



100  **ODDITIES**
FOR A VIKING ENCOUNTER

BY WILLIAM T. THRASHER, CLINT STAPLES, MIKHAEL O. VARHOLA, CHRISTOPHER CORTRIGHT
AND THE SKIRMISHER GAME DEVELOPMENT GROUP

100 ODDITIES FOR A VIKING ENCOUNTER



By MICHAEL O. VARHOLA, WILLIAM T. THRASHER, CLINT STAPLES, CHRISTOPHER CORTRIGHT,
& THE SKIRMISHER GAME DEVELOPMENT GROUP

100 ODDITIES FOR A VIKING ENCOUNTER



Skirmisher Publishing LLC
499 Mystic Parkway
Spring Branch, TX 78070

<http://skirmisher.com>
<http://d-Infinity.net>

Authors: Clint Staples, William T. Thrasher, Christopher Cortright, Penny Graham Staples,
Michael O. Varhola

Illustrator: William T. Thrasher

Editor and Designer: Michael O. Varhola

Cover: Brendan Cass

Contents of this publication Copyright 2017 by Skirmisher Publishing LLC, all rights reserved.
First Publication: October 2017.



Welcome to the tenth title in Skirmisher Publishing’s popular and ongoing “100 Oddities” series! If you are reading this then what you are enjoying now is *100 Oddities for a Viking Encounter*. This thematic sourcebook contains lists of 100 Items, 20 Places, and 30 People & Monsters that can be used separately or in conjunction with one another to add some evocative details to a Viking-themed encounter or to construct one from scratch. With all of these elements we routinely cross the line between actual mythological elements and meta-references to them, and storytellers can decide in any given case whether they are dealing with something legendary or merely reminiscent of it.

Members of the Skirmisher Game Development Group were inspired to create this for a number of reasons. One of these is their collective involvement in two Viking-themed games, Clint Staples’ *Ragnarok* roleplaying game and the *Ragnarok: Age of Wolves* tabletop miniatures game, while the other is publisher Michael O. Varhola’s recent research trip to the “Viking Homelands” of the Baltic Sea.

So what do we mean by “Oddities”? They are things that stand out from the ordinary, and prompt both you and your players to wonder about them. Oddities intrigue and awaken curiosity and creativity in player and storyteller alike, adding interest to an encounter, or even making one out of nothing. They also lead people to ask questions. Why is that thing there? What is it for? Who would do that? Addressing the “who,” “what,” “when,” “where,” and “why” of any particular Oddity will help to establish its place in a scenario in a compelling way.

A good Oddity-based encounter should also be memorable. Traditional combat encounters with stock monsters in standard subterranean rooms, followed by obligatory searches and looting, tend to run together after a while and become unmemorable to players. A crippled blacksmith found trapped in a mountainside cave, however, who is repairing an oversized iron plow that he says once belonged to a goddess and which must be fixed in time for an important annual ritual, is more likely to stick with them.

Other volumes in this series include *100 Oddities for a Creepy Old House*, *100 Oddities for an Enchanted Forest*, *100 Oddities for a Found Car*, *100 Oddities for a Graveyard*, *100 Oddities for a Thieves’ Guild*, *100 Oddities for a Treasure Hoard*, *100 Oddities for a Wasteland*, *100 Oddities for a Wizard’s Library*, and *100 Oddities for a Wizard’s Tower*. Like them, *100 Oddities for a Viking Encounter* can be used in any number of ways.

ITEMS

Items in this book can be used singly or in groups and in any number of ways. For example, in anticipation of a major, session-ending encounter between your player characters and a dangerous band of humanoid monsters that you want to be evocative of Norse legend (e.g, Orcs, Yrks, evil Viking raiders), you might simply select or roll anywhere from one

to three times on the Items list. Beyond adding appropriate flavor to this encounter, doing so might also help to refine the motivation of your monsters and even lead the characters toward the area evocative of Scandinavia in your campaign setting.

With this in mind, we decide to roll our percentile dice three times and get a 42, a 49, and an 83. Results on the Items table that follow indicate a drum that gives its user the ability to animate and command the dead, a finely-crafted greataxe inscribed with potent runes, and a stone mold that can be used to cast “Thor’s Hammer” pendants. With these Norse embellishments in mind, we decide to make the humanoid spellcaster a Necromancer and to give him the drum; to equip the chieftain of the marauders with the axe; and to consign the valuable mold to the rubbish heap where it was tossed by the impious creatures and will only be found as the result of a diligent search.

A number of Items have an “Encounter” listed in conjunction with them and storytellers have the option of using these or not as it serves their needs.

PLACES

Even mundane places in a Norse setting can be dramatic, hazardous, and foreboding, and might include rocky coastlines, narrow fjords, isolated islands, gloomy forests, rugged hills, and frozen mountains. We leave it to storytellers to incorporate such places into their scenarios as appropriate. In this book we have included a score of peculiar places, however, that can be used in a number of ways, to include being incorporated if desired into existing encounters.

We could, for example, select an entry from the table or roll on it with an eye to shaking up the encounter with our afore-mentioned evil humanoids. We roll a 20, and get a haunted farmstead occupied by undead cattle. This actually works really well, as we had already determined that our antagonists had a Necromancer with them! It is thus just a short step to decide that they have established themselves in this macabre ruin and are both using it as a device for increasing their power and a base for causing mischief throughout the surrounding territory.

As with Items, a number of Places have optional “Encounters” listed that storytellers can use they see fit.



PEOPLE & MONSTERS

Finally, we have included a list of People & Monsters that, like the other sorts of elements that appear in this book, can be used in any number of ways. These in particular draw upon mythological themes, and storytellers might decide to characterize them variously as gods, mundane beings, prophetic visions, or anything else appropriate to the situation. They can be used in conjunction with existing encounters or to create completely new ones altogether.

Continuing to follow the thread of our marauding band of humanoids, we can either pick an entry from the list or roll a d30 to get one randomly. We decide on the latter option and get an 11, which indicates an itinerant merchant with four barrels filled, allegedly, with venom from Jörmungandr, the Midgard Serpent itself! We can extrapolate from this to create any number of situations, to include one in which the humanoids are negotiating purchase of the venom (possibly from divine troublemaker Loki himself, who has taken on the guise of a humble peddler). Armed with this poison, if that is what it really is, the humanoids would graduate from nuisance to palpable threat and it therefore falls to any heroes present to prevent that from happening.

EXPLODING DICE

In *100 Oddities for a Viking Encounter* we employ an “Exploding Dice” mechanic. In this sub-system, a die that rolls the maximum value possible — e.g., a 4 on a d4 — is rolled again, and the new value is added to the previous total. This continues until a value other than the maximum is rolled. So, for example, you might roll a d4 and get a 4, then roll again and get another 4, and then, on a third roll, get a 2. You would then stop and total the results, in this case a 10 (4+4+2). When we are referring to an exploding die roll, you will see a lower case “x” after the die notation (e.g., “4d4x”), and if a roll calls for multiple dice then each of them might explode and should be separately re-rolled as necessary.

LEGEND CHECKS

In this book of often-legendary things, we have added something called a Legend Check, which addresses some of the mythic, cryptic, or historic lore associated with a particular entry. If this is indicated, then characters with a skill or ability specific to the game system being used can make an appropriate roll to determine if they know anything about the thing in question (e.g., Bardic Lore, Knowledge (Religion), Arcana, Mythic Lore). Legend Checks are optional and you certainly do not have to use them, especially if you want to withhold information from the characters or change the characteristics of any of the elements that appear in this

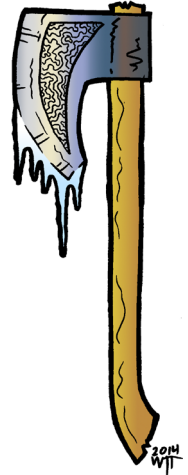
book. Likewise, you can modify them as needed, changing the details that a success confers to match things in your setting. And, of course, you can create legendary details to accompany any of the entries that appear here!

VIKING WEAPON SUBTABLE

Following is a sub-table that can be used to randomly generate a Viking weapon for any particular purpose, to include determining exactly what is referred to in any Item entries that refer to a weapon but do not specify exactly what it is (Norse names for two sorts of weapons are given alongside their more familiar equivalents).

Throughout this publication we also refer to specific sorts of weapons, and if for some reason you do not want to use these as-is then you can generate a substitute using this table. If a wooden weapon like a club is rolled but a metal one is needed then the alternate listed after it can be used instead.

d12	Weapon
1)	Dagger/Knife
2)	Shortsword/ <i>Seax</i>
3)	Longsword
4)	Club (or Dagger/Knife)
5)	Shortbow (or Handaxe)
6)	Quarterstaff (or Spear)
7)	Handaxe
8)	Battleaxe
9)	Greataxe/Danish Axe
10)	Warhammer
11)	Spear
12)	Glaive/ <i>Atgeir</i>



We very much hope you enjoy *Oddities for a Viking Encounter* and use it to add something memorable to your game! And if you have not yet checked out the other titles in the series you definitely should do both that and keep an eye out for those that will follow.

Michael O. Varhola,
Clint Staples,
William T. Thrasher,
Christopher Cortright,
& Brendan Cass



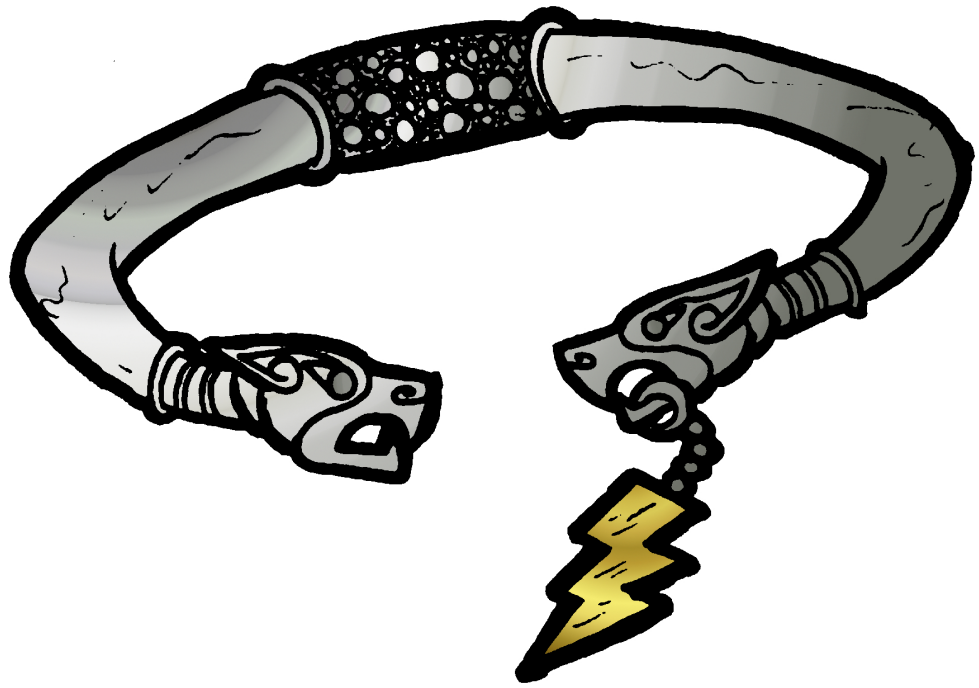
d100**ITEM**

- 01 1d2 silver earrings. Each is fashioned in the shape of a horse's head and body, and has eight tiny chains for legs, each with a little cast hoof at the end of it.
- 02 A shortsword of the sort known as a *seax* that has a hilt made from reindeer antler, to include an irregularly-shaped pommel.
- 03 A 1d6-foot-tall oak statue of a bearded man that is holding in its hand a steel hammer and which has embedded in its head a chunk of flint. If the hammer is removed from the hand and used to strike the flint, a spark will be produced that can light tinder. Optionally, if the name of the god Thor is invoked, the spark can inflict damage and be directed at a target (e.g., in a d20 system game, 1d6 damage and 5 feet of range per foot of height of the statue).
- 04 A drawing of a boat on a scarf-sized piece of linen. Optionally, if the cloth is placed in water, or laid on the ground and has water poured on it, it will turn into an actual vessel (e.g., a row- or sailboat big enough to transport the character party).
- 05 2d10x pieces of tiny gold foil, generally between 1/4 inch and 1 inch in width, stamped with or in the shape things like trees, people, Elves, wild boars, and the like. Each is worth 1d4 gp.
- 06 A pair of heavy, metal-plated leather gloves. There is a one-in-three chance that one of them is missing. Optionally, there is a 10% chance that the gloves are magical, with the default ability to double the base damage of any weapon wielded by someone wearing them.
- 07 A model of a ship fashioned entirely from the fingernails and toenails of people.
- 08 A mariner's chest with a somewhat indented top that is surprisingly comfortable to sit on. Optionally, it is magical and will boost the endurance of anyone sitting on it (e.g., a sailor using it as a seat while rowing).
- 09 1d6 keys attached to a ring that is clearly meant to be worn on a belt (and which is 50% likely to still be hanging from one, which is 90% likely to be made for a woman).



- 10 A simple but heavy gold ring. Examination may reveal runes around the inner rim, and anyone who can read them will see that they say “One Ring to Rule Them All.” Anyone who invokes the name “Draupnir” while wearing the ring will thereafter be immune to a specific pre-determined sort of damage if it is on their finger (e.g., fire, cold, metal weapons).
- 11 A giant split skull full of collected rainwater. Water within the skull is always cold, but never cold enough to freeze. **Legend Check:** This is the skull of a Frost Giant.
- 12 A wolf pelt with attached head that is configured for use as a rug or throw. Its open jaws, however, have had a powerful steel spring trap artfully incorporated into them and something shiny is likely “hidden” toward the back of the mouth as bait. Depending on the game system and the storyteller’s needs, this trap might simply inflict damage on the unwary, but it might also shear off any appendage within it when it is tripped.
- 13 An ornate spear with a blackened blade and runes for victory and mystery embossed on its head. Optionally, it is enchanted with powerful magicks and will unerringly strike a target, inflicting a debilitating wound or slaying the victim outright (e.g., killing if a 6 is rolled on a d6, or in d20 games if a Constitution-based saving throw of sufficiently high difficulty is failed). Next time the same person wields the weapon again, however, it will inflict the identical damage upon the wielder instead.
- 14 A mummified head of an aged man, its eyes sewn shut. **Legend Check:** This is the head of Audhun, a great king known to have preserved his life by sacrificing nine of his sons to dark powers. If anyone pries the eyes open *and* can command Audun’s respect, they will discover that he knows much and may answer their questions.
- 15 A slab-like standing stone taller than a man. Runes carved into its surface tell a tale fraught with portent, much of it alluding to the party’s current objectives. All of its runes cannot be seen, however, as the inscription continues down to where the stone is anchored in the soil, and reading it in its entirety will require a great deal of digging.
- 16 A burlap sack, basket, or similar container filled with 4d4x-1 pounds of 1) cabbage; 2) dried peas or beans; 3) onions; or 4) apples. Optionally, if a total of three pounds is rolled for apples, then there will be three one-pound gold-colored fruits and they will all have the same or different appropriate magical properties (e.g., curing disease, neutralizing poison, healing all damage someone has suffered).





- 17 An embossed silver pair of women's apron brooches. When worn by the head of a household the brooches will never tarnish.
- 18 A cask big enough to hold 1d3x gallons of cod liver oil. It works well as lamp oil and can also be used by someone familiar with its properties as a dietary supplement or element of certain medical treatments (possibly granting a bonus on appropriate healing checks).
- 19 A sealed cask, jar, or similar vessel that contains 1d3x quarts of pickled herring.
- 20 Some 10+10x large white fish (e.g., cod), which have had their heads removed and then been split open, flattened, and dried.
- 21 A barrel containing 1d10x gallons of mead, an alcoholic beverage made with honey.
- 22 A pie cooling unwatched at a spot nearby (e.g., on a table in room, on a nearby crone's window sill). Optionally, the pie is made with golden apples from Asgard and might have appropriate properties. **Encounter:** A gruesome witch or other appropriate baker will appear if the pie is molested in any way.
- 23 A heavy wooden plow with an iron blade that is configured to be pulled by four horses or oxen. Optionally, up to once a year it can be used in a ritual to the goddess Gefjon and, if performed properly, an area equal to the amount of land a person can plow in one day between dawn and dusk (typically one acre) can be added to any suitable water area as an island or extension of an existing landmass.
- 24 A golden torque bearing a small bangle shaped like a lightning bolt. This torque will adjust itself to fit anyone. Optionally, if the bangle is touched while uttering Thor's name, a sturdy chariot pulled by a pair of war-goats appears amid a crash of thunder and a blaze of lightning.
- 25 A simple *seax* with a wooden hilt and pommel and a single, unknown rune upon its blade. Optionally, the rune will shimmer whenever a lie is spoken in its presence. **Legend Check:** This weapon is called Silver Tongue and, while it can detect the lies of others, it can also conceal those of the owner. A user must know the blade's true name and discover the last lie told in its presence in order to unlock its full power.
- 26 A severely-dented silver mug. Optionally, any liquid poured into the mug will be transformed into cool, fresh water.



- 27 Two small, fanged skulls attached to each other by a tattered leather thong.
- 28 A twisted walking staff of the sort that might be used by a crone. Optionally, a thick purple ooze continuously drips from it.
- 29 A soft leather pouch containing 11 bronze coins, each stamped with the image of a long-haired maiden.
- 30 An ancient wooden masthead in the form of a goat, with horns made of silver and large emeralds for eyes.
- 31 A rusty iron *seax* in a new leather scabbard.
- 32 A strange stone that weighs almost nothing, has the appearance of volcanic glass, is almost completely transparent, and changes color when it is disturbed. Optionally, the characters will witness it plummet from the sky and strike the earth! **Legend Check:** This is a paving stone from the Bifrost Bridge, knocked loose during a battle before the gates of Asgard. Its magical properties may be incalculable.
- 33 A simple silver ring engraved with the rune signifying Strength.
- 34 A pool of greenish-gray sludge floats several feet above the ground, dripping thick goo onto the ground below it; strange flowers with bright red petals appear where the drops hit. **Legend Check:** This sludge is all that remains of Radnak Winter-Day, a powerful sage, who was transformed by the gods into his current state while engaged in a quest to gain immortality. If one consumes 100 of the strange flower petals they will add 20 years to their lifespan.
- 35 A small wheat cake that, even if eaten, reappears each day at dawn in the presence of the person who most recently consumed it. While this cake is filling and nutritious, it tastes like a rotting corpse.
- 36 A thick braid of moss-covered rope that smells of the forest in springtime.
- 37 3d10 silver coat buttons, each of which bears the image of an oak leaf.
- 38 Four massive fangs that have been stitched into a heavy leather bracer.
- 39 A small wooden warrior of the sort that might be played with by a child. Optionally, up to once per week the toy can become a full-sized man that will defend the owner for up to an hour or until it is destroyed.
- 40 A large spear of foreign design. It is weightless and when wielded changes the user's appearance to that of a priest from distant shores. **Legend Check:** This ancient weapon once belonged to a minor noble from a distant land who became an explorer. If the spear is taken to the grave of this man he will awaken and thereafter be in the new owner's debt for a year.
- 41 A barrel of potent drink that has been plundered from a distant land. There are equal chances that the barrel contains sake, Greek wine, Irish whiskey, or fermented peyote juice.
- 42 A ritual drum made from the tanned hide of a deceased *skald*, or bard, stretched taut over a frame of sacred ash wood. Optionally, when the drum is played and accompanied by singing, all dead within earshot will rise from their resting places and perform the actions described in the song.
- 43 A small clay jar filled with congealed blood. Optionally, if consumed by someone with the power of speech, the blood will enable him or her to speak extemporaneously in alliterative verse.
- 44 A set of birchwood skis the height of a man. Optionally, its bindings are made of Troll hide and will tie and untie themselves upon command.
- 45 A bearskin tunic, including the head, which can be worn as a hood. The tunic counts as good leather armor while also protecting against the effects of cold and exposure. In addition, if the wearer sleeps with the tunic on, he can learn to manifest the body of a bear, which his disincorporate soul can direct.
- 46 A greataxe, its crescent head marked in gold with archaic Runic script that spells out "Haskluifr."

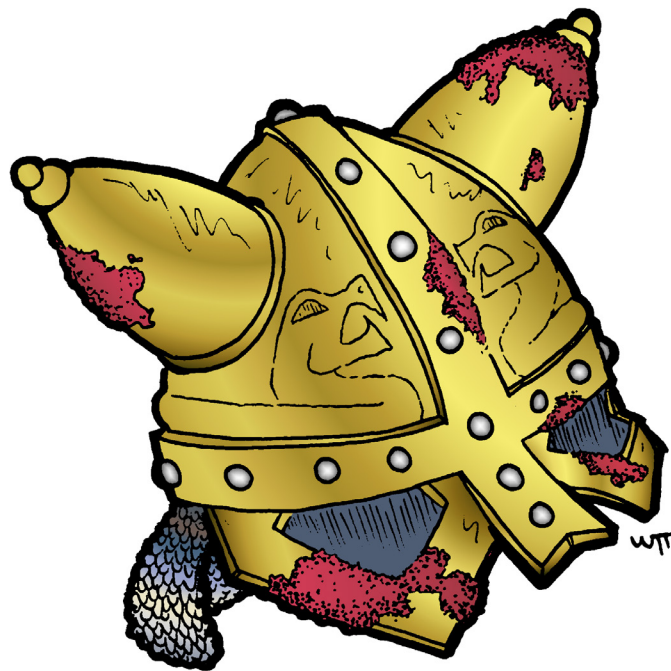


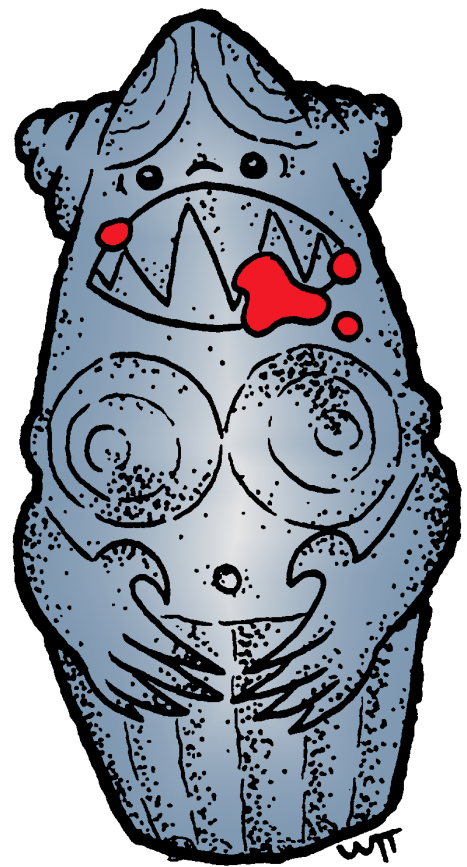
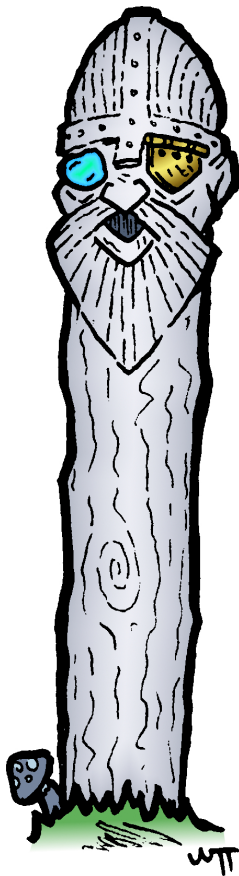


- 47 A fine gameboard, enameled and silver-chased, with the king in ivory, surrounded by his *thegns* in amber, and opponents in ranks of polished jet. **Legend Check:** The king piece has the well-known features of a king of old and the shields of his thegns are embossed with animals associated in legend with the king's followers. The jet pieces are simpler and more uniform but sinister, and all carved with the heads of wolves to represent the lycanthropes that caused the king's downfall.
- 48 A small silver figure of a seated queen, beautiful but with a fierce expression, wearing a necklace of large round stones, a richly-decorated apron dress, and a cloak that looks as though it is made of scales or feathers.
- 49 Three obsidian arrowheads, each enscribed with great care with Othar, the rune of Mystery.
- 50 A large memorial stone, covered in runes that record a heretofore unknown warrior's last stand against overwhelming odds in his quest for vengeance. **Legend Check:** What has gone unrecorded is that the spirit of the warrior has not gone on to Valhalla because the subject of his quest survives and thrives, and anyone who takes the time to read the inscription will attract the attention of this spirit.
- 51 A tall standing stone capped by the carving of a looming, dragon's head. Although the sockets of the eyes are no more than the same stone as the rest of the carving, it is impossible to escape the feeling that you are being observed by the stone.
- 52 A longboat run aground, its crew missing. If the party is nowhere near the coast, a fjord, or a lake, then the longboat will also be balanced atop a tree.



- 53 A heavy and well-made *atgeir*, a glaive-like pole arm designed for hacking through armor. Optionally, it is an enchanted weapon with armor piercing capabilities (e.g., in 5th Edition games, bestowing an attack bonus of +1 against light, +2 against medium, and +3 against heavy armor). In this case it might furthermore be enchanted to make a “singing” noise that will demoralize enemies once it has drawn blood.
- 54 A huge drinking horn that only a strong man could lift, carved from a massive curving tusk of aged golden ivory, hollowed out and heavily adorned with carvings of wyrms and giants in battle, its rim and end covered in heavy red gold.
- 55 A huge warship, its white hull fashioned from wyrm bone, its sails from patterned dragon skin, and its prow from the preserved head of a Dragon, its eyes ablaze. **Legend Check:** This is a vessel built by Sea-Trolls.
- 56 A round iron helm, red with rust, that has a mask with eye holes to protect the top of the face in front, and a sheet of chainmail in back. Despite the patina of rust on it, the helm is not at all compromised. Optionally, it is enchanted in some way.
- 57 A traveler’s satchel hangs nearby (e.g., from a tree limb, on a fence post, on a door handle). **Encounter:** Sounds of clashing swords can be heard just out of sight.
- 58 A small votive metal statuette of a Valkyrie that might be easily carried on one’s person. It is magical and can be used by someone engaged in combat to summon a Valkyrie at will — which will then observe how well the person acquits themselves and, if they are slain and die well, will carry off their spirits to either Odin’s Valhalla or Freya’s Folksvangr (more likely the former if they are Human and the latter if they are a Demihuman like an Elf).
- 59 A coil of rope suitable for rigging a ship. Optionally, this rope is made of Troll hide instead of plant fiber and will repair itself in a few heartbeats if two broken ends are held together.
- 60 A splendid warcoat composed of a dozen layers of quilted linen, wheat gold in color, with blood red bands of trim. If the wearer is defending his own land or that of his sworn lord, he does not feel the pain of his wounds.
- 61 A steering oar with an ornately-carved grip in the shape of a dragon’s head. If the steersman wets the mouth with his blood, the ship will sail true through a storm.



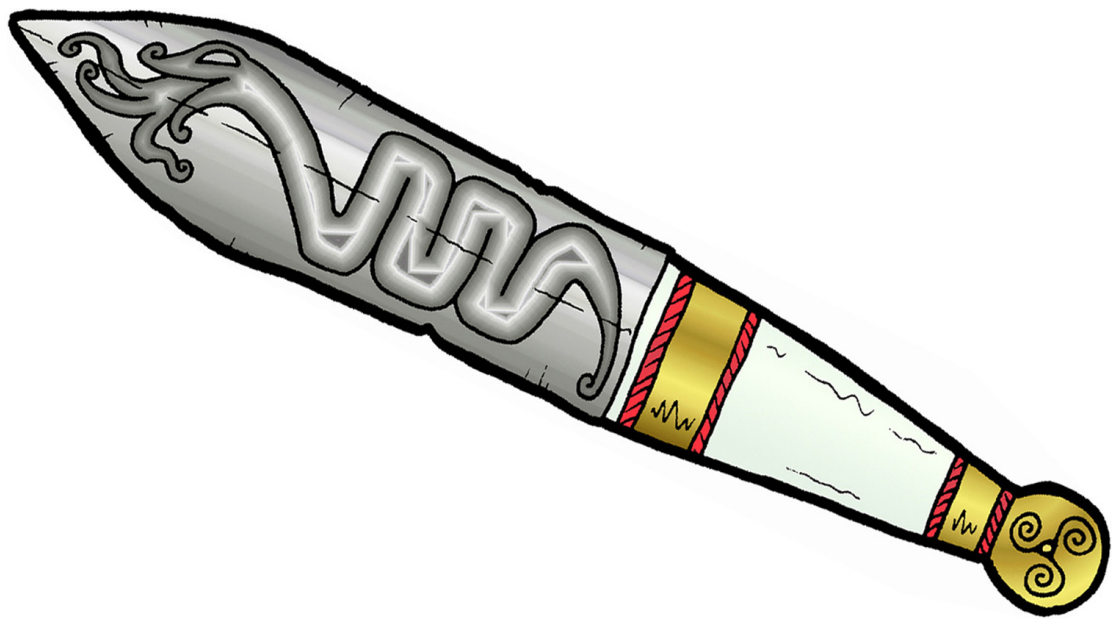


- 62 A small votive figure of a fierce woman with talons and shark teeth, her mouth open and stained with old blood.
- 63 A set of splint arm and leg armor, embossed with images of wyrms along their lengths.
- 64 An ornately carved hall-post (which, if any sort of water is nearby, will lay on the shore, still wet from the waves). **Encounter:** In the distance are a pair of longships of people following the hall-post to the location Wyrd/fate has chosen for their new home.
- 65 A sturdy cedar post with the carved head of a bearded man as its finial. Its single visible eye is a blue/purple sunstone that shines with its own light, while the other eye socket is hidden under a cunningly-hinged patch.
- 66 A gold and bronze cloak-clasp in the shape of a broad, bearded head with bright red garnets for eyes, and an elongated tongue sticking out as the pin.
- 67 Three matching javelins, with bronze knotwork swirling along their heads and carved inlay down the lengths of their hafts. Each has the name of a different god inlaid in runes on its, one each for Odin, Tyr, and Thor.
- 68 A richly-hilted sword with a black, wyrm-patterned blade and gold fittings. **Legend Check:** Odin is said to give out such black-bladed swords to heroes he hopes to have join him in Valhalla. He is also known to contrive the deaths of such heroes in order to ensure that they arrive at his hall in good time and at the peak of their health.
- 69 A dark red leather bag that contains a set of 23 rune tablets carved on sections of elk femur. One rune short of a complete set is missing.
- 70 A grossly-exaggerated anatomically correct figure of the god Frey, the face of which, strangely, has been left a featureless blank.



- 71 A cloak of black feathers with silver pins in the form of raven heads. **Legend Check:** This cloak will allow its wearer to transform into the shape of a raven. This can be done for up to one day per month without danger, but doing so more frequently causes the wearer to risk being trapped in that form.
- 72 A fine, richly-hilted sword, worthy of a *jarl*, in a scabbard chased in gold and studded with garnet. A ring that should adorn the pommel, and upon which oaths are sometimes sworn, is missing. **Legend Check:** The missing ring is that of the Jarl Vikar, betrayed by his more famous *thegn*, Starkad.
- 73 A huge set of elk antlers that have seemingly been carved from wood.
- 74 A large and ornate silver bowl composed of embossed panels fitted together to form the whole. Alternating panels depict Humans and *Alfar*/Elves with large faces and in strange attire, some bearded men others clearly feminine, variously riding horses, processing, and sometimes bearing strange spears or lightning bolts, all while accompanied by smaller shapes of animals, form the rim. Different panels depicting men wrestling with beasts fill the interior spaces. The bottom of the bowl, which would be hidden if the vessel were filled, is a single medallion depicting a bull, its head turned and raised to look up to the opening, its broad ivory horns rising free of the silver.
- 75 A fine steel shortsword of a quality unknown in the North, with a similarly alien hilt shaped like a person, its head forming the pommel. **Legend Check:** This weapon is made from Noric steel, an almost mythic material forged on the slopes of just two mountains in the Alps from ore mined beneath them.
- 76 A war-shield, covered in white leather and with a pair of gold and garnet eagles staring at each other across the gilded central boss. This shield is light enough that blocking is easier than usual for one of its size, yet sturdy enough to withstand a strong blow without suffering damage.
- 77 The golden hilt of a long *seax*, richly crafted but dirty and clotted with mud, and with only a few corroded inches of its blade remaining.
- 78 A fine clay lamp bearing with the sculpted image of a saint from the distant south. If the lamp is lit and the saint prayed to, it will appear, confused and small in the flame.
- 79 A set of ancient imperial scale horse armor, the chanfron or headpiece of which has a gilded boss on the forehead bearing a depiction of a centuries-dead emperor.
- 80 An exceptionally well-made leather pouch for a firestarting kit, with an ornamented iron and brass striker. It keeps tinder dry in all but the worst conditions, and contains a horn-tip container filled with resin-impregnated wool capable of storing a coal for hours.
- 81 A tooled and decorated axe blade cover that fits a hand axe. Its subtle magic will keep the blade of an axe sheathed in it sharp and rust free in the worst conditions.
- 82 A stone mold with a negative space in the form of a “Thor’s Hammer” pendant. Optionally, it is enchanted, and if the right sort of metal is used it can be used to produce pendants with minor magical properties (e.g., in d20-based games, once each month silver can be used to produce a pendant that can be used to cast *Bless* once per day).
- 83 A metal or metal-headed weapon of polished steel that is engraved with gold runes evocative of leadership. This weapon is of at least masterwork quality and, optionally, should have enchantments that give its wielder benefits in both combat and influencing others (e.g., in d20-based games, it might be a +1 weapon that gives anyone holding it a +2 bonus on Charisma-based skill checks).
- 84 A spindle whorl made out of bone and carved with symbols. When used in spinning by someone skilled at this craft, the symbols coalesce into runes and hum a prayer to Freya in a woman’s voice. It produces an exceptionally finely-spun yarn that is of such high quality that it is capable of taking and holding enchantments.





- 85 A horn dice cup and two well-crafted bone dice. Optionally, these dice are enchanted and will give anyone holding or using them a substantial bonus on deceiving others (e.g., in 5th Edition games, they might bestow advantage on Deception checks).
- 86 An exceptionally well-carved wooden sword and matching shield for a child. Runes carved into the blade spell the name of the child, along with extra runes for Luck, Strength, and Victory.
- 87 An elaborate woodcarving set, suitable for crafting runestaves or embellishing fine woodwork.
- 88 A pouch of supple leather, with a silver lid, embellished with geometric designs. Within are three carved pieces of amber - one a man with one eye, another a seated queen, the third a bear.
- 89 A small, round, bronze mirror. It has a simple handle, an elaborately cast back, and a highly-polished surface. It might very well just be a well-made and expensive mundane item but optionally could have any number of magical properties.
- 90 A pair of sharp, sturdy, iron shears. Optionally, they have been enchanted for use in witchcraft and might be a device for necromantic magicks that “cut” a victim’s lifeline (e.g., in OGL or 5th Edition games, being able to cast *Inflct Wounds* spells).
- 91 A pair of finely-made bronze tweezers that are ideal for plucking hairs. They are not likely to be magical in any way but, optionally, might provide a temporary boost to the appeal or influence of anyone who properly grooms with them.
- 92 A long-bladed, wyrm-patterned *seax*, with a strangely-shaped ivory hilt too short for a normal Human hand. Optionally, however, it perfectly fits the taloned grip of one of the woodland beings known as *huldrfolk*.
- 93 A leather pouch containing 3d6 chunks of amber. These might vary greatly in size and quality, to include the presence of embedded items like large preserved insects, and could be worth anywhere from 1 to 10 gold pieces each.
- 94 An appropriate container (e.g., sack, chest) that holds 10d10x silver pennies, bearing on their obverse and reverse sides a variety of symbols, including hammers, swords, crosses, busts of people, and the like, and on some of them names or identifying text (e.g., Cnut, William, King of Sweden).





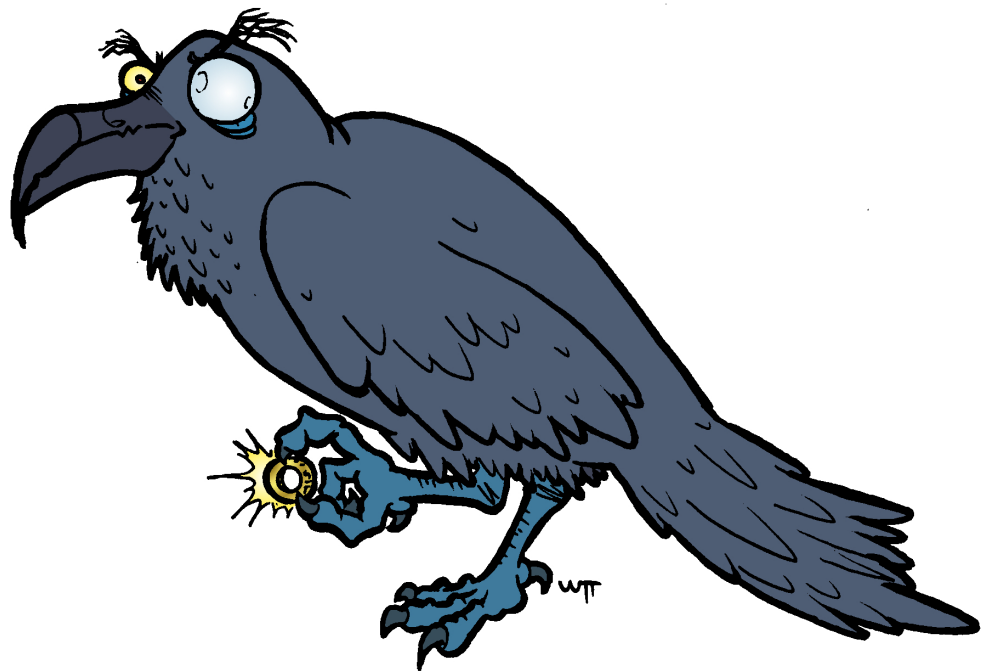
- 95 A wide belt made from whale hide, studded with rough-cut quartz stones that shine like polar ice. Anyone donning the belt gains the strength of a Frost Giant. However, the longer one wears the belt, the more that person will gain the stature and intellect of a Frost Giant as well.
- 96 A strand of glass beads designed to string between the pair of brooches that adorn a woman's breast. All are brightly hued and of many colors and patterns, but the center one on the strand contains the runic sigil of the woman from whose grave the strand was stolen.
- 97 A pair of sturdy and well-crafted traveler's boots that have rune-etched soles and radiate a subtle aura of enchantment. If the boots are magic they will allow a wearer to cover vast distances in a single stride but only while walking backwards, and it will be impossible for anyone wearing them to walk forward.
- 98 The severed leg of a mighty white horse of exceptional size. This leg never decomposes and worms and carrion birds refuse to dine upon it. **Legend Check:** This is one of the legs of Sleipnir, the immortal steed of Odin, which lost its limb in battle when Thor "borrowed" the creature for use as a mount in a grand adventure. Both the horse and the Allfather would be grateful for its safe return.
- 99 A coin pouch made from the skin of a dead man. Although the pouch appears to contain coins, all that can be taken from it is a seemingly endless supply of pants.
- 00 A clay jar containing 2d4 pickled herrings. Optionally, a single one of these fish can sustain anyone who consumes it for a day. If this is the case, throwing one of the pickled herrings into a body of water, however, causes it to grow into a massive sea serpent that can crush a longship with one twist of its coiling body. Such a sea monster will happily serve the bearer of the jar for one cycle of the moon, unless that person has eaten one of the herrings, in which case it will attempt to devour them.



d20

PLACE

- 01 An irregular shallow pit mars the landscape. **Legend Check:** This pit is the footprint of the monstrous wolf Fenris.
- 02 A grave mound, from which spectral flames arise. If one peers into the fire long enough, images of the restless dead will appear.
- 03 A massive root of *Yggdrasil*, the World Tree, splits the living rock of a mountainside, massive worms churning the earth around it. If tapped, the sap that pours from the root imparts grave visions.
- 04 A deep pool nestled among wooded hills, the trees of which have leaves of gold foil, each stamped with crude but recognizable images of a goddess. Even with the sun directly overhead, the waters of the pool are so dark that its bottom can only be seen for a few feet from its edge.
- 05 A grass-covered mound that is crowned with a dolmen. **Legend Check:** On moonless nights, to walk under the dolmen is to enter the tomb of the undead *draug jarl* imprisoned within the mound. **Legend Check:** It is rumored that if the jarl is addressed courteously and by name, he will return the courtesy with a gift from his hoard.
- 06 A dark, peaty pool of water, surrounded by wretched trees and tall grass that seems always to be in motion. Hanging from the fingerlike limbs of the trees are dozens of stick figures of men, as well as the desiccated husks of small woodland animals. Hundreds more of these grim sacrifices lay rotting and concealed within the grass.
- 07 A hall rises out of the mists, bonfires burning before the entrance and its lintel posts adorned with the skulls of Trolls. If the heroes have passed this way before, they know that the hall was not here previously. **Encounter:** Alert guards stand before the entrance and a doorwarden will drift forward, untethered to either the earth or life.
- 08 A large rock juts from the ground, its jagged point a single large amethyst, and heavy veins of gold shine from within the granite. **Encounter:** Several of the small woodland folk known as *huldrkin* are busy laying wreathes of twined branches around its base, as a forest Troll looks on.



- 09 A moss-covered forest clearing with a dozen large lumps in a circle around a bowl-shaped depression. **Encounter:** If the perimeter of the circle is crossed, the hulking forest Troll guardians will rise to surround the interlopers, holding them there until the arrival of their mistress.
- 10 A grove of apple trees. Their fruit is sweet and nourishing and in season all year round. Tangled amid the roots of each tree is a Human skull that was buried with the seed from which the tree grew.
- 11 A small battlefield, with scattered corpses and discarded weapons, presenting a tableau of recent, shocking violence. **Encounter:** In the midst of the carnage is a single living warrior, clearly a Valkyrie, who is cradling the head of a survivor she cannot save.
- 12 A lone dead tree crowns a barren hilltop, its branches drooping and leafless. On closer examination, the tree appears more and more humanoid in shape, its trunk bowed, shoulders slumped and "head" downcast. The action of the wind in its branches brings upon the viewer the overwhelming feeling that the tree is moving of its own accord.
- 13 A ring of jagged moss-covered tree stumps are arrayed around an open bowl of similarly green and mossy ground. If desired, roll on the "Items" list to determine what is at the center of this ring; in this case, there is a 40% chance the item in question is somehow alive, malignant, and imprisoned there.
- 14 A rock slide has cleared away the side of a hillock, revealing a deep cave into the world of the Dwarves. **Encounter:** A mighty argument can be heard echoing from the cave, punctuated with the occasional sound of a blow being struck, sounds of the Dwarves arguing about who is going to go to the surface to repair the damage to the hillock.
- 15 A set of bladefield standing stones, arrayed in the shape of a longship, crown a barren and isolated hilltop. In the middle of the "ship's" outline there is a flat stone blocking entry into the tomb beneath, and possibly into the underworld itself.
- 16 A small wooded island sits within a body of water (e.g., the sea, a fjord, a lake). cursory investigation will indicate that a handful of people recently camped and, from the presence of bloody dressings, that they treated wounds here. Successful detailed examination of the site will reveal that something the size of a large person but clearly non-humanoid in form was among them. **Encounter:** Two men, one a sorcerer and the other a warrior who can shapeshift into a particular sort of man-sized creature (e.g., wolf, boar, dragon), are resting here after escaping from a recent misadventure.
- 17 A crumbling, ancient fortress of cyclopean stones, surrounded by forest, sits on a low hill above a lake. **Encounter:** This hoary redoubt is currently occupied by a half-Frost Giant, its companion polar bear, and a number of warrior minions.
- 18 A rocky cave high up on the slopes of a mountain that clearly has served as the lair of some fell monster. Optionally, it is filled with treasure taken from many places over a period of years. **Encounter:** Imprisoned within the cave is a once-arrogant noble warrior, now broken by cold, hunger, and isolation and bearing the scars of a terrible previous defeat, the runes for "Dragon's Thrall" carved into his forehead.
- 19 On the beach just below a village, there is a standing stone about the size of a man. **Legend Check:** Locals recount that a god placed the stone there, saying that the person destined to be their jarl was prophesied to lift the stone and carry it to the hall in the village.
- 20 As night deepens, an abandoned farm stading appears out of the chill mist. Its door hangs open, a slaughtered cow blocking the gateway of the paddock. From the nearby pasture comes the deep lowing of the rest of the herd, hollow and eerie. This strangeness is explained when the red-eyed herd move forward, their death wounds bloody and dripping, leaving the trampled bodies of the tenant carl's family to search for new prey. **Legend Check:** Undead *draug* cattle are rare, but not unknown, and their attacks are contagious and can inflict their condition upon victims.



d30

PEOPLE/MONSTERS

01

Two *skalds*/bards having a loud argument about whether one can rhyme "bifrost" with "frost." They will soon come to blows.

02

A raven follows the party. After a time, it speaks and explains that it is quite famished and would be grateful to the party if they could kill something — or someone — so that it can feast on the carrion.

03

A time traveler inspecting helmets for the presence or absence of horns, fabrics to determine whether they are colored from dyes that should be available, and the like, all to make sure they are historically accurate. He will give a stern lecture on historical fidelity and verisimilitude to anyone with items he deems to be anachronistic.

04

Two men, one short and the size of a Gnome and other tall and very obese, who might also have a tiny war dog with them. Despite dressing like Vikings, they claim to be Gauls, and both look rather clueless and have weird-sounding names. If the situation warrants, such as anyone attacking them, it may be revealed that they both have Giant-level strength.

05

Three old women with blindfolds over their eyes, sitting around a fire gossiping and weaving. They are not blind, however, and not normal women, and are rather ancient Troll-wives too decrepit to defend themselves — but since they started wearing the blindfolds no one has bothered them.

06

A raven that croaks from a nearby perch. Further investigation will reveal that one of its eyes is milky white.

07

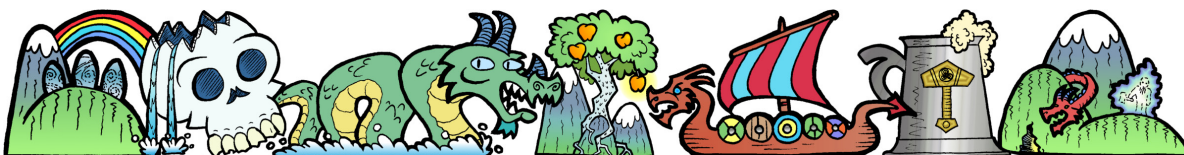
A Frost Giant trudges along in the distance, taking no notice of or concern for the party and carrying a large iron cage that holds a keen-eyed raven the size of a large eagle. **Legend Check:** This is Huginn or Muninn, one of Odin's ravens.

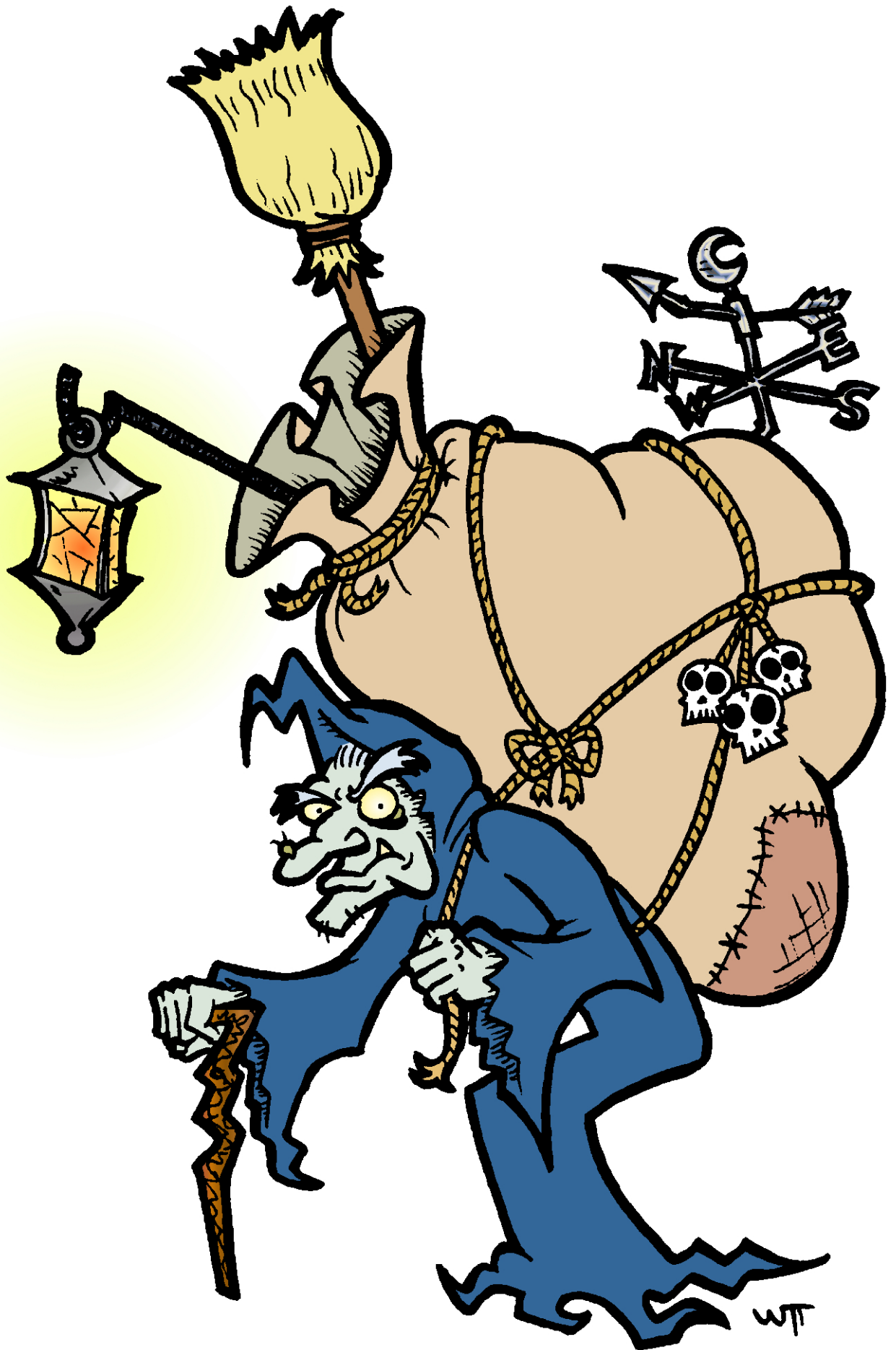


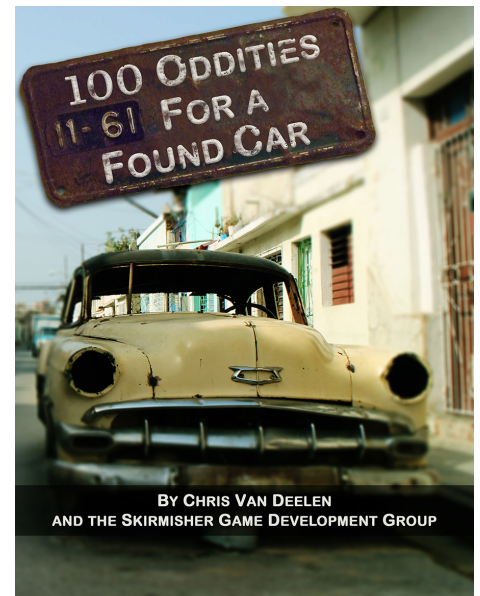
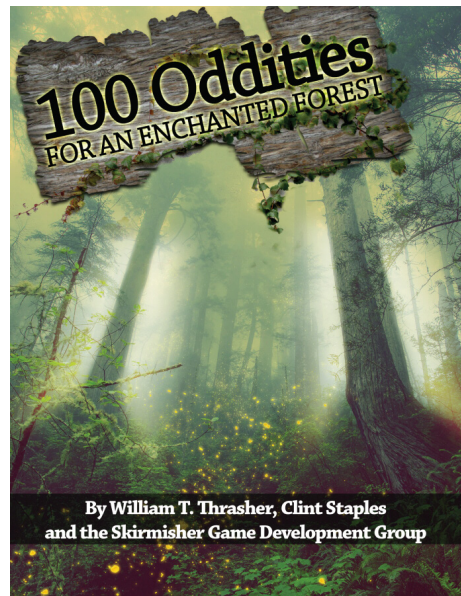
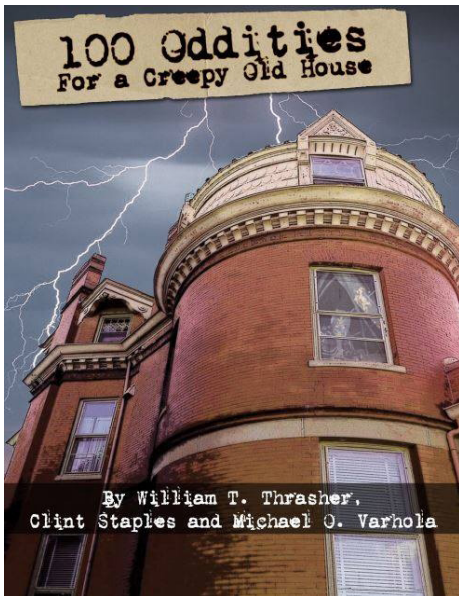
- 08 A blacksmith, handsome but hamstrung and chained to his anvil, who displays fine examples of his handiwork to anyone who seems interested in them. He will not accept coin in trade, but an oath that visitors will free him and aid in his vengeance against the one who crippled and enslaved him will earn his gratitude and assistance.
- 09 A large wolf, gaunt and grizzled, tracks the characters over a considerable distance, never coming within bowshot but not letting its quarry out of sight any longer than necessary. If food is provided for the monster it will eat it all — no matter how much is left, and to include any dead friends or slain foes left by the party — but will unerringly detect poison or other deceit. It will thereafter continue to dog the steps of the party. Roll 1d6: 1-3) the wolf is a friend of someone that it is pursuing and has been transformed and compelled to slay and eat him or her by a curse; 4-5) the wolf is scouting for its pack, who come and eat the kill unwatched, explaining the single creature's apparently unnatural appetite; 5-6) the wolf is Freki, a familiar of Odin that is renowned for its insatiable appetite, and the heroes have come to the attention of the Allfather.
- 10 A bear shuffles out from the wood line, its muzzle and hide bloody and arrows protruding from its back. As it shambles forward, it turns into a woman wearing a bearskin cloak and nothing else.
- 11 A peddler driving a cart pulled by a donkey. Within the cart are four barrels, each filled with venom ostensibly collected from Jörmungandr, the Midgard Serpent.
- 12 A large blue frog that foretells a coming disaster.
- 13 The misshapen body of a warrior that begins screaming in agony when approached. Its cries attract a pack of slavering wolves in a very short time (e.g., 1d4 rounds in d20-based games).
- 14 A massive raven and a carrion drake battle over the remains of a slain Frost Giant. A crone lurks nearby, hoping to pluck a few scraps from the corpse's hands so it can make a set of enchanted knucklebones from them.
- 15 An old man wanders along a well-traveled path. His empty eye sockets show terrible burn marks.
- 16 A small, white-skinned creature with broken wings that has crashed into the ground and which begins calling out for help in a sing-song voice.
- 17 A warrior huddling for warmth in the guts of a bear. This creature is enchanted and its flesh constantly regenerates, however, threatening to close over the warrior, who must periodically re-slay the bear before it becomes healed to the point where it can attack.
- 18 A woman wearing an outlandish catskin dress, wielding an ornamented spinner's distaff like a sword and riding a wolf the size of a horse. Those sensitive to the supernatural might be able to sense that the forces of wyrd/fate swirl about her like an invisible whirlwind.
- 19 A large, vaguely humanoid shape covered by a writhing shroud of vines, leaves, and branches that stumbles and struggles forward. Roll 1d6: 1-2) the figure is a Meretroll that has wandered too far from its shore and now faces death by a thousand vines; 3-4) it is a Frost Giant marauder that tears its way free of the attacking vines and glares about belligerently for something on which to vent its rage; 3) it is a massive bear about to succumb to the tightening grip of the killer vines; 4) it is actually a powerful *Huldrfolk* warrior, a race of woodland being, and the vines are its weapons. Whatever the case, the heroes may have wandered into land inhabited by *Huldrfolk* and strangling vines.
- 20 A bent, cloaked crone of a Forest Troll-Wyf, carrying the entire contents of her house on her back. If attacked, she will throw off her burden and claw at her enemies in a fury. She will, however, accept offers of aid, and will reward those who help her transport her possessions to her new house — she just needs to find one.



- 21 A tall man in a blue cloak who is carrying a walking stick. A wide-brimmed hat casts his face in shadow, but characters can make out a long, greying beard and stern, haggard features. He speaks in a low voice and asks those he encounters if they know the rules of hospitality. If an answer is slow to come, the distant cruk-cruk of a raven can be heard faintly in the silence that follows.
- 22 A white bull elk with red antlers and eyes crashes into view, and then surges onward in a panic. An instant later, the sound of baying wolves can be heard in the distance.
- 23 A huge eagle, one wing clearly broken, lies atop its prey — a Troll, struggling feebly as its life seeps out between avian talons the size of swords.
- 24 From nine waves step nine women, each as a successive wave crashes to the shore. These women share a family resemblance, but what they resemble is not entirely Human, and smooth features, sharp teeth, black eyes, and sleek skin are reminiscent of seals, sharks, or both.
- 25 A huge and hoary-coated beast with long downward sweeping horns charges out of the enveloping mists, bellowing in pain and rage and leaving a crimson trail in its wake. An ice-rimed and suitably large spear shaft projects from between the beast's ribs.
- 26 A *Huldrlord* woodland creature in the shape of a tall, gray tree-man, its head crowned with a great spread of branches from which are suspended fraying ropes and nooses. Portions of its crown are spattered with blood, some old and black, some more fresh and red. Lurking among the stouter branches in the crown are smaller *Huldrfolk*, armed with runecarving knives and awaiting the next sacrifice.
- 27 A wrecked Viking longship that has literally crawled the depths of the sea on legs made from broken oars lashed together with algae-stained rigging. This strange conveyance scuttles along like a giant spider, seawater and silt dripping from its draconic masthead.
- 28 A warrior clutches his own throat, gurgling and choking in panic. The fine silver torc around his neck is contracting of its own accord, strangling the life from the young man and threatening to crush his throat. Unless immediate action is taken, he will be dead in 1d4 minutes.
- 29 An ancient *Draugr*, an undead being who in this case was a wise and honorable *jarl* in life, wanders the land carrying a rotted scabbard and will only find rest when he can re-sheath the weapon stolen from his tomb. This *Draugr* is not, however, motivated by revenge or greed, and the sword he seeks bears a terrible curse or corrupting influence that only the *jarl's* spirit can contain.
- 30 A young boy, armed with a hammer made from a river stone tied to a sturdy stick, plays at being Thor. The beast he is pretending to slay is frightfully real, albeit invisible and not quite in phase with the material plane. Soon the beast will fully manifest, and only the child's toy hammer can harm it.







Check out other volumes in the "Oddities" series or the Bundle with all of them!

