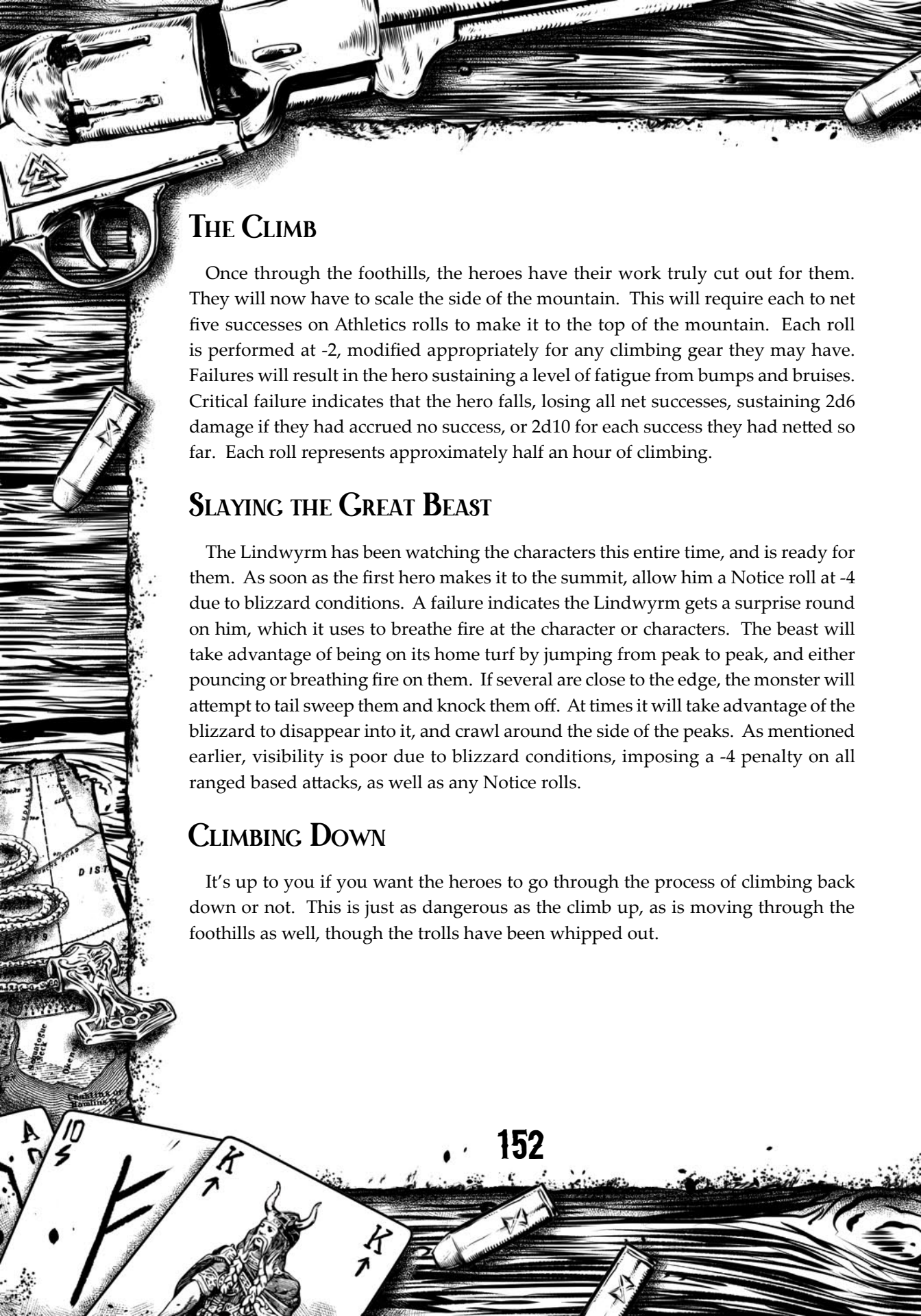
The mountain itself, once they arrive, is quite steep and treacherous. It is covered in ice and snow, and will require that each player nets five success on either Agility rolls if they're going forward on foot, or on a Riding rolls if going on horseback, to make it up into the foothills. Any failures indicate slips that result in a level of Fatigue from bumps and bruises. Critical failures don't negate accrued successes, but result in a 2d6 Damage roll if the hero is on foot, or their mount being critically injured and needing to be put down if they are on horseback.

TROLL AMBUSH!

A particularly nasty clan of ice trolls resides on the foothills of Four Peaks, they inevitably see the heroes as a tasty meal. The trolls will initiate the ambush with a volley of thrown rocks which cause Str+d4 damage, after which they move in for the kill. Allow the characters a Notice roll. Those that fail will be surprised the first round of combat.

ENCOUNTER

- Ice Trolls: 1 per hero. Use the stats for Troll (see [page 110](#)), but their affinity for cold weather gives them immunity for cold based attacks, but fire or heat based attacks cause an extra d6 damage, and cause the user to effectively have Fear 1 against them.
-  Ice Troll Elder: As the Ice Trolls, above, but give this one Fighting d10, and claw and fang damage Str+d6.



THE CLIMB

Once through the foothills, the heroes have their work truly cut out for them. They will now have to scale the side of the mountain. This will require each to net five successes on Athletics rolls to make it to the top of the mountain. Each roll is performed at -2, modified appropriately for any climbing gear they may have. Failures will result in the hero sustaining a level of fatigue from bumps and bruises. Critical failure indicates that the hero falls, losing all net successes, sustaining 2d6 damage if they had accrued no success, or 2d10 for each success they had netted so far. Each roll represents approximately half an hour of climbing.

SLAYING THE GREAT BEAST

The Lindwyrn has been watching the characters this entire time, and is ready for them. As soon as the first hero makes it to the summit, allow him a Notice roll at -4 due to blizzard conditions. A failure indicates the Lindwyrn gets a surprise round on him, which it uses to breathe fire at the character or characters. The beast will take advantage of being on its home turf by jumping from peak to peak, and either pouncing or breathing fire on them. If several are close to the edge, the monster will attempt to tail sweep them and knock them off. At times it will take advantage of the blizzard to disappear into it, and crawl around the side of the peaks. As mentioned earlier, visibility is poor due to blizzard conditions, imposing a -4 penalty on all ranged based attacks, as well as any Notice rolls.

CLIMBING DOWN

It's up to you if you want the heroes to go through the process of climbing back down or not. This is just as dangerous as the climb up, as is moving through the foothills as well, though the trolls have been whipped out.



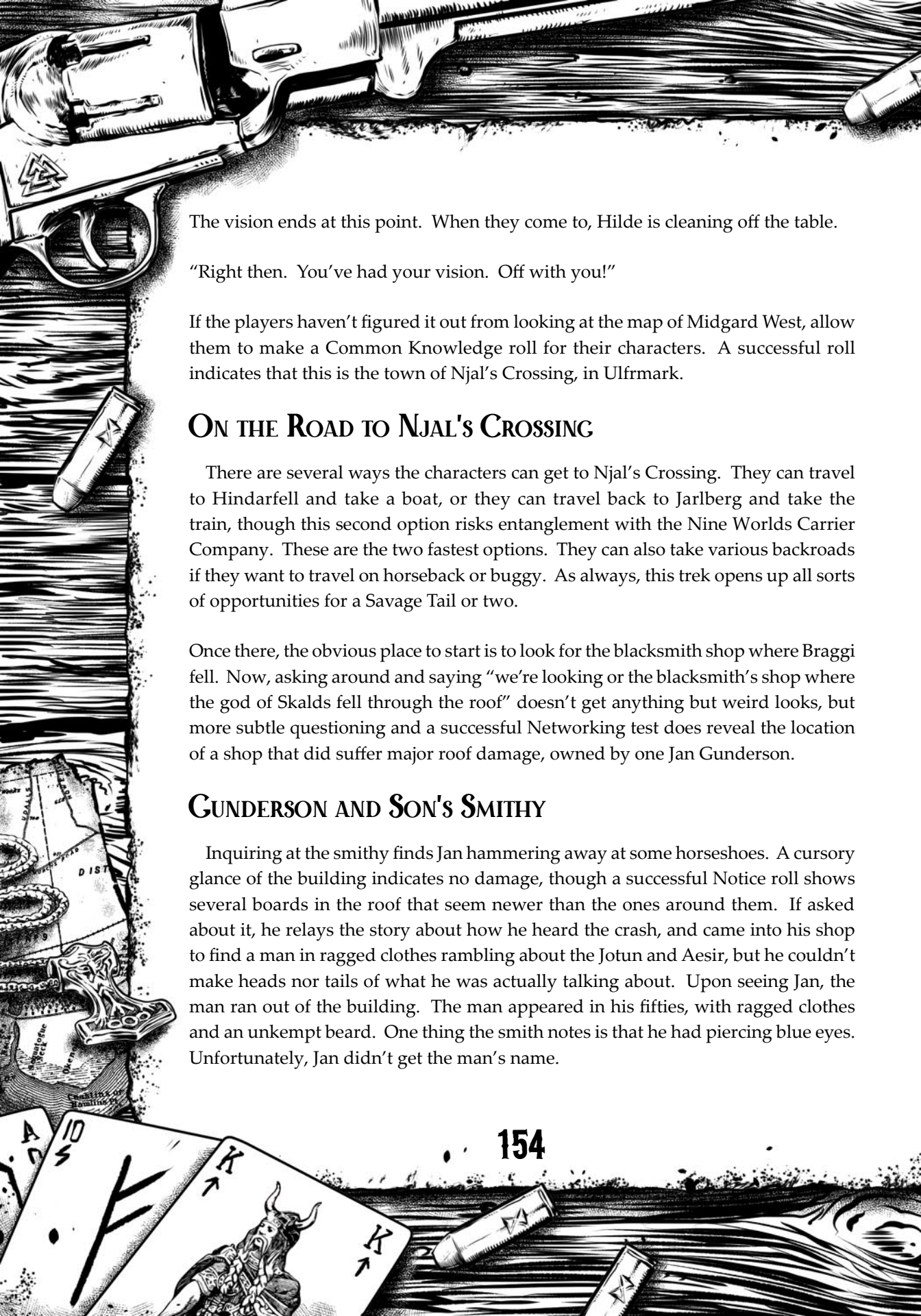
7. REVELATIONS

Once the heroes make it back to Hilde's cabin, she'll greet them the same as she did before, with shotgun raised, demanding they explain what they're doing on her property. Once they answer that they've returned with the blood of the Lindwyrms, she'll lower the shotgun.

"Well of course! Why didn't you say so? Come, come!" and she opens the door to let them in.

Hilde clears off the table in the cabin, pulls a leather bag from a cabinet, and asks for the characters to hand over the blood of the lindwyrms. She proceeds to walk around the cabin, muttering mostly incoherently, but the odd archaic reference to the Aesir, Ord's Well, or to the Norns does come through. As the muttering reaches its crescendo, she steps up to the table and dumps the Runes from her bag onto the table, the clattering of which makes everyone's hair stand on end, and causes eyes to water, as they can all sense the presence of something otherworldly. She then walks around the table a few more times, continuing to mutter, and pours out the lindwyrms' blood onto the Runes, which hisses and instantly creates a red steam which fills the cabin.

As the steam hits your nostrils, you experience a vision where you feel as if you are flying through clouds, glimpsing a verdant land with a massive drinking hall roofed with shields. Even the non Sigruni among you realize that this can be no other place but Asgard, and the drinking hall must be Valhalla. Your vision zooms in on a tall, handsome man carrying the golden harp, obviously the god Braggi. He is walking along the edges of Asgard with a beautiful woman. The two seem to be deep in conversation, when the woman seems to throw off a veil, revealing her to be a frost giant. She reaches for the harp, and the two struggle. She attempts to push Braggi off the edge of Asgard and pull the harp away, but at the last second, he punches her, causing her to drop the harp as it and Braggi fall from Asgard to Midgard. She flees, presumably to Jotunheim. Your vision follows Braggi as he plummets to the realm of man. He falls for what seems like an eternity, plummeting towards a desert town situated at the intersection of a river and a railroad, then lands during the night, crashing through the roof of a blacksmith's shop.



The vision ends at this point. When they come to, Hilde is cleaning off the table.

"Right then. You've had your vision. Off with you!"

If the players haven't figured it out from looking at the map of Midgard West, allow them to make a Common Knowledge roll for their characters. A successful roll indicates that this is the town of Njal's Crossing, in Ulfrmark.

ON THE ROAD TO NJAL'S CROSSING

There are several ways the characters can get to Njal's Crossing. They can travel to Hindarfell and take a boat, or they can travel back to Jarlberg and take the train, though this second option risks entanglement with the Nine Worlds Carrier Company. These are the two fastest options. They can also take various backroads if they want to travel on horseback or buggy. As always, this trek opens up all sorts of opportunities for a Savage Tail or two.

Once there, the obvious place to start is to look for the blacksmith shop where Braggi fell. Now, asking around and saying "we're looking or the blacksmith's shop where the god of Skalds fell through the roof" doesn't get anything but weird looks, but more subtle questioning and a successful Networking test does reveal the location of a shop that did suffer major roof damage, owned by one Jan Gunderson.

GUNDERSON AND SON'S SMITHY

Inquiring at the smithy finds Jan hammering away at some horseshoes. A cursory glance of the building indicates no damage, though a successful Notice roll shows several boards in the roof that seem newer than the ones around them. If asked about it, he relays the story about how he heard the crash, and came into his shop to find a man in ragged clothes rambling about the Jotun and Aesir, but he couldn't make heads nor tails of what he was actually talking about. Upon seeing Jan, the man ran out of the building. The man appeared in his fifties, with ragged clothes and an unkempt beard. One thing the smith notes is that he had piercing blue eyes. Unfortunately, Jan didn't get the man's name.



INQUIRING AFTER BRAGGI

At this point, you can have the heroes take as long as you'd like to get the next piece of information. In fact, you could even throw in a Savage Tale while they're in town, perhaps as a red herring. The inquiries into Braggi's whereabouts should require a net five successes on Networking tests, with each successful roll and/or raise representing hearing that so and so had interactions with him. A few examples can be the local church giving him new clothes after taking pity on an obviously addled old man, a group of well-to-do wives providing him with food, what have you.

Once they have netted the five successes they need, the characters will learn that some local concerned business owners believed from his rantings that he was trying to go west, and purchased him a ticket to the next town over, Ulfrstad, the capital of the Kingdom of Ulfrmark.

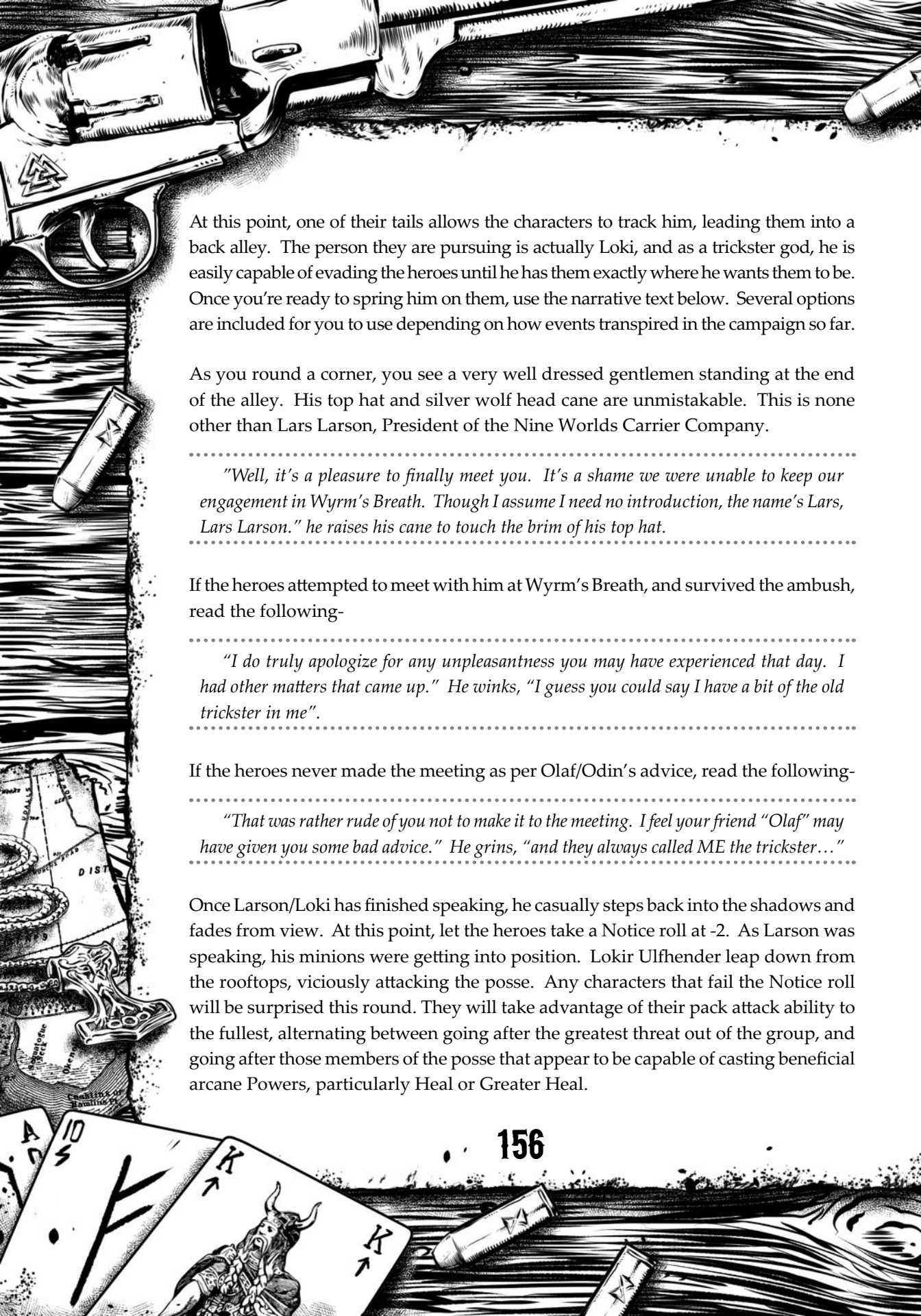
THE WOLVES OF LOKI

We suggest two ways to handle the next scene, in which Loki confronts the heroes, and unleashes some of his most terrifying servants, the Wolves of Loki, monstrous Ulfhender devoted to his service. Scene A is more horror/paranoia themed. Scene B is action packed. Go with the one that best suits your group.

(SCENE A)

Upon arriving in Ulfrstad the heroes will no doubt begin their inquiries again for Braggi. However, the Lokir have been keeping tabs on them since they started asking about him in his guise as an old man back in Njal's Crossing, and sent word ahead to the city of Ulfrstad. Loki has had enough with the heroes, and has deployed a pack of his own Ulfhender to deal with them.

Have the heroes make Notice rolls as soon as they get into town. This is a wonderful way to ramp up the paranoia. Those that succeed glimpse shady looking individuals watching them, who duck into alleys once they realize they've been seen. Let the players try to pursue them, but have them lose track of their stalkers, regardless of how well they roll. Let this go on a bit, until you feel ready to move them on.



At this point, one of their tails allows the characters to track him, leading them into a back alley. The person they are pursuing is actually Loki, and as a trickster god, he is easily capable of evading the heroes until he has them exactly where he wants them to be. Once you're ready to spring him on them, use the narrative text below. Several options are included for you to use depending on how events transpired in the campaign so far.

As you round a corner, you see a very well dressed gentlemen standing at the end of the alley. His top hat and silver wolf head cane are unmistakable. This is none other than Lars Larson, President of the Nine Worlds Carrier Company.

.....
"Well, it's a pleasure to finally meet you. It's a shame we were unable to keep our engagement in Wyrms Breath. Though I assume I need no introduction, the name's Lars, Lars Larson." he raises his cane to touch the brim of his top hat.
.....

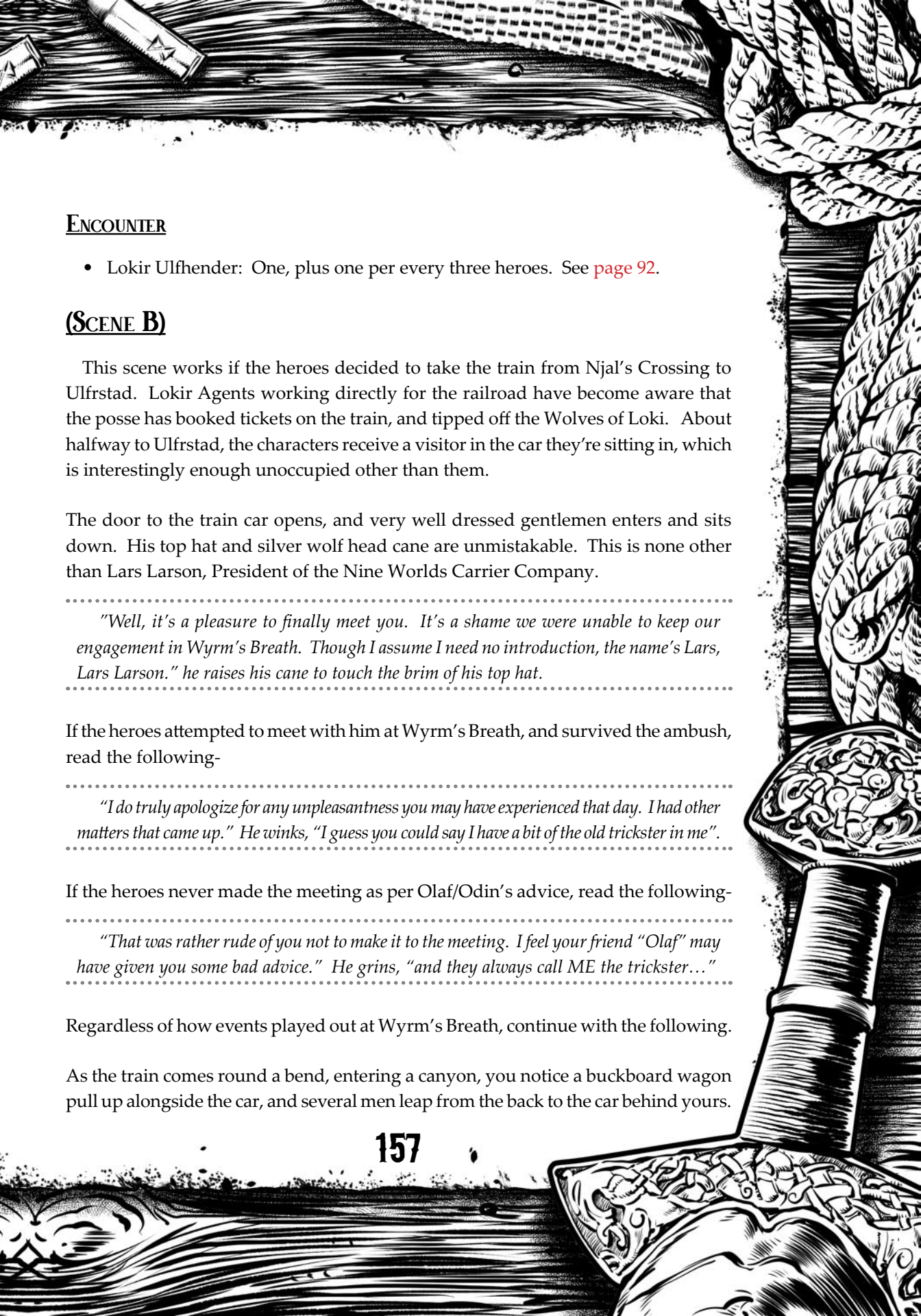
If the heroes attempted to meet with him at Wyrms Breath, and survived the ambush, read the following-

.....
"I do truly apologize for any unpleasantness you may have experienced that day. I had other matters that came up." He winks, "I guess you could say I have a bit of the old trickster in me".
.....

If the heroes never made the meeting as per Olaf/Odin's advice, read the following-

.....
"That was rather rude of you not to make it to the meeting. I feel your friend "Olaf" may have given you some bad advice." He grins, "and they always called ME the trickster..."
.....

Once Larson/Loki has finished speaking, he casually steps back into the shadows and fades from view. At this point, let the heroes take a Notice roll at -2. As Larson was speaking, his minions were getting into position. Lokir Ulfhender leap down from the rooftops, viciously attacking the posse. Any characters that fail the Notice roll will be surprised this round. They will take advantage of their pack attack ability to the fullest, alternating between going after the greatest threat out of the group, and going after those members of the posse that appear to be capable of casting beneficial arcane Powers, particularly Heal or Greater Heal.



ENCOUNTER

- Lokir Ulfhender: One, plus one per every three heroes. See [page 92](#).

(SCENE B)

This scene works if the heroes decided to take the train from Njal's Crossing to Ulfrstad. Lokir Agents working directly for the railroad have become aware that the posse has booked tickets on the train, and tipped off the Wolves of Loki. About halfway to Ulfrstad, the characters receive a visitor in the car they're sitting in, which is interestingly enough unoccupied other than them.

The door to the train car opens, and very well dressed gentlemen enters and sits down. His top hat and silver wolf head cane are unmistakable. This is none other than Lars Larson, President of the Nine Worlds Carrier Company.

.....
"Well, it's a pleasure to finally meet you. It's a shame we were unable to keep our engagement in Wyrms' Breath. Though I assume I need no introduction, the name's Lars, Lars Larson." he raises his cane to touch the brim of his top hat.
.....

If the heroes attempted to meet with him at Wyrms' Breath, and survived the ambush, read the following-

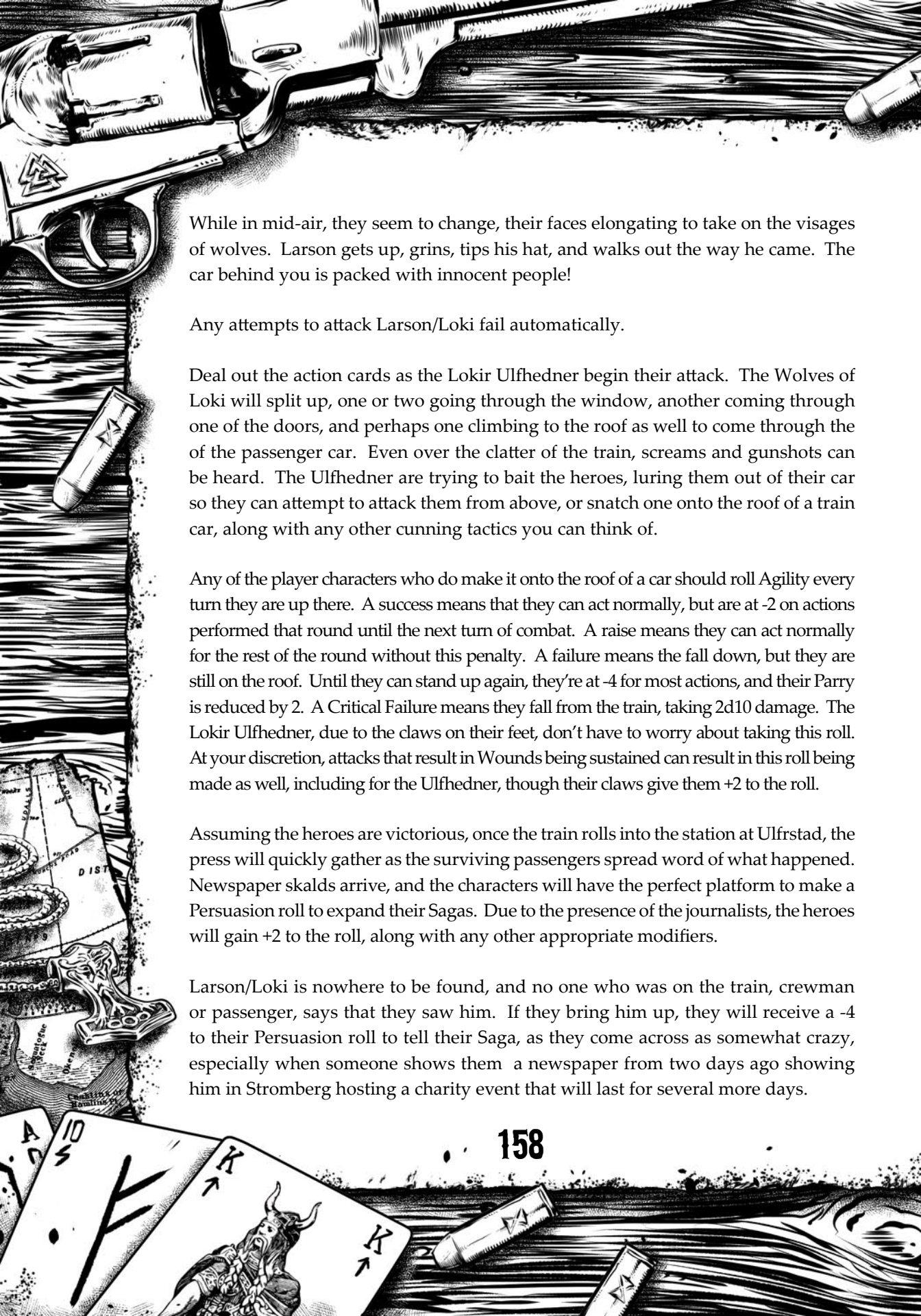
.....
"I do truly apologize for any unpleasantness you may have experienced that day. I had other matters that came up." He winks, *"I guess you could say I have a bit of the old trickster in me".*
.....

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.....
"That was rather rude of you not to make it to the meeting. I feel your friend 'Olaf' may have given you some bad advice." He grins, *"and they always call ME the trickster..."*
.....

Regardless of how events played out at Wyrms' Breath, continue with the following.

As the train comes round a bend, entering a canyon, you notice a buckboard wagon pull up alongside the car, and several men leap from the back to the car behind yours.



While in mid-air, they seem to change, their faces elongating to take on the visages of wolves. Larson gets up, grins, tips his hat, and walks out the way he came. The car behind you is packed with innocent people!

Any attempts to attack Larson/Loki fail automatically.

Deal out the action cards as the Lokir Ulfhedner begin their attack. The Wolves of Loki will split up, one or two going through the window, another coming through one of the doors, and perhaps one climbing to the roof as well to come through the of the passenger car. Even over the clatter of the train, screams and gunshots can be heard. The Ulfhedner are trying to bait the heroes, luring them out of their car so they can attempt to attack them from above, or snatch one onto the roof of a train car, along with any other cunning tactics you can think of.

Any of the player characters who do make it onto the roof of a car should roll Agility every turn they are up there. A success means that they can act normally, but are at -2 on actions performed that round until the next turn of combat. A raise means they can act normally for the rest of the round without this penalty. A failure means the fall down, but they are still on the roof. Until they can stand up again, they're at -4 for most actions, and their Parry is reduced by 2. A Critical Failure means they fall from the train, taking 2d10 damage. The Lokir Ulfhedner, due to the claws on their feet, don't have to worry about taking this roll. At your discretion, attacks that result in Wounds being sustained can result in this roll being made as well, including for the Ulfhedner, though their claws give them +2 to the roll.

Assuming the heroes are victorious, once the train rolls into the station at Ulfrstad, the press will quickly gather as the surviving passengers spread word of what happened. Newspaper skalds arrive, and the characters will have the perfect platform to make a Persuasion roll to expand their Sagas. Due to the presence of the journalists, the heroes will gain +2 to the roll, along with any other appropriate modifiers.

Larson/Loki is nowhere to be found, and no one who was on the train, crewman or passenger, says that they saw him. If they bring him up, they will receive a -4 to their Persuasion roll to tell their Saga, as they come across as somewhat crazy, especially when someone shows them a newspaper from two days ago showing him in Stromberg hosting a charity event that will last for several more days.



❖ 8. DWARF'S GOLD

Now that the characters are in Ulfrstad. As in other locations like this, you have ample opportunities to introduce some Savage Tales while the heroes hunt for additional information regarding the location of Braggi. Once you feel you're ready to proceed with the plot point campaign, read the following. The characters are going to be in for some very tough fights, so it isn't a terrible idea to give them a chance to gain some extra Bennies..

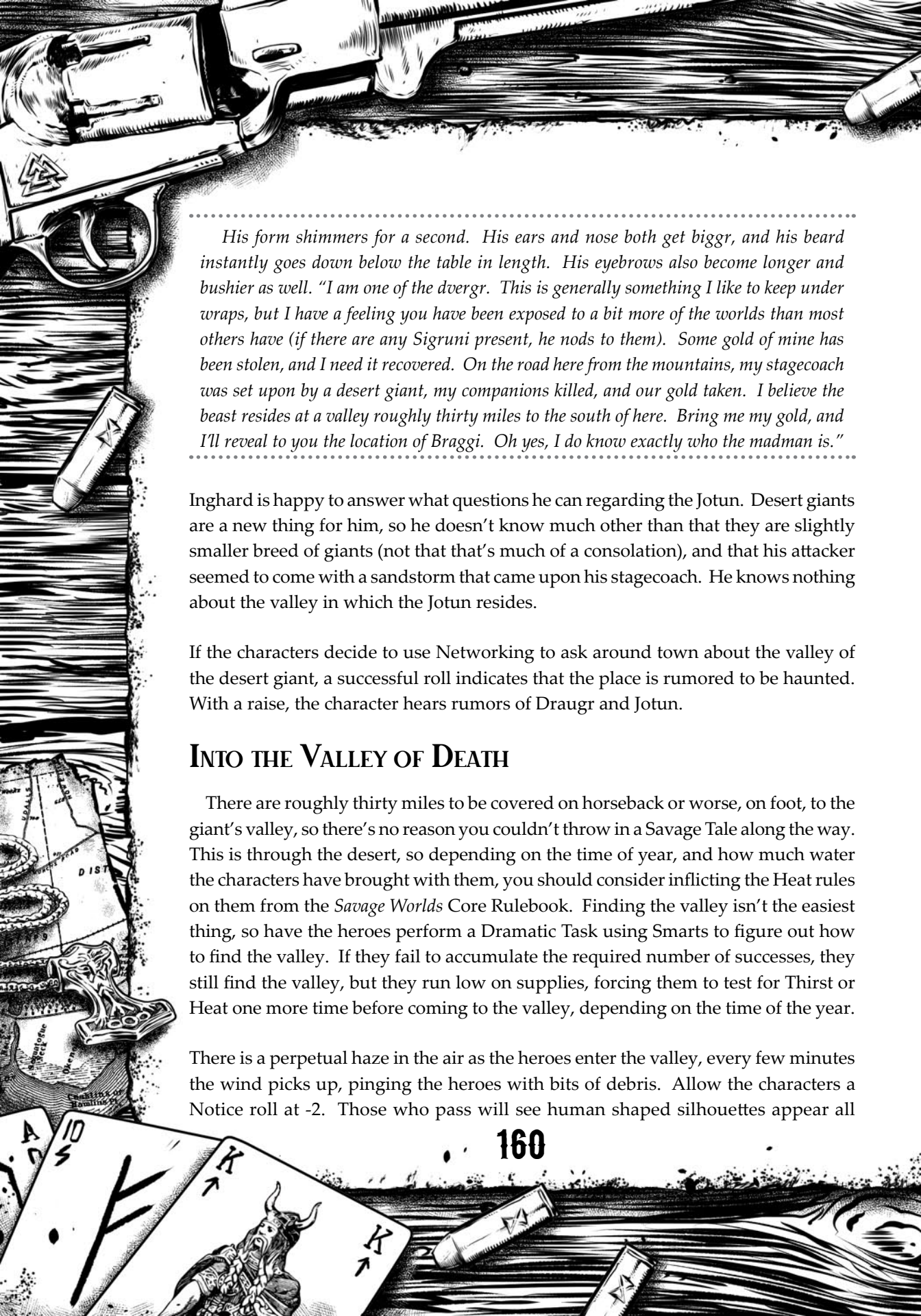
A short, well-dressed man, approaches you, reaches out his hand to shake. Once he shakes your hands, he states, "howdy folks! Name's Inghard. I hear you've been looking around town for a crazy derelict that came through these here parts, which I may have some information regarding that. Now, I have recently had some property stolen from me. I believe that we can engage in a mutually beneficial exchange. I've got a private poker room reserved tonight at the Bucket o'Blood Saloon. Come on by if you're interested." Inghard tips his hat, and walks off.

If the heroes try to press him further, he simply states that he's prefer to discuss the matter in private, and bid's them goodbye.

Upon reaching the Bucket o'Blood, the bartender has a barmaid direct them the private room.

The private room is rather nice, roomy enough and with just enough seats for each of you, plus Inghard, sitting at the other of the poker table. The chairs are amazingly comfortable, and the arm rests have beautiful carvings of images from the Sagas on them. Likewise, the poker table is ringed with a gorgeous carving of the Midgard Serpent, Jormungandr. Inghard gestures for you to sit down, and the barmaid hand each of you a horn of delicious mead. "Skal!!!" he exclaims and then takes a swig.

.....
"Thank you all very much for coming. Now I'm sure you were somewhat wary about meeting with me in private. I can understand that. One can't be too careful. But the nature of my request is a very sensitive issue. You see,"
.....



His form shimmers for a second. His ears and nose both get bigger, and his beard instantly goes down below the table in length. His eyebrows also become longer and bushier as well. "I am one of the dvergr. This is generally something I like to keep under wraps, but I have a feeling you have been exposed to a bit more of the worlds than most others have (if there are any Sigruni present, he nods to them). Some gold of mine has been stolen, and I need it recovered. On the road here from the mountains, my stagecoach was set upon by a desert giant, my companions killed, and our gold taken. I believe the beast resides at a valley roughly thirty miles to the south of here. Bring me my gold, and I'll reveal to you the location of Braggi. Oh yes, I do know exactly who the madman is."

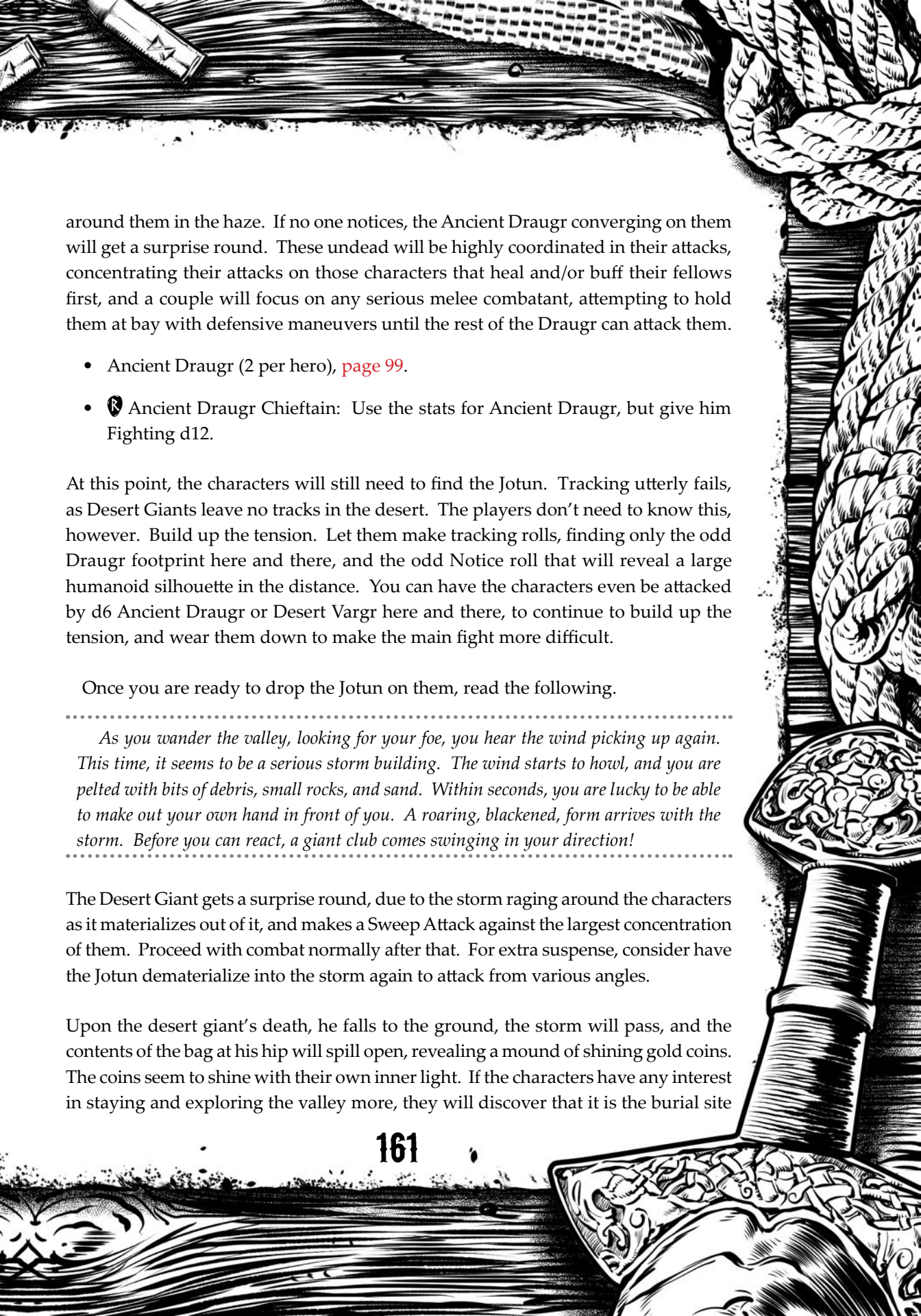
Inghard is happy to answer what questions he can regarding the Jotun. Desert giants are a new thing for him, so he doesn't know much other than that they are slightly smaller breed of giants (not that that's much of a consolation), and that his attacker seemed to come with a sandstorm that came upon his stagecoach. He knows nothing about the valley in which the Jotun resides.

If the characters decide to use Networking to ask around town about the valley of the desert giant, a successful roll indicates that the place is rumored to be haunted. With a raise, the character hears rumors of Draugr and Jotun.


INTO THE VALLEY OF DEATH

There are roughly thirty miles to be covered on horseback or worse, on foot, to the giant's valley, so there's no reason you couldn't throw in a Savage Tale along the way. This is through the desert, so depending on the time of year, and how much water the characters have brought with them, you should consider inflicting the Heat rules on them from the *Savage Worlds* Core Rulebook. Finding the valley isn't the easiest thing, so have the heroes perform a Dramatic Task using Smarts to figure out how to find the valley. If they fail to accumulate the required number of successes, they still find the valley, but they run low on supplies, forcing them to test for Thirst or Heat one more time before coming to the valley, depending on the time of the year.

There is a perpetual haze in the air as the heroes enter the valley, every few minutes the wind picks up, ping-ponging the heroes with bits of debris. Allow the characters a Notice roll at -2. Those who pass will see human shaped silhouettes appear all



around them in the haze. If no one notices, the Ancient Draugr converging on them will get a surprise round. These undead will be highly coordinated in their attacks, concentrating their attacks on those characters that heal and/or buff their fellows first, and a couple will focus on any serious melee combatant, attempting to hold them at bay with defensive maneuvers until the rest of the Draugr can attack them.

- Ancient Draugr (2 per hero), [page 99](#).
-  Ancient Draugr Chieftain: Use the stats for Ancient Draugr, but give him Fighting d12.

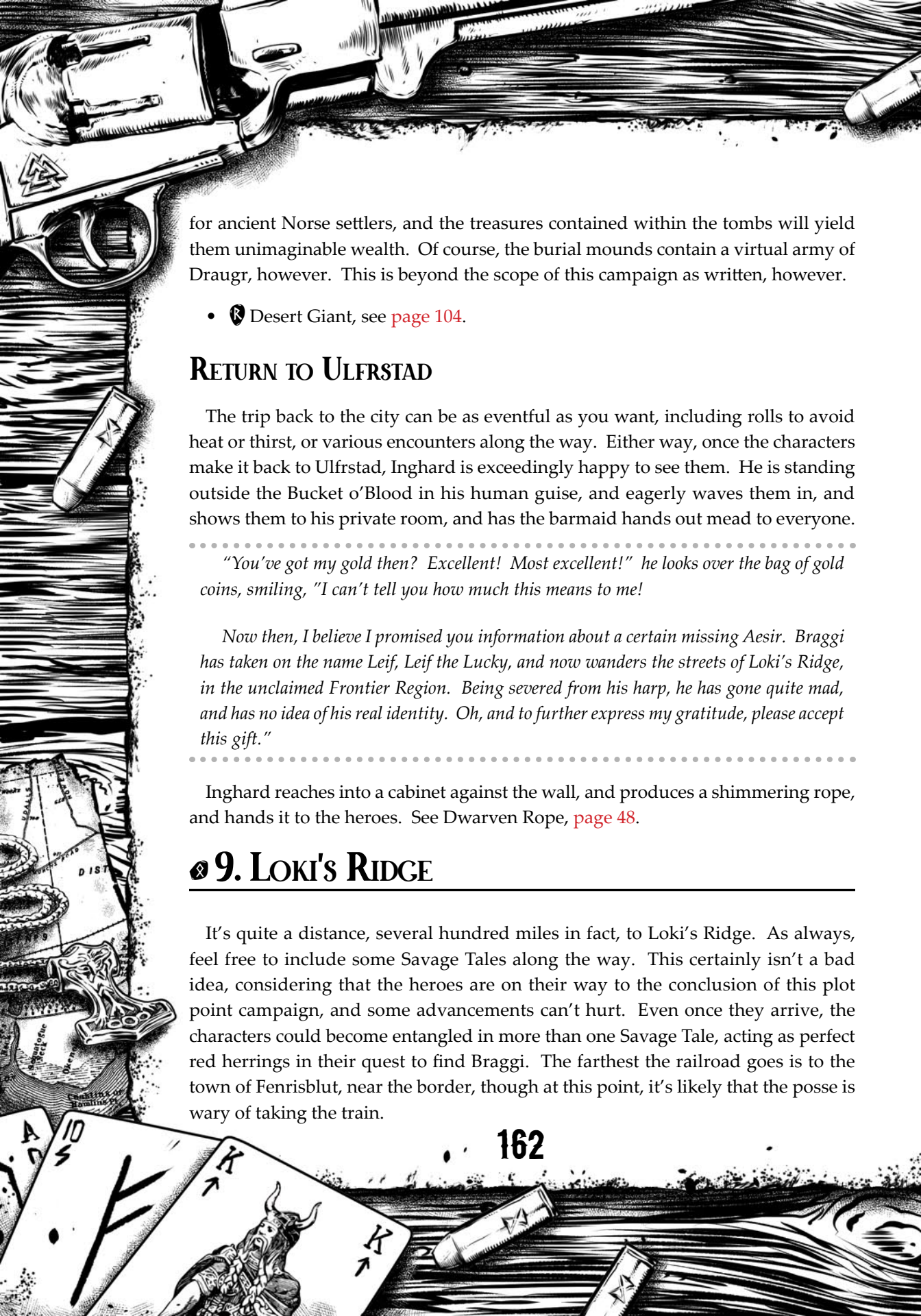
At this point, the characters will still need to find the Jotun. Tracking utterly fails, as Desert Giants leave no tracks in the desert. The players don't need to know this, however. Build up the tension. Let them make tracking rolls, finding only the odd Draugr footprint here and there, and the odd Notice roll that will reveal a large humanoid silhouette in the distance. You can have the characters even be attacked by d6 Ancient Draugr or Desert Vargr here and there, to continue to build up the tension, and wear them down to make the main fight more difficult.

Once you are ready to drop the Jotun on them, read the following.


.....
As you wander the valley, looking for your foe, you hear the wind picking up again. This time, it seems to be a serious storm building. The wind starts to howl, and you are pelted with bits of debris, small rocks, and sand. Within seconds, you are lucky to be able to make out your own hand in front of you. A roaring, blackened, form arrives with the storm. Before you can react, a giant club comes swinging in your direction!
.....

The Desert Giant gets a surprise round, due to the storm raging around the characters as it materializes out of it, and makes a Sweep Attack against the largest concentration of them. Proceed with combat normally after that. For extra suspense, consider have the Jotun dematerialize into the storm again to attack from various angles.

Upon the desert giant's death, he falls to the ground, the storm will pass, and the contents of the bag at his hip will spill open, revealing a mound of shining gold coins. The coins seem to shine with their own inner light. If the characters have any interest in staying and exploring the valley more, they will discover that it is the burial site



for ancient Norse settlers, and the treasures contained within the tombs will yield them unimaginable wealth. Of course, the burial mounds contain a virtual army of Draugr, however. This is beyond the scope of this campaign as written, however.

-  Desert Giant, see [page 104](#).

RETURN TO ULFRSTAD

The trip back to the city can be as eventful as you want, including rolls to avoid heat or thirst, or various encounters along the way. Either way, once the characters make it back to Ulfrstad, Inghard is exceedingly happy to see them. He is standing outside the Bucket o’Blood in his human guise, and eagerly waves them in, and shows them to his private room, and has the barmaid hands out mead to everyone.

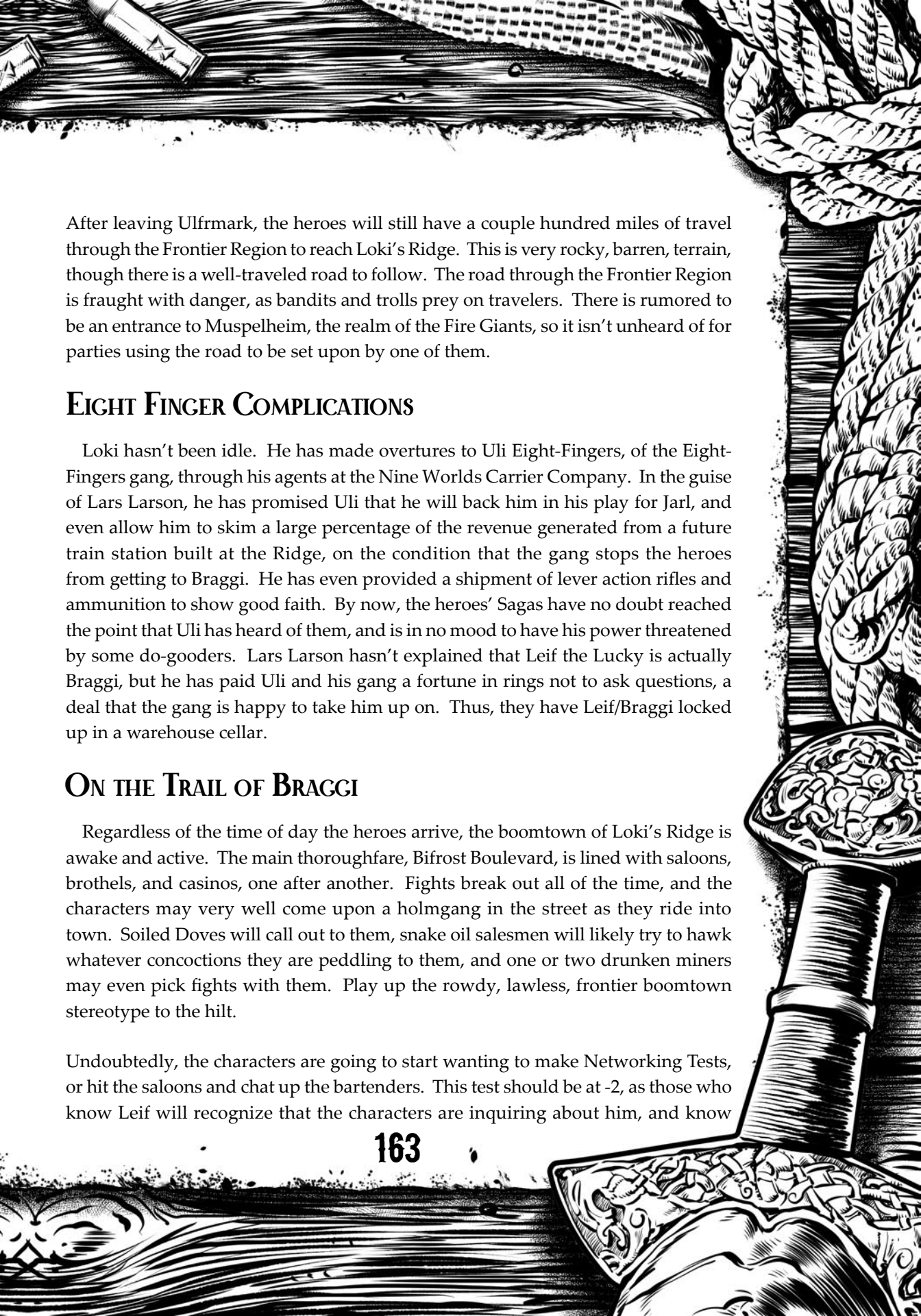
.....
“You’ve got my gold then? Excellent! Most excellent!” he looks over the bag of gold coins, smiling, “I can’t tell you how much this means to me!”

Now then, I believe I promised you information about a certain missing Aesir. Braggi has taken on the name Leif, Leif the Lucky, and now wanders the streets of Loki’s Ridge, in the unclaimed Frontier Region. Being severed from his harp, he has gone quite mad, and has no idea of his real identity. Oh, and to further express my gratitude, please accept this gift.”
.....

Inghard reaches into a cabinet against the wall, and produces a shimmering rope, and hands it to the heroes. See Dwarven Rope, [page 48](#).

9. LOKI’S RIDGE

It’s quite a distance, several hundred miles in fact, to Loki’s Ridge. As always, feel free to include some Savage Tales along the way. This certainly isn’t a bad idea, considering that the heroes are on their way to the conclusion of this plot point campaign, and some advancements can’t hurt. Even once they arrive, the characters could become entangled in more than one Savage Tale, acting as perfect red herrings in their quest to find Braggi. The farthest the railroad goes is to the town of Fenrisblut, near the border, though at this point, it’s likely that the posse is wary of taking the train.



After leaving Ulfmark, the heroes will still have a couple hundred miles of travel through the Frontier Region to reach Loki's Ridge. This is very rocky, barren, terrain, though there is a well-traveled road to follow. The road through the Frontier Region is fraught with danger, as bandits and trolls prey on travelers. There is rumored to be an entrance to Muspelheim, the realm of the Fire Giants, so it isn't unheard of for parties using the road to be set upon by one of them.

EIGHT FINGER COMPLICATIONS

Loki hasn't been idle. He has made overtures to Uli Eight-Fingers, of the Eight-Fingers gang, through his agents at the Nine Worlds Carrier Company. In the guise of Lars Larson, he has promised Uli that he will back him in his play for Jarl, and even allow him to skim a large percentage of the revenue generated from a future train station built at the Ridge, on the condition that the gang stops the heroes from getting to Braggi. He has even provided a shipment of lever action rifles and ammunition to show good faith. By now, the heroes' Sagas have no doubt reached the point that Uli has heard of them, and is in no mood to have his power threatened by some do-gooders. Lars Larson hasn't explained that Leif the Lucky is actually Braggi, but he has paid Uli and his gang a fortune in rings not to ask questions, a deal that the gang is happy to take him up on. Thus, they have Leif/Braggi locked up in a warehouse cellar.

ON THE TRAIL OF BRAGGI

Regardless of the time of day the heroes arrive, the boomtown of Loki's Ridge is awake and active. The main thoroughfare, Bifrost Boulevard, is lined with saloons, brothels, and casinos, one after another. Fights break out all of the time, and the characters may very well come upon a holmgang in the street as they ride into town. Soiled Doves will call out to them, snake oil salesmen will likely try to hawk whatever concoctions they are peddling to them, and one or two drunken miners may even pick fights with them. Play up the rowdy, lawless, frontier boomtown stereotype to the hilt.

Undoubtedly, the characters are going to start wanting to make Networking Tests, or hit the saloons and chat up the bartenders. This test should be at -2, as those who know Leif will recognize that the characters are inquiring about him, and know




the Eight-Fingers Gang has gotten ahold of him, and have no interest in provoking their wrath. A successful roll will reveal that the gang has him, but a raise will indicate that most people aren't happy about it, as the "crazy prospector" is well loved and pitied by the townsfolk, and many affectionately refer to him as "Jarl". The characters may very well take advantage of this to take on the gang, and this is a perfect opportunity for Ring Giving.

Further inquiries about the gang will reveal that the gang has three main strongholds, the Dead Raven Saloon, Strom and Sons Restaurant, and a warehouse. At any time of the day, there are several members of the gang at any of these locations. Uli spends most of his time at the saloon, and essentially holds court there, though he is currently at the warehouse, personally overseeing the incarceration of Leif.

RESCUING LEIF

The players will no doubt want to formulate a plan to rescue Leif/Braggi. It's likely they suspect that there will be more to human gangsters watching him. If they think this, they are correct, in a roundabout way. Loki's cultists have not been idle, and large numbers of them have secreted themselves in the town, and several have infiltrated the Eight-Fingers gang as well. The characters were being watched by them the instant they came into town, and several are keeping their eyes out on the warehouse as well, prepared to reinforce Uli's men and attack the heroes from unexpected directions then they make their play. If the heroes attempt to raise a posse against the gang, several Lokir will join in with them, and turn on the characters when the fighting is fiercest. If the heroes attack the saloon or restaurant, Leif/Braggi obviously isn't there, neither is Uli. The gang members there will put up a decent fight, but will attempt to flee to the warehouse if they lose half their number.

ENCOUNTERS AT THE DEAD RAVEN SALOON AND STROM AND SONS RESTAURANT

- Eight Fingers Gang Members (10+d8) use the Bandit/Rustler stats, [page 88](#). All should be armed with lever action rifles.
-  Experienced Gang Member (1), use the Veteran Gun Man/Gun Maiden stats, [page 89](#), armed with a heavy double action revolver, and a lever action rifle.






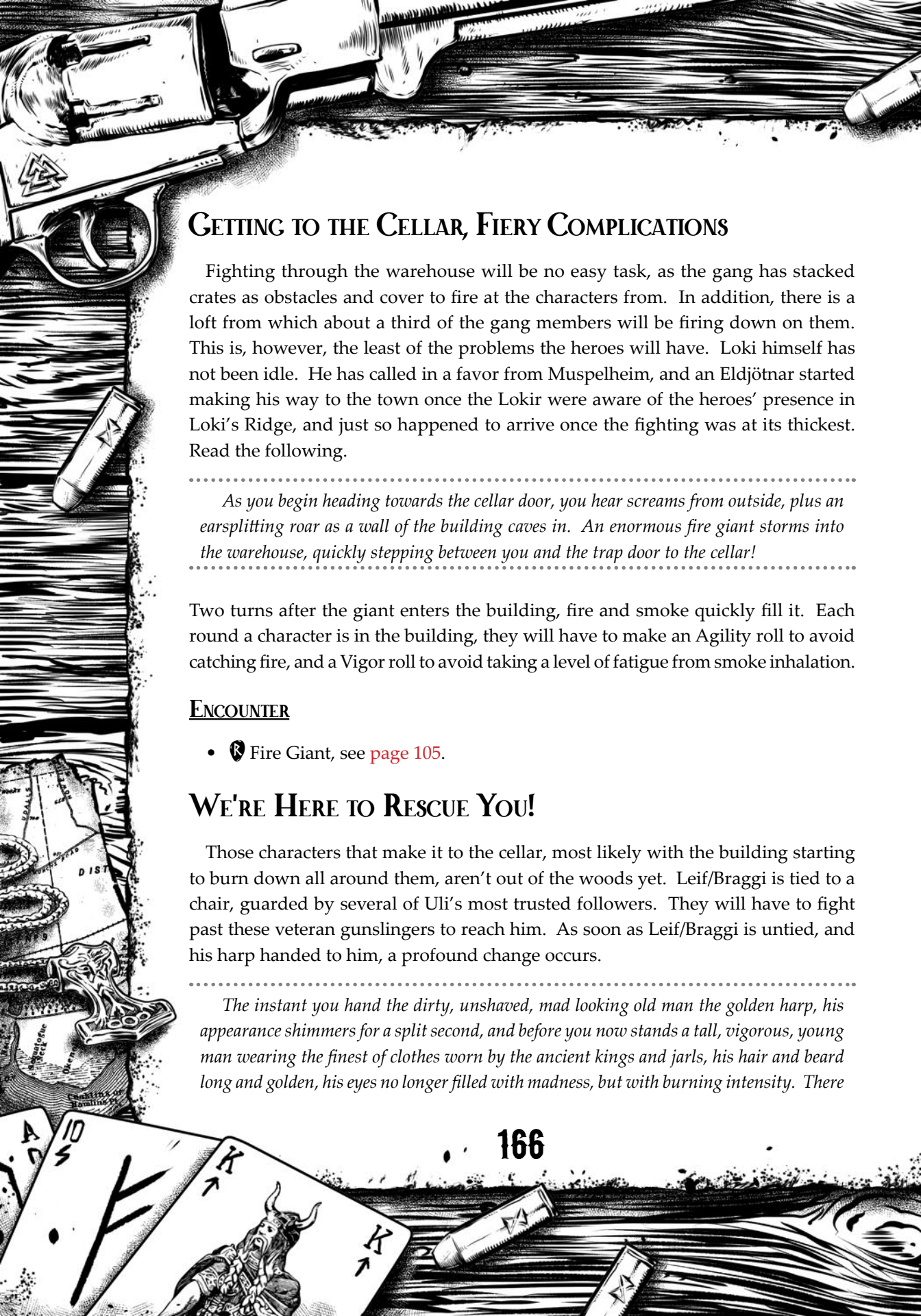
STRIKING THE WAREHOUSE

The warehouse is well guarded, and if the heroes are able to acquire this information, they may very well deduce that this is where Leif/Braggi is. If they go straight for the warehouse and avoid the saloon and restaurant, once it becomes apparent that the warehouse is under attack, the gang members at both locations will move to reinforce their comrades at the warehouse. On top of that, the ice house right across the street from the warehouse is now owned and completely staffed by Lokir, and they have the basement stocked with Ancient Draugr, ready to be unleashed on the heroes and their followers. The Lokir will also dispatch a Godi to the Boot Hill in order to raise Draugr from there as well. As the heroes approach, the gang will begin firing at them from the second story loft windows, and the Ancient Draugr and Lokir Cultists will burst from the ice house to flank them. During the second round of combat, the Lokir infiltrators will turn on the characters and their followers, causing further chaos.

It should be noted that even if the characters attempt a more stealthy approach, the fight will quickly escalate, as the Lokir have been watching them as soon as they arrived at Loki's Ridge.

ENCOUNTERS AT THE EIGHT FINGERS WAREHOUSE

- Eight Fingers Gang Members (30) use the Bandit/Rustler stats, [page 88](#). All should be armed with lever action rifles.
-  Experienced Gang Members (d8), use the Veteran Gun Man/Gun Maiden stats, [page 89](#), armed with a heavy double action revolver, and a lever action rifle.
-  Uli Eight Fingers, see stats below.
- Lokir Culists (d10), see [page 91](#).
- Infiltrators, (d4), use the stats for Lokir Agents, [page 91](#).
- Lokir Godi, (2), See [page 92](#). One will accompany the Ancient Draugr from the ice house, the other will arrive with the Draugr raised from Boot Hill. Both are followers of Loki's Death Aspect.
- Ancient Draugr (2 per hero), see [page 99](#).
- Draugr, (2d6), see [page 98](#). Will arrive in d6 turns from Boot Hill.
-  Gun Draugr, 1, see [page 100](#). Will arrive with the other Draugr from Boot Hill.




GETTING TO THE CELLAR, FIERY COMPLICATIONS

Fighting through the warehouse will be no easy task, as the gang has stacked crates as obstacles and cover to fire at the characters from. In addition, there is a loft from which about a third of the gang members will be firing down on them. This is, however, the least of the problems the heroes will have. Loki himself has not been idle. He has called in a favor from Muspelheim, and an Eldjötnar started making his way to the town once the Lokir were aware of the heroes' presence in Loki's Ridge, and just so happened to arrive once the fighting was at its thickest. Read the following.

As you begin heading towards the cellar door, you hear screams from outside, plus an earsplitting roar as a wall of the building caves in. An enormous fire giant storms into the warehouse, quickly stepping between you and the trap door to the cellar!

Two turns after the giant enters the building, fire and smoke quickly fill it. Each round a character is in the building, they will have to make an Agility roll to avoid catching fire, and a Vigor roll to avoid taking a level of fatigue from smoke inhalation.

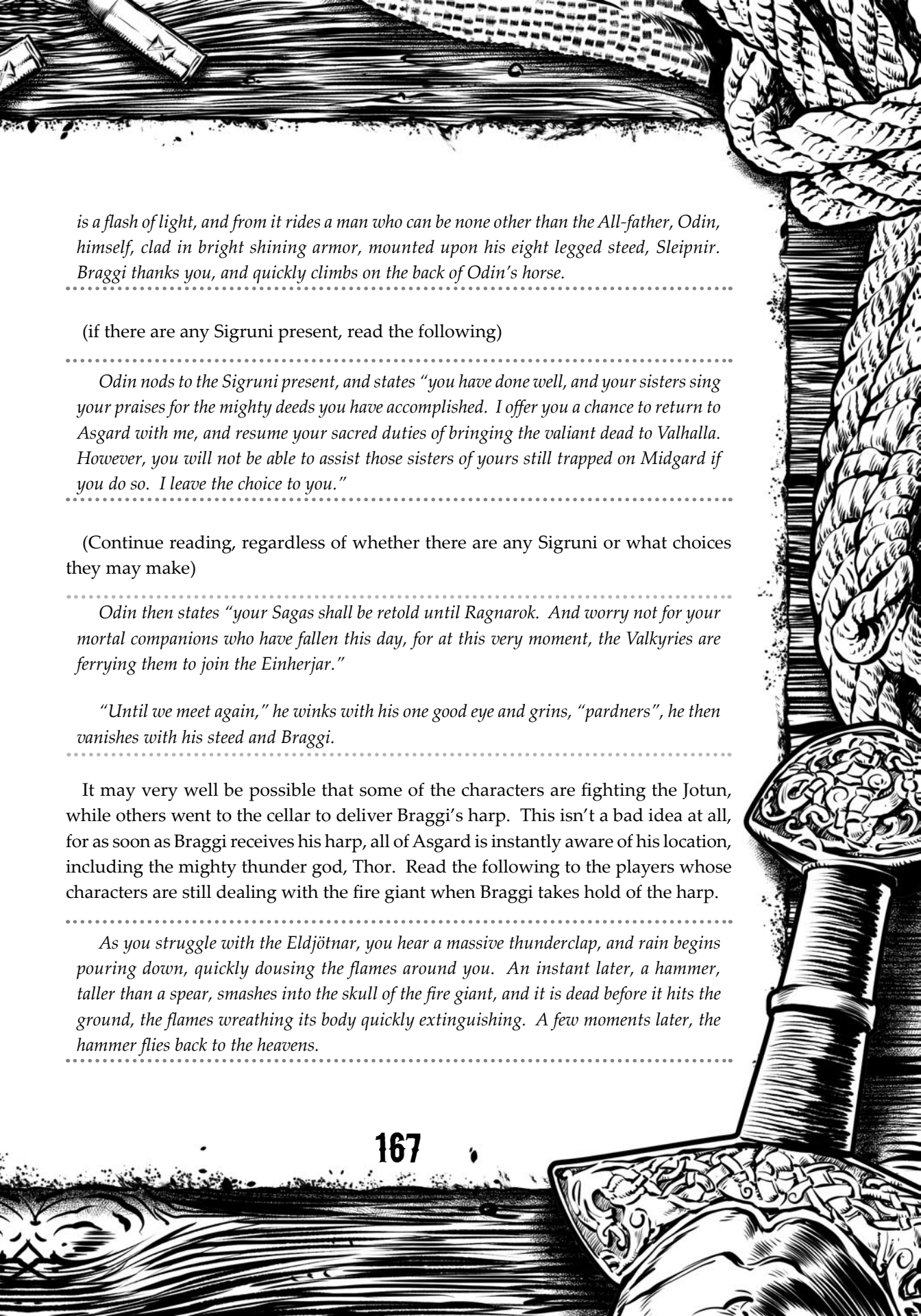
ENCOUNTER

-  Fire Giant, see [page 105](#).

WE'RE HERE TO RESCUE YOU!

Those characters that make it to the cellar, most likely with the building starting to burn down all around them, aren't out of the woods yet. Leif/Braggi is tied to a chair, guarded by several of Uli's most trusted followers. They will have to fight past these veteran gunslingers to reach him. As soon as Leif/Braggi is untied, and his harp handed to him, a profound change occurs.

The instant you hand the dirty, unshaved, mad looking old man the golden harp, his appearance shimmers for a split second, and before you now stands a tall, vigorous, young man wearing the finest of clothes worn by the ancient kings and jarls, his hair and beard long and golden, his eyes no longer filled with madness, but with burning intensity. There



is a flash of light, and from it rides a man who can be none other than the All-father, Odin, himself, clad in bright shining armor, mounted upon his eight legged steed, Sleipnir. Braggi thanks you, and quickly climbs on the back of Odin's horse.

(if there are any Sigruni present, read the following)

Odin nods to the Sigruni present, and states "you have done well, and your sisters sing your praises for the mighty deeds you have accomplished. I offer you a chance to return to Asgard with me, and resume your sacred duties of bringing the valiant dead to Valhalla. However, you will not be able to assist those sisters of yours still trapped on Midgard if you do so. I leave the choice to you."

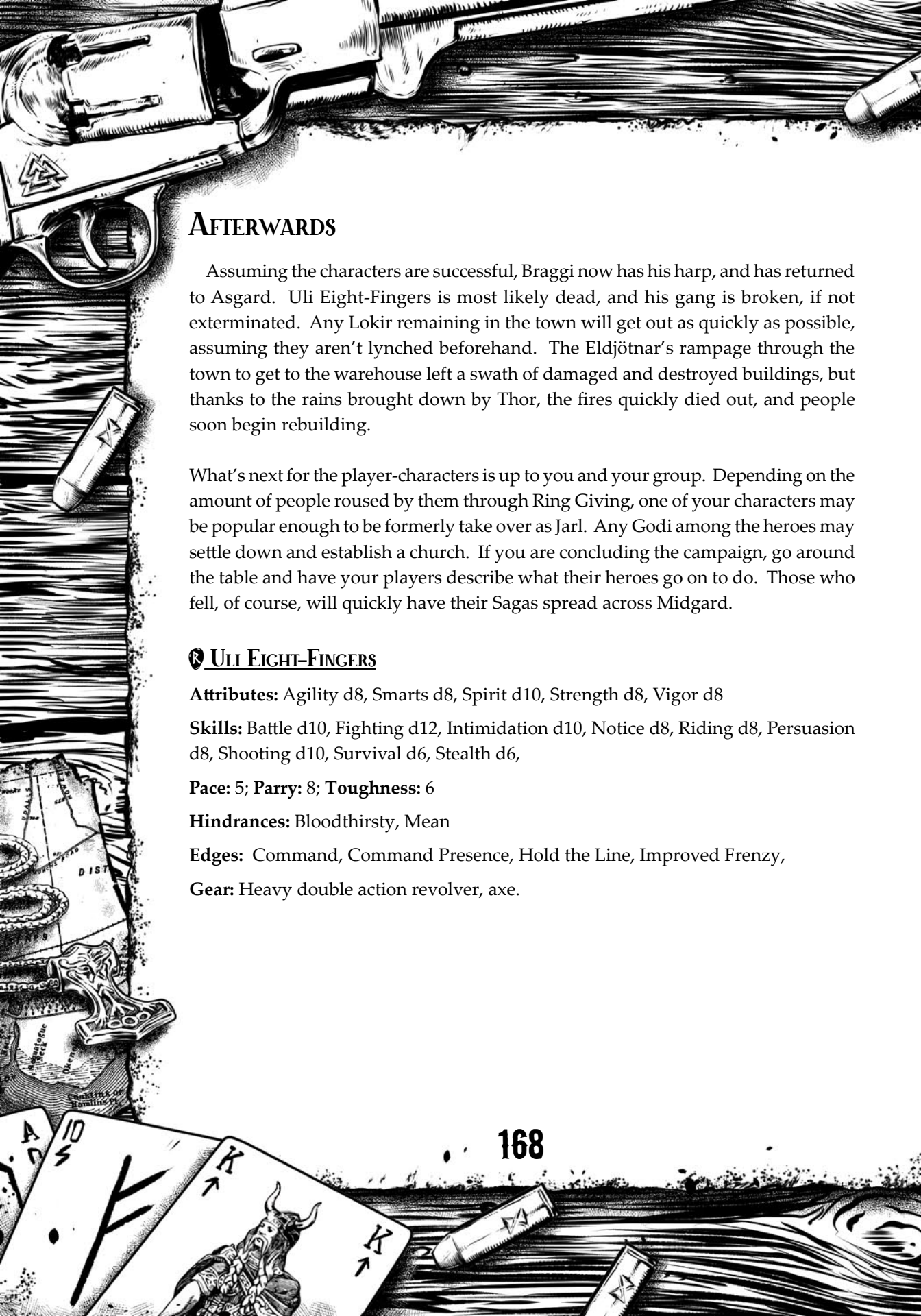
(Continue reading, regardless of whether there are any Sigruni or what choices they may make)

Odin then states "your Sagas shall be retold until Ragnarok. And worry not for your mortal companions who have fallen this day, for at this very moment, the Valkyries are ferrying them to join the Einherjar."

"Until we meet again," he winks with his one good eye and grins, "pardners", he then vanishes with his steed and Braggi.

It may very well be possible that some of the characters are fighting the Jotun, while others went to the cellar to deliver Braggi's harp. This isn't a bad idea at all, for as soon as Braggi receives his harp, all of Asgard is instantly aware of his location, including the mighty thunder god, Thor. Read the following to the players whose characters are still dealing with the fire giant when Braggi takes hold of the harp.

As you struggle with the Eldjötnar, you hear a massive thunderclap, and rain begins pouring down, quickly dousing the flames around you. An instant later, a hammer, taller than a spear, smashes into the skull of the fire giant, and it is dead before it hits the ground, the flames wreathing its body quickly extinguishing. A few moments later, the hammer flies back to the heavens.



AFTERWARDS

Assuming the characters are successful, Braggi now has his harp, and has returned to Asgard. Uli Eight-Fingers is most likely dead, and his gang is broken, if not exterminated. Any Lokir remaining in the town will get out as quickly as possible, assuming they aren't lynched beforehand. The Eldjöttnar's rampage through the town to get to the warehouse left a swath of damaged and destroyed buildings, but thanks to the rains brought down by Thor, the fires quickly died out, and people soon begin rebuilding.

What's next for the player-characters is up to you and your group. Depending on the amount of people roused by them through Ring Giving, one of your characters may be popular enough to be formally take over as Jarl. Any Godi among the heroes may settle down and establish a church. If you are concluding the campaign, go around the table and have your players describe what their heroes go on to do. Those who fell, of course, will quickly have their Sagas spread across Midgard.

❧ ULI EIGHT-FINGERS

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Battle d10, Fighting d12, Intimidation d10, Notice d8, Riding d8, Persuasion d8, Shooting d10, Survival d6, Stealth d6,

Pace: 5; **Parry:** 8; **Toughness:** 6

Hindrances: Bloodthirsty, Mean

Edges: Command, Command Presence, Hold the Line, Improved Frenzy,

Gear: Heavy double action revolver, axe.

Sagas & Six-Guns is a *Savage Worlds Adventure Edition* setting and rulebook about a mythical and uninhabited frontier settled by Scandinavian cultures. A mash-up of the Old West and the Old Norse, *Sagas & Six-Guns* is what happens when Beowulf takes on Grendel with a pair of six-shooters and his trusty axe.

Sagas and Six Guns makes use of the highly adaptable *Savage Worlds* rules to play out the adventures of your heroes in Western Midgard. It also introduces some exciting setting specific rules to enhance the experience, to represent both the gritty Western and Viking tropes. Pistol dueling, or Holmgang, will be represented, allowing your characters to face down other steely eyed gunslingers.

In keeping with the Norse traditions of Saga telling, and to represent the renown your character will accrue over the course of their adventures, rules are included to represent the spread of your personal Saga, and the benefits that affords you, as well as social rules for Ring Giving, to represent your characters gathering a large posse of warriors to their cause.

This book requires the *Savage Worlds Adventure Edition* core rulebook to play.

