



Pendragon

Roleplaying Adventure

2718

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Giants

Land of

Scandinavia and the Beowulf
Saga in the Time of King Arthur

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Land of giants

Scandinavia and the Beowulf saga in the time of King Arthur



Wise King Hrothgar holds court

We have indeed heard tell of the splendour of warrior Danes in days gone by, of the kings of that nation, and of how those high-born men achieved deeds of valour."

– Beowulf –

Land of giants

giants

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For Hrothgar and Glory

Printed in the USA



INTRODUCTION

What this book contains, and how to use it

IN HIS *HISTORIA FRANCORUM*, Bishop Gregory of Tours records that the Geatish king Hygelac raided Frisia sometime between the years 516 and 534. The Old English epic *Beowulf* also mentions that raid, placing it in a larger context of Scandinavian heroism. Since the events of *Beowulf* unfold within the same time-frame as the *Pendragon* roleplaying game; since the tale was told by the same Anglo-Saxons who fought King Arthur; and especially since both traditions have heroic exploit in common - *Land of Giants* uses *Beowulf* as the basis for a source-book of Scandinavia.

Along with a copy of the 4th edition *Pendragon* roleplaying game, this book contains everything you need to set adventures in the lands known collectively to classical authors as Scandia or Thule.

Using this Book

Pendragon players can use *Land of Giants* in one of two ways. First, the description of Thule provides another setting for knightly exploit. **The Perilous North Sea** chapter describes ways that characters from a British *Pendragon* campaign can travel to Thule for a sampling of different adventure.

Alternatively, a gamemaster could run a complete Northern campaign from the material provided. A set of rules are provided for creating Northman, Cimbri or Skridfinnar characters for this very reason. Hopefully the essays and guidelines in the book will inspire you to create your own adventures within the framework of *Beowulf*:

- **The Map of Thule** chapter describes over 100 notable locations, many of which include encounters with monsters. Using the statistics from the **Lords of the North** chapter, a gamemaster could flesh these out into short adventures.
- As well as place, gamemasters can use time as a story-telling device. The **The History of Thule** section outlines the most important events which

shaped Thule, including a suggested time-line for the events in *Beowulf*. Players can fight in the Geat-Svear wars, or join *Beowulf* and Hygelac on that fateful raid into Frisia.

- Finally, there are two full-length adventures: **The Adventure of Hrodigar's Hall**, and **The Adventure of the Barrow-dragon**.

The handouts at the end of the book are designed to involve players with the setting while easing the gamemaster's work-load. First, the appropriately vague **Foreigners' Common Knowledge** outlines what is known about Thule in other lands (some of which is false). It is

WHAT IS BEOWULF?

BEOWULF is THE LONGEST Old English poem to survive from Anglo-Saxon England. The only extant manuscript dates from around A.D. 1000. Although the original text was written between A.D. 650 and 850, the core tale is considerably older. Set in Migration Age (A.D. 400-600) Scandinavia, the epic inherits a hoard of Germanic legend, oral tradition, and vague historical reference. Most likely it began as an oral account, later edited by an Anglian noble or churchman. A heroic tale reinforced by Christian morals, *Beowulf* bridges Britain's barbaric ancestry with its literate Anglo-Saxon future.

The epic is simple. In his youth a Geatish hero named *Beowulf* travels to the court of King Hrothgar of Denmark. There he defeats a demon-troll called Grendel, and then Grendel's Dam. *Beowulf* receives great rewards from Hrothgar and - once he has returned home - from his lord, eventually becoming king of the Geats. The last third of the poem describes *Beowulf*'s old age, when he goes forth to defend his people from a rampaging dragon. *Beowulf* kills the wyrm, but dies from his wounds. The epic ends with omens of disaster for the Geatish people.

Woven into this story of heroism are references to semi-historic rulers and realms, Germanic custom and legend, and early feudal practices.



accompanied by the **Foreigners' Map of Thule**. Native characters receive the more detailed information found in **Thule for Northerners** and the **Northerners' Map of Thule**. Two other handouts provide Rune-to-English conversion charts used to represent a character's understanding of the Runic writing system.

Running a Campaign

This book provides enough material for at least three campaigns, tentatively dated at A.D. 481-500, 501-521, and 521 onwards. (Though the **The History of Thule** chapter sets A.D. 521 as the "now" of *Land of Giants*, do not despair. While all descriptions assume this date, the few discrepancies lie mostly in the names of current rulers.)

The first generation might begin adventuring in A.D. 481. Player characters could explore the surroundings (see **The Map of Thule**), witness the birth of Beowulf, and sire heroes for a Golden Age campaign (see below). This period's most significant events include the efforts of the Kings of Denmark to strengthen the kingdom, thus warring against Angles and Jutes will provide most of the glory. A grand climax can be had with Froda's Jutland campaign. Players may take the part of King Halfdane's exiled thanes, fighting to retake Denmark from the usurper, King Froda.

A Golden Age starts in A.D. 501. During this time, the Eruli return to Scandinavia, Grendel arrives at Heorot, and great battles rage between the Geats and Svear. Build towards a fight with Grendel in **The Adventure of Hrothgar's Hall**. A.D. 521 marks the date of a significant event: the Geats' fateful raid against Frisia and the death of Hygelac, king of the Geats. Player characters may witness this event firsthand. They may very well die. And what better way to end a campaign than with heroic deaths?

A final campaign occurs during an age of decline (circa A.D. 521+). After the burning of Heorot and the death of Hrothgar, the heroic ethos disintegrates. Old feuds resume with greater ferocity, and more warriors die through treachery than glorious warfare. For a climactic finale, use **The Adventure of the Barrow-dragon** any time between A.D. 535 and 577.

Support Material

Land of Giants is not a stand-alone product. Based on the *Pendragon* rules, and set in the Arthurian world,

this book belongs to a line of roleplaying products which have strong links. In fact, most of the published adventures originally designed for knights are suitable for the Northern setting. The gamemaster need change only the details, such as:

Cultures: Northmen are related to Saxons, Cimbri to Cymri, and Skridfinnar are at least superficially similar to Picts. In story-telling terms, Cimbrians fill the same role in Thule as Saxons do in Britain: heathen barbarian foes. Simply change the names of people and places.

Society: The Northman social structure is similar to Arthurian feudalism, with thanes replacing knights. Most events which take place at a tournament could just as easily occur at a *thing*.

Religion: Churches and monasteries may become temples, depending upon their context in the adventure (Northerners have no books). Wotanic priests fill the roles of Christian monks and clergy. Shamans hoard information like hermits. Heathens are heathens, the world over.

Equipment: Down-grade armor and weapons. Change castles to ring-forts, manors to great-halls. A modified price-list is provided in the **The People of Thule** chapter.

Where is Beowulf?

Though this source-book based is on the epic Beowulf, the hero of the same name does not play a prominent part in these adventures. Why? Quite simply, roleplaying games should provide players with the opportunity to relive heroic moments through the personae of their characters. In the saga, Beowulf tends to hog the glory. His minor exploits are replete with struggles against giants, sea monsters, and foreign foes. Therefore, his two greatest adventures - **The Adventure of Hrothgar's Hall** and **The Adventure of the Barrow-dragon** - are reserved for the player characters instead.

Beowulf remains in the background as the warrior ideal, worthy of emulation. Gamemasters may also use him as a *deus ex machina* when characters get into super-heroic trouble. And if they cannot complete the two adventures after repeated attempts, Beowulf will do so by the dates set down in the **The History of Thule** chapter.

pronunciation guide

The place and character names in Thule use a number of sounds that may be initially unfamiliar to the English speaker. Most of the letters should be pronounced as you would expect, but the following list gives a guide to the pronunciation of the others, particularly the vowels.

a - law

á - father

ä - alms, bar

å - call

e - gin

é - day

i - is

o - omit

ó - ore

ö - not

u - suit

ü - boot

y - tu (french)

c - bank (never soft)

k - (as c, above)

g - give (never soft)

j - year

r - (always trilled)



GLOSSARY

- a**
Aesir: One tribe of the gods, including Odin, Aegir, and Tyr.
Alfar: Elf or faerie. **Dockalfar** means dark elf, **Liosalfar** means light elf.
Asgaard: Homeland of the gods.
Attiba: Disciple of the Old Gods, associated with Wotanic religion.
- B**
Bergfolk: Short, crafty faeries who live under hills or mounds (**berg** means hill).
Bjorr: Highly fermented fruit juice.
Bonde (pi. bonder): Farmer with large landholding, a landlord.
Borg, burg: Ringfort or town.
- D**
Draug: Evil Undead creatures which haunt barrows or funeral ships.
- e**
Earna-ness: Eagle's Headland.
Erilaz: Messenger of the gods, rune-scriber. Associated with Eruli Odinism.
Ethling: the Northman noble class: *Thanes, Jarls, Herses* and Kings, along with their families.
- f**
Felag: Fellowship, guild, partnership on a venture.
Fjeall: A Mountain higher than the tree-line. **Highfjaells** are snow-capped all year, and have sharp edges and peaks. Lowfjaells are more smooth and rounded, and are clear of snow in the summer.
Fjell: Plateau.
Fjord: Narrow, water-filled rift where mountains meet the sea.
Frey: A title used by priests of Freya, meaning "lord".
Freyja: A title used by priestesses of Freya, meaning "lady".
Frithgeard: Holy sanctuary around shrine to Thor, where neither plow nor bloodshed should disturb the soil.
- g**
Gaard: Farmstead run by family of *Karls*.
Geest: Mound rising from a marsh, created from alluvial sand and gravel.
- Ginnungagap:** Gaping nothingness which existed before creation of the nine worlds.
Gudija: Priest, associated with Wotanic religion.
- h**
Haerad: District - an area ruled by a *Herse*.
Hall-thane: An elite professional warrior, equivalent to a Household Knight.
Herse: A lesser *Ethling* who rules a *Haerad* under a King or *Jarl*.
Hreosnabeorgh: Sorrow Hill.
Hronesness: The Whale's Headland (**hrones** - whale or sea monster; **ness** - headland).
Hulder: Alfar, mound-dwellers.
- J**
Jarl: A prince or chieftain.
- k**
Karl: A free peasant.
- m**
Marbendil: Ugly, aquatic faerie - half-man, half seal.
Mead: A drink made from fermented honey and water.
Midgaard: Middle-earth, land of mortals.
- n**
Nidagrisur: The restless spirit of an infant who has died of exposure (see *Ut-burd*).
Nokk: Water-troll.
Nyku: Malicious water-faerie which resembles a horse.
- O**
Ofermod: Overconfidence, what no good hero should be without.
- R**
Ragnardk: The end of the world, where even the gods are fated to die.
- s**
Scop: Poet or bard.
Skerry: Small rocky island or reef.
- Skibsaetning:** Boat-shaped grave outlined by rocks with taller stones at either end to represent bow and stern.
Stallo: Turf golem created by cruel people with the help of an Eating-shaman.
Sueje: Shadow or spirit of a Skridfinnar shaman which enters the Other Side while the physical body remains in a trance. Materializes as a deer, bird, snake, or other animal.
- t**
Tantulu: Meaning "little enchantress", a title used for elderly women who practice Heathen shamanism.
Terp: An artificial mound raised in a marsh on which houses are built.
Thane: A professional warrior, equivalent to a Vassal Knight.
Thing: Local assembly.
Thrall: Slave.
- u**
Utburd: Custom of exposing unwanted, sickly, or deformed children so they die.
Utgaard: The home of trolls, giants and monsters. It lies outside *Midgaard*.
Utrost: Fabulous faerie island which occasionally rises from the ocean.
- V**
Valhalla: Greathall of Odin where warriors hope to go after death.
Valkyrie: Odin's handmaids and choosers of the slain. They lead brave warriors to *Valhalla*.
Vanir: A second tribe of gods and fertility spirits, including Freya, Forseti, and *Alfar*.
Volvur: Sibyl of Frigg, renowned for powers of prediction.
- w**
Wend: Northman term for Slavic people.
Wergild: Man-price, a legal system of monetary compensation for murder.
Wyrð: Fate.
- y**
Yggdrasil: World-tree whose roots form the foundation of all reality.
Ymir: The first giant.



THE PERILOUS NORTH SEA

Braving the treacherous northern waters to reach Thule

LAND OF GIANTS IS PRIMARILY a source book for Beowulf-style adventures. However, Thule is still set in the world of *Pendragon*, so knights from more civilized lands may travel north on occasion. The quickest and easiest method of travel about Thule itself is by ship. Beowulf sailed from Gautland to Denmark within the first couple-hundred lines of his epic. This chapter provides guidelines for running sea voyages to, and around, Thule.

In *Pendragon*, sea voyages are always difficult and dangerous, no matter how short the distance or how familiar the route to be travelled. This fact is reflected in the following rules.

Travel from Britain

Four possible reasons for player knights to visit Thule follow:

Tale of Grendel: The tale of Grendel has spread even to King Arthur's realm. Use the Saxon scop *Widsith* (see **Lords of the North**, page 76) to present **A Tale of Woe**.

The Grail Quest: This adventure "hook" applies only to Knights of the Round Table or perhaps lesser knights in Arthur's retinue. His knights scour much of Europe during their search for the Holy Grail; the player knights hear rumors that Hrothgar has the Grail in his treasury, unaware of its significance. Or perhaps the Grail lies hidden in a ruin beneath Denmark. This provides a perfect opportunity for player knights to become involved in the Grail Quest without disrupting the Malorian/Pendragon time-line.

Saxons: Saxon characters may wish to visit relatives in the northlands, or revenge themselves on the Danes who invaded their homelands.

Misvoyage: Finally, a gamemaster can have the characters blown off course during a sea voyage, only to arrive in Thule. Sir Tristram has a knack for losing himself at sea, so this sort of "accident" is in keeping with the spirit of *Le Morte D'Arthur*.

Once the characters decide to journey to Thule, they must secure passage on a ship. Logres knights are advised to travel to London, where tradeships leave for Thule every 2d6 days. Norwich in Anglia and Eburacum in Cumbria also have ties to North Sea shipping. Passage from Britain to Thule costs 180 denarii per passenger. Optionally, the knights could commandeer a ship and its crew through force or fortune (say, 3£ in total), then direct their new hirelings to sail the North Sea. However this second option leaves unanswered all questions of the crew's skill, loyalty, or repute - they could even be pirates!

A Saxon may be lucky enough to have part-share in a longship. Promises of gold and glory would be enough to entice his fellow warriors to embark upon an adventure to Thule.

The characters' choice of vessel determines the amount of equipment which they may bring along. Longships and currachs will be cramped unless player characters replace an equal number of crew; in any case, horses and squires must remain behind. The smaller tradeships can carry several horses, the knights, and their equipment. Only the largest tradeships have room for a half-dozen knights to bring their full complement of horses and squires.

For more information on the available types of ships, refer to the *Pendragon* rules, pages 69-70.





Northman Sailing

A Northman may have part-share in a ship, or he could describe the proposed undertaking to his lord. If the adventurer seems promising - that is, he wins a *Personality Dispute* of his Energetic vs. the lord's Selfish (see *Pendragon*, p. 198) - the lord lends him a small longship (and a crew of young warriors, if necessary). Custom demands that he repay his lord with a gift: the best piece of booty from the adventure.

Preparation

First, you need three pieces of information: the voyage's starting point, the destination, and whether the characters' ship hugs the coast or sets out across open water. Armed with these details, refer to an atlas of Europe and work out the distance in miles. A mileage chart for major towns is provided at the end of this chapter to help the gamemaster and ship captain plan a voyage.

Daily Travel

Three main factors influence a ship's speed: the prevailing wind's strength, its direction, and the crew's ability to harness its power. These factors change daily.

Note that *day* here refers to a 12-hour period, usually from dawn to dusk in spring and fall. Northmen usually sail in sight of the coast during the day so they may come ashore at night. A crew may travel by night as well (and must, on cross-sea voyages), but risks fatigue when it does so. For every 12 hours without a break, a sailor must roll CON; once he fails this roll, he receives a -5 penalty to all skill rolls until he sleeps for 12 full hours.

Through Wind and Rain

At the beginning of each day, roll once on this *Wind Effects Table*. There are special effects when a vessel is *Becalmed*, or finds itself in a *Storm*, as explained below.

Wind Effects Table

D20	Result
01-02	Becalmed
03-06	Poor Wind
07-14	Average Wind
15-18	Good Wind
19-20	Storm

Becalmed: The wind dies down. The sea becomes still. Sailors dread the lack of wind even more than storms, because their vessel is helpless. A becalming portends disaster.

When becalmed, sailed craft (i.e. Frisian tradeships) move at a negligible speed, if at all. Oared craft (longships and currachs) may move at a speed equivalent to an *Average Wind* when *Becalmed* or in *Poor Wind* by using their oars to make up for the lack of wind. The crew can row for only one day before resting, however. So, if faced with two consecutive days of calm, rowers may move at *Average Wind* for the first day but are *Becalmed* on the second.

The Rope of Winds from the *Cimbrian Luck Benefits Table* in *Character Creation* can increase the wind-speed by one step for each knot untied.

Storm: There is a chance that the characters recognize the rising winds before it is too late. [Awareness. Success = notice the approaching storm, and may opt to go ashore if near the coast, forfeiting the day's travel.]

If at sea during a storm, each character on board should roll DEX. Failure indicates that a piece of equipment has been tossed overboard (roll D6: 1 = Primary weapon, 2-3 = Secondary weapon, 4 = Shield, 5-6 = Purse and money). Also, a CON roll is required for each horse on board, failure indicating death.

During storms, apply the *Raining heavily* modifier to the Boating roll (as described below), whether the craft is oared or sailed.

Tack and Harness the Wind

Next, the helmsmen must make a Boating roll (most non-player sailors have Boating 10). Apply whichever of the following modifiers are relevant:

Boating Modifiers

Situation	Modifier
Know route	+10
Lost	-10
In sight of coast	+5
Cannot see land	-
Raining	-5
Raining Heavily/Snow ^{NS}	-10
Fog/ Night	-15

Cross reference the result of the Boating roll (Critical, Success, Failure, or Fumble) with the wind speed on the following table. Remember that ships under oar may use the *Average Wind* column, despite the actual wind conditions, as described under *Becalmed*, above.

Travel Distance (n miles per day)

	Critical	Success	Failure	Fumble
Becalmed	10	0	0	0
Poor Wind	35	20	10	*
Average Wind	70	35	20	*
Good Wind	100	50	25	*
Storm	120	60.	*	*

* No distance, plus the ship becomes Lost. As listed on the Modifiers to Boating table, apply a -10 penalty to the following Boating roll as the crew tries to get its bearings.

For simple, abstract voyages, subtract the distance traveled from the voyage's total length (determined during preparation).

For a more detailed voyage, trace the characters' progress on a map, describing what they see each day.



SEA-BORNE ENCOUNTERS

EVEN WHEN THE WINDS ARE KIND, the seas are a dangerous place. When traveling in a foreign environment, players should expect to stumble upon all kinds of nasty beasts and strange events. Roll a d20 each day (12 hours at sea), checking the result against the *Sea-borne Encounter Table*. More detailed explanations of each encounter follow the table.

Sea-borne Encounter Table

D20	Result
01-04	-
05-07	Mundane Sea Creature
08	Sea Monster
09	Island
10-11	Pirates
12-14	Merchant
15	The Devouring Whale
16	The Devouring Whirlpool
17-18	Polar Ice and Polar Bears
19-20	Driftwood and Wreckage

Mundane sea creature

A killer whale, walrus, or school of fish nears the ship. Perhaps the characters even see a whale in the distance. Use this mundane encounter for story-telling effect. For example, player characters might mistake seals for merfolk, or narwhals for aquatic unicorns.

Sea monster

The heroes may have to engage this monster, or they may simply see it in the distance. The table below lists some possible sea monsters; those not found in the *Pendragon* rulebook are fully described in **Lords of the North**. Roll 1D20:

Sea Monster Table

Near Shore	Open Wafer	Monster
	1-2	Draug
1-3	3-6	Nokk
4-6	7-10	Nyku
7-11		Griffin
12-14		Hippogriff
	11-12	Marbendil
15-18	13-20	Water-leaper
19-20	-	Wyvern

Island

If the characters are in open water, they have just discovered an uncharted island. It may even be Utrost, the mysterious floating island (see **The Map of Thule**, page 70). If near shore, the island is one of hundreds which dot the North Sea shores (but is somehow notable). It could be uninhabited, a raiding outpost for Northmen, or even the stomping ground of a giant.

Pirates

A typical North Sea pirate band consists of twenty bloodthirsty Saxons or Northmen in a longship (use Saxon Warrior statistics from *Pendragon*). They prefer to loot monasteries, but will happily relieve rich characters of their valuables. To escape the pirates, a helmsman must win an opposed Boating roll versus the pirates (Boating 12). If the pirates win, they draw along side, throw javelins, then board.

Merchant

This encounter might be Northmen traders in a longship, carrying furs and walrus ivory from northern Thule, or, more likely, a Frisian tradeship loaded with German wine and maybe a couple of Frisian destriers (possibly headed for Camelot). Merchants are always happy to exchange news, and perhaps do a little business on the side.

The Devouring Whale

Devouring Whale - sometimes called Leviathan or the Kraken - is a sea-beast of monstrous proportions. Not properly a whale at all, it sports triple tusks protruding from its lower jaw, bulging bloodshot eyes, gills, and scaly hide. As its name suggests, the Devouring Whale can swallow the largest ship with one bite.

As the Leviathan surfaces, the most alert character may notice it. [Awareness. Critical = he spots a mile-high spray from the creature's blowhole; with such advance warning, apply a +10 bonus to the Boating roll below. Success = he sees its form plowing towards them; +5 to Boating. Failure = surfacing beside the ship, the Whale stares at the characters with one huge eye; Boating roll normal. Fumble = Gulp...]

Fighting is useless. The beast has 40 armor, countless hit points, and statistics beyond the ken of this game. Simply seeing it calls for a Valorous test at -15. Escape would be prudent, not to mention intelligent.



Ships moving at *Average Wind* speed or faster (by oar or sail) may outdistance the Kraken with a successful Boating roll (using the modifier noted above, if any). On a failed roll, or when lacking wind, the Whale attempts to swallow the ship whole.

Seemingly doomed characters may wish search their memories for any stories about such massive sea-beasts. A successful Faerie Lore roll is required to recall that it is said that Devouring Whales shy from beavers' scent, bulls' dung and fire. Characters may use any of these items, or may simply attempt to strike its eye with a javelin or arrow (-5 to Weapon skill, armor 5). Any of these methods drive the beast away.

Glorv: 50 for seeing the Devouring Whale and surviving, another 100 for driving it away.

The Devouring Whirlpool

Frisian sailors are well-aware of this danger, calling it the Maelstrom ("grinding stream"). Usually charted off the west coast of Thule, the Devouring Whirlpool mysteriously moves about, threatening shipping across the North Sea.

The first sign of the whirlpool is a distant roar, and a cloud of mist hanging over the sea (if the characters try to escape the Whirlpool immediately, apply a +10 bonus to their Boating roll). As they approach closer, a cross-current tugs at the ship (+5 Boating). Finally, the sound rises to a tremendous bellow, like a hundred waterfalls crashing together. Here, bits of wreckage or even half-sunken ships swirl through the water; there, a corpse bobs to the surface before sinking once again. Through the obscuring mist, the crew can barely make

out the Devouring Whirlpool's churning void (no modifier to Boating now).

To escape the Devouring Whirlpool, the characters must rely upon their helmsman's skill. [Boating (with modifiers). Success = escape. Failure = roll again next round at a cumulative -5 penalty; when the penalty equals -20, the ship spirals to its doom, and all hands are lost at sea.]

Glorv: 50 for escaping the Devouring Whirlpool.

Polar Ice and Polar Bears

Occasionally, glacial sheets break away from an ice flow and drift south. On occasion polar bears are trapped on these icy platforms.

When a ship encounters Polar Ice, it must slow to maneuver through the sheets - halve the distance traveled on the following day to account for the delay.

A ravenous Polar Bear is present on one of the sheets of ice on a roll of 01-08 on 1D20, or at the gamemaster's discretion. Starving and half-mad, such a bear attempts to clamber aboard the ship as soon as it passes closely enough. Unless appeased with fish or other food, it attacks the crew, fleeing when it has a single victim. Use the normal bear statistics found in *Pendragon*, p 339.

Driftwood and Wreckage

The characters chance upon a vast island of wood made up of logs, planks, and ship pieces, all worn smooth by the water. Perhaps a strange one-man canoe or a double-sided paddle floats by. This encounter is simply a delay, as ships must detour around. Halve the following day's travel.

TRAVEL TO THULE

Norwich	Eburacum	A'borg	Bergen	Geatborg	Hapaarati	Hedeby	Helgb	Kaupang	Lethra	Nitheros	Snartemo	Thr'nness	Uppsala	
-	-	725	985	-	-	-	-	-	-	-	1350	-	-	London Coast
135	455	650	690	-	-	-	-	-	-	-	600	-	-	London Open
		860	1120	-	-	-	-	-	-	-	1485	-	-	Norwich Coast
	38	650	750	-	-	-	-	-	-	-	750	-	-	Norwich Open
		1180	1440	-	-	-	-	-	-	-	1 805	-	-	Eburacum Coast
		850	950	-	-	-	-	-	-	-	850	-	-	Eburacum Open
			320	140	1410	235	660	160	150	790	140	1200	785	Aagersborg
				480	1750	555	1000	385	470	475	200	885	1105	Bergen
					1270	235	520	160	150	920	280	1330	645	Geatborg
						1285	1230	1430	1710	2050	1410	2460	640	Hapaarati
							535	395	160	1030	375	1425	655	Hedeby
								680	480	1340	800	1850	125	Helgo
									310	710	190	1240	805	Kaupang
										930	290	1340	580	Lethra
											640	490	1 565	Nitheros
												1050	925	Snartemo
													1975	Thranderness

A typical day's journey is about 35 mile

Note that the mileage is only given from Britain to Aagersborg Bergen and Snartemo. Most ships will probably make for one of these three ports, and sail in coastal waters for the remainder of the journey. Calculate the rest of the voyage from the landing Doint. All distances in miles.



THE HISTORY OF THULE

Events and myths that shaped the figid northern land

THULE HAS A LONG and interesting history. Listed here are some important events which helped shape the land and its cultures. Some facts are historically accurate; these are recorded in [square brackets]. The other events represent the beliefs of the Northmen. In *Pendragon*, myth is sometimes more important than history.

This time-line has been created around a single date: A.D. 521, which we have used as the year Hygelac died while raiding the Frisians and Franks. Other events were pieced together through logic, guess-work, and much creativity. The suggested dates for Beowulf's deeds are useful for those wishing to use the great hero's actions as a model for their campaign.

As noted in the introduction, the Northern "now" is A.D. 521, immediately preceding Hygelac's fateful raid, although you may wish to start your campaign considerably earlier. Note that the "now" of *Pendragon* is A.D. 531, 10 years later. When introducing Logres knights into the Northern setting, you have two options:

- Follow the time-line. Beowulf has already completed **The Adventure of Hrothgar's Hall**, but **The Adventure of the Barrow-dragon** awaits brave heroes.
- Ignore Gregory of Tours. The chronology becomes a rough outline for possible events. Since the Northmen have no firm calendar, why should you?

In either case, the peoples and places of Thule have a timeless quality. Obscured by the mists of myth, this setting has remained - and will remain - relatively constant for hundreds of years.

Prehistory

[c. 240,000 B.C.: Prehistoric men, the ancestors of the Cimbri, arrives in Thule.]

[c. 14,000 B.C.: Early hunters begin to sacrifice prey in sacred bodies of water.]

[c. 6000 B.C.: Boats first used in Thule.]

Age of Giants

c. 4000 B.C.: Odin and other gods slay the ancient giant Ymir, creating the world from his body. The race of giants spring from Ymir's corpse as well. The gods carve man and woman from two trees and give them life.

[4200-3800 B.C.: Domesticated animals brought north into Thule by ancestors of the Northmen.]

c. 3000 B.C.: The giants perfect the use of iron, creating weapons of outstanding craftsmanship and strength. Their culture reaches its peak. In their shadow, humans struggle to survive (much as mammals did during the age of dinosaurs).

[c. 2800 B.C.: Nomadic hunters - Skridfinnar - immigrate from eastern Europe.]

c. 2000 B.C.: The giants rebel against the gods, but Odin, Thor and Tyr fight back. The sea-god Aegir floods the giant-halls. Many giants die; the rest retreat into the waste-lands of middle-earth, particularly Thule.

The Age of Man

[c. 1800 B.C.: The Bronze Age comes to Thule.]

[c. 1500 B.C.: Ritual sacrifice of prey is supplemented by offerings of valuables.]

[c. 500 B.C.: Beginning of Iron Age in Thule. Sacrifice expanded to include booty and human beings.]



[c. 500 B.C.: After a prolonged warm cycle, weather in the north turns cold and damp. Some Cimbri and Teutonic tribes migrate south, coming in contact with the growing Mediterranean cultures.]

[350 B.C.: Pytheas, a Greek writer, is the first to make mention of Northmen (possibly Skridfinnar), calling their land Thule.]

[102-101 B.C.: The Cimbri and Teutons invade Italy, skiing down the southern Alpine slopes on their shields! The Roman Army eventually defeats the barbarian invaders.]

Trade with the Romans

[5 A.D.: Emperor Augustus sends a Roman fleet to make a reconnaissance of the northern-most tip of Jutland. Cimbri and other tribes send emissaries, asking friendship of the Roman people.]

[98: Tacitus describes the customs and manners of northern tribes.]

[c. 100: Thule and the Roman Empire forge links in trade through intermediaries. Some Northmen find adventure in Rome, where they are sought as soldiers in the Praetorian Guard.]

127: The Kingdom of Vihtesleth. The legendary king Dan creates a Cimbri kingdom made up of Zealand, Fyn, Falster, and Lolland. Specifically, these Cimbri were the Eruli tribe. While his realm is called Vihtesleth, Dan's name would one day apply to the Danes and to Denmark.

c. 200: A Northman war-chief named Heremod invades Vihtesleth from Skane. He is amazingly successful, driving many of the Eruli from Zealand and Fyn (these Eruli wander Europe as mercenaries for over 300 years). Heremod rules over a mixed Northmen-Cimbri population, who collectively become known as Danes. The kingdom - Skane, Zealand, and Fyn at this time - becomes Denmark.

c. 230: Heremod was a good king, strong in battle and firm of rule, but as he grew older he encompassed evil and became a kin-slayer. None mourn his death when he is killed by monsters in the Troll Woods of central Zealand.

c. 230-390: The Danish rulers become progressively weaker, until eventually the kingdom splits into numerous independent clans.



c. 340: The Roman Empire collapses. The loss of Roman trade has a great effect on Thule.

The Golden Age

370: A ship beaches on the shore of Zealand. It carries only a small boy, man-sized arms and armor, and a chest of rich treasures. This boy is Scyld Scefing, son of Forseti and future founder of a new Danish royal house. He is adopted by a chieftain named Sheaf.

390: When Scyld reaches young adulthood, he proves his worth by re-uniting the Danish tribes and defending them against raiders. He is elected king of Denmark. Over the course of his reign, Scyld expands his kingdom to include Zealand, Fyn, Falster, Lolland, and SkSne. These lands owe him tribute, all nearby lands grant him respect.

444: The Fight at Finnsburgh. Sixty Angles led by Hnaef visit King Finn of Frisia in his fortress by the sea. Giants in Finn's retinue make a surprise attack on the Angles at night, yet Hnaef's warriors defend the hall's two doors for five days. Hnaef is killed, but sensing that neither side can win, Finn offers to end the feud if the Angles swear allegiance to him. The latter - now led by Hengist - agree.

445: The following winter, Hengist and the Angles avenge Hnaef's death by slaying Finn.

446: Hengist and Horsa lead mercenaries to Britain.

450: Scyld dies. His body is placed in an ornate longship with many treasures, and cast out into the North Sea so that he may return from whence he came. Scyld's son Beow becomes king of Danes.

463: King Fridleif of the Heathobard tribe abducts queen Ingrid of Denmark.

468: Saevil is appointed jarl of Lolland.

469: King Hoegne of East Gautland dies and is succeeded by prince Hjorvard.

470: The Danish king Beow dies. His son Halfdane becomes king in Denmark, but the realm is governed by jarl Saevil as regent until Halfdane reaches his majority in 478.

483: Alfdis becomes queen of Gastrikland.

484: King Herjolf of West Gautland dies, succeeded by Hrethel.

485: Prince Froda of the Heathobard tribe is made jarl of SkSne.

487: The Silingi Vandals return to Sjaelland under their king, Geismar, but king Halfdane of Denmark refuses to let them stay. Instead he contacts king Onela of Svitjod, who gladly offers the Vandals the northern coastal area of Uppmanland. In return he wants them to defend the coast against eastern raiders and to become his vassals.



- 488: The Vandal's heavy cavalry arrives by sea to the land they soon call Vendel. King Geismar swears loyalty to King Onela of Svitjod.
- 492: *Arthur Pendragon is born in Britain.*
- 493: King Onela survived for many years by sacrificing his sons to Odin. When he attempts to sacrifice his 10th son, the people stop him. He dies at the ripe old age of 148. Ongentheow, his youngest and only surviving son, becomes king of Svitjod.
- 494: King Fridleif of the Heathobard tribe dies and is succeeded by his son, prince Froda, as king. Froda continues to be jarl of Skane and is thus also the vassal of king Halfdane of Denmark.
- 498: King Hjorvard of East Gautland dies and his brother prince Hilder becomes king of East Gautland.
- 499: Beowulf, son of Edgetheow is born.
- 500: King Halfdane of Denmark is killed by jarl Froda of Skane, his half-brother on their mother's side. Froda seizes the throne of Denmark. King Halfdane's eldest son, prince Heorogar, is killed. Halfdane's two younger sons, Hrothgar and Halga, hide for many years. Prince Heoraward, son of Prince Heorogar, is taken into exile by loyal ethlings. King Froda turns his attention to Jutland. The Angles and Jutes living there have long been a thorn in Denmark's western side. The Danes, in alliance with the oppressed Cimbri of Jutland, attack the Angles and Jutes and drive them out of their ancestral lands. The two tribes flee to Britannia. King Froda does not grant the usual self-rule to the Cimbri, but imposes a Northmen nobility in Jutland and appoints thane Sigehere as jarl.
- 501: Tunne, the slave and former confidant of king Onela, rebels against king Ongentheow of Svitjod, who flees to king Froda in Denmark. Ongentheow promises to pay taxes to the Danes if they give him an army, which they do. King Ongentheow defeats and kills Tunne. King Ongentheow once again takes power in Svitjod and gives rich gifts to king Froda, but never pays any of the promised taxes.
- 502: The Vandals of Vendel rebel against their liege, King Ongentheow, taking advantage of Svitjod's weakness in the aftermath of Tunne's rebellion. The heavy cavalry of the Vandals wins a decisive battle against the Svear, but king Geismar dies on the battle field. Prince Hilderic becomes king of Vendel and accepts king Ongentheow's peace proposal on the condition that Vendel becomes an independent kingdom.
- 504: Hrothgar and Halga, sons of the slain king Halfdane, take revenge and kill king Froda. They declare themselves joint kings of Denmark dividing the duties of kingship: Hrothgar concentrates on ruling and defending Denmark, Halga becomes a raiding and conquering sea-king. Jarl Saevil is given the important jarldom of Skane. As a peace token, Hrothgar promises his young daughter, Freawaru, to Froda's son, prince Ingeld.
- King Ongentheow of Svitjod marches to assist king Froda of Denmark, but is too late. Ongentheow and his men are defeated and slain by the Danes. Prince Ohthere Vendelkraaka, the young son of Ongentheow, becomes king of Svitjod. Romund, jarl of Vastmanland is his regent.
- The death of king Ongentheow is a turning point in the politics of Thule. Though temporary alliances shift over the years, for the most part the political landscape is stable. Kings Hrothgar and Halga build an alliance consisting of Denmark, West Gautland, Gastrikland and Vendel. East Gautland and Vaerm-land ally with Svitjod. Trondelag, Ostland, Vestland, Halsingland and Gotland try to keep out of this conflict.
- 505: King Wigmund of Halsingland dies at age 63, and his son Wigwulf Skoensamme becomes king.
- Halga of Denmark sails to the Saxon lands, but is humiliated by Queen Olof.
- 506: Heoraward returns from exile, but cannot press his claim to the throne of Denmark and is made jarl of Falster.
- Halga returns to the Saxon lands and rapes Olof. She bears a daughter, Yrsa, but gives her away to a peasant family.
- 508: Ohthere Vendelkraaka attains his majority and gains full power as king of Svitjod.
- Edgetheow slays prince Heatholaf of East Gautland. To prevent a feud between West and East Gautland, Edgetheow enters exile and finds his way to the Danish court. King Hrothgar pays Edgetheow's wergild. In exchange, Edgetheow pledges his allegiance to Hrothgar. As well as gaining an ethling, Hrothgar gains a bride — Valtjona, the daughter of Edgetheow and sister of Beowulf. However the relations between West and East Gautland do not get better and the conflict continues for about a decade.
- Queen Alfdis of Gastrikland dies, succeeded by Freydis.
- Grendel begins stalking Heorot.
- 509: Trondelag is conquered by jarl Sligon, who drives king Aguar and his family out of the country. Aguar goes in exile to Britannia. Halsingland breaks its contacts with Trondelag, as king Wigwulf had been an ally of king Aguar. Instead, king Wigwulf looks eastward, leading to closer ties between Gotland and Halsingland.
- 510: After being defeated by the Lombards, the long-lost Eruli (Heruli) return to Thule. Three hundred years of constant warfare has made them one of the fiercest peoples in Europe. During their absence



they have kept the contact with the old land, especially with their old allies the West-Geats. Now king Hrethel of West Gautland offers them an alliance and support in occupying Varend, south of Smaland. King Rodulf the Old of the Eruli accepts. Hrethel sees the Eruli as a buffer between the West Geats and the Danes, although they have been allies for some years. He also sees the alliance as a way to control the small kingdoms of Smaland.

Edgetheow dies, and his son Beowulf is adopted by prince Hygelac of West Gautland.

Arthur draws the Sword from the Stone.

511: This year is famous for the swimming match between Beowulf and Breca. After swimming for five days and nights, the youths became separated. Breca returned home, claiming victory. In fact Beowulf endured a greater struggle - he cleaned a nest of sea serpents before reaching northern Scanderna.

512: Jarl Saevil of Skane is killed in Osterlen by Heathobard insurgents, who are secretly encouraged by their king, Ingeld. Ingeld, son of the usurper-king Froda, becomes jarl of Skane after a reconciliation with kings Hrothgar and Halga.

King Hilder of East Gautland dies and is succeeded by his nephew prince Hedin.

514: The Eruli launch a huge attack on Oland to pillage and destroy.

517: Prince Hathkin of West Gautland accidentally kills his elder brother prince Herebald while hunting in the borderland of Ravenwood. Their father King Hrethel, dies of grief. Hathkin becomes king of the West Geats.

The Battle of Sorrow Hill. Seeing a young and weak king on the West Geatish throne, the Svear attack, the Svear princes Ohthere and Ale lead sneak attacks against a number of West Geatish great-halls. The greatest massacre occurs at Sorrow Hill. Before serious resistance can be organized, the Svear retreat with their booty.

Nearly every year small Eruli bands have attacked Oland and the small kingdoms in Smaland. This year their king personally leads a large raiding party.

518: The Battle of Raven's Wood. In retaliation for the previous year's ambush, King Hathkin leads a Geatish war-party into Svitjod. He forces his way into the royal residence and kidnaps king Ongentheow's widow. Prince Ale and his forces chase the West Geats to Raven's Wood in western Svitjod, where Hathkin is slain. The surviving Geats hide in the forest as night falls. The next day prince Hygelac arrives with reinforcements. Prince Ale returns to Uppmanland to defend the royal demesne. The rest of the Svear withdraw to a near-by hillfort, where they are slaughtered to a man. When prince Ale

arrives with reinforcements it is too late; the Geats have withdrawn to West Gautland. Prince Hygelac becomes king of the West Geats after his decisive victory, and some peaceful years follow.

Battle of Mt. Badon.

520: Beowulf slays Grendel in **The Adventure of Hrothgar's Hall.**

King Halga, on a raid in Saxon lands, meets Yrsa, not knowing she is his own daughter. He marries her, and Hrothulf is born within the year.

King Aguar returns to Trondelag and retakes the throne. The alliance between Trondelag and Halsingland is reestablished, and Halsingland keeps its good relations with Gotland.

Jarl Ingeld of Skane and Freawaru, daughter of king Hrothgar are married, in a vain attempt to bring peace between the two kingdoms.

521: The Battle in Friesland takes place. King Hygelac and Beowulf, with two ship-loads of warriors, are surrounded by a superior force of Frisians and Franks. The Geats fight valiantly, but are soon overwhelmed by sheer numbers. A Frankish champion named Dayraven strikes Hygelac down with his magic sword, Nailing. Beowulf, in turn, crushes Dayraven with his bare hands. Taking Nailing and thirty mail coats, he alone escapes the slaughter by jumping into the sea and swimming across the British Channel to relatives among the royal house of Kent. Hygd, Hygelac's widow, and the West Geatish nobles offer the kingdom to Beowulf, but he demurs. Instead, he marries Hygd and serves as regent for her son, Heardred.

This is the assumed current year.

522: The Eruli of Varend start a real war on the small kingdoms in Smaland, but the Smalanders use the woods for hit-and-run raids and protection. The war achieves nothing.

524: Heardred of West Gautland comes of age, Beowulf relinquishes his regency.

525: King Ohthere Vendelkraaka of Svitjod is killed in a battle in Vendel. His brother, Prince Ale, takes power in a coup and becomes king of Svitjod. Ohthere's sons, Eanmund and Eadgils, flee to the court of king Heardred of West Gautland.

Prince Hrethic of Denmark marries Aud, sister of the newly-crowned king Ale. This is an attempt by king Ale to seek reconciliation with the Danes.

King Rodulf the Old dies in a new war on the Smaland kingdoms, and is followed on the throne of Varend by his son, Rodulf the Young.

527: King Ale of Svitjod, allied to the East Geats, attacks West Gautland. King Heardred of West Gautland and prince Eanmund of Svitjod die in the defense of West Gautland. King Rodulf the Young of Varend marches as fast as he can but can't save the king.



The Geatish nobles again offer the crown to Beowulf; this time he accepts.

Queen Olof visits Denmark while Halga and Hrothgar are out raiding. She tells Yrsa that she is Yrsa's mother, and Halga is her father. Yrsa leaves Halga's household and returns to Saxony with Queen Olof, but leaves Hrothulf with his father.

530: King Ale dies and is followed by prince Eadgils, who returns to Svitjod to become king of the Svear. Years of peace between Svitjod and West Gautland follow. Eadgils woos and marries Yrsa. Queen Olof exults at the disgrace heaped upon Halga.

531: Raids by eastern Finnish tribes kill king Wigwulf Skoensamme of Halsingland and king Hilderic of Vendel. Prince Gudmund becomes king in

Halsingland, prince Hildemar becomes king of Vendel.

Ingeld sends Freawaru back to her father. Bad feelings between the Heathobards and Danes grow greater. Freawaru marries Ulf, an ethling in northern Zealand. Queen Olof dies.

532: Halga, a near-hermit living close to the Troll-wood since Yrsa left him, is visited by an elf-woman. They conceive a child, but Halga does not honor his promise to meet her after their child's birth. The elf-woman foresees great strife for the Danes because of this. The child is named Skuld, after the Norn in charge of the Future.

The peace between the Danes and the Heathobards breaks. Ingeld invades Jutland, then Zealand. Hrothgar and Halga fight side by side at



Beowulf and Dayraven at the Battle in Friesland



Heorot, slaying Ingeld and defeating the Heathobard army.

534: King Halga of Denmark sails to Svitjod planning to take Yrsa back with him. Eadgils gives a great feast for him, but deduces Halga's reason for coming to Uppsala. While marching back their ships after the visit, Halga and his followers are attacked from two sides: from the front by Eadgils' twelve berserks, and from behind by Eadgils and his army. Every Dane is killed, even king Halga and prince Hrothmund, oldest son of king Hrothgar. Only the warriors left to guard the ships are able to flee to Denmark. Eadgils has to pay a huge wergild to Yrsa for her father. The animosity between Denmark and Svitjod is total.

West Gautland, together with Varend, makes war upon the kingdoms of Smaland. This war results in a treaty which forces these small kingdoms to pay taxes to Varend and West Gautland.

Svitjod conquers Gastrikland and Freydis dies in defense of her queendom.

Aale the Opplandish conquers Ranrike (Alfheimar), claiming descent from the former West Geatish king Hrethel.

King Beowulf of West Gautland and his ally king Rodulf the Young lead their warriors in an attack on East Gautland, which they conquer. The two kingdoms are reconciled when queen Hygd mediates a truce and alliance between her husband, High King Beowulf of Gautjod, and her brother, king Hedin of East Gautland. Beowulf leaves Hedin as vassal king of East Gautland. King Eadgils can only look on in horror as Svitjod's old enemy, West Gautland, absorbs his ally.

Hrothgar's wife, queen Wealthew, dies in her sleep. Later in the year, Heorot burns to the ground.

535: As reward for their assistance in conquering East Gautland, the united Gautjod under High King Beowulf helps Varend conquer M"re, a small kingdom in south-eastern Smaland.

King Hrothgar dies, prince Hrethic becomes king of Denmark. The Danish kingdom begins to disintegrate, as islands and kings refuse to acknowledge Hrethic's lordship.

536: Sigehere, jarl of Jutland, dies and Vagleik is appointed his successor by king Hrethic.

Hrethic dies in an attempt to kill Hrothulf, who succeeds him on the throne of Denmark. Hrothulf appoints Ulfjarl of North Zealand. He gives his half-sister, Skuld, into Freawaru's keeping.

540: Hrothulf visits Ulf and Freawaru, and is shocked to learn that Skuld is learning spell-craft. He gains the sword Skofnung from a elf-woman.

542: Skuld marries Hjoervardh, jarl of Fyn.

543: King Hrothulf of Denmark builds a new great-hall, on the same scale as Heorot.

545: King Hedin of West Gautland attacks one of the kingdoms in Smaland, the kingdom of Tjust. The army of Tjust is small but brave, and in the dark forests of northeastern Smaland they lure the Geats into a trap. King Hedin is succeeded by his son prince Hrafh as king of East Gautland.

548: King Aale the Opplandish of Ranrike tries to conquer Vaermlarid. He is opposed by the king of Vaermland and king Eadgils of Svitjod. After some diplomatic work by High king Beowulf, king Hrothulf of Denmark and king Eadgils of Svitjod are reconciled. The three most powerful forces in Scanderna consider Ranrike and its king a common enemy.

550: King Aale is killed on the ice of Lake Vanern by the Svear and king Eadgils, aided by king Hrothulf's berserks.

554: King Rodulf of Varend, afraid of dying of old age, attacks Oland and is killed in battle. Prince Rodtjof becomes king of Varend.

556: Hrothulf raids Uppsala, wounding Eadgils and stealing away a great treasure, which he uses to foil pursuit.

558: King Eadgils and the Svear attack Vendel. Three battles are fought. Though the Vandals can't be beaten, they are weakened and exhausted. King Hildemar of Vendel is forced to recognize king Eadgils as his liege, but keeps his own title as king.

559: King Eadgils sends a war-fleet to attack Gotland, but it is repelled. Later in the year, Eadgils is killed when he falls from his horse during a religious rite. Eadgil's son Eystein ascends the throne.

563: Jarl Hjoervardh and Skuld attack Lethra. They kill Hrothulf and most of his warriors, but Hjoervardh is himself killed by Hrothulf's follower, Voegg. Skuld rules Denmark with an iron hand.

564: Skuld is killed by an army of Svear and Geats, lead by Yrsa. The Danish kingdom again is thrown into a chaos. Many jarls try to establish their hold over the kingdom. Jarl Vagleik of Jutland does better than others.

565: *The Battle of Camlann.*

566: King Hildemar of Vendel dies and Vendel is incorporated into Svitjod. Hildemar's son Hildestein is appointed jarl of Vendel.

567: King Beowulf of West Gautland fights and slays the wrym from **The Adventure of the Barrow-dragon**, but dies from his wounds.

568: Lacking a leader, the Geats fall into turmoil. Eystein sees the opportunity and invades West Gautland. The Svear dominate West Gautland for many



years. King Hrafn of East Gautland uses the situation to gain independence.

Jarl Vigleik of Jutland has strengthened his position during the last three years and can at last declare himself king of Denmark.

Varend looks to Denmark for an ally and for protection.

575: Svitjod is conquered by the sea-king Soelve from Northern Jutland, king Eystein is killed during the battle.

West Gautland, using the turmoil in Svitjod, once again gains its independence.

The tides of history roll over Thule, hiding the truth of these years behind layers of song and story. Scops and Skalds sing of the glorious age when heroes walked the earth. Three hundred years later, the lands of Europe are stunned by the ferocity of the Northmen's descendants: the Vikings.





THE WILD NORTHERN LAND

An overview of the geography, climate and politics of the Land of Giants

THULE IS A LAND OF EXTREMES. Its mountains, glaciers, dense forests, brown heaths, bogs, and chilly lakes are bleak, foreboding and dangerous. But when the environment isn't threatening, one marvels at the panoramic grandeur of mountains in the north, rolling plains in the south, and sparkling seas to the west and east.



GEOGRAPHY

BERE is PRESENTED an outline of the major features of Thule. A more detailed reference can be found in **The Map of Thule** chapter.

Mountains of Thule

The major mountain range is known as Scanderna. This 3,000 to 5,000 foot-high rocky spine stretches North-East across the entire peninsula, broken midway by the Trondheim depression and in other places by higher peaks. The western ridge falls steeply into the North Sea, where it forms numerous fjords and islands. The eastern slope descends gradually in steps to the East Sea. On this side, rivers and finger-lakes replace fjords.

The low mountains and hills surrounding the higher points (described below) are between 1000 and 2000 feet in elevation, and mainly forested with pine and spruce. Otherwise, alpine meadows abound.

Among the mountains of Scanderna, four regions are notable:

Riffen Mountains: Locals (even Skridfinnar) fear these mountains, and tell tales of evil magic and one-eyed giants. Besides these monstrosities, only moss, lichen, and shrubs grow among ice and stone.

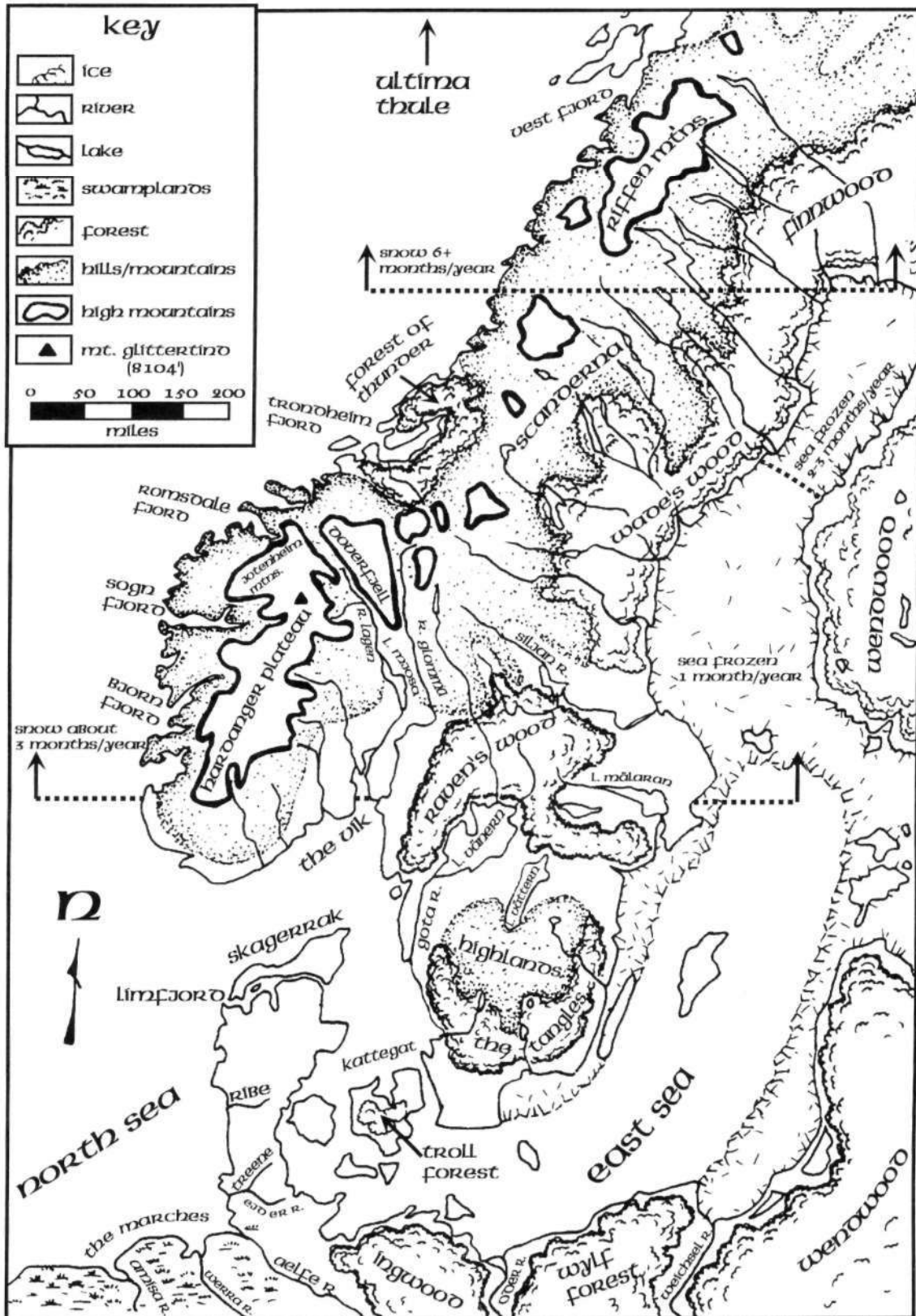
Doverfjell: A 4000-foot high plateau of shrubs and alpine meadow. The mountains rising from it are among the highest in Thule.

Jotenheim Mountains: These mountains are the "Home of Giants" according to local tradition. The giants who live here are larger and less degenerate than most of their kin, so this rumor could very well be true. Magicians notice that local Life Force is stronger than in other wild places (Ambient 5d20, + 5d20 to Summoning giants). The Jotenheim peaks rise to 8000 feet; Mt. Galdhopiggen (8097') and Mt. Glittertind (8048') are the highest points in Thule. Just west of these mountains flows the Jostedalsbre glacier, the largest ice mass in all of Europe.

Hardanger Plateau: This vast fjell holds major sources of bog iron, which the Northmen of Jaeder, Rogaland, and Hordaland exploit. A belt of dwarf birch trees divide pine forests from the coarse grasses of the mountain plateau.

The Highlands

Besides Scanderna, a second region of highland exists in southern Thule. Appropriately called the Highlands, this 900' high plateau rises steeply from the Geatish Lowlands. Here the soil is thin and stony, the woodlands scarce and trees gnarled. Many small lakes and swamps drain southward in the direction of the High-



geography of thule



land's slight tilt. The Highlands tend to be damper and cooler than the plains to the north and south.

Some say that such a harsh land breeds harsh people. Others point out that the barbaric Eruli chose to settle in the Highlands.

Forests

Forests are important to the Northerners - for hunting, for gathering firewood, for materials to build shelter and ships, and as the gods' sanctuary. Though some woodlands near settlements have been cut back where charcoal is needed to smelt ore, most forests have remained impregnable to human invasion since the birth of Middle-earth. It should be noted that almost all of Thule is covered with woods. Those that are named and drawn on the map are dense forests, and may only be traveled on cleared paths, while the rest are more open and easier to cross.

Each forest has a unique mix of danger and wonder.

Finnwood: A scattering of rowan, mountain ash, and trailing vine-like willow mix with the dense coniferous forest in the far North-East, bordered by Thule and the East Sea. Forest Skridfinnar make semipermanent homes among the pine and spruce trees. Skridfinnar hunters consider a small but ferocious predator (the wolverine) their greatest enemy.

Forest of Thunder: This light, mixed woodland stretches between the Trondheim fjord and the mountains of Thule. Due to the frequency in which lightning - or angry Thor's hammer - shatters tree-trunks, Northmen refer to these woods as the "Forest of Thunder." Between the birch and pine trunks grow five-foot tall wildflowers such as northern monkshood and great valerian.

Wade's Wood: A southern extension of Finnwood, Wade's wood is very dense in the north, becoming more open the farther south you travel. Conifers (fir, pine, spruce, and hemlock) cling to the thin soil which barely covers the broken, hilly terrain and ancient ice-polished bedrock. Dozens of rivers and long lakes from Thule wash through Wade's Wood towards the East Sea. The mouths of the rivers have long been settled by Northmen, but the interior is home to warrior-women, Skridfinnar, and the powerful water-giant Wade. Deposits of bog iron are plentiful.

Raven's Wood: This mixed forest (mainly pine, spruce, oak, birch, and beech) growing in south-central Thule separates the lands of the Geats and the Svear. In the hilly north, Varmlanders monopolize the bog iron deposits. Those who enter the mysterious southern swath frequently encounter night ravens, huge wolves, and a cloaked, one-eyed traveler. The entire forest is mildly enchanted (Life Force: Ambient 5d20, Battle-runes 5d20). Raven's

Wood was the sight of an important battle in A.D. 518 (see **The History of Thule**, page 16).

The Tangles: Twisted ash and alder trees and tangled undergrowth - complemented by hidden snares - form a perfect southern boundary for the Eruli of Smaland. Apart from wild boar, game is sparse.

Troll Forest: The Troll Forest is predominantly composed of twisted pine and seems preternaturally cold. Huge trolls lurk here. Wisely, Danes have only settled the shoreline of Zealand.

Ingwood: Hilly towards Jutland and the Aelfe river, the undulating and lake-flecked woodland gives way to flat fertile plains near the coast. The continental Germanic people worship the huge oaks of this region.

Wylf Forest: Oak, birch, and beech trees block out much of the daylight. At night the howling of wolves fills the forest. Most of the landscape lies below 300 feet, and no hills rise more than thrice that height.

Wendwood: The southern parts of Wendwood are mixed forest, becoming entirely coniferous as it stretches north.

The Ingwood, Wylf Forest and Wendwood shown on the map are only small parts of much greater woods which cover northern Europe.

Most forests are home to numerous creatures. Predators include bears, wolverines, wolves and lynx. Deer, elk and reindeer abound - the Skridfinnar have domesticated reindeer and use them as other peoples use horses! Eagles, hawks of many varieties and ravens cross the skies of Thule. There are many smaller animals which provide food for the predators. Martens, squirrel, beaver and other fur-bearing animals are hunted by trappers.

Clearings

Much of Thule is mountainous or forested but a few regions of plains and rolling hills do exist, forming about 5% of all land on the main peninsula and 75% of the Danish realm. In these good croplands, fields of wheat, barley, and rye surround dense settlements. Four subdivisions exist.

Mjolsa Lowlands: The lands south of Lake Mjolsa are irrigated by many cold mountain streams. The Northman inhabitants live above the subsistence level.

Malaren Lowlands: Forested ridges, clear lakes, and hillforts break up the wide rolling planes surrounding lake Malaren.

Geatish Lowlands: A maze of hills, troughs, and steep-sided ravines stretch from the shores of Lake Vanern, Lake Vattern, and the Gota River. The larger troughs hold lakes and arms of the sea. The



irregular plains provide good soil, consisting of level sediment over limestone.

Danish Lowlands: This region includes Jutland, Skane, and the islands between. Four times advancing glaciers plowed lime and chalk southward from the mountains. When the ice retreated, the lands constituting Denmark appeared. The undulating, arable land has a deep, boulder-clay soil which exposes bedrock only rarely. Some areas are poor for agriculture, however, such as the six-mile-wide belt of dunes which stretches across Jutland's western coast, and that land's plentiful marshland. Since the entire region lies below 500 feet, any reference to local "mountains" should be taken as Danish humor.

The Marches

Thule contains its share of heaths, bogs, and fens scattered among other types of terrain. But the Marches are exceptional. Long ago, this vast sunken marsh formed an eastern boundary for Romans who controlled Frisia. The Marches are still a natural no man's land between Frisia and southern Denmark (as well as Afdrede) allowing Frisians to strengthen control of the North Sea with little fear of a landward invasion. Extensive fertile terrain stretches across the coast, while inland marshes lie below the higher ground of old alluvial sands and gravel (called Geest). On artificial islands within the Marches live the so-called "Greater Frisians"; men rumored to tower over the largest Northman.

Waterways

In North-East Thule, interior waterways are as important as the seas for trade, travel and communication. The valleys of Lake Mjolsa and the River Glomma, for instance, provide the main route between Ostland and Trondelag. Another route across Thule - between Svitjod and Trondelag - follows one of the numerous rivers which drain the middle mountains.

Two of the three greatest Northman tribes have developed on the river systems of lakes Vanern, Vattern and Malaren: the Geats and the Svear. These numerous rivers tend to be shallow and sluggish, and many lakes are muddy. Beaver and otter are common, the latter gorging themselves on great schools of salmon, trout, eel, and pike.

Continental rivers tend to provide borders between lands rather than routes of travel. As an example, Wylfland is bounded by the rivers Oder and Weichsel.

Saltwater Bodies

Two large bodies of salt water - the North Sea and the East Sea - almost entirely surround Thule. At the same time they are boundaries from outside invasion, and travel-routes for skilled seamen; "whale-roads" as the Beowulf poet puts it.

North Sea: The Romans knew this sea as the Oceanus Germanicus, and by the height of their civilization had barely explored it (and in any case they ignored it). In the late fifth century, the North Sea became a migration route for Angles, Saxons, and Jutes who sought a new home in Britain. Where the North Sea and the western coast of Thule meet, many fjords have formed (Sogn Fjord is the largest at 125 miles long and 4300 feet deep at its outer end), providing safe harbor for ships. Many creatures inhabit its chilly waters: whales, squid, seals, walrus, fish (herring, mackerel, and sprat in the south; cod, haddock, and halibut in the north), and mythic beasts.

Thule experiences great variation in the height of the North Sea tides. In the north, the tide can change as much as 90 feet, due to choppy waves. Yet sailors from Sogn witness tides of only four feet in height, and Ostlanders barely notice four inch variations in sea level.

East Sea: Also known as the Mare Balticum or Barbarian Sea, the East Sea separates Thule from the land of the hostile and uncivilized Wends (a Germanic term for Slavs) and tribes of Finns (related to the Skridfinnar). In winter, much of the sea freezes over for a month (as shown on the map earlier this chapter), allowing the Svear to make large-scale slave-raids into Wendland. Tides are imperceptible.

Islands

Over 100,000 islands lie off the west coast of Thule, forming a "skerry guard" against high seas. Many of these islands are wind- and water-swept rock, uninhabited but for sea birds, seals, and small marine creatures in tidal pools. Some are home to fishermen. On others, supernatural creatures have existed since time immemorial and will continue to exist until Ragnarok.

Eastern islands (Aland, Oland, Gotland and Burgundaholm) are flat humps of limestone and sandstone with porous ground and no real rivers. As a result, soils are dry, thin and poor for agriculture. Trees are rare; tough brush and weeds are more common.

Ultima Thule

This semi-legendary land cannot be found on any map, but is rumored to lie far north of Thule. There snowy mountains spit fire into the air and icebergs float in boiling seas. Even further north, one encounters a primeval jelly called the *lung of the sea* which is too thick to sail through but too spongy to walk on. One day north of the *lung*, some say, the sea becomes solid ice!





POLITICS

FOR THE MOST PART, Northern politics are a tribal affair. The lands described below each contain one tribe ruled by a tribal chieftain (although he may call himself "king"). The name of a land is often derived from the ruling tribe: the Geats live in Gautland, the Cwenas in Cwenaland, although it is less obvious that the people of the kingdom of Svitjod are known as the Svear.

A few lands have a tradition of large-scale organization. Denmark, for instance, consists of many island tribes, each owing allegiance to King Hrothgar. Svitjod is another example of strong central government. Following these examples - and the examples of countries which Northmen have raided - a few other kingdoms have recently sprung up. The names and composition of the five larger kingdoms are:

- **Denmark:** Zealand, Jutland, North Jutland, Fyn, Lolland, Falster and Skane
- **Svitjod:** Uppmanland, Sodermanland, Gastrickland, Gotland, Vastmanland, Oland and Aland
- **Gautjod:** West Gautland, East Gautland after 534
- **Ostland:** Thelamark, Ranrike and Heathomark
- **Vestland:** Hordaland and Rogaland

Note that the Army and Navy figures represent those readily available for battle. In addition to the listed Army, a ruler can muster four times as many able-bodied karls for defense in dire circumstances. Each coastal land has any number of small fishing vessels.

CLIMATE

DUE TO THE VASTNESS OF THULE, weather and temperature vary wildly from one region to the next. Along the western coast, and especially in the north-west, wild weather predominates. Strong winds, pelting rain, and thick fog are common. Moisture-laden winds from the North Sea bring 80" of precipitation per year, and moderate the temperature for mild winters and cool summers.

On the east coast, less rain falls. Harsh, cold and dark winters and relatively warm summers prevail. The southern lands of Denmark have a continental climate: cold winters, hot summers. The following table shows the average temperatures (in °F), using the regional divisions found in the **Northern Character Creation** section.

Region	Summer	Winter
North	55°-57°	5°
Central	57°-61°	23°-25°
South	61°-63°	32°

* Subtract 5°-10° in mountains, depending on altitude (perhaps 1°/1000 feet); coastal waters tend to moderate temperature, further adjusting these averages by -5° in summer and +5° in winter.

In the far north, the sun goes around the sky without setting for about 3 months (May 11th to August 1st). By the same token, darkness never lifts during November, December, and January.

The map in this chapter gives a general idea of snow-fall and the freezing of the East Sea.



Afdrede

Culture/Religion: SaxonAAfotanic
Ruler: Prince Ingeld
Vassal of: King of Saxony
Army: 700 warriors

Afdrede is the northernmost territory of Saxony, inhabited by a tribe known as the Heathobards. Ingeld became king after his father, Froda, was killed by the Danes. This is but the most recent offense in a long-lasting feud between the Danes and the Heathobards.

Aland

Culture/Religion: Cimbrian/Heathen
Ruler: Ymbre
Vassal of: King Ohthere of Uppmanland
Army: 25 warriors
Navy: 1 war-canoe

Aland was the first Cimbri island to fall to the Svear. Unable to oppose their Svear overlords directly, the Alanders take petty revenge by skimming on tribute.



Burgundaholm

Culture/Religion: Cimbrian/Heathen
Ruler: Beanstan
Vassal of: —
Army: 150 warriors
Navy: 3 longships

This independent island is the homeland of the Bronding tribe and Beowulf's arch-rival, Breca. Breca is the land's prince, but he is usually out wandering Thule in search of glory. Bronding pirates raid Wendland east of the Barbarian Sea. The island's wealth comes from amber which waves wash onto the beaches in spring.

Falster

Culture/Religion: Cimbrian/Heathen
Ruler: King Wud
Vassal of: King Hrothgar of Zealand
Army: 50 warriors
Navy: 1 longship

This island is inhabited and ruled by Cimbri under a Danish overlord. A few Northmen families have immigrated to northern Falster; this has somewhat upset Wud but he has yet to make a formal complaint.

Cwenaland

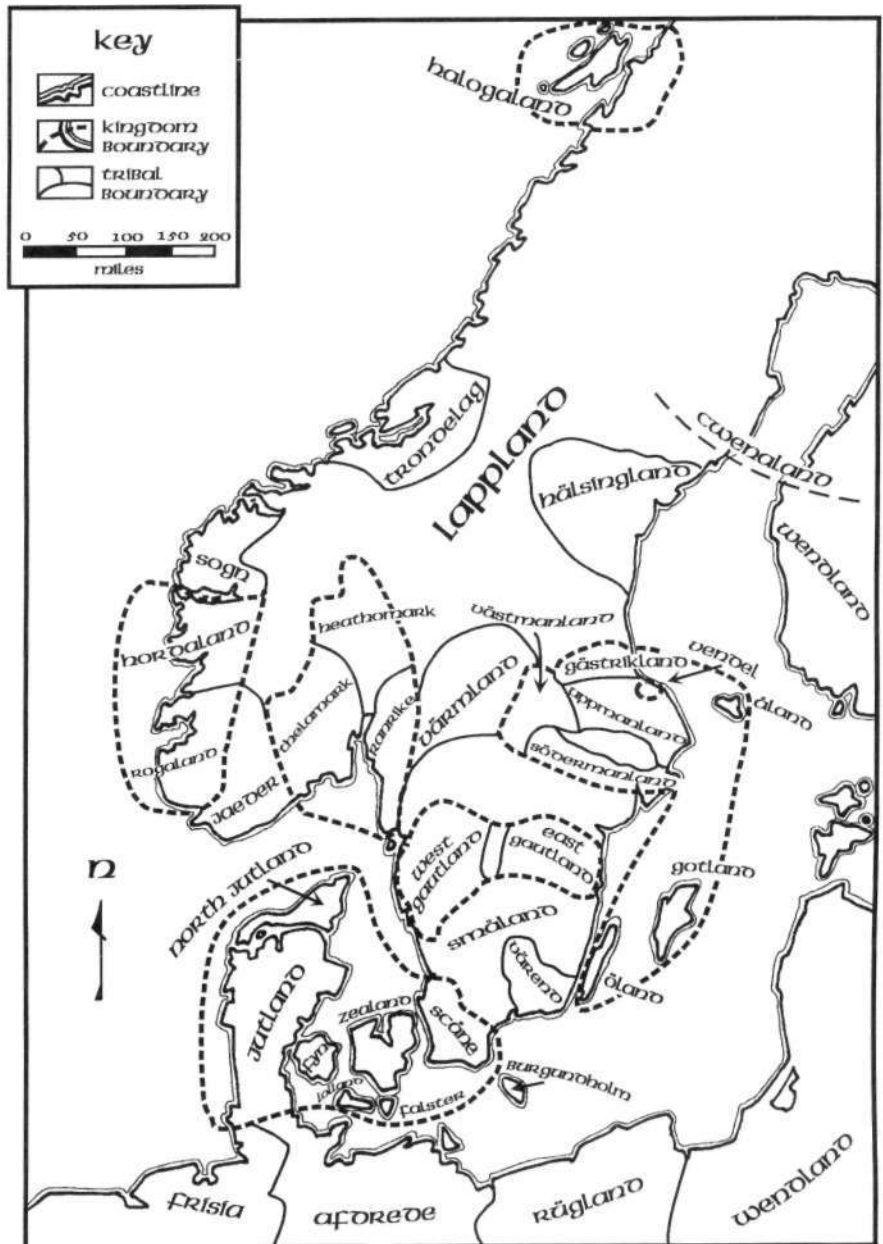
Culture/Religion: Cimbrian/Heathen
 Others - Skridfinn/Heathen
Ruler: Hari the Long-haired
Vassal of: —
Army: 500 shield-maidens

The Cwenas are ruled by women who may be either fighters or shamans, sometimes both. Most Cwenas live in nomadic groups in the entire northern part of Thule. They travel widely, and can be found on both sides of the East Sea. They are mainly traders, but can be quite aggressive when their demands are not met. The semi-nomadic Skridfinnar who live in the region pay tribute to be left alone and sometimes perform military service.

East Gautland

Culture/Religion: Northman/Odinic, Tyr
Ruler: Hedin
Vassal of: —
Army: 100 thanes, 80 warriors
Navy: 4 longships

The two parts of Gautjod are currently ruled by two different royal dynasties: in eastern Gautland the Ylvings have ruled for a long time. Hedin's sister, Hygd, is married to the king of West Gautland and this has strengthened the tie between the two kingdoms. For ages the Svear of Svitjod have coveted this region but as yet have been unable to conquer the Geats.



lands of thule



Frisia

Culture/Religion: Saxon/Wotanic, Foiste (Forseti)

Ruler: Theudobert, son of Theudoric

Vassal of: King Claudas of the Franks

Army: 500 Saxon warriors, 100 Frankish knights

Navy: 10 warships, 10 tradeships

Frisia is a semi-independent kingdom. It was around A.D. 138 that the Frisians bound themselves, more or less willingly, to the Romans as protection from Celtic and Germanic tribes, and despite a number of revolts, Frisia was still governed by Roman officials when the Franks took over the Imperial government. The current ruler of Frisia, Theudobert, is the son of a Frankish lord and a Saxon princess. His retinue includes some of the greatest Saxon and Frankish champions in the North (including Dayraven, from A.D. 510 to 521). Frisia is covered with many artificial mounds and dikes, and Theudobert is often heard to claim: *"The Gods made middle-earth, but Frisians made the land"*.

Fyn

Culture/Religion: Ethlings - Northman/Odinic
Karls - Cimbrian/Heathen

Ruler: Hrolf

Vassal of: King Hrothgar of Zealand

Army: 12 hall-thanes, 12 berserks, 100 warriors

Navy: 1 longship

Fyn is part of the greater kingdom of Denmark. The benevolent rule of Hrothgar and his thanes has gradually won over the Cimbri commoners. A long-time companion of Hrothgar in peace and war, Fyn's ruler, Hrolf, is almost as old as his lord.

Gastrikland

Culture/Religion: Cimbrian/Heathen

Ruler: Queen Freydis

Vassal of: King Othere of Uppmanland

Army: 50 warriors

The age-old traditions of peaceful matriarchal rule in Gastrikland are now giving way to the principle that might makes right. The arrival of Vandals at Vendel increased tensions amongst both the Northmen and the Cimbri in Uppmanland, and as a result they sought to strengthen their ties to each other through marriage. Although the powerful Svear have gained the most from these joinings, in a way the Cimbri haven't entirely given away their control: many women now serve as Priestesses of Freya, and through that office they may be said to control the might of the Svear.

Gotland

Culture/Religion: Cimbrian/Heathen

Lord: Rauni

Vassal of: King Ohthere of Uppmanland

Army: 50 warriors.

Navy: 2 tradeships

Gotland is ruled by free men, mostly traders who profit from the long-distance exchange of goods, but also rich bonder. There is no single ruler - all important issues are decided at the Thing. Despite the decline in trading, following the collapse of the Roman empire more than a century ago, this island has maintained relations with people all around the East Sea, and with Frisia and beyond. There are still many goods being traded by Gotland traders: furs and pelts, iron, weapons, ornaments and exotic goods are exchanged with the Northman, Cwenas, Franks, Frisians and different tribes of Finnar.

Halsingland

Culture/Religion: Northman/Odinic, Frey

Ruler: King Wigwulf Skoensamme

Vassal of: —

Army: 120 house-karls

Navy: 1 longship, 1 tradeship

For several centuries Halsingland has made a good livelihood from extracting bog iron, smelting it, and trading it for pelts and furs from nearby Cwenas and Skridfinnar. They have several workshops which produce weapons and ornaments for their own use and trading. In the old days most goods were sent to Trondelag, which in turn sold it to the great markets of Europe. These days the kingdom is still thriving, though it has been forced to find its own markets. Uppmanland and Gotland have become important trading partners. The kingdom is divided into seven semi-independent parts; six are ruled by jarls, one by the king.

Halogaland

Culture/Religion: Northman/Odinic, Balder

Others - Skridfinn/Heathen

Ruler: Helgi (and Gusir, "king" of the Skridfinnar)

Vassal of: —

Army: 20 hall-thanes

Navy: 1 longship, 1 tradeship.

Five years ago, Helgi was exiled by the karls of Trondelag for kin-slaying. He and his retainers sailed north to colonize this land. With the help of Balder, the Odinic god of light and life, they were able to survive in a land which falls under perpetual darkness nearly half of every year. A Skridfinnar chieftain



named Gusir pays Helgi tribute and watches over his herd of reindeer. Helgi sails yearly down the coast to Kaupang or Hedeby to trade furs and walrus-ivory.

Heathomark

Culture/Religion: Northman/Odinic, Thor

Ruler: Raedhere

Vassal of: King Wald of Thelamark (Loyalty = 6)

Army: 25 warriors

This region is made up of numerous, independent free-farmers. Raedhere is an elected Herse. The Heathomark live rather harshly among the spruce forests and the rocky-soiled valleys, and think of the other Ostlanders as spoiled. They have firmly rejected King Wald's attempts to convert them to Christianity, and he has not forced the issue.

Hordaland

Culture/Religion: Northman/Odinic

Ruler: Prince Rondhere

Vassal of: King Hagena of Rogaland

Army: 100 hall-thanes

Navy: 2 longships

Hordland and Rogaland together make up the kingdom of Vestland. The lands are bound by strong ties of kinship; Rondhere is the younger brother of Hagena. Together the warriors of the two lands raid western Europe. The Horder tribe is dominant here.

Jaeder

Culture/Religion: Northman/Odinic

Ruler: King Thyle

Vassal of: —

Army: 50 hall-thanes, 50 warriors

Navy: 2 longships

King Thyle is under some pressure to join the kingdom of Vestland. But so far he has maintained his independence. A strip of fertile land on the south coast allows some farming as well as the important grazing. King Thyle has not raided in some time.

Jutland

Culture/Religion: Ethlings- Northman/Odinic

Karls - Cimbrian/Heathen

Lord: Sigehere

Vassal of: King Hrothgar of Zealand

Army: 50 hall-thanes, 650 warriors

With the assistance of the native Cimbri, Denmark's King Froda drove the Angles from Jutland. The Cimbri were a little too eager to overthrow their

lords, though. Instead of allowing self-rule, Froda implanted a Northman nobility. The first Danish lord of Jutland was carefully selected, but his successor has become a terrible tyrant. The Cimbri are once again verging on revolt, but King Hrothgar has more pressing concerns, and is trusting to time, and Sigehere, to calm the situation.

Lapland

Culture/Religion: Humans - Skridfinn/Heathen

Ruler: —

Vassal of: —

Army: Most Finn tribes can organize 2-12 hunters armed with bows and spears for defense purposes; a huge band might number 10-30 individuals

Lapland actually has no political unity, but is a land of nomadic Skridfinn tribes, rampaging giants and other-worldly creatures. Few dare live in this harsh land of mountain, glacier, and dense forest.

Lolland

Culture/Religion: Cimbrian/Heathen

Ruler: Fakar

Vassal of: King Hrothgar of Zealand

Army: 120 warriors

Navy: 1 tradeship

Lolland is another Cimbri-ruled island under the lordship of King Hrothgar. These islanders prefer farming to fighting, and are known to be quite peaceful, for Cimbri.

North Jutland

Culture/Religion: Northman/Odinic, Aegir

Ruler: Prince Amlad the Rune-master

Vassal of: King Hrothgar of Zealand

Army: 10 hall-thanes, 100 warriors

Part of the old Jutish homeland, abandoned by most of the tribe when they migrated to Britain after their homes were flooded by the rising water levels. The remaining Jutes (and the tiny Cimbri population) were absorbed by the incoming Danes. Hrothgar placed two equally-worthy brothers, Fenge and Horvendil, as co-rulers of Northern Jutland. This arrangement worked fine for a while - one would rule while the other raided. But then Fenge (lusting for the throne and his brother's wife) killed Horvendil, married the queen, and plotted against his nephew Amlad. Feigning madness, Amlad gained the upper hand and slew Fenge to avenge his father. King Hrothgar and the North Jutlanders judged Amlad's cause as just and have allowed him to rule.



Oland

Culture/Religion: Cimbrian/Heathen
Ruler: Uha
Vassal of: King Ohthere of Uppmanland
Army: 25 warriors
Navy: 1 war-canoe

Oland had a few "colonies" on the mainland until the Eruli settled nearby and wiped them out. Winter is especially harsh for Olanders, since this is when Erulian war-parties cross the ice to raid. Several hill-forts provide protection when this occurs.

Ranrike

Culture/Religion: Ethlings - Northman/Christian
 Karls - Northman/Odinic
Ruler: King Billing
Vassal of: King Wald of Thelamark
Army: 20 hall-thanes, 200 warriors

Part of the kingdom of Ostland, the ethlings were forcibly converted to Christianity by King Wald. Trade is of secondary importance to agriculture. The karls share religious ties with the Svear, and many travel to Uppmanland for the annual rites to Freya.

Rogaland

Culture/Religion: Northman/Odinic, Aegir
Ruler: King Hagena
Vassal of: —
Army: 150 hall-thanes
Navy: 1 royal longship, 2 normal longships

Hagena has become quite wealthy through raiding, but after a series of accidents he has come to believe that Odin disfavors him. He never sets foot on a ship without an Odinic priest at his side. The local tribe is known as the Rugi or Ryger. Rogaland forms one-half of the kingdom of Vestland.

Rugland

Culture/Religion: Saxon/Wotanic
Ruler: Many
Vassal of: —
Army: 500 warriors

[Also known as Wylfland]

A sprawling, forested land inhabited by several independent Germanic tribes, most notably the Rugier. From this area waves of emigrations have rippled south, towards the central parts of Europe. Lately the pressure from the Slavs, most notably the Obotrits of Wendland, has increased and the people of Rugland live in fear of the threat of invasion. The island of

Riigen and the mouth of the Oder river are settled by the Rugier tribe, and are considered to be part of Rugland.

Skane

Culture/Religion: Northman/Odinic
Ruler: Prince Ingeld of the Heathobards
Vassal of: King Hrothgar of Zealand
Army: 50 hall-thanes, 350 warriors
Navy: 1 longship

Skane is the original homeland of the Danes and is probably the region where the Germanic tribes first arrived in Thule so long ago. An important part of Denmark, Skane is even more densely populated than Zealand and produces a great many sturdy Northman warriors. Nearly a decade ago there was unrest and Saevil, the Jarl of SkSne, was killed in an ambush. To reconcile the Danes and Heathobards, Prince Ingeld was declared Jarl of Skane and has recently married King Hrothgar's young daughter, Freawaru.

Smaland

Culture/Religion: Cimbrian/Heathen
Ruler: Several
Vassal of: —
Army: about 50 warriors each

Several Cimbrian tribes have hidden deep inside the conifer woods of the Highlands and are living as tiny independent "kingdoms", giving the region the name Smaland (*Small Lands*). The most famous of these small lands are: Tjust (*north-east*), Njudung (*central*), More (*south-east*) and Finnveden (*west*). Once these kingdoms were larger and more influential, but with the rising power of Denmark, Svitjod, Gautjod and, most importantly, the arrival of the Eruli of Varend, they have been forced to withdraw into the rough hills and woods. Most Northmen have no idea who runs the tribes, nor even how many there are!

Sogn

Culture/Religion: Northman/Odinic
Ruler: Hun
Vassal of: —
Army: 50 warriors
Navy: 1 longship

A rocky, wind-swept land inhabited by only a few poor Northmen. Since the area has poor grazing pastures, the freemen fish for herring. Many suffer from leprosy, a disease which, while hereditary, is fostered by their poor diet (too much fish) and dirty living conditions.



Sodermanland

Culture/Religion: Northman/Odinic, Freya
Ruler: Alewih
Vassal of: King Ohthere of Uppmanland
Army: 200 warriors, half mounted on rouncies

This region of Svitjod forms a buffer zone between the Geats and the Uppmanland Svear. The land is fertile, but it is often laid waste as result of the incessant warfare.

Thelamark

Culture/Religion: Ethlings - Northman/Christian
 Karls - Northman/Odinic, Freya
Ruler: King Wald
Vassal of: —
Army: 30 hall-thanes, 300 warriors
Navy: 1 longship, 3 tradeships

Trade with the south (notably Britain and France) has profoundly influenced the culture of Thelamark. Many warriors have adopted the heavy spear and single-edged sword favored by the northern Franks. More significantly, after years of missionary activity by the Frankish clergy, King Wald has adopted Christianity and ordered his thanes to convert. This has led to a unique blend of Christian and Odinic elements in aristocratic culture; the karls continue to worship Freya. It is only because of Thelamark's rich soil and bountiful harvests that King Wald can afford the peaceful doctrines of Christianity. Thelamark rules the kingdom of Ostland.

Trondelag

Culture/Religion: Northman/Odinic, Thor
 Others - Skridfinn/Heathen
Ruler: King Aguar
Vassal of: —
Army: 200 warriors, 50 hall-thanes
Navy: 1 longship

Aguar rules this land with advice from his ethlings and jarls. The karls have the hereditary right to call a special Thing, *Frostathing*, to discuss issues. Though the ethlings are not bound to make their decisions based upon the will of the Thing, most do. One of the more influential jarls is Throdir of Nitheros, who dislikes this arrangement and retains as much control as possible. Still, he is wise enough not to openly oppose his subjects. Independent groups of Skridfinnar fish along the north coast.

Uppmanland

Culture/Religion: Northman/Odinic, Freya
Ruler: King Ohthere
Vassal of: —
Army: 600 warriors (half mounted on rouncies), 50 Berserks
Navy: 10 longships, 2 royal longships

The heart of the kingdom of Svitjod. The culture has been influenced by the Cimbri whom they rule. Many Svear warriors wear boar-tusk helmets - the boar is a Heathen symbol of battle as well as the sacred animal of Freya. The Svear are skilled horsemen, although they rarely fight while mounted.

Varend

Culture/Religion: Eruli (Cimbri)/Odinic, Odin
Ruler: Rodulf the Older
Vassal of: —
Army: 300 berserks

A kingdom created by the Eruli, a Germanic tribe which was forced from Zealand in A.D. 200 by the Danes. For hundreds of years the Eruli roamed between Spain and the Black Sea as mercenaries and pirates. In 510, they returned to Thule and settled at Varend in Smaland, wiping out opposition from the native tribes. Every man (and many women) aged 16 and up is a berserk. Most die in battle, and rarely live past 35. Covered with black body-paint, protected by only a shield and cloak, the Eruli regularly raid neighboring tribes for the sheer joy of slaughter.

Vastmanland

Culture/Religion: Northman/Odinic, Freya
Ruler: Radlaf
Vassal of: King Othere of Uppmanland
Army: 250 warriors, half mounted on rouncies

This is the frontier region of Svitjod, where men seldom walk about unarmed. With both the Geats and Varmland as neighbors, war is always close at hand. On the trail through Tiveden, warriors are always posted to give the kingdom advance warning of an attack from Gautland.

Varmland

Culture/Religion: Northman/Odinic
Ruler: King Leonas
Vassal of: —
Army: 10 Berserks, 300 warriors

King Leonas holds sway over dozens of farmsteads which dot the forests north of Lake Vanern. His warriors' skill at fighting in the dense pine forests has



prevented the mounted Svear from conquering this region. In Varmland, hunting and husbandry are the primary occupations, although followed closely by brigandage on the trade-road between Ostland and Svitjod.

Vendel

Culture/Religion: Ethlings - Northman/Christian

Karls - Cimbrian/Heathen

Ruler: King Hilderic

Vassal of: —

Army: 50 Heavy Cavalry, 50 warriors

Navy: 5 longships

In 487 a tribe of Vandals returned to Thule. This people originated from Zealand and had traveled far and wide in Europe and North Africa. Though it is a small kingdom, it has achieved an important position in the region. Though they are small in numbers, their superior horses have given them an edge on the battlefield.

Wendland

Culture/Religion: Wend/Heathen

Ruler: various tribal Kings

Vassal of: —

Army: Many hordes of barbarians

Wend is a Germanic name for Slav, the "barbarian" culture of Thule. Wendland is the generic name for Thule's eastern borders. While the Svear sometimes raid into these areas, most Northmen find the Wend's taiga home too hostile and unforgiving even for them.

West Gautland

Culture/Religion: Northman/Odinic, Tyr

Ruler: King Hygelac

Vassal of: —

Army: 120 thanes, 100 warriors

Navy: 5 longships

King Hygelac is certain of his warriors' prowess and strength, and has made great plans for the future. Even though threatened by violent neighbors, the Geats have managed to keep their independence. What the Geats lack in numbers they more than make up for in skill, courage, and sheer nobility. Beowulf is the prime example of a Geatish warrior, but they are all good fighters. They are also Thule's best sailors. They are the only people in Thule to worship Tyr.

Zealand

Culture/Religion: Ethlings - Northman/Odinic

Karls - Cimbrian/Heathen

Ruler: King Hrothgar and King Halga

Vassal of: Nobody

Army: 50 hall-thanes, 500 warriors

Navy: 1 royal longship

Based in Zealand, a line of vigorous Danish kings have forged a powerful kingdom in southern Thule. Hrothgar, the greatest of the Danish line, is still the mightiest Northern lord despite his weakened state. He often uses his influence to make peace between tribes. Most Kings - Northman and Cimbrian - think twice before openly opposing Hrothgar. For more information, see **The Adventure of Hrothgar's Hall**.





THE PEOPLE OF THULE

The society, religions, magic and player characters of the north

THE WIND-SWEPT NATIONS OF THULE contain a diverse collection of cultures spread across the frozen landscape: the fierce Northmen, the barbaric Cimbri, and the swarthy Skridfinnar. General descriptions for those cultures can be found in the **Thule for Northerners** handout near the end of the book. In this chapter are provided descriptions of the societies and religions of the region, and rules for the creation of player characters from any of these cultures.



SOCIETY

NORTHMAN SOCIETY IS STRATIFIED into three classes: *thrall*, *karl*, and *ethling*. Among the ethling class, *jarls* are powerful lords, the equivalent of princes, earls or barons; *thanes* are the equivalent of knights. Though *kings* are merely powerful jarls, it is useful to treat them as a separate class. Class divisions are rigid, but occasionally bend to allow for social mobility. Even within a class, wealth and influence vary considerably - for example, the term *karl* includes simple farmers as well as wealthy merchants. Since social class differs from the noble/peasant class division which is common in *Pendragon*, it deserves some exploration here.

King

Kingship is rather new to Thule. Though many tribal chieftains call themselves *King*, only a few of the most powerful are kings in the Arthurian sense - the ruler of

many peoples and lands. King Hrothgar of Denmark, for instance, lords over half-a-dozen distinct lands and as many tribes, both Northman and Cimbri. A jarl or tribal chieftain becomes king through the complicated interaction of three dynamic forces: inheritance, election, and force.

Inheritance: First, a potential king must be of noble blood - an ethling. Most importantly, he should be able to trace his lineage to the previous king. Sons, nephews and brothers occupy the best branches of the family tree. Proven descent from Wotan usually clinches the title. (If the inheritor is less than 12 years old, the realm's peers may assign a *Protector* or *Regent* - a temporary king - until he comes of age.)

Election: Having demonstrated his right to the throne, the heir apparent must seek approval from other powerful jarls (those over whom he hopes to rule). This step is particularly important when many claimants appear worthy. In Denmark, the six lords of Skane, Zealand, Fyn, Lolland, Jutland, and North Jutland choose a successor. When Hygelac dies in A.D. 521, his wife Hygd echoes the Geats' desire for Beowulf as king. Electors seek someone who is generous, brave, and just; a man of accomplishments, of unblemished body. When they have made a decision they formally acknowledge him at the proper place of election, usually a sacred stone or mound.

Force: Military might also plays a role in determining royal succession, especially if the king-to-be does not quite fulfill the previous criteria. He may threaten his peers into acknowledging him, or conquer foreign lands, declaring himself king.

A king is a military, legal, and sometimes religious leader, but he is not all-powerful. Jarls retain much control over their private lands, and individual regions



maintain their own traditions, customs, and laws. Still, most jarls recognize the potential benefits of centralized control. Within the relative stability of a kingdom trade becomes safer and more profitable, and real towns begin to grow.

Finally, note that two kings (very rarely more) may share the royal office. Hrothgar and his brother Halga rule together, dividing responsibilities by function, rather than geography.

Ethlings

Thule's aristocracy are called *ethlings* or chieftains. They originally gained - and now maintain - their position in a number of ways. Some, like the Scylding dynasty of Denmark, united their areas of the country, using a retinue of warriors to bring stability. Others were leaders in adventure, war, or piracy (the Geatish kings exemplify this). Still others (like the Svear lords) base their position on landed wealth or trade. Usually, a combination of factors contribute.

In recent times, the class of ethling forms a hereditary nobility. It includes women and children, young and old; all who are born into the class. As kings grow in power, jarls begin to resemble proto-feudal landholders, approximating the noble class as set down in *Pendragon*.

Karl

The free peasant class includes men and women of many vocations: Farmers, soldiers, hunters, craftsmen, merchants and servants. All have protection under the law, the right to carry weapons, and a say in local politics. The lowest ranking karl is the liberated thrall (slave). While technically free, he still owes service to the family of his ex-master. Some karls own their own land or hold it in exchange for services to a jarl, while others join bands of traders or raiders and accompany young ethlings on expeditions and adventure. Most respected of all karls are the blacksmiths, shipbuilders, rune-carvers, and scopos who live well by their skills.

Thrall

Made up of the indebted, the landless, and prisoners captured in battle, *thralls* occupy the lowest rank in Northman society. They have no rights - indeed, they are property. The Svear capture many slaves during their raids against the barbarian Wends, trading them as one would for other commodities. Thralls are numerous on the west coast, where good land is scarce.

Most thralls are servants, farm hands or general laborers. These wretches are worn by physical labor and stunted by poor diet. The skilled craftsmen among them live rewarding, if servile, lives. Thralls normally wear iron collars, both as a sign of their station, and as a means of locking them up if they become unruly.

While the son of a thrall is also a slave by birth, sometimes his descendants may earn their freedom. A thrall

might free himself through payment, or receive freedom as a reward from a generous master.

Societal Structure

Northman society is caught in a transition from tribal to feudal structure. Most Northman "countries" are no more than territorial lands inhabited by a people sharing culture, religion, and common ancestry - a tribe. Yet a number of tribal lands have coalesced into kingdoms, ruled by a warrior-nobility and king. Within such tight-knit and centralized kingdoms, karls may hold land in exchange for services (a feudal arrangement).

At the same time, other types of societal structure exist. Settlers who inhabit frontier lands and wilderness, as in Heathomark and Scanderna, are mostly free to run their society as family chiefdoms or democracies. The Cimbri are completely tribal, and Skridfinnar live in small family groups. The sections below describe each of these structures in more detail.

Tribal/Feudal

The lowest common denominator of both Northman and Cimbri society is the extended family of about 20 to 50 members. The leader of this group - the family chieftain - may be the patriarch, the respected elder to whom age has brought wisdom, or at least experience. Or he might rise to his position by showing good judgment, leadership, or martial prowess. The position is very informal, revealed only by observing from whom family members most often seek advice, approval, or support.

Larger than the family, Northmen and Cimbri group themselves into tribes under a tribal chieftain. All tribe-members share a common kinship, and all must be as proficient with weapons as with tools. The heads of prominent families provide the tribal chieftain with counsel. The chieftain's retinue of "picked troops" marks the beginnings of a warrior elite. A tribe picks a chieftain in a manner similar to that described for kingship above, with influential family chieftains replacing jarls. Still, most tribal leaders come from a particular "royal family." Among the Geats, the Waymundings produce tribal chieftains (though they use the title of "king").

Historians are uncertain as to how many tribes inhabited Scandinavia during the 6th century. Some have suggested as much as 50. *Land of Giants* assumes about 30 large tribal regions, chosen from *Beowulf*, history, and legend. Refer to the map in the **Politics** section (page 25).

Finally, kings rule over kingdoms. The five major kingdoms in Thule - Denmark, Gautjod, Ostland, Svitjod and Vestland - each constitute a number of tribes united under one ruler. Here, the tribal chieftains and their most important peers are considered jarls, or noblemen. With a retinue of warriors, they rule their lands directly while owing the king military support.



Since this situation approximates the feudal system set down in *Pendragon* (especially regarding oaths of fealty and vassalage), use those rules. Note that the Cimbri have no kings except those imposed on them.

Free Farmers

Another type of social organization exists in the mountainous interior, particularly Heathomark and southern Scanderna. In these regions, settlement expands inland from the densely populated coast faster (or more boldly) than society follows. Karls rule the valleys and alpine meadows as farmers and herders. The farmstead *igaard* replaces the great-hall, and a farmer with large land-holdings (a *bonde*) holds as much prestige as a jarl, at least in the eyes of fellow "bonder".

Their society is patriarchal and democratic. They have few class distinctions. While bonders are better off than landless karls, all have representation at the Thing (or local assembly; see **Customs** below). A bonder with large holdings usually hires a number of house-karls, tenant farmers who work the land in exchange for support. Several settlements elect a herse, or chieftain, forming a larger district called a haerad. The "ruler" of Heathomark listed in the **Politics** section is one of these elected representatives.

Skridfinnar Families

The Skridfinnar pursue a largely nomadic lifestyle based around family groups of about 20 people. Each family has a shaman of some sort, though often only an elder who knows the lore. Sometimes two or three families bond together, creating larger groups. These extended families are sure to contain a full-fledged shaman and a couple of apprentices.

Customs

Brief descriptions of the more interesting and important (for game purposes) customs follow. Refer to the **Worship** section later in this chapter for religious customs.

Fellowship: The *felag* or *fellowship* binds together members of society through loyalty. People may form a fellowship as part owners of a ship, a band of warriors, or a group of craftsmen (a proto-guild). Those who join a fellowship

must generate a Loyalty (fellowship) passion of $3d6 + \text{modifiers}$ (see *Pendragon*, pp. 201-202). Since player characters commonly adventure as a group year after year, they may wish to consider themselves a fellowship.

Thing: The *Thing* is an assembly, and more. It is a market for the exchange of goods, a social gathering where friendships and loyalties are reaffirmed with gifts and oaths, a doomsday when society gathers to make collective judgments and punishments, a place for royal announcement, a fair full of competition, and a religious festival. The Thing is important to all karls and integral to free-farming society.

Wergild: The *wergild* is a legal system of compensation for murder which is beginning to replace the eye-for-an-eye system. When a murderer is convicted, he is required to repay the victim's kin with a suitable value. The price depends on the victim's rank - a humble karl might be worth 6 pounds of silver, while a prestigious jarl could be valued at 500 pounds or more. Thralls have no wergild, but a master can seek repayment for "stolen" property (the equivalent of an ox-value, 180 pence).



A Danish noblewoman, Cimbrian thrall and a trader



Wyrð and Ofermod: Together, these two concepts have shaped the warrior mindset. *Wyrð* means fate, the certainty of transient life. Even the inhabitants of Valhalla are not above *Wyrð*; a mixed host of slain warriors and Gods are fated to a final battle during Ragnarok. Therefore, a warrior's best tactic is to live well and die gloriously, so some measure of him survives in memory. *Ofermod*, an Anglo-Saxon word with complex meaning, is usually translated as overconfidence (the Reckless trait). Most warriors show a measure of *ofermod* in their lives, and they usually die gloriously because of it. Among other things, *ofermod* caused Beowulf to fight the dragon alone.

The Role of Wealth

Like the rest of the *Pendragon* world, the economy of the far North is based on landed wealth. Jarls work their fields for sustenance. Jarls need the fruits of the earth to support their thanes. The Northman's semi-feudal society exchanges land-holding for military service. Unlike much of Europe, however, Thule is weak in large-scale trade and monetary exchange. Few real towns exist, and no coins are minted even in Denmark or Svitjod. The coins which do circulate come from caches of Roman silver, recovered hoards, raids, and trade with Britain and France.

Lacking in the requirements of a market economy (towns and currency), Thule instead operates under a gift-economy. One crucial exchange is between lord and thane:

*So ought a young man, in his father's household,
treasure up the future by his goods and goodness,
by splendid bestowals so that later in life
his chosen men stand by him in turn,
his retainers serve him when war comes.*

(Beowulf, ll. 20-24)

The lord arms his retainers, grants land to his more important thanes, lavishes them with gifts of rings, armlets, and other ornaments, and provides a mead-hall for their rest and revelry. In return, a thane is expected to provide council and military service. After extraordinary acts of loyalty, bravery, or wit, further rewards are usually forth-coming (as shown in the conclusion of **The Adventure of Hrothgar's Hall**). Generosity to one's vassals is the mark of a wise king!

A ruler might also exchange gifts with another king or chieftain to ensure peace. Tribute is one aspect of this, as is giving one's daughter away in marriage.

Every member of Northman society engages in reciprocal generosity, not just the ethlings. Gifts are given for friendship and for thanks - for almost any reason - but gift-giving is never frivolous. Often, accepting a gift is more difficult than giving one, because it creates an obligation to repay with an even greater gift. To Northmen, the phrase "I am in your debt" has greater mean-

ing than it does to us. Material wealth (gold and gems) forms just one facet of gift-giving. Food, lodging, arms and armor, horses, land, animal hides, ancient heirlooms, slaves, brides, military service, and the glory garnered from this wealth are all part of the gift-economy.

That said, Thule does have some towns and markets where traders engage in more traditional forms of exchange. Barter is a strong economic force, though it sometimes falls flat when one party has nothing the other wants (farmers have little need for Latin books from France). Furs form a viable sort of currency. Pelts range in value from 3-18 pence (squirrel to marten), with 10 being average (beaver). And since gold and especially silver are always sought after, Northmen wear hack-silver -jewelry which is cut up, weighed, and exchanged as needs be.

To simplify game play, use the costs and currency (*librum* and *denarii*) from *Pendragon*. This provides a consistent value system, allows for cross-overs with Arthurian Britain, and eases the bartering of goods (e.g., a pelt worth 12 pence could be traded for a dozen spears).

Food and Feasts

Northman economy is based mainly on agriculture, with trade trailing a distant second. Only the wealthiest jarls can afford exotic food (e.g., apples, which have yet to be introduced), spices, or fine wines from distant lands. Most foodstuffs are grown locally.

In Denmark, Svitjod and the East Sea islands, wheat and rye are the most common crops. Livestock - sheep, cattle, and goats - provides meat, milk and cheese, and material for clothing. Since these lands have long shorelines, coastal fishing obviously contributes to diet, thus dried, salted, and smoked fish are all staples. Herring, mackerel, and sprat are the usual catches. Since the north-west coast lacks fertile land, sheep and cattle grazed in hilly summer pastures replace agriculture as the dominant food source. In the little farmland which exists, settlers grow hay for livestock, vegetables, and some grain. Hunting boar, wild goats, even seals in the far north, and fishing for cod, haddock and halibut is always important.

All Northerners - from thrall to jarl - eat similar meals. They begin their day with porridge, crusty bread made from rye or barley, and buttermilk. This is the main meal until dinner. The evening meal consists of roasted beef, pork or venison, or a stew of meat, peas, leeks, and onions. Servings offish are also common. All this is washed down with beer or mead, a fermented drink made with honey and water.

The feasts of wealthy jarls differ in that they consist of many dishes of meat, fish, vegetables and bread. Salt, herbs, and spices (such as cumin from Byzantium, horseradish from the Mediterranean, and Frankish mustard) adds flavor while disguising the taste of ripe meat. For desert, diners treat themselves to cheese,



fruit, berries, and nuts. Meals last long into the night and the mead, imported wine and bjorr (a highly fermented fruit juice) flow freely.

Forks are non-existent; food is eaten from wooden bowls and platters using spoons, knives, and fingers.



PENDRAGON PERMUTATIONS

THIS BOX LIMITS available equipment and provides some adaptations to the *Pendragon* rules for Thule.

Price List

Make the following changes to the price list on pp. 240-243 of *Pendragon*:

Inn Prices: No inns exist in Thule.

Siege Equipment: Siege engines are only rarely used, and cost ten times the listed price.

The Horse Merchant: Chargers are not common, and cost 20f.

At the Armorer: Armor better than Norman Chain is not made locally, although it might be imported at great expense.

Castles: Even the greatest kings have no castles. See **Fortifications** below.

Mercenaries: No mercenaries are available.

Land: Fiefs are not for sale.

At the Abbey: Since no abbeys exist, neither do books and letters.

Water Craft: Large tradeships are only common in Frisia.

Weapons and Armor

Norman chain (10 pts) is the strongest armor available locally, and is usually limited to wealthy jarls. Most other warriors wear *cuirbouilli* (6 pts) or *leather* (4 pts). *Open helms*, with or without nasals, are most common. The boar-head helmet favored by Svear nobles has cheek guards and a visor, standard shield is a three-foot diameter circle, constructed of thin wooden boards (often linden-wood) reinforced by metal bands and a central iron boss. Rectangular wooden shields are also known.

Swords are prestigious, but the leaf-bladed spear is favored for its versatility as both a throwing and thrusting weapon. Axes and great axes are preva-

lent, often used by Berserks. Hammers (maces) are often used by followers of Thor; some monsters of Thule are said to be immune to edged weapons.

The lance, flail, halberd, great-sword, morningstar, warflail, and cross-bow are extremely rare. Knightly shields and horse barding have little use. Better armor or weapons may be imported into Thule, but at a price three to five times normal, and long after they are introduced in Britain.

Horses

Rouncies are the most common mount, followed by coursers (especially in Svitjod). Jarls may own a charger. When Northmen use horses, they ride to the battlefield, dismounting to fight on foot.

Clothing

Men wear wool or leather trousers held up by a leather belt. Jerkins are made from wool, perhaps linen, or (for the rich) silk from foreign lands. Fur trim is readily available. Heavy cloaks are fastened to the right shoulder by strong ties or a brooch, thus leaving the sword arm free. Leather shoes are worn in the summer, with warmer boots worn in the winter.

The stereotype of the dirty, foul-mannered Northman is based on what a raider would look like after weeks away from home.

Women dress in trailing gowns over tight-fitting under-dresses. The gowns are fastened at the shoulders by large brooches. Small household items, such as a small knife or needle-case, hang from these brooches. In these northern climates, women often wear woolen stockings.

Tournaments

The large-scale competitions in which Northmen engage are not strictly tournaments. During festivals, Things, or re-

ligious gatherings, all freemen may engage in contests of archery, wrestling, swimming, or horse racing. Horse-fights are also popular. Scops tell tales, sing, play harps or woodbox pipes, or otherwise entertain. Of the less formal activities, dice, board games such as draughts and checkers, and riddle contests are enjoyed (and sometimes taken very seriously). Feasting is mandatory.

If role-playing opportunities do not arise, player characters may roll the following (gaining no glory, but calling for an experience check):

Skills: Gaming, Orate, Swimming, Play (instrument), Recognize, Singing.

Traits: Energetic/Lazy, Modest/Proud, Just/Arbitrary, Temperate/Indulgent, Generous/Selfish, Honest/Deceitful.

Fortifications

As mentioned earlier, conventional castles do not exist in Thule. A wooden great-hall is the most rudimentary defensive structure, but most settlements lie within ring-forts. These structures consist of a log palisade hidden behind a solid earthen embankment (often surrounded by a ditch). The Danevirke is an exceptional fortification in south Jutland (refer to its description in **The Map of Thule** chapter).

Greathall: cost = 2£.

Ring-fort: cost = 25£.

Danevirke: cost = not-applicable.

Troop Types

The following troop types are available in Thule. The values shown in parenthesis are the knight-values to be used when calculating army sizes for large-scale battles.

Ethling (1/2, 1) **Karl** (1/5)

Hunter (1/5) **Thrall** (1/10)

Berserk (2)



WORSHIP

HISTORICALLY, worship and religious belief in 4th- to 6th-century Scandinavia varied from region to region, and deities had many personae. Not for another 500 years would Icelandic poets tie together the strands of lore into a coherent mythology. Worship in this Pen-dragon supplement has been simplified and neatly categorized for playability.

Northern religion is of three types:

- **Odinism** is the religion of Northmen. To keep spirit with Beowulf, non-martial forms of worship have been softened from the brutal reality (Hrothgar does not condone regular human sacrifice).
- **Heathenism** describes beliefs shared by both the Cimbri and the Skridfinnar. Cimbri Heathen practices take up the barbaric slack released by Odinism, though Skridfinn Heathenism is relatively peaceful.
- Finally, **Christianity** is anachronistically included in one region to reflect Beowulf's Christian sub-text.

The **Northern Character Creation** section which follows describes the rule applications for religious concepts such as a follower's *Prime Traits* and the relevant bonuses to their statistics.



ODINISM

FOLLOWERS OF ODINISM believe in many gods, each of which has its own human-like persona and area of influence. Unlike Christians, who worship God as an end in itself, Northmen usually pay respect to a given deity when they expect a favor in return. Thus a farmer's wife might worship Thor (protector of the common man) for most of the year, then pray to Freya just before harvest to call upon her powers of fertility. But during a pregnancy, she would hold Frigg (goddess of childbirth) above all others.

While acknowledging all deities, some regions have developed cults around a certain god or goddess who is particularly revered. The most impressive of these cults are to Odin, Thor, and Freya. Area descriptions in the

Northern Character Creation and **Politics** sections indicate the centers of most of these cults. Frigg and Balder have no organized cults, but individual midwives and physicians worship them regularly (and may be rewarded for high Traits).

History

At first, there was nothing. No creature crawled on the land, nor flew through the sky, nor swam in the seas. Midgaard and the other eight worlds had yet to be created; even the gods did not exist. In place of something, anything, there was only Ginnungagap, a great gaping nothingness.

Two regions formed on either side of Ginnungagap; one a world of ice and snow, the other a flaming inferno. Fire and ice met over the void. With a bang of exploding ice and the hiss of steam, melt-water filled the emptiness. This primordial sea nurtured life. The giant Ymir formed in its depths and spawned others of his kind. The giant-race crawled from Ginnungagap, becoming frost-giants or fire-giants depending on which side they chose to live.

A great ash tree grew, each root burrowing into newly-formed land. This world-tree, Yggdrasill, brought stability with its roots and protection with its boughs. From its opening buds sprang gods: Odin, Aegir, and Tyr of the Aesir tribe.

For some time, the Aesir and Ymir's giant-kin lived peaceably together. But the evil giants rose up against all-ruling Odin, and the gods fought back. They slew Ymir, drowning many of the giants in his blood.

From Ymir's body, the gods formed Midgaard. From two pieces of Yggdrasill, found floating in Ginnungagap, they carved man and woman. Odin wisely placed these mortals on Midgaard or, more precisely, in the center of Thule. Not without reason does the 6th-century Gothic monk Jordanes proudly refer to northern Europe as "the cradle of people" and "the womb of nations".

At about the time Northmen mastered bronze-working, ancestors of the Frisians, Saxons and Germans began to migrate southward and westward. Here they encountered Celtic tribesmen who worshipped different gods - fertility spirits called the Vanir. Among them were Freya, Forseti, and a host of alfar. The Aesir began to raid these southern lands for their wealth and prosperity, starting a blood-feud between Aesir and Vanir.



Later, when iron tools became common, Lombards, Vandals, and other Northmen followed the Oder and Weichsel rivers towards the south-east. After generations, they reached the Carpathians. There Odin fell in love with the goddess Frigg and took her back to Thule as a wife. She bore him a son, Thor.

As Thor matured, his battle-might tipped the balance of the Aesir-Vanir feud. The Vanir finally sued for peace, presenting Freya and Forseti to the Aesir as hostages. Many of Freya's alfar allies came north as well. Thor married Freya to strengthen the growing bond of peace. So it was that by the first century A.D., the Odinic pantheon had begun to resemble its current form.

General Beliefs

Odic priests believe that the cosmos consists of nine worlds: that of the Aesir, Vanir, Liosalfar, Dockalfar, men, frost giants, fire giants, dead, and the dwarfs. Of more practical use to the common Northman are the divisions between the gods' home in Asgaard, the Otherside of the alfar, Hel, and the Midgaard of man.

To Northmen, Midgaard is the most important world. Why else would the gods visit so often to help mankind or fight giants in the wilderness? Odinic magic concerns mortal endeavors such as the growth of crops, protection from the elements, or victory in battle. Unlike Heathen shamans who travel to the Other Side to speak with the dead, Odinic priests summon ghosts back to this world. The greatest mystery are the runes. All Northmen know enough about runes to crudely carve them on doors and coffins as protection from troll-magic, but only the priests have any chance of invoking true magic powers by rune-carving.

The center of a chieftom is also the center of religion. Looking very much like a wooden great-hall, a Odinic temple is usually built beside the burial mounds of chieftains. In many cases, a temple is collectively dedicated to Odin, Freya and Thor. Nearby stands a holy grove of oak or elm. Priests hold services during harvest, at midwinter, and before the start of summer warfare. Villages and farmsteads may have small shrines to local patron deities.

Upon his death, a king, chieftain or great hero is laid out on a funeral pyre, adorned with his armor and weapons. He is burnt, and the ashes placed beneath a barrow-mound. A famed sea-raider may instead be placed in a ship, which is set alight and pushed out into the ocean's embrace. Whatever the manner of his funeral, his spirit joins Odin in Valhalla. Spirits may sometimes return to advise kings who sit on their mounds. Other warriors and karls are buried in wooden or stone coffins. They reside in Freya's hall. The most evil oath-breakers and murderers find themselves in Hel or - worse still - cursed as draugs to haunt burial mounds. Thralls receive a cold earthen hole: no one knows or cares about the fate of their spirits.

In the end, it hardly matters where spirits go. All are fated to meet on the field of battle during Ragnarok, which will be foreshadowed by a great winter and great strife among men. Few will survive when the legions of Hel, the giants, and all great monsters face off against the gods and the heroes of Valhalla. A great wolf will swallow the sun and the moon, fiery stars will rain on Midgaard, and all land will be swallowed by the sea.

Only the god Balder and a few humans will be left to populate the new Midgaard which rises from the sea, but this world will no longer be a land of giants.

Gods

Germanic gods go by many names. Most familiar are the Anglo-Saxon and Old Norse versions. When choosing names, we have given priority to ones which a) are more familiar (e.g., we use Thor rather than Thunor), and b) mesh with the established Scandinavian world. Personal preferences also played a role. Alternate names are supplied in parenthesis.

Aegir (Hler)

Known as the Greedy Destroyer, Aegir is the huge god of the sea. His wife Ran is but a watery personification. Saxon and Northmen raiders give one-tenth of their captives to the sea as a sacrifice. Aegir is also a master brewer of ale and mead, so those poor souls who join his under-water retinue can drown their sorrows until Ragnarok.

Balder (Phol)

Balder was the child of Odin and a mortal mother, accidentally slain by his brother, and resurrected in Asgaard. In remembrance of his death, all things weep for him in their thawing after a frost. Balder is the wisest, most gracious, and most beautiful of the gods; he lives in a place called Breithablik (Broad Gleaming) where only purity can exist. Balder will be the only god to survive Ragnarok. Healers who worship this god of life, healing, and light consider mistletoe bad luck. Christian missionaries in Ostland say that as the dying and resurrected god, Balder resembles Jesus Christ.

Forseti (Foiste)

As a member of the Vanir, Forseti is a god of prosperity and wealth. His hall is known as Glitnir the Shining; his symbol is a golden ax. He is the founder of Frisia, and Frisian control of North Sea trade is thought to be due to his auspices. Some believe Forseti fathered Scyld Scefing to bring prosperity to the Danish royal line. Fishermen and seafarers sacrifice model ships (or real ones) in return for good wind. Forseti's wealth is due to his shrewdness. The gods bring him problems and arguments of all kinds, which he solves. He is also a master of riddles. The priests of Forseti are known for their good judgment and advice.



Frigg (Eoster, Ithunn)

The Goddess of the East is wife of Odin and mother of Thor. She is the bearer of newborn life and the guardian of youth; her golden acorns prevent the gods from aging. Aside from being the divine midwife and exemplar of motherhood, Frigg can divine the fate of gods and mortals alike. The priestesses of Frigg, called *volvur* (sibyls), travel about the country side predicting the fate of farmers and the death of warriors. The spring equinox is her holy day.

Norns

The gods of Asgaard were immortal until these three giant maidens arrived bearing time. Named *Wyrd* (Fate), *Verthand* (Being), and *Skuld* (Necessity), the Norns represent past, present, and future. They protect and nurture the world-tree, foretell the future, and spool out the life-lines of mortals and gods. Not truly gods, the Norns have no mortal followers.

Tyr (Seaxneat)

Tyr is the pale god of swordsmanship. He is also known as the protector of the sky, since he sacrificed his hand in order to shackle the Great Wolf which chased the sun. He is the ancestor of the Saxon nation, and the creator of the *seax* (a type of sword favored by Germanic warriors). Northern warriors often carry shields with Tyr's "T" rune carved into the boss or rim.

Valkyries (Waelcyrge)

These warrior-maidens serve mead to Odin and the host of Valhalla during feasts. When war threatens, they ride invisibly over the battle-field on gray horses and "choose the slain". The most valorous are brought to Valhalla. Other Valkyries serve Freya; they wear feathered cloaks which allow them to turn into swans.

Weland (Wayland, Volundr)

Weland is the son of the giant Wade and Freya. He is a smith of unsurpassed ability. See **Lords of the North**, page 75, for a full description.

The Cult of Odin

Odin is the god of warfare, magic, and death. His followers include jarls and warriors, who exchange loyalty for victory in battle.

Beliefs: Followers of Odin seek a glorious death so they may join their lord in Valhalla. After giving up the ghost, a warrior's body is burned on a pyre with his property, and the remains are placed in a barrow by the sea. In Valhalla, the dead man's spirit joins in a feast of boar's meat and mead which will last until Ragnarok. Then hundreds of warriors will pour forth from Valhalla's 600 doors to prove their worth in the final battle.

Customs: Odin does not expect his followers to bow and scrape, spout sickly-sweet praise, or make false promises - only deeds impress him. A Odinic warrior should hurl his javelin over the enemy host and shout, "Those who fall in battle, I dedicate to Odin!" Every nine years (or more often if dire circumstances warrant) the priests at Lethra and Uppsala hold great sacrifices in early summer (April 15). There they hang nine each of men and women (drawn from prisoners, slaves, or criminals), hounds and bitches, stallions and mares, and male and female hawks.

Ranks and Titles: Priests and priestesses of the All-ruler wear blue robes, a fur hat, and carry a rune-staff. Using mastery of runes, they can speak to the dead, divine the future, and ensure that Odin brings victory. Also beloved of Odin are the berserks. These men and women have no home, family, or occupation, and are outside common law. They wade into battle lightly armed - perhaps with only a spear. They are unaffected by wounds, due to a killing frenzy sent by Odin.

Magic: Odin's rune-magic involves cursing an opponent with a war-fetter (an unnatural paralysis during battle), providing protection from blows, entering a killing frenzy, and speaking with the dead.

The Cult of Freya (Friaa, Nerthus)

Freya is a goddess of all things associated with prosperity: sunlight, rain, the earth; love, poetry, and riches. While most farmers credit her (and her husband Thor) with the land's bounty, the king-priests of Freya's cult in Svitjod emphasize rewards of wealth.

Beliefs: Near the temple of Freya in Uppsala stands an enormous tree of unknown type whose far-spreading branches are green through both summer and winter. This ever-green tree symbolizes the fertility, mystery, prosperity, and closeness to nature associated with Freya's worship. The notion of rebirth is another aspect of this cult. Lowly farmers bury their dead to repay Nerthus (Mother Earth) for the crops they have taken from her womb. After death, lords and ladies may live on in their barrows or join Freya in Folkvangr hall.

Customs: Kings and karls alike make sacrifices to Freya at the approach of winter (October 15) to thank her for plenty at harvest. Farmers slaughter cattle, sheep, and pigs and raise the carcasses upon platforms above the entrance of their homes. The Svealords hold a festival at Freya's barrow in Uppsala, where they drop treasure through a hole in the top. Once every nine years, the high-priest of Freya (her earthly husband) enters the mound to consummate their bond and perform fertility rites.



Ranks and Titles: Priests of Freya go by the titles of "Frey" and "Freyja" which mean "Lord" and "Lady" respectively. In Svitjod, priesthood and nobility are intertwined so that the high-priest of Freya is also king of the Svear. Freya's high-priest is also her earth-bound husband.

Magic: Priests and priestesses of Freya command magic which, in Britain, is normally associated with witchcraft. They can make the earth fruitful, increase wealth, brew love potions, and shape-change into a swan or sow. Fertility rites are ecstatic and often orgiastic. Most magic is beneficial, though a darker side includes taking on horse-shape to trample enemies, "riding" someone to death, and associating with evil alfar.

The Cult of Thor

"The Thunderer" is identified with the unbridled power of storms. He is also god of settlers and settlement, and thus of common mortals.

Beliefs: Just as the gods call Thor's name in distress, so does the common farmer; both know that he is as swift to answer as lightning. To some degree, Thor represents stability and law because of his constant battling against giants, serpents, and other forces of chaos. But he - like the elements he represents - can also be wild and unpredictable when aroused. The cult of Thor associates burial and barrows with grave monsters.

Customs: The cult of Thor is widespread and noncentralized. Families make sacrifices of meat and bread at mid-winter for survival against the cold and dwindling food supply. When necessary, victims are put to death by bludgeoning with a wooden club. Thor and his farming followers have little need for temples. Instead, shrines are erected near villages, farmsteads, or along paths. In a typical shrine an oaken statue of the Thunder-god, hammer in hand, is sheltered by a small roof supported by four wooden posts. The statue's forehead contains a chip of flint, which travelers can use to light fire (this custom recognizes that Thor's lightning brought fire to mankind). The shrine is always surrounded by a holy sanctuary, a *Frithgeard*, where neither plow nor bloodshed are allowed to disturb the soil.

Ranks and Titles: The priests of Thor are almost always men (women identify more with Thor's wife Freya). They wear full beards (unusual for Northmen) and iron, bronze, or (more commonly) silver hammer-amulets. Thor's priests wander the land repairing shrines and hiring on as farm-hands or fighters in exchange for food, drink, and temporary lodging.

Magic: Thor is rarely associated with magic. He expects his followers to approach problems straight on, using personal might and courage to persevere.



A Skridfinn shaman and a Wotanic priest debate religion



Only when the need is great can priests of Thor hope for natural though spectacular effects, such as fortuitous storms, lightning from the sky, or avalanches.

Erulian Odinism

The Eruli have a long history of wandering Europe as mercenaries and pirates. During this time, they adopted the customs and beliefs of the Germanic tribes with which they fought. Thus the Eruli are Cimbri by culture, Odinic (rather than Heathen) by religion.

Beliefs: The Eruli religion is a twisted amalgam of Heathen cruelty and Odinic battle-lust. Odin is the sole deity, ruling over hordes of malicious nature spirits and crudely-personified entities. For instance, Odin's Valkyries appear in dreams as omens of fighting and death. These great, half-human witches ride wolves into the fray, pour blood onto the battlefield, and slay warriors indiscriminately. The Eruli version of Norns foretell the future by weaving on a grisly loom of men's entrails, the strands weighted by severed heads.

Customs: Human sacrifices to Odin by hanging and impalement are common. Other, more Heathen, rites are performed to ward off evil spirits. Since the Eruli maintain a warrior's society, old age has no place. Those who become too frail to fight must lay on top of a large pyre. Someone chosen from another family climbs the stack of wood, slits the victim's throat, and sets fire to the pyre. After the pyre burns down, the bones are sorted out of the ash and buried.

Ranks and Titles: The warrior-priests of the Eruli have religious and temporal control. The rest of tribe is combative; most are berserks.

Magic: Eruli magic combines Odinic rune-spells and Heathen rites. It is rumored the Eruli berserks can actually transform into wolves!



HEATHENISM

IN *PENDRAGON*, *Heathen* is defined as a tribal religion which respects the impersonal forces of nature, animals as prey and predator, and spirits from the Other Side. Both the Cimbri and Skridfinnar are Heathen, though each culture has slightly different beliefs and practices. Details of such nuances follow the general outline.

History

When flint knives and stone axes were the cutting edge of tool making, Cimbrian hunters followed migrating herds of elk into Thule. Their religion was simple and direct. Carvings of hunters and hunted fill cliff faces; tool- and weapon-wielding figures danced to death with elk, bear, and fish. With this magic, they hoped that prey would fall before their might.

Soon, out of these loose practices developed a semi-professional class of shamans. More magician than priest, they could converse with spirits of nature and the dead, heal the sick, find prey, and provide advice on all manner of subjects. Shamans began to include life-lines in their rock carvings of animals, perhaps symbolizing the importance of meat to a hunter-gatherer culture.

Then the concepts of agriculture and pastoralism arrived from the southeast. In more fertile regions, settlements grew. Nerthus, the Earth Mother, took her place in the Heathen mythology beside the Sun-god of the hunt (he who scattered the celestial herd, the stars, each morning). The Cimbri built *dolmens* (megalithic tombs made from great blocks of stone, covered with dirt) in which to bury the dead of an entire family. Alongside the dead, they gave thanks with offerings such as flint axes, stone clubs, amber beads, and small clay pots filled with butter or fat.

In the age of bronze, the Northmen suddenly appeared in Thule, as if by magic. Whether they had lived unnoticed in Thule for ages, or arrived from the oak-forested south, or were a new creation of some foreign gods, the Cimbri did not know or care. They remained culturally isolated from the Northmen, who believed in their own all-too-human deities.

At about the same time, Finn tribes migrated across northern Thule from eastern Europe. They too were Heathen. While the Cimbri and Skridfinnar have little contact with one another, their Heathen beliefs are remarkably similar.

General Beliefs

Living in constant threat of harsh climate, famine, and predatory beasts, Heathens recognize the awesome and arbitrary forces of nature. The only hope of survival lies in appeasing the spirits (both good and evil) with offerings and demonstrations of respect. Food, tools, and ornaments usually suffice, but at other times the spirits require human sacrifice.

While Heathens do not believe that they can ever truly understand the natural world, they may be able to watch and learn and predict. The sky, for instance, shows certain signs before a storm hits. Tools also allow some measure of control; without them simple feats such as chopping down a tree, skinning a deer, or digging a grave would be impossible. Finally, symbols and names hold power. Rock carvings on cliffs can entice herds of reindeer to plunge to their deaths.



Heathens do not have a firm idea of afterlife. They believe the spirit goes to the Other Side; but whether that spirit realm is a paradise, a place of dread, or just like Midgaard is uncertain, and perhaps irrelevant. Some of the confusion is illustrated by the word *spirit*, which can refer to a spirit of nature or a spirit of the dead. The *Underworld Finnar* of Skridfinn folk-lore are both faeries and ghosts.

Above all, Heathens live close to nature and understand the natural world better than any of the more "civilized" cultures. Shamans identify with animals as well as with humans.

Their simple lifestyle persists through tradition and a constant shunning of practices which are too unnatural. When Cimbrians defeat a technically superior opponent, they follow strict rules about abandoning booty. They throw gold and silver into bogs, break swords, hack apart mail shirts, and drown horses. Partially, this is a sacrifice to the spirits, but more importantly, it ensures that the way they practice and understand warfare remains unchanged. Thus the Cimbrian culture remains stable despite the influences which sweep through Thule over time.

Deities

Heathens have no gods, but recognize many spirits: they believe that every animal, plant, person, and force of nature has a spirit, which must be appeased on different occasions. Only two entities approach godhood, due to their prominence in, and importance to, Heathen culture, and even so they are hardly personified. These great spirits are the Sun- or Sky-hunter and the Earth-Mother.

Cimbrian Heathenism

Beliefs: As above, although the Earth-Mother spirit is slightly more important to the inhabitants of the fertile Danish isles.

Customs: Cimbri are comparatively violent in their religious customs next to the Skridfinnar. Human sacrifice is a necessary and common activity. Each midwinter, a victim from each tribe eats a final meal of gruel made from barley, linseed, and willowherb seeds before meeting death by drowning, strangulation, throat-cutting, or other means. After battle, captives are hung by the feet with their throats cut, so that the blood drains in large bronze bowls. A shaman uses the blood for divination, or he may read the victims' entrails.

Ranks and Titles: Cimbrian shamans are more often female, and usually elderly due to lengthy apprenticeship. They wear linen mantles buckled over white robes, broad girdles, and go barefoot. Beast masks are important in many rituals.

Magic: Cimbrian magic can raise corpses from the ground, call upon spirits to do one's bidding, manipulate weather, and aid in the hunt. Much of the time this magic backfires, causing evil.

Finn Heathenism

Beliefs: Finnar believe that spirits of the deceased enter the Other Side through mountains, where they live just as they did when alive. These *Underworld Finnar* sometimes return to Midgaard to graze their snow-white reindeer. Often, those who encounter *Underworld Finnar* are invited to return home with them, after which they are never seen again.

Customs: Hedges of birch boughs or reindeer antlers enclose open-air sanctuaries. When they make offerings to spirits, the Finnar give the meat, bones and antlers of deer; as well as tools, weapons and well-crafted utensils or ornaments. They often sprinkle spirit-images with reindeer blood. Ceremonies involve singing and dancing to the beat of drums. Each shaman wears an animal costume representing his soul-beast. Skridfinnar drink animal blood to borrow their instincts and abilities; bears' blood provides hunters with strength and courage.

Ranks and Titles: Skridfinn shamans are of four types. *Seeing-shamans* are seers and mystics, able to speak with spirits of the Other Side through meditation. *Knowing-shamans* use what they have learned about nature to perform unnatural feats, such as shape-changing or becoming invisible. *Eating-shamans* are destructive: they can slay at a distance, make reindeer disappear, or conjure dangerous spirits. If a shaman were to learn all of these skills - and only a few of the most powerful have - he becomes a *Flying-shaman*. This title comes from their amazing ability to be in two separate places at once!

Magic: When a *Seeing-shaman* enters a trance, his spirit (called a *sueje* or shadow) can enter the Other Side or materialize as a deer, bird, snake or other animal. Sometimes the shaman can do both at once: speak with spirits while the soul-beast protects his sleeping body.

After a lengthy ritual, a *Knowing-shaman* can transform into a bear or wolf. Older and wiser shamans tend to become bears, while young, impetuous adepts take wolf form.

An *Eating-shaman* is sometimes sought for advice and help in matters of revenge. A *stallo* or turf-golem may be provided for this purpose. For this magical mischief, a shaman digs a man-like form out of the turf (peat and sod work as well) and performs a ritual over it. The mortal pledges half of his life force to some other-worldly power (a faerie perhaps) and invests the other half into a magical double. This *stallo* can then be sent on missions of revenge while the mortal remains unconscious far



away. *Stallo* are invisible at first but eventually materialize to reveal who is behind the evil acts. See **Lords of the North**, page 78 for turf-golem statistics.



CHRISTIANITY



HISTORICALLY, Christianity came to Scandinavia late in the Viking Age. It has been included in *Land of Giants* only to account for certain moral references in *Beowulf*. The main *Pendragon* rulebook contains sufficient information about Christianity to use this religion in a Northern campaign.

Those few missionaries in Ostland are entrenched in the French ecclesiastical hierarchy. As yet, a local Church structure does not exist.

NORTHERN CHARACTER CREATION

PLAYER KNIGHTS from Britain and other civilized lands may come to Thule in search of adventure. In such instances, use characters created with the *Pendragon* rules without change (refer to **The Perilous North Sea** chapter for information on getting to Thule).

However, *Land of Giants* is most enjoyable when playing Northern heroes. This section compiles all the guidelines necessary to create characters from Thule. The three northern cultures (Northmen, Cimbri, and Skridfinnar) are grouped at the end of this section.

The Character Sheet

Northern characters differ from *Pendragon* knights in some respects. Most notably, they lack heraldic devices and squires, and horses play a lesser role in their heroic lives. Therefore use the **Northern Character Sheet** found in the back of this book. You may photocopy it for personal use only.

Character Generation

This remainder of this section is for use in conjunction with the **Advanced Character Generation Procedure** in *Pendragon*, pp. 48-58 (and/or the **Knighdy Character Generation Synopsis** on pages 344-345), replacing the tables and specific information provided here for those in the main rulebook. Character generation notes for Magicians are also provided.

HOMELAND

Thule is vast. Somewhere in this rugged realm of mountains, tall trees, and heaths is the land your character calls home. If the Gamemaster does not have a particular homeland in mind for the players, roll or chose a homeland from the tables below. To find out roughly where (the player and gamemaster may work out a specific settlement), first use the **Regional Table**. This is the general region. Then refer to the appropriate **Homeland** table for a more specific area.

Certain homelands are not suitable for player characters, and have been included only for completeness; they are indicated on the table with an asterisk. If one of these lands is indicated by a die roll, either roll again or devise a story to explain how a character from such an enemy land could associate with other player characters.

A character's homeland determines his culture and religion. It also helps to define his Father's Class. Make a note of which Class Table (#1, #2 or #3) to use in the Father's Class section below. More detailed descriptions of the homelands are found in **Politics** section of the **The Wild Northern Land** chapter.



1. Region

Roll on the following table to determine which part of Thule your character is from.

Regional Table

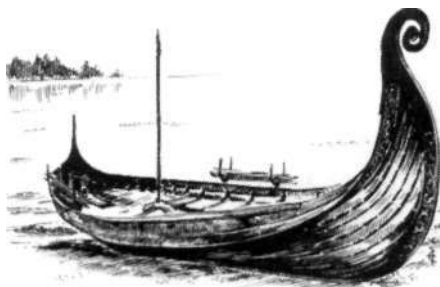
D6	Region
1 - 2	Northern
3 - 4	Central
5 - 6	Southern

2. Lands

Once the region is known, roll on the appropriate homeland table, below. Each entry includes the name of a nation, and one or more culture/religion pairs, as well as a reference to the class table to use when determining the character's father's background.

Northern Thule Homeland Table

D20	Homeland	Class Table
01	Cwenaland (Cimbrian/Heathen)	2
	(Skridfinnar/Heathen)	2
02	Lappland (Skridfinnar/Heathen)	2
03	Halsingland (Northman/Odinic, Freya)	
	(Skridfinnar/Heathen)	
04	Halogaland (Northman/Odinic, Balder)	
	(Skridfinnar/Heathen)	
05-06	Heathomark (Northman/Odinic, Thor)	
07-08	Hordaland (Northman/Odinic)	
09	Jaeder (Northman/Odinic)	
10-11	Ranrike (Northman/Christian)	
	(Northman/Odinic)	
12-13	Rogaland (Northman/Odinic, Aegir)	
14	Sogn (Northman/Odinic)	
15-18	Thelamark (Northman, Christian)	
	(Northman/Odinic, Freya)	
19-20	Trondelag (Northman/Odinic, Thor)	
	(Skridfinnar/Heathen)	



Central Thule Homeland Table

D20	Homeland	Class Table
01	Aland (Cimbrian/Heathen)	2
02	Oland (Cimbrian/Heathen)	2
03-05	West Gautland (Northman/Odinic, Tyr)	1
06-07	East Gautland (Northman/Odinic, Tyr)	1
08-09	Gotland (Cimbrian/Heathen)	2
10-11	*S6dermanland (Northman/Odinic, Freya)	1
12-14	Skane (Northman/Odinic)	1
15	*Smaland (Cimbrian/Heathen)	1
16-18	*Uppmanland (Northman/Odinic, Freya)	1
19	*Varend (Cimbrian/Odinic, Odin)	3
20	Varmland (Northman/Odinic, Freya)	1

Southern Thule Homeland Table

D20	Homeland	Class Table
01-02	Burgundaholm (Cimbrian/Heathen)	2
03-04	Falster (Cimbrian/Heathen)	2
05-08	Fyn (Northman/Odinic)	1
	(Cimbrian/Heathen)	2
09-12	Jutland (Northman/Odinic)	1
	(Cimbrian/Heathen)	2
13	Lolland (Cimbrian/Heathen)	2
14-15	North Jutland (Northman/Odinic, Aegir)	1
16-20	Zealand (Northman/Odinic)	1
	(Cimbrian/Heathen)	2

Culture

By rolling homeland, you have already determined your character's culture. Some results list two cultures (and the corresponding religions). These designations may distinguish rulers from subjects, as in Zealand, where the Northmen have conquered the Cimbri. Otherwise, they represent two separate peoples who share the same homeland (for instance, Cimbri and Skridfinnar share Cwenaland). The **Politics** section of **The Wild Northern Land** chapter provides more detailed explanations.

A player (with gamemaster assistance) may choose the culture from which a character comes. While a background in the ruling culture of a nation has obvious benefits, the subjects and independent peoples of these lands also make interesting characters.

Full descriptions of each culture (Northman, Cimbri, and Skridfinnar) are found at the end of this chapter. If the player wishes to play a character from outside Thule, use the following Guidelines: Saxons and other Germans use the normal Saxon stats and culture from *Pendragon*. Wends use Cimbri stats and culture.



Religion

Mostly, Northmen follow the Odinic religion, while the Skridfinnar and Cimbri are Heathen. However, certain historical and social factors have resulted in a few variations. Thus Northmen jarls in Ostland are Christians, and the Cimbri Eruli of Varend follow Odin. Under no circumstances may a player mix and match cultures and religions beyond those shown on the tables.

Note that where the tables indicate Odinic religion, it may also mention a dominant cult (e.g., Tyr is important to Geats). A player may simply write "Odinic" under Religion or specify a deity. This choice determines which religious bonus the character qualifies for (**Traits** and **Passions**, below).

Father's Class

Who was the character's father? What was his role in society? He may have been a warrior, a religious leader, or even a chieftain. Your character may follow in his father's footsteps, or even surpass him. At the very least, a father's class defines some of the skills, traits, and passions which the character acquired during his youth.

When you determined a homeland, a class table was indicated. Roll on that table, below. The result is the class of your character's father. Note that thrall (slave) is not represented on the tables. This is intentional. The offspring of a thrall are automatically thralls themselves, a class not suited for heroic adventure.

In real life, you cannot choose your relatives; but perhaps your character will be luckier. Check with the gamemaster; if he allows you to select father's class, be fair - not every character (or perhaps any character) in your gaming group should be the son of a chieftain!

Father's Class Adjustment

Each character received particular training and experience during his youth, simply from being born into a particular social class. The father's Class Table reflects such backgrounds. Each class provides points with which to augment skills as you wish, plus some mandatory adjustments to skills, traits and passions, as show below.

Son of a...

Hunter

15 points
Bow, Spear +2 ea.
Awareness, Hunting +5 ea.
Energetic, Valorous +1 ea.

Trader

15 points
Folk lore, Industry, Orate, Recognize +5 ea.
Energetic, Worldly +1d3 ea.

Scop

20 points
Generous, Honest, Modest +1d3 ea.
Hospitality +4
Play (harp), Orate, Singing +3 ea

Warrior

24 points
Awareness, Spear +2 ea.
Cultural Weapon +3
Proud +1
Reckless +1d3
Valorous +1d3+2
Honor +1d6
Loyalty (lord) +3

Berserk

20 points
Cultural Weapon, Grapple +3 ea.
Awareness, Religion (Odinic) +1 ea
Cruel +1d6
Reckless +1d3
Valorous +1d3+2
Loyalty (lord) +3

Class Table 1 (Northmen)

D20	Father's Class
01	Tribal Chieftain
02-03	Family Chieftain
04-05	Odinic Priest
06	Berserk
07-10	Hall-thane
11-16	Warrior
17-18	Trader
19-20	Scop

Class Table 2 Cimbri and Skridfinnar)

D20	Father's Class
01	Tribal Chieftain
02-03	Family Chieftain
04-10	Heathen Shaman
11-20	Warrior (Cimbri) or Hunter (Skridfinnar)

Class Table 3 (Eruli)

D20	Father's Class
01	Tribal Chieftain
02-03	Family Chieftain
04-05	Odinic Priest
06-15	Berserk
16-20	Warrior



Hall-thane

26 points
 Valorous +1
 Loyalty (lord) +3
 Honor +1

Family Chieftain

28 points
 Cultural Weapon +2
 Love (family) +1d3
 Valorous +1d3
 Honor +1d3
 Loyalty (lord)+1d3+3

Tribal Chieftain

30 points
 Cultural Weapon +3
 Valorous +1d3
 Loyalty (tribe) 2d6+6
 Honor +1d6

Odinic Priest

10 points
 +5 to: Chirurgery, First Aid, Folk Lore, Read
 (Runes), Religion (Odinism)

Heathen Shaman

10 points
 +3 to: Chirurgery, Dancing, Faerie Lore, First
 Aid, Folk Lore, Play (Drums), Religion
 (Heathenism), Singing

Lord

Who does your character owe allegiance to? This question is important not so much for the character creation process, but as a framework for character development and story-telling.

The Skridfinnar are nomadic herders, hunters, and fishermen; they have no need for lordship beyond family loyalty. Therefore Skridfinnar characters need not roll on the table below, they automatically have a Family Chieftain as their lord. The Cimbri are an earthy people, content with their individual and independent kingdoms (or with obeying the lords who conquered them), and so their rolls on this table are modified (of course a roll can never fall below 01, regardless of the modifiers used).

Modifiers: Cimbri -3

Northern Lord Table

D20 Lord

01-10 Family Chieftain
 11-17 Lord of your Homeland
 18-19 Neighbouring King*
 20 King of: Denmark, Ostland, Vestland,
 Svitjod or Cautjod (choose one)

'Neighboring King: roll again on the same Homeland Table by which you initially determined the character's homeland (i.e., Northern, Central, or Southern). This time, the result indicates to which land (and ruler) your character owes allegiance. You and the gamemaster should now explain this discrepancy between homeland and lord.

Current Home

At the end of character creation, discuss your character's current home with the gamemaster. This step can be more significant for some characters (e.g., a Family Chieftain) than for others. Hall-thaners reside in their lord's greathall.

You may leave this space blank for a trader, a wandering hero (like Beowulf), and for most Skridfinnar characters.

Son Number

A simple 1d6 roll determines the birth rank of the character. A "1" indicates the eldest son. Note that in Thule, primogeniture is often the exception to the rule; positions of importance are often elected or appointed.

3. Peoples

Refer to the **Cultural Descriptions** at the end of this chapter when determining the following information.

Name, Father's Name

Select a name. Choose one which sounds interesting and seems to fit the character you have in mind.

At the same time, choose one for his father. This step is very important, perhaps more so than for *Pendragon* knights. Lacking heraldry, a hero's lineage defines and identifies him as much as own appearance, personality, and deeds. A father's and son's name often alliterate; thus Hrethic, son of Hrothgar.

Trait Modifiers

Homeland, culture, and father's class may all contribute to a character's personality: his traits. For example, Northmen value those who are Honest, so these people get a bonus to this trait. The previous step established such influences, if any. Refer to the appropriate cultural description (at the end of this chapter) and father's class table (above). Lightly pencil in any modifiers next to the appropriate attribute. You may erase them once you have recorded the final values.



Directed Traits (if any)

In some cultures, each homeland has a particular trait associated with it. For instance, characters from West Gautland gain a *Proud (Beowulf) directed trait from their homeland. These directed traits (indicated by an asterisk) should be noted immediately.

Passions (if any)

Your culture may also list a passion for your particular homeland. For example, Cimbri characters from Smaland gain a Hate (Northmen) passion from their homeland. If this is so, write the name down now.

Starting Skills

Cultural values and father's class both affect a character's starting skills. Previous experience and family characteristics may later increase skill values (in Step 6).

Check your character's culture against the cultural descriptions at the end of **this** chapter. Write the numbers from the Skill List onto the character sheet. The given numbers represent the average skills a male or female from a given culture would learn by about age 15. The weapon skill in bold-face indicates the cultural weapon.

Add the skill bonuses for father's class, listed above.

Inherited Glory

The cultural descriptions at the end of this chapter list starting Glory based on father's class and culture.

Starting Equipment

Cross-reference your father's class with the relevant equipment table in the cultural descriptions at the end of this chapter. That table will specify an outfit, each of which is described below.

Skridfinn Hunter's Outfit: Furs (3 points), spear, bow, knife, skis, clothing worth 80 d.

Cimbrian Warrior's Outfit: Leather armor (4 points), spear, shield, axe, dagger, clothing worth 60 d.

Northman Warrior's Outfit: Cuirbouilli armor (6 points), 2 spears, sword, great axe, 3 javelins, shield, dagger, clothing worth 60d.

Outfit One: 1 rouncy; cuirbouilli armor (6 points), spear or axe, shield, sword, dagger, clothing worth 120 d.

Outfit Two: 2 rouncies; Norman chainmail armor (10 points), 2 spears, shield, sword, any one other weapon, dagger, clothing worth 1 Librum.

Outfit Three: 2 Rouncies, 1 Charger, Norman chainmail armor (10 points), 5 spears, 2 shields, gold and jeweled sword, any three other weapons, dagger, clothing worth 2 Librum.

Note: If the Luck Table instructs you to upgrade your outfit, then the Hunter's Outfit becomes a Cimbrian Warrior's Outfit, or a Northman Warrior's Outfit becomes Outfit One, and so on down the list. Note that Outfit Three may only be obtained as a result of the Luck Table.

Luck Table Benefits

Refer to the cultural descriptions at the end of this chapter and make a roll on the listed luck table, noting the effects as required.

4. Traits

One thing to keep in mind during this step is that characters with traits or passions above 15 tend to have a mind of their own. In critical situations, the result of a die roll rather than player choice may determine how such passionate characters act.

Check Religion

Religion affects traits (and passions, in the case of holy persons). Check the character's religion against the **Religious Virtues Table**, below. On the character sheet, underline the listed virtues, and make a note of "+3" beside them.

For Odinic characters who follow a specific deity, use only that deity's virtues.

Religious Virtues Table

Odinic: Generous, Proud, Worldly, Reckless, Indulgent

Frigg: Chaste, Forgiving, Merciful, Prudent, Trusting

Freya: Lustful, Energetic, Generous, Honest, Proud

Forseti: Honest, Just, Prudent, Trusting, Valorous

Balder: Energetic, Honest, Merciful, Pious, Temperate

Aegir: Energetic, Vengeful, Selfish, Cruel, Reckless

Tyr: Energetic, Generous, Honest, Just, Valorous

Thor: Energetic, Arbitrary, Worldly, Reckless, Indulgent

Heathen: Vengeful, Honest, Proud, Arbitrary, Worldly

Christian: Chaste, Forgiving, Merciful, Modest, Temperate

Add for Father's Class

Some of the fathers' classes provide modifiers to the traits. Check the related table, above, and note the effects of any modifications.

Determine Traits Values

You may assign traits or roll them randomly. As indicated in earlier steps, the character's background is also influential.

You should now generate any directed traits associated with culture or homeland. If not specified already, roll 2d6 to find a value.

Augment Personality Trait Values: You may now alter the character's personality traits so that he qualifies for a particular class, or just to make him more interesting. Divide up to six (6) points among any of the traits, remembering to subtract the same amount from the opposed trait. You may decide to forego these six points, if you wish.



Check for Religious Bonus

Refer to the character's traits, noting in particular the five underlined values. If all five traits are 16 or higher, then the character receives a special religious bonus. Bonuses vary with the religion. As well, Odinic characters who follow a specific cult receive that deity's bonus instead of Odin's.

Religious Bonus Table

Religion	Bonus
Odin	+1d6 to Damage statistic
F»gg	+5 to rolls on Childbirth Table
Freya	+2 to Healing Rate statistic
Foresti	+10 to Boating skill
Balder	+6 to Major Wound statistic, or +5 to Chirurgery skill (player's choice)
Aegir	+10 to Swimming skill
Tyr	+5 to Sword skill, and Opponent's sword can break on a fumble
Thor	+2 to Movement Rate statistic
Heathen	+5 to Awareness skill
Christian	+6 to Total Hit Points statistic

If you qualify for a bonus, write "Yes" on the character sheet under *Religions Bonus*, and apply the bonus to the character's statistics and skills.

Check for Chivalry Bonus

Though Chivalric virtues are alien to Thule, chivalry permeates the *Pendragon* world as a whole. Therefore, Northern characters can qualify for the Chivalry Bonus, as noted in the main rulesbook.

5. Passions

Northern characters have the same standard passions - Loyalty (Lord), Love (Family), Hospitality and Honor - as normal *Pendragon* characters.

6. Statistics

The *Designated Method*, from the main *Pendragon* rules, allows you to distribute a total of 60 points between the five characteristics. If you wish to use the *Random Method* instead, however, roll 2d6+6 for SIZ, and 3d6 each for DEX, STR, CON and APP.

Cultural Modifiers

A culture's average build and its usual activities (which may shape physical growth) influence your character's statistics. For instance, the average Skridfmm is shorter than a Cimbrian or Northman, while Northmen value physical strength, and so their people are generally well-muscled. Refer to the **Cultural Modifiers Table** below and modify statistics accordingly.

Cultural Modifiers Table

Culture	Modifiers
Northman	+3 SIZ, -3 DEX, +3 STR
Cimbri	+1 STR, +2 CON
Skridfinnar	-4 SIZ, +3DEX, +4 CON

7. Skills

You already have the initial cultural skills (from step 3). Now determine the Family Characteristic - the single trait which every member of your character's family shares - by rolling on the following table. Record this on the character sheet's back.

Family Characteristic Table

D 20	Characteristic
01 -02	Like an otter in water [+10 Swimming]
03	Excellent voice [+10 Singing]
04-07	Keen sighted [+5 Awareness]
08	At home in nature [+5 Hunting]
09	Light-footed [+10 Dancing]
10	Natural healer [+5 First Aid]
11	Naturally lovable [+10 Flirting]
12	Never forgets a face [+10 Recognize]
13	Surprisingly deductive [+5 Intrigue]
14	Rune-master [+5 Read (Runes)]
15	Natural speaker and storyteller [+10 Orate]
16	Natural musician [+15 Play (all instruments)]
17	Good with words [+15 Compose]
18	Good with horses [+5 Horsemanship]
19	From a line of traders/raiders [+10 Boating]
20	Clever at games [+10 Gaming]

Add to Skills

Father's class determines how many points you can add to your skills. First distribute the bonus points. Refer to the requirements in Step 9 (overleaf) to determine which skills you require to qualify for the career you want for your character. You may not increase any skill with a beginning value of 0; thus most Skridfinnar play no musical instruments. However, if the skill adjustments found on the father's Class **Table** would adjust a skill to 1 or more, then you may increase that skill with your bonus points. Thus, a Skridfmm whose father is a Heathen Shaman would be able to increase Play (Drums) at this stage. Bonus points may not raise a skill above 15.

Finally, apply the mandatory adjustments. These may increase a skill above 15.

8. Previous Experience

Having received experience and training through culture and father's class, your character is now 15 years old. By now, he may qualify for one of the lower classes (see the next step). But if he were a little older, he could



begin at a higher class. For each year of previous experience, you may do *one* of the following:

- Distribute 1D6 points among the character's skills as desired. Note that no skills with a value of 0 may be modified in this way, except for Weapon skills, and no skill may be raised above 15.
- Add one point to any personality trait or passion, up to a maximum of 19 for traits and 20 for passions, or add one point to a skill which is already over 15.
- Add one point to a physical statistic. No statistic may be raised above the theoretical maximum for that culture, and SIZ may not be increased after age 21.

9. Qualify for a Career Class

If your character has all the attributes listed below for a class at the values shown or higher, he qualifies as a member of that class.

Of the classes below, only hunter, Heathen shaman, and chieftain are a normal part of Skridfinnar society. Heathen Cimbri are usually limited to warriors, Heathen shamen, and chieftains (treat the few Odinic Cimbri as Northmen for class opportunities). Characters of those cultures who wish to qualify for another class must somehow have integrated themselves into Northman society - work this out with the gamemaster.

Thrall

Awareness 5
Folk Lore 2
Industry 2, or Intrigue 2
Loyalty (Lord) 8

This class is provided for those pitiful wretches who fail to qualify for a real career class. Either age your character, or create a new one from scratch.

Hall-Thane

First Aid 10
Battle 10
Two weapons at 10
Any other two non-combat skills at 10
Valorous 15
Honor 5
Loyalty (Lord) 15

A hall-thane must own weapons and a suit of armor (perhaps also a combat-trained horse if his lord so demands). Some lords may provide this equipment for their hall-thanens, if the character is well-known but down on his luck. In addition, a hall-thane must be at least 27 years old and the son of an ethling. For this requirement, consider a father to be an ethlings if he was a hall-thane, chieftain, Odinic priest, or a berserk.

Family Chieftain

Cultural weapon 10
Folk Lore 5
Orate 10
Hunting 10, or Stewardship 10
Valorous 12
Love (Family) 10
Honor 8
Loyalty (Lord) 15

A character does not rise to this class through hereditary right, but by means of an informal election. By fitting the above requirements, the character has assumed leadership over his family by the start of play. If he neglects his duties (determined by the gamemaster), his family will likely replace him with another relative.

Warrior

Primary cultural weapon 10
First Aid 6
Valorous 12
Loyalty (Lord) 10
Honor 8

A young potential warrior must possess the traditional weapons and equipment of his culture and a fierce battle-cry.

Trader

Folk Lore 10
Industry 5
Orate 10
Recognize 10
Valorous 6

A trader must have something to trade: money, something from the Luck Table, or even the equipment from his starting Outfit. He would be well advised to acquire a method of transport, whether it is a mule, an ox-cart, or a longship, as soon as possible.

Tribal Chieftain

Battle 10
A cultural weapon at 10
Intrigue 10
Orate 15
Valorous 15
Honor 12
Loyalty (Tribe) 15

*This class is not available to most characters, particularly at the start of play. See the **Society** section at the start of this chapter for the complete prerequisites (the same as for king).*



Scop

Compose 5
 Orate 10
 Play (Harp) 10
 Singing 10
 Hospitality 15
 Valorous 6

A scop needs nothing but memory and a voice, although a harp would help.

Hunter

Bow 10
 Spear 5
 Hunting 10
 Valorous 8

A hunter needs weapons with which to hunt. He might be able to craft crude ones using Industry.

Odinic Priest or Heathen Shaman

A special character generation system is provided for these characters, starting on page 50.

Character Sheet Notes

The following items on the **Northman Character Sheet** require some additional discussion, or differ from the ones on the sheet provided in the main *Pendragon* rulesbook.

Age, and Year Born

The character will be at least fifteen years old - older if you gave him experience in the previous step. Ask the gamemaster for the current game year; subtract the character's age to determine the year of his birth.

Boasting Contests

Northmen are huge braggarts. You should keep track of the character's successes once play begins.

Horses

Horses are rare in Thule, particularly in the far north. Your character may be lucky enough to start with one (see the outfits listed above) or acquire one during your adventures. If your character is a Skridfinnar, record your reindeer's statistics here instead.

Companion

Lords often assign experienced warriors to watch over untried youths. Within reason, any player character may have such a companion. Make sure to select an appropriate name from those provided in the cultural sections at the end of this chapter. Such

a companion is likely to take his leave once the character has developed sufficient skill to take care of himself. Use the following statistics for a companion:

Awareness 2d6+6
 First Aid 6
 Battle 1
 Spear 10
 Any one skill at 5
 Other skills at the base chance for the culture.

Use the companion's Awareness whenever the rules call for a roll using the *Squire Number*. The companion may be good in a fight, but might not notice that his charge needs help!

Selected Events

Many of the events recorded for a *Pendragon* knight are not relevant to a man of the north. You should note the following dates as they occur:

Received Arms - Usually at birth date plus 15 years.

Note that the Northern societies do not use the tradition of Knighthood.

Hall-thane - The date when your character joins a noble's personal retinue, if ever.

Landed - The year a hall-thane receives land; or the year you become a family or tribal chieftain.

Army

Much as in the *Pendragon* rules (p. 46), although a family chieftain has a better chance of getting aid from every family member.

Old Warriors: 1d6-5
 Middle-aged Warriors: 1d6-2
 Young Warriors: 1d6+1
 Other Kinsmen: 3d6+5
 Thralls: 5d20

REINDEER

THE SKRIDFINNAR have domesticated Reindeer, and many hunters ride them in their wanderings. Reindeer may also be harnessed and used to draw sleighs and sledges. Reindeer will not charge, and are useless for fighting.

SIZ 18	Move 4	Major Wound 14
DEX 20	Damage 6d6	Unconscious 8
STR 15	Heal Rate 3	Knockdown 18
CON 14	Hit Points 32	Armor 3

Attacks: Hoof 12 [3d6 damage],
 Head Butt 17 [5d6 damage]

Both male and female reindeer have antlers, and do not hesitate to use them to drive off wolves, the reindeer's primary predator.



MAGICIAN CHARACTER GENERATION

as MENTIONED in the main rulesbook on page 276, *Pendragon* is primarily a game of knights and warriors. Holy folk and magicians fit the setting, but probably do not have the skills or inclination to take part in heroic adventure. However, since the Northern version of a holy person is less cerebral than the average Christian monk, Odinic priests and Heathen shamans may make viable player characters. The gamemaster has the final decision on whether or not to allow this.

As far as role-playing goes, magician characters would not strain believability by fighting battles and exploring the wilderness. Historically, Vikings rarely set out on a raid without an Odinic priest and a couple of Berserks. Many of the legends of Thule revolve around powerful Skridfinnar sorcerers.

Magician character generation is similar to that set out in the *Pendragon* rulebook (pp. 264-273). For ease of reference, instructions are compiled here. Sections skimmed over are identical to the mundane character generation system given earlier.

Before starting, the player must choose which of the four magical traditions the character will follow.

Odinic Priest

This magical tradition encompasses the priests of Odin and other Northman gods. A native term is Gudija. The priestesses of Frigg are known as volvur (meaning sibyl). Freya's followers go by the titles of Frey and Freyja (lord and lady). A priest of Odin can be identified by a blue robe, rune-staff, and a bag of religious trinkets.

Culture/Religion

Northman, Saxon or German/Odinic

Regions

Afdrede, Frisia, Fyn, Jutland, Gautjod, Halogaland, Heathomark, Hordaland, Jaeder, North Jutland, Ranrike, Rogaland, Sogn, Sodermanland, Skane, Thelamark, Trondelag, Uppmanland, Varmland, Riigland, Zealand

Requirements

Most Odinic priests are men. Priestesses are usually involved in the cults of Frigg and Freya. Following an informal apprenticeship, a potential priest must take part in an initiation ceremony. For Freya's blessed, this usually involves some sort of fertility rite. Followers of Odin have especially hard initia-

tions. Apprentices undergo a ritual hanging and must afterwards prove their knowledge of runes.

Duties

Odinic priests are intermediaries between the living and the dead, between mortals and their gods. One of their duties is to foretell people's fates. Each deity expects certain duties beyond presiding over ceremonies. Followers of Freya and Forseti bless crops and ensure good fortune. The warrior-priests of Tyr and Odin must ensure the success of battles. Priests of Thor and Aegir must shield mortals from the forces of nature and supernatural threats. Followers of Frigg and Balder provide comfort.

Benefits

Besides the feeling of being important on a grand scale, priests receive a number of material benefits. First, other Northmen show respect. Priests of Odin have considerable clout with jarls and warriors; priests of Thor can find food and lodging in the homes of most karls and thralls. Second, the gods' chosen servants are outside certain laws. For instance, they take no oath of fealty to a jarl. Murder may even go unpunished (the first time, at least). The player character has access to the **Magical Runic Meanings** handout.

Talent Values

Battle-runes 2, Blessing 1, Divination 2, Necromancy 3, Shapeshift 2, Travel 1, Weather Control 2

Restricted Talents

Demonize

Other Benefits

Sight +2, Celestial Lore +1, Chirurgery +2, First Aid +3, Folk Lore +2, Read (Runes) +3, Religion (Odinism) +4, Love (Deity) 3d6

Eruli Priest

Eruli priests are famed for their mastery of rune-carving, even more so than Northmen. In fact, their tribal name is believed to be related to the word "erilaz," variably translated as "messenger of the gods," or "rune-scriber."

Even though they are unlikely to take part in a Beowulf-style campaign across Thule, this tradition has been included for completeness and as a gamemaster reference.



Culture/Religion

Cimbrian/Odinic

Region

Varend

Requirements

The priesthood is open to both men and women.

Duties

Eruli priests are the leaders of society during the frequent wars (and occasional bouts of peace).

Benefits

Besides temporal and spiritual control, Eruli priests have been blessed with magical power.

Talent Starting Values

Battle-runes 4, Necromancy 4, Shapeshift 3, Summon Faerie Creature 1, Weather Control 2

Restricted Talents

Demonize

Other Benefits

Sight +2, Battle +1, Chirurgery +2, Faerie Lore +2, First Aid +4, Folk Lore +2, Read (Runes) +4, Religion (Odinism) +1, Love (Odin) 3d6

Skridfinn Shaman

Shamans guide their family group with wisdom and knowledge of the spiritual world. The most powerful wander alone in the deep wilderness, seeking greater levels of Insight. To assist in magic, a shaman uses such trappings as a painted drum, charms, and an elaborate headdress.

Culture/Religion

Skridfinnar/Heathen

Regions

Cwenaland, Halogaland, Lappland, Trondelag

Requirements

An equal number of men and women become shamans. The Skridfinnar believe that magical ability is passed on from parent to child, therefore the character sheet should list the father's class as Heathen Shaman; or perhaps mother was the shaman.

Duties

Shamans must help their family group survive the harsh environments in which they live. This can include divining the future, blessing the hunt, and warding off creatures of the Other Side.

Benefits

Shamans are treated with respect by all Skridfinnar, even by those of different family groups. Northmen are wary of these powerful sorcerers.

There are four types of Shamans, as explained in the **Worship** section of this chapter. Roll on the table below to see at which of the three lesser shamanic types the character starts.

Skridfinn Shaman Table

<i>Db</i>	<i>Type</i>
1-2	Seeing-Shaman
3-4	Knowing-Shaman
5-6	Eating-Shaman

As a shaman learns new Talents (*Pendragon* main rulesbook, p. 285), he or she approaches the status of *Flying-shaman*. Until a shaman has learned all seven lesser shamanic talents, he may not learn the Travel talent. Gamemasters with *Beyond the Wall* may wish to use the talent of Spiral Walking (known as Spirit Flying in Thule) instead of Travel for the ability of the shaman to travel in spirit form.

Talent Starting Values

All: Banish 4

Seeing-Shaman: Animal Friend 4, Divination 2

Knowing-Shaman: Glamour 2, Shapeshift 4

Eating-Shaman: Curse 3, Summon Faerie creature 3

Restricted Talents

Demonize

Other Benefits

Sight +3, Geomantic Lore +2, Chirurgery +1, Dancing +2, Faerie Lore +2, Folk Lore +2, Play (Drums) +2, Religion (Heathen) +2, Singing +2, Fear (Spirits' Wrath) 3d6

Cimbrian Shaman

A female shaman is sometimes referred to as *Tantulu*, or "little enchantress". A male shaman may be called *Attiba*, or "wizard". Shamans provide guidance to families.

Culture/Religion

Cimbrian, Wend/Heathen

Regions

Aland, Burgundaholm, Cwenaland, Oland, Falster, Fyn, Gotland, Jutland, Lolland, Wendland, Zealand

Requirements

Most Cimbrian shamans are female. With gamemaster approval, the character could be an exception. Apprenticeship is lengthy - initiation does not occur until at least age 21.

Duties

Cimbrian shamans are charged with maintaining cultural identity. They pass down oral tradition and enforce customs such as the breaking of enemy weapons and the sacrifice of booty.

Benefits

Cimbrian Shaman have significant magical talents.

Talent Starting Values

Animal Friend 2, Bless 1, Divination 2, Shapeshift 1, Necromancy 3, Summon Faerie Creature 2, Weather Control 3



Restricted Talents

Demonize

Other Benefits

Sight +2, Geomantic Lore +2, Celestial Lore +1, Chirurgery +2, Dancing +1, Faerie Lore +1, First Aid +2, Folk Lore +3, Play (Drums) +1, Religion (Heathen) +2, Singing +1, Fear (Spirits' Wrath) 3d6



CHARACTER GENERATION

Childhood Talent

Determine childhood talent as directed in the main rulesbook (pp. 269-270).

1. Homeland

Refer to the description of your magical tradition, and choose a homeland from the list. Culture and religion are determined by tradition as well.

Use the Father's Class system given in the standard character generation rules, above. Note, however, that the Skridfinnar believe that the ability to perform sorcery is passed down from parent to offspring.

2. Culture

Mostly the same as mundane character generation. The cultural skill tables reflect the basic training for Northerners; noble, peasant, and magician alike. For weapon skill values, however, use the female column (magicians receive little combat training).

Starting Equipment

Use the tables from the *Pendragon* rulesbook, p. 271. Sons of hunters and Heathen shamans receive the *Peasant's Outfit*. Sons of warriors, berserks, and traders receive the *Magician's Outfit*. All others receive the *Noble's Outfit*.

All Northern characters may roll for Luck Benefits, using the table provided for their culture at the end of this chapter.

3. Personality Traits

Same as mundane character generation.

4. Passions

Mostly the same as mundane character generation. Be aware that Odinic priests gain a Love (Deity) passion of

3d6 from their tradition. This can be Odin or the deity of their divine patronage (see below).

Similarly, Heathen Shaman's gain a Fear (Spirit's Wrath) of 3d6. This applies only to ominous manifestations of the spirits' anger: encounters with the most powerful faeries, awesome examples of nature's power, (such as the Devouring Whirlpool), and blatant omens, as when lightning strikes dead the companion who defiled a holy place. Successes and Criticals add to skill rolls when escaping or appeasing the angry spirits, never towards overcoming them.

5. Statistics

Normal statistics are generated as per mundane characters. Page 271 of the *Pendragon* rulesbook explains how to generate the magical statistics, such as *Magic Limit*, *Personal Life Force* and *Magic Protection*.

6. Skills and Combat Skills

Same as for mundane character generation. Values of magical talents are the sum of tradition and divine patronage (see the next step). You may also spend some of the points derived from the character's father's class on talents.

7. Previous Experience

The *Pendragon* rulesbook (pp. 271-272) describes training, initiation, and divine patronage. Follow those steps as appropriate. Only Odinic priests can receive *Divine Patronage*. Pick the deity which corresponds to your character's homeland, or the gamemaster may allow you to choose (explaining that your character was called upon by the god). Frigg and Balder are patrons of midwives and surgeons in any region.

- **Frigg.** +10 Divination; must marry if possible.
- **Forseti.** +10 Trave; must provide sound counsel to any who ask.
- **Freya.** +3 Blessing, +3 Emotion, +3 Shapeshift; must participate in sacrifices at the approach of winter (October 15).
- **Aegir.** +10 Curse; must sacrifice 10% of all booty of any expedition you accompany (captives and loot) to the sea.
- **Balder.** +10 Healing.
- **Tyr.** +10 Battle-runes.
- **Thor.** +10 Weather Control; magic should be used only as a last resort; must participate in sacrifices at mid-winter.
- **Odin.** +10 Necromancy; must use runes in association with magic. You should also participate in the sacrifices in early summer (April 15th).



8. Qualifying for a Class

See if your character qualifies for one of the following magician classes:

Northman Priest

Religion (Odinism) 10, Read (Runes) 10
 One of the five virtues of Odin or
 your specific deity (e.g. Thor) at 16
 Love (Deity) 15
 Celestial Lore 5
 Battle-runes 5, Divination 5, Necromancy 5
 Any one magical Talent at 10

Eruli Priest

Religion (Odinism) 5
 Read (Runes) 10, First Aid 10
 All Odinic virtues 1 6
 Love (Odin) 15
 Sight 5
 Necromancy 10, Battle-runes 10

Skridfinn Shaman

Religion (Heathenism) 10, Faerie Lore 10
 Fear (Spirits' Wrath) 10
 Geomantic Lore 5
 Sight 10
 Banish 10, and two lesser shamanic
 magical Talents at 10

Cimbrian Shaman

Religion (Heathenism) 10, Folk Lore 10
 Fear (Spirits' Wrath) 10
 Celestial Lore 5, Geomantic Lore 5, Sight 5
 Necromancy 10, Divination 10,
 Weather Control 10

Character Sheet Notes

Same as for mundane character generation, but ignore the Boasting Contest entry. If you gain an *Apprentice*, she will typically have the following profile:

- Age 6-15
- First Aid 6
- A Natural Talent (roll on the **Childhood Talents Table** in the *Pendragon*; rules, p. 270) starting at 1, plus any bonus for tradition or patronage
- Magic Limit 50
- Sight 1 (plus bonus for tradition)

You will note that Magician Character Sheet has no back. Use the back from the Northern Character Sheet, ignoring entries which are irrelevant.

Life Force

To the magicians of the North, magic and ritual are one and the same. Odinic priests know that choosing the appropriate runes and carving them correctly is very important. Heathen shamans attract the attention of spirits with ceremonial dance and music.

Odinic priests may attempt to roll against either, or both, of Religion (Odic) and Read (Runes). Players may decide to try their hand at choosing Runes from the **Magical Runic Meanings** handout, instead of rolling against the skill. The Gamemaster must then decide the level of success based on the choice and the player's rationalization. Except for followers of Odin himself - who must use Read (Runes) at least - these rolls are optional.

Heathen Shamans may attempt to roll Religion (Heathenism). They may also attempt one of: Dance, Faerie Lore, Play (Drums), or Sing. Each skill applies only to certain magical Talents.

Dance: Emotion (Hospitality, Energetic, Lazy), Protect, Sacred Space, Shapeshift, Travel.

Faerie Lore: Banish, Control Faerie Creature, Glamour, Summon Faerie Creature.

Play (Drums): Bless (in battle only), Curse, Divination, Emotion (Hate, Fear, Loyalty, Cowardly, Valorous, Reckless, Cruel, Proud, Vengeful), Necromancy, Weather Control.

Sing: Animal Friend, Bless, Emotion (any), Healing.

After rolling the skill(s), determine the results as noted below. The bonuses (and penalties) are cumulative.

Life Force from Skills

Critical: Add 1d20 Life Force to the casting

Success: Add 1d6 Life Force

Failure: Subtract 1d20 Life Force

Fumble: The magic fails, and the sorcerer may not try again today

NORTHERN MAGIC

ALTHOUGH THE CELTIC MAGIC rules from *Pendragon* provide a good foundation, Northern magic does have some special quirks. The first is another source of Life Force. Secondly, certain magicians have access to a new magical Talent, *Battle-runes*.



Battle-runes Talent

Odic priests have learned the best combination of runes with which to affect the outcome of battle. Each effect lists some appropriate runes. Refer to the Magical Runic Meanings handout for more information.

Low

Sword Sharpener: 30

When the *Ger* rune is placed on a sword blade or spear tip (inscribed or painted with blood), it makes the weapon sharper. This increases damage by +1 for every 30 points.

War-fetter: 40

When used in together, the *Peordh* and *Man* runes can immobilize an opponent with magical paralysis for 2d6 rounds, during which all skills are at -10.

Common

Bear-shirt: 60

Followers of Odin are famed for their ability to resist pain. By wearing the *Nyd* and *Eolh* runes next to his body (e.g. scratched into bark or painted onto skin), a character gains +4 armor per 60 points of magic.

Killing Frenzy: 80

If the *Tyr* rune is inscribed on a helmet, the wearer may go berserk in battle. He gains +1d6 to damage bonus, +2d6 to Reckless and Valorous.

High

Invoke Odin Glad-of-War: 200

If carved correctly before battle, the *Os*, *Wyn*, and *Ing* runes can gain the attention of Odin. He will guide the army to victory. This adds +5 to the Commander's Battle roll.

CULTURAL DESCRIPTIONS

THREE PRIMARY CULTURES exist in Thule: Northman, Cimbri, and Skridfinnar. Each culture is described below.

Directed traits are indicated by an asterisk (*). When determining a directed trait's value, roll 2d6 unless specified below. Characters may get a check to any Directed Trait used; the value may increase, decrease or disappear through experience or Winter Phase activity.



NORTHMEN

NORTHMEN ARE closely related to Saxons, hailing from the many Teutonic tribes which settled in Northern Europe ages ago. Like the Saxons, Northmen kings trace their lineage from Odin.

Stereotype

Most Northmen have strong Nordic features: a thin face with prominent cheek-bones, blond or red hair,

and blue eyes. They are usually clean-shaven, although some chieftains prefer mustaches or full beards.

The Northmen possess the most "civilized" culture in all of Thule, having learned some British and Gaulish customs during their trading and raiding. The rest of Europe see the Northmen as blood-thirsty, demonic warriors who at any moment may descend upon and shatter their peaceful lives. Among Christians, a common prayer is: "*From the wrath of the Northmen, O Lord deliver us!*"

Player Characters

Northmen have many classes available to them, since they are the dominant culture in Thule.

Common Attitudes

Odic religion teaches that life is a transient state. Even the Gods will perish during Ragnarok. Northmen live to the fullest, ready and willing to die at any moment.

Politics

The Northmen are scattered about Thule in numerous, independent tribes. The three most notable are the Danes, the Svar, and the Geats. Most of the time, the tribes fight with one another. However, Hrothgar of Denmark and a few other kings have managed to carve out sizable realms.



Names

Male: Aldhelm, Alewih, Alphere, Ashhere, Beastan, Becca, Beow, Beowulf, Billing, Breca, Eadgils, Eanmund, Edgelaf, Edgetheow, Edgewela, Eofor, Eomer, Eormenric, Finn, Fitela, Folcwalda, Freotheric, Froda, Gefwulf, Gifica, Gislere, Garmund, Guthhere, Guthlaf, Halga, Hagena, Hama, Hareth, Hathkin, Healfdene, Heardred, Heatholaf, Heathoric, Helm, Hemming, Heoden, Hengest, Heorogar, Heorowearð, Herebeald, Herefaran, Herelingas, Heremod, Hereric, Hethca, Hildeburgh, Hlith, Hoc, Hnaef, Hrethel, Hrethric, Hringweald, Hrothgar, Hrothmund, Hrothulf, Hugas, Hun, Hunlaf, Hygelac, Ingeld, Mearchealf, Mearca, Offa, Ohthere, Onela, Ongentheow, Oslaf, Oswine, Raedhere, Rendhere, Rumstan, Saeferth, Sceafa, Scaefthere, Scyld, Secca, Sheaf, Sigehere, Sigemund, Swerting, Theodric, Unferth, Unwen, Wada, Waels, Wald, Weoxstan, Widsith, Wiglaf, Withergyld, Witta, Wod, Wonred, Wudga, Wulf, Wulfgar, Wyrnhere, Yrmenlaf.

Female: Alfhild, Ealhild, Ebba, Edrie, Ella, Elvina, Endrede, Freawaru, Gilda, Groa, Grytha, Hedwig, Helma, Hildeburgh, Hygd, Modthryth, Myna, Rae, Ragna, Thryth, Tylda, Wealththeow, Wertha, Wyn, Yrse.

Personality Traits and Passions

Northmen share the same values as do Saxons.

Trait Modifiers: Arbitrary +2, Cruel +1, Honest +2, Energetic +1, Valorous +1

Local Northman Directed Traits and Passions

Fyn: Loyalty (King Hrothgar)

West Gautland: *Proud (Beowulf)

East Gautland: *Vengeful (Beowulf)

Halogaland: *Energetic (to explore)

Heathomark: Loyalty (Lord) -1

Hordaland: Loyalty (Lord) +1

Jaeder: *Selfish (of their land)

Jutland: *Arbitrary (towards Cimbri)

North Jutland: Fear (walking dead)

Ranrike: *Pious (before lord)

Rogaland: *Cruel (when raiding)

Skane: *Cowardly (vs. Eruli of Varend)

Sogn: Hospitality +3

Sodermanland: Love (Freya)

Thelamark: *Honest (when trading)

Trondelag: Fear (Giants, the big ones)





Uppmanland: Hate (Geats)

Varend: Love (Raiding)

Varmland: *Suspicious (Outsiders)

Zealand: *Indulgent (Mead)

Skills

Being sea-borne traders and raiders, Northmen are keen sailors and swimmers. Their cultural weapon, the great axe, is shown below in boldface.

Northman Skill Table

Skill	Male	Female
Awareness	5	4
Boating	10	0
Chirurgery	0	10
Compose	2	2
Courtesy	5	4
Dancing	2	3
Faerie Lore	2	2
First Aid	2	10
Flirting	2	3
Folk Lore	2	2
Gaming	3	2
Hawking	1	1
Heraldry	0	0
Hunting	4	2
Industry	0	5
Intrigue	2	3
Orate	4	3
Play (Harp)	0	0
Read (Runes)	1	1
Recognize	4	5
Religion	2	2
Romance	2	3
Singing	3	2
Stewardship	2	3
Swimming	5	3
Tourney	0	0
Battle	3	2
Horsemanship	2	1
Great Axe	7	0
Sword	3	0
Grapple	3	0
Dagger	1	2
Axe	2	0
Spear	3	1

Inheritance

A new Northman character inherits a great deal from his or her parents, depending upon their status. The following tables assist in the determination of the legacy of young Northman characters.

Northman Inherited Glory Table

Son of a trader or scop: 6d6
 Son of a warrior: 6d6 + 50
 Son of a berserk or Odinic priest: 6d6 + 100
 Son of a hall-thane or chieftain: 6d6 + 250

Northman Equipment Table

Son of a trader or scop: Outfit 1; or Dagger, Clothes worth 120d and 2L in goods
 Son of a warrior or berserk: Northman Warrior's Outfit
 Son of a hall-thane or family chieftain: Outfit 1
 Son of a Odinic priest or clan chieftain: Outfit 2

Luck Benefits Table

D20	Result
01-03	Money - 3d20 denarii
04	Money - 1 d3 Librum
05-07	Odin is your ancestor; +200 Glory
08-10	You have part-share in a ship; ask the gamemaster for details
11	You have a sumpter
12	You have a rouncy
13	You have a charger
14	You have a Thor's Hammer amulet; +1d6 to Armor rating once, called after damage roll (1 £ value)
15	You have a blessed great axe; +1 to Great Axe skill when used; breaks normally (2£ value)
16-18	You have a magical healing potion; heals 1d6 points once (priceless)
19	Upgrade your outfit by one level
20	Roll twice



CIMBRI

THIS IS THE LEAST REALISTIC of the cultures presented here. Originally a Germanic or Celtic *f-H* IS THE LEAST REALISTIC of the cultures presented here. Originally a Germanic or Celtic tribe inhabiting the Jutland peninsula, the Cimbri first entered history in the 2nd Century B.C. during their forcible migration southward. The Roman army finally defeated them just south of the Alps in 101 B.C. This culture draws inspiration from Icelandic legend, which frequently mentions stocky, dark-featured people as well as the tall, fair-haired Nordic race (Northmen in this book). Finally, at least one scholar of racial origin links the Cimbri of Thule with the Cymri in Britain.



Stereotype

The average Cimbrian is stocky and dark-featured, living close to the earth and worshipping numerous nature spirits. The Cimbrians are slowly losing their cultural identity as Northman society absorbs them.

Player Characters

Cimbri are usually warriors, chieftains, and shamans.

Common attitudes

Cimbri are isolationists; content to remain in their homeland, distrustful of strangers, and slow to change age-old customs.

Politics

Many Cimbrian tribes were conquered by Northmen, particularly by the Danes and Svear. Of the independent clans, three are notable: the traders of Burgundaholm, the fierce Eruli in Smaland, and the warrior-women of the Cwenaland.

Names

Male: Alia, Alawin, Alamark, Alugod, Andagast, Awa, Awings, Bidawar, Fakar, Frawarad, Frodil, Gak, Gast, Glaugir, Godag, Hadulaik, Hagirad, Hagustald, Hakuth, Halm, Haraban, Hari, Haukoth, Held, Hiwigar, Horwulf, Hlewagast, Hnad, Holt, Hor, Hothwulf, Hraz, Hrozar, Iddo, Idring, Ingad, Keth, Kunimud, Landawar, Leub, Leugar, Lill, Niuwil, Nivil, Saba, Saligast, Salwili, Skithaleub, Swabahar, Stainawari, Tait, Thai, Thirb, Uha, Unwod, Wag, Wagig, Waiga, Wजारad, Wakar, Warawins, Widgast, Widhund, Wig, Wiw, Wodurid, Wolthuthew, Yaith.

Female: Agil, Agilamundo, Ais, Aluko, Bera, Birgin, Boro, Bran, Buris, Ehwu, Eri, Finno, Gudi, Gutanio, Hara, Haris, Ingio, Iano, Lethro, Mariling, Mauna, Ran, Rauni, Sal, Saral, Tantul, Tilarid, Wihail.

Cimbrian Personality Traits and Passions

The Cimbri trait-modifiers are influenced by a desire for isolation and a love of the earth.

Trait Modifiers: Modest +1, Pious +1, Prudent +2, Suspicious +2.

Local Directed Traits and Passions

Aland: *Deceitful (when taxed)

Burgundaholm: *Proud (Homeland)

Cwenaland: *Lustful (Northmen)

Falster: *Trusting (Danes)

Fyn: Loyalty (Lord) +2

Gastrikland: *Love (Freya)

Gotland: * Suspicious (Svear), or
* Indulgent (Seafood)





Jutland: *Vengeful (Danes)

Lolland: *Lazy (after good harvest)

Oland: Fear (Eruli of Varend)

Smaland: Hate (Northmen)

Varend: *Reckless (Battle)

Zealand: Loyalty (King Hrothgar)

Skills

The Cimbri love the Earth for the food it provides. Class divisions are less sharp, so folk ways are not so alien to rulers as they are in Northman culture. Their cultural weapon is the spear.

Cimbrian Skill Table

<i>Skill</i>	<i>Male</i>	<i>Female</i>
Awareness	5	4
Boating	5	1
Chirurgery	0	10
Compose	0	1
Courtesy	2	2
Dancing	2	2
Faerie Lore	5	5
First Aid	3	10
Flirting	2	4
Folk Lore	5	5
Gaming	2	2
Hawking	0	0
Heraldry	0	0
Hunting	5	2
Industry	2	3
Intrigue	1	2
Orate	3	2
Play (Horn)	2	0
Read (Runes)	0	0
Recognize	4	3
Religion	2	2
Romance	2	2
Singing	2	3
Stewardship	6	10
Swimming	3	2
Tourney	0	0
Battle	3	2
Horsemanship	2	1
Axe	4	0
Spear	7	0
Dagger	1	3
Sword	1	0
Javelin	3	0

Inheritance

The following tables are used to determine a new Cimbrian character's inheritance.

Cimbrian Inherited Glory Table

Son of a warrior or Heathen shaman: 4d6 + 50
 Son of a chieftain: 6d6 + 50
 Son of a berserk or Odinic priest: 6d6 + 100 (Eruli only)

Cimbrian Equipment Table

Son of a warrior or Heathen shaman: Cimbrian Warrior's Outfit
 Son of a chieftain or berserk (Eruli only): Outfit 1
 Son of a Odinic priest: Outfit 2 (Eruli only)

Cimbrian Luck Table

<i>D20</i>	<i>Result</i>
01-02	Money - 3d20 denarii
03-05	Your father died gloriously; +100 Glory
06	You have a rouncy
07	You have a blessed spear; +2 to Spear skill; breaks normally (1£ value)
08-10	You have a Magical Healing Potion; heals 2d6 points once (priceless)
11-12	Your ancestors fought the Romans; +150 Glory
13-14	You have a Rope of Winds, knotted thrice; untie one knot to create light wind, two knots for a strong wind, or three knots for a storm; knots lose magic once untied; see The Perilous North Sea , page 10 for the effects on boating
15-18	You own the shriveled head of an enemy; a rival family (containing 1 d6 warriors) has the Directed Traits of Vengeful and Cowardly towards your family; work out details with gamemaster
19	Upgrade your Outfit by one level
20	Roll twice



SKRIDFINNAR

FINNAR IS AN ANCIENT TERM for modern-day Lapps. They are nomadic hunters and reindeer herders, who range over much of central Thule as well as the north. The Finnar living in Thule are known as the *Skridfinnar*, there are many other tribes of Finnar north of Wendland. The Skridfinnar make enjoyable charac-



ters but are difficult to integrate into a Beowulf-style campaign. Check with your gamemaster before choosing this culture.

Stereotype

The Finnar are the shortest race in Europe (shorter even than the Picts) averaging only 4-5' tall. They have dark hair and eyes, Asian features, and a bandy-legged gait. Wrapped in furs, they often speed across the snow on wooden skis or reindeer-drawn sleds. Many Finnar are feared and respected for their powerful magic.

Player Characters

Fkriddinn culture creates hunters, family chieftains, and Heathen shamans. Other character classes are only possible for Skridfinnar who have somehow integrated themselves into Northman society (which is up to the player and the gamemaster to work out).

Common Attitudes

Skridfinnar find many aspects of Northman culture - and, to a lesser extent, of Cimbri culture - strange. In particular, they wonder over materialism, sharp class differentiation, and fixed homesteads. To them, life revolves around the outdoors. They periodically sacrifice reindeer and other animals to the forces of nature in order to appease them.

Politics

Finnar live in extended family groups of perhaps twenty to thirty people. Larger communities are rare. At the head of each family, a family chieftain and a shaman share the responsibility of leadership.

The Skridfinnar divide into three sub-groups:

- The *Mountain-Finnar* are nomadic herders found in Scanderna. They follow the reindeer migrations from winter grazing lands near the coast into the alpine pastures in summer.
- The *Forest-Finnar* live in the pine forests between Uppmanland and Cwenaland. They live in semi-permanent, timber dwellings, breeding reindeer and engaging in some pastoralism
- The *Coast-Finnar* (the most numerous group) range from Halogaland to Trondelag. They engage in fishing and trapping, and live in turf huts. Of the three sub-groups, these Finnar have the most contact with Northmen.

Names

Male: Aimo, Almu, Amul, Armo, Arvo, Balto, Bannus, Biete, Ensi, Garrel, Giste, Hanno, Heika, Husi, Ilo, Janke, Jossa, Klemet, Kolmas, Mattis, Nilas, Orbun, Rasmus, Runo, Sarak, Siri, Talvi, Valo



Female: Aina, Alet, Arina, Avril, Berit, Elen, Karitso, Lempi, Marish, Marja, Meri, Noralda, Risten, Ravna, Sigga, Tarina, Unelma, Valisa, Vieno

Personality Traits and Passions

All Skridfinnar share a number of traits due to their nomadic life-style and the harsh environment which challenges their survival.

Trait Modifiers: Energetic +2, Generous +1, Suspicious +1, Prudent +2.

All Finnar: Love (Family) +2

Cwenaland: Hate (beasts of prey)

Halogaland: Loyalty (King of Halogaland) -1

Lappland: *Temperate (winter months)

Trondelag: *Cowardly (Nokks: water trolls)

Skills

Since the Skridfinnar culture has almost no social stratification, every Finn is one of the "folk". Thus, they take Folk Lore for granted. Living in the wilds as they do, Skridfinnar often encounter faeries and the Old Gods. By necessity they have become adept at surviving such meetings.

The Skridfinnar do not use horses. The skill Horsemanship below instead refers their ability with tamed reindeer. In snowy conditions, Skridfinnar use wooden skis. Instead of creating a new skill, assume that skis add +2 to a character's Movement Rate over snow, and require DEX tests during difficult situations (e.g., maintaining balance while skiing down-hill).

Skridfinnar Skill Table

<i>Skill</i>	<i>Male</i>	<i>Female</i>
Awareness	10	5
Boating	1	0
Chirurgery	5	10
Compose	0	0
Courtesy	1	1
Dancing	2	2
Faerie Lore	10	10
First Aid	5	10
Flirting	1	1
Folk Lore	10	10
Gaming	1	1
Hawking	0	0
Heraldry	0	0
Hunting	6	5
Industry	2	5
Intrigue	0	0
Orate	1	1
Play (Drums)	0	0

Skridfinnar Skill Table

<i>Skill</i>	<i>Male</i>	<i>Female</i>
Read (...)	0	0
Recognize	2	2
Religion	2	5
Romance	0	1
Singing	2	5
Stewardship	2	2
Swimming	2	2
Tourney	0	0
Battle	3	2
Horsemanship	5	3
Bow	4	0
Spear	7	1
Axe	1	0
Dagger	1	2

Inheritance

A young Skridfinnar character rolls on the following tables to determine the respect, items and luck he inherits from his parents.

Skridfinnar Inherited Glory Table

- Son of a hunter: 3d6
- Son of a Heathen shaman: 3d6 x 10
- Son of a chieftain: 3d6 + 50

Skridfinnar Equipment Table

All Finn characters: Finn Hunter's Outfit

Skridfinnar Luck Benefits Table

<i>D20</i>	<i>Result</i>
01-03	You have a sack of walrus ivory (3d20 denarii value)
04-06	You have 2d6 marten furs (18 denarii value each)
07	Your ancestor was a powerful sorcerer; +150 Glory
08-12	You have a 4 reindeer and a sled
13	You have a Faerie Bow; +2 to Bow skill until it breaks (on a fumble)
14-15	You have 1 d6 Faerie Arrows; these elf-shot do +1d6 damage, and then break
16-18	You have magical herbs which heal 1d6 damage; 1d3 applications
19	Your grandfather, a shaman, left you his sacred pouch (containing bones, stones, and other magical ingredients); +2 points of armor when worn
20	Roll twice



THE MAP OF THULE

The significant landmarks of the great cold land

This MAP OF THULE is a large-scale guide to the most important features found in *Land of Giants*. Though Thule is a large region, it attempts to provide a reasonable degree of detail while still remaining uncluttered.

The map does not show large geographical regions or countries. For these details, refer to the various sections of **The Wild Northern Land** chapter.

Format

Name of Place (Grid Location - ? indicates movable or unknown site): [*Modern name*] A brief explanation of the place. **Ruler:** the lord of the place, if any. **Vassal of:** person to whom the ruler answers.

Guide to Locations

Abalus (B-6): A North Frisian island where amber washes ashore. The islanders trade with Hedeby. **Rulers:** Gothlaug and Gylang. **Vassals of:** Theudobert.

Aelfe River (B-7/C-7): A beautiful mermaid occasionally comes ashore at the mouth of the Aelfe to flirt with men.

Aggersborg (B-5): Over 700 feet in diameter, Aggersborg is the largest fortress in Denmark. Froda ordered its construction during his campaign against the Jutes and Angles. Then it served as a barracks for his army; now it serves as the administrative center of North Jutland. In the fortress' safe shadow, many settlements have spread along either bank of the Limfjord where the Ox Road crosses by means of a ferry. **Ruler:** Prince Amlad. **Vassal of:** King Hrothgar of Zealand.

Agnarberg (D-1): A stone cairn squats high in the mountains. Too distant to see from the sea during day,

it becomes obvious at night when an eerie blue flame flickers about it like a beacon. A berserk named Agnar and his crew built the mound and entombed themselves (*still alive*) with their accumulated booty. If anyone disturbs the cairn, the draug of Agnar tries to bribe the tomb-robbers by giving them fine arms and armor, a chest of gold and silver coins, and the location of an unprotected hoard to the north (*Blesaberg*). Persistent snoopers must face an angry draug berserk, skilled at trolldom (evil magic), and dozens of Undead warriors. This place is a focus for Life Force (Ambient 4d20, Necromancy 3d20).

Akko (E-1?): A large reddish stone rises from the barren tundra, surrounded by piles of antlers and carved-bone crafts. Local Skridfinnar call it *The Bring-Luck Stone of Akko*, after the properties of local Life Force (Ambient 4d20, Blessing 3d20, Curse 3d20). Those who leave an offering will have one wish come true (usually it brings reindeer to a hunter). If someone tries to deceive it, the stone causes bad luck for a day [-5 to all rolls].

Arhus (B-6): Protected by a semi-circular rampart, this farming settlement has begun to forge trade links with Zealand, Fyn and Skane. **Ruler:** Jarl. **Vassal of:** Sige-here.

Askedal (C-4): Court of the king of Varmland. The giants of this region are friendly with mortals. Old Man Askedal invites his little friends to great feasts. **Ruler:** King Leonas. **Vassal of:** Nobody.

Bergen (B-4): Prince Rondhere of Hordaland maintains his longhouse here. A two-hundred-foot long sea serpent has been sighted off the coast. Folklore describes it as having a horse-like mane, blackish prickly scales, and flaming eyes. Most often feeding off calves, pigs, and sheep, it sometimes attacks ships and carries off sailors. A troll lurks in the mountains behind



Bergen; it's flashing eyes can be seen at night as it rolls boulders down the hill. **Ruler:** Prince Rondhere. **Vassal of:** King Hagena of Rogaland.

Bergtagen (D-4): A troll-hag who owns a magical black cow lives nearby.

Blesaberg (D-1?): Beyond the dank fens which line the sides of this fjord, a waterfall plunges from a mountain chasm into the sea. The roaring and mist-making falls conceal a cave - the lair of two dragons. Within their hoard is an enchanted sword named Horn-hilt.

Blue Mountain (C-4): [*Blakollen*] On Midsummer's Night, many horrible and monstrous beings - giants and trolls foremost - meet for a Troll-Thing, where they discuss matters of evil. Life Force is strong here (Ambient 5d20, +3d20 to Summon Faerie Creature).

Borre (C-5): This collection of great-halls and other buildings, surrounded by an earthen rampart, is the royal seat of Ostland. The barrow mounds of kings and chieftains overlook Viksfjord (or "The Vik"). **Ruler:** King Wald. **Vassal of:** Nobody.

THE KEY

THE KEY ON The Map of Thule identifies relevant features. The text below expands upon that key. It also provides guidelines for movement over different types of terrain. See the *Pendragon* rulesbook, p. 154, for travel guidelines.

Aquatic Features

Open water, ocean, lake: Such large bodies of water require a ship or boat for crossing. In winter, when lakes and parts of the East Sea are frozen over, people may cross by foot or sledge (*Normal* rate with skis, *Leisurely* rate without).

Fjord: A narrow, water-filled rift where mountains meet the sea. Most fjords are deep enough for Frisian tradeships.

Marsh, bog: Submerged, spongy ground with many treacherous sink-holes, a marsh is impassable to horses, and difficult for boats or walkers. Movement is as per *Track* at best; Hunting rolls while exploring have a -5 penalty.

Navigable river: Deep, wide, and regular enough for longships to traverse (tradeships have too deep a draft). Such a river blocks land travel.

River: In Thule, currents are swift and the water cold. As rivers approach sea-level, they widen and slow down (and are not difficult to cross).

Terrain Types

Open land: Predominantly flat landscape with few obstructions (trees, boulders, etc.) to visibility.

Hills: The foothills of mountains or other irregular ground which both two- and four-legged traffic can cross as a *Path*. Apply a -3 penalty to Hunting rolls during exploration.

Mountains: Such rugged and steep terrain is impassable to horses. Even by foot, travel is as per *Track*.

Vegetation Types

Clear ground: Alpine meadows, cropland, and plains all allow for easy travel with few obstruction to sight. Movement is as per *Local Road*, but requires an unmodified Hunting roll, unless there is a road.

Open woodland: Widely-spaced trees, little undergrowth, frequent clearings; like most deciduous forest. Movement is per *Path*, requiring an unmodified Hunting roll.

Dense woodland: Closely-spaced trees, low branches, and thick undergrowth (or slippery pine needles). Movement is as per *Track*, with a -3 penalty to the Hunting roll.

Settlements

Town: A settlement of about 500-1000 people, fortified by a wooden palisade and earth-works.

Ring-fort: A circular fortification of earthen banks and a log palisade, usually built on high ground. Ring-forts can hold a large population only for short periods of time.

Villages and farmsteads are not shown on the map because of their great numbers. They tend to cluster by rivers, lakes, and the coast.

Roads

Trade road: Such roads are quite well-marked, heavily-traveled, and familiar to anyone who travels.

Local road: Residents know of a local road's nearest destination, but not much further. They are well-marked and easy to follow, if a little rough.

Lesser roads, such as deer paths and "short cuts," are not shown on the map because they are both arbitrary and natural. When traveling off-road without a local guide, player characters must make a Hunting roll.

Faerie Creatures

Alfar: Faeries are often found in areas of great natural beauty or wonder, such as a waterfall, valley, or deep forest.

Bergfolk: Short, crafty faeries who live under hills or mounds.

Dragon: (*also wrym or lindorm*) Draconic, serpentine monsters.

Giant: Large, man-shaped beings of immense strength.

Marbendil: Ugly, aquatic faeries - half-man, half-seal.

Sea monster: Some sort of aquatic beast, perhaps a whale or serpent.

Troll: Ugly, degenerate giants.

Undead: Draugs, nidagrisur, and other beings from beyond the grave, frequently haunting barrows.

Shape-changer: Werewolves, man-bears, and such creatures.

Miscellaneous

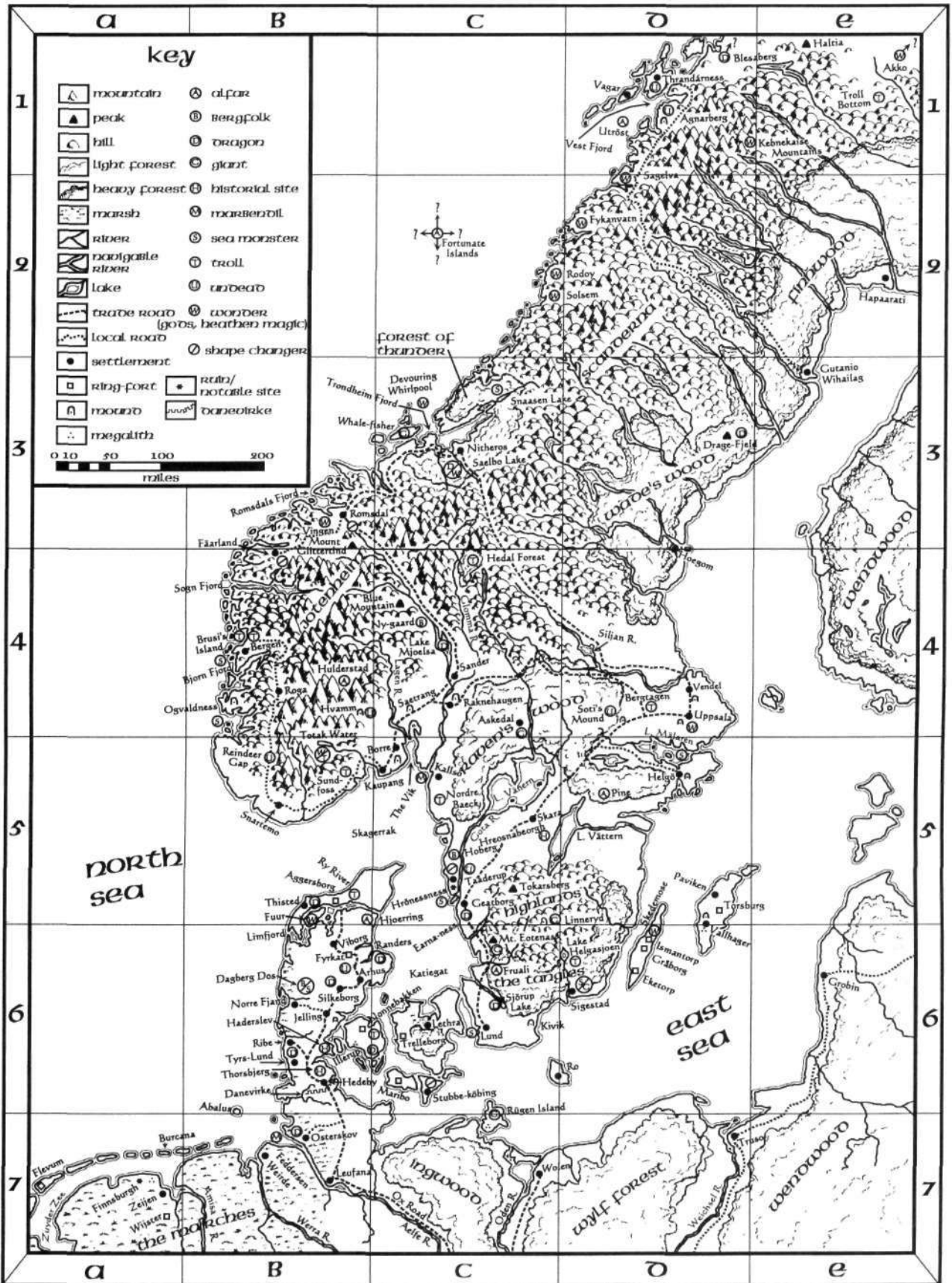
Historical site: Region known for some past event; usually cross-references with **The History of Thule** chapter.

Megalith: Large standing stones erected by gods, giants or ancient peoples.

Barrow, howe, mound: An artificial hill raised to bury the dead.

Peak, hill top: A high or otherwise unusual peak.

Wonder: Places identified with Wotanic mythology or Heathen magic.





Brusi's Island (B-4): This desolate isle is the realm of Brusi - a man-eating troll who breaths fire from his nostrils - and his mother, a coal-black cat as large as an ox. Anyone who sleeps on the island (before encountering Brusi) dreams about a woman. She is Brusi's half-sister; they share the same giant for a father, but her mother was an alfar. She asks the dreamer to slay the two monsters so she can regain her stolen inheritance. If he agrees to help, he wakes up wearing magical giant-gloves (+1d6 damage). The character that manages to kill Brusi and his mother may keep the gloves, and the affection of Brusi's sister. If he is killed, the gloves disappear. A greedy coward that flees without trying to fight Brusi find that the gloves disappear, with his hands still in them! The character takes 2d6 damage, and his hands are severed at the wrist. Local Life Force is somewhat warped towards attracting unnatural creatures (Ambient 6d20, +7d20 to Summon Faerie Creature).

Burcana (A-7): Located at the mouth of the Ems, Burcana is also known as Bean Island from the quantity of wild beans growing there.

Dagberg Dos (B-6): This region is home to a large number of bergfolk (Ambient Life Force 5d20). Long ago, a certain bergman lost the key to his gold-hoard. Each and every day, he stands atop his mound, shouting:

*The key of Dagberg Dos
Is lost in Hrone Moss;
Who finds it now for me,
Much gold shall be his fee.*

Of course, danger lurks in Hrone Moss (Hrone means "whale" or sea monster; the gamemaster may choose the specific beast). The bergman will try to weasel

his way out of paying the reward. His daughter is married to a mortal smith in a nearby village. Immensely strong, she can bend horseshoes by hand!

Danevirke (B-6): King Hrothgar ordered the construction of a defensive fortification of unprecedented magnitude across the Jutland peninsula. From Hedeby to the river Treene, a triple-rampart (ditch, earth embankment, and timber palisade) called the Danevirke stretches for over 50 miles. The Danevirke is not constantly manned, but scouts patrol the walls, watching for signs of Frisian or Saxon invasion. The great Ox Road passes through a gate near Hedeby.

Devouring Whirlpool (C-3?): A spot where sailors most often encounter the Maelstrom. See **The Perilous North Sea**, page 12, for details.

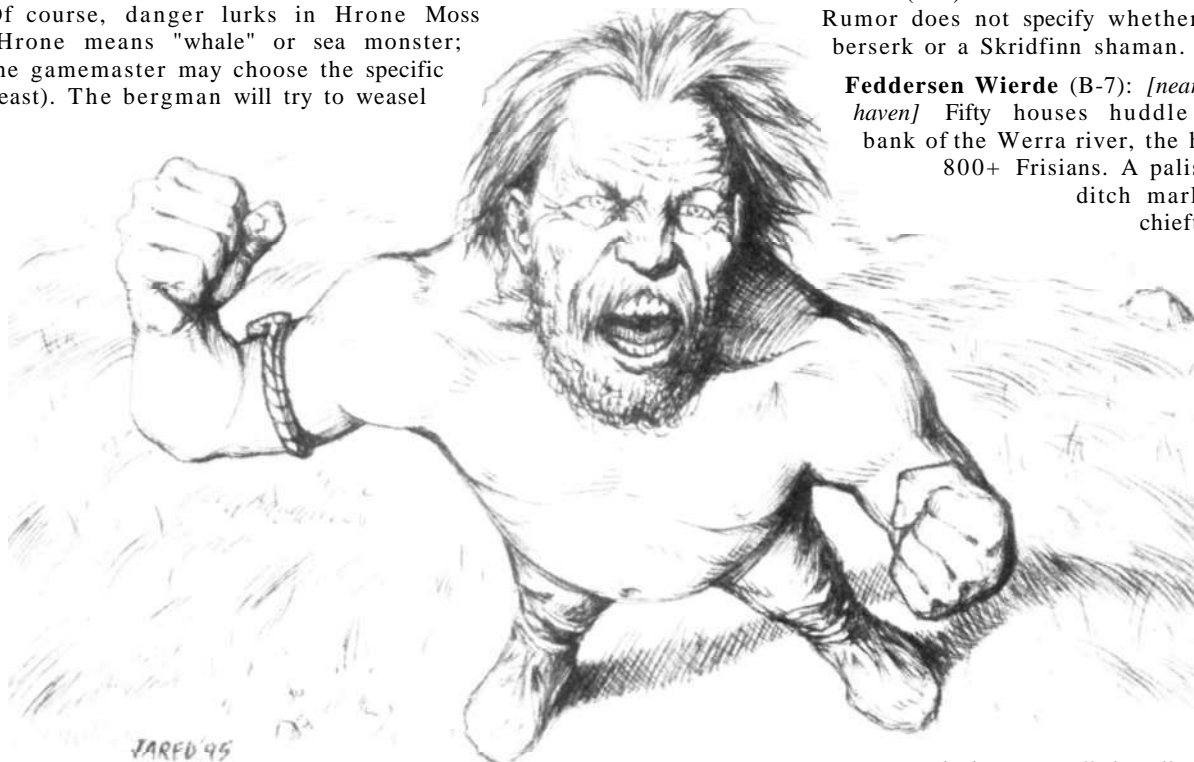
Drage-fjeld (D-3): A dragon ravages the area.

Earna-ness (C-5): This headland is named for the eagles which nest on its craggy heights (*earna* = eagle). Within a stone-barrow over-looking the sea, a dragon sleeps upon an ancient hoard (see **The Adventure of the Barrow-dragon**).

Eketorp (D-6): One of sixteen hillforts which dot Oland. This fort was built in the 4th century, strengthened and enlarged at the turn of the 5th century when Svear raids intensified. The limestone walls are 250' in diameter, 20' high, and topped by a timber palisade. Eketorp is a self-sufficient community of about 100 Cimbri (including a blacksmith and brewer) and their life-stock.
Ruler: Chieftain. **Vassal of:** Uha.

Faarland (B-4): A man-bear lives here. Rumor does not specify whether he is a berserk or a Skridfinn shaman.

Feddersen Wierde (B-7): [*near Bremen-haven*] Fifty houses huddle on the bank of the Werra river, the homes of 800+ Frisians. A palisade and ditch mark off the chieftain's



The bergman yells his offer to the sky



wood, leather, antler and bone, bronze and iron. Other buildings include homes, granaries and a meeting hall. **Ruler:** Chieftain. **Vassal of:** Theudobert.

Finnsburgh (A-7): A community of fifteen long-houses once stood on this terp (artificial mound), arranged radially around a central space. The Frisian chieftain Finn lived here with his family. Hengist and fellow Angles razed Finnsburgh some time in the 5th century. It now lies deserted. Nearby stands a megalith.

Flevum (A-7): Like the dikes, roads, and bridges throughout Frisia, this fortress is a physical reminder of Roman influence. Currently, the Frisian king maintains it as a fortified port. He sometimes keeps court. **Ruler:** Theudobert. **Vassal of:** King Claudas of the Franks.

Fortunate Islands (C-2?): Any number of Utopian islands which appear only to seamen in greatest danger. All are uncharted. Utrost may be considered a more stable example. Because they reflect the Other Side, the local Life Force has a mysterious tint (Ambient 6d20, Glamour 4d20).

Fruali (C-6): A small sandstone outcropping, unremarkable but for an alfar called Mistress Liafru who tricks men with glamour so they drown in a pool.

Fuur (B-5): The Red Stone of Fuur is a weathered crag of sandstone, about 45' high, with a narrow cave opening near the base. It is dangerous to visit after dark, and foolish to crawl into the hole. Few realize that this is a nexus of two Ley Lines, and a portal to the Other Side (Ambient 10d20, Travel 6d20, Glamour 2d20).

Fykanvatn (D-2): The torrential melt-water from the edge of a glacier falls into the fjord. On a cliff nearby, outlines of reindeer, elk and fish are carved deeply into the rock.

Fyrkat (B-6): A small fortress built by Froda after conquering the peninsula. Sigehere, the ruler of Jutland, lives here with his personal retinue of fifty thanes. Undead bog-people haunt Central Jutland, especially near Tollund fen. Reckless Cimbrian shamans raised these dead to drive out the Angles; yet now that the deed is done, they refuse to lie still. **Ruler:** Sigehere. **Vassal of:** King Hrothgar.

Geatborg (C-5): Royal court of the Geat king. **Ruler:** Hygelac. **Vassal of:** Nobody.

Glittertind (B-3): At 8048 feet, this the second-highest peak in Thule. Its twin, Galdhopiggen, rises to 8097 feet.

Graborg (D-6): This 650-foot-diameter hillfort commands the barren limestone plains of south-central Oland. Far from the coast or arable land, it is only inhabited during invasion or war. **Ruler:** Uha. **Vassal of:** King Ohthere of Svitjod.

Grobin (E-6): [*Leipaja*] The Wends (Slavs) of this large settlement (pop. 200+) have begun to trade with

Oland, Gotland, and Burgundaholm. **Ruler:** Chieftain. **Vassal of:** Nobody

Gutanio Wihailag (E-3): Translated, the name of this place is "Holy Temple of Female Warriors" (Ambient 5d20, Protection 2d20). Hidden within a spruce grove, the Cwenas make offerings to their Heathen spirits within the wooden long-house. **Ruler:** Hari. **Vassal of:** Nobody.

Haderslev (B-6): Here, the native Cimbri and the Angles fought a great battle in the 4th century. The Angles won, and became the overlords of central Jutland. An army's worth of equipment fills the nearby bog.

Haltia (E-1): In the cold shadow of Mt. Haltia (4344'), a Finn shaman buried some treasure and died before he could recover it. Such hoards are scattered about Thule. Every Midsummer's Night, a blue flame springs from the ground over the treasure. Any who dig it up fall under some sort of glamorous curse - perhaps the gold turns to dust when spent, or the gold-digger might suddenly burst into flame! (Ambient 4d20, Glamour 4d20)

Hapaarati (E-2): This is a trade center for Skridfinnar. A woman lives here who makes beautifully embroidered clothing using special tin thread. Old Iron-nose, a hag with a metal needle for a nose, periodically attacks sleepers.

Hedal Forest (C-4): The three trolls who lurk here have only one eye between them.

Hedeby (B-6): [*Schleswig*] This trade center has grown prosperous due to its location at the end of the Schlei fjord, with only a few miles separating it from the River Eider's tributaries and thus the North Sea. Naturally, it has become an entrepot between the Frisian and Svear trade monopolies. The Ox Road which runs past Hedeby also brings trade from Rhineland and southern Europe. A semi-circular palisade, linked to the Danevirke's border rampart, protects the landward side, while submerged stakes hamper hostile ships. The town garrison of 100 warriors reside in the nearby Hochberg fortress. **Ruler:** Assembly of traders. **Vassal of:** King Hrothgar of Denmark.

Helgo (D-5): [*near Stockholm*]: Set on an island in Lake Malaran, Helgo has grown from an agricultural village to a trade and manufacturing center. Iron, furs, skins and antlers come from north to be traded in Hedeby, Frisia, and (some say) far eastern lands (one local merchant owns a bronze statue of a smiling cross-legged man from a land beyond Byzantium). Some craftsmen work iron, bronze, gold or antler into ornaments. Others create cheap bronze jewelry cast from clay molds. A few wealthy merchants come dangerously close to forgetting their social rank by having grand barrow-mounds built for themselves. **Ruler:** Alewih. **Vassal of:** King Ohthere.



Hjoerring (B-5): King Jon loved to hunt. After he died, his spirit continued to ride through the countryside with his hounds. Like any being from the Other Side, it is dangerous to encounter King Jon when alone. He is not particular in what he hunts.

Hoberg (C-5): In a hut on the hill lives a powerful berg-troll named the "Old Man of Hoberg". He is old and gray and one thigh was broken by lightning.

Hoegom (D3): The capital of Halsingland. Outside the town are the burial mounds of kings, queens and rich ethlings.

Hreosnabeorgh (C-5): The Battle of Sorrow Hill was fought here in A.D. 517. Burned-out shells are all that remain of the great-hall and other buildings which once stood on the hill.

Hronesness (C-5): People have frequently sighted large sea monsters from this headland (hrones = whales). In A.D. 577, the Geats will erect Beowulf's barrow on the cliffs above the sea.

Hulderstad (B-4): A faerie farmstead where a *hulder* mistress lives with her many daughters (Ambient Life Force 5d20). She wanders the mountains to flirt with mortals in their dreams. Later, she brings each lover to her home and introduces him to their daughter. "Remember when you dreamt you were embracing a woman...?"

Hvamm (B-4): This mighty cairn houses the body of Thunorolf the Cripple. Locals believe that the howling noise they hear at night is not the wind against the stones, but a ghost. They point out that livestock which graze near the cairn go mad and die. Recently, a farmer was found dead nearby; his skin was as black as pitch and many bones were broken. The local Life Force is tainted with evil (Ambient 5d20, Curse 5d20, Necromancy 3d20).

Illerup (B-6): On the field beside this bog, Scyld Scefiging died while aiding his Fyn subjects in beating off a Jutish raiding party. After the battle, the broken equipment of seventy raiders was sunk into the bog as a gift to the gods (Scyld's body was returned to Zealand for burial). Lurking in the water are snakes and other creeping things, the most horrible of which is a lindorm.

Ismantorp (D-6): The walls of this hillfort are about 400 feet in diameter, and pierced by nine gates. It has a population of about 150 people. **Ruler:** Chieftain. **Vassal of:** Uha.

Jelling (B-6): A line of Bronze Age barrows rise gently from these fields. Scattered around are a dozen Cimbrian buildings, forming a tiny community. These people hate their Danish overlords and speak constantly of rebellion. **Ruler:** Chieftain. **Vassal of:** Sigehere.

Kail so (C-5): Local tradition holds that mortals who drown at sea become seals. On Fastern's Eve each year, they strip off their skins and revel in their human form by dancing and singing on the beach (use *marbendil*

statistics). This region's Life Force aids in such a transformations (Ambient 5d20, Shapeshift 5d20).

Kaupang (C-5): [*Larvik*] The name of this place means "market place". Never fortified, and having no permanent settlement, Kaupang comprises a semi-permanent port and an open field where market fairs are held each summer. The market draws on trade from both the North and East Seas. Pottery from Denmark, bronze works from Britain, and glass from the Rhineland all find their way to Kaupang. Trade with the far north brings iron, hides, antlers, soapstone for cooking pots, and material for whetstones. Local workshops supply wood-carving, weaving, and metal work. **Ruler:** Assembly of traders. **Vassal of:** King Wald.

Kebnekaise Mountains (D-1): A shaman named Slabrek lives in these mountains. He is renowned for foretelling future events.

Kivik (C-6): The site of a bronze age cairn, 225 feet in diameter.

Lake Helgasjoen (D-6): This lake is home to a water-troll who often sinks boats.

Lethra (C-6): [*Lejre, Roskilde*] Lethra is the royal seat of Denmark, as well as its commercial and cultural center. Within the circular ramparts, Hrothgar's great-hall, called Heorot, attracts brave warriors like a golden beacon. It has also attracted a great evil... (see **The Adventure of Hrothgar's Hall**) **Ruler:** King Hrothgar. **Vassal of:** Nobody.

Leufana (B-7): [*near Hamburg*] This is the center of the Heathobard's realm, Afdrede. The smiths of this region have inherited the skills of early Celto-Romanic iron-work and are famous for their swords. **Ruler:** Prince Ingeld. **Vassal of:** King of Saxony.

Linneryd (C-5): A proud giant challenges all wayfarers to a lifting contest, using a large boulder. Fate decrees that Thor will eventually engage in the contest and win. He will kill the giant, and have him buried in the large cairn nearby.

Lund (C-6): Some say this is the original center of the Danish realm, before Heremod invaded the islands. Locals have spotted a white nyku by the sea. **Ruler:** Guthere. **Vassal of:** King Hrothgar.

Malaren (D-5): A nyku or water-horse haunts the lake.

Maribo (C-6): The ring-fort of a Cimbrian chieftain sits at the edge of the woods here. **Ruler:** Fakar. **Vassal of:** King Hrothgar.

Mjoelsa (C-4): A beautiful dragon which lives in Lake Mjoelsa often suns itself on the shore. Its gleaming scales and gem-like eyes shine with rainbows of light. Many would-be dragon-slayers cannot bring themselves to harm such a marvelous beast [when attacking, roll *Cruel*: On a *Critical* the character may attack as normal. But with a *Success or worse*, the character may not harm the beautiful creature].



Mt. Eotenas (C-6): A giant and his daughter live in this mountain. The girl often plays with mortals, thinking them toys.

Nitheros (C-3): [Trondheim] The royal seat of Trondelag. During the summer trade fair, merchants trade fur hides and wool to England and Frisia for metal, glass and cloth finer than their own homespun. **Ruler:** King Aguar. **Vassal of:** Nobody.

Nonnebakken (B-6): A small fortress built by King Hrothgar, identical to Fyrkat in Jutland. A nokk, or water-troll, lurks in nearby Odense River. **Ruler:** Hrolf. **Vassal of:** King Hrothgar.

Nordre Baeck (C-5): The light shining here comes from a troll's treasure. To defeat the troll and win its horde of gold and silver, one must approach the light without blinking, then use iron to put the troll at one's mercy.

Norre Fjand (B-6): A community of sixty houses stands on the sandy coast. Three long-houses form the heart of the community: one is home to the Cimbrian chieftain, the other two hold his considerable stock of cattle. While these Cimbri trade cattle at Hedeby each year, they are mainly fisher-folk. **Ruler:** Chieftain. **Vassal of:** Sigehere.

Ny-gaard (C-4): A bergman lives in one of three large mounds (Ambient Life Force 5d20). Fire and smoke from his workshop exit through a hole in the top. If someone leaves a tool or weapon on the mound along with a precious gift, the bergman will repair and sharpen it by morning. (In the case of weapons, add 1d6 damage to the first blow.)

Ogvaldness (B-4): This mound belongs to Ogvald, previously king of Rogaland, slain by a rival jarl named Haekling. A rune-stone reads:

*Long time ago,
When led to battle
Hundreds of Haekling's
Heroes stalwart
And sailed the sea'trout's
Salt-waved pathway
I of this homestead
Held the lordship*

From this headland, people have seen a sea serpent and a sea-horse fighting one another off the coast.

Osterskov (B-7): A dragon like a huge, headless ox has made its lair somewhere in this beech forest. Resenting intrusion and the destruction of its home, it drives away charcoal burners, woodsmen, and hunters.

Ox Road (B-5/B-6/B-7/C-7): The Ox or Military Road is the primary trade and travel route though Jutland. It begins near Aggersborg in north Jutland, runs south into Saxony, and joins with various trade routes into southern Europe.

Paviken (D-5): [near Visby] A local trade center. **Ruler:** Chieftain. **Vassal of:** Rauni.

Pine (D-5): A elf-woman named Pine leads travelers astray before turning into a tree stump. She sometimes gives good luck in hunting to mortals that amuse her.

Raknehaugen (C-4): Five hundred men labored from spring to autumn to build this 300-foot wide, 50-foot high barrow for the previous king of Ostland. Not far from this mound, the ruler of Ranrike holds court. **Ruler:** Billing. **Vassal of:** King Wald of Thelemark.

Randers (B-6): When mead is kept in a barrel for 20 years without being opened, a basilisk forms there. In Randers, one keg was forgotten. Until something inside began to growl...

Reindeer Gap (B-5): A Nidagrisur haunts this pass though the mountains.

Ribe (B-6): This town holds a seasonal market for cattle, other livestock, and various goods from Saxony, Frisia, and Britain. The local craftsmen specialize in amber-polishing. **Ruler:** Chieftain. **Vassal of:** Sigehere.

Ro (C-6): Rising above Burgundaholm's large central forest on one side and the sea on the other, this ridge consists of crevices, caves, and rocky columns. The Brondings hold their sacred Thing on Ro. Below stands a community of the same name. **Ruler:** Beanstan. **Vassal of:** Nobody.

Rodoy (C-2): Here a cliff-drawing of a man with horned headdress and huge skis may represent the shaman embarking on a spiritual journey (Ambient 4d20, Divination 4d20).

Roga (B-4): Located here is the court of Rogaland's (and Vestland's) king. **Ruler:** King Hagena. **Vassal of:** Nobody.

Romsdal (B-3): A man in the village becomes a werewolf for eight days each summer. **Ruler:** Hun. **Vassal of:** Nobody.

Riigen (C-6/C-7): The hilly coast of this island was made when a giant tried to create a ford to the shore of Afdrede. His sack split and the boulders fell out. If the giant still lives on Riigen, he will turn out to be a big fellow (about 100 feet tall).

Ry River (B-5): A nokk in the river calls out in a hollow, ghostly voice: "Cross over... cross over..." Anyone who approaches the water is dragged under by the clawed hands of the river-troll.

Saelbo Lake (C-3): A gigantic dragon has lain here since the beginning of the world. Some fear that it will roll over and crack the mountain which dams the lake, flooding Nitheros. By the lake lives a Skridfinn shaman named Andrianus who changes people into werewolves.

Saetrang (C-4): Here stands a dirt mound, 60 feet in diameter, 12 feet high. A man and a woman, dressed in fine clothing, are interred at the center of the stone



cairn. They lie on bear skins surrounded by jewelry, weapons, gaming pieces, drinking vessels, wooden buckets, and pottery.

Sagelva (D-1/D-2): Two reindeer are carved into a steep rock wall above a river. This carving has focused the land's Life Force towards hunting (Ambient 4d20, Animal Friend 4d20).

Sander (C-4): "The Sands" is a group of farms on the southern shore of Lake Mjolsa. **Ruler:** Raedhere. **Vassal of:** King Wald.

Sigestad (D-6): [Kristianstad] A nyku lives in the village well. On the nearby ridge (Klasahall) lives a giant called Old Man Klasa; he owns Lake Mie and forbids fishing.

Silkeborg (B-6): The locals live in fear of a serpentine wyrm with a horse-like mane. Some say that if the beast were killed, the first person to eat its fat would gain the power of dragon-sight (Sight +5). Nearby Sky Mountain, Denmark's second largest hill, rises to 483-feet.

Sjorup Lake (C-6): A dragon lairs here.

Skara (C-5): A large Geat town. **Ruler:** Chieftain. **Vassal of:** King Hygelac.

Skedemose (D-6): The center of Oland is sunken to form a bog. Local Cimbri use this site as a place of offering, where they give arm- and neck-rings, pottery, wooden utensils, and weapons (all broken and burned) to the spirits. Regular ceremonies consist of horse racing and fighting, and a feast of horse flesh. Religious practices take advantage of the bog's Life Force (Ambient 4d20, Animal Friend 2d20, Bless 2d20).

Snaasen Lake (C-3): A large serpent which inhabits the depths of this 400' deep lake demands human life. The farmers of Snaasavard comply.

Snartemo (B-5): The main settlement in Jaeder. **Ruler:** Thyle. **Vassal of:** Nobody.

Solsem (C-2): The local Skridfinnar maintain a secret cult sanctuary in a cave above the fjord. After late night ceremonial feasts, a shaman and his adepts dance to the beat of drum as firelight flickers off the cave walls, bringing the paintings to life. The Life Force here is quite strong (Ambient 6d20, Animal Friend 6d20, Shapeshift 3d20).

Soti's Mound (D-4): This is the burial mound of a priest named Soti. Odin has forsaken this cowardly man; thus his restless spirit has become a draug. Beorn, a wise karl who lives nearby, knows much folk- and faerie-lore which might be useful to adventurers.

Stubbe-kobing (C-6): A werewolf roams the wilderness, terrorizing this Cimbri community. **Ruler:** Wud. **Vassal of:** King Hrothgar.

Sund-foss (B-5): A nokk lives here.

Taaderup (C-5): A village twice-cursed: A draug haunts the graveyard, and one of the karls is a werewolf.

Thisted (B-5): Once, a group of greedy karls dug into Ilbjaerge Mound. They found a large copper chest filled with gold. One man let out an excited shout, which was a mistake. A dragon burst forth from the mound, ate every karl but one (who was particularly cowardly and swift), and flew away. The survivor claimed that he heard the dragon's shriek:

*If in this barrow-mound I may not be,
Never will you drive me from Sjorup Sea!*

The dragon lives in Sjorup Lake to this day (see *Sjorup Lake*). Later, the villagers discovered a second beast, a lindorm which burrows beneath the ground. A Wotanic priest from Thisted suspects that local Life Force attracts dragons (Ambient 5d20, +7d20 to Summon dragons). He claims to have a vial of blue liquid which would kill the lindorm if splashed on its neck. Nobody has yet built up enough courage to test the plan.

Thorsbjerg (B-6): This hill rising above the surrounding bog was once a holy meeting-place of the Angles.

Thrandarness (D-1): The court of Halogaland's king. A nidagrísur haunts the nearby headland, rumored to be the spirit of Helgi's illegitimate child. **Ruler:** Helgi. **Vassal of:** Nobody.

Tokarsberg (C-5): Somewhere on this mountain lies a stone slab; and under it, treasure and a dragon.

Torsburg (D-5): This hillfort lies on a rocky plateau just inland from the east coast. Fortified by a 1 Vt mile stone wall, it is large enough to contain the entire population of Gotland, including animals and fodder. During an invasion, people can reach it from any point on the island in a day's forced march. It has no permanent settlement. **Ruler:** Rauni. **Vassal of:** Nobody.

Totak Water (B-4/B-5): Near this 3-mile long lake, the lonely farm of Ureboe stands next to a stone-field which resembles a groups of houses. Karls from Ureboe tell this story: The stone field was once a second farmstead. During a feast, the host insulted a stranger by being stingy with the drink. The stranger (actually Thor) grew angry, struck the adjacent mountain with his hammer, and buried the village. In his rage, he lost his hammer and had to look for it in the stone-field, thus creating "Thor's Way". One karl who lives here is not afraid of anything (Valorous 30); he often ferries a certain Troll across the Totak.

Trelleborg (C-6): King Hrothgar replaced the ancient Cimbrian hillfort with a larger fortress. Now the 400-foot diameter walls contains sixteen uniform timber buildings: workshops, stables and dwellings for the craftsmen, warriors and their families. **Ruler:** Hrothulf. **Vassal of:** King Hrothgar.

Troll Bottom (E-1): The Skridfinn term for the wind-swept waste in Northern Thule haunted by huge murderous beings. It is also inhabited by animals who were once men but were transformed by troll magic.



The under-sea Utopia called Utrost



Truso (D-7): Wend hillfort overlooking the Weichsel river. **Ruler:** Wend Chieftain. **Vassal of:** Nobody.

Tyrs-lund (B-6): A young girl from this village raised a lindorm until it grew so large that it ate her family's cows and horses. In response, the villagers raised a bull on sweet milk and wheat bread until it grew so large it could fight the wyrm. Unfortunately, the bull went wild. Now both monsters terrorize the land.

Uppsala (D-4): As the center of the Svear realm, Uppsala is also the site of the royal burial mounds. The first (and largest) mound was built in A.D. 493 as the resting place for King Onela. In 504, a second howe was built on the east side for Ongentheow. Eadgils dies in 559 and is buried in a western mound (at the same time, the middle mound is enlarged). A final flat-topped mound serves as a platform for meetings. A large stone near the Uppsala temple (Ambient 6d20, Blessing 4d20, Divination 2d20, Emotion 3d20, Protect 2d20) retains a giant's hand-print - a foiled attempt to crush the Svear's faith. **Ruler:** King Ohthere. **Vassal of:** Nobody.

Utrost (D-1): Also called Sandflesa. At the sound of laughter and music, sailors have peered into the sea and seen an underwater Faerie Land (Ambient 6d20, Glamour 4d20). Fish swarm about, and below them fields of golden barley and herds of game cover a green and fertile landscape (seascape?). Fishermen know they have sailed over Utrost when they find stands of wheat caught on the prow of their ships, or discover grains of barley in the stomachs of fish. Now and then a large flat field rises from the sea, but only enough for stalks of grain to show above water.

Vagar (D-1): A small farmstead. **Ruler:** Family Chieftain. **Vassal of:** Helgi.

Vallhagar (D-5/D-6): The 24 buildings shelter a half-dozen Cimbri families who have united for farming duties. Though they plant rye and vegetables, stock is more important to them; they raise cattle, sheep and horses. In the village stands a 10-foot-high stone slab commemorating warriors lost at sea. A chiseled and painted picture on one face depicts three swirling discs

above an oared ship and a draconic sea monster. Only a few miles away lies one of many large skibsættings (boat-grave) on Gotland. This one has fifty-odd stones along either side and a larger upright on each end (Ambient Life Force 5d20). **Ruler:** Chieftain. **Vassal of:** Rauni.

Vendel (D-4): A settlement of 24 buildings, which house five or six families. Here a barrow will be built for King Ohthere of the Svear after he dies at his brother's hand. **Ruler:** Onela. **Vassal of:** King Ohthere.

Viborg (B-6): The locals claim that Dan was crowned first king of Denmark here in A.D. 127. Actually, he was crowned in Lethra - the claim is an attempt by the Cimbri to gain self-rule. The Danaerigh is a stone on which Dan supposedly stood when proclaimed king. **Ruler:** Chieftain. **Vassal of:** Sighere.

Vingen (B-3): One of the most southerly Skridfinn tribes inhabits the rocky shore of Romsdal fjord. The cliff faces are covered with hundreds of animal carvings, attesting to their success at driving prey over the ledges to their death. This is due to the nature of Life Force surrounding the cliffs (Ambient 4d20, Animal Friend 6d20).

Whale-fisher (C-3): A giant lives on this island across from Trondheim. Besides being able to wade to shore, his tremendous size allows him to catch whales, which he calls "little fish".

Wijster (A-7): Deep in the Marches, this large settlement houses 400 to 500 Greater Frisians. The buildings are laid out in a number of rectangular blocks, marked off with palisades and separated by streets. This people raise cattle and horses. They are only nominally loyal to the king of Frisia. **Ruler:** Chieftain. **Vassal of:** Theudobert.

Wolen (C-7): The settlement where the Riigier chieftain lives. **Ruler:** Helm. **Vassal of:** Nobody.

Zeijen (A-7): A very old settlement of 8 houses and over 100 people. One of many farmsteads, hamlets, and land-holdings scattered through the marsh.





LORDS OF THE NORTH

Characters and creatures to provide challenges and assistance

mYTHS, FOLK-LORE, AND EPICS are filled with monsters, beasts, and heroes. This chapter provides character sheets and explanatory notes for the most significant characters in Thule, and statistics for a selection of supernatural creatures. Some of the characters are unexceptional in ability, but play an important role in the epic *Beowulf*. Others are incidental to the tale, but boast super-heroic abilities. All have a place in a Northern campaign. The creatures provided should complement those provided in the *Pendragon* rulebook, providing a set of uniquely northern challenges for adventures in the north. Adventures in Thule should provide player characters with an even mix of mundane and monstrous opponents.

Beowulf

Beowulf is the ideal Northman warrior: brave, loyal, boastful; skilled at sailing, swimming, and, above all, fighting. Except when providing council or combat for his lord Hygelac (King of Geats), Beowulf seeks adventure throughout the North.

Glory: Beowulf is the most glorious warrior in Thule. He has maintained the code of chivalry (unintentionally) and the virtues of Odin (intentionally), killed giants with his bare hands, fought sea serpents, won a swimming contest, warred with the Sveal, and experienced many wonders. He has yet to marry.

Traits: As a youth, Beowulf was thought to be lazy, cowardly, and unworthy of gifts. His sudden transformation into an energetic, generous, and courageous hero pleasantly surprised the Geatish court. Beowulf is brave to the point of recklessness - he often fights bare-handed. He takes pride in his accomplishments.

Passions: He is utterly loyal to his lord, Hygelac, and anyone to whom he swears allegiance.

Stats: Beowulf has the hand-grip of 30 men.

Skills: Renowned as a swimmer, he can keep afloat for days in the stormiest weather and hold his breath for extended periods. He is equally capable in court or at raiding.

Combat Skills: He can use a sword (a weapon of the elite), but Beowulf prefers wrestling. He has fought many battles.

Equipment: Beowulf is more pragmatic than pretentious when it comes to clothing. However, his tools of war are the finest quality - sword, spear, and boar's-head helmet are ornate but strong. His mail shirt is an heirloom of Hrethel (his mother's father, a previous king of the Geats), and the work of Weland: it provides 14 armor points itself, for a total of 18 with doublet and masked-helm; the magic works for only those with 16+ in all Odinic virtues (Generous, Proud, Worldly, Indulgent, Reckless).

Special Notes: Beowulf often travels by longship, accompanied by a dozen companions. He is in the line of succession to the Geatish throne.

P KING ARTHUR PENDRAGON		glory 40,000 glory this game					
statistics SZ... 17 (Knockdown) DEX... 19 STR... 30 CON... 18 (Major Wound) APP... 13 Damage (str+size)... 9 Healing Rate (str+con)... 5 Movement Rate (str+dex)... 12 Total Hit Points (str+con)... 35 Unconscious time... 9		personality traits Chivalry Bonus (+) best - see YES +106 dam <input type="checkbox"/> Chaste 10 / 10 Lush <input type="checkbox"/> <input type="checkbox"/> Energetic 18 / 2 Lazy <input type="checkbox"/> <input type="checkbox"/> Forgiving 10 / 10 Vengeful <input type="checkbox"/> <input type="checkbox"/> Generous 16 / 4 Selfish <input type="checkbox"/> <input type="checkbox"/> Honest 15 / 5 Deceitful <input type="checkbox"/> <input type="checkbox"/> Just 13 / 7 Arbitrary <input type="checkbox"/> <input type="checkbox"/> Merciful 10 / 10 Cruel <input type="checkbox"/> <input type="checkbox"/> Modest 0 / 22 Proud <input type="checkbox"/> <input type="checkbox"/> Pious 0 / 16 Worldly <input type="checkbox"/> <input type="checkbox"/> Prudent 0 / 20 Reckless <input type="checkbox"/> <input type="checkbox"/> Temperate 4 / 16 Indulgent <input type="checkbox"/> <input type="checkbox"/> Trusting 12 / 8 Suspicious <input type="checkbox"/> <input type="checkbox"/> Valorous 25 / 0 Cowardly <input type="checkbox"/>		combat skills Awareness 18 <input type="checkbox"/> Boating 30 <input type="checkbox"/> Chirurgery 0 <input type="checkbox"/> Compose 2 <input type="checkbox"/> Courtesy 10 <input type="checkbox"/> Dancing 2 <input type="checkbox"/> Fistic Lore 14 <input type="checkbox"/> Falconry 7 <input type="checkbox"/> First Aid 15 <input type="checkbox"/> Firting 2 <input type="checkbox"/> Folk Lore 6 <input type="checkbox"/> Gaming 16 <input type="checkbox"/> Heraldry 0 <input type="checkbox"/> Hunting 18 <input type="checkbox"/> Industry 0 <input type="checkbox"/> Intrigue 12 <input type="checkbox"/> Orate 15 <input type="checkbox"/> Play (HORSE...) 17 <input type="checkbox"/> Read (RUNES...) 10 <input type="checkbox"/> Recognize 12 <input type="checkbox"/> Religion (ODINIC) 4 <input type="checkbox"/> Romance 2 <input type="checkbox"/> Singing 2 <input type="checkbox"/> Stewardship 2 <input type="checkbox"/> Swimming 23 <input type="checkbox"/> Tourney 0 <input type="checkbox"/>		combat skills Battle 15 <input type="checkbox"/> Horsemanship 10 <input type="checkbox"/> weapon skills Sword 20 <input type="checkbox"/> Spear 10 <input type="checkbox"/> Axe 10 <input type="checkbox"/> Dagger 15 <input type="checkbox"/> GREAT SWORD 10 <input type="checkbox"/> GREAT SWORD 10 <input type="checkbox"/> GREAT SPEAR 10 <input type="checkbox"/> GREAT AXE 10 <input type="checkbox"/>	
personal data Name BEOWULF Homeland WESTERN GAUTLAND Culture NORTHMAN Religion ODINISM Father's Name EDGETHEOW Father's Class ADVENTURER Son Number 1 Lord HYGELAC Current Class ADVENTURER Age 26 Current Home WANDERER Year Born 495		personality traits Chivalry Bonus (+) best - see YES +106 dam <input type="checkbox"/> Chaste 10 / 10 Lush <input type="checkbox"/> <input type="checkbox"/> Energetic 18 / 2 Lazy <input type="checkbox"/> <input type="checkbox"/> Forgiving 10 / 10 Vengeful <input type="checkbox"/> <input type="checkbox"/> Generous 16 / 4 Selfish <input type="checkbox"/> <input type="checkbox"/> Honest 15 / 5 Deceitful <input type="checkbox"/> <input type="checkbox"/> Just 13 / 7 Arbitrary <input type="checkbox"/> <input type="checkbox"/> Merciful 10 / 10 Cruel <input type="checkbox"/> <input type="checkbox"/> Modest 0 / 22 Proud <input type="checkbox"/> <input type="checkbox"/> Pious 0 / 16 Worldly <input type="checkbox"/> <input type="checkbox"/> Prudent 0 / 20 Reckless <input type="checkbox"/> <input type="checkbox"/> Temperate 4 / 16 Indulgent <input type="checkbox"/> <input type="checkbox"/> Trusting 12 / 8 Suspicious <input type="checkbox"/> <input type="checkbox"/> Valorous 25 / 0 Cowardly <input type="checkbox"/>		boasting contest Wins Losses armor Type... Move... Damage... Armor... SZ... CON... DEX... Best... Best Hit...			
armor Type... Move... Damage... Armor... SZ... CON... DEX... Best... Best Hit...		companion Name... Age... First Aid... Battle... Spear...		armor Type... Move... Damage... Armor... SZ... CON... DEX... Best... Best Hit...			



P KING ARTHUR **PENDRAGON**

player

PERSONAL DATA
 Name: BRECA OF THE BRANDINGS
 Homeland: BURGUNDIAHOLM
 Culture: CIMBRIAN Religion: HEATHEN
 Father's Name: BEANSTAN
 Father's Class: CHIEFTAN Son Number: 2
 Lord: BEANSTAN
 Current Class: WARRIOR/PRINCE Age: 25
 Current Home: WANDORRE Year Born: 496

PERSONALITY TRAITS
 Chivalry Bonus: [1] None - 00
 Religious Bonus: [unofficial rules at 141] YES 25
 Chaste 10 / 10 Lustful
 Energetic 20 / 0 Lazy
 Forgiving 5 / 17 Vengeful
 Generous 10 / 10 Selfish
 Honest 16 / 4 Deceitful
 Just 4 / 16 Arbitrary
 Merciful 9 / 16 Cruel
 Modest 4 / 16 Egoist
 Pious 2 / 18 Worldly
 Prudent 2 / 12 Reckless
 Temperate 10 / 10 Indulgent
 Trusting 3 / 17 Suspicious
 Valorous 14 / 6 Cowardly
 Directed Trait: PROUD (Armed) +7
 Directed Trait:
 Directed Trait:

COMBAT
 Loyalty (lord): 10
 Love (family): 10
 Hospitality: 5
 Honor: 15
 LoyalTY (Brandings): 10

EQUIPMENT CARRIED
 Armor Type: 4 (points) LEATHER ARMOR
 Clothing: 1/2 (Liban value)
 Personal Gear (see notes)
 Travel Gear (see notes)
 War Gear (see notes)

glory 5,000
(glory this game)

statistics
 SZ: 13 (Knockdown)
 DEX: 13
 STR: 15
 CON: 20 (Major Wound)
 APP: 9
 Damage (str+size): 5-16
 Healing Rate (str+con): 5
 Movement Rate (str+dex): 3
 Total Hit Points (str+con): 33
 Unconscious time: 3

INTRODUCTORY CHARACTERISTICS
 Squalid
 Always Sneering

skills
 Awareness: 20
 Boating: 10
 Chivalry: 0
 Compose: 0
 Courtesy: 2
 Dancing: 2
 Faerie Lore: 18
 Falconry: 0
 First Aid: 10
 Flirting: 2
 Folk Lore: 15
 Gaming: 12
 Heraldry: 0
 Hunting: 19
 Industry: 12
 Intrigue: 7
 Orate: 10
 Play (HORN): 12
 Read (): 0
 Recognize: 12
 Religion (HEATHENISM): 12
 Romance: 2
 Singing: 2
 Stewardship: 6
 Swimming: 20
 Tourney: 0

COMBAT hit points
 Wounds:
 Chivalry Needed

COMBAT skills
 Battle: 13
 Horsemanship: 2

weapon skills
 Sword: 1
 Spear: 18
 Axe: 15
 Dagger: 5
 Javelin: 12

ROASTING contest
 Wins: Losses:

PROGRES
 Best record:
 Type:
 Damage: Move
 Armor: HP
 SZ: CON: DEX:
 Read: Amc: Scl:

OTHER PROGRES
 Being: None
 Computer: None
 None: None
 None: None

COMPARISON
 Name:
 Age:
 First Aid:
 Battle:
 Spear:
 Boating:

Breca

The first-born of Beanstan, Breca is prince of Burgundaholm. He is proud of his heathen Cimbrian homeland, and out to prove something to the world. He is most famous for challenging Beowulf to a swimming contest and, apparently, winning. **Glory:** The swimming contest with Beowulf brought him much glory. Other accomplishments round out his score.

Traits: Breca's personality has been shaped by Heathen beliefs and values. He is full of energy - always moving, his eyes darting to and fro, wound to the point of snapping. He is highly superstitious.

Passions: Note his low Hospitality.

Stats: Breca is as healthy as an ox and almost as ugly.

Skills: Having grown up (figuratively) in the wilderness and traveled extensively, Breca has many survival skills.

Combat Skills: The spear, axe, and javelin are his primary weapons. In preparation for future rule, he learned something of large-scale warfare.

Equipment: Breca's rough clothes and cured-leather armor are typical for a Cimbrian - even a prince.

Special Notes: Breca is intended as a major foil for characters, like Sir Brus sans Pitie in *Pendragon*.

P KING ARTHUR **PENDRAGON**

player

PERSONAL DATA
 Name: DAYRAVEN
 Homeland: ILS DA FRANCE
 Culture: FRENCH Religion: CHRISTIAN
 Father's Name: RADUL
 Father's Class: MERCENARY Son Number: 2
 Lord: KING CLAUDAS OF THE FRANKS
 Current Class: MERCENARY KNIGHT Age: 26
 Current Home: FRISIA Year Born: 475

PERSONALITY TRAITS
 Chivalry Bonus: [1] None - 00 YES
 Religious Bonus: [unofficial rules at 141] NO
 Chaste 13 / 7 Lustful
 Energetic 14 / 6 Lazy
 Forgiving 13 / 7 Vengeful
 Generous 16 / 4 Selfish
 Honest 12 / 8 Deceitful
 Just 11 / 9 Arbitrary
 Merciful 10 / 10 Cruel
 Modest 7 / 9 Proud
 Pious 7 / 13 Worldly
 Prudent 5 / 15 Reckless
 Temperate 10 / 10 Indulgent
 Trusting 10 / 10 Suspicious
 Valorous 20 / 0 Cowardly
 Directed Trait: INDULGENT (WINE) +3
 Directed Trait:
 Directed Trait:

COMBAT
 Loyalty (lord): 18
 Love (family): 13
 Hospitality: 10
 Honor: 16

EQUIPMENT CARRIED
 Armor Type: 10 (points) Norman Chain
 Clothing: 1-2 (Liban value)
 Personal Gear (see notes)
 Travel Gear (see notes)
 War Gear (see notes)
 armor +3 Chivalry Bonus

glory 6,000
(glory this game)

statistics
 SZ: 14 (Knockdown)
 DEX: 15
 STR: 14
 CON: 16 (Major Wound)
 APP: 13
 Damage (str+size): 5-16
 Healing Rate (str+con): 3
 Movement Rate (str+dex): 3
 Total Hit Points (str+con): 30
 Unconscious time: 2

INTRODUCTORY CHARACTERISTICS
 long, black hair
 sharp features

skills
 Awareness: 13
 Boating: 0
 Chivalry: 0
 Compose: 0
 Courtesy: 10
 Dancing: 2
 Faerie Lore: 12
 Falconry: 2
 First Aid: 17
 Flirting: 11
 Folk Lore: 12
 Gaming: 12
 Heraldry: 10
 Hunting: 14
 Industry: 0
 Intrigue: 9
 Orate: 3
 Play (HARP): 2
 Read (): 0
 Recognize: 10
 Religion (CHRISTIAN): 2
 Romance: 2
 Singing: 2
 Stewardship: 2
 Swimming: 5
 Tourney: 10

COMBAT hit points
 Wounds:
 Chivalry Needed

COMBAT skills
 Battle: 15
 Horsemanship: 15

weapon skills
 Sword: 20
 Spear: 10
 Axe: 10
 Dagger: 10
 LANCE: 20
 HAMMER: 15

ROASTING contest
 Wins: Losses:

PROGRES
 Best record:
 Type: Charger
 Damage: 60% Move: 8
 Armor: 5 HP: 46
 SZ: 34 CON: 16 DEX: 17
 Read: Norman Amc: Scl: 10

OTHER PROGRES
 Being: None
 Computer: None
 None: None
 None: None

COMPARISON
 Name: HUGES
 Age: 16
 First Aid: 18
 Battle: 3
 Spear: 6
 Boating: 5

Dayraven

A champion of the Franks, Dayraven serves in the court of King Theudobert of Frisia. He is a product of two different literary traditions: a knight out of Le Morte D'Arthur and, at the same time, a warrior from Beowulf.

Glory: Dayraven is famous among warriors in France and Frisia. His reputation follows from hard slaying in battle rather than heroic deeds.

Traits: Dayraven's Frankish and Christian upbringing has been colored by his living on the periphery of Thule. He has the Chivalry Bonus. Mundane enemies do not frighten him; he has yet to experience supernaturally-induced fear.

Passions: He is Loyal and Honorable.

Stats: Dayraven's agility and resilience have brought him through many battles. Tall by Frankish standards, he seems dwarfish next to most Northmen.

Skills: Dayraven has "roughed" it on many a campaign (thus his high Awareness, First Aid, and Hunting). On the borders of civilization and the barbaric North, Dayraven relies on both heraldry and memory to recognize his opponents.

Combat Skills: Dayraven's long battlefield career has made him expert at tactics, horsemanship, dueling, and the lance charge.

Equipment: Charger, Norman chain, shield, sword and lance - the usual outfit of a Frankish mercenary knight. Dayraven also possesses an enchanted sword called Nailing (the wielder can strike at maximum damage once per day).

Special Notes: Dayraven slays Hygelac in 521, and is himself crushed by Beowulf. After 521, Beowulf carries Nailing.



Hrothgar

Natural age and unnatural troubles have made King Hrothgar of Denmark gray and weary. The wealthiest and most influential lord of the North seeks brave heroes to rid his hall of Grendel (and later, Grendel's Dam). If ever this terror leaves his heart, he will resume his former glory.

Glory: During Hrothgar's long and glorious reign, he has protected Denmark and attempted to maintain peace among neighboring realms. He has earned much glory from his great banquets and generous gifts.

Traits: Hrothgar is a gracious host, a generous gift giver, and is totally loyal to his vassals. His other famous trait is one unknown to most Northmen: justice.

Passions: Grendel has stripped Hrothgar of a Northman's most prized possession - his courage.

Stats: Hrothgar's six-foot stature and healthy body reveal that he was once a sturdy warrior. Though old and weary, a regal presence still lingers in his words and mannerisms.

Skills: Hrothgar is skilled at the functions of court. He believes that results are more important than the skills behind them.

Combat Skills: A skilled tactician. Hrothgar once fought with axe, spear and javelin while mounted.

Equipment: Hrothgar dresses in the latest court fashions. Numerous torques, arm-bracelets, rings, other assorted finery, attest to Hrothgar's considerable wealth. His chargers and rouncies are among the best in Thule.

Special Notes: Hrothgar is married to Wealhtheow, a Wylfing princess. They have three children: Freawaru, Hrethric, and Hrothmund. Hrothgar co-rules Denmark with his brother, Halga.

<p>STATISTICS</p> SZ: 19 (Knockdown) DEX: 8 STR: 10 CON: 16 (Major Wound) APP: 15 Damage (STR+DEX): 4 Healing Rate (STR+CON): 3 Movement Rate (STR+DEX): 2 Total Hit Points (STR+CON): 30 Unconscious time: 8	<p>glory 20,000</p> glory this game: _____ _____ _____
<p>PERSONALITY TRAITS</p> Chivalry Bonus (+) (1st - 80) YES Religious Bonus (individual traits at 1st) YES +5 BATTLE Chaste 15 / 5 Lustful Enervated 7 / 13 Lazy Foughtive 10 / 10 Vengeful Generous 25 / 0 Selfish Honest 15 / 5 Deceitful Just 20 / 0 Arbitrary Merciful 12 / 8 Cruel Modest 4 / 16 Proud Pious 4 / 16 Worldly Prudent 4 / 16 Reckless Temperate 4 / 16 Indulgent Trusting 14 / 6 Suspicious Valorous 15 / 5 Cowardly	<p>SKILLS</p> Awareness 15 Boating 18 Chirurgery 10 Compose 7 Courtesy 20 Dancing 2 Faerie Lore 14 Falconry 8 First Aid 16 Flirting 2 Folk Lore 14 Gaming 6 Heraldry 0 Hunting 16 Industry 8 Intigue 16 Oration 16 Play (HARP) 6 Read (RUNES) 10 Recognize 17 Religion (ODINISM) 18 Romance 12 Singing 3 Stewardship 8 Swimming 12 Tourney 0
<p>COMBATORS</p> Loyalty (bond) N/A Love (family) 15 Hospitality 20 Honor 15 LOYALTY (VASSALS) 22 LOVE (WEALTHY) 16 FEAR (GRENDEL) 20	<p>BOASTING CONTEXT</p> Wins _____ Losses _____

Halga

Halga is a vigorous warrior, and spends much of his time on raids, mostly in the south. He recently married Yrsa, whom he thinks to be a Saxon peasant girl. In reality, she is his daughter by the Saxon queen Olof. Together they have produced a son, Hrothulf.

Glory: Most of Halga's glory comes from his prowess and many successful raids, though he does share glory with Hrothgar for the kingdom.

Traits: Halga personifies the war-like side of Northmen society; always leading from the front, liberally rewarding his followers, and a successful war-leader.

Passions: Halga hates ridicule, and is not too fond of Saxons. He loves his brother, and is loyal to his men.

Stats: Standing two inches taller than his brother, he is stronger than average, and is agile. Though he has many scars, he is considered quite the handsome fellow.

Skills: Halga has mastered many skills useful to the war-leader.

Combat Skills: A better tactician than his brother, Halga has mastered many weapons, but prefers sword and shield. He rides to battle, and is even able to fight well from horseback, unlike most Northmen.

Equipment: Halga wears fine fabrics when relaxing at court, but is more normally found in richly decorated armor. His weapons are covered in precious metals and gems, his helm shines with burnished gold.

Special Notes: Halga is married to Yrsa, and has one legitimate son, Hrothulf. He has numerous by-blows with local women, all of whom he rewards well for their company.

<p>STATISTICS</p> SZ: 16 (Knockdown) DEX: 9 STR: 11 CON: 16 (Major Wound) APP: 14 Damage (STR+DEX): 5 Healing Rate (STR+CON): 3 Movement Rate (STR+DEX): 2 Total Hit Points (STR+CON): 32 Unconscious time: 8	<p>glory 18,500</p> glory this game: _____ _____ _____
<p>PERSONALITY TRAITS</p> Chivalry Bonus (+) (1st - 80) YES Religious Bonus (individual traits at 1st) YES +5 BATTLE Chaste 11 / 9 Lustful Enervated 18 / 2 Lazy Foughtive 3 / 17 Vengeful Generous 19 / 1 Selfish Honest 8 / 12 Deceitful Just 14 / 6 Arbitrary Merciful 7 / 13 Cruel Modest 2 / 18 Proud Pious 1 / 19 Worldly Prudent 0 / 20 Reckless Temperate 0 / 20 Indulgent Trusting 5 / 15 Suspicious Valorous 22 / 0 Cowardly	<p>SKILLS</p> Awareness 17 Boating 18 Chirurgery 4 Compose 9 Courtesy 12 Dancing 10 Faerie Lore 9 Falconry 16 First Aid 9 Flirting 10 Folk Lore 16 Gaming 0 Heraldry 0 Hunting 18 Industry 13 Intigue 18 Oration 18 Play (HARP) 16 Read (RUNES) 9 Recognize 20 Religion (ODINISM) 13 Romance 7 Singing 15 Stewardship 8 Swimming 18 Tourney 0
<p>COMBATORS</p> Loyalty (bond) N/A Love (family) 17 Hospitality 15 Honor 17 LOYALTY (Feing) 21 LOVE (Yrsa) 20 HATE (Saxons) 15 HATE (Ridicule) 18	<p>BOASTING CONTEXT</p> Wins _____ Losses _____



P KING ARTHUR **PENDRAGON**

player

PERSONAL DATA
 Name: **HYGELAC**
 Homeland: **WEST GAUTLAND**
 Culture: **NORTHMAN** Religion: **ODINISM**
 Father's Name: **HRETHEL**
 Father's Class: **KING** Son Number: **3**
 Lord: **N/A**
 Current Class: **KING OF GEATS** Age: **35**
 Current Home: **GEATBORG** Year Born: **484**

PERSONALITY TRAITS
 Chivalry Bonus (+) (1-10) **NO**
 Religious Bonus (subtracted traits at (+)) **NO**

□ Chaste **10** / **10** Lustful □
 □ Energetic **11** / **9** Lazy □
 □ Forgiving **10** / **10** Vengeful □
 □ Generous **13** / **7** Selfish □
 □ Honest **12** / **8** Deceitful □
 □ Just **8** / **12** Arbitrary □
 □ Merciful **4** / **11** Cruel □
 □ Modest **5** / **15** Proud □
 □ Pious **7** / **13** Worldly □
 □ Prudent **1** / **19** Reckless □
 □ Temperate **7** / **13** Indulgent □
 □ Trusting **10** / **10** Suspicious □
 □ Valorous **14** / **6** Cowardly □

Directed Trait: **PROUD (GROWLIF) 7/10**
 Directed Trait:

PRESTIGES
 Loyalty (lord) **N/A**
 Love (family) **17**
 Hospitality **15**
 Honor **16**
Loyalty (Geats) 15

EQUIPMENT CATEGORIES
 Armor Type: **10** (points) **Norman chain**
 Clothing: **5** (libram value)
 □ Personal Gear (no mount)
 □ Travel Gear (no mount)
 □ War Gear (no mount)

STATISTICS
 SIZE: **25** (Knockdown)
 DEX: **7**
 STR: **12**
 CON: **12** (Major Wound)
 APP: **10**
 Damage (STR+CON): **7** d6
 Healing Rate (STR+CON): **3**
 Movement Rate (STR+CON): **2**
 Total Hit Points (STR+CON): **38**
 Unconscious time: **10**

INTERACTIVE PRESTIGES
huge size

skills

Awareness **10** □
 Rooting **14** □
 Chivalry **0** □
 Compose **2** □
 Courtesy **16** □
 Dancing **2** □
 Faerie Lore **2** □
 Falconry **0** □
 First Aid **15** □
 Fencing **13** □
 Folk Lore **2** □
 Gaming **6** □
 Heraldry **0** □
 Hunting **0** □
 Industry **0** □
 Intrigue **14** □
 Orate **15** □
 Play (RHYME) **0** □
 Read (RUNES) **1** □
 Recognize **0** □
 Religion (ODINISM) **7** □
 Romance **2** □
 Singing **3** □
 Stewardship **2** □
 Swimming **15** □
 Tourney **0** □

current hit points
 Wounds
 Chivalry Needed

combat skills
 Battle **16** □
 Horsemanship **3** □
weapon skills
 Sword **10** □
 Spear **13** □
 Axe **1** □
 Dagger **1** □
GREAT AXE 20 □
JAVELIN 10 □

boasting contest
 Wins Losses

mounts
 best mount
 Type
 Damage Move
 Armor HP
 SIZE CON DEX
 Breed Attach SH

companions
 Name
 Age
 First Aid
 Battle
 Spear

glory 10,000
 glory this game

Hygelac

Hygelac became king of Geats only after his father and elder brothers died through misfortune and battle. He prefers waring to ruling, and is still relatively untried as king. The Geats fear that he is too reckless.

Glory: This represents the typical glory of a Northman king. Hygelac has fought many glorious campaigns against the Svear and raided extensively.

Traits: Besides being very reckless, his traits match the average Northman's.

Passions: Average Hospitality, Honor and Loyalty for a ruler.

Stats: Hygelac is huge. It is said that by age 16, no horse could carry him.

Skills: He is not particularly adept at anything but boating and swimming, two skills necessary for a pirate-king.

Combat Skills: Hygelac fights on foot with a two-handed axe. Through raids and warfare, he has learned something of battle tactics.

Equipment: In court, he dresses in rough finery (a cut below the Danish court style). In battle, he wears Norman chain over a doublet and carries a great axe.

Special Notes: Hygelac's wife, Hygd, is known for wisdom and courtesy. Hygelac is slain in 521 while raiding the Franks and Frisians.

P KING ARTHUR **PENDRAGON**

player

PERSONAL DATA
 Name: **INGELD OF THE HEATHOBARDS**
 Homeland: **AFOREDS**
 Culture: **SAXON** Religion: **WOTANIC**
 Father's Name: **FRODA**
 Father's Class: **CHIEFTAN** Son Number: **2**
 Lord: **KING OF SAXONY**
 Current Class: **TRIBAL CHIEFTAN** Age: **22**
 Current Home: **BRAMFELD** Year Born: **599**

PERSONALITY TRAITS
 Chivalry Bonus (+) (1-10) **YES**
 Religious Bonus (subtracted traits at (+)) **YES 15/20/25**

□ Chaste **7** / **13** Lustful □
 □ Energetic **17** / **3** Lazy □
 □ Forgiving **4** / **16** Vengeful □
 □ Generous **16** / **4** Selfish □
 □ Honest **18** / **2** Deceitful □
 □ Just **16** / **4** Arbitrary □
 □ Merciful **9** / **11** Cruel □
 □ Modest **10** / **10** Proud □
 □ Pious **10** / **10** Worldly □
 □ Prudent **6** / **10** Reckless □
 □ Temperate **10** / **10** Indulgent □
 □ Trusting **10** / **10** Suspicious □
 □ Valorous **18** / **2** Cowardly □

Directed Trait:
 Directed Trait:
 Directed Trait:

PRESTIGES
 Loyalty (lord) **8**
 Love (family) **12**
 Hospitality **15**
 Honor **17**
HATE (DANES) 12
LOYALTY (HEATHOBARDS) 14

EQUIPMENT CATEGORIES
 Armor Type: **10** (points) **Norman chain**
 Clothing: **2** (libram value)
 □ Personal Gear (no mount)
 □ Travel Gear (no mount)
 □ War Gear (no mount)

armor +3 chivalry bonus

STATISTICS
 SIZE: **16** (Knockdown)
 DEX: **10**
 STR: **12**
 CON: **12** (Major Wound)
 APP: **12**
 Damage (STR+CON): **5** d6
 Healing Rate (STR+CON): **3**
 Movement Rate (STR+CON): **2**
 Total Hit Points (STR+CON): **28**
 Unconscious time: **7**

INTERACTIVE PRESTIGES
Extremed band

skills

Awareness **10** □
 Rooting **10** □
 Chivalry **0** □
 Compose **2** □
 Courtesy **15** □
 Dancing **2** □
 Faerie Lore **2** □
 Falconry **0** □
 First Aid **15** □
 Fencing **2** □
 Folk Lore **2** □
 Gaming **13** □
 Heraldry **0** □
 Hunting **0** □
 Industry **0** □
 Intrigue **12** □
 Orate **15** □
 Play (RHYME) **0** □
 Read (RUNES) **1** □
 Recognize **0** □
 Religion (WOTANIC) **7** □
 Romance **7** □
 Singing **3** □
 Stewardship **2** □
 Swimming **5** □
 Tourney **0** □

current hit points
 Wounds
 Chivalry Needed

combat skills
 Battle **10** □
 Horsemanship **5** □
weapon skills
 Sword **20** □
 Spear **16** □
 Axe **10** □
 Dagger **1** □
GREAT AXE 10 □

boasting contest
 Wins Losses

mounts
 best mount
 Type
 Damage Move
 Armor HP
 SIZE CON DEX
 Breed Attach SH

companions
 Name
 Age
 First Aid
 Battle
 Spear

glory 8,000
 glory this game

Ingeld

Ingeld is prince of the Heathobards, Saxons closely related to the Northmen. His people have long feuded with the Danes, and he feels he must uphold their honor and avenge the wrongs they have suffered.

Glory: Ingeld's glory is a product of lineage, great deeds, and the maintenance of Chivalric and religious ideals of his people.

Traits: Ingeld is Chivalric and closely follows the tenets of the local cult of Wotan, which exalts Seaxneat (Tyr). He is famous for revenging the slightest insult.

Passions: Loyalty to the Heathobards and hatred towards the Danes ensures no easy solution to the Dane-Heathobard feud during his rule.

Stats: Ingeld is a little over average height for a Saxon.

Skills: Courty skills have been stressed in his upbringing.

Combat Skills: Ingeld is master of Seaxneat's weapon, the one-handed sword.

Equipment: Ingeld is a foot-fighter, equipped with Norman chain, shield (and Chivalric bonus), spear, and sword.



Onela

Onela is prince of the Svear and priest of the cult of Freya in Svitjod. He is sometimes called Frey (meaning "lord") and is thought of as a mortal husband of Freya.

Glory: Onela is an active warrior: he raids North Wendland for slaves, wars with the Geats, and performs services at the temple of Freya.

Traits: As priest of a fertility cult, Onela is a paragon of Odinic and Pagan virtue.

Passions: Onela's hatred of the Geats consumes him.

Stats: He is handsome and charming.

Skills: He possesses a mix of courtly, religious and battlefield skills.

Combat Skills: Like all Svear, Onela has an almost magical affinity to horses. The spear is a useful weapon mounted or afoot.

Equipment: Onela wears cuirbouilli armor and a helm decorated with boar's tusks, called Hildisuin or "Battle-swine." Hildisuin is a magical Svear heirloom, allowing the wearer to remain conscious despite his wounds, though he continues to feel pain (he may continue to take action below Unconscious, but with a -10 penalty to all skill and attribute rolls). His courser is the finest in Thule. To each Svear king called Sviagris ("suckling pig of the Svear"). This ring helps keep its wearer youthful - one less statistic point is lost than indicated on the Aging Table (*Pendragon*, p. 186). Onela wears Sviagris after slaying his brother Othere, king of Svear, in 526.

P KING ARTHUR **PENDRAGON**

Northman Sheet

player: _____

PERSONAL DATA

Name: *ONELA OF THE SVEAR*
 Homeland: *UPPLAND, SVEARIK*
 Culture: *NORTHMAN* Religion: *ODINISM, FAITH*
 Father's Name: *ONGANTHORN*
 Father's Class: *KING* Son Number: *2*
 Lord: *ONTHERE*
 Current Class: *PRINCE OF THE SVEAR* Age: *31*
 Current Home: *UPPSALA* Year Born: *470*

PERSONALITY TRAITS

Chivalry Bonus (+) (not - 80): *NO*

Religious Bonus (adjusted total of 1-11): *YES*

Chaste *0* / *2* Lusty

Energetic *17* / *3* Lazy

Forgiving *8* / *12* Vengeful

Generous *16* / *4* Selfish

Honest *18* / *2* Deceitful

Just *8* / *12* Arbitrary

Merciful *6* / *14* Cruel

Modest *4* / *16* Proud

Pious *13* / *7* Worldly

Prudent *12* / *8* Reckless

Temperate *10* / *10* Indulgent

Trusting *10* / *10* Suspicious

Valorous *15* / *5* Cowardly

Directed Trait _____
 Directed Trait _____
 Directed Trait _____

PASSIONS

Loyalty (lord) *10*
 Love (family) *10*
 Hospitality *16*
 Honor *18*

LOYALTY (SVEAR) 17
HATE (GEATS) 20
LOVE (FREYA) 15

EQUIPMENT CORRELATED

Armor Type: *7* (points) *Cuirbouilli*
 Clothing: *6* (items value) *Boar helmet*

Personal Gear (see notes) _____
 Travel Gear (see notes) _____
 War Gear (see notes) _____

STATISTICS

SIZE *14* (Knockdown)
 DEX *12*
 STR *10*
 CON *14* (Major Wound)
 APP *16*
 Damage (str+size) *4*
 Healing Rate (str+con) *2, 2, 2*
 Movement Rate (str+dex) *36*
 Total Hit Points (str+con) *38*
 Unconscious pass: *7*

Interaction: *slight build*
limp

SKILLS

Awareness *10*
 Boating *10*
 Chivalry *10*
 Compose *2*
 Courtesy *18*
 Dancing *2*
 Faerie Lore *7*
 Falconry *10*
 First Aid *11*
 Flirting *12*
 Folk Lore *15*
 Gaming *3*
 Heraldry *0*
 Hunting *14*
 Industry *0*
 Intrigue *12*
 Orate *15*
 Play (_____) *0*
 Read (RUNES) *11*
 Recognize *9*
 Religion (ODINISM) *17*
 Romance *7*
 Singing *3*
 Stewardship *5*
 Swearing *5*
 Tournaments *0*

COMBAT

Current Hit Points _____
 Wounds _____
 Chivalry Needed

COMBAT SKILLS

Battle *3*
 Horsemanship *20*
 Weapons Skills

WEAPONS SKILLS

Sword *10*
 Spear *28*
 Axe *17*
 Dagger *10*
GREAT AXE *15*
 Orate *15*
 Play (_____) *0*
 Read (RUNES) *11*
 Recognize *9*
 Religion (ODINISM) *17*
 Romance *7*
 Singing *3*
 Stewardship *5*
 Swearing *5*
 Tournaments *0*

BOASTING CONTENT

Wins _____
 Losses _____

MOUSES

Best mouse: _____
 Type: *COURSER*
 Damage: *5, 0, 6* Move: *9*
 Armor: *5* HP: *45*
 Size: *30* CON: *15* DEX: *25*
 Breed: *NORMAN* Attack roll: *15*

OTHER MOUNTS

Other mounts: _____
 Riding _____ Move _____
 Companion's _____ Move _____
 Spear _____ Move _____

COMPANION

Name _____
 Age _____
 First Aid _____
 Battle _____
 Spear _____

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Weland

As the bastard son of the giant Wade and lustful Freya, Weland is either a super-hero or a minor deity. He is the smith of gods and mortals alike. Some call him the prince of elves.

Glory: Most of Weland's glory comes from his supernatural parentage and the great artifacts which leave his smithy. He has, however, had a few adventures of his own.

Traits: Though his work is priceless, he often gives magical weapons, armor, or treasures to deserving mortals.

Passions: Nominally, his lord is Odin. When Thor found out about his wife Freya's affair with Wade, he threw the baby Weland from Asgard into the mountains of Midgaard. Weland hates Thor for this and for the thunder-god's feud with all giants. During an early adventure, Weland met and fell in love with a Valkyrie named Hervorthe All-wise.

Stats: Weland's stats reflect the fact that he is half-giant (his father Wade is very large). His high CON allows him to heat his forge to extreme temperatures, which is necessary to work with magical metals.

Skills: Weland is the best smith in Midgaard.

Combat Skills: Weland's great hammer can flatten skulls as well as metal.

Equipment: He wears an enchanted leather apron (5 armor points). His great hammer is made from an unearthly material and may be broken only by a weapon wielded by a god (it also requires both SIZ and STR of at least 20 to lift).

Special Notes: Few details survive concerning the demi-god Weland. Imagine him as a combination of the Greek god Hephaestus (Vulcan or Mulciber in Roman mythology) and Daedalus.

P KING ARTHUR **PENDRAGON**

Northman Sheet

player: _____

PERSONAL DATA

Name: *WELAND*
 Homeland: *THULE*
 Culture: *IMMORTAL* Religion: *ODINISM*
 Father's Name: *WADE*; Mother: *Freya*
 Father's Class: *GIANT* Son Number: *1*
 Lord: *ODIN*
 Current Class: *Demi-god, Smith* Age: *?*
 Current Home: *Welf-dale* Year Born: *?*

PERSONALITY TRAITS

Chivalry Bonus (+) (not - 80): _____

Religious Bonus (adjusted total of 1-11): _____

Chaste *7* / *13* Lusty

Energetic *20* / *0* Lazy

Forgiving *10* / *10* Vengeful

Generous *22* / *0* Selfish

Honest *12* / *8* Deceitful

Just *8* / *12* Arbitrary

Merciful *9* / *11* Cruel

Modest *0* / *20* Proud

Pious *0* / *25* Worldly

Prudent *7* / *13* Reckless

Temperate *1* / *13* Indulgent

Trusting *10* / *10* Suspicious

Valorous *18* / *2* Cowardly

Directed Trait *VENGEFUL (THOR)* *410*
 Directed Trait _____
 Directed Trait _____

PASSIONS

Loyalty (lord) *8*
 Love (family) *12*
 Hospitality *8*
 Honor *10*

LOVE (HERVOR) *20*

EQUIPMENT CORRELATED

Armor Type: *20* (points) _____
 Clothing: *0* (items value) _____

Personal Gear (see notes) _____
 Travel Gear (see notes) _____
 War Gear (see notes) _____

MAGICAL LEATHER APRON (5 points)
7 natural protection (15 points)

STATISTICS

SIZE *25* (Knockdown)
 DEX *25*
 STR *25*
 CON *30* (Major Wound)
 APP *8*
 Damage (str+size) *6*
 Healing Rate (str+con) *6, 4, 2*
 Movement Rate (str+dex) *64, 42*
 Total Hit Points (str+con) *55*
 Unconscious pass: *14*

Interaction: *well-muscled*

SKILLS

Awareness *18*
 Boating *10*
 Chivalry *10*
 Compose *0*
 Courtesy *0*
 Dancing *0*
 Faerie Lore *22*
 Falconry *0*
 First Aid *10*
 Flirting *12*
 Folk Lore *15*
 Gaming *3*
 Heraldry *0*
 Hunting *15*
 Industry (SMITHING) *38*
 Intrigue *10*
 Orate *2*
 Play (_____) *0*
 Read (RUNES) *16*
 Recognize *17*
 Religion (ODINISM) *20*
 Romance *2*
 Singing *2*
 Stewardship *2*
 Swearing *10*
 Tournaments *0*

COMBAT

Current Hit Points _____
 Wounds _____
 Chivalry Needed

COMBAT SKILLS

Battle *3*
 Horsemanship *3*
 Weapons Skills

WEAPONS SKILLS

Sword *4*
 Spear *1*
 Axe *1*
 Dagger *1*
GREAT HAMMER *20*
 Orate *2*
 Play (_____) *0*
 Read (RUNES) *16*
 Recognize *17*
 Religion (ODINISM) *20*
 Romance *2*
 Singing *2*
 Stewardship *2*
 Swearing *10*
 Tournaments *0*

BOASTING CONTENT

Wins _____
 Losses _____

MOUSES

Best mouse: _____
 Type: _____
 Damage: _____ Move: _____
 Armor: _____ HP: _____
 Size: _____ CON: _____ DEX: _____
 Breed: _____ Attack roll: _____

OTHER MOUNTS

Other mounts: _____
 Riding _____ Move _____
 Companion's _____ Move _____
 Spear _____ Move _____

COMPANION

Name _____
 Age _____
 First Aid _____
 Battle _____
 Spear _____

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Northern Sheet	P KING ARTHUR DRAGON		glory 2,000	
	PERSONAL DATA Name: WIDSITH Homeland: SAXONY Culture: SAXON Religion: WOTANIC Father's Name: WIMTRED Father's Class: HALL-THANE Son Number: 3 Lord: KING OF SAXONY Current Class: SCOP Age: 40 Current Home: WANDERER Year Born: 418		STATISTICS SIZ: 10 (Knockdown) DEX: 14 STR: 11 CON: 17 (Major Wound) AP: 18 Damage (str+con): 4-26 Healing Rate (str+con): 2 Movement Rate (str+con): 3+2 Total Hit Points (str+con): 22 Unconscious time: 6a Interaction package: MUSICAL VOICE Cheat: CHEAT	
	PERSONALITY TRAITS Chivalry Bonus [-] (see p. 40): YES Religious Bonus (adjusted stats at 1st): YES +5 SWP		CURRENT HIT POINTS Wounds: _____ Chirurgery Needed: _____	
	Chaste 10 / 10 Lustful _____ Energetic 17 / 3 Lazy _____ Forgiving 10 / 10 Vengeful _____ Generous 10 / 4 Selfish _____ Honest 17 / 3 Deceitful _____ Just 18 / 4 Arbitrary _____ Merciful 9 / 11 Cruel _____ Modest 10 / 10 Proud _____ Pious 8 / 12 Worldly _____ Prudent 12 / 8 Reckless _____ Temperate 9 / 11 Indulgent _____ Trusting 16 / 4 Suspicious _____ Valorous 14 / 2 Cowardly _____		CURRENT SKILLS Battle: 3 Horsemanship: 3 Singing: 7 Harp: 16 Read (RUNES): 4 Recognize: 2 Religion (Wotanic): 2 Romance: 12 Singing: 15 Stewardship: 2 Swimming: 5 Tourney: 2	
	PROFESSIONS Loyalty (lord): 13 Love (family): 8 Hospitality: 21 Honor: 12		ROCKING CONTEST Wins: _____ Losses: _____	
	EQUIPMENT CARRIED Armor Type: 2 pieces: doublet Clothing: (Urban value) <input type="checkbox"/> Personal Gear (see notes) <input type="checkbox"/> Travel Gear (see notes) <input type="checkbox"/> War Gear (see notes) armor +3 Chivalry Bonus		PROFESSIONS Best profession: _____ Type: Scop Damage: 3d6 Move: 6 Armor: 3 HP: 34 SIZ: 26 CON: 9 DEX: 10 Best: Return Area: 100	
	COMPARISON Name: _____ Age: _____ First Aid: _____ Battle: _____ Spear: _____		OTHER PROFESSIONS Sing: _____ Composer: _____ Battle: _____ Spear: _____	
	Copyright © 1998 Chaosium Inc. Permission granted to copy for personal use only. # may break swords			

Widsith

Widsith means "Far-wanderer." Indeed, this Saxon scop has traveled across all of Europe, and some say into other times. He has composed a oral poem about great lords and their peoples, and is at work chronicling the adventures of Beowulf.

Glory: Widsith's glory comes from extensive travel and the composition of great epics. Primarily, he is content with recounting the glory of others.

Traits: Widsith is Chivalric and a follower of the Odinic deity Tyr. As a wandering entertainer/historian, he relies on the kindness of strangers.

Passions: Hospitality is very important to him.

Stats: Though charismatic and agile, Widsith has no exceptional stats.

Skills: Widsith's original compositions are very popular in Thule. While he prefers to compose, he can also sing, play the harp, and recount tales with the best. He can always match a face with a deed.

Combat Skills: Widsith carries a slender sword to defend himself from bandits and wild animals while traveling.

Equipment: He owns a palfrey, leather doublet, and sword. His magical harp, "Scilling," adds +5 to his Play (harp) skill and enhances his memory for poetry and legend-lore.

Special Notes: Widsith can provide the means to bring knightly *Pendragon* characters to Thule. During his wandering, he arrives at the court of King Arthur (or any local lord) and tells the *Tale of Woe* (see , page 124).

NORTHERN MONSTERS

UANQUISHING THE MONSTERS of Thule can be the greatest of challenges for heroes. In Beowulf, the main antagonists are two troll-giants and a dragon, the last of which slays the Geat warrior-king; mortal conflict remains in the background.

Suitable monsters from the *Pendragon* rulesbook for adventures in Thule include all sizes of *giants*, *water-leapers*, *wyrms*, and *wyvern*. Described below are creatures with a particularly Northern flavor, ones referred to most often in the location guide in **The Map of Thule** chapter. If you want even greater variation, I encourage you to read further into Scandinavian mythology and folk-lore, and adapt monsters from those sources. At the end of this book, you will find a bibliography of useful books (page 116).

Alfar

The alfar ("elves") are also called the hulder-folk ("hidden people") because of their ability to remain unseen from mortal eyes. They vary in appearance, motivation, and power. *Dundlfar* live in hills, *Dockdlfar* are evil. The Hulder of south-west Thule are beautiful women who graze cattle in mountains; they dress in gray smocks which barely hide the long tail dragging behind. Hulder lure men into the mountains as lovers; some return mad or marked by a stigma; others never return. Most elves can shapechange into various animal forms and disappear at will. The stats below are for a "non-combatant" elf. Members of an alfar war party will be armed with chainmail (Armor 10) and swords.

SIZ 10	Move 3 (+2)	Major Wound 40
DEX 20	Damage 3d6	Unconscious 13
SIR 10	Heal Rate 5	Knockdown 10



CON 40 Hit Points 50 Armor 1 (clothes)
APP 20

Modifier to Valorous: 0

Glory to Kill: 100

Attacks: Dagger @15, Elf-shot @20 (3d6)

To Banish: 150, To Control: 75

Talents: Emotion 15, Clamour 17

Bergfolk

Bergfolk, haugbo, "mound dweller" - these are synonyms for the little people who inhabit the mounds and hollow hills of Denmark. These folk are short, thick and beardless, but not always ugly. Rich, secretive, and skilled blacksmiths, they are not above tricking mortals who annoy or cheat them.

SIZ 6 Move 3(+2) Major Wound 40
DEX 15 Damage 4d6 Unconscious 12
STR 15 Heal Rate 6 Knockdown 6
CON 40 Hit Points 46 Armor 210

Modifier to Valorous: +5

Glory to Kill: 50

Attacks: dagger @10

To Banish: 150, To Control: 75

Talents: Clamour 10

Draug

The draug is an evil spirit of the dead associated with burial mounds and treasure. It resembles a lean, blackened corpse with a serrated spine, surrounded by a nimbus of ice-blue light. One tale warns that the draug will run between a person's legs so that its razor-back splits the unfortunate in half. True or not, a draug is extremely dangerous. It kills by draining the very life from creatures or by inflicting deadly disease.

If encountered at sea (possibly rolled on the **Sea Monster Table** in **The Perilous North Sea**), the draug rides a smoldering funeral ship, burnt almost to the water-line. If player characters disturb the ghost ship, its blackened wood suddenly bursts aflame (for fire damage, see p. 185 of the *Pendragon* rulesbook). The draug attacks from this pyre to defend its burial goods.

SIZ 13 Move 5 Major Wound 13
DEX 16 Damage 5d6 Unconscious (immune)
STR 16 Heal Rate 3 Knockdown 13
CON 13 Hit Points 26 Armor 10
APP 1

Modifier to Valorous: -5

Glory to Kill: 100

Attacks: broken grave weapon @10, 4d6 damage; touch @20, opponent rolls on the **Statistic Loss Table** (*Pendragon*, p. 186), losing 1 point from the specified stat

To Banish/Control: Impossible (use Necromancy 60)

Talents: Curse 10

Marbendil/Mermaid

A northern variety of merman, marbendil are ugly sea faeries. They have large heads, long arms, and seal-like bodies from the waist down. Mermaids are their beautiful wives. Living deep beneath the waves, they rarely appear to mortals. However, fishermen occasionally drag marbendil to the surface in their nets or find them washed up on beaches after a fierce storm. Killer whales are deadly enemies of the marbendil.

SIZ 10 Move 8 (swim) Major Wound 15
DEX 20 Damage 3d6 Unconscious 6
STR 10 Heal Rate 3 Knockdown 10
CON 15 Hit Points 25 Armor 4
APP 5

Modifier to Valorous: +5

Glory to Kill: 30

Attacks: spear @15; can call up storms at will

To Banish: 100, To Control: 50

Talents: Weather Control 12

Nidagrisur

These specters appear when new-born children are left to die in the wilderness. They resemble small odd-shaped balls of reddish light, like immaterial babes in swaddling clothes. Malicious spirits, they tell lies and lead travelers astray. When a nidagrisur is nearby, apply a -15 penalty to all Hunting rolls made in the wilderness, whether during a hunt or exploration. Nidagrisur are put to rest once they receive a name.

SIZ 2 Move 20 (fly) Major Wound 15
DEX 40 Damage 0d6 Unconscious 6
STR 2 Heal Rate 4 Knockdown 10
CON 40 Hit Points 42 Armor 20 (incorporeal)

Modifier to Valorous: 0

Glory to Kill: 50

Attacks: none

To Banish/Control: Impossible (use Necromancy 60)

Night Raven

These pitch-black crows are the spirits of suicides. Doomed by Odin to haunt middle-earth for their cowardice, they are cursed with the form of scavengers rather than warriors. They are found almost exclusively in Raven's Wood.

SIZ 2 Move 10 (fly) Major Wound 6
DEX 20 Damage 1d6 Unconscious 2
STR 6 Heal Rate 1 Knockdown 2
CON 6 Hit Points 8 Armor 0

Avoidance: 30

Modifier to Valorous:

Glory to Kill: 5



Attacks: peck @10. Strikes fire with its wings, causing an automatic 1 d6 damage per round. Its raucous cry - "ba-u, ba-u" - causes madness (see *Pendragon*, p. 206) on a failed Valorous check (rolled at the beginning of the encounter)

To Banish: 60, **To Control:** 30

Nisse

Nisses are tiny mischievous faeries which live near and in human habitation. Favorite lurking-places are near a hearth or in the barn. In exchange for gifts of porridge and butter, nisses perform minor chores and watch over the home. A household protected by a nisse will never be impoverished, and horse and child survival rolls receive a +1 bonus. If someone were to attack a nisse, he would suffer a -5 penalty due to the faerie's small size and fall under a curse (see below).

SIZ 1	Move 5	Major Wound 20
DEX 20	Damage 1d6	Unconscious 5
STR 5	Heal Rate 3	Knockdown 1
CON 20	Hit Points 21	Armor 0
APP 15 (cute)		

Modifier to Valorous: +5

Glory to Kill: 1

Attacks: none; nisses can curse nearby mortals with bad luck, such that all failures become fumbles

To Banish: 15, **To Control:** 8

Talents: Bless 20, Curse 10

Nyku

The nyku is a malicious water demon which lives in rivers, lakes, or the sea. It resembles a large gray or black courser, but [Awareness] its hooves point backwards. Once mounted, the beast gallops into the nearest body of water. If the rider succeeds in an opposed Horsemanship roll (15) he is able to jump off (taking 1d6 damage from the fall). Otherwise, he must slay the demon-horse or drown (see *Pendragon*, p. 185). It is rumored that a nyku will flee upon hearing its name.

SIZ 30	Move 9	Major Wound 15
DEX 25	Damage 5d6	Unconscious 11
STR 24	Heal Rate 4	Knockdown 30
CON 15	Hit Points 45	Armor 5

Avoidance: 15

Modifier to Valorous: 0

Glory to Kill: 100

Attacks: hoof @12, 3d6 damage; bash @20 (opponent must roll DEX or fall prone for 1 d6 damage)

To Banish: 75, **To Control:** 40

Stallo or Hug

A *Stallo* is a turf golem created by a malicious person with the aid of a Heathen shaman (see **The People of**

Thule, page 41, for details). At first, it is invisible (apply a +5/-5 reflexive modifier). But the stallo becomes visible as soon as it is wounded, revealing the identity of the person behind the attack.

A *hug* is the wandering spirit of a Northman who has evil thoughts (Vengeful 20). While the person sleeps, the hug leaves the body to do evil. It is otherwise similar to a stallo.

Hugs and stallo vary in power depending on the person behind them. **SIZ** and **APP** equal that of its maker. **STR**, **DEX**, and **CON** equals half the stats of its maker. The statistics below are for the Stallo or Hug of an average man, whether Northman, Cimbri, or Skridfinnar.

SIZ 13	Move 3	Major Wound 7
DEX 6	Damage 3d6	Unconscious 5
STR 6	Heal Rate 1	Knockdown 13
CON 7	Hit Points 20	Armor 10
APP 11		

Modifier to Valorous: 0

Glory to Kill: 50

Attacks: strangle @10, ignores armor; use the rules for suffocation from *Pendragon*, p. 185

To Banish: 60, **To Control:** 30

Troll, Nokk, Nightmare

Trolls are barbaric, deformed giants. Since many trolls turn to stone when struck by sunlight, these creatures abound in northern Thule where darkness reigns nearly half a year.

An aquatic variety of troll, called a nokk, lives in rivers, lakes and fjords. These lazy creatures rarely leave their lairs, content with receiving human sacrifice once every year. Should a local settlement forget or ignore the nokk's tribute, it goes on a devouring rampage to satiate its hunger.

Some trolls can also change shape. The mare or "nightmare," for instance, approaches a sleeper late at night disguised as a handsome man or woman. The half-asleep victim becomes aware of a pressing weight on his or her body, but is hardly able to resist (roll Energetic). The mare then "rides" the mortal to death (causing 1d6 damage per round).

SIZ 30	Move 7	Major Wound 20
DEX 10	Damage 10d6	Unconscious 13
STR 30	Heal Rate 5	Knockdown 30
CON 20	Hit Points 50	Armor 10
APP 3		

Modifier to Valorous: -10

Glory to Kill: 100

Attacks: club @ 17; or 2 fists @ 12 each; or thrown rock (5d6 damage)

To Banish: 150, **To Control:** 75

Talents: perhaps Clamour 7



THE ADVENTURE OF HROTHGAR'S HALL

The tale of Grendel and his Dam

THIS SCENARIO FOLLOWS the events in the first two-thirds of *Beowulf*. The heroes must rid King Hrothgar's great-hall of the monster Grendel and his Dam. A worthy adventure for the hero, it should seriously challenge four to seven typical characters.

This adventure is suitable for two very different groups of characters. First, Northman characters fit the setting perfectly; for them, the goals may seem more urgent, the rewards more enticing. Second, jaded knights from more civilized lands should also enjoy the unusual situations and encounters. For this reason, the players' personae are referred to as "characters", "heroes", and so on, rather than the usual "player knights".

Either group will face great challenges. To succeed (probably after multiple attempts) the heroes should be proficient at Swimming, Grapple, and blunt weapon attacks.

Before play, read through this chapter at least once. More so than some, this adventure allows the player characters great leeway in how they complete the quest.

Background

From Eire to the Empire of Byzantium, tale tellers speak of the horror that came to Heorot twelve long winters ago, and still haunts the hall of King Hrothgar of Denmark. You may read about this in the handout **A Tale of Woe**.

However, the true story is somewhat different. Fueled by the passions of Love and Hate and not a little fear, it began over twenty years ago with a young warrior in King Halfdane's retinue. This warrior was named Unferth.

At that time, Unferth had only recently reached manhood, and was as yet untried in battle. Still, he

reckoned himself a mighty hero. On a warm spring day, as he walked with a maid by the sea, he boasted of the brave deeds he would someday perform. Neither of them paid much attention to the choppy sea, or to the sea-beasts which thrashed below. A single wave and a slippery patch of rock - and a striking serpent's maw? - was enough to pull them in. The strong currents coiled about the lovers, and they drowned.

Unferth awoke, finding himself in a gloomy hall. He had never imagined Valhalla to be so... lacking in mirth. When a hag-like troll loomed into view, he recognized Hel.

In fact, this place was neither. It was a sunken giant's hall, home to a degenerate giantess. She fed on those unfortunate mortals dragged thither by her serpents. But something strange occurred when she viewed this young man. A twisted passion, long-dormant, fluttered in her breast: *Love*.

An unnatural relationship began. Only when Unferth began to waste away did the she-troll guess that her sunless world beneath the waves was unsuitable for a mortal. So she placed a special ring on his tiny finger and sent him home.

But she did not set him free.

Over the years, she summoned her unwilling paramour by means of the magic ring and lavished him with gifts. With her aid he was able to survive the murder of Halfdane and the reign of Froda, and was one of the first to welcome Hrothgar and Halga to the kingdom.

Unferth became increasingly horrified by his situation. As he rid himself of the giant-gold, Hrothgar's treasury grew. Meanwhile, Unferth had sired an abomination, a half-giant that would later be known as Grendel. His progeny reached maturity in a mere ten years.

Then the full horror struck Unferth. He realized that the ring - which he could not remove - gave the giant-



ess power over his mind. In a fit of anger and despair, he cut off his finger and hid the ring in Hrothgar's treasury. By that time, workers had just completed Heorot.

Spurned by Unferth, the heart-broken troll-wife set her son loose upon the world above. Hrothgar and his hall were caught in the secret intrigues of Unferth and the giants.

Now, after twelve years of horror at Heorot, heroes finally arrive to aid King Hrothgar.



STARTING THE ADVENTURE

HEROIC WARRIORS may travel to Denmark (Zealand specifically) for a number of reasons.

Danish Heroes: A hero from any Danish land ultimately owes King Hrothgar allegiance, especially one with a Loyalty (Hrothgar) passion. He would do his utmost to aid his lord, especially if Grendel has killed the character's father, who served in Hrothgar's retinue.

Hrothgar's Reputation: Next to the Pendragon (but still some way below), King Hrothgar of Denmark has perhaps the best reputation in Europe for just rule, generous gifts, and great feasts. Characters may well wish to visit this great lord just to witness his wealth for themselves, especially if one or more are of Northman origin.

The Tale of Grendel: Tales have spread far and wide that for the past twelve years a monster called Grendel has terrorized Hrothgar's hall. Hrothgar has sent word to all neighboring realms that he will generously reward any warrior who can rid Heorot of this fiend. Provide players with the handout, **A Tale of Woe**.

Mis-voyage: Finally, a gamemaster can thrust this adventure upon the characters by having them blown off course during a sea voyage, only to arrive in Denmark. During that famous swimming match between Beowulf and Breca, a storm drove the two heroes apart. One came ashore in Thelamark, the other in Northern Thule! This sort of "accident" is in keeping with the spirit of Beowulf.

Perils of the North Sea

Refer to **The Perilous North Sea** chapter for guidelines on sailing to Denmark. Or assume that a sea voyage from Britain to Zealand (following the coastline, and

assuming a strong wind with few squalls) lasts roughly 30 days. Trips from nearby countries may take only 1-10 days. The gamemaster may devise incidental encounters to highlight the perils of such a voyage, so long as he does not severely weaken the characters prior to the real adventure.

As the voyage nears its end and the Dane-land grows as a green strip on the horizon, storm clouds gather. Thunder growls and the sky turns dark and ugly; barely brightened by the silver streaks which flash through the clouds. The sea takes on a slate-gray cast. Waves chop and foam like rabid beasts. Gusts of wind threaten to tear the sails or pull the sailors overboard.

Should someone peer into the dark waters, he may roll [Awareness. Success = he sees serpentine forms churning through the sea.]

Note any precautions the characters take, such as tying themselves down, as this will soon be important.

Over the howling of the wind, through the pelting rain, a sailor shouts a warning just before a huge wave crashes into the ship and overwhelms all senses. The helmsman of the ship must roll [Boating (the average seaman has a skill of 12). Fumble = the ship capsizes if a longship or curragh; passengers and cargo spill into the water. Larger ships, though tossed about, do not sink. All characters must make DEX rolls. Characters below decks are thrown against the bulwarks for 2d6 damage if they fail the DEX roll; those on deck fall heavily for 1d6 damage, and may be swept overboard. Failure = the ship stays afloat, but is swamped; those on deck - practically everyone, since few ships have true cabins or below-decks - must roll against DEX to resist being swept overboard by wave or wind.]

Man Overboard

Very likely, one or more of the characters will end up in the sea. The violent and chill waters make drowning a distinct possibility. Refer to the swimming rules on p. 173 of the **Pendragon** rulesbook. A character's land Movement Rate translates yard for yard when swimming, or at double this speed with a critical Swimming roll. The ship (unless capsized) floats within 1d6 yards, while the coast lies 30 yards away. Remember to penalize swimming rolls by a score equal to any armor worn.

Those in the water may roll [Awareness. Success = able to grasp some buoyant object such as a crate or, if the ship has capsized, a piece of wreckage, bestowing a +10 bonus to Swimming rolls.]

If the ship remains afloat, player characters still on board may attempt to aid a drowning comrade. Those with a Swimming skill of less than 5 will find that self-preservation easily overcomes such heroic tendencies; others may roll [Valorous. Success = relinquishing a firm hand-hold, he leans out over the ship's rail and extends a hand.] Polearms may prove useful for fishing someone out of the water; for this, the swimmer rolls DEX to grab the pole and the savior rolls STR to pull him in.



SERPENTS

SIZ 6	Move 8(swim)	Major Wound 1 2
DEX 15	Damage 2d6	Unconscious 5
STR 8	Heal Rate 2	Knockdown 6
CON 12	Hit points 18	Armor 5

Avoidance: n/a
Modifier to Valorous: 0
Glory to kill: 25
Attacks: bite @10

In any case, drowning constitutes but one danger. By churning up the cold North Sea, the storm has awakened creatures which share the appearance of both fish and wyrm. Dozens of these sea serpents lurk just below the surface. One tears into each swimmer every round.

When used under water, only stabbing weapons (i.e., spear, halberd, great spear, dagger) and grapples make effective attacks; other weapons do two dice less damage than usual. The player characters have little chance of defeating all the sea serpents, though a death among them will drive off the rest for 2d6 rounds. A better strategy would be to reach safety on board the ship, or by swimming to shore.

Secretly record drowning damage separate from physical wounds. In this adventure, suffocation heals at the rate of 1 point per hour. Any who fall Unconscious while in the water are swiftly borne away by the sea serpents with no chance of rescue by companions.

How to Proceed

By the end of this scene, the adventure can proceed along many paths. If the ship weathers out the storm with all characters still aboard, continue with the next section, **Land-ho and Lookout**.

Characters who have managed to swim ashore find themselves on the rocky coast of Zealand, lost and perhaps alone. Searching the shore for comrades entails rolling [Awareness. Success = he spots the ship moored off shore with its passengers disembarking; or, if the ship has sunk, he locates other survivors (assume half the non-player crew reach shore)]. Finding Heorot without a native guide requires a roll of [Hunting. Success = by following a trail, that character arrives at Heorot by nightfall; events proceed as outlined in **Hrothgar's Hall**, nearby. Failure = he wanders the area alone for hours (see **Exploring die Wilderness** on page 86). Fumble = he encounters some nasty beast - a boar or bear, or perhaps even Grendel - during his wanderings; again, refer to **Exploring the Wilderness**.]

Finally, if one or more characters have "drowned" and been dragged away by sea serpents, skip ahead to **Grendel's Lair**, on page 90, to learn their fate.

This may very well result in the player characters becoming separated, with each of them encountering different scenes simultaneously. An experienced game-master can increase drama by running these scenes as

cut-aways. Otherwise, you can proceed along these lines: a character who swims to land rejoins his companions once they have landed. "Drowned souls" (those rendered Unconscious) may either wash up on shore or fall out of the game until rescued by the active heroes; until then, the character's players can role-play companions or Northman warriors met in Heorot.

Land-ho and Lookout

The storm eventually dies down but a stiff wind continues to fill the air with salt-spray. The helmsman guides the ship into the calmer waters of a fjord and drops anchor just offshore (assuming a tradeship; a longship or curragh can beach). A plank drops and crewmembers unload the warriors' supplies.

Roll [Awareness. Success = you notice a primitive fort in the hills above, its stone ramparts blending with the cliffs.] From this fort and others like it, Hrothgar's thanes watch the coast for invading fleets. Soon, one coast-guard mounted on a chestnut rouncy picks his way down the slope to meet the strangers. He shakes his spear fiercely at arm's length and frames a challenge:

"Stay where you are, strangers. Hear what I have to say! In all the years I have lived as lookout here at land's end, so that no foreigner with a fleet-army might land in Denmark and do us harm,, shield-carriers have never come ashore more openly. You have no assurance of welcome here, nor word of leave from Hrothgar! Til have your names now and the names of your lords; or further you shall not go as undeclared spies in the Danish land."

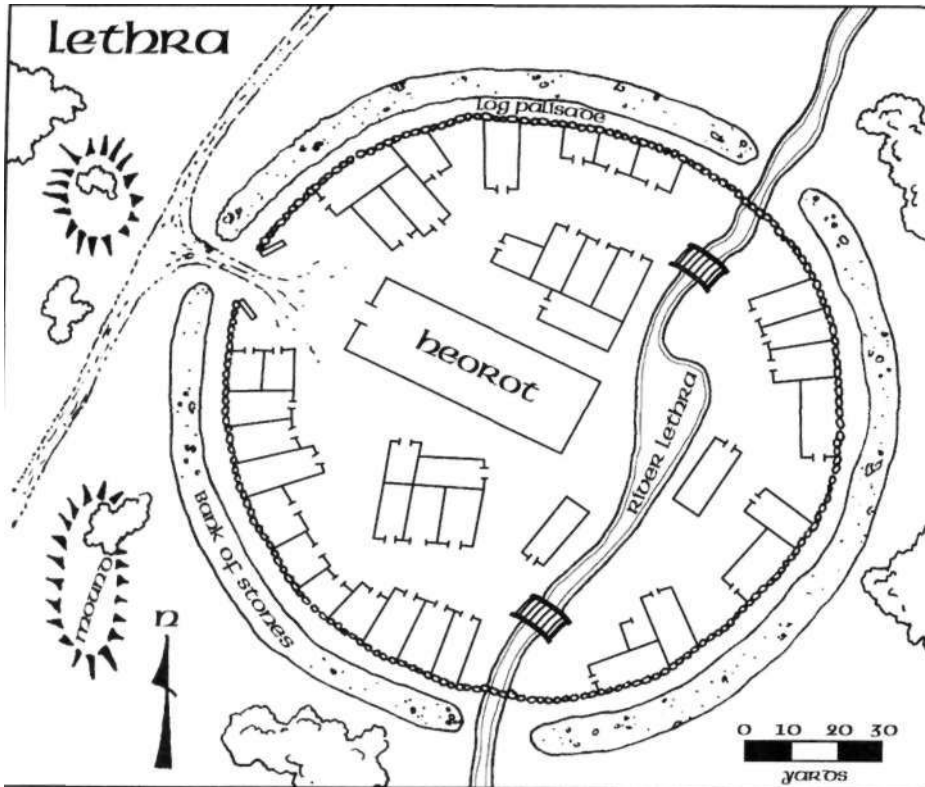
The watchman, Osric, asks where they have come from, and why have they come. If the heroes are open and honest about their intentions Osric offers to guide them to Heorot while his fellow watchmen guard their ship - both to keep it safe and ensure that Denmark's guests do not have free reign of the coast.

Should they act rude or haughty (e.g., a Logres knight comments on Zealand being primitive compared to Arthur's realm), Osric insists that he and six warriors (use Saxon Warrior stats) accompany them to King Hrothgar. In either case, after following a rutted path all day, the adventure arrive at Hrothgar's hall.



HROTHGAR'S HALL

^F~HE SEA-BREEZE loses much of its strength when it V> reaches Herthadalen Valley. In this comparatively mild climate, nearby fields of barley, wheat and rye prosper. A few stout cows pasture in a distant meadow.



Many wooded and grassy mounds overlook the approaches to Lethra, the royal seat of Denmark. North of the settlement proper lies this island's largest skibsætning, a boat-shaped grave.

A bank of stones fully 150 yards in diameter and 15' high surrounds Lethra. A wooden palisade provides additional protection from mortal foes. Apparently, neither has prevented Grendel from feasting on Danish flesh. Osric leads the characters past the sentinel at the gate and directs them to follow the stone-paved path. Bringing his horse about, he explains that he must resume his watch against sea-raiders. The settlement consists of about fifty buildings: living quarters, storage sheds, and workshops. All have stone foundations and turf roofs. In the background sounds the steady clang of a smith's hammer striking metal.

Of exceptional construction is the mead-hall at the heart of Lethra. Some of Europe's greatest craftsmen labored for an entire year to build Heorot: they claim that it is virtually indestructible. This great hall was constructed from the mightiest timber, reinforced with bronze bands, and topped by a gold-shingled roof. The iron-bound oak door is twice as tall as the tallest Northman. Its great hinges are smeared with whale blubber to keep them opening smoothly and silently. A pair of huge antlers hang above the main doors of the hall; they embody the name Heorot: *Hart*.

Two fierce-looking guards flank the door. A third man, his fine clothing indicating a position of some

importance, waits for the visitors to leave weapons and shields in the nearby racks before addressing them. If the player characters fail to take the chamberlain's silence as a hint, each may roll [Courtesy. Success = he remembers to disarm. Fumble = that character actually tries to enter the hall fully armed - the guards jump him; such a dangerous mistake requires some frantic roleplaying and/or an Orate roll to avert disaster].

Assuming they survive the introductions, the chamberlain offers: *"I am Wulfgar, Prince of Wylfings and herald to Hrothgar. It is not exile, I am thinking, but boldness of spirit that brings you to Heorot."* Once the heroes have explained themselves, Wulfgar leaves to announce them to his lord. He promptly returns and invites them in.

Heorot is even more impressive on the inside,

seeming, if possible, larger than the outside. About 15 yards wide and 50 yards long, the hall's high gables float above a sea of smoke; only the timber posts anchor it to earth. A rather small hole in the roof serves as an exit for the smoke which rises from a fire in the central hearth. Polished pine covers the rest of the floor, as well as the walls. Intricate gilded carvings depict scenes from Odinic religion and local legend. Even the tables and mead-benches are carved with serpentine forms.

[Awareness. Success = Heorot has a capacity for a hundred warriors but only a fraction are present, and these seem more subdued than other Northmen. Critical = despite harsh scrubbing, faint bloodstains can be seen on the walls and floor.]

At the far end of the hall, King Hrothgar sits in a gold-plated throne. Flanking Hrothgar are his jarls: the diplomat Unferth sits on a footstool in front; old Ashhere councils from Hrothgar's right; and Yrmenlaf the scop, his voice and lute not presently required, stands quietly at his left. From their resemblance, Ashhere and Yrmenlaf are clearly brothers. Six bodyguards imitate alert statues behind the throne (seemingly civilized, they are actually shield-biting berserks).

For a description of Hrothgar and his statistics, see **Lords of the North**, page 73.

Hrothgar interviews his guests, asking why they have come to Heorot. The spokesman should roll [Orate. Success = Hrothgar is convinced that Odin directed them here against Grendel's oppression; he cheers up



and hails them as heroes. Critical = he even breaks down for a moment, giving words to his sorrow:

"I grieve in my heart to tell any man of the humiliation and harrowing pain that Grendel has brought to Heorot. My warriors often boasted over mead-cups that they would await Grendel in this mead-hall, and end his life with iron edges. When morning brought the bright daylight, Heorot was a house of slaughter. More slender grew my retinue; Wyrd took them off..."

Failure or Fumble = Hrothgar appreciates their good intentions but privately doubts that they will vanquish Grendel.]

In any case, he bids them feast that night. If dusk is still some time away, the heroes may wish to seek out Grendel in the moors; refer to **Exploring the Wilderness**, below, for the details of such wanderings.

The Heroes' Feast

Though a curse may hang over Heorot, Hrothgar and his host still eat as well as any Northman. His servants bring out a multi-course meal which will last throughout the early evening.

Favorite Dish: roast venison, porridge and much mead.

Favorite Entertainment: Yrmenlaf, the royal scop (poet), recites **A Tale of Woe** (see the handout).

While Yrmenlaf recites the Tale of Woe, Hrothgar's lovely queen, Wealhtheow, moves about the hall with a mead cup. Dressed in a silver-embroidered gown, she seems to glitter as she moves; her silver hair, bright blue eyes, and warm smile flash in the hearth-light. She offers the mead cup first to Hrothgar, then to his warriors, and finally to the player-characters.

The heroes should not take insult at being served last (as a successful Courtesy roll will reveal): it indicates their importance and is a prompt for them to make a speech. The hall is quiet, awaiting a heroic boast from each character.

[Orate. Success = character gains 20 glory and must roll Proud to check for exaggeration. Critical = he gains 40 glory and automatically checks Proud].

If the boast goes well, the evening fills with the laughter of heroes, harp music, and warm-hearted words. Roll (or choose) three times on the **Feast Events Table** below. Make sure to read **Unferth's Aid**, below, and decide whether any of the events described there occur at this time.

When the feast ends, late in the evening, Hrothgar gives over command of Heorot to the heroes. He and his retainers retreat to outer buildings to pass the night. The events of the nights are given in the section **Silent Night**, overleaf.

Glory: A one-time reward of 50 for feasting with King Hrothgar in Heorot.

Feast Events Table

D20	Result
01-02	Another round of food brought out! Roll Temperate/Indulgent.
03-04	Pretty serving girl flirts with you. Roll Chaste/Lustful, success at Lustful gets a check, and <i>leave the feast</i> .
05-07	Boasting Contest offered. Roll Proud versus 1 d6 opponents, with Traits of 2d6+6 each. All successes gain Glory equal to the total Traits of opponents.
08	Someone praises you. Roll Modest/Proud.
09	Quarrel nearby. Roll Just.
10-11	Chance to Sing, Orate, or Play (instrument); player's choice.
12-14	A drunken retainer begins telling secrets. Roll Intrigue, success indicating that certain clues are let slip. For instance, the retainer might know of Unferth's brush with death over twenty years ago, but not about the underwater lair.
15-17	Tale-telling of faeries nearby. Roll Faerie Lore. Success might bring the talk around to Grendel and his impenetrable skin.
18	Sailing (or Hawking, or any other topic) argument nearby. Roll Opposed Boating (etc.) skill versus the opponent's skill of 3d6. Success = 10 Glory.
19-20	Drinking contest. Roll Indulgent, and [ICON minus 3d6] on 1 d20. If both are successful, get 10 Glory. All contestants <i>leave the feast</i> . This counts as an automatic drunken stupor for the Energetic roll made in Silent Night , later.

Unferth's Aid

As much as Unferth hates glory-seekers, he hates Grendel and his mother even more. He wants them dead. At various times during the adventure, Unferth may approach the heroes. You should moderate his help or hindrance based on the strength of the heroes.

During the feast, roll Unferth's Recognize against each hero, adding +1 per 1,000 glory. If he succeeds at least once, he remembers a particularly nasty rumor about that character. With a failure (or if the character's reputation is pure), Unferth makes up a story. He stands and shouts across the hall:

"Is this the (insert character's name) who (insert character's deed)!" Unferth goes on to humiliate him before everyone present.

The victim of this verbal attack may roll Honor, and should roll Forgiving/Vengeful. If he keeps calm, the characters can retain his honor in a few ways: he may Orate; engage in a personality conflict, matching his Honest or Valorous with Unferth's Suspicious; or challenge Unferth to wait for Grendel with him and his



comrades (an automatic win). He may also challenge Unferth to a trial by combat, to see which of them is telling the truth - wrestling only (using Brawling or Grapple) ending with the first injury or a pin.

If the victim becomes enraged (or chooses to strike back), he can attempt to strike his antagonist, but he only gets one try. An immediate success knocks Unferth sprawling, humbling him and eliciting cheers from the other warriors. Prolonged brawls in front of Wealhtheow are not allowed; Hrothgar's thanes break up any fights.

Whether humbled or not, Unferth ends the dispute by saying, *"Though in other conflicts elsewhere in the world you may have indeed prospered, I see little hope of a happier outcome if you propose to wait for Grendel all night, on his own ground."*

Glory: 20 for redeeming oneself after Unferth's challenge. Failure to redeem oneself costs 1 point of Honor.

RING OF THE WYRM

CRRAFTED BY GIANTS, this ring resembles a flattened, coiled serpent biting its own tail. Its eyes, set with tiny pearls, seem to glare at any who look into them. The ring fits any finger perfectly. Once placed on a finger, it clings tenaciously. It will only come off once Grendel's Dam is dead, or by chopping off the offending digit.

The ring bestows the ability to swim like a fish and hold one's breath for extended periods (even indefinitely). In game terms it provides a +15 bonus to Swimming rolls and to the swimmer's CON (only for the purpose of resisting drowning).

However, as with most powerful magic, the ring also bears a curse. Grendel's mother can control the wearer's mind. Her domination stretches over any distance, and she may invoke it at any time. When the monster wishes, she can summon the wearer, have him let down his guard, or even force him to fight his comrades; but she must concentrate on a round-by-round basis.

Only by exerting the strongest will can a wearer free himself of the ring's influence. Even then, he gains only temporary freedom. To resist, roll [Energetic. Critical = 1d6 rounds of free action. Success = one round of free action. Failure = still enslaved, but may try again next round. Fumble = the ring completely dominates the wearer - he may never again try to resist!]

These rules simulate mythological sorcery, where the victim can break free of the domination only through supreme willpower at a critical point (e.g., by killing the sorcerer). Of course, the longer the wearer resists the ring, the greater his danger of falling permanently under its control.

If the wearer successfully invokes a Passion, he automatically resists the ring as long as that inspiration lasts. Love (for instance) conquers all! Here too, frivolous attempts at inspiration present their own danger, perhaps leading to melancholy or madness.

The mind-control ends once the Hel-hag is dead, of course.

If the player characters' words or actions indicate that they have a chance against Grendel, Unferth may decide to help them.

Unferth knows that not even the most ancient blade can bite on Grendel's hide. In the twelve years of horror at Heorot, no warrior has yet made the monster bleed. A character may receive an obscure hint by rolling [Faerie Lore. Success = Simply because a Faerie does not bleed does not mean it cannot be hurt. Critical = Blunt attacks might injure it.]

Unferth believes (and is partially correct) that only sorcery or a giant-forged weapon can harm the creature. He is willing to offer the heroes his own sword, *Hrunting*, which he believes was made with the magical skill and resources of the giants, in the hopes that with its edge they will be able to defeat Grendel. [Sword or Industry. Success = It is a fine blade indeed, both sharp and strong. Critical = Although fine, blades of this quality are not beyond the abilities of mortal craftsmen; there is no reason to assume that it was giant-forged.]

Hrunting is indeed of mortal manufacture. Grendel's mother took it from a warrior victim many years ago, and gave it to Unferth as a gift. She would never have provided him with the means to her own destruction, despite the depth of her love.

As a last resort, Unferth may retrieve the *Ring of the Wurm* from Hrothgar's treasury. He gives this enchanted ring to the character who most insulted him, either during the feast or simply by being sickeningly heroic. The box nearby describes the ring's powers and the perils which attend its use.

Unferth

Unferth means *Un-peace*, and his name suits him well. Forever sarcastic, probing at every word, he often comes close to tainting the purity of Heorot's good cheer. For the most part, though, words are his only weapon; even when drunk, which is often, he rarely becomes violent. However, once he did kill a kinsman during a drunken brawl.

Unferth is handsome but ragged, his good looks drowned by years of too much drink. Dirty-blond hair and a mustache frame blood-shot eyes. Wrinkles and beer-stains mar fashionable clothing.

The horrors of his early years have clearly changed him. No longer a bold and boastful youth, Unferth is rarely sober and is always bitter towards heroes (reminders of the glory he should have earned). At the same time, he seeks the destruction of his mistress and abominable progeny. Caught between these two conflicting motives, Unferth both helps and hinders the player-characters.

Hrothgar's friendship with Edgelaf, Unferth's father, is one reason for his allowing the drunken warrior to remain at Heorot. Another is Unferth's forked-tongue and suspicion, which serve him well as an advisor and diplomat. When sober, he can be very persuasive. He has just negotiated peace with the Heathobards.



Unferth

Glory 940

SIZ 13	Move 2 (+2)	Major Wound 10
DEX 12	Damage 4d6	Unconscious 6
STR 10	Heal Rate 2	Knockdown 13
CON 10	Hit points 23	Armor 1 (clothing)
APP 15		Age 44

Attacks: Sword 20, dagger 14

Significant Traits: Valorous 8, Indulgent 16, Suspicious 15

Significant Passions: Hate (Crendel's Dam) 20, Hate (heroes) 15

Significant Skills: Courtesy 16, Faerie Lore 10, Intrigue 1 8, Read (runes) 5, Recognize 12

Other Equipment: Clothing worth 1 Libra

Shortly after midnight, Heorot's reinforced door crashes inward, tearing away from its hinges. A gust of cold air sweeps though the hall. Something huge and dark crosses the threshold. Those on watch are immediately aware of the danger, but sleepers must roll [Awareness. Success = a horrible nightmare wakes the character just then.] Of course, getting a cup of mead splashed in one's face or being shredded by Grendel's claws will wake even the most sound sleeper!

Grendel's tactics are all but subtle: he falls upon the man nearest the door, tearing him limb from limb. More interested in an easy meal than a fight, he grabs two or three men and retreats into the fen. Characters carried off by Grendel will be eaten once he has a chance to stop and feed; only immediate pursuit will allow the character to be rescued.

Grendel flees in terror the first time he sustains even a light wound (he has never felt pain before). Pursuit is covered in Exploring the Wilderness. If the heroes slay Grendel here, they "complete the adventure" with The False Ending found towards the end of this adventure.

After the fight, have each player roll [Awareness: Critical only = Grendel never approaches Hrothgar's throne]. In fact the throne has Odin's blessing such that the enemies of his people (giants foremost among them) fear to get within two yards of it (Fear 20). Actually touching the throne causes fire damage to them. Grendel cannot harm anyone who sits in the throne, but doing so gains a Cowardly check.

Glory: 10 for fighting Grendel, even if not slain.

Grendel

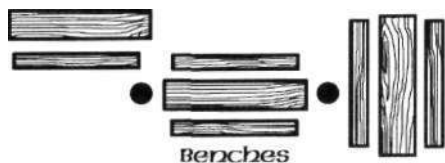
Grendel is a stupid brute with cannibalistic tendencies. Born a little over a decade ago, he has no memory of the giants' original glory and thus lacks the passions which make his mother almost sympathetic.



SILENT NIGHT

C I R E N D K L ASSAULTS HEOROT once every 1d6 nights, £J until somebody stops him.

While waiting for Grendel to arrive, each character must check to see if he stays awake. First, determine how much mead was drunk; roll [Indulgent. Success = moderate consumption; a -5 modifier to the Energetic roll below. Critical = drunken stupor; -10 modifier.] Roll again [Energetic. Failure = roll Lazy with the opposite modifier (i.e. +0, +5, +10), with success or critical indicating slumber. Fumble = falls asleep.]



beaRtb



thRorael



beoRot

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peet



He resembles a giant, water-logged corpse with fiery eyes, steel-taloned claws, and toothy maw.

SIZ 35	Move 4	Major Wound 25
DEX 8	Damage 11d6	Unconscious 15
STR 30	Heal Rate 6	Knockdown 35
CON 25	Hit points 60	Armor *
APP 3		

Modifier to Valorous: -5

Glory to kill: 200

Attacks: Grapple @20, Brawl @20 (9d6 damage)

- Only blunt attacks can harm Grendel: grapples and hammers do normal damage; flails, maces, morning stars, and warflails do only 2d6 damage.

Prospects for Success

As mentioned above, only Grapples and blunt attacks can injure Grendel. But since none of the characters is Beowulf, and players are often unexpectedly cunning, you may have to moderate some creative attacks. Here are some of methods to consider:

- If none of the characters have blunt weapons, one may think borrow the local smith's hammer with a Folk Lore success. Lacking the appropriate skill, inspiration from a Passion provides a skill of 10.
- They may use Hrothgar's throne as a weapon. First, they must lure Grendel within 1d6+2 yards of the throne, then attempt to force him towards it, using Grapple or STR at a reflexive -5/+5 penalty (due to fighting and moving). They can force Grendel half the distance of the slowest character's normal Movement Rate per round. Once Grendel is forced into the throne, normal opposed rolls come back into play. Grendel takes a cumulative 1d6 damage per round. However, he may make a Passion roll (Fear 20), applying any inspiration to his STR as he struggles to escape the throne and Heorot.
- The **Allegorical Beasts** section, below, provides a hint to Grendel's weakness. Players may take that hint literally and throw rocks at him. Such attacks are ineffective, although make-shift slings will do 1d6 damage (but cost the slinger 1 Honor).



EXPLORING THE WILDERNESS

f HK CHARACTERS MAY VENTURE into the wild lands ^—'surrounding Lethra. This section deals with what they find. If they have no competent woodsman among them, Hrothgar sends his jarl Ashhere to serve as guide (use the Saxon Chieftain stats, but add Hunting 10).

Land-holders cling close to Lethra for protection during these dark and dangerous times. Beyond the rich agricultural fields lies wasteland. Gusts of wind whip water from the dark pools, swirling mist across the moor. A few gnarled trees claw their way though heaths like skeletal fingers.

[Awareness. Success = Although strange noises often echo from afar, the characters see no animals.]

If Ashhere accompanies the heroes, the grizzled warrior strikes up a conversation while they explore. He particularly respects anyone who talks intelligently of strategy and tactics (i.e., can win or tie an opposed Battle roll). In any case, he shows extreme friendliness: player characters should be hard-pressed to dislike him. Any beginnings of friendship between Ashhere and the heroes in this scene adds to the significance of his death in **The False Ending**, later.

Hunting Grendel

If Grendel has fled Heorot with the characters in pursuit, the gamemaster may use the Hunting sequence from the *Pendragon* rulesbook, p. 306, with the following modifications:

Step 2. Search

If the Hunting roll is successful, do not roll on the **Typical Prey Table**; the characters are hunting Grendel (Evasion 10).

Step 3. Chase!

The fen has a -3 modifier. If Grendel is wounded (e.g., his arm has been ripped off), assume a +7 modifier. Apply these modifiers to the character's Hunting roll.

If the characters are simply tracking Grendel (during the day, for instance), they roll Hunting with the same modifiers as above. A success allows them to follow his spoor to the **Drowned Waste-land**, below. With a failure, they lose the trail today, but may try again tomorrow. Should they fumble this Hunting roll, the gamemaster should roll on the following Misfortune Table to see what happens. Unless lost, the character return to Heorot by nightfall.

Misfortune Table

D6	Result
1	Startle a bear, boar, or pack of wolves (gamemaster's choice).
2-3	Sink hole. Attempt DEX or Horsemanship to stay on firm ground. Otherwise, take no falling damage but roll Swimming to escape the bog.
4-6	Lost. Roll Hunting each day to find way back to Heorot. For each failure, roll again on this table.



Allegorical Beasts

The characters come to a stagnant pool, which is long but only about 10 yards wide. Near the opposite bank a golden hart struggles flank-deep in the water, trying to free itself from a muddy trap. A black wolf slinks towards it, salivating. Neither creature pays any attention to them.

These are allegorical beasts. The hart represents Heorot, the wolf Grendel. If a player recognizes the allegory (and mentions it), the character gains a Pious check. If no-one mentions anything, ask for their impressions. If they still miss the point, their characters receive an insight with a Folk Lore success. They suspect the hart and wolf are faerie creatures, and their appearance is allegorical.

The important question is how to prevent the wolf from feasting on the helpless deer. Circling the pool would take too long. Wading through would necessitate a roll, each turn, of [STR. Critical = move at Rapid Melee Movement. Success = move at Normal Melee Movement. Failure = stuck for this round only. Fumble = fallen over; apply drowning rules **until** aided by comrades.] They need to reach the other side in 3 rounds.

They may also use missile weapons to drive off the wolf. Conveniently, a number of good-sized stones lie scattered near their feet. Stones require a DEX roll to hit and do two dice less damage. If injured, the wolf snarls [Awareness; success = its eyes glow red] and runs away. The hart then pulls itself from the mud, fixes them for a moment with its large brown eyes, and bounds away.

Should they do nothing, the wolf mauls the hart, lets loose an unearthly howl, and leaves without feasting.

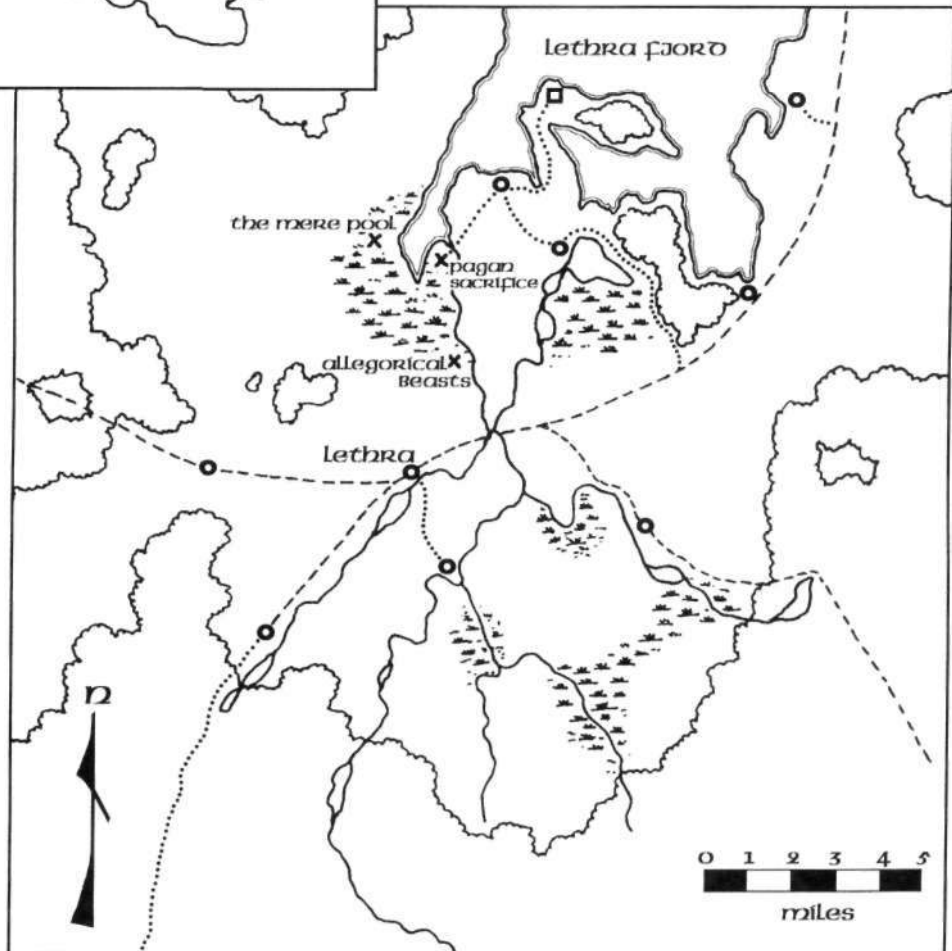
A player character who both recognized the allegory and took an active role in driving off the wolf (and thus

symbolically Grendel) gains a Directed Trait: Valorous (versus Grendel) +5. A character who recognized the allegory but allowed the hart to die gains the Directed Trait: Cowardly (versus Grendel) +5. Those who did not recognize the allegory themselves (as opposed to someone explaining it), or who sat back while their comrades drove off the wolf, gain or lose nothing.

Any Directed Traits gained here modify the characters' Valorous/Cowardly rolls when facing Grendel during the remainder of the adventure.

The Sacrifice

Cynewulf was a berserk in Hrothgar's retinue until the day Grendel first visited Heorot. He





watched as a close companion vanished into the creature's mouth. Never very stable in the first place, he went mad and fled to his family's farmstead. But the horror seemed to follow. For the past twelve years, the people of Cynewulf's farm have used sacrifice to appease the angry spirit of the night. Each year the life of an innocent youth ensures their safety. They fail to realize that remaining indoors at night and not wandering alone on the moor has kept them alive thus far.

In a remote bogland, the characters stumble upon a dozen karls gathered around a strange spectacle. Two men hold a slave girl down while a third stakes her arms and legs to the peat with forked branches. Women weep nearby but do nothing to stop this sacrifice.

If Ashhere is present, he may Recognize the situation and relate the tale of Cynewulf.

Anyone who tries to stop the sacrifice immediately may check Merciful. Other characters may wish to make an opposed resolution roll (matching Merciful versus Arbitrary) to represent their conflicting emotions. The karls have little respect for the warrior class, since their lord has not been able to protect them. Strangely armed foreigners with unfamiliar accents impress them less.

When reasoning with the peasants, players should first role-play the encounter. If their speech makes sense from a peasant's perspective, they gain a +5 bonus to a roll of Folk Lore. Should they succeed, Cynewulf agrees to stop the tradition (but it resumes in 2d6 days if Grendel and his Dam still haunt the moors). He can also direct them to the mere-pool (see **Drowned Waste-land**). On a failure, the karls ignore them, finish securing the sacrifice, and leave. Four men (including Cynewulf) hide nearby to ensure that nobody frees the maiden, but nightfall causes them to hurry home. A fumbled Folk Lore indicates that the peasants take umbrage from such interference.

If the heroes become insulting, or attack the karls, Cynewulf fanatically attacks them with an axe. Inspired by his bravery, three of his kin join to fight. Each time

the berserk or a peasant is wounded, roll [Valorous. Failure = he flees in panic.]. In his maddened state, Cynewulf likely fights to the death.

Cynewulf, Failed Berserk

SIZ 17	Move 3 (+2)	Major Wound 18
DEX 13	Damage 6d6+1d6*	Unconscious 9
STR 17	Heal Rate 4	Knockdown 17
CON 18	Hit points 35	Armor 1 (clothes)
APP 6		Age 30

Attacks: Axe 20 (+1 d6 damage versus shield), Dagger 10

Significant Traits: Valorous 22, all Odinic virtues at 16

Significant Passions: Love (Odin) 16, Honor 6

Significant Skills: Awareness 5, Boating 3, Swimming 4

"Odinic Religious Bonus. Also regularly uses Berserk combat option."

Northman Farmer

SIZ 15	Move 2 (+2)	Major Wound 13
DEX 9	Damage 5d6	Unconscious 8
STR 12	Heal Rate 3	Knockdown 15
CON 13	Hit points 27	Armor 2 (heavy clothes)
APP 8		

Attacks: Dagger 8 (subtract 1 d6 damage), Brawl 6

Significant Traits: Valorous 5

Significant Passions: Fear (Grendel) 14

Significant Skills: First Aid 10, Faerie Lore 5, Folk Lore 12, Hunting 3, Industry (Farming) 10, Stewardship 8, Swimming 5

After dealing with the peasants, a character may free the maiden. She stands, brushing hair away from her face, and looks at her savior. Their eyes lock. The girl, Saral, immediately generates an Amor for that character. As she is quite attractive for a thrall (APP 15), this character may wish to generate his own Amor (Saral) of





3d6+6. This may be problematic, however. Though Saral is of appropriate age (16 years old), her father is a Cimbrian thrall. If unconcerned about her lowly station, a character could buy her freedom with 120 denarii. Even if the character does not return her feelings, Saral follows him in a very unladylike manner.

Glory: 5 per villager defeated, 35 for besting Cynewulf, a further 10 for saving Saral.

Drowned Waste-land

Where gray cliffs curve down to the sea, a drowned waste land (a salt-marsh) stretches along the coast. Mounds of dirt and dying reeds poke above the misty water in all but one place. Here, a pool lies clear for fully ten yards, hinting at deeper waters below. This marsh is home to sea serpents. During the day, they sleep on the muddy banks and crawl sluggishly over the

rock ledges beneath the characters. At night, they feed in the open waters of the North Sea.

If the characters have been tracking Grendel or his mother, the spoor ends here. But clearly the mere-pool is their goal. (If the players don't realize this, allow one final Awareness or Hunting roll for their characters to notice it.)

Getting to the mere-pool is difficult but not impossible. The first obstacle is the cliffs which hedge the marsh's landward side. A salty crust has formed over the rocks, making footholds uncertain. Horses cannot traverse this area; even humans must tread carefully [DEX. Failure = the climber's foot grinds a layer of salt off a rock, sending him tumbling for 1d6 damage. Fumble = he takes a particularly bad spill for 2d6 damage.]

While climbing down the rocks, characters may disturb the serpents (statistics on page 81). They are less of a hazard than usual, being most vulnerable on land





(Move reduced to 1, Bite attack to 5). They slip into deeper waters once they notice intruders (assume an Awareness of 5). Still, unless the characters remain on relatively "dry land," they may become prey.

The marsh is even more haunting up close. Bleached bones of men and beasts lie scattered over the mud banks. Slogging through murky water, a character may suddenly step on *something* which is too firm for mud, yet more yielding than rock...

Depending on where a foot falls, travel through this marsh could result in only wet boots; or it might mean wading hip-deep in chilly waters.

The Mere-pool

The mere-pool is still, but for a stream of bubbles breaking the surface. Peering through the blood- and slime-darkened water, the characters observe sea serpents swimming about, and perhaps something more [Awareness. Success = the character sees (or imagines he sees) lights dancing in the depths. Critical = a long-house is seen in the depths, and the dance of hearth-flames can be seen within its sunken walls!]

The heroes are most likely to be exploring the swamp during day. They are unlikely to have a chance meeting with Grendel or his mother, since both hate daylight. But if they watch the mere-pool at sunset, they might see Grendel (or more rarely the giantess) leave on a nocturnal rampage. Otherwise, the heroes must enter the mere-pool to defeat the giants.

Once they enter the mere, they may face a number of dangers all at once: sea serpents, perhaps two giants, and the airless depths of the pool itself. Each character is advised to invoke a Passion (the most obvious being Honor, Loyalty (Hrothgar), or perhaps some form of Hate) if he hopes to survive.

The swimmer must descend to a depth of 30 yards. Refer to p. 173 of the *Pendragon* rulesbook for swimming rules, but note the following exception: increase a character's Swimming skill by one per point of armor worn in this case, as he wants to sink. Any ingenious plan to weigh down a warrior (e.g., with rocks, hopefully with some method for quick release) should allow a +5 or +10 bonus. Each round a character fails his Swimming roll, he makes little headway either down or up; he does not bob to the surface to take a fresh lung-full of air! Each round of holding one's breath requires a roll [CON+10, with a -1 modifier for each round after the first. Failure = take 1d6 damage each round thereafter.]

The bubbles rising from the depths are extremely buoyant, forcing anyone who enters the stream (even those encumbered) towards the surface. Such characters rise at a rate of 5 yards per round.

Grendel and his mother are in their lair during the day and part of the night. If either giant is home, roll their Awareness to see if they notice intruders in their pool and swim to the attack, arriving after about 4 rounds. During the day, the sea serpents harry the

heroes, using the same tactics outlined on page 81. Stats for Grendel are found on page 85; the Troll-wife is described below.

Grendel's Lair

Sunken in the depths of the mere-pool lies a giant hall. But how did it get here? Christians explain how God cast down the giants as kindred of Cain and drowned them in the Flood. The battle-lusting Northmen have their own myth: once, when the giants fought against Odin and the other gods, the sea-lord Aegir struck back with the North Sea and its tides.

In any case, most giants disappeared from the earth to make room for Man. But some did survive, as this hall indicates.

While waters distort a swimmer's sight, he can easily see that the hall is almost as large as Heorot. Its walls are of cyclopean stone, its roof of timber. The huge door is barred from the inside; combined with water pressure, it is impossible to open. The most immediate entrance is the smoke-hole, from which floats a steady stream of bubbles.

[Awareness, -5 due to the dark waters. Success = a copper ring, inscribed with runes, surrounds the smoke-hole. Critical = runes cover the entire structure.]

[Read Runes. Success = display the handout **The Inscription**; the runes are those of preservation, and wards against water. Critical = these runes are not used by men; they are giant-runes.]

Inside the Hall

Entering through the smoke-hole, the characters find dank but breathable air. Climbing down a pillar to the floor necessitates a roll [DEX +5. Failure = the 30' fall causes 5d6 damage.]

The sickly-yellow fire crackles in the hearth, providing some light but no heat. Looking into the fire-pit, a character sees that the flames feed off human bones. If he actually touches the flames, he takes normal fire damage (cf. *Pendragon*, p. 185) but receives frostbite!

The furnishings - four beds, a table, two benches, and a chest - are twice normal size, leaving no doubt as to the hall's original inhabitants. Damp reeds and mud cover the cold, stone floor. Blood-stains and the jawbone of an ass pass for decoration.

Huge bronze axes, spears and shields hang from the shadowed walls, glinting dully in the half-light. They are too large for mortals to wield. However, one weapon catches the eye: a man-length "shortsword". Shaped like an inverted serpent, its spiral-patterned blade leads to clawed cross pieces and a head-like hilt which chomps on a jewel of amber. The edge is keen; sharper than any bronze. Golden runes bind the hilt and pommel, [Read (runes)] telling the tale of the giants' destruction. This giant-sword can actually harm Grendel and his mother (doing normal damage);



anyone skilled at Great Sword and possessing STR 18+ can wield it two-handed.

During the day, the Giantess and Grendel rest here. Grendel goes forth each night to terrorize Heorot. His mother is not quite so comfortable with the upper world; she leaves for only short periods of time to feed. If either creature is here when the heroes arrive, it fights like a beast to defend their liar.

The Troll-wife

Just as the giant-race disappears from Midgaard, so too does this giantess slowly lose her memory and mind. She long ago forgot her name. As the years passed, she degenerated further, in body as well as soul.

She was once an attractive and passionate being, although her present appearance belies that fact. Pale-green skin stretches over her cadaverous body like the hide-covered hull of an Irish curragh. Standing straight, she is twice as tall as a mortal woman, but a crooked spine bends her almost double. Wattles hang from her stretching neck and her eyes bulge. Webs join the fingers of her grasping, clawed hands. Dirty, ragged sack-cloth passes for a pinafore. This clothing and a wicked, bronze dagger are all that remain of a once-civilized life.

Recently, the sight of a mortal woke some long-forgotten memories of her family and love. And with love, other passions have emerged, the strongest of which is a hatred mankind.

SIZ 25	Move 4	Major Wound 25
DEX 8	Damage 8d6	Unconscious 13
STR 20	Heal Rate 5	Knockdown 25
CON 25	Hit points 50	Armor *
APP 3		

Modifier to Valorous: -5

Glory to kill: 200

Attacks: Knife @1 3 does 7d6 damage. Grapple @1 5 does 3d6 damage.

Significant Traits: Lustful 16, Vengeful 16

Significant Passions: Love (family; includes Unferth!) 13, Hate (Mankind) 10

Significant Skills: Awareness 8, Faerie Lore 12, Swimming 30 (can breath under water), natural ability to command serpents and those who wear the Ring of the Wyrn.

* Like her progeny, only blunt attacks hurt the Troll-wife: grapples and hammers do normal damage; flails, maces, morning stars, and warflails do but 1db damage.

Do Drowned Men Die?

Any character who "drowned" earlier in the **Perils of the North Sea** regains consciousness here (the sea serpents brought this food for their mistress). After choking up a puddle of sea-water, he slowly regains his strength (recovering 1 drowning wound per hour).

Night has come, although he has no way to know that. He has just enough time to explore the hall or attempt an escape before the denizens return. To live to

see another day, he had better hide (perhaps under a bed or in the chest). He must roll [DEX+10, to remain silent. Failure = discovery; fight or flee.]

The character should recover somewhat before attempting an escape because any second drowning will be permanent. Details follow.

Leaving the Giant Hall

During the day, sea serpents swim in the mere-pool or lounge on the banks. But at night, and during storms, [Awareness] they seem to disappear - they swim out to feed in the sea. This is the safest time to leave the giant-hall. The death of Grendel's mother will also cause the serpents to disperse, this time for good (it is her magic which draws them here).

Climbing a post to reach the smoke hole requires a DEX roll, this time at -5 (for shinnying up instead of down). Falling causes 5d6 damage. Instead, the character could force open the main door with a STR roll, overcoming a 15 (it is huge and heavy, and water presses from the other side).

When the door opens, water floods the hall, forever extinguishing the magical flames in the hearth. To remain standing during the deluge, a character rolls [DEX+STR/4. Failure = the water batters him about for 1d6 damage. Fumble = 2d6 damage.] Once water fills the hall, he must take a deep breath and swim for the surface (30 yards above). The last stream of bubbles from the enchanted hearth carry even encumbered characters towards the surface at 5 yards per round.

Once on the surface, the character can leave the wilderness. Refer back to **Exploring the Wilderness**. A peasant should be able to provide directions to Heorot for those who require them, or a character can attempt to find his own way with a Hunting roll.



THE FALSE ENDING

uSE THIS ENDING if the heroes have managed to slay Grendel but not the Giantess.
aSE THIS ENDING if the heroes have managed to slay Grendel but not the Giantess.

Our heroes are perhaps battered, but victorious. The next morning, Hrothgar and his thanes gather in Heorot to hear the good word and look upon Grendel's corpse (if there is one). If Grendel fled and was not captured, they trace his bloody footprints and conclude (whether true or not) that he died miserably in his fen-lair. The tale spreads rapidly, and by afternoon the chiefs of nearby families arrive to celebrate with their lord.

Meanwhile, Heorot becomes the hub of activity, as men and women, more lively than they have been in



years, prepare for the coming celebrations. They replace the great door's sundered hinges and repair the furnishings. Finally, they decorate the walls with gold-embroidered tapestries, long stored away since Heorot became a battlefield.

The hall fills to capacity with happy Northmen. Hrothgar speaks:

"Until yesterday, I doubted whether our afflictions would find a remedy in my lifetime. But these warriors have defended the Scylding stronghold against our demonic enemy.

"We have honored from, our hoard less heroic men, far weaker in war. But you have ensured by the deeds of your hands an undying honor for your names forever. May War-master Odin always yield the success that you yesternight enjoyed!"

He presents each of them with fine arms (i.e., Norman chain and helmet, shield, broadsword, dagger, and spear), a gray charger with fancy tack and harness, a silver goblet, and a hunting horn crafted from walrus ivory. To the leader of the war-party (indicated by the highest glory) he gives his personal saddle, fretted with gold and studded with stones.

He also pays 15 Librum in gold to the family of any warrior who died defending Heorot.

At last, an elaborate feast (six full courses) begins. If you have access to *Knights Adventurous* and wish to include special events, roll 4 times on the **Feast Events Table (p. 114)**.

Favorite Dish: Occitan wine, Wealhtheow's own beer, and mead.

Favorite Entertainment: Heroes recounting the battle; Yrmenlaf comparing their deed (favorably) to the time Beowulf battled five giants bare-handed.

When the celebrations die down late in the night, Hrothgar bids the heroes retire to his best quarters. The thanes and visiting chiefs (and any non-player companions) sleep in Heorot. They clear away the benches and cover the floor with bed and bolsters. Sleep falls upon the Danes.

Glory: 200 for defeating Grendel.

Only a Mother Could Love

The mother of Grendel mourns the death of her son. This monstrous giantess comes forth from the fens to avenge her loss. Sneaking into Lethra and bursting into Heorot, she falls upon the sleeping warriors, committing much foul murder before they wake to defend themselves.

If, for some reason, the heroes have slept in Heorot, they use the guidelines given earlier in **Silent Night**. Otherwise, allow them to roll [Awareness -5. Success = the din of fighting wakes them; they have time to grab one weapon (but no armor) if they want to reach the battle, and catch Grendel's Dam red-handed.] From one to six rounds of melee follow before she flees with a

mortal meal. Rules for pursuing her can be derived from those given in **Exploring the Wilderness**.

Glory: 10 for fighting the Troll, even if she escapes.

Hrothgar summons the heroes at first light. He laments this new disaster: *"Woe has returned to the Danish people with the death of Ashhere, my closest counselor. A bloodthirsty monster has murdered him in Heorot. Grendel is followed by another more powerful ravager."* He pauses. Unless the characters volunteer, they each check Cowardly as he continues: *"Our sole remedy is to turn again to you. I shall reward the deed as I did before, with wealthy gifts."*

Considering Hrothgar's previous generosity, refusal would be terribly rude (and worth the loss of 3 Honor). And since Yrmenlaf, a poet rather than a warrior, plans to avenge his brother's death, the characters may have his inevitable death on their conscience as well.

If the heroes wait at Heorot for the creature's return, she attacks each night until destroyed.

Glory: 200 for defeating the Troll-wife.



CONCLUSION

THIS IS THE FINAL CONCLUSION, occurring once both Grendel and his mother are dead. If this was accomplished in one shot, refer back to "The False Ending" for further details. Back at Heorot, Hrothgar orders another feast (what else!), where he honors the heroes:

"Odin smiles upon us this day. Not once but twice. First he sends these heroes to my hall, and they cleanse Heorot of its horror. For this, I owe them as much thanks as I offer the Rune-bringer.

"Second, as Unferth may attest, our long and bloody feud with the Heathobards nears an end. To heal these deep wounds, I have recently proposed a bond-in-blood between our peoples; the marriage of my daughter Freawaru to Prince Ingeld, and they have accepted!"

The Danes cheer and begin to talk excitedly among themselves. Hrothgar continues:

"No gift of thanks can properly express my gratitude for the deeds you have done. Instead, you must name your reward. Anything within my power - anything at all - will I grant without hesitation."

Each character may roll [Hospitality. Success = Hrothgar wants to demonstrate his generosity; asking a pitance will only offend him]

In addition to the rewards given, earlier, in **The False Ending**, the heroes may ask for any other reward.



If asked, the king would even give his crown, though the offended Danes would fight to return it to their king! The practical upper limit should be about 10 Librum each. Here are some ideas:

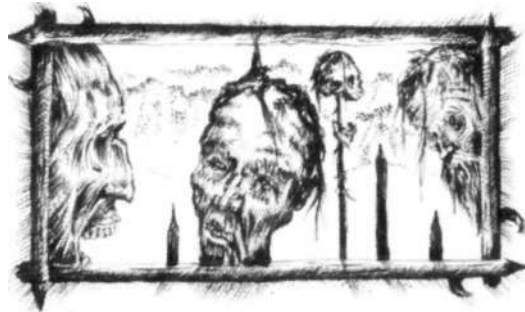
- A chest of Roman silver
- Half-a-dozen piebald rouncies
- A golden battle-standard
- Five suits of quality clothing
- A tapestry, depicting the cleansing of Heorot
- Lordship of a village, in return for its revenue
- A standard great-hall
- A large longship
- The Ring of the Wyrn

If a character does break the bounds of hospitality (by asking too great or too little a reward), he should check Selfish, and lose 1 Hospitality and 2 Honor. One of Hrothgar's thanes avenges his lord's embarrassment by challenging the character to a death-duel (use Saxon Chieftain stats). Even if the character wins, the Danes run him out of Zealand.

Barring such a breach of hospitality, Hrothgar also awards the greatest honor he can imagine. He formally adopts the heroes as kinsmen. Note his high Loyalty (vassal) 22, while they gain a Loyalty (Hrothgar) of 3d6.

Finally, have each player check Hospitality for his great service. For avenging his brother's murder, Yrmenlaf immortalizes the characters' adventure in an epic poem.

Glory: 100 for successfully completing **The Adventure of Hrothgar's Hall.**





THE ADVENTURE OF THE BARROW-DRAGON

A climactic quest across the face of Thule

THIS SCENARIO ADAPTS the last third of Beowulf - the tale of the dragon - to role-playing requirements. It also draws upon many other Germanic legends to flesh out encounters.

Useful skills include Hunting and Read (runes). For the best chance of ultimate success, player should assemble a fellowship of four to seven characters with strong combat ability. It should be noted that in the original tale, Beowulf died while fighting the dragon. The adventure's conclusion has been designed to provide them with just such a glorious death, though it should not be a slaughter-fest. The lucky and smart may survive to remember the fateful day when Wyrd swept their companions away....

As it stands, the adventure occurs sometime after 527, when Beowulf rules the Geats. You may set it earlier if you wish by merely changing the king's name (refer to **The History of Thule**). Since Hathkin died during the Battle of Raven's Wood (518), his head will not be with the Eruli bandits before then; still alive, he relates the information about Weland's smithy first-hand. Even earlier (484-513), Hrethel himself can be the source.

Read though the adventure carefully, as players may follow a number of possible paths to the conclusion.

The Handouts

A number of handouts accompany this adventures. The first few are rumors and tales which, if considered during the adventure, hint at additional options. To make them less obvious, present them earlier in your campaign, perhaps as tales told during winter months or feasts.

- **Weland the Smith:** The heroes can hear this story from a scop, during an adventure of your own design or simply as part of any Winter Phase.

- **Beowulf and the Giants:** This tale is also widely-told. Beowulf begins his giant-slaying exploits upon reaching manhood (511); the tale begins to circulate soon after. Yrmenlaf the scop relates a version of this tale during the False Ending of **The Adventure of Hrothgar's Hall**.
- **Hathkin's Fall:** The Geat king Hathkin dies during the Battle of Raven's Wood in 518. News of this momentous event spreads rapidly. By winter of 518, everyone in Gautland and Svitjod knows the tale; by 519, the rest of Thule has heard the news.
- **Eruli Bandits:** This rumor is localized to Gautland. The player characters learn it when they arrive there to stay with Saeferth for the winter (see **Starting the Adventure**, below). If possible, provide the handout during the play-session immediately before the one in which you plan to run this adventure.

Other handouts apply to the adventure itself. Within the text, you will find guidelines for when and how to use them.

Background

The Age of Giants had ended and mankind began to trod on newly-made Midgaard. With the slaying of great Ymir and his kin, a few surviving giants sought shelter in the wastelands of Thule. The frost-giant Mimir, and his sons Finn and Ginnar, were three such exiles. They had escaped with their lives, their treasure and a vast trove of giant-lore. They hid in the northern mountains until the gods lost interest in the feud. Odin was seeking runes to aid mankind, and the other gods were plundering the halls of the defeated giants.

In time, Mimir took a promising half-caste as an apprentice. This man, Weland, soon outstripped his



master in smithing and rune-craft. For his masterpiece, Mimir asked the young Weland to forge a sword - not a weapon large enough for giants to wield, but sized for puny human hands.

"Why did you ask me to forge such a tiny sword?" Weland asked his master, as steam gushed from the quenching trough. *"As an amulet, gold or silver would have been more appropriate."*

"Wise Mimir has his reasons. Do you forget that I merely dabble in smithing while my true skills lie in knowledge and foresight? I predict the day when I will be slain; this sword will prove the means of avenging my own death. You will name it Mimming."

That day soon came to pass. Mimir's first-born, Ginnar, was hateful, greedy and jealous. He conspired with Odin for the downfall of his father. In exchange for revealing the hidden cave, Ginnar would keep the gold-ward; Odin would imprison Mimir for his vast knowledge. When Odin and Ginnar confronted Mimir in the cavernous smithy, the frost-giant only laughed. Ginnar became enraged and, grabbing the first available weapon, Mimming, struck off his father's head. Mimir's second son, Finn, was no better than his brother; but cowardice eclipsed his other faults. During the confrontation, he hid behind a charcoal bin. Now fearing for his life, he fled. Ginnar would have cut him down as well, but Odin shattered Mimming with his spear, saying, *"Nay, Ginnar! A coward's death is an unworthy sacrifice to the All-father."*

Odin took Mimir's head, planning to return life to it with his power as Lord of the Slain.

Ginnar gathered up the gold-ward and went forth to find a new hiding spot. When he arrived in what is now West Gautland, he built a mighty barrow and entered it with the treasure. Over the years, a transformation occurred. Perhaps the gold was cursed, or Ginnar used giant-lore to shapechange into a suitable guardian; or most likely, this is a manifestation of the degeneracy which has struck all of giant-kind. Now a barrow-dragon, Ginnar continues to guard his ill-gotten gold.

As for Finn, greed and cowardice had struggled within him for years. He followed his brother southward, planning to somehow regain the treasure, but always too frightened to act. Then a mortal chieftain enslaved him, forcing him to use his knowledge of smithing and surgery to benefit mortal masters. Too cowardly to flee, he had nothing to gain from freedom in any event. Many years passed. Finn, too, suffered the fate of degeneracy. While he retained his mind, he gradually shrank to the size of a dwarf.

Still enslaved, Finn continues to lust after the giant-gold, but has recently found some worthy mortals to trick into aiding him....

Starting the Adventure

The adventure begins on Midwinter's day (December 21), at a local *Thing* held by a Geat chieftain named Saeferth. The players' characters should have strong ties to Saeferth: he dies during the dragon's attack and the heroes need a motive (i.e., a Passion) to avenge his death.

Some possible ties to Saeferth follow. If possible, each hero should have a different relationship.

- **Friend.** This is the easiest option, possible for characters from any background. Saeferth has visited much of Thule and made many friends; a player character is among them. If he gained "part share in a ship" during Character Creation, then perhaps he took part in one or more of Saeferth's voyages. For purposes of motive, the player should generate a Loyalty (Felag) of 3d6, +1d6 if Northman (take the full +6 if a Geat).
- **Guest.** This is another simple option. Northmen occasionally journey during winter, when level snow-cover and frozen waterways make travel swift and easy. Assuming a motive for travel and a route which passes through West Gautland (work this out to suit the campaign), the traveler finds lodging in Saeferth's hall for the night. Guests use Hospitality as a motive.
- **Kin.** A Geat character could be Saeferth's uncle, brother, or nephew, depending on the character's age. Characters from other tribes could be related to Fridla; though her background assumes that she is Geatish, nothing prevents you from changing that to match a character's nationality. Love (family) is the Passion at stake.
- **Lord.** This option works for Geats whose lord is a family chieftain. Unless otherwise determined, Saeferth is his lord. Loyalty (lord) is the appropriate Passion.
- **Landed.** This final option works for a Geat who has earned the title of Family Chieftain or been rewarded with land by the Geat king. You will have to modify the adventure so that this player character replaces Saeferth: Finn is his slave, he organizes the Thing, his hall burns when the dragon attacks. In this case, Honor would be the most appropriate Passion.

Whichever option you choose, give the players the handout entitled **Saeferth the Geat**. Answer any questions the players have about Saeferth.

At the start of the adventure, the player characters are wintering at Saeferth's hall. Scops and vassals live there, invited friends arrived in autumn, guests show up that day and family members live nearby. If you haven't already done so, work through the previous year's Winter Phase as usual. When Midwinter rolls



around, the locals assemble for a Thing and the adventure begins.

The Thing

The day dawns bright and clear. The sun glints off a foot of crisp snow which covers the ground. Already the community ripples with activity. Saeferth trudges about outside. With frosty breath he orders his thralls to clear snow from frozen Lake Gar for ice-skating and to prepare for other outdoor activities. His wife, Fridla, directs her servants in preparing the hall for guests. The smell of freshly baking bread fills the chilly air. Soon, kinsmen begin to arrive by foot or horse-drawn sledge, bearing food, drink and gifts.

Before noon, player characters may engage in informal events of their own devising. Most likely Saeferth introduces them to kinsmen and guests. Those present include Saeferth, his wife Fridla and the scop Beaduhild (described later in **The Oath of Beaduhild**, p. 103). By midday most karls from the five nearby farmsteads have arrived, and about two hundred Geats are present. The Thing begins.

Trial of Tribulation

The first order of business is a trial. As local lord, Saeferth must make judgment. He asks five family chieftains and the player characters to give counsel. The counselors arrange themselves on benches which have been set up in a circle outdoors. A crowd gathers around. Saeferth stands in the center beside the

accused - a dirty misshapen slave, his wrists and ankles bound by fetters.

By this time, the case in question is common knowledge, as various versions of the event have circulated since late autumn. The specifics are pretty straightforward:

- A local family chieftain named Wyrmhære was attacked and seriously wounded by bandits while hunting last autumn. Despite great efforts by the women in his household, no healing-craft could improve his condition. Even his hammer-amulet seemed of little use.
- As a last resort, Saeferth sent his thrall - this dwarf named Finn, with his vast knowledge of chirurgery - to Wyrmhære's stead. His administrations were ineffectual and Wyrmhære died that night.
- Wald, Wyrmhære's son and the family's new chieftain, claims that Finn killed his father; either by worsening the wound, or by purposely failing to apply the correct treatment. After all, the dwarf's reputation as a leech is legendary. Everyone knows that Finn hated Wyrmhære, since Wyrmhære had him flogged at the last Thing.

The facts already established, only formal judgment and punishment remain. The matter is not one of guilt or innocence, but of how harsh the punishment is to be. Wyrmhære's family must have compensation. Wald, one of the counselors, votes for Finn's death; three other chieftains agree. Saeferth is hesitant to lose his most

SAEFERTH

For a description, see the **Saeferth the Geat** handout.

Glory 3,383

SIZ 14	Move 2 (+1)	Major Wound 14
DEX 10	Damage 4d6	Unconscious 7
STR 12	Heal Rate 3	Knockdown 14
CON 14	Hit points 28	Armor 6 + shield
APP 13		Age 42

Attacks: Axe 17, Dagger 8, Bow 15, Grapple 15, Battle 5

Significant Traits: Energetic 14, Honest 16, Reckless 7, Valorous 12, Worldly 17

Significant Passions: Loyalty (lord) 18, Hospitality 15, Honor 15, Loyalty (Felag) 20, Love (family) 12

Significant Skills: Boating 17, Courtesy 9, Folklore 13, Gaming 11, Industry 6, Orate 10, Recognize 21, Religion (Odinism) 8, Stewardship 10, Swimming 16

Equipment: Outfit One, clothing worth 2 Librum

FRIDLA

Saeferth's wife is a tall, big-boned woman. A large bronze hair-clip draws back her brown locks, making her flinty-eyed stare even more disconcerting.

Love plays no part in her marriage with Saeferth. Rather, she is partner in a venture. She provides shrewd advice and keen knowledge concerning the running of household and homestead. As she is harsh and overbearing, one need not wonder at Saeferth's frequent travel.

The daughter of a local chieftain and the wife of an important jarl, Fridla makes it her business to keep up with court fashion and news. Her brother Handscio once adventured with Beowulf, and she loves hearing tales about the Geat hero.

Glory 1,952

SIZ 15	Move 2 (+2)	Major Wound 13
DEX 10	Damage 5d6	Unconscious 7
STR 14	Heal Rate 3	Knockdown 15
CON 13	Hit points 28	Armor 1 (clothes)
APP 11		Age 37

Attacks: Dagger 10, Spear 5

Significant Traits: Generous 13, Proud 16, Valorous 12, Vengeful 14, directed trait of Proud (Beowulf) +8

Significant Passions: Loyalty (lord) 15, Hospitality 15

Significant Skills: Chirurgery 10, Courtesy 9, First Aid 13, Intrigue 18, Stewardship 15

Equipment: Clothing worth 2 Librum



valuable thrall, so he suggests a flogging and his paying of Wyrmhre's wergild. The final chieftain expresses a similar sentiment. The heroes must now give counsel, siding with one of the above factions, or suggesting a new option. If a character votes for death he checks Cruel; if for flogging, Merciful. Any reasonable suggestions earns a Prudent check and, if it is adopted, 10 glory. Finally, all those who provide serious and well-considered counsel may also check Just.

Whatever the final vote, Saeferth and Wald accept the judgment of their peers. Any flogging happens immediately, at Wald's hand, before the crowd. After formally presenting a wergild of 50 pounds of silver to Wald, Saeferth unbinds Finn and locks him in a nearby granary. If Finn's death is required, Saeferth announces that he will bludgeon the dwarf during the evening rites to Thor. Until then, he locks the dwarf in the granary. No matter what his punishment, Finn should end up in the granary. If nothing else, Saeferth declares that Finn

will not bother his guests "like he did last year". This ends the day's business.

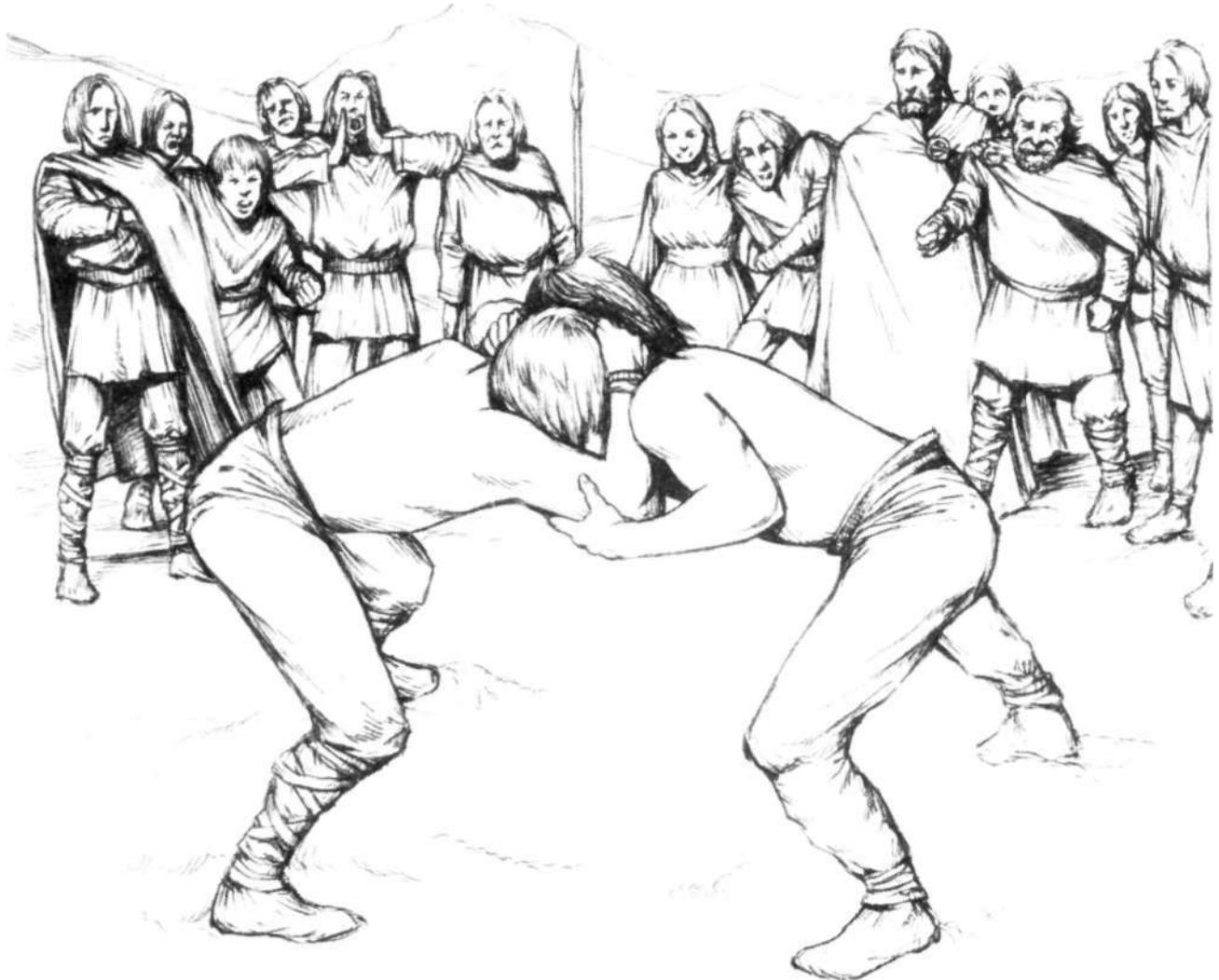
Glory: 10 for excellent counsel (see above).

Other Events

The Thing breaks into informal groups. The guests may take part in any number of activities until the evening rites to Thor. Two events (the archery and wrestling contests) are described in some detail; all player characters may take part. For other events, roll once for each character on the **Thing Event Table** overleaf, or describe the activities and let the players choose.

Competition Guidelines

Since Saeferth enjoys archery and wrestling, he has organized two such competitions for the Thing. For these events (and any other you might run) follow the following steps.



JAW>'9S

Wrestling at the Thing



Thing Event Table

D20	Result
1-2	Old friend of the same sex (attempt Recognize)
3-4	New friend of the opposite sex (chance for Flirting)
5	Old rival (roll Forgiving/Vengeful)
6-7	Skating on Lake Gar with horse-hoof "ice-feet" (roll DEX)
8	Rite of Thor (success at Religion (Odinism) gains 10 glory)
9-13	Horse race (roll Horsemanship to compete or guess the winner); to compete and win gains 10 glory
14-16	During a horse-fight, the steed's owners become a little too enthusiastic (attempt Just/Arbitrary to calm them)
17-19	Drink to keep warm (Temperate/Indulgent)
20	Cold outside (attempt Energetic/Lazy); lazy folk go indoors

Consider these to be Local events. Prizes consist of a decorative silver arrow (archery) and a bronze statuette of Thor (wrestling).

1. Number of Rounds

The size of the competition determines the number of rounds, the prize value offered to the winner and the glory gained (for winning/participating):

Type	Rounds	Prize	Glory
Local	6	1£	10/1
Tribal	8	2£	50/5
Kingdom	10	3£	100/10

2. Determine Opponent.

Roll 1d6 on this table to learn the skill level of the first round's competitor. Each subsequent round, roll again, adding 1 to the die roll result (i.e., 1d6+1 for the second round, 1d6+5 for the sixth round).

Random Opponent Table

Db	Result	Skill
1	Untrained	1d6
2	Trained	1d6+4
3-4	Skilled	1d6+9
5	Practiced	2d6+8
6	Expert	1d6+14

Calculate Skill

Roll the dice indicated on the table above and note the result. Perhaps attach a name to make things more interesting: "You face off against Eofor the Fat, a clumsy house-karl." In this adventure, the final opponent is predetermined: Saferth is a finalist in both the wrestling match and the archery competition.

4. Compete

The player character and his opponent make opposed rolls. The specific skills vary depending upon the nature of the competition. For instance, wrestling uses Grapple or STR/2; archery uses Bow or DEX/2.

5. Repeat

This procedure continues until the character is eliminated or wins all the rounds. In the latter instance, he becomes the champion and earns gold and glory for the act.

Glory: 10 for winning archery or wrestling competition; various awards for other events (see above).

The Runaway Slave

In late afternoon, Saferth begins the rites of Thor. The sky has clouded over and a stiff wind blows from the west. This is when someone notices that Finn the dwarf is missing. The granary door swings freely, and the iron fetters lie open among the sacks of barley. Small footprints in the snow lead west. Depending on how the trial went, either Saferth wants his valuable thrall back or Wald demands Finn's execution. A couple of men mount shaggy sled-ponies and pelt off across the snow. Others follow on foot. The heroes may or may not decide to chase after Finn. If they do not, Finn returns in the evening (see **Home Fires Burning**, below).

Hunting the Dwarf

Use the standard hunting outline (*Pendragon* rulebook, pp. 306-307). There are only 2 segments before nightfall. They may search after dark, until Finn arrives home in round 6. Modify the following steps:

Step 2: Finn the dwarf is being hunted. Evasion equals his DEX of 16.

Step 3: Applicable modifiers include +5 light snow, and perhaps +5 home country. Nightfall brings a cumulative -5 penalty each round, to a total of -20.

Step 4: Replace the usual Obstacle Table with the following one.

Modified Obstacle Table

D20	Result
1-2	Wrong trail! Roll 1 d6 for the animal at the end of the tracks: 1-2 = Red Deer, 3-4 = Wolf, 5 = Bear, 6 = Boar
3-5	Ice breaks: Swimming roll
6-8	Snow-covered ditch: Awareness roll
9-11	Multiple tracks: another Hunting roll
12-17	Dense stand of trees: must fail a SIZ roll
18-20	Steep ridge: Horsemanship or DEX roll



Step 5: Note the number of rounds it has taken to catch the dwarf. This becomes important to the plot.

Caught!

Exactly where and when the heroes catch up with the runaway dwarf depends on the segment. In any case, Finn surrenders if grappled, wounded, or knocked down by a withheld blow (*Pendragon* rulesbook, p. 163). Just as in any hunt, Finn might slip away at the last moment.

Segments 1-2

They catch up with Finn as he trudges through the snow. Once he has been caught, he begs and pleads for his freedom. He aims most of the groveling at anyone who showed mercy at the trial. As a last resort, he offers the characters gold beyond imagining, or the chance to earn more glory than the greatest hero: *"Follow, heroes. I shall lead the way!"* Only if pressured will he reveal the destination and the guardian (See **Segment 3**, below, for details on the barrow). If, for some reason they let Finn go, they earn a Reckless check.

The plot requires that Finn steal a flagon from the barrow, or otherwise disturb the dragon. If the player characters will not follow him, you have three choices:

- **Finn somehow escapes.** The heroes may resume the hunt from the segment they left off, it is best if they catch him during segments four to six. If they fail to recapture him at all, Finn returns to Saeferth's hall that night (see **Home Fires Burning**). The problem with this option is that it cheats players of success.
- **Nothing occurs tonight.** Hold off the **Home Fires Burning** events. When Finn returns home, he tells some reckless youths about the dragon. The next day, these young warriors sneak off to gain the glory for themselves. Their futile fight angers the dragon, and **Home Fires Burning** resumes that night.
- **Dilute the plot.** The adventure continues, though Saeferth lives. While the heroes quest for Weland's sword, the dragon continues to sleep. Obviously, strong motivation and urgency are lost.

Segment 3

When they catch up, the characters see Finn climbing a narrow path up the side of Earnaness (Eagle's Headland). Suddenly he disappears among some rocks. To climb the icy stone requires a roll of [DEX, +5 for easy out-crops. Failure = a fall for 1d6 damage.] The path ends at a ledge on which rests a mighty barrow (see **A Glorious Death**, later, for full details concerning the barrow and the dragon within). Just as the characters reach the barrow, Finn runs out, clutching a gold-plated flagon. Finn cautions them not to disturb the dragon lying within. He tells them just enough to prevent their

suicide, promising to reveal all the next morning (see **Finn's Tale**).

Should they enter the barrow, they see the dragon and must make the required Valorous and Prudent rolls. If the climactic fight occurs now, it will be neither climactic, nor much of a fight.

Segment 4-6

Finn seems lost, since he is heading back toward the stead. He puts up no fight, but begs for their mercy. [Awareness. Success = Finn is hiding something beneath his tattered cloak. Critical (or a search) = it is a gold-plated flagon!]

If asked about the flagon, he claims it is a peace-offering for his lord. A Deceitful character may claim it for his own. Interrogation reveals its origin. Finn offers to explain everything the next day.

Glory: 5 for capturing Finn; heroes may divide this, or give one character sole credit.

Home Fires Burning

As the heroes trudge back towards Saeferth's hall (hopefully with Finn in tow), flakes begin to fall from the darkening sky. Snow falls steadily by the time they reach home.

Saeferth's hall is packed with revelers: Saeferth, Fridla, his ten thanes and their families, the scop Beaduhild, and the households of five local family chieftains - about thirty-five people in all. Karls have returned to their farmsteads, thralls retired to their sheds. When the hunters and hunted return, Saeferth bids the former warm up by the hearth and the latter

FINN

Though originally a giant, Finn's small and twisted frame belies that fact. He has long, greasy hair and rough skin. His dirty woolen clothes are ripped and barely cover his body, yet he fails to notice the winter chill. Incidentally, he did kill Wyrmhære. His full story is told in the "Background" section.

SIZ 6	Move 2 (+2)	Major Wound 30
DEX 16	Damage 2d6	Unconscious 9
STR 8	Heal Rate 4	Knockdown 6
CON 30	Hit points 36	Armor 1 (clothing)
APP 5		Age 1000+

Attacks: Dagger 25 (-1 D6 damage)

Significant Traits: Deceitful 17, Selfish 22, Valorous 6, Vengeful 15

Significant Passions: Fear (Ginnar the dragon) 8, Hate (Saeferth) 14, Hospitality 3

Significant Skills: Chirurgery 16, Faerie Lore 21, Industry 18, Play (Harp) 14, Read (Runes) 15

Equipment: Nothing



explain himself. During Finn's groveling, the gold-plated flagon slips from beneath his cloak and drops to the floor with a clang. A collective gasp rises.

Saferth grabs it just ahead of the dwarfs scrabbling hands. "What is *THIS*?"

"A... gift, a token of peace and forgiveness. For a merciful Master, crafted by his humble thrall," Finn replies, rubbing sweaty hand against the front of his jerkin. With this lie, he sends the heroes a glance which is somehow both threatening and fearful. If they know the flagon's origin, the situation might require Honest/Deceitful rolls. Saferth reacts to news of the barrow and the dragon with interest but not concern. His current philosophy is, "No harm done".

A runic inscription wraps around the flagon. [Read (runes). Success = display **The Golden Flagon** hand-out, which translates: "*How easily jewels, gold in the earth, can overcome anyone, hide it who will - heed it who can!*"]

Saferth keeps the flagon near him all evening, admiring it occasionally. Servants bring out the day's final meal.

Favorite Dish: Smoked eel stew, fresh rye bread, and bjorr.

Favorite Entertainment: A riddle contest (see below).

Riddles

After the meal, a riddle contest breaks out. Each person stands and recites his best riddles. Answers are simply shouted. Allow the player characters to each recite a riddle if they wish (suitably timeless or archaic; many Anglo-Saxon riddles have survived to be translated). Players may guess at other players' riddles normally. For the guesses of non-player characters, simply roll Saferth's Gaming skill; if he fails, assume that everyone in the hall is stumped.

When the player characters have had their chance, a large man in traveling clothes rises at the rear of the hall, his grim features hidden beneath a hood. He asks a riddle:

"Wondrous is the warrior brought forth on the earth from two dumb creatures for the use of men. It obeys them well, serves them greatly, if maidens and men tend it with due measure, feed it well. Cruelly it requites him who lets it grow to be proud."

[Recognize. Success = He does not recall seeing the stranger during the meal or at the Thing. Critical = The man would be hard to miss, considering his single, intense, ice-blue eye.]

The stranger says nothing more, meeting questions with an icy stare. If the players cannot answer the riddle, allow Gaming rolls (and checks if successful). Once the correct answer is shouted (or when frustration sets in), a scratching at the door attracts everyone's attention. If someone opens the door, a gust of snow blows in, followed by a frosty-winged raven. The bird flaps about the hall, cawing three times, then flies back

out through the door (or though the smoke hole, if necessary). By then, the one-eyed stranger is gone.

Glory: 20 for a player correctly guessing the stranger's riddle, only 10 if his character does (a Gaming roll).

Answer: Fire!

The person who answered the door rolls [Awareness at -10. Success = Despite falling snow, he sees a red-orange flame in the sky. Critical = Unless he succeeds at a Valorous roll (af-10), he stands speechless, staring out into night as a great wyrm swoops towards the hall.]

If the heroes take action now, they can begin to evacuate the great hall before the dragon strikes. Otherwise, everyone is surprised when a deafening roar engulfs the hall and flame licks through the smoke hole and door frame. Soon fire sucks air from the hall and breaths smoke back in.

When the sixty-foot great-hall catches fire, each character is 1d20 yards from the exit. But since a person must be farther than four yards from the flames to avoid injury (as described in the *Pendragon* rulesbook, on p. 185), the total distance to safety equals 1d20+4 yards. Because of the panicky conditions, all must flee at Normal Melee Movement rate. If a player character takes charge of the situation, he may roll [Battle. Success = his organization allows everyone to flee at double speed. Failure = nobody listens, and no other rolls are allowed] Less noble characters can push through the crowds by rolling [DEX. Success = he may bump up his movement by one degree (Normal to double, double to triple). Failure = trip and fall; no movement this round. Fumble = trampled for 1d6 damage. In any case, check Cowardly and lose 1 Honor.] If a hero states he will be last out of the hall, he checks Honor. Flame causes a cumulative 1d6 damage per round. (Remember that once a person has escaped the hall, damage reverts to 1d6 points per round should he reenter the flames.)

Since this scene is very confusing, all of the above-mentioned factors are included in the following round-by-round description.

Round One: The wyrm swoops towards the hall. If noticed by someone near the door (see above), the evacuation can begin this round. Remember the Battle roll to rally the hall into efficient action.

Round Two: Passing over the roof, the dragon belches orange flame and molten spittle. Those near exit take 1d6 damage unless they dodge with a DEX roll. The wyrm circles for another pass. If surprised (failing the above Awareness roll), the revelers begin to flee this round.

Round Three: The hall catches fire. All still within take 1d6 damage from heat and smoke. If a person can hold his breath (a successful CON roll) halve the damage taken; make this roll each round hereafter. If both Awareness and Battle rolls succeeded, the last person leaves the hall this round.



Round Four: Fire and smoke cause 2d6 damage. If Awareness test failed but Battle succeeded, then the last person reaches safety this round.

Round Five: Fire and smoke cause 3d6 damage. Unless everyone has escaped, 1d3 people fall unconscious from fumes and require assistance. Rescuers must move at Normal rate (and gain 10 glory).

Round Six: 4d6 damage. If Battle roll failed, but Awareness succeeded, the last person escapes this round. Another 1d3 people might need rescuing.

Round Seven: 5d6 damage. If both Awareness and Battle roll failed, the last living person exits the burning hall this round. However, 1d3 revelers have died.

Running out into the snowy night, the survivors gather on the ice of Lake Gar. Thralls stumble out of their shacks, half-asleep or stunned by the flames. The dragon, a vague midnight coil on silent wings, circles overhead, drooling sparks. In the dancing glow of burning buildings, someone notices [Awareness] that Saferth himself is not present.

Just then a blackened Saferth stumbles from the hall, clutching the gold-plated flagon to his breast. "Coward...traitor," he croaks and looks to the sky as the wyrm swoops down for a second pass. The retainers are stunned. Player characters should take some type of heroic action (e.g., shoot at the dragon with a bow or javelin, at -10 due to the poor lighting; or run towards Saferth) or lose 1 Honor. But any action is too late. Saferth raises his arms, laughing in the face of death just as a burst of flame consumes him. (See Must Saferth Die?, in the sidebar, for another version.)

With a final terrible roar, the wyrm flies off into the night. Tracking attempts automatically fail (it has and Evasion of 30; the night and snowstorm penalize Hunting rolls by -20). As the flames slowly die, the night fades to black.

If a player-character has taken on the role of host, the Gamemaster should allow the character to avoid most of the damage. Perhaps Finn tried to murder him, but failed, or was only able to inflict a minor wound. The character should not know who dealt the blow (it is too confused). The host character will lose hospitality if he is not among the last to leave the burning hall; some minor fire damage is perfectly acceptable, even unavoidable. The Wyrm does not return for the second pass described above. The character should not be so wounded that he cannot take part in the adventure.

Glory: 10 per rescue.

Stoking the Pyre

Fridla commandeers a thrall-hut in which the survivors can spend the night; the thralls crowd into the other out-buildings. By next morning, snowfall has stopped. Saferth's hall is a charred skeleton, the ground around it a boundary of dirty ice. Chieftains take their leave to

return home, spreading the word of Saferth's death. By midday, news returns that some of the outlying farmsteads burned as well. Meanwhile, Fridla sets her thralls working on cleanup and repairs, and the preparation for Saferth's burial. The day passes rather uneventfully, giving everyone time to absorb the loss. But a few activities and events deserve special attention.

MUST SAEFERTH DIE?

THE PLOT WORKS BEST if Saferth dies. While this adventure will soon allow for a great deal of initiative, players or the gamemaster may sneer at any sort of pre-ordained events. Therefore, the following guidelines provide a slim chance for the heroes to save their friend, making any success memorable.

While the gamemaster should not suggest it, the characters would be well-advised to invoke an appropriate Passion. Stopping the dragon with missile weapons or other means is not possible, nor is attracting its attention (the dragon sees Saferth clutching its flagon). The best option is to knock Saferth out of harm's way and shield him from the blast. Again, here is a round-by-round outline.

Round One: Saferth has 7 hit points left; he is barely conscious. Valorous and Reckless characters can only run towards the terrible tableau this round. A gout of flame and smoke strikes Saferth (1 d6 damage).

Round Two: Saferth slips unconscious just as his friends dive into the smoke and flames. Players should roll [DEX. Critical = the hero catches Saferth over his shoulder, escapes from the flames into a snowbank; Saferth takes no damage this round, while his savior takes only 1d3. Success = he knocks Saferth into the cold snow, shielding him; Saferth takes only 1d3 damage while the hero takes 1d6. Failure = he slips in the snow and falls; he takes 1d6 damage from the flame while Saferth takes 2d6.]

Round Three: The dragon flies off.

The dragon gone, Saferth requires medical attention. He has 7 hit points, minus the damage from the dragon's breath. If this number is higher than -5, he might live. In effect, he has only two wounds: an 8-point gash in his back (see **Stoking the Pyre** for an explanation) and a burn wound of 13 (burning hall) + the dragon's breath damage. Therefore, they have only two chances of healing him. Unless a character has a higher score, Fridla will attempt First Aid (skill 13).

Even if brought back from the brink of death, Saferth will still need Chirurgery each week until conscious (when he recovers 7 hit points) to prevent deterioration from setting in. Fridla's Chirurgery is 10, Finn's 16. Unless watched carefully, Finn will not try very hard to aid in Saferth's recovery (consider Finn's "aid" as a failed attempt).

If Saferth recovers, the gamemaster should adjust his statistics to reflect the injuries. Roll once on the **Statistics Loss Table** for a Major wound, perhaps thrice more if he received a Mortal Wound. Loss of APP should be at least one result.

Glory: 100 for somehow saving Saferth.



Finn's Tale

The previous night, Finn took advantage of the confusion to stab his hated master with a dinner knife. This was why Saeferth barely escaped the hall. The treachery may be discovered.

By this time, players might be suspicious of Finn. The first hint was Saeferth's final curse, which was not entirely aimed at the dragon. Second, if someone were to closely inspect Saeferth's body, a First Aid roll would reveal a deep gash in the middle of his back. A successful Dagger roll identifies the wound as being inflicted by a short stabbing weapon. (The gamemaster should make these rolls so as not to arouse suspicion.) With these two clues in place, asking about Finn's whereabouts allows a retroactive roll of [Awareness. Critical = Finn stood near Saeferth's chair, eyeing the gold-plated flagon, when the dragon attacked. Success = Finn was indeed in the hall last night. Failure = he does not remember either way. Fumble = he "remembers" Finn leaving the hall before dinner.]

While investigating Finn, the heroes may draw the connection between Finn and the giant story in the **Beowulf and the Giants** handout. They are, in fact, one and the same. Intrigue reveals that Finn has been in thrall to Saeferth's family for as long as anyone can remember. Faerie Lore observes that giants are sometimes known as the Old Ones.

Whether accused of murdering Saeferth or blamed for attracting the dragon's wrath, Finn might find himself the defendant at another trial. His plans rely on inflaming mortals against his brother, Ginnar the dragon, while absolving his own blame. Therefore he treads carefully.

"Forgiveness! I beg forgiveness! I swear ignorance of the harm this would cause my master and such great lords as yourself. This terrible enemy, this dragon, needs be destroyed. But I have heard tales that its scale is stronger than iron; that weapons shiver to splinters upon striking. Only a blade forged by Weland himself is strong enough. And here's the fateful fact: I know where such a weapon lies; a sword call Mimming. Surely rushing to certain doom is foolish when a weapon lies within reach. Oh no! You warriors are no fools! So you agree that Mimming must be found? Then I shall guide you!"

If the player characters uncover his identity as a giant, he may reveal more. Playing Finn, a gamemaster need give away only enough facts to appease the players, but very persistent players might discover everything in the **Background**.

Finn discourages immediate revenge; the heroes represent his best hope in ages. If possible, he keeps the barrow's location secret as a bargaining tool. If the heroes know where the dragon lairs and insist on fighting it now, they meet **A Glorious Death**.

Perhaps the players decide they do not need Finn. Rather than search for Mimming, they could seek Weland himself. The **Weland die Smith** handout hints

at the location of Weland's smithy; and the **Hadikin's Fall** handout identifies a source who can provide the answer (see **Three Padis to Adventure**, below). If they discard Finn, put him on trial, or attack him, the dwarf flees. Try to keep him alive, lurking about the barrow, until his final treachery at the adventure's conclusion.

Saeferth's Funeral

By late afternoon, Fridla is ready to lay Saeferth to rest. The Geat lord is laid in his high-prowed longship, bedecked in fine clothes and equipped with his axe. Around his body are piled bright gold and silver, gems from far lands and the gold-plated flagon which he loved so dearly in his final hours. Thralls drag the ship across the ice to the center of Lake Gar, weight it down with rocks and pile it high with tinder. It is set ablaze.

As the longship burns, player characters may reflect upon their situation. If Saeferth's vassals, they are effectively lordless, homeless and without a role in society. If guests, the loss of Saeferth's hospitality makes weathering the rest of winter a daunting prospect. Friends and family of Saeferth have lost something less material yet even more precious. Then the flaming ship melts through the ice and sinks out of sight. Have each player roll an applicable Passion - as defined in **Starting the Adventure** - to determine his character's response. A Success or Critical indicates that he vows to avenge the death of his lord, rolling Orate with the added Passion bonus. Failure means deep mourning (Disheartened and Melancholy) for a day, after which he may choose to take vengeance as well. As usual, a Fumble brings madness; he runs off into the snowy wilderness. Whether chased or not, he returns just before any extended quest begins, bearing a mutilation: either missing an eye (-5 APP and -5 Awareness), lacking one hand (-5 DEX, and problem wielding weapons), or tongueless (permanent zero in Orate and Singing; situational modifiers to communicative skills). Yet he has experienced something mystical: raise his Religion (Odinism) and Read Runes skills by +5, and start a Love (Odin) Passion equal to the new Religion (Odinism) skill. He possesses the knowledge of Magic. He gains the Battle-Runes talent at 3, Bless at 3, and one other talent (roll on the chart below) at 3:

Odin's Gifts

D20	Talent
1	Animal Friend
2-5	Curse
6-10	Divination
11-15	Necromancy
16-19	Shapeshift
20	Weather Control

Odin demands that he avenge Saeferth's death.



The Oath of Beaduhild

However they react, the scop Beaduhild finds herself impassioned by Hospitality. She says:

"I remember the time, as we were taking mead in the banqueting hall, when we found ourselves friends and followers, kinsmen and guests in the hall of this gracious lord. He chose us himself out of all his kith to spend this winter here, not expecting action.

"The day has now come when Saeferth sleeps, in need of the strength of good fighters. Let us avenge him, help our friend with whatever it requires. Through I am little equipped to act as avenger in this quest, I vow all the same to support my gift-giver. Death is better for any Geat than an existence of disgrace."

Now she looks to the heroes. Together they might make a tentative plan and a mutual oath, something like this:

"Bold-tempered chieftain, great were your gifts, we will avenge your death now with all our strength."

Each of the oath-makers should generate a temporary Loyalty (Felag) of 3d6, +1d6 if a Northman (take the full +6 if a Geat), and +6 for the close bond with Saeferth. This Passion lasts until Saeferth is avenged (by slaying Ginnar the dragon, and perhaps Finn the dwarf). It applies to practically every situation during this adventure.

Beaduhild

The daughter of a hall-thane in the Geat king's court, Beaduhild heard many tales of heroism during her youth. She became a natural storyteller. Inspired by Valkyrie myths, she yearned to fight next to her father in battle; and he had no objections. But her mother would not hear of it. As a compromise, Beaduhild took up a harp and embarked on the life of a scop. Saeferth and Fridla invited Beaduhild into their home. She has served her generous hosts for all of her short career.

Beaduhild is charismatic and attractive, though with a boyish figure. Despite her red hair, her temper is no worse than that of any Northman.

Glory 711

SIZ 10	Move 2 (+1)	Major Wound 1 6
DEX 14	Damage 3d6	Unconscious 7
STR 10	Heal Rate 2	Knockdown 10
CON 16	Hit points 26	Armor 3 (leather)
APP 14		Age 24

Attacks: Dagger 8

Significant Traits: Energetic 16, Generous 15, Valorous 13

Significant Passions: Loyalty (lord) 6, Hospitality 18

Significant Skills: Chirurgery 10, Compose 16, First Aid 10, Orate 20, Play (harp) 15, Singing 15

Horse: Rouncy (Move 6)

Equipment: Harp, leather jerkin



Beginning the Quest

That evening, a messenger arrives from the Geat king's court, summoning Beowulf's thanes to Geatborg. Apparently, the royal hall burned to the ground and the king seeks counsel. Since Saeferth is dead, Fridla requests that the heroes represent him. Beaduhild decides to go as well (a scop with no bonds beyond hospitality, she is free to leave). The heroes may also ask Fridla about taking Finn along. She readily agrees, giving the stunted thrall to one of them. Despite his value, he causes too much trouble.

The trip to Geatborg begins at first light the next day. Traveling at a brisk pace, the felag covers the twenty miles in roughly six hours. Above the wind-swept coast, beyond the covered longships which so resemble beached whales, Geatborg smolders like a giant camp-fire. Wisps of black smoke smear the pale blue sky. Upon stating their business, the heroes are directed to the counselors. Beowulf and a dozen men sit around the hearth, within the hall's charred rib cage. The Geat king asks each stranger to identify himself and state his purpose. After receiving a suitable answer, he invites them to sit. Beaduhild and Finn remain standing in the background.

Beowulf gets straight to the point. *"In the time I ruled this people,"* he says, *"no ruler of surrounding nations dared meet me with armies, make any onslaught upon Geatish men. Now a dragon rules in the dark nights. Many wise men tell how I have angered Odin, the All-Ruler; broken the old law."*

His breast wells with dark thoughts strange to his mind. His vassals provide little comfort or advice. Many of them have yet to lose their halls, and most of them fear the dragon. Any character thoughtful enough to reassure Beowulf that he did nothing to deserve the dragon's wrath gains checks to Honest and Merciful. The characters will likely offer to fight the dragon. Normally, the most glorious warrior earns first right to any adventure. Not only is Beowulf the ultimate hero, but he feels his duty as king of Geats includes protecting his people from this menace. Yet player characters have a personal stake in the matter; they should persuade Beowulf of their right to avenge Saeferth's death.

One spokesman should present their arguments. He rolls [Courtesy and Orate. Each Critical = +3 bonus to the following Just roll. Each success = +1 bonus to the roll. Each Failure = -1 penalty. Each Fumble = -3 penalty.] Add both modifiers together, +1 for each 1,000 glory of the speaker, +1 to +3 for good roleplaying. Then roll Beowulf's Just (13, modified as above).

With a Failure or Fumble, the chieftains jeer. Beowulf says: *"It is not your business, nor any man's but mine, to measure his strength against this monster and win renown. By my own might I will obtain the gold, or battle will claim your king."* Another character may try to persuade him. Eventually, someone must succeed for the adventure to continue.

After a Success or Critical, the chieftains clash weapons and shout their approval. Beowulf praises them: *"I give thanks aloud to the gods above, for the honor and valor you show me. At home I await what your venture brings. Go in haste, that I may see my people safe within the year."*

Glory: 20/40 for any skill success/critical which persuades Beowulf that they deserve the quest.



THREE PATHS TO ADVENTURE

ONCE THE CHARACTERS have claimed the adventure for themselves, they have three options (not including an immediate attack on the dragon; such foolishness leads to **A Glorious Death**). Clearly they must find a sword forged by Weland.

- The first real option is to find Hathkin's head and lay his spirit to rest, to learn the location of Weland's smithy. (See **Hathkin's Head**)
- The second is to seek Weland's smithy using information contained in the **Weland the Smith** handout and their own skills. (See **Weland's Smithy**)
- The third choice, the one which Finn favors, is to travel north, seeking the sword Mimming. (See **Seeking Mimming**)

From here on, the adventure becomes a Thule-spanning quest. What players gain in freedom, the game-master earns in extra work and increased complication. While this adventure contains the most essential details, a truly energetic gamemaster might also include aspects from **The Wild Nordiern Land** and **The Perilous North Sea** chapters. In the end, any elaboration depends on personal taste. The same goes for player preparation. They might spend some time outlining and acquiring provisions; or simply neglect it, assuming their characters live off the land. In either case, travel gear is easily come by. Upon request, Beowulf supplies a ship and crew for any voyage.

Also consider the roles of Finn and Beaduhild during the quest. Use Finn as a means for the player characters to gradually learn more about the **Background** events. As they do, increasing distrust should creep in. Eventually they are likely to confront the dwarf; the Gamemaster should try to make sure this happens towards the end of the adventure. Beaduhild, on the other hand, praises and encourages the characters, reminds them of heroic duty and perhaps provides hints in the form of old tales.



Hathkin's Head

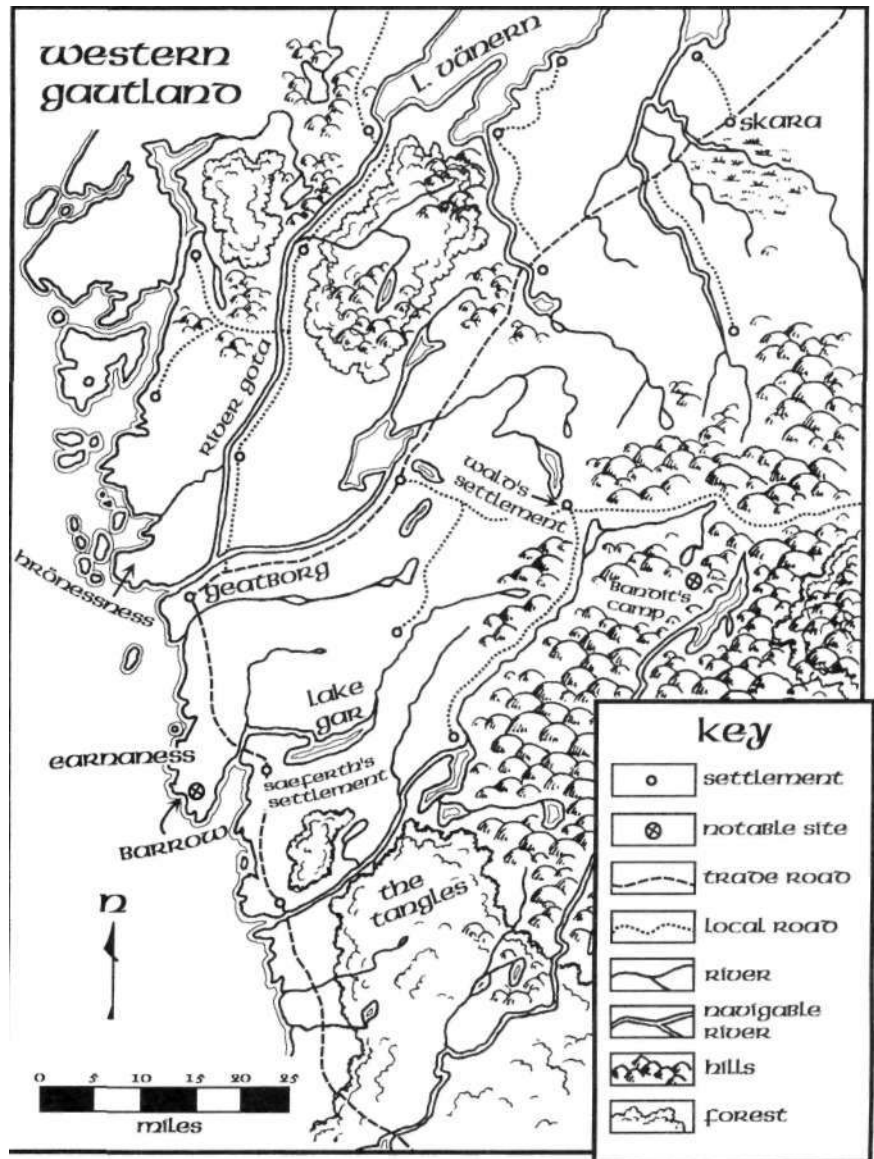
The **Hathkin's Fall** handout hints that Hathkin knew the location of Weland's smithy. Though dead, it might still be possible to learn those details. Northman kings often gain insight by resting on the burial mounds of their predecessors. But Hathkin's spirit is silent. Beowulf's priestly advisors (and any who succeed in a Religion (Odinism) roll) suggest that the return of his head might stir him to speak. Beaduhild composes a poem:

*Silent standing, hero's soul-cage
grave of Hathkin gives no guidance
Headless body has no answer
King's companions counsel seeking
reconstruction reads the riddle*

(Hrethel was the Geat king who actually met Weland, but his mound is also quiet, presumably because he died of grief rather than in battle. The characters can do nothing about this, a trip to the After-world being beyond their ability. Or is it?)

As many nobles know, Hathkin's head was lost during the Battle of Raven's Wood (see the handout). Eruli bandits claim to possess it (see the **Eruli Bandits** handout). Thus a reasonable plan would be to seek the bandits in the hills between Gautland and Smaland. If the players recall the trial which began this adventure, bandits attacked Wyrmh here last autumn. His farmstead lies two and a half days walk east of Saeferth's hall. Wald, the new family chieftain, is suspicious and spiteful if he sees Finn. A character may have to win a Personality Dispute (Trusting vs. Suspicious) to gain his cooperation. All he knows is that his father was hunting in hills to the south-east, about a days' distance. If the fellowship is weak, Wald may offer to join them in searching for the bandits (use Saxon Warrior statistics).

The cross-country hike passes uneventfully, or you may use the Traveling Unknown Routes guidelines from the **Pendragon** rulesbook (p. 154). After searching the area for a number of days, players roll [Awareness. Success = he glimpses wolves pacing them from the distant concealment of gullies, fallen trees and bare shrubs. Critical = he counts six wolves.] The wolves follow for about half an hour, never approaching, merely watching. They disperse after this time or once someone readies a missile weapon. [Hunting. Success =



the latter behavior seems remarkable for animals] Only extremely cunning characters are able to wound one of these wolves; the wounded wolf then attacks like a rabid beast while the others flee.

The wolves run faster through the snow than either man or horse, so a chase is futile. However, characters may attempt to track them. Use the usual Hunting rules in such a situation; applicable modifiers might include +5 for home country, and perhaps +7 for wounded wolves; the wolves' Avoidance is 20! If tracking succeeds, skip ahead to **The Hidden Camp**, otherwise spring the **The Ambush**, below.



The Ambush

Some time after encountering the wolves (just when the players have relaxed), the bandits attempt an ambush. Depending on the terrain, they may be hiding in a gully, concealed in a copse of spruce, or buried beneath the snow. Just before the lookout barks the signal to attack, each character rolls [Awareness. Failure = he is surprised into inactivity, giving the enemy a +5 bonus to their javelin attack this round.] After hurling javelins, the bandits rush to engage in hand-to-hand combat. The sight of a half-dozen Eruli - naked except for black body-paint and cloaks, screaming as they bound from the hills - is enough to startle all but the boldest. [Valorous. Failure = stunned by the ferocity of the attack (or gripped by magic war-fetters?), suffer a -5/+5 reflective modifier for first round.]

As soon as the battle starts, Finn flees, hides, or cowers like a cornered animal. Beaduhild watches the fight, composing heroic verse in her head; she defends herself when necessary. If present, Wald fights bravely, though not foolishly.

Roll Valorous for each bandit after sustaining a wound, or when a comrade is slain. The heroes do not necessarily have to slay them all; just drive them off long enough to recover Hathkin's head.

Once the bandits are defeated, a Hunting roll (with a +5 for home country, perhaps) can be used to follow the tracks back to the bandits' camp. The felag may roll once per day until they find the camp.

The Hidden Camp

Following the tracks, player characters come to a deep ravine. Bare trees line each ridge, young spruce cling to the slopes and a trickle of solid ice lies hidden by snow below. Concealed by snow and scattered deadwood, a crude log house juts from one side of the ravine.

If they have tracked the wolves here, the latter have returned to human form and are preparing to leave for their intended ambush. Either party might surprise the other. The most alert character should make an opposed resolution roll, matching his Awareness role versus the bandits' skill of 18. [Success = the characters surprise the bandits; for the first round, they gain a +5 unopposed strike. Partial Success = apply H-5/-5 reflective modifiers for the first round, to the heroes' advantage. Tie = neither surprised, no effect. Failure = the bandits spring an ambush, gaining a +5 unopposed strike for the first round. Double Failure = no effect to either group.] Refer to The Ambush, for tactics and statistics.

After driving off the bandits, the heroes may explore the hut. It is a simple affair dug part way into the ravine, built from pine logs and insulated with dried mud mortar. Grimy rushes cover the floor. A fire pit has been dug in the rear, with a hole through the earthen roof providing an egress for smoke. Trappings include wooden bowls and spoons, a clay bowl of grain, smoked meat wrapped in skins, a bear skin and six wolfskin cloaks.

THE BANDIT WOLVES

SIX LARGE WOLVES

The wolves are not natural beasts, but the bandits transformed by magic. Later in the adventure, player characters may find themselves cursed with wolf-form. Use these statistics until the magic wears off (in ten days).

SIZ 8	Move 8	Major Wound 12
DEX 20	Damage 3d6+1d6*	Unconscious 5
STR 12	Heal Rate 2	Knockdown 8
CON 12	Hit points 20	Armor 2

Avoidance: 20 (human's modified Hunting skill)

Modifier to Valorous: 0

Glory to Kill: 35 each (notable bandits)

Attacks: bite @20

Notes: While in wolf-form, add +5 to Awareness and Hunting

* Eruli in wolf-form add +1d6 to damage due to Odinic virtues.

Six ERULI BANDITS

These Eruli, four men and two women, left Smaland to pursue lives of banditry. They fought in the Battle of Raven's Wood, not for either side, but for the love of fighting and the prospect of booty. Having animated Hathkin's head with

magic, they keep it as both a trophy and a fount of knowledge.

SIZ 12	Move 3 (+2)	Major Wound 16
DEX 14	Damage 4d6+1d6*	Unconscious 7
STR 13	Heal Rate 3	Knockdown 12
CON 16	Hit points 28	Armor 0 + shield**
APP 8		

Glory to kill: 35 each

Attacks: Javelin 16, Sword 16, Brawling 7 (2d6+1d6)

Significant Traits: All have the religious (Odic) bonus; Generous 16, Indulgent 16, Proud 16, Reckless 16, Valorous 14, Worldly 16

Significant Passions: Hate (Northmen) 12, Honor 6.

Significant Skills: Awareness 1 8, Hunting 1 5, Industry (Rune-carving) 16, Read (Runes) 16

Equipment: Short woolen cloak (worn), wolf-skin cloak (not worn), two javelins, sword, enchanted shield

* Odinic Religious Bonus. Sometimes uses Berserk combat option.

** Inscribed with the Tyr rune, these linden-wood shields are enchanted; 12 AP initially, they lose 1 point every time they reduce damage (i.e., on a partial success) as the wood splits.



The cloaks hang from pegs driven into the walls. [Fairy Lore (rolled by the gamemaster). Critical = can remember stories of shamans who wore skins to transform into wolves or bears. Success = some Erulian magic includes transformation into wolf-form. Failure = lycanthropy is a curse, not something one can don or remove like a cloak. Fumble = without thinking, he tries on a cloak.] For a player character - lacking mastery over such magic - the transformation lasts ten days, after which time he may remove the cloak. A sorcerer may attempt to use the Shapeshift talent once each day in order to remove the cloak prematurely. If donned again, the ten-day curse begins anew.

Hathkin's head is nowhere in sight. To find the head requires a roll [Energetic: Success = they find a skin-wrapped bundle buried in the ground. Inside is a perfectly preserved head with a rune tattooed on its brow]. They may know the rune [Read (Runes). Success = it is an *Eoh* rune], and, if the first Read (runes) is successful, what it is for [Read (Runes). Success = the rune can be used to make the dead speak]. The characters may have seen or met Hathkin in the past [Recognize: Success = it is Hathkin's head].

Any question, whether it is directed at the head or casually asked in its presence, will elicit a response. The magic is subtle, however: only the barest whispered breath leaves its cracked lips. If asked about Weland's smithy, Hathkin answers: "*A half-giant's house in the Home of Giants, Wolf Lake glitters below Mount Glittertind.*" Then it falls quiet.

Player characters should reunite Hathkin's head with its body in the barrow near Geatborg. Should they keep it instead, they lose 1 Honor and gain many powerful enemies. If for some reason they failed to get an answer (by not asking the right question in the head's presence, or not noticing its response), Beowulf crouches on Hathkin's mound, listening to voices only he can hear. Eventually he learns the answer above.

The search for Weland is covered in **Forging a Friendship**, below.

Glory: 100 for recovering Hathkin's head.

Weland's Smithy

To learn the location of Weland's smithy, the heroes can either ask Hathkin's Head or operate on clues from the **Weland the Smith** handout. The legend mentions

Wolfdale and Wolf Lake. Someone may recognize these landmarks. The gamemaster rolls against the average of each characters' Hunting and Recognize skills. Those who have visited Sogn or Hordaland during play gain a +5 bonus; natives from these lands gain +10. [Roll Hunting/Recognize average. Critical = Wolfs Dale lies below Mt. Glittertind. Success = which is somewhere in the Jotenheim mountains. Failure = he has never heard of those landmarks. Fumble = he believes Wolf Lake drains into the Weichsel river, somewhere in Riigland.]

Having located Weland's smithy, player characters may travel by land or by sea. Distances vary depending on the point of origin: either Gautland or Halogaland. (In the latter case, they have recovered Mimming but need it reformed.)

Gautland to Glittertind: The sea voyage between Geatborg and the Sogn Fjord (the closest coast to Mt. Glittertind) covers 550 miles. Use **The Perilous North Sea** for wind and weather, or assume an average speed of 30 miles per day (thus the voyage takes about 18 days). In either case, roll for sea-borne encounters. The same trip by land takes the fellowship 19 days: 13 days of marching north from Geatborg, 6 days for part of the Kaupang-Nitheros trade road. The gamemaster may improvise some incidental encounters, or use the *Lost in the Woods Encounter Table* (*Pendragon* rulesbook p. 315), modifying the encounters to match the landscape and cultures of Thule (a manor might be a jarl's stead or a Skridfinnar camp; a Hermit might be a lone Berserk, a lost traveler or an old man with one eye...).

Halogaland to Glittertind: By sea, this trip covers 800 miles, taking about 26 days. By foot, it takes 62 days of hiking northward along the coastal cliffs, and a further 8 days south along the trade route to the halfway point. Again, a gamemaster may use appropriate tables.

Giants of Jotenheim

Any mortals met near the fringe of Jotenheim (herders, hunters, or collectors of bog iron) warn against straying into the land of giants. They know as much about Jotenheim as given on page 20. Beaduhild may know some stories about giants, allowing the Gamemaster to pass additional information to the players.

The Jotenheim peaks rise imposingly out of the Hardanger plateau, with the twin peaks of Glittertind and Galdhopiggen reaching highest. Travel through the mountains is slow at best. From any approach,





sixteen days of hard hiking separates the heroes from Wolfdale. As they ascend, pine forests give way to scattered stands of dwarf birch, then to scrub-land. The weather grows colder and increasingly harsh. An occasional flurry of snow obscures sight and strong winds buffet them. Finn does not seem at all distressed by the cold. [Awareness. Success = although they encounter no giants, a feeling of being watched pervades their senses.]

Keeping to the rocky valleys, they eventually come to within a few days walk of Mt. Glittertind and a gap between the mountains which may be Wolfdale. Night approaches. Somewhere in the distance, thunder rumbles. Then they see that a heap of huge weathered boulders blocks the lower valley, deposited perhaps by an ancient rockslide. Whether they take to the slopes in an effort to bypass the debris, or make camp in the protection afforded by the boulders, a growl of thunder (loud and suddenly close) startles them. It comes from the boulders - actually a huge sleeping giant! [Roll Valorous - 15. Failure = the shock has yet to wear off; continue rolling each round until successful, to simulate incredulous, slack-jawed fright. Fumble = flee in panic] Only Finn does not seem frightened, which may seem strange considering his usual cowardice.

In dim light, the giant's gray, grainy skin resembles rock, and is almost as tough, while the top of his bald head looks like a boulder. Once he has recovered, some reckless player character is likely to attack the hapless giant. The unopposed strike is at +10 to hit and does +1d6 damage. It is also worth a loss of 1 Honor and a check to Cruel.

Since the giant's skin provides 40 armor points, he hardly feels the blow. He snorts and, without waking, rolls over. Such an embarrassment might anger the attacker; roll against the highest of Proud, Vengeful or Cruel; success results in another strike. After this second attack, the character need not roll again; he may stop at any time.

After the first attack which causes an actual wound, the sleeping giant slaps at the nuisance like a mortal swatting a fly [Slap@10, 6d6 damage]. Should the giant lose 10 or more hit points, he gets up to search for a sleeping place where bedbugs do not bite as hard. As he rises, all who see him must roll Valorous again. Also roll [Prudent at +15. Success = the character has the sense to keep still and hope the giant overlooks him.] Half-asleep, the giant lumbers off. If, for some reason, the characters press the attack, use the Huge Giant statistics from the *Pendragon* rulesbook.

Wolfdale

At noon on the sixteenth day after entering the Jotenheim range, they reach Wolfdale. The ice and snow on Mt. Glittertind sparkles in the sunlight. A collection of buildings (a cottage, sheds and a smithy) cluster in the snow-draped valley next to a frozen and snow-covered

Wolf Lake, smoke rising from the hearth fires. Presumably, this is Weland's smithy.

Only when the fellowship nears the cottage do they realize its size: it is about twice normal. Knocking on the cottage door, it is answered by Weland himself. He is a large man with a wrinkled, weather-beaten face and rough hands. Seemingly unsurprised, he invites them in and makes them welcome. The cottage is divided into three rooms: kitchen, living room and small workshop. Sitting by the hearth are three giantesses, unremarkable except for their size. Weland does not introduce them, though player characters may recognize them with a roll of [Religion (Odinism). Critical = they are *Verthand*, *Wyrd* and *Skuld*, the three Norns.] Clearly, such mixing of mortals with demigods and giants is exceptional. To ensure that the characters are humble, apply -20 Valorous and +20 Prudent modifiers to everything they attempt. This should cut down on casual conversation and eliminate (gods forbid!) any sort of attack. Weland refuses to deal with requests until after attending to the duties of hospitality.

Favorite Food: karl's fare (rye bread, beer and a meaty broth), but somehow the best they have ever tasted.

Favorite Entertainment: Three contests (see below).

After feasting, the giantesses challenge the characters to friendly contests. Beaduhild advises the heroes to take part in this custom. Finn cautions them that giants use trickery. (For fairness, ignore the Valorous and Prudent modifiers during each contest.)

The first contest is wrestling. As the group moves outside, the fellowship chooses a champion from among them. Surprisingly, one of the giantesses, *Wyrd*, takes the challenge. The wrestlers make opposed Grapple or STR/2 rolls. Since *Wyrd* always criticals, the best a player character can do is get a partial success or (on a critical) tie (this results in a stalemate for one round). Either result is enough to prove himself and avoid embarrassment.

The second is a foot-race around t Wolf Lake. The giants choose *Skuld* for their champion. Since the race is more for endurance than speed (due to distance and snow), opponents enter a Personality contest, matching Energetic. Again, the Norn always criticals. A tie results in a neck-and-neck finish, while a player's partial success indicates a good race.

The final challenge is not quite a contest. While everyone watches the foot-race, *Verthand* takes a character aside, preferably one with Love or Amor for a woman. When he turns around, he sees his loved-one before him, more attractive than he remembers. *Verthand* continues her illusion, aging the lover slowly but perceptibly until she dies, her corpse disintegrates and the dust blows away. Though obviously unreal, this sight provokes a Passion roll. A critical or success reaffirms his love, while failure has the usual results.

Glorify: 20 for each skill or passion success during the contests, 40 for each critical.



Forging a Friendship

After the contests, Weland leads them back indoors. He gets down to the matter at hand: "*I have been told you would seek me,*" he says, glancing at the three giantesses, "*and know why you have come.*" Now he answers the unvoiced question, basing his response on the characters' words and deeds - as much as he knows of them. He makes a Generosity (22) roll, with the following modifications:

- 20 if they attacked the sleeping giant
- 10 if anyone wears a hammer-amulet of Thor,
or praises that god in Weland's presence
- +5 for each partial success in the above contests
- +10 for each critical in the above contests

Critical Success: The heroes so impresses Weland that he decides to forge a shield specifically for them. He tells them they must recover the broken Mimming, as Fate decrees and he will reforge it. When they return to Wolfdale, Weland presents them with a cunningly crafted iron shield, [Read (runes)] the Ken rune and Weland's name inscribed upon its boss. Along with a shield's usual protection, it never heats up: subtract 6 points of damage from frontal flame attacks. Only a god's will can break it.

Success: Weland agrees to help them, but they must recover the broken sword Mimming. He will reforge it. If questioned, he explains that the dragon Ginnar is fated to die by that sword; and he must comply with Wyrd.

Failure: Weland says he cannot help them. They may stay at his home for the requisite three days, then they must leave. The Norns and his giant kin ensure that the heroes comply. Now their sole hope rests in recovering Mimming and having Finn reforge it.

Fumble: Selfish of his talents, especially when they apply to unworthy mortals, Weland tells them to leave immediately. Leaving the Jotenheims proves more hazardous than entering, as characters dodge rockslides [DEX or 3d6 damage] and try to avoid hotheaded young giants (use Small Giant stats). Once out of the mountains, the characters retain no memory concerning the location of Weland's smithy.

When the heroes leave Wolfdale and can reflect upon the meeting, each rolls [Pious. Success = the realization that losing the giants' contests represents the unforgiving and inescapable power of Fate.]

From here, the heroes may travel to one of two directions: northward to recover Mimming (see **Seeking Mimming**); or back to Gautland, with Mimming either newly repaired by Weland or still in pieces (see **The Voyage Home**).

Glory: 100 for earning Weland's aid, 10 for just meeting him.





Seeking Mimming

The fellowship may begin their quest northward from one of two points. Either they head directly from Gautland, or from Weland's smithy near Mt. Glittertind.

Glittertind/Halogaland: The 800-mile sea voyage lasts about 26 days. By foot, the heroes spend 8 days taking the trade road to Nitheros and a further 62 days marching along the North Sea coast. A gamemaster can make either trip as eventful as he wishes.

Geatborg/Halogaland: Assuming clear skies and good wind, this epic voyage of nearly 1400 miles takes 45 days. Because of the great distances involved, continual die rolling can become tedious. Instead of rolling for wind and encounters every day, check every 5 or 10 days. The overland route takes twice as long: 13 days north from Geatborg, 14 days along the Kaupang-Nitheros trade road and 62 days walking along the mountainous coast. Encounters should be few but memorable.

However they travel, liven up the journey with description. Innumerable islands poke from the sea along the west coast of Thule. A few are so large they might be mistaken for the mainland, while others resemble great-halls floating on the sea. Some island are inhabited by Northmen or Skridfinnar, as shown by the tiny huts clinging to crevices among the scant foliage. The weather varies as well. On bright days, the sky is robin's-egg blue, the water flat as a sheet of ice. Crying gulls quarrel over white-splattered skerries. Bad weather drains color from everything - a dark sea smashes itself against desolate islands under the smeared-gray dome of the sky. Finn continually complains about the weather, though it is hardly a concern for him. Beaduhild tells stories to wear away the days. One seems particularly appropriate:

"Sigemund it was who had slain the dragon, the keeper of the hoard. The king's son walked under the gray stone, he risked alone that fearful conflict. Yet it turned out well for him. His weapon transfixing the marvelous snake, struck in the cave-wall, best of swords; the serpent was dead. Sigemund's valor had so prevailed that the whole ring-hoard was his to enjoy, dispose of as he wished. Wael's great son loaded his ship with shining trophies, stacking them by mast; the monster shriveled away."

Upon reaching Halogaland, they may replenish supplies at the court of King Helgi before venturing inland. Finn leads the way, though years have passed since he was last here. An innate Heathen magic of this region obscures the location of Mime's cave, deep in the Riffen Mountains.

Exploring Scanderna

No map has been provided for this region. Since mortal inhabitants are nomadic and magical beasts usually

hidden by their very nature, such a map would have few landmarks. To foreigners, the many valleys and peaks are indistinguishable. Therefore, exploration of Scanderna is simplified.

Each day, have the lead character roll [Hunting. Critical = roll on the **Heathen Test Table** below. Success = roll on the **Scanderna Encounter Table** at +5. Failure = roll on the **Scanderna Encounter Table**. Fumble = roll on the **Northern Beasts Table**.]

The mundane encounters are just that - normal events. Improvise and expand upon each encounter to keep away from repetition. For instance, a second result of *Skridfinn shaman* might mean that the group unknowingly traveled in a circle; the shaman might find this very amusing, or he might be crazy. Multiple results of *Skridfinn settlement* could be with different families, or with one which is on the move. Wild Reindeer herds can provide fresh meat, while domesticated herds will be accompanied by Skridfinn hunters, who will not be happy if the characters kill their charges!

The **Heathen Test Table** represents the innate magic of the region, which tests and taunts the heroes. When the characters experience the Heathen test, each must roll the appropriate Trait. If at least one character passes the test, consider it completed and cross it off. As soon as the fellowship completes all five tests, they find Mimir's cave (see **The Cave of Three Mimes**, below).

Heathen Test Table

D6	Result
1	The harsh climate, unpredictable weather and perpetual light (or darkness) begins to take its toll. Each player must roll [Arbitrary. Success = pass the test. Failure = 1d6 frostbite damage.]
2	The companions come face-to-face with the animal world's berserk: a wolverine. Roll [Cruel. Success = pass the test; if everyone succeeds, the wolverine leaves them alone. Failure = it attacks those who fail (use wolf stats, with Armor 4).]
3	The endless alpine meadows and daunting mountains exhaust the characters' mind and body. Roll [Energetic. Success = pass the test. Failure = must rest for a day; do not roll Hunting tomorrow.]
4	Encounter a herd of white reindeer (actually mortals transformed by magic). Attempt [Pious. Success = pass the test by following the strangely intelligent reindeer. Failure = miss the significance and leave the herd.]
5	Meet a Skridfinn hunter who points the way (actually Mime himself). Roll [Suspicious. Success = pass the test when you see his cloven feet and challenge him; he vanishes. Failure = follow his directions and get lost; tomorrow's Hunting roll fails automatically but roll anyway to see if a Fumble occurs.]
6	Roll again on this table.



Scanderna Encounter Table

D20	Result
1-4	Wander without an encounter
5	Skridfinn shaman. A successful Faerie Lore roll impresses the shaman enough for him to provide physical and spiritual guidance. Skip the Hunting roll tomorrow; instead, roll automatically on Heathen Test Table
6-8	Dangerous Terrain. Roll DEX to avoid 1d6 damage
9-10	Heavy snowfall. Tomorrow's Hunting roll automatically fails but roll anyway to see if a fumble occurs
11-12	Wild Animal. Roll on Northern Beasts Table
13-15	Reindeer herd. Attempt Alertness to catch sight of any Skridfinn hunters who follow the herd. If successful, add +5 to tomorrow's Hunting roll, or the characters may replenish their stores of food (depending on whether the herd is wild or domestic)
16-19	Skridfinn settlement. Roll Folklore to gain their trust. A success indicates that they give directions; +5 to tomorrow's Hunting Roll
20	Roll on Heathen Test Table

Northern Beasts Table

D6	Result
1-2	Wolf, hungry
3-4	Bear
5	Griffin
6	Troll

The Cave of Three Mimes

Since Mimir, Ginnar and Finn abandoned this cave, many beings have sheltered in it. Most recently, a Heathen shaman learned from the spirits that his fate was to guard Mimming until its appointed time. He named himself Mime in honor of his charge. Most Skridfinnar avoid Mime, knowing him as evil, yet a few misguided folk have sought him for advice and aid... and have never returned.

Deep in the heart of the Riffen Mountains, the fellowship finds a cave. Its entrance is thirty feet high; a large boulder lies nearby. Finn identifies this as their destination. He rushes towards it. [Awareness. Success = "There is danger here." Critical = spot Mime lurking in the cave entrance, and sense some additional danger.]

Mime steps into sight, startling Finn. He asks about their business here. Successful APP rolls may provide a good first impression. Extremely suspicious, he questions every word and takes the slightest false move as aggressive. Still, if the player characters are extremely civil, they may gain Mimming without a fight. A request for the sword leads to a Personality Dispute: Mime's Suspicious vs. one of the characters' Honest or Deceitful

(gamemaster's choice, depending upon the story the fellowship has told Mime).

If the characters win the dispute, Mime tells them to remain outside while he fetches the sword. He is warned of any treachery by means of an invisible stallo watching the group while he is within the cave. Soon Mime returns, bearing a skin sack which clinks. Taking one last look into the sack, he attempts to inspire his Loyalty (Mimming). Success and Failure have similar results, through differing motives: he hands over the sack, either realizing that its destiny lies with these heroes or losing faith. Mimming lies within, its blade broken into shards. With a Fumble, the sack clatters to the ground as Mime disappears in his madness. Should he Critical, Mime becomes fanatically protective of his charge and refuses to part with it after all.

Should Mime's suspicion or extreme loyalty get the better of him, he "requests" that the strangers leave. Refusal results in unseen assailants assaulting four characters. These are four stallo (for statistics, see Lords of the North, page 78). Against those who failed the Awareness test above, the creatures strike unopposed at +5 on the first round. Otherwise and afterwards, the heroes may defend with -5/+5 reflective modifier. Each of the four stallo becomes visible once wounded, canceling the modifier and appearing as insubstantial Skridfinnar. Meanwhile, Mime retreats to just within the cave entrance, using his Eating-magic to attack a single character until he is dead, then switching to another character (see Mime's stats below for details). He uses hit and run tactics to slay from a distance, fighting in melee with a spear only as a last resort.

The tunnel leads to a large cavern, twenty yards within the mountain. It seems to have once been the home of giants. A ten-foot-tall, squared block of stone may have served as a table. The man-high anvil and cool forge indicate intelligent habitation, but the place has been abandoned for a long time, and other furnishings having been removed or stolen.

The cavern's deepest recess holds another wondrous sight: Four man-sized ice-shards jut from the stone floor, resembling crystalline stalagmites. If a character polishes a facet with a warm hand and peers into its icy interior, he sees a Skridfinn frozen within. [Recognize. Success = she resembles one of the stallo which attacked the party.] Indeed, these are the four Skridfinnar whose spirits were bound as Mime's stallo servants. See the "Breaking the Enchantment" sidebar, overleaf, for information on freeing these poor souls.

A few small caves fork off from the main cavern. Mime sleeps in one of these. Behind the camp fire at its entrance lies a pallet of dried grass and bundle of personal items. Another is the hiding place for Mimming. Unless removed by Mime, it lies here still, discovered only after an Energetic search. An oil-skin wrapping contains the ornate sword... but its blade is in shards. Finn identifies the sword as Mimming, removing any doubt.



Mime

This ancient Skridfinn shaman has taken on bestial traits from his long practice of Heathen sorcery. Described as a wood-satyr, he has cloven hooves for feet and a hairy body. A true Flying-shaman, Mime's powers include transforming into a bear and killing at a distance (but within line of sight). If reduced to 10 hit points, Mime simply disappears.

Current Insight 7420

SIZ 8	Move 3 (+2)	Major Wound 20
DEX 15	Damage 4d6	Unconscious 7
STR 13	Heal Rate 3	Knockdown 8
CON 20	Hit points 28	Armor 2 (clothes)
APP 7		Age 62

Attacks: Spear 21

Significant Traits: Mime is Religious (Heathen). Arbitrary 16, Cruel 16, Energetic 19, Pious 18, Suspicious 20, Valorous 12

Significant Passions: Fear (spirits' wrath) 17, Loyalty (Mim-ming) 15

Significant Skills: Awareness 21*, Chirurgery 16, Dancing 13, Faerie Lore 20, First Aid 16, Folk Lore 10, Geomantic Lore 9, Hunting 19, Play (drums) 11, Religion (Heathen-ism) 15, Sight 20, Singing 12

Magic Limit: 178 **Magic Protection:** 89
Personal Life Force: 4d6

Significant Talents: Animal Friend 10, Control Faerie Creature 16, Curse 18, Divination 5, Glamour 12, Shapeshift 16, Summon Faerie Creature 8, Travel 12

Talismans: Shapeshift (Bear) 50, 6 Curse 60 (Eating-magic, does 1d6 damage, ignores armor): Fur wrap, spear, pouch full of charms

* Including +5 Heathen religion bonus

Any decision on the player characters' next destination is going to be tied to how they plan to repair Mimming. If they have heard of Weland's smithy, they may try to find it (see **Weland's Smithy**). If there is no other way, Finn claims he is able to repair Mimming; **The Voyage Home**, describes the return to Gautland. In any case, travel out of the Riffen Mountains takes about ten days. To avoid an anticlimax, keep encounters to a minimum.

Story: 50 per stallo defeated, 25 for vanquishing Mime, 100 for recovering Mim-ming.

BREAKING THE ENCHANTMENT

SAVING THE SKRIDFINNAR from the icy enchantment is beyond most characters, but sorcerers are used to this sort of challenge. A Sight roll reveals that a 150 point Curse is in effect. An equally powerful Blessing will nullify the magic, as will a Dispel.

A Odinic priest may roll Religion (Odinism) to work out which runes

to carve. The player may choose any combination of runes which includes the *Eis* rune. Then roll Read (runes) to carve them correctly.

Success at Religion (Heathenism) allows a Heathen shaman to recall an applicable ritual. She can weave counter-magic by Singing.

Glory: 50 for breaking the enchantment.

The Voyage Home

The adventure should now begin to pick up its pace; make the player characters feel as if Wyrd is ushering them along to some dramatic, ultimate, Fate. The voyage home passes in a **blur**. Ignore all random encounters. Forget Boating rolls and the effects of both wind and weather. Take the base time given below and modify it by one roll on either the **Hiking**



Home Table or the **Voyage Home Table** (depending on the mode of travel the fellowship is using).

Glittertind/Gautland: After Weland reforges Mimming, a sea voyage from the Sogn Fjord to Gautland lasts 18 days. The overland route takes 18 days. Both are modified by the charts below.

Halogaland/Gautland: A North Sea voyage lasts 45 days while hiking south takes 90 days.

Hiking Home Table

D6	Result
1-3	No problems
4-5	Delays, takes and extra week
6	Many delays, takes two extra weeks

Voyage Home Table

D20	Result
01-10	No problems
11-18	Delays from bad weather, takes and extra week
19-20	Becalmed; food shortage (roll CON to avoid Aging roll), takes and extra week

By the time our heroes return to Gautland, carpenters have rebuilt Beowulf's hall in Geatborg and the buildings of Saeferth's settlement are repaired.

Despite Beowulf's edict to leave the dragon alone, it has occasionally flown forth, causing other, though less severe, fire-storms across the land. Keeping his promise, Beowulf has not yet led an attack on the beast (indeed, he may not know where it lairs). Common knowledge holds that he grows restless.

Beowulf is relieved at the character's return and publicly praises them for recovering Mimming. If the sword is still broken, Beowulf offers the use of his smith's workshop. Finn retires for an entire day: clangs, and hisses issue forth. Roll Finn's [Industry. Failure = the repair is flawed such that Mimming breaks when tested (see below). Fumble = he cannot fix the sword; the heroes must find Weland; refer to **Three Paths to Adventure**] Finally, Finn invites them in to test his work. He hands Mimming to the strongest character and bids him strike the anvil with it. If Finn forged it well, Mimming bites deeply into the anvil (or with a critical Sword roll, splits it in half). A shoddy job results in Mimming snapping in two: Finn spends another day reforging it; then tests it again.

With Mimming repaired, the heroes can now prepare for their battle with the dragon. Their resources include *Mimming*, a sword which is so strong that it ignores armor and creates wounds which Ginnar cannot regenerate. *The Shield of Weland*, if they have it, makes one character virtually immune to the dragon's breath. They may make other

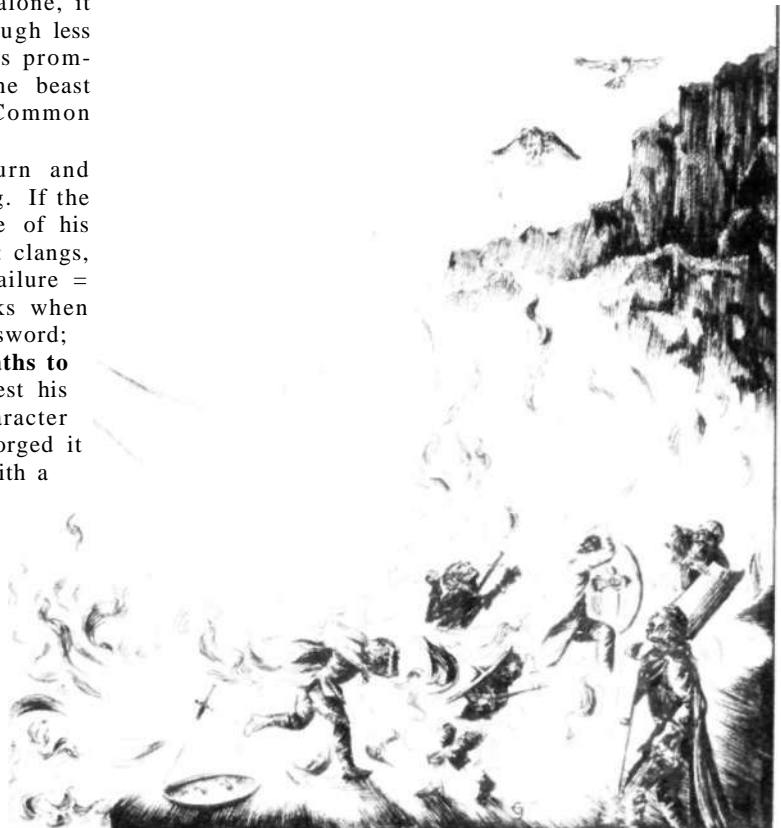
preparations: Germanic legend is replete with heroes who devise protections against fire or venom, such as covering leather armor with tar and sand, or soaking it in water to freeze it! Therefore, reward such plans with some small advantages.

A Glorious Death

The dragon's barrow stands upon a flat ledge, part way up Earna-ness. As Finn leads the felag up a pathway from the coast, breakers beat at the shore below and majestic eagles circle above. Beaduhild follows behind, a fresh sea-breeze working her hair loose of its braid.

The ledge is wide enough to hold a stand of pines as well as the barrow. A fifty-foot diameter earthen mound buries the barrow. Its stone-arched entrance is blackened from noxious fumes and smoke. A stream of molten spittle flows from the doorway, searing stone, earth and plant alike. Beaduhild and Finn look expectantly at the heroes; one in admiration, the other with greed in his eyes. They will not be able to surprise the dragon, now awake from its century-long slumber. They had best invoke a Passion, the one applying to Saeferth at the start of the adventure, or Loyalty (Felag), and issue a challenge.

Suddenly, the dragon shoots from the barrow like a coiled spring, flickering fire in a hot battle-hiss. The earth shakes. Eagles nesting on the cliffs above take to





the air, their strident calls silent next to the dragon's roar. A cloud of flame engulfs the heroes. Everyone rolls Valorous to engage the beast. A kind gamemaster may use Prudent rolls to thwart any foolish plans the players come up with. Finn hides among the trees. Beaduhild stands back, but may [Valorous] rush into the fray to protect and aid any fallen fighters.

Ginnar the dragon attacks in passes. This allows the heroes to regroup every so often and to shout battlecries, oaths, curses, prayers, or pleas. It also allows the dragon to heal. Use the Escape Melee rules on p. 165 of the *Pendragon* rulesbook, matching Ginnar's Avoidance against each character's weapon skill.

The death-dealing blow causes Ginnar to crash the ground. Anyone near his head hears him whisper with his final breath, "*Often many men must suffer misery through the will of one... as you do now*—"

Glory: 400 for defeating Ginnar the dragon.

Treachery and Treasure

Heroes may have died during the battle; the remainder are probably wounded. Attempts to heal tail lash or burn wounds should follow the rulesbook, bite wounds, however, become inflamed from poisonous spittle. Each round after the battle, an envenomed character must roll [CON. Critical = he shrugs off the poison. Success = venom has not yet worked its way into the system; keep rolling. Failure = take 1d6 damage per round hereafter as the venom courses through him; stop rolling. Fumble = take 2d6 damage per round; stop rolling.] Note that those with CON 20+ are immune to the poison. Others may require treatment [Chirurgery:

GINNAR THE WYRM

Once a giant, Ginnar's malicious spirit and ancient magic have transformed him into a dragon. Pitch-black scales cover his 50-foot, serpentine body. Bat-like wings sprout from his back. He has no claws, and does not need them: flaming spittle and a poisonous bite are more than enough to destroy his enemies.

SIZ 35	Move 10 (fly)	Major Wound 25
DEX 30	Damage 7d6*	Unconscious 15
STR 35	Heal Rate: **	Knockdown 35
CON 25	Hit points 60	Armor 15***

Avoidance: 30

Modifier to Valorous: -10, +10 to Prudent

Glory to Kill: 400

Attacks: Bite @15 and tail lash @10, used against two different foes; Breath @30: dice may be split among up to three foes in front; causes 1 d6 damage per round, ignoring armor after the first round

* plus venom; see *Treachery and Treasure*, above.

** Regenerates at a rapid rate receiving 1d6 points per melee round. Cannot regenerate wounds from Mimming.

*** Only Mimming ignores armor. All other weapons (including swords) break on a fumble.

Critical = The chirurgeon neutralizes the poison, preventing further damage. The character is *Healthy*, at least when considering the envenomed wound; roll once on the **Statistics Lost Table** (*Pendragon* rulesbook, p 186). Success = Consider the character healed, but *Unhealthy*; roll three times on the **Statistics Lost Table**. Failure = The patient loses a further 1d6 hit points per round; roll CON each round; unless he criticals his CON roll before reaching 0 hit points, he dies. Fumble = he dies.]

Only one chirurgery roll is allowed, and it must be made within the hour. A forced ride by horse can reach Saeferth's settlement (8 miles away), and a woman's aid, in time. Failing this, the characters must rely on the resources at hand. Finn is a skilled chirurgeon and he will make an attempt if asked. Yet if the players remember the trial from the beginning of this adventure, they should watch him carefully. Otherwise, Finn intentionally fails his roll. Beaduhild can help, should someone think to ask. It has been so long since she last practiced her womanly skills, she forgets to offer. Beaduhild can boost her Chirurgery skill to 20 through invoking her Loyalty (FeTag) of 2d6+12.

Because of the venom's crippling effects, allow player characters to forgo healing for a glorious death (and 1000 glory). Those who accept their fate may make a final speech before embarking on a journey to Valhalla.

After dealing with the wounded, the survivors may inspect the barrow. A runic inscription runs along the stone lintel. [Read (runes). Success = give out the **Lay of the Last Survivor** handout, which translates as "*Hold now, ground, the gold of the giants! Hands could not. Kinfolk took it from thee once, but war-death struck them, spared none of my people.*" Critical = these are giant-runes.]

If none of the character can read the runes, Finn offers to translate. His plan is to scare the character away from the treasure, so he can keep it for himself. He "reads":

*"The Great Ones of old have sunk the treasure
so deep with spells, buried till Ragnarbk,
that he who plundered the place of treasures
would be guilty of crime, tortured by evils,
bound by rune-fetters in the realm of Hel."*

They may ignore the dwarfs warning and enter the barrow anyway. Within the entrance, a stone-lined corridor slopes upward for fifty feet to a chamber. It is unlike any barrow seen before. Treasures cover the floor from one wall to another: gold cups and dishes, beakers of tinted crystal (mostly broken), jewels, rust-eaten swords and armor, scores of twisted arm-rings, ragged wall-hangings, silver pitchers and flagons and other glittering treasures. The hoard has become solid pools of melted metal in some places. Though deep beneath the earth, a golden radiance fills the barrow, shining from a battle-standard propped against on wall (it inspires leaders to greatness, adding a -1-5 bonus to Battle rolls).



Finn wants all this treasure for himself. As a last resort, he tries to murder any wounded characters left outside, then flees. He plans to plunder this barrow or those of the slain heroes once events cool down. If the characters chase after him, use those guidelines from Hunting the Dwarf, earlier in the chapter. If they catch and question him, he tells everything: his history, his treachery against Saferth and his plan to use the heroes as pawns. This admission provokes the heroes into one last roll of Loyalty (Felag). Success likely leads to swift justice.

Glory: 250 for avenging Saferth's death and saving the Geats.

Conclusion

Beowulf rewards the survivors with great honors. One hero can become his vassal, taking over Saferth's settlement, on the condition that he marry Fridla. Both

vassalage and marriage bring great responsibility and respect. This character can be considered a Family Chieftain. The Geat king invites the other characters to become hall-thanes in his personal retinue.

If Beaduhild brought one of the characters back from death, the generation of an Amor passion might be appropriate.

For those seeking material rewards, they may keep Mimming, the Shield of Weland and the magical battle-banner from the horde.

At the conclusion of this adventure, many characters may lie dead. As well as glory gained for a heroic death, these heroes earn grand barrows on Hrones-ness. Beowulf funds the construction with his own treasure and manpower. A share of the dragon's treasure should accompany them into the After-life.

Glory: 1000 for heroic death; 100 for becoming a hall-thane; 50 for becoming Beowulf's vassal (+6 glory per year) and 1000 for marrying Fridla.



... **t**hey said that among all the kings of this world he had been the gentlest of men and the most gracious, the most kindly to his people, and the most eager to win renown.

- Beowulf -



SociRces

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HANDOUTS

Summary of the Handouts

Common Knowledge: Present these handouts to the players before beginning a campaign or session. **Foreigners' Common Knowledge** represents the vague conceptions of Thule held by foreigners, Logres knights, for instance, it is accompanied by a **Foreigners' Map of Thule**. If presented during a traditional *Pendragon* campaign, they might pique the player's interest enough to voyage north. **Thule for Northerners** covers many of the same topics with the additional information available to a native of Thule; the **Northerners' Map of Thule** supports that information. **Travel To Thule** provides a mileage chart for travel between Britain and Thule. **Days and Nights** shows the variation in the length of the hours of daylight and night in three locations in Thule: Denmark, Halsingland, and Halgoland.

Rune Lore: Give **Rune Translation and Usage** to players whose characters have the skill Read (runes) 1, or more. It represents an understanding of the *futhark*. By itself, the rune-to-English conversion chart is of little use; **Magical Runic Meanings** provides the detailed knowledge possessed by Odinic priests, or any character with Read (runes) 10+.

Hrothgar's Hall: These handouts accompany **The Adventure of Hrothgar's Hall**. There are guidelines on their use in the scenario. Note that **A Tale of Woe** contains common knowledge, but you should hold on to it until the characters are powerful enough to challenge Grendel, lest they act rashly.

Barrow-dragon: Use these handouts as directed in **The Adventure of the Barrow-dragon**.

Permission is granted to photocopy these handouts for personal use only.

TRAVEL TO THULE

Norwich	Eburacum	A'borg	Bergen	Geatborg	Hapaarati	Hedeby	Helgo	Kaupang	Lethra	Nitheros	Snartemo	Thr'ness	Uppsala	
-	-	725	985	-	-	-	-	-	-	-	1350.	-	-	tondon Coast
135	455	650	690	-	-	-	-	-	-	-	600	-	-	tondon Open
		860	1120	-	-	-	-	-	-	-	1485	-	-	Norwich Coast
	18	650	750	-	-	-	-	-	-	-	750	-	-	Norwich Open
		1 1 80	1440	-	-	-	-	-	-	-	1805	-	-	Eburacum Coast
		850	950	-	-	-	-	-	-	-	850	-	-	Eburacum Open
			320	140	1410	235	660	160	150	790	140	1200	785	Aagersborg
				480	1750	555	1000	385	470	475	200	885	1105	Bergen
					1270	235	520	160	150	920	280	1330	M-	Geatborg
						1285	1230	1430	1710	2050	1410	2460	640	Hapaarati
							535	395	160	1030	375	1425	655	Hedeby
								680	480	1340	800	1850	125	Helgo
									310	710	190	1240	805	Kaupang
										930	290	1340	580	Lethra
											640	490	1565	Nitheros
												1050	925	Snartemo
													1975	Thranderness

A typical day's journey is about 35 mile

Note that the mileage is only given from Britain to Aagersborg Bergen and Snartemo. Most ships will probably make for one of these three ports, and sail in coastal waters for the remainder of the journey. Calculate the rest of the voyage from the landing point. All distances in miles.



FOREIGNERS' COMMON KNOWLEDGE

EAST OF BRITAIN/ north of the Old Saxon *lands*, lies a huge island called Scandia or Thule. It is a barren, rugged country where snow-covered mountains touch the heavens, leaves are ever green in summer and winter, and the roots of trees clutch at Hell. On the coasts, rainfall never ceases.

Classical Writers

Most of what is known about Thule comes from the great writers of antiquity, such as Pytheas, Ptolemy, Pliny the Elder, and Tacitus.

Pytheas the Greek wrote that Thule lacked crops and cattle. The illiterate, fur-clad barbarians ate wild berries, millet, and mead (made from fermented honey). He also described a far northern land called Ultima Thule, where mountains spat fire, ice floated in a boiling sea, and a "lung of the sea" hampered sailing and walking. Complementing these fanciful tales is Tacitus' research on the customs and manners of the northern people. According to him, the most powerful tribe is the Svear. Their warriors are many. Their fleet of double-prowed ships bring conquest and riches the supreme Svear king. Near the Svear dwell a tribe of Amazons, the Cwenas.

Pliny the Elder noted that behind the Riffen Mountains, beyond the North Wind, lies a land of mild climate. The native Hyperboreans live to extreme old age because strife is not known to them. In this far northern climate, each day lasts for six months - people sow in the morning, reap at midday, pluck fruit from trees at sunset, and sleep at night.

Germanic People

A second source of information is the Germanic people themselves, particularly the ones who interact with Western Europe. The Frisians who ply the waterways between northern and European ports know much about the North Sea, and only a little less about Thule itself. The Angles and Jutes came to Britain from Denmark just a generation ago; they remember well their feud with the Danes.

From these sources, you know that the Northmen are fierce, tribal folk - heathens all. They sacrifice weapons, animals, and even people to their many gods. Lacking metallurgy and other skills necessary for chivalrous warfare, they arm themselves with spears, furs, and wooden shields. Some warriors enter battle naked, protected only by heathen magic and a bestial ferocity. The greatest chieftains are equipped with sword or chain-mail from the plunder of fallen opponents. Anyone familiar with Angles or Jutes already knows something about Northmen. After all, the Germanic tribes are all very similar. They worship the same gods (if under different

names), follow the same customs, and speak dialects of the same language. Imagine the Northmen as less civilized versions of the Saxons, lacking the benefits of King Arthur's rule.

North Sea

The North Sea is perilous for the unwary or unskilled sailor. In the cold depths lurk sea monsters, such as the huge tusked whale or the coiled serpent. Strange currents cause ships to veer off course, capsize, or spiral beneath the waves. Each of these dangers wait for the opportunity of dragging sailors to their doom. Even the North Sea's least perils - pirates and chaotic weather patterns - are nothing to scoff at.

Yet Northmen overcome these dangers with boldness and great skill at sailing. The sea forms their best means of transportation. Saxon communities in Britain continue to encourage migration from the Continent and Thule. The Frisian trade network joins every North Sea port. Quite simply, nobody knows the North Sea better than the Northmen.

Thule

Thule is known as a Land of Giants for many reasons. The Northmen themselves are huge people, armed with equally huge axes. Most are too large to ride horses! Thule's mountains make Britain's Mount Snowden look like a mole hill. Towering trees assemble into dozens of forests, each more vast than the kingdom of Logres. The lakes - even the bog pools - are so deep they might well be bottomless. The rivers stretch longer than the greatest Roman road. Finally, actual giants of every description - even Cyclops - roam the land.

Denmark

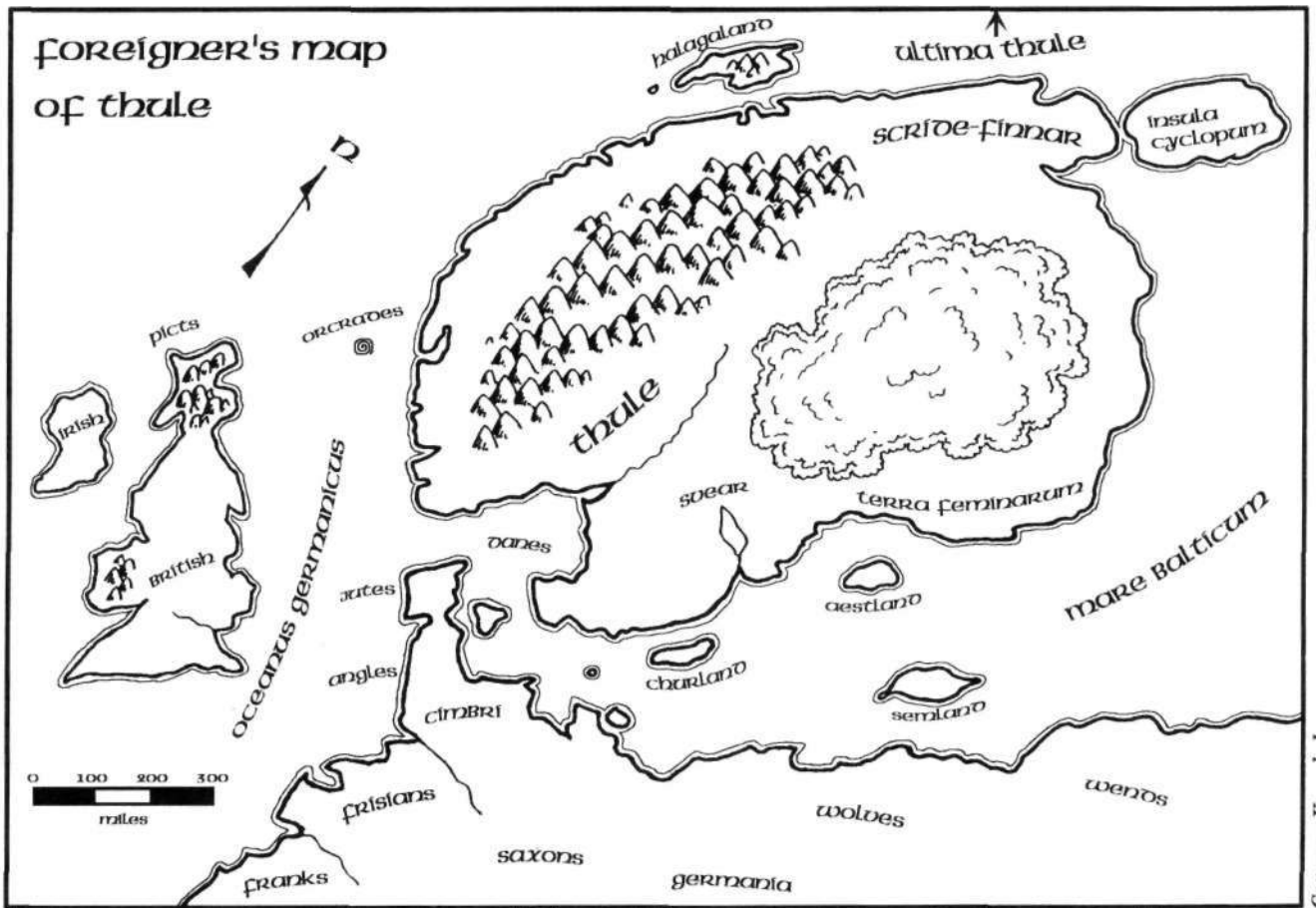
Ruler: King Hrothgar

Vassal of: Nobody

Army: large, hundreds of barbarian raiders

Angles and Jutes speak of their old homeland in Thule with anger and bitterness in their voice. They were forced from their lands by a tribe even more fierce than themselves: the Danes. Apparently, Denmark is a great kingdom, ruled by a line of powerful kings. Due to tribute, raids and trade, riches abound in Denmark - some even claim that the royal treasury contains the Grail!

A few years ago King Arthur's knights slew a Danish king at the Battle of the Humber. A reliable source in the Pendragon's court say he is interested in sending ambassadors there. As well, recent rumor tells of something rotten in Denmark. Some sort of fiend called Grendel is ravaging the kingdom. Hrothgar offers great rewards for any aid...



Common Knowledge

DAYS AND NIGHTS

The extreme northern latitudes of Thule experience gTeat seasonal extremes in the length of the day.

Midsummer day (June 22)

In Denmark, the Midsummer day lasts nearly 18 hours, with z i/z hours of twilight., and 3 i/z hours of true night.

In Halsingland, The night is only two hours of twilight.

In Halgoland, the sun does not set, but skims the horizon and rises again.

Midwinter day (December 22)

In Denmark, the day lasts only 7 hours, with z hours of twilight and 15 hours of black night.

In Halsingland, true night lasts 16 hours, twilight 3, and daylight only 5 hours.

In Halgoland, the sun does not rise, though the horizon does light up, for a few meager hours of twilight.

The change of the seasons is rapid, on the Spring and Autumn Equinoxes (March zi and September zi) days and nights both last iz hours.

	Midsummer			Midwinter		
	Day	Twilight	Night	Day	Twilight	Night
Denmark	18	zi/z	3IA	7	1	15
Halsingland	zi	2	1	5	3	16
Halgoland	14	0	0	0	1	22



THULE FOR NORTHERNERS

IF YOUR CHARACTER comes from Thu(e), he knows some additional and more accurate information. You should attribute any discrepancy between this handout and Foreigners' Common Knowledge to their ignorance.

. Peoples

Three distinct peoples inhabit Thule/ each with their own culture and religion. Outsiders refer to all Northerners as Danes; this term is incorrect/ being a political division rather than a racial one; Northmen and Cimbri from Denmark all consider themselves "Danes."

Northmen: Northmen are tall/ blond/ axe-wielding raiders. The dominant culture/ they are outgoing/ well-traveled/ and the most receptive to Western (i.e./ Arthurian) ways. The ethlings (nobles) are descended from Odin/ the All-ruling deity of warfare/ magic, and the dead. The karls (free folk) have more rights than a feudal peasant.

Cimbri: These stout/ dark-featured people inhabit Denmark and the islands of southern Thule where they farm/ fish/ and collect amber for trade. Truly heathen/ they worship hundreds of nature spirits and perform regular human sacrifice. Rather than using iron weapons/ they more commonly arm themselves with wooden clubs. Most Cimbri are the subjects or slaves of conquering Northman tribes.

Finnar: The inhabitants of the Far North are strange: short/ swarthy/ with thick-lidded eyes. They have no proper weapons/ horses or houses. Raw meat and wild herbs provide nourishment. Dressed in furs, both men and women hunt with bone-tipped spear and arrow. The Finnar living in Thule are called Skridfinnar (Scride = to skate on snow-skis)/ referring to the speed at which they traverse the frozen wastes. They are powerful sorcerers.

Lands

Thule includes all lands north and east of Frisia/ including dozens of tribes and vast terrain. Five kingdoms are more important than the rest:

Denmark

The Foreigners'¹ Common Knowledge handout describes Denmark accurately enough. However/

you know that this kingdom actually encompasses Zealand/ Jutland/ Skane and other small islands.

Gautjod

Ruler: King Hygelac

Vassal of: Nobody

Army: medium/ many noble warriors/ skilled sailors
Gautjod is renowned for being the homeland of Beowulf. Like their hero/ all Geats represent the ideal Northmen warrior. They constantly feud with the Svear and sometimes raid Frisia. While people talk of Gautjod as if it were a single entity/ it is split into East and West Gautland. Not quite enemies/ they are not necessarily friends/ either.

Svitjod

Ruler: King Ohthere of the Svear

Vassal of: Nobody

Army: medium/ quality horses/ large fleet
The prosperity of Svitjod is due to fertile lands/ tribute from conquered Cimbri/ and raids against the barbaric Wends (Slavs) to the east. The Sveat/ of course/ thank Freya for the bounty. The Svear have long attempted to conquer Gautjod/ but to no avail. Part of the problem is that Raven's Wood - a mysterious/ some say dangerous/ mixed forest - separates the two lands.

Ostland

Ruler: King Wald

Vassal of: Nobody

Army: medium

Thelamark/ Ranrike and Heathomark comprises the kingdom of Ostland. Much of the land is fertile/ and Ostlanders are better farmers than fighters. Due to this relative peace/ King Wald and his aristocracy have recently converted to Christianity. Karls continue to worship Freya.

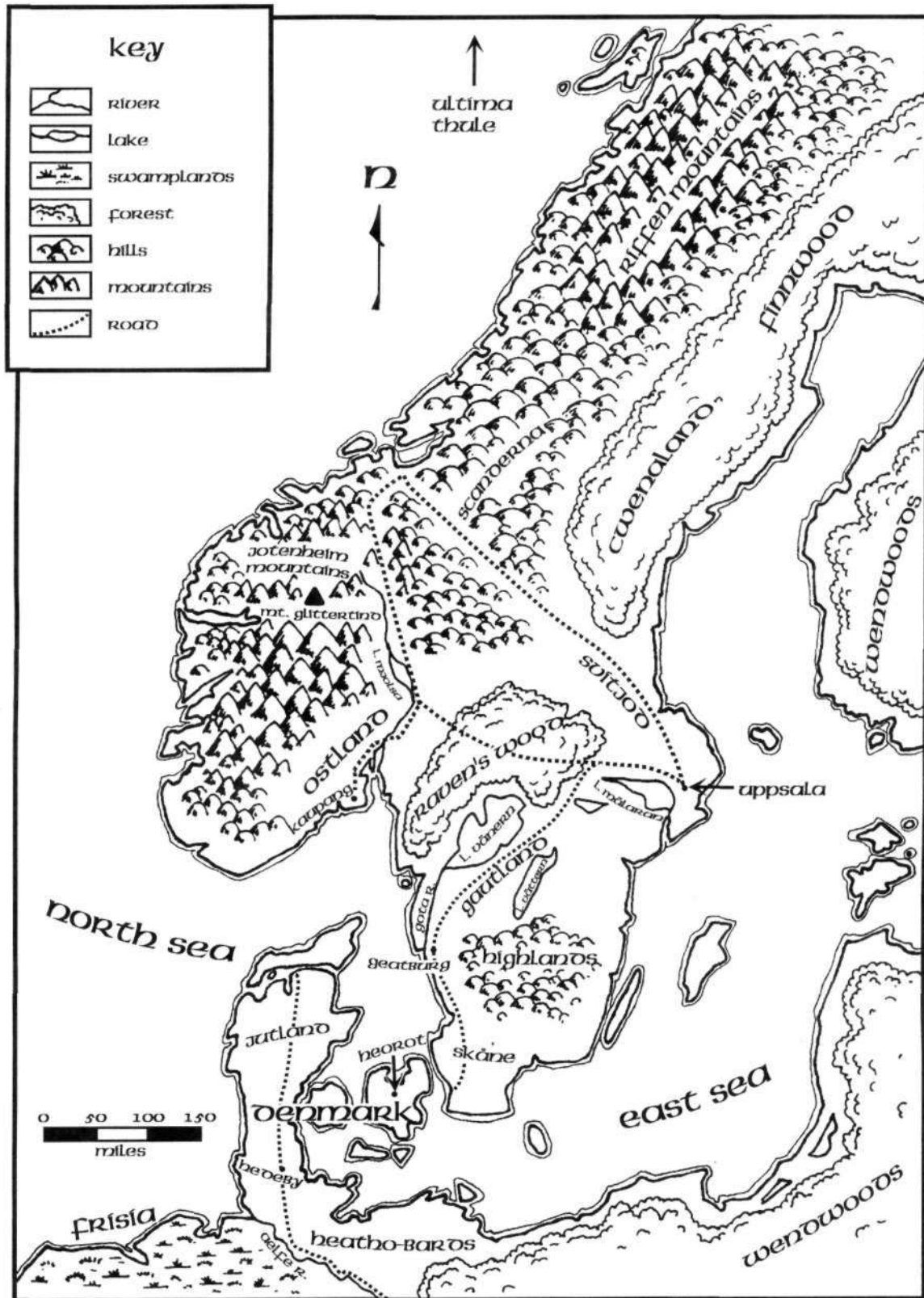
Vestland

Ruler: King Hagena

Vassal of: Nobody

Army: Small to Medium

Hordaland and Rodaland are ruled by the brothers Hagena and Rondhere. They are famous raiders/ striking mostly at Frankland and southern Friesland. They have/ on occasion/ raided Britain.



northerner's map of thule



RUNE TRANSLATION AND USAGE

a RUNE IS A WHISPERED SECRET, a magical sign. Odin hung from the World Tree for nine nights, pierced by his own spear, an offering to himself. Through his suffering, he learned the secret of runes. In turn, Odin (the Soothsayer) taught his mortal followers:

Ye shall find runes and signs to read,
Signs most mighty, signs so strong,
Which the Soothsayer colored,
The High Gods made,
And the Old Ones carved.

Do ye know how they should be carved?
Do ye know how they should be read?
Do ye know how they should be colored?
Do ye know how they should be tried?

The runic "alphabet" is often called the futhark. It is named for its first six letters. The entire futhark consists of twenty-four runes, as shown below. Each rune can be read as the English character shown below it.

As this illustrates, these runes consist of squared-off, vertical and diagonal lines. This is because they are most commonly carved into wood, and straight carving is easier to accomplish than curves, furthermore, horizontal lines would be lost in the grain. Lines and sometimes even individual words can be written either from right-to-left or left-to-right; sentences might even wind, snake-like, across the writing surface. A dot usually separates each word.

Each rune has a magical meaning, most of which are lost to the average karl or warrior. However, all commoners memorize the shapes and meanings of the most important runes:

✘ /Jyd (n), the need or necessity for humans to withstand famine, disease, raids or other acute dangers in order to survive.

Y Eolh (R), defense, protection from evil or trespassers.

Tyr (t), Named after the Sword-god; the berserks of Odin's cult carve this sigil on their shields to avert injury and increase bravery.

Runes can be carved on coffins, to ward against evil influence and speed the diseased towards afterlife, or to keep the dead from walking. The Nyd and Eolh runes have generic uses when scratched into entrances, drinking vessels, even ones fingernail. Runes are dangerous in the hands of laymen, but by following two rules one reduces the peril: runes must be cut at night; and not with iron because this metal is a magic-bane.

AAost often, rune-carving lies within the domain of the rune-masters - Odinic priests or foreign sorcerers such as the Eruli or Finnar. By carving runes on flat pebbles or bark, a diviner could toss them and interpret the patterns in which they fall. Rune-stones tell sad stories about the death of kings. Rune-inscribed weapons are often magical. The priests sometimes instruct craftsmen in carving runes, at other times they do it themselves.


Y N P F R < X P H t | e J C Y h ↑ B M M I T o W Q
f u t h a r k g w h n i j i p R s t b e m l n g d o





MAGICAL RUNIC MEANINGS


BEFORE BEING ALLOWED into the ranks of the priesthood, a follower of Odin must prove his faith and dedication by undergoing a ritual hanging. With perseverance comes success; with success comes rune-lore. Locked within each rune is great magic, but Odin warns that with power comes a price - "Better not to ask than over-pledge, as a gift demands a gift; better not to slay than to slay too many." Sometimes a rune-master loses a loved one as the price of success, and the Death rune is difficult to cage once loosed.


Each rune has a particular meaning, and a specific magic accompanying that meaning. As a rune-master, you know how to unlock their secrets.


 Feoh (f), the cattle so important to Northman economy, particularly for karls. Magic invoking this rune deals with wealth and prosperity.


 Ur (uj, aurochs or wild oxen. Northmen sacrifice these beasts to the gods when they when they seek something in return.


 Thorn (th), signifies giants, trolls, and other evil monsters which lurk in the periphery of settlement. With this sigil, a rune-master can invoke such a demon from the wilderness; whether it protects him or allows for banishment is uncertain.


 As (a,o) refers to the Aesir or any god in general. This rune allows you to name all the Old Ones, and know about the rites and practices of the various cults.


 Rad (r), the riding rune is invoked before setting out to travel by horse or cart. It also symbolizes the spirit's final journey to the afterlife.


 Ken (k), meaning a torch or flame, protects against burning.

 Gyfu (g), a gift. This rune sometimes represents sacrifice to the gods, but just as often refers to the generosity of a good lord.

 Wyn (w) means joy or glory. Since Odin supplements his rune-magic with "Glory Wands," this rune also symbolizes foresight, wisdom, and the act of making magic.

 Hagal (h), the hail and snow which pummels a shelter in winter. Rune-magic provides some protection from elements.

 Nyd (n), the need or necessity for humans to withstand famine, disease, raids, and other acute dangers in order to survive. Use this rune when in great need or distress; it helps one to survive hardship and heal quickly. When carved on a drinking cup, it guards against poison and over-consumption.

 Is (i) refers to ice and all things cold. This rune reduces the chance of freezing to death and keeps ice solid underfoot.

Ger (j) is the spear, a weapon favored by many warriors and Almighty Odin. Through this rune (and thus Odin's spear) will you earn victory in battle.

Eoh (i), the yew tree, is connected with death and the underworld. Cut into the fingernails of a dead man, this rune will make him speak.

Peorth (p) allows a captive to burst from his bonds. It can also curses an opponent with "war-fetters," a magical paralysis.

Eolh (R,z), defense or protection from evil influence or trespassers; linked to the magical sign of the played hand to ward off the evil eye. It is also related to the antlers of an elk. This all-purpose rune is often used in conjunction with others.

Sigel (s) refers to the sun. The rune affects weather, sunlight, and the sky.

Tyr (t), Named after the Sword-god; the berserks of Odin's cult carve this sigil on their shields to avert injury and increase bravery.

Beorc (b), the birch tree, represents the fertility rites of spring. This rune provides the power behind love potions.

Eh (e), the horse. The Svear tattoo their horses with this to increase speed and endurance.

Man (m) can refer to one person or mankind in general. Its magic affects people — their body, thoughts, or senses. One example of this rune's use is in calming an angry warrior.

Lagu (l), water. A sailor should use this rune to shrink waves and keep his ship afloat.

Ing (ng), the mortal son of Odin and ancestor of all Northmen. Kings draw upon this rune when seeking the advice of ancestors. It can also refer to the Danes.

Daeg (d) means day, a good time for magic, and the time for all good magic. This rune can disorient and disperse spirits of darkness.

Ethel (o) refers to inherited land, property, and settlement. The rune promotes stability and law.





A TALE OF WOE

aTTEND! We have heard of the thriving of the throne of Denmark, how the folk-kings flourished in former days, how they earned that glory. Hrothgar was granted victory in battle; so kith and kinsmen gladly obeyed him, and his band increased to a great company.

It came to his mind that he would command the construction of a huge mead-hall. And, as men reckon, the day of readiness dawned very soon for this greatest of houses. Heorot he named it, whose word ruled a wide empire.

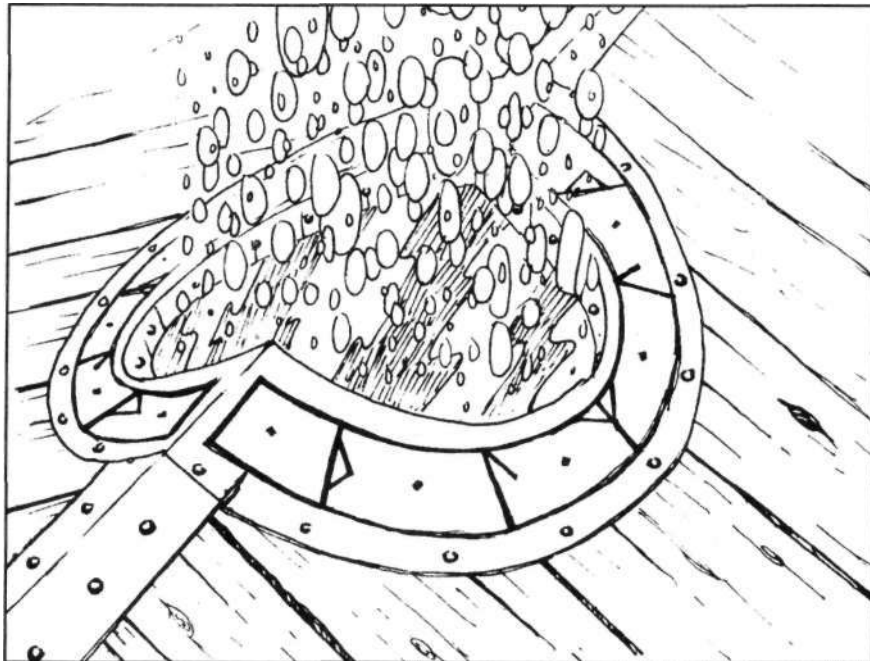
So the company of men led a careless life, all was well with them, until One began to encompass evil, an enemy from hel. Grendel they called this cruel spirit, the fell and

fen his fastness was, the marsh his haunt. With the coming of night came Grendel also. He found in Heorot the force of nobles slept after supper, sorrow forgotten. Grim and greedy, he grasped on their pallets thirty warriors, and carried off homeward his glut of slaughter.

With the dawn's light, Grendel's outrage was openly seen - night's table-laughter turned to morning's lamentation. Nor did he let them rest but the next night brought new horrors. It was not remarked then if a man looked for sleeping-quarters quieter, less central, among the outer buildings.

So Grendel became ruler. Empty then stood the best of houses for twelve long winters.

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THE INSCRIPTION



WELAND THE SMITH

WELAND - son of the giant Wade and lustful Freya, Prince of Alfar, smith of the gods - built his house and smithy in Wolf-dale. One day, he found a maid of other-worldly beauty spinning flax by the waters of Wolf Lake. A swan-skin lay nearby, for she was Hervor the All-wise, Warder of the Host, one of Odin's Valkyries. Weland took her as a wife. She lived with him for seven years, then flew away to rejoin her sisters on the battle-field. Weland yearns for her still.

It is said that Weland takes an interest in the affairs of mortals. For worthy men, he crafts rare treasures. Beowulf wears a mail-coat of wondrous design - no sword can bite its links. The mail is Hrethel's heirloom, made by Weland. In his younger years, Hrethel found the half-giant's smithy. Its location was lost with the Geat king's death and that of his son Hathkin, who learned the story before losing his father's favor.

Another tale tells how Weland can hurt those who betray his generosity. Long ago, the Svear King Nithoth and his thanes found Weland's home. They snuck in during one of the smith's frequent absences, stole Hervor's ring which lay on a foot-locker, and hid themselves. When Weland arrived home to discover the ring missing, he assumed that his beloved Hervor had returned. So he spent the night there waiting. Nithoth bound the sleeping Weland in strong fetters and took him captive. Back in Svitjod, the king forced him to make weapons and jewelry for him.

But Weland finally escaped through cunning. After slaying Nithoth's sons, he created a pair of wings for himself. Before flying away, he presented Nithoth with a final gift - two goblets... crafted from the princes' skulls.

BEOWULF AND THE GIANTS

BEOWULF is by far the most famous of adventurers among the peoples of Gautjod - the homeland of heroes - for the deeds by which he had distinguished himself. All men know well the weight of his hands.

Have we not heard of him coming home from fights where he bound five giants, cleaned out a tribe of them? It was not his sword that broke the bone-cages and the beating of their hearts but his warlike hand-grasp, the grip of thirty men. All giants in Gautjod were acquainted with the hand-shake of that strong-man. They sleep now whose fate was to fight with Beowulf; terrible slaughter has carried into darkness many enemies of mankind. The bane of the Geats, they had asked for their trouble.

It was just so with that other proud young prince (his name is now lost), who long ago became lord to a giant. The Old Ones' stature and strength had decayed by then, their daring diminished. There was one so fearful among the giants of Gautjod as to surrender his freedom; fateful bonds were fettered for him. Then for a long space there lodged in man's stronghold that cowardly giant, Finn.

HATH KIN'S FALL

TOP. THE GEAT PRINCE Herebeald a death bed was strewn: a shaft from Hathkin's horn-tipped bow missed the mark and struck his brother. Then King Hrethel carried in his heart a surging grief for the loss of his eldest son. Because this sorrow hurt him so, he left man's earth - chose Odin's realm - and gave to his sons, as a good man does, the land and strongholds when he went forth.

It was not much later that Ongentheow chopped off the life of Hathkin, Hrethel's son, near Raven's Wood, when in their pride the Geatish people first sought out the Battle-Svear. The bloody swathe of Svear and Geats in their murderous pursuits was known afar - how the two tribes had stirred up strife between them. Hygelac's banner finally overran the field; Ongentheow dropped at last, his life gone.

Then once the battle-danger had departed, the Geats came to where Hathkin's body lay without a head, and in their hearts were full of sorrow for his slaughter. An observer said that he saw it previously, when six huge wolves plundered the body, took from Hathkin his wise helm-perch, and carried away the Geat-lord's head.



ERULI BANDITS

SAEFERTH THE GEAT

JM YOU HAVE known Saeferth, son of C_7 Sciping, for many years. Of average build for a Northman, but bursting with energy. His features are bright and cheerful: white-blond hair and beard, light blue eyes, reddish face, and quick smile. He is honest, loyal to his many friends, and places great value on wealth. Saeferth also enjoys all sorts of competition, especially archery and wrestling.

As a Geat, he is most at home on the waves. In early adulthood, he gathered a fellowship of like-minded youths and proceeded to travel and explore, trade and raid. During these voyages, he gained much wealth and many more friends.

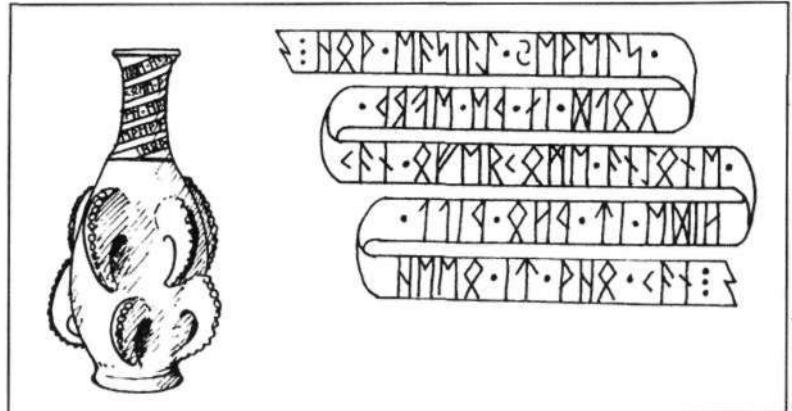
Reaching maturity, his thirst for travel gave way to more responsible attributes. His kin value his judgment and consider him the head of their family. Like the other chieftains, Saeferth provides his lord - King Beowulf of the Geats - with council at the tribal assemblies. He is married to a Fridla, a proud woman from a distinguished Geat family.

I HAVE HEARD IT SAID by kinfolk of mine who live in the country - the wilderness of Gautjod - that they have seen a half-dozen outcasts haunting the hills, alone with the wolves. All of them, so far as they might make out, were in the shape of men, though black-skinned and bestial, treading the tracks of exile. The country people have claimed them to be Eruli bandits.

Again and again, they strike quickly, greedy for booty and blood. In the black night, they escape to the hills. No one has good enough wood-lore to prevent their getting away. For all the Geatish chieftains this was cruel sorrow, for none of them imagined how to mount a defense of the Weather-warriors against such enemies, warlocks, bandits!

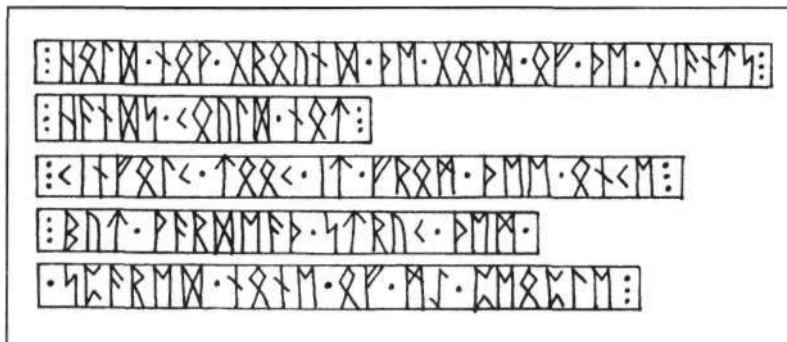
Worse yet, they claim to have the head of Hathkin hidden somewhere in their hill-side stronghold. That hateful boast rocks all of Gautjod with swinging sorrows.

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Barrow-dragon

THE GOLDEN FLAGON



Barrow-dragon

LAY OF THE LAST SURVIVOR

P KING ARTHUR PENDRAGON

player.....

personal data

Name
Homeland.....
Culture..... Religion.....
Father's Name.....
Father's Class..... Son Number.....
Lord.....
Current Class..... Age.....
Current Home..... Year Born.....

personality traits

Chivalry Bonus [•] (total = 80).....

Religious Bonus (underlined traits all 16+).....

- Chaste / Lustful
- Energetic / Lazy
- Forgiving..... / Vengeful
- Generous..... / Selfish
- Honest / Deceitful
- Just..... / Arbitrary
- Merciful..... / Cruel
- Modest..... / Proud
- Pious / Worldly
- Prudent / Reckless
- Temperate..... / Indulgent
- Trusting / Suspicious
- Valorous / Cowardly

Directed Trait.....
Directed Trait.....
Directed Trait.....

passions

Loyalty (lord).....
Love (family).....
Hospitality.....
Honor.....

equipment carried

Armor Type [..... points].....
Clothing [..... Librum value].....
 Personal Gear [on mount.....]
 Travel Gear [on mount.....]
 War Gear [on mount.....]

statistics

SIZ..... (Knockdown)
DEX.....
STR.....
CON..... (Major Wound)
APP.....
Damage ((STR+SIZ)/6).....d6
Healing Rate ((STR+CON)/10).....
Movement Rate ((STR+DEX)/10).....
Total Hit Points (SIZ+CON).....
Unconscious (HP/4).....

distinctive features

skills

- Awareness.....
- Boating.....
- Chirurgery.....
- Compose.....
- Courtesy.....
- Dancing.....
- Faerie Lore.....
- Falconry.....
- First Aid.....
- Flirting.....
- Folk Lore.....
- Gaming.....
- Heraldry.....
- Hunting.....
- Industry.....
- Intrigue.....
- Orate.....
- Play (.....).....
- Read (.....).....
- Recognize.....
- Religion (.....).....
- Romance.....
- Singing.....
- Stewardship.....
- Swimming.....
- Tourney.....

companion

Name.....
Age.....
First Aid.....
Battle.....
Spear.....

glory

glory this game

current hit points

Wounds.....
 Chirurgery Needed

combat skills

Battle.....
Horsemanship.....

weapon skills

Sword.....
Spear.....
Axe.....
Dagger.....
.....
.....
.....
.....
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Boasting contest

Wins..... Losses.....

mounts

Best mount.....
Type.....
Damage..... Move.....
Armor..... HP.....
SIZ..... CON..... DEX.....
Breed..... Attack Skill.....

other mounts

Riding..... Move.....
Companion's..... Move.....
..... Move.....
..... Move.....

Land of Giants

- > Scandinavian Culture and Religion
- > Fold-Out Map of Scandia
- > Gazetteer of Places
- > Scandinavian Adventures

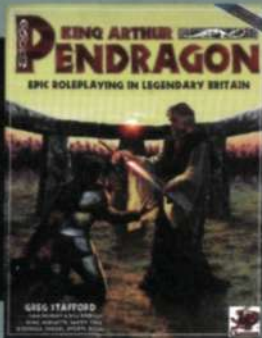
Explore the lands of Scandinavia in the time of Beowulf and King Arthur.

While Arthur sat upon the throne of Britain, Beowulf drank mead in the halls of Hrothgar and battled the monster Grendel for the glory and honor of his king.



Land of Giants is a supplement for the *Pendragon* roleplaying game system, describing Scandinavian kingdoms as they existed in the time of King Arthur. This book features notes on generating Northman characters, a survey of Northman customs and religion, a map and guide to the region, and new adventures.

Gamemasters can use the Scandinavian kingdoms as a place of adventure for their Arthurian player knights, or play the Thanes and Jarls in a purely Northman campaign outside the influence of Arthur's rule.



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Pendragon is a roleplaying game wherein you and your friends participate in heroic adventures. One player, the gamemaster, presents the story. Everyone else creates knight-characters—the heroes of the tale. Each player verbally responds to the gamemaster's plot and the action of the villains, and describes how his or her character reacts. You can face the same dangers that Arthur and Lancelot encountered, but this time you decide your knight's actions!

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