

Norsca: A general guide

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Introduction

Norsca is a violent adolescent culture slowly becoming civilised through its contact with the outside world, especially The Empire. The Viking raids are becoming scarcer and they now trade more than they raid, also they often stay the winter making ties to areas and often return or even settle. Especially the cities are striving to catch up with the Empires technological advances, and at the same time they want to be “cultured”.

Norsca lies to the north of the Empire and is an important ally, both in trade and in war. To most inhabitants of the Empire, Norsca is just a faraway place from where stories of unimaginable horror come. It is seen as a place inhabited by chaos and evil. But this is far from the case, in most areas anyway. Any PC’s venturing this far north will be full of superstition and foreboding thoughts. Upon arrival in the city harbour most such thoughts will disappear. Norsca is civilised after all! Outside the city walls things are slightly different, a wild and rugged nature harbours strange beings, and stories of the supernatural abound. It’s a tough country; cold, dark and stormy for six months of the year, unscalable mountains, gloomy trees, and an endless, perilous coastline. It produces tough people and feebleness is deplored.

Any PC leaving the safe boundaries of the Empire and entering Norsca are doing so at their own risk . .

Chapter 1

History

The history of Norsca is hidden in the many sagas and stories that are told during the long, harsh winter. The skalds, as storytellers, were responsible for learning them word by word and later passing them on to the next generation. Only a very small percentage of these stories have been written down over the centuries, but the current king has ordered the temple of Verena in Orlricstaad to collect the sagas and stories and write down the history of Norsca. Several priests have already embarked upon journeys to the farthest reaches of Norsca to write down every story they can find. The great task of compiling a coherent history of Norsca after collecting all the sagas and stories will be nearly impossible. After the centuries the stories have been told, there will always be deviations and different versions from the different areas of Norsca. The Norscan mythology is so entwined in the history that this will make it even harder for the priests. The temple judged the task so great that help has been sent for, from Altdorf, the Imperial capital.

Since the arrival of the priests of Verena who brought with them the Tilean alphabet, writing has become a much simpler task. The Norscan alphabet, the Futhark, is mostly used for writing short messages on wood, stone, or other hard materials (it is derived from the dwarven runes — see below).

The following timeline represents some major events in Norscan history. (Not all events are known by the priests)

1.1 Time-line

- 5000 Dwarves find the cold climate and the mountain regions ideal and establish several small settlements.
- 4500 The Warp gates collapse, Chaos incursion. The Jotun people are defeated and dispersed by Chaos. The Dwarves manage to avoid the initial surge by hiding in tunnels mined in the mountains. Some Dwarfholds fall to the Chaos surge.
- 4119 Chaos forces finally driven back to the Northern Wastes. Dwarf settlements begin rebuilding process.
- 3000 Dwarf Empire is established. Stretches along the Worlds Edge Mountains into Norsca.
- 2900 Trade with the Old World boom when many new mineral sources are found in addition to fur and fish trade.
- 2839 Pledge of friendship between Dwarves and Elves.
- 2500 Dwarves begin to tame the wilds of Norsca.
- 2188 High Elves return to Old World.

- 1997 The 400 year Elf/Dwarf war begins.
- 1938 Elves are forced to evacuate Norscan ports.
- 1896 The Dwarves in Norsca are completely cut off from the Old World. The Elves effectively control the Sea of Claws and the Norscan Sea.
- 1501 High Elves withdraw from Old World.
- 1500 The Dwarfholds in Norsca prosper in spite of the blockade, they are completely self contained. The Dwarfholds in Norsca become over populated and northward migration begins. Several new holds are founded. Links are reformed with the Dwarven Empire.
- 1499 Goblin Wars erupt along the Worlds Edge Mountains.
- 1490 Dwarfholds in Norsca cut off from the Dwarf Empire by the Goblin Wars.
- 1440 Some new Dwarfholds in the north are wiped out due to constant conflicts with large tribes of mountain trolls.
- 1380 The first Humans migrate to the southern coast of Norsca.
- 1300 Goblin Wars reach Norsca. The Goblins settle in the southern Jotunheimen Mountains.
- 1096 First bloody encounter between Dwarves and Chaos Dwarves in the northern Jotunheimen Mountains.
- 500 An alliance between the most powerful Dwarfholds finally succeeds in driving the goblins out of Norsca.
- 400 The first Human villages in the interior of Norsca are created with the help of the Dwarves.
- 100 Humans migrate further northward along the western coastline of Norsca. Larger settlements are established along the southern coast, extensive trading and other interactions with the Dwarves.
- 0 The forming of the Empire in the Old World.
- 200 The boat building techniques steadily improves in Norsca, allowing the Norse to travel further asea than coastal waters.
- 224 The Hjaltland islands are discovered between Norsca and the north of Albion.
- 460 Small Norse raids on villages and churches in Albion. There are also a few attacks on small, coastal villages in the northern Old World.
- 650 The Humans living on the west coast of Norsca begin calling themselves Vikings (= people from the fjords (vik = fjord)). Raids on Albion and the northern Old World become better organised and the targets increase in size from small, scattered villages to smaller towns and harbours.
- 765 The Wasteland Barony and Norse conclude treaty at the Althing of Traktatsey, ending the latter's raiding (Traktatsey is an island located near the Wasteland).
- 792 Knut (Canute) Thorisson begins 5 year campaign to unify Norsca.
- 800 King Knut overruns Albion. Rules over this Northern Empire (Norsca, Albion and the western islands).
- 809 Knut begins campaign to conquer Kislev.
- 810 Erengard falls to the Norse, but Imperial forces hold the rest of the country.

- 813 Treaty of Erengrad between the Empire and Norsca allows Norse to settle around the Lynsk River.
- 822 Knut perishes in battle against Albion kingdoms. The Northern Empire crumbles and the unified Kingdom of Norsca breaks apart.
- 830 Norse raids begin anew along the Sea of Claws and the Norscan Sea.
- 845 Marienburg is “Firetaxed” (pay or be burned) by the Norse. Marienburg refuses to pay and the Norse raid the whole town without much resistance and later burn it to the ground.
- 1000 Norse discover and settle on the Kuldevind Islands (well north of Albion).
- 1023 Norse discover and settle the volcanic island of Ildelver (between Albion and Naggaroth).
- 1034 Norse sailing further west in hopes of reaching the mythical Elven islands are met and defeated by the Dark Elves.
- 1035 Magnus Lawmaker recreates the Kingdom of Norsca, with all the petty kingdoms under one strong leader. He also writes down a law that is to be used throughout the kingdom (hence his name). The Norse return to Albion.
- 1040 The Norse are driven out of Albion by the tribes there, who have adopted the Norscans’ own tactics.
- 1082 Norse settlements in Ildelver under continuous attacks by Dark Elves.
- 1115 The Black Plague spreads to Norsca by way of the Old World. Almost a third of the population is wiped out. King Snorri the Unlucky dies of plague and the Kingdom of Norsca breaks up into smaller kingdoms. Norse raiding in Old World halted. Norse settlements in Ildelver and the Kuldevind Islands cut off from Norsca.
- 1130 Raids by Dark Elves on Norse settlements in Ildelver diminish.
- 1200 King Gustav Goldhair of the Norscan kingdom of Vestligkyst tries to invade Albion at invitation of besieged High King Arthawyn, but is beaten back at the ford over the river Stam.
- 1300 Larger cities grow up and the city of Olricstaad (later to be the capital) is founded by King Magnus IV.
- 1348 Nidaros becomes the religious capital for the Norscan religion (Nidaros is a city region of Frost). Trade with the Old World increases.
- 1459 While most of the knights of the Empire are in Araby seeking fortune and fame, the Norse attack and gain control over a large part of the northern coast of Bretonnia and the Wasteland.
- 1463 Norse continue to settle Erengrad as the Empire is still torn apart by Civil War.
- 1486 Economic boom as the taxed areas released the people of Norsca from a heavy burden.
- 1505 Expansion and population increase. Norse raids on the Old World intensify.
- 1508 Albion once more under Norse rule as High King Vellocatus dies without a male heir. King Rognvald of the Norse kingdom of Taaketskog claimsthe throne as his right as husband to Vellocatus’eldest daughter, Gwynawhyr. Norse traders and raiders sail as far south as the Tilean city states.

- 1510 Civil war rages in the Norse kingdom of Soerligslette. The two sons of Sigurd the Traveller fight each other. Norse princes of Ropsmann people (from the kingdom of Fjellsende) raid Gospodar settlements along the Lynsk river and establish themselves as the ruling minority in Erengard.
- 1525 The Norse begin to settle the northern part of the Old World.
- 1538 Peasant unrest force both sides in the Soerligslette civil war to agreement. Haakon IV is chosen by both sides as the new King.
- 1597 Norse rule forced out of the Old World, but there is still a strong Norscan influence in these areas from the Norscan settlers.
- 1680 Albion is lost to the descendants of Rognvald of Taaketskog, because of a popular uprising.
- 1703 Norse raids on Ulthuan begins. Magnus the Mad besieges Lothorn with 200 men.
- 1752 Ungol hordes invade Kislev, threaten Norse settlements.
- 1754 Norse princes subdue the Ungol horde in northern Kislev.
- 1760 Economic decline in Norsca. Trade falters. Sickness and plague sweep the country. Norse raiding comes to an end in the Old World as population decimated.
- 1834 Start of 3 years of famine and severe winters, the majority of the population feared this was the Fimbulwinter (see Religion).
- 1848 Norse raiders begin to reappear on the coastline of the Empire.
- 1854 Norse raids resume on the Bretonnian coast.
- 1903 Facing increasing Norse raids, the mages of Saphery (in Ulthuan) draw a shroud over eastern sea approaches.
- 1952 Bretonnian baron Henri d'Amateau of L'Anguille grants the Norse, Skajad the Bastard, lands in the Armorica region to end the Norse raids.
- 1954 The religions of the Empire begin to spread to Norsca. Increase in the number of missionaries in the coastal cities.
- 1962 Norse raids in the Old World finally come to an end.
- 1980 Collapse of central government in the Empire. Imperial refugees appear in Norscan sea-ports.
- 1993 Religious pressures from Imperial cults bring about a period of intolerance towards sorcery in Norsca.
- 2000 Erald the Wanderer becomes the first Human to reach the Elven Kingdoms (and live), but is prevented from entering by Sea Elves.
- 2066 King Harald of Taaketskog leads another invasion of Albion in Rognvald's name and with the intent of taking advantage of the civil war in Albion. The Norse are beaten back at the beaching point by the combined armies of the petty Albion kingdoms (who feared Norscan domination more than that of one of their own). Harald dies in the battle.
- 2070 The Old World pantheon is becoming more and more popular in Norsca.
- 2089 Fire in Olricstaad. All wooden buildings are burned to the ground. The new buildings are made of stone.

- 2202 Reign of King Lars II the Feeble in Soerligslette. Southern Norsca (the Kingdoms of Soerligslette and Fjellsende) comes under control of the Emperor in Middenheim (one of the three claimants to that title in the disintegrating Empire).
- 2270 Peasants support King Erik Olavson of the northern Norscan kingdom of Taaketskog and they rise against the Imperial governor. Start of three year rebellion against the Empire (of Middenheim). All Norscan kingdoms are caught up in the war.
- 2273 Erik Olavsson is crowned King of all Norsca.
- 2290 The Emperor of Middenheim recognizes Norsca as a sovereign state and trade resumes.
- 2301 Incursion of Chaos.
- 2302 Magnus the Pious of Nuln unites the Empire. The Empire and Norsca become allies in the war against Chaos.
- 2303 Harald the Wolf leads Norse and Norse Dwarves against the Chaos hordes and drive them back.
- 2350 With the help of the Emperor Magnus the Pious, Norsca is rebuilt after the Chaos incursion. Magnus sees Norsca as a first line against Chaos invasions from the North.
- 2421 Norse explorer Erikson discovers a great inland bay on the west coast, south of the equator.
- 2430 Colonization begins on the "New Coast".
- 2460 Exploration westward is beginning again in search of the High Elves. Following the Imperial lead, the practice of sorcery is no longer prosecuted in Norsca.
- 2480 Many people in Norsca are now returning to the Norscan religion because they fear the Empire is becoming too influential in Norsca. Norse traders attempt to reach New World, but are turned back by High Elven fleet. Beginning of struggle between Norse and High Elves at sea. Norse resort to harassing and raiding High Elf ships. High Elves reinforce blockade of Old World nations from trading with the New World.
- 2500 Incursions of Chaos are growing increasingly active.
- 2502 Erik Redaxe raids Cothique (in Ulthuan) at the head of a great fleet of Norse warriors to fight for trading rights. High Elf war fleet defeat the Norse.

Chapter 2

Geography

2.1 Physical Geography

The eastern parts of Norsca is covered by the Chaos wastes, inhabited by Olric knows what. The Jotunheimen mountain range borders this waste land on two sides, to the west and to the south. Jotun means giant or troll in the Norse dialect. The western part of the mountain range reaches the coast and plunges into it, without leaving much space to live on for the Norse, but somehow they manage to find habitable bits of land near the fjords. In the south the opposite applies. Here the mountains turn into rolling hills before they reach the sea, leaving plenty of room for the Norse to settle. Most of Norsca is covered in dense forests.

As for all settlements, an important factor is the availability of food. The only place rich in resources is the coastline with the easy access to fish, seabird eggs, shells and also the inland plants, berries, nuts and game.

Domestic animals are kept on high mountain pastures during the summer and are fed dried hay during the winter. The sea seems to be impossible to empty, it is so bountiful, in addition to fish there are seals, whales, walrus and seabirds. The rivers offer fish and inland game and fowl can easily be found amongst the forested hills. Exploit of the forest and the iron deposits found in many of the bog areas also belong to the offerings of the land.

2.2 Social Geography

Norsca is divided into four petty kingdoms; Vestligkyst, Taaketskog, Soerligslette and Fjellsende.

Vestligkyst (suggested translation: Westcoast) covers most of Norsca's western coast, it is the greatest of the four kingdoms, geographically. It consists mostly of bare mountains and tundra. Cities in Vestligkyst are Finnsvik, in the far north, Bjarkoy, Rost, Steinvik, Lade and Frost. Finnsvik is an outpost towards the far north and supplies mainly sealskins and fish. Bjarkoy, Rost and Steinvik are the local trading posts and small towns have grown up around these. Frost is the legal administrative centre for the above mentioned towns as well as Lade. Frost administers the western coast of Norsca. One of the Things are situated here. Lade is the trading town and also the residence of the local jarl, lawlord and administrator.

Taaketskog (Fogforest) is situated in the south-western parts of Norsca. Cities include Heimseter, Stavgard, Kaupang and Olricstaad. The nature in this area consists mostly of forest-clad mountains. Heimseter is a shipping port that caters mainly for Albion. Stavgard is a shipping port that caters for the dwarven products from Karak-Mingol bound for the Empire. Kaupang caters mainly for products from Olricstaad to the Empire. Olricstaad is the local thing and the trading site for locals.

Soerligslette (Southernplain) lies on the southern coast, encompassing most of the arable lands in Norsca. Cities are Aarvik, Birka and Stromstad. Stromstad on the R. Groene (R. Green) also known as Groenelv. This river gets its name from the masses of white-green melt water

that it carries down from the mountains. Stromstad means Current city (Strom = current). The river that runs past Birka comes from far inland, somewhere in the Chaos Wastes no-one has yet dared to try and find its source. Sometimes when both moons are full, the river brings strange things into the Sea of Claws. Once, according to the sagas, the river itself turned red, like blood.

Fjellsende (Mountains-end) lies to the far south, sharing a border with Kislev, cities include Suderholm, Thorshavn and Gotland. The area surrounding Gotland, Thorshavn and Suderholm is covered in pine-forests. The Kingdom is made up of mostly mountains and plains, much like Kislev. Its border is a cause of much dispute between Kislev and Fjellsende.

2.3 Weather in Norsca

The west coast is often hidden in low heavy clouds coming in from the ocean. As the clouds reach shore and run into the mountains they are forced upwards leaving most of the water behind, as rain.

The south has a much more pleasant climate, with much less rain and more sun, providing the necessary elements for grain. There is a small grain production, but not enough, so large quantities have to be imported.

The winters are long, cold and harsh, and often referred to as *The dark months*.

2.4 Settlements in Norsca

There are very few cities in Norsca, if you could call them that. The only real city is Olricstaad, all other larger settlements are towns, most of which have much less than 2500 inhabitants. The exceptions are Birka, Stavgard, Kaupang and Lade (Lah-deh).

These are all large trading ports and each has approximately 3000 inhabitants. Nearly all other settlements are villages or small towns.

All Norscan Settlements have a place for the worshipping of their gods (see religion). Most of them also have some kind of perimeter defence against wild animals and other undesirables, such as goblins and trolls.

2.4.1 Norse Dwarfs

There are also some dwarven strongholds to the north, four of which are known to men. The northern-most stronghold was over run by chaos a few centuries ago and the dwarves who survived this attack have since mutated into the feared chaos dwarves. The Norse dwarves call this stronghold Karak-Ungrim which translates to something like *Foul Fortress*.

There are three Norse dwarf strongholds in Norsca, Kraka-Drak (*Dragon Hold*) in the east, Karak-Mingol (*Eternal Tower*) in the south and Kazad-Azkahr (*Fortress City*) north of Karak-Mingol. Kazad-Azkahr is the dwarven equivalent to a capital in Norsca. It is surrounded by large veins of Iron and there is much Amber to be found on the coast nearby.

2.4.2 Elves in Norsca

There are today no Elven settlements in Norsca, but there used to be a small trading community, on the west coast. Only the most hardy of Elves stayed in this outpost, the climate was far too cold for them. At the beginning of the Elf-Dwarf war the outpost was raided by the Dwarfs and burned to the ground.

Since that time no Elves have lived for long in Norsca. Today a few Elves can be seen in the trading communities along the coast, most of these come from the Elven quarter in Marienburg, Sith Rionnaschamishathir, or Star-Gem-by-Sea, as it is called in the Old Worlde tongue.

2.4.3 Settlement Patterns

Most of the inhabitants of Norsca live on or near the coast, this is because the coast is the only habitable place to live. The tall mountains for which Norsca is famed, lies right by the coast, creating deep and winding fjords reaching far inland. The fjords create ideal places to live. Close to the life-giving sea and also close to the inland grazing pastures. The usual settlement consists of a few farms close together on the mountain slopes. Sometimes the buildings are placed close together, near the sea, surrounded by the fields. All settlements have sailing vessels, ranging from rowing boats to fishing boats to large warships.

During the summer most families send their animals (cows, sheeps and goats) up to the high mountain pastures, along with a family member to guard them. The rest remain to fish and hunt further inland.

Permanent settlement is usually in connected with arable lands, but the availability of extra-neous foodstuffs cause people to settle where the possibilities for fish, game or domestic animals. The result is a settlement pattern where most of the country is abandoned and desolate. People gather in the open coastal areas, around the fjords, in the valleys and in the south where the land is less mountainous and more forgiving.

Chapter 3

Social Structure



Below the king come the Jarls, these are equivalent to the nobles in the Empire. A Jarl owns large pieces of land, has trading rights, his own standing army (the warhird), ships, slaves...

A Jarl can lose his title in many ways, e.g. by openly opposing the king, abusing/misusing his status/power...

There are very few towns in Norsca, most settlements are just a collection of farms where the wealthiest farmer is in charge. The farmer in charge is a leader in times of peace as well as in war. In the south east the chieftains (the leaders) own large pieces of land. On the west coast the trade with Albion and the Empire are the primary foundations of wealth.

The wealthiest areas are found in the south east where the land allows for bigger farms, and the forests supply the settlements with large amounts of timber and wildlife.

3.1 Organisational structure

3.1.1 The Hird

A hird is a group of men, most often used to describe men hired by the king. The Hird is the king's men, whether they act as servants or as his bodyguard.

Originally household and bodyguards and the core of the king's military strength, later this has become the organisation that now administers the country through its offices in the largest cities and trading places. The king is still very much in charge of the hird, but the hird has become more powerful than it ever was intended to be.

3.2 The Syslemann

The Syslemann is responsible for each Sysle in the Kingdom. A Sysle is the norscan name for the administrative regions. Each kingdom has between 6 and 9 regions.

Area of interest:

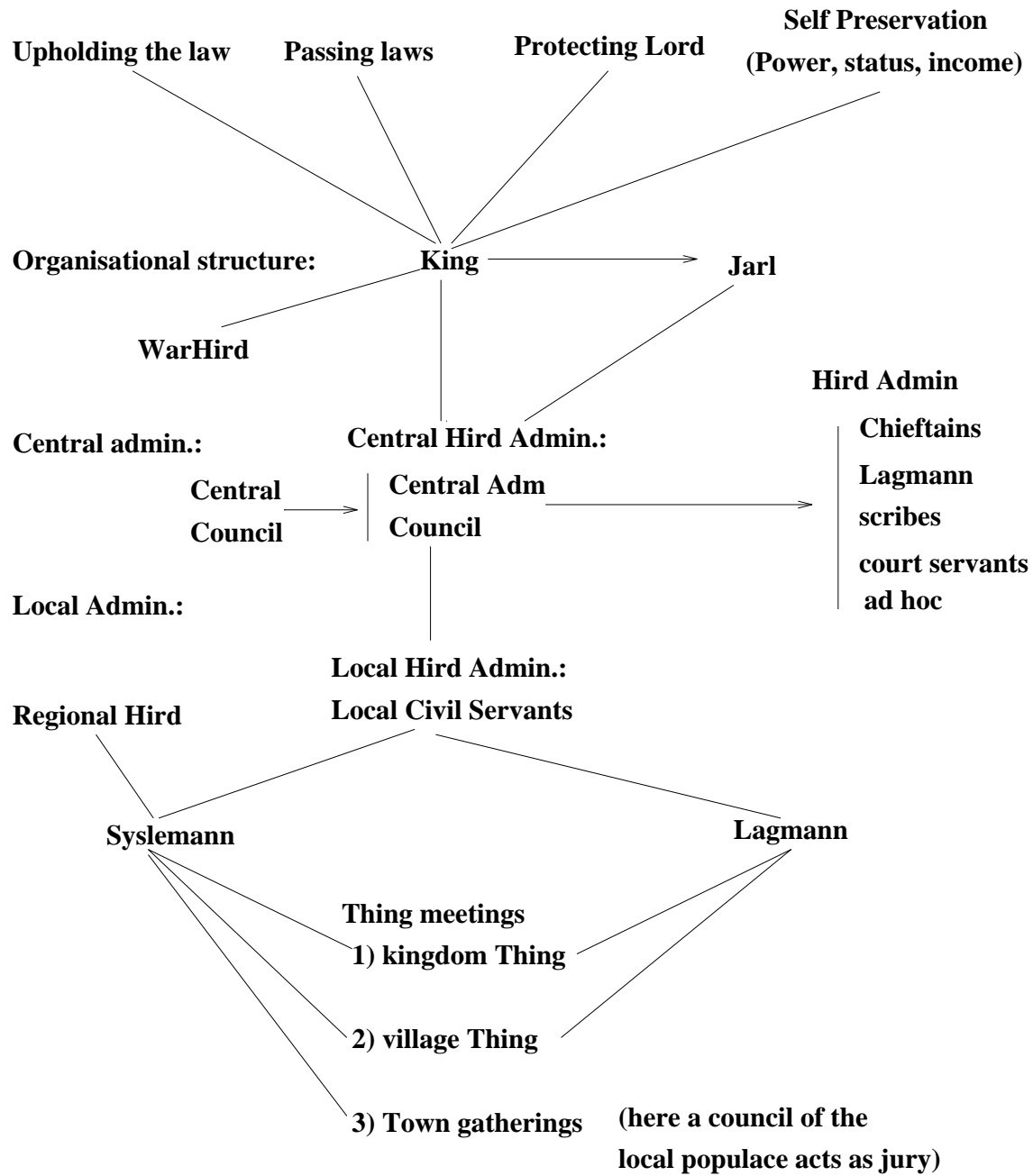


Figure 3.1: Organisational structure

3.2.1 The Lagmann

The lagmann is the person who knows the law and acts as the Lagmann at Things (the person saying the laws regarding the crime committed). All Lagmen are employed by the king (they are paid an annual salary, in addition to their normal work wages, for their knowledge) and it is forbidden upon pain of death to harm these men. The knowledge of the law has, since before writing, been sacred, and it has continued to be so. Gaining knowledge of the law takes a long time and this is why these men are *untouchable*.

3.2.2 Social Classes

There are basically three different social classes in Norsca, and within these are ever less distinct differences. The three classes are Thralls, Free men and Chieftains.

Thralls

Thralls are often prisoners of war, free men who have lost their rights or persons born to thrallhood. They always have short hair and usually clothes of uncoloured wool. Children of a thrallwoman and a free man gain the same status as the mother and they become an increase in the farms labour force (some farms have as many as 20 thralls).

Free Men

Free men (often farmers) owning the land they work have the right to bear arms and to use the legal system. In principle they are all equal, but in reality the extent of their rights were dependant on the size of the farm and whether they belonged to a good family. Recently much trouble has come from those who wish to extend this class of free men to those who work as crafts men, and not only those who own land. This new class would also incorporate smiths, warriors, merchants, woodsmen and also other groups.

Free women do not have all the same rights as free men, the women are respected by all. She is responsible for the household and for the welfare of the farm while the man is away.

Chieftains

The Chieftains and the king are chosen by a Thing, and must answer for their actions to this Thing. Their powers are “dependent on the will of the people, that which all agree upon, the king must accept, unless he has a better solution.”

The kings most important task is to retain the security of his people, its welfare and its honour. Only the Thing can pass laws, but the king can propose laws to be passed by the Thing.

3.3 Political Intrigues

In a fledgling society only just becoming civilised there is a great potential for political intrigues; Extremists in either direction: pro development vs. proponents for tradition and the old ways, expansionists vs. isolationists, missionaries vs. local religions, the feudal system itself vs. the new city bourgeoisie. All sorts of political groupings can be found if you look closely.

Chapter 4

Politics

To Sigurd Haraldsson it seemed more like a market than a lögthing. He reined his horse to a halt at the perch over-looking the thing-area. The only feature to that spoke of a thing area was the mound in the middle of the fair, encircled by fresh branches cut from nearby trees. Within the circle were twelve old men, they were the thingmen of Frostathing, the local thing.

Sigurd was bringing his youngest son, Tjalve, to the thing. Tjalve had been granted the king's grid after having claimed the murder of the youngest son of the Haugtuna family on himself. The Haugtuna clan and Sigurd's own family, the Aunthuna clan were feuding.

It had all started almost a year ago when Audun, the oldest son of Trym Haugtuna had accidentally killed his bride, Ragnhild Sigurdsdottir on their wedding night. Sigurd had claimed revenge for the loss of his daughter, and since then over ten people from each clan had been killed.

Sigurd had passed his 65th birthday last winter, and was getting weary of feuding and excessive drinking. He had begged his youngest son to claim the latest murder in the feud, and that way bring the feud to the lögthing, and hopefully ending it. In his younger days Sigurd had been a bloodthirsty man, but as the years took their toll, he wanted the killing to end, and today he led his son in the king's grid to the lögthing in hope of settling the feud.

Sigurd saw Trym Haugtuna standing at the other side of the mound discussing with a bondsmen and gesturing towards Sigurd and his retinue as they were closing in. The settling of the Haugthuna and Aunthuna feud was imminent, but first the thingmen were to take statements from the patriarchs of both families.

After having been given the statements from both families, the thingmen gathered around the lögman. A long discussion took place. Sigurd could see the lögman explaining the laws concerning murder, then they seemed to reach an agreement.

The lögman stepped up on a stone to pass the verdict. A hush was raised and the thing area was silenced while the verdict was passed.

"If a man murders another man", began the lögman, "he is to lose wealth and land. So says the law of the land. We have found Tjalve Sigurdsson guilty in the murder of Olve Haugthuna. A crime which cannot be severely punished. The law says that there is only one way to punish such a crime: therefore I sentence you, Tjalve Sigurdsson to ubotamál."

Out of the corner of his eye Sigurd could see Tjalve stiffen. The boy was taking it well, he thought.

"You will be granted one day's grid to leave this land.", continued the lögman. "Until then, no one is to harm you, but tomorrow you will be deemed utleg in the whole of Norsca, and for the rest of your life."

"Which will be a short one", someone cried out.

Sigurd knew this was true, and when night fell and the time for celebration came, he was unable to join the merry party. He was filled with sorrow and grief with the imminent death of his youngest son. He knew that before the next day would end, Tjalve would be dead, put to death by hot-bloods from the Haugtuna family.

*Tjalve was to be the ultimate sacrifice to end their feud.
By dawn two days later Tjalve Sigurdsson had let his last breath.*

4.1 The Things

The Things are the local law institutions. There are four of these in Norsca, one for each kingdom.

The local Things are situated in: Frost, Olricstaad, Birka and Thorshavn. Each is responsible for one of the petty kingdoms, while the Althing covers the whole of Norsca.

4.2 The Lāgthing

The lāgthing is the norse equivalent of the court of justice; lāg being the norse word for law, and the thing being a gathering. Norsca is divided into several kingdoms. Each shire has it's own lāgthing, binding the area together judicially.

A lāgthing is summoned once a year at summer solstice. In addition it may be summoned whenever the times call for it (i.e. whenever a case that needs fast solving has come up). Whenever there is a lāgthing, one representative from each family of the kingdom is to be present. Excepted from this law are widows, cripples and farmers with only one or less employees.

Summoning to an extraordinary lāgthing is issued through the use of bōdstikje (in norscan bōd means message and stikje means to wed bōdstikje is a sharpened cylinder which is wedged between the boards of the recipient's door. The cylinder contains a written message (for example a summon to an extraordinary lāgthing, or statements from the king, etc.). Each household is responsible for delivering the bŪdstikje further to a specific neighbouring household. This is a secure, but somewhat slow method of delivering messages, and because of this, the law says that a lāgthing should be held at least two weeks after the bŪdstikjes are set in circulation.

If, by any chance, a case needs an imminent solution, one representative from the households within an arrows range should be summoned and reach an agreement until a lāgthing can be summoned. An arrows range is a term used when referring to the nearest village.

The lāgthing is, unlike most Old World equivalents, never gathered in buildings. They are held at specific places, where travel is easy for most of the inhabitants of the kingdom. The site is always easily recognisable by a terrain feature.

A lāgthing is a social gathering of dimensions. Not just the summoned representatives from each family is present, but people from all over the shire come to trade, exchange news and gossip, make deals (very often to engage their sons and daughters) and to drink; drunkenness being one of the primary characteristics of norse society. Still the purpose of the lāgthing is to settle disputes, pass sentences and pass new laws suggested by the king.

The judges, or thingmen, of the lāgthing are the shire's twelve wisest (read: oldest) men. The thingmen's duty is to take statements from each party in a dispute, and pass a verdict. Whenever a thingman dies, his successor is the oldest man in the kingdom, except the other thingmen. A new thingman is always called to duty by the still living thingmen. Having the kingdom's oldest men as thingmen serves two functions:

1. The oldest men are in norse society regarded as the wisest, and therefore the most able to pass settle disputes and pass verdicts.
2. Having the oldest men as thingmen leads to a certain degree of change, since old men have a tendency to die within few years. The change of thingmen is a necessity to hinder the lāgthing from becoming an instrument for powerful clans or even the king.

In addition to the twelve thingmen, there is always at least one lāgman. The lāgman, or lawman, is a man well versed in the norse laws. His duty is to tell the twelve thingmen what the law says in each particular case. Whenever the thingmen have reached a verdict, it is the lāgman's duty to determine the sentence.

The area where the thingmen are gathered, is enclosed by fresh branches in a circle. None but the thingmen may pass into this circle. Trespassing is severely punished. The twelve thingmen, once inside, are not allowed to walk out of the circle before the lāgman declares the thing ended (i.e. when night falls, or every dispute has been solved).

Since the norske are prone to drunkenness and fighting, a law preventing fights have been passed. A lāgthing is supposed to settle disputes and fighting is seen as breaking this purpose. If a fight breaks out, the fighting parties should be separated. They will have to pay a large fine to the king's representative at the thing. Then they are expelled from the lāgthing, sent home, and may not return before next year.

4.3 The Althing

The Althing is similar to the smaller local Things. It covers all of Norsca, and is only called once every five years, or when a king dies.

The Althing last for two weeks in the high summer. There is peace among all — no violence is accepted at the Althing (the journey to and from is quite another story!). The penalty for breaking the peace is excommunication from the country for a certain period of time — perhaps lifelong. As the king has grown stronger the Althing has lost some of its influence. But the king is still elected at the Althing when the old king dies. This normally means that someone from the old king's family is elected, but not always. Normally a king rules until he dies, but on rare occasions it has happened that another candidate appeared for the throne and was elected at the Althing. The old king just retired. It is not unknown that a king is judged unworthy and sentenced to death or banned from the country. This happens if he is weak, has major failure in warfare, cannot produce children etc., which are sure signs that the gods has abandoned him. Thus all the men who swore loyalty to the old king, swear loyalty to another man 3 years after. This would be considered bad moral in many other countries but it is pure logic in Norsca. Who wants to have a king not favoured by the gods?

This happened for instance in 1524 as Vermund One-ear was sacrificed because of crop failure in the last three years. But it did not help, next year there was also a crop failure. The priests at Nidaros took the statues of the Gods out of the temples and beat them. That helped, the year after was an extraordinary fine harvest!

Along with the Althing is a gigantic fair. People come from far and wide to sell their products at this gathering. Also many rare products, such as spice, glass, jewels and gems, are available at this fair. There is usually also a huge livestock auction as well as a thrall auction.

People normally vote with their kinsman at the Althing. As women keep their kinship upon getting married, husband and wife may actually vote against each other. All free men and women can vote and speak at the Althing. You are only a free man when you do not have obligations to anyone else. This means that only the chieftain and perhaps one more in a village is free to vote at the Althing. Berserkers, members from the warhird etc. may not vote as they are 'employed' by another man.

In older times only people who owned land would be considered free. As the cities have grown, this has resulted in a new upper class, primarily wealthy merchants from the cities. They do not own land but should be considered *free men*. In 2278 Erik Olavsson decided that the cities of Birka, Stavgard, Kaupang and Lade should each hold 5 seats at the Althing, and Olricstaad should hold 10. The councils of the individual cities decide precisely who, but it is normally the wealthiest merchants. At the Althing this has created a new group not so entangled in the old family affairs as the traditional *old families*. The merchant-group normally supports the king, which has made him more dependent of them and they have grown very powerful. Too powerful in the opinion of the "old families". At the present time this is the basis of most of the strife at the Althing. The two groups: the "old families" from the countryside and the 'new' group from the cities constantly opposing each other. The latter is the most pro-Empire (and Imperial religions), whereas the first group holds on to the old norscan religion.

The king is crowned at Nidaros by all the high priests. There is a major celebration with

blood sacrifice of animals and thralls. It is also still custom to cut a dead king (but only a good king) in pieces and bury him in different parts of the country. This is meant to bring fertility and power to the whole country.

Chapter 5

Trade and Communication

5.1 Currency

The most common currency in Norsca is the Daler (Thaler), the Imperial Crown is also widely accepted. All Norscan currency is made from silver as gold is rarer in Norsca than it is in the Empire. There is a small silver mine outside the capital, and the king has chosen to use silver from this mine instead of importing gold for the currency.

Table 5.1 shows conversion rates. IGC stands for Imperial Gold Crown, D for Daler, M for Mark and S for Shilling. The Imperial crown is accepted wherever you go in Norsca. (For ease of handling any prices given are listed in Imp. GC's)

Coinage is used only in the capital and the trading cities, elsewhere in Norsca people barter for the goods they need (a challenge for any PC). Some people (those a little richer than the rest) wear big heavy armbands (or similar) made of silver. The silver can be cut of the armband in appropriate pieces when it's owner needs it. This is known as hack-silver.

5.2 Trade and Transport

5.2.1 Goods

The most prominent feature of this mountainous outpost of civilisation is the forest clad mountain slopes. A mere 3% of this Kingdom is cultivated land, the rest is either forest, mountains or tundra.

The vast forest areas are home to an impressive amount of wildlife. Most materials available come from hides or pelts, alternatively wool from the sturdy breed of sheep kept on the mountain pastures, grazing during the short summers. Even though lumber is the most readily available building material, stone is used more often. The reason for this is that stone houses can take the punishment meted out by the harsh winter storms better than wooden ones.

Skins (seal and reindeer) and furs (bear and sheep) are important export items, as well as dried fish.

	IGC	D	M	S
IGC	1	5	20	120
D	-	1	4	24
M	-	-	1	6

Figure 5.1: Norsca coinage table

5.2.2 Transport

The natural boudaries made by steep moutains and dense forests, make it difficult to traverse the land in many places, especially when the burden is heavy. With the development of boat building techniques and the skill of norse sailors it has become cheaper, quicker and much safer to travel by sea.

The hundreds of thousands of small islands and reefs along the coast make it possible to sail close to land protected from the stormy ocean.

Travelling is easiest during the summer time. During the winter rivers are frozen and marsh areas freeze making attempts to cross them difficult, also the amount of snow can make it difficult to travel. In the dark season many villages and even some parts of the country are completely isolated.

The seas open for trade outwards: to Kislev in the Southeast, the Empire in the south, Albion in the west, Bretagne in the Southwest and in the far south Estalia, Tilea and even Araby.

5.2.3 Water Trade

Since most of the settlements in Norsca are situated near the coast, many people make a living as sea traders. Loading their ship(s) with goods and sailing from village to village along the coast and up he great rivers, making a small profit.

Ferries and prices for transport

Ferries transport people over narrow stretches of water, sometimes across the width of a fjord, other times over a fast flowing river. If the path is not a frequently travelled one PC's may find no ferry at all and may have to make one themselves or simply take the long way round the obstruction.

Prices vary according to how trafficed the route is and how far the ferry travels, but typically they would be around a crown-a-head for narrow streches of water with the prices rising the further the ferry travels.

Boats in Norsca

Rowing Boat Small vessels used to get accross lakes or rivers, only the foolhardy would set out to sea in one of these

M	T	W	Capacity
3	4	5	1.000

Small Fishing Boat The most common fishing vessel in Norsca, has limited seafaring capabilities.

M	T	W	Capacity
3	4	10	5.000

Large Fishing Boat Can go quite far out to sea without ajor problems, easy match for any storm, can be used for longer journeys along the coast.

M	T	W	Capacity
3	5	25	20.000

Knarr A very common trading ship in Norsca, wide and short it is very steady and it has a good cargo capacity. They can take up to 30 people and cattle, fodder, barrels of freshwater, dried fish and salted meat.

M	T	W	Capacity
3	4	50	40.000

Longship These longships, also known as dragon ships are the most widely used when travelling abroad. These ships can take up to 40 people.

M	T	W	Capacity
3	5	70	60.000

Trading Ship These ships are the big traders that ferry goods between Norsca and the Empire, Albion and Bretonnia. Very few are Norscan owned (empire ships), but many are operated by Norscans, who are famed for their seafaring skills.

M	T	W	Capacity
3	5	80	100.000

5.3 People and Resources

The greatest city in Norsca and also its capital is Olricstaad. This is the site of the royal throne and the administration, it is also the largest trading port in Norsca.

A census taken four years ago showed that approximately 6500 people lived in Olricstaad, but the current figure is estimated to 7200. This is a rough estimate based on the number of taxpayers (including families), but there is at least another 500 people living both inside the walls and in the city's immediate vicinity. These people are mostly traders and travelers.

The city and its protective walls are made of the special blue-gray rock found only in the mountains north of the city. This gives the city its own unique and special character. Most of the buildings are low structures, very few rise above two stories, except the palace and a few temples. This is due to the harsh weather during the winter and the amounts of snow during the mentioned season. Small solid buildings can easily stand the extra weight of heavy, wet snow. Only rich people can afford to build houses larger than two stories with the needed strength. Another reason for all the houses being built from stone is that in 2089 IC a great fire ravaged through the city destroying it entirely. All the wooden buildings were burned down. Only a handful of stone buildings remained more or less intact. Since then only stone buildings have been allowed to be built in the city. Most other town in Norsca also follow this custom now, but the majority of the houses or cottages spread around Norsca, are built of wood. Many poorer people, especially farmers, cannot afford stone buildings.

The cities of Norsca strikes one as being wealthy at first glance, but because of the cost, most houses are unadorned, as opposed to the stone buildings in the Empire. People who, in the Empire, can afford stone houses can usually afford carvings and adornments as well, but not in Norsca. Not that stone carving is unknown in Norsca, it is only the cost that keep people from decorating their houses (the royal palace more than makes up for this lack of decoration).

5.3.1 The Clan

The clan in Norsca is united and unusually solidaric, therefore it guards its honour very carefully. In Norsca your family and your honour are everyhting. If one norscan is victim of a murder, his whole clan would revenge him (or her), by demanding justice. This usually comes in two forms: 1) a fine is payed by the offenders family or 2) a murder is committed to revenge the dead. The

latter option can sometimes result in devastating vendettas, ruining whole families by lasting several generations.

For a person to be expelled from his/her family is worse than exile, it means you are completely on your own, with no one to back you up.

5.3.2 The Household

Viking families in Norsca are mostly self contained, although metals and grain are usually bought, to supply tools or food. Bread, butter and cheese are produced on the farm. The food is stored the easiest way possible. Much is salted, dried or smoked, both meat and fish.

Most of Norsca is heavily forested and there is plenty of wildlife in these forests (you might also find other things beside wildlife). There are also several mines in the mountain regions, most run with the aid of the Dwarfs. A small silver mine is conveniently situated near the capital, providing silver for the royal mint.

The majority of the population in Norsca are fishermen as well as farmers and hunters, such a diversity in activities is necessary to survive, as none of these activities alone could support a family. Most of the fish is dried and then sold to be exported to the Empire where there is a large demand for this product.

The major export products are lumber, furs, salted meat, dried fish, metals and handicrafts (wood carvings especially).

The major import products are salt, grains and malt.

5.4 Communication in Norsca

5.4.1 Written Language

The Norse have developed their own runic alphabet, called the Futhark (see figure 5.4.1). The name comes from the first six runes in the alphabet (f-u-th-a-r-k). The most common usage for the runes were in the beginning to record the name of the deceased on the tombstone (called a runestone). This was to improve the relationship between the deceased and the gods. The placing of the runes were as important as the runes themselves. The placing of the runes followed strict and secret guidelines often placing the literal contents of the inscription in the shadow. The art of Rune-writing became a difficult and exclusive art, usually only practiced by or for socially important people.

The runes first appeared on the west coast of Norsca. The priests of Verena speculate that these were derived from the dwarven rune alphabet. There is one main difference however. The Dwarven runes use many symbols as well as runes representing certain sounds, the Futhark uses only runes representing sounds. Also, the Futhark is not magical as opposed to certain dwarven runes.

5.4.2 Spoken Language

The language spoken in Norsca is a dialect of Reikspiel (Old Worlde) It is very difficult to understand, for inhabitants of the Empire, without a great deal of patience. If the Norse dialect was to be written in the Tilean Alphabet it would be much easier to recognise it as a dialect of Reikspiel.

(This is completely up to the GM, whether you prefer to stick with GW's 'one world — one language' or the more complex 'one nation — one language'. In the latter case, the PC will need a translator or one in the group should know the language, otherwise travel in Norsca will be difficult.)

5.5 Circles and Secret Societies

Merchants against foreigners, they feel the *foreign* influence has become too great, they want stricter control of imported goods, and that Norsca try to produce more of the goods it needs and import less. These people are typical merchants with an isolationist streak.

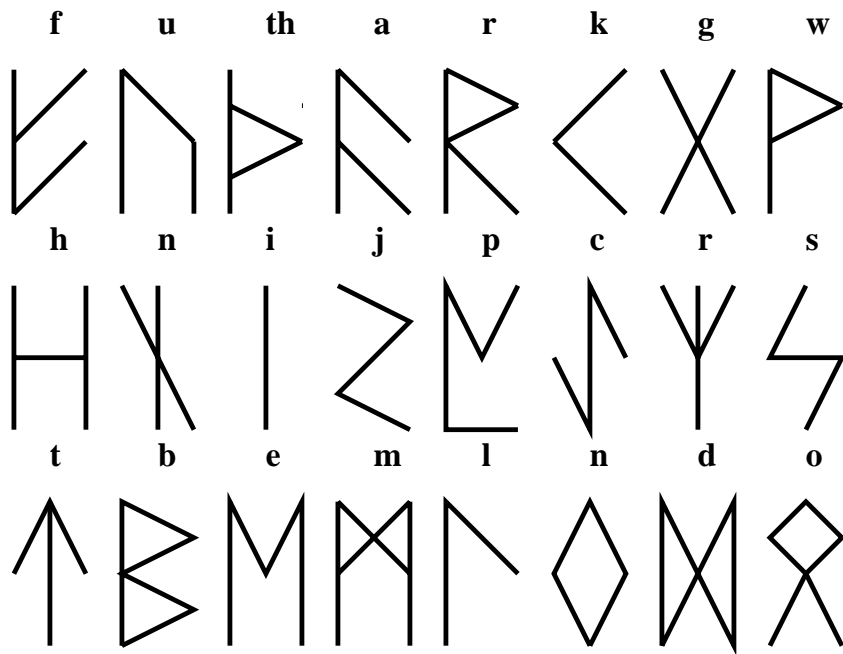


Figure 5.2: The Futhark

Chapter 6

Cults and Worship

The Vikings have a very close relationship with their gods. They were needed and negotiated with. The Gods guarded the Vikings worldly goods and their honour, and also the Kingdom of Norsca, the warrior and the farmer. The gods help the King to secure peace and bring good harvests. The gods are fellow travellers in life, they are saints who give duties and rights. The faithful are ready to worship them, as long as they are rewarded. If a god is less efficient than the believer expected, the latter would not hide his disappointment. He might easily begin shouting at the idol. The middleman, who conducts the rites, could easily be the victim of retribution from a disappointed follower.

Cult rituals had a very natural place in daily life. People who are able to call upon the gods favour are for example the farmer who saw his herd die, the warrior wanting to conquer new land, or the father of a family who wants many descendants.

The important religious actions are collective (i.e. in public) and can be held on a field, in a meadow or clearing near a spring or on a mountain. Often place names are connected to worshipping and are made up of the name of a god and the suffix -hov (temple), -lund (clearing), -vin (meadow) or -akr (field) (eg. Taldurshov).

The vikings have no *professional* priests who only understand the worshipping of the gods. In every level of society there are religious tasks given to the leader, this could eg be the Jarl on his farm. During the religious rituals, not just the family, but the whole household (i.e. everybody on the farm) would be present.

6.1 The Beginning

According to the sagas, it is said that before the coming of Chaos the land was covered in ice and all seasons were winter. No Humans walked the world as the gods had not seen fit to create them. The Jotuns peopled the ice bound mountains and forests. Large, pondering, and cunning, these giants preyed upon the great beasts of winter and strove against each other. Soon the strife ended as the strongest came to rule over the rest. His name was Yagamir the Strong and he ruled with an iron fist for hundreds of years.

One day a stranger clad in the skin of the vicious Giant White Wolf and armed with a mighty axe appeared before Yagamir. Although smaller in stature than any Jotun, the stranger radiated a power that any, but the most blind, can sense. "You have a message for me, stranger?" grunted the Jotun king. "Spit it out and begone. I have other things to do."

"Have you noticed that the ice which dominates the land is retreating northward? Or that the world has become warmer?" replied the stranger.

"What care I for such things? It is of small consequence. And who are you to bother one such as I with trivial matters?" Yagamir asked testily.

"I am Winter's Fury", responded the stranger. "I came to tell you that a time of testing approaches. The large-eyed gods that you worshipped have failed, and through their failure a

time of strife is assured. Soon a great enemy will appear in the North. You and your people will be the first to feel the weight of their presence. Upon your shoulders will the outcome of the ensuing war be determined. Great will be your honor should you throw them back into the darkness. Far will be your fall should you fail. And with your fall, others will come to rule your realm."

"Begone, Winter's Fury, I care not for your warnings! They be naught but the ramblings of a madman or a drunkard!" taunted Yagamir.

In response, a blast of icy wind tore open the doors of Yagamir's stronghold and filled the audience chamber. Undisturbed amid the wind, Winter's Fury replied in a cold, harsh voice edged with anger, "Mock me at your peril, fool! Heed not my warning if you choose! It is by your own actions that your race will be judged!" The stranger then vanished with the wind.

As Winter's Fury foretold, the Jotuns were the first to face Chaos when it entered the world. Too confident were they that the Jotuns were overwhelmed by Chaos. The surviving Jotuns were scattered, their minds snapped by the horrors of Chaos. No longer would these giants be noted for their cunning, nor would they join together as a common people. Instead, the Giants became a dying race noted for their dim-wittedness.

Only Dwarves and Elves remained to oppose Chaos in the world. In the worlds beyond, the Raenir led by Olric fought the Four Powers of Chaos. Great was the fury of the battle that Chaos was driven back to the Northern Wastelands whence they entered the world.

With his cloak about him, Olric surveyed the land from which Chaos retreated and found it empty save for the Dwarves who fought the Great Enemy. The leader of the Raenir did not find this to his liking. He knew that Chaos would again threaten the world. He also knew that the great alliance between Dwarf and Elf would not be seen again. Even then, he could see that the relationship of the two Elder Races would begin to fray, then break, in the near future.

Long did Olric hold council with the rest of the Raenir upon the eventual return of Chaos. Another race would be needed to stand against those would plunge the world into eternal darkness. One that would be more adaptable than Elf and Dwarf, one whose very diversity would create the Great Heroes would oppose Chaos in this unforgiving land. Thus it was that the Norscan race came into being. The first Norse learned to survive in the harsh land from the Raenir themselves and the heroes that they spawned.

The sagas continued from this point to detail the exploits of gods and heroes. . .

6.2 Gods of Norsca

The Norscan Mythology/Religion is still the most widespread in Norsca. It is a mixture of sagas, stories and half-truths, but most of all it is based upon centuries of superstition. There is no real distinction between religion and mythology in Norsca.

Temples dedicated to the gods of Norsca can be found in every town. These temples are rectangular in shape and constructed out of wood, usually oak and ash. Carved images of the Norse gods appear in each temple as the temple is sacred to the entire pantheon. The only exception is the temple of Olric in Olricstaad where that stone temple is the largest dedicated to the God of Wolves and Winter outside the temple (of Ulric) in Middenheim. Villages, hamlets, and small settlements maintain small wooden shrines to the gods of Norsca. These wooden shrines are usually called *Horg*, while the larger temples in the cities are called *Hov*.

Organizationally, the Norse cult hierarchies are very loose. While recognizing the supremacy of the High Priests, clerics of the Norse cults tend to be very independent. With the exception of the High Priests of the respective Norse cults living in Nidaros (Olricstaad in the case of the High Priest of Olric), there is no relationship between the level of a Norse cleric and the location of his residence. For example, a 3rd level cleric of Taldur may be found in a small village tucked deep within the Jotunheimen Mountains while a 1st level cleric conducts the celebration of the Spring Equinox in honor of Taldur in the town of Stavgard.

Collectively, the Norscan gods are known as the Raenir and are believed to live in a realm known as Raenisheim. The major gods of the Norse are as follows:

6.2.1 Olric

The principal deity and leader of the Raenir in the Norse pantheon, Olric is worshipped by warriors and most common folk as the god of battle, winter, and wolves much as he is in the Empire and Kislev under his Imperial name of Ulric. Moreover, the Norse followers of Olric hold the Fauschlag (the pinnacle upon which sits the Imperial city-state of Middenheim) sacred as the seat of Olric's power. Norse pilgrims and visiting priests are not an uncommon sight to the Fauschlag (Neveslag in the Norse tongue).

The two do differ, however, in that the Norse attribute more to Olric than the Imperials. Olric is the ruler of the Kregnihalla where the souls of those meeting a warrior's death find eternal battle and feasting. These Aandkregnir await the day of the Endeslag when Olric will call upon all them to join the Raenir in the last great war against Chaos.

Additionally, Olric is the god of runic knowledge, wisdom, and Norscan law. Scryers who wish to know the future call upon Olric for insight when casting and interpreting runes. Also, those who sit in judgement of their fellows or settle dispute between neighbors pray to Olric for guidance and wisdom. Even those who rule (such as Magnus Lawmaker) seek inspiration from the Raenir Lord. Moreover, convicted criminals are sacrificed to Olric to atone for their crimes (and their spirits consigned to the lower realms of Doedigard).

The main holy day for Olric is Vinterstille, the winter solstice, when the winter night is longest and the harshest weather of winter begins. It is the day where the priests lead the Norse appeal to Olric to protect them from the Fimbulwinter (the Winter without End in Norse mythology which lasts three years and signals the last great war against Chaos).

6.2.2 Taldur

Taldur is the god of the forests, mountains, and the creatures that dwell in such places. It is to this Raenir that the Norse who live in the isolated farmsteads and pastures look towards for protection against the predatory beasts and other foul creatures (e.g., Trolls) which frequent these places. Hunters, Trappers, and Woodsmen also pray for Taldur's protection, as well as his favors for their endeavors. So long as his followers do not overhunt, overgraze, overharvest, or otherwise damage beyond repair the gifts he bestowed upon the Norse, then Taldur will allow them to live unhindered. Should any violate his trust, Taldur will extract his vengeance upon the perpetrators.

Taldur is generally portrayed as a large muscular man with the antlers of the Great Northern Elk sprouting from his head. His main holy day is Vaarvendung, the Spring Equinox, when the winter's ice generally begins its thaw and the land blossoms. A lesser holy day is Hoestvendung, the Autumn Equinox, which marks the onset of winter when the land begins its slumber. Followers of Taldur celebrate these days with a small sacrifice and large festivities.

6.2.3 Sylra

The mother of all things, Sylra is the goddess of earth, fertility, motherhood, childbirth, and the family. She is worshipped by farmers, herdsman, and mothers. Farmers seek Sylra's blessings for a prosperous crop and harvest. Herdsmen appeal to her to ensure the health and growth of their flocks and herds. Mothers and expectant mothers hold a special place with Sylra. From the former come prayers to protect their children from the dangers lurking in the world (disease, plagues, and creatures which prey on the young), while the latter entreats Sylra for a successful birth and healthy child. While Sylra is usually viewed as the most peaceful of the Raenir, her wrath is the most feared when elicited (much like that of a mother bear when her cubs are threatened).

Sylra is generally portrayed as a caring Norse matron who tends her own garden and watches over the young. Celebrations in honor of Sylra occur on 10 Plaugzeit (day of seeding), 32 Seilazet (harvesting of fruiting trees and departure to summer pasture), and 25 Hoestzeit (day of harvesting and return from summer pasture).

6.2.4 Malor

Malor is the god of the sea, fjords, rivers, lakes, and the creatures that swim in those waters. Malor is the moodiest of the Raenir; at one moment calm and serene, the next raging and frothing, very much like the sea where Malor is most at home. According to the sagas, it was Malor who taught the first Norse sealore and methods to build ships which could handle the rough and stormy northern seas. Those whose livelihoods depend upon his good graces worship Malor, such as fishermen, seetraders, and sailors. Others, who intend to travel by boat, appeal to Malor for safe passage. Tales are told of the disasters bestowed upon those who offend Malor. Minimally, the nature of the disaster may be a shipwreck or several days (even weeks) lost at sea. At worse, the ships may be attacked by a Kraken or Leviathan, both of which are monstrous servants of Malor.

Generally, Malor is depicted as a muscular man with flowing green hair and beard and armed with the great spear, Sjoehjelir. Malor can range in size from that of a tall Human to a colossal being whose size dwarfs all but the largest whale (this larger form is usually the one encountered at sea). Holy days in honor of Malor occur on 1 Seilazeit and 5 Hoestzeit. These days correspond to the beginning and end of the sailing season, respectively. They are marked by celebrations which include exhibitions and contests of maritime skill, usually pitting crews of one ship against others (running the oars is always considered a favorite at these festivities).

6.2.5 Helenir

Helenir is the Norse god of the dead, and ruler of Doedigard. This land of the dead has nine levels of which the top one, Kregnihalla is ruled by Olric (instead of Helenir) and populated with the souls of warriors killed in battle. The other eight levels are populated with souls of the deceased based upon their deeds (or misdeeds) in life as judged by Helenir. The souls of criminals are consigned to the lowest level, Nidroedheim, where they suffer eternally in a vast, icy wasteland.

A brooding deity, Helenir is not worshipped as other Raenir. He has no holy days, nor celebrations in his honor. Rather, Helenir is only invoked whenever someone is dying or has died. It is to him that prayers for fair judgement and safe passage for the souls of the deceased are directed. Also, Helenir is called upon to protect the innocent whenever some evil being raises the dead from their rest and sends them to harm the living. Heroes sent forth to battle these vile creatures do so with Helenir's blessing.

6.2.6 Halni the Deceiver

The most flamboyant and carefree of the Raenir, Halni is the goddess of deception, fire and desire. Due to her ability to shapechange into any animal, Halni usually figures predominantly in most of the stories and myths of the Norse.

One such story detailed how the Norse hero Sigismund lost his mighty sword, Jotunidmyker, through the trickery of an evil sorcerer. Halni (who lusted after the hero) appeared to Sigismund as a fox and bargained a pact where the fox would help retrieve the sword if the hero promised a like service. The mighty Sigismund (who was known for his strength of arm and bravery, not his wit) readily agreed and the two set forth. After several adventures (the skalds know them all), Halni and Sigismund found the sorcerer's hold. Halni convinced her companion that by eating certain foul-tasting roots he can take on the outer appearance of the sorcerer's servant (Halni actually transformed Sigismund in his sleep). With his disguise, Sigismund was able to retrieve his sword and slew the sorcerer. Having recovered his sword, Sigismund owed a debt and service to Halni. Ever the jester, Halni changed shape into an old crone and had her way with the repulsed Sigismund. As Sigismund croaked out his farewell, Halni changed into her true form and then vanishing before the eyes of the startled hero.

In her true form, Halni is portrayed as a young woman with fiery red hair and deep blue eyes. Although she does not have specific holy days, Halni is honored at most festivities. Especially

those where the mead and ale has flowed as freely as the inhibitions of the revelers have flown. Of all the Raenir, it is Halni who most associates with her mortal worshippers.

6.3 Imperial Influence and Old World Cults

For over 400 years, the Empire has had a great influence on Norsca. Priests (mostly from the Empire) of the various Old World religions had come to convert the Norse. In one case, the cult of Ulric tried to reorganize the cult of Olric along Imperial lines. Since then, the cult of Olric has regained its independence from the Imperial cult while still considering Ar-Ulric (High Priest of Ulric in Middenheim) as its spiritual leader. Another source of Imperial influence was spread through seatrading with the Empire and the exchange of goods in the Kislev area.

Of the *Imperial religions* Ulric and Manann are the most widespread in Norsca. In fact, the priests of Verena contend that the Raenir gods are nothing more than the gods of the Old World with another name. The Norse priests do not dispute that Olric and Ulric are one and the same (though clearly Olric favors the Norse given his active participation with them as told in the sagas). They do take issue with the allegation that Taldur, Sylra, Malor, and Helenir are the Norse version of Taal, Rhya, Manann, and Morr, respectively. Norse priests point out that there are differences between the pantheons that the Imperials and other Old Worlders continue to overlook. The most obvious is there is no Old Worlder parallel to Halni, while other differences are more subtle (again, the interaction in the sagas between the Raenir and the Norse which has no counterpart — other than Sigmar — in the Old World). Naturally, Old World priests dismiss this as the attempt of the Norse priests to retain their power and prestige among the Norse common folk.

Not surprisingly, the worship of Shallya and Sigmar have never become popular with the Norse. In the case of Shallya, her cult tenets are far too passive for the more bellicose Norse. Sigmar, in contrast, is viewed unfavorably as he is the patron deity of the Empire and too closely aligned with Imperial designs.

Needless to say, the cult of Khaine is outlawed in Norsca. Any cultist found is summarily executed, as is any cultist from any other chaos cult.

6.4 Chaos Cults

In the nations, kingdoms, and city-states of the Old World, Chaos cults thrive among some of the corrupt ruling elite (especially Slaanesh) and those seeking power through the overthrow of the established order (Tzeentch). Moreover, Chaos cult membership seems to be viewed as more stylish and desirable the further away one is from the Chaos Wastes.

Due to their proximity to the lands of Chaos and the continuing struggle against Chaos warbands, the Norse remain far more knowledgeable and aware of the threat of Chaos than any save the Kislevites. Thus Chaos has virtually no adherents among the Norse. The few that succumb to the temptations of Chaos face immediate execution upon discovery.

6.5 In The End...

As Olric has foreseen, the Raenir and the Great Enemy will do battle once again. This time the greatest battle of all will be preceded by a lengthy winter, called the Fimbulwinter lasting for three years and covering Norsca once again in snow and ice. The two moons can be seen both night and day. A great many warriors will travel to Kregnirhalla and kneel before Olric.

Olric looked at all the men gathered before him and counted them, the number of travellers arriving at his warrior-haven had been increasing at an alarming rate these last months. Each day that passed brought more men to him. He had realised some time ago what this signalled, but had so far not spoken of this to the other Raenir, he was waiting for one more sign that would ascertain what the future held. The first sign had come two years ago as the summer did

not come and the winter merely became harsher and more relentless. The last sign that he was waiting for was that the two moons would show themselves, they had mysteriously disappeared as the harshest winter of all begun. Olric begun laying plans for the forthcoming war.

The outcome of the Endeslag that was sure to come, was uncertain, even though Olric and the Raenir had many men, The Great Enemy was sure to have more.

Finally the moons showed themselves, bathing the world in their eerie light, Olric knew that only a few days remained now until the final assault would come on Raenisheim.

When the assault did come it was worse than anyone had imagined. The Chaos hordes swarmed over Raenisheim along with their allies, the Trolls. Mountains and peaks fell to the ground, the earth shook, trees were toppled with their roots splayed. From North, South, East and West, came hordes to do battle, in the last and final battle between light and dark. For days the battle raged with the outcome uncertain.

In this war as in all others, nobody wins, they just fell each other. Malor kills daemons left and right but is so exhausted he drops dead, Olric is eaten by the Trolls but they are killed by Taldur, and so it continues. Even Yagamir trapped by Olric so many years ago comes to the field of battle to seek his revenge, but he is killed before he can even lay eyes upon his quarry. In the end a great fire engulfs everything, nothing is left untouched by the flames. The earth charred and broken sinks slowly into the dark waters of the sea.

But as the sun rises over the horizon a new earth rises from the waters. On the new land, two people come walking out of the forest, hand in hand.

Chapter 7

Taxes and Tribute

7.1 Import Tax

All imported goods pay a small fee. Goods imported into Norsca must be paid for, usually 5–10% of the goods value. A general rule seem to be: the more expensive the good, the higher the tax.

7.2 The Leidang

Magnus the Lawmaker ordered every town and village to contribute men, ships and supplies in times of war. This was called the *Leidang*. When enemy ships were observed a signalling fire would be lit on a mountain top, the signal would be passed on by other mountain top fires around the coast and also inland. When the fires were seen, every town and village “as far inland (upriver) as the salmon goes to spawn” shall contribute to the Leidang. Towns would have a longship ready and a set number of fully equipped men would board and set sail.

The leidang is a sort of *tax* levied on the people, it is not payed to the king, but instead kept in the local villages, to bee used in times of danger The tax consists of keeping a boat, men or equipment ready in times of war.

7.3 Other Taxes

Taxes are paid to the Jarl, and he pays one tithe to the King. The jarl employs the taxcollectors (they are usually from his hird).

Chapter 8

Law and Order

The Jarls pass judgement based on the law, except in feuds between powerful clans, in which case it is attempted solved at the yearly Thing (local or otherwise depending on the clans importance and influence).

Magnus the Lawmaker made his law in 1035. It has since then been the basic law in Norsca. It was based upon principles which had been used for ages. The law details things such as inheritance (the eldest son inherits the land), marriage, penalties for common crimes such as stealing. There was also added a few new things to the law such as the *Leidang* (see Military Affairs).

After being married a woman still has the same family and not her husbands family. (This has been the reason for many a marital dispute). It also means that if her husband harm her in some way, she can leave him and her family can demand penance or in special cases avenge her in blood. The children however follow the father. A man can have only one lawful wife but he may take all the concubines he likes and the children of a concubine (even a thrall) is considered equal with the children of the wife. If a woman has 'guarded the keys to the house' for 3 years, she is in all aspects considered the lawful wife and has the same rights as such.

There is no formal police or investigators. People learned in the law are only to be found in the major cities, advising the king and the jarls. Therefore small crimes are settled by the chieftain of the village. This includes theft, small fights, neighbour problems and all such things. Personal crimes (murder, rape, kidnapping and so on) are dealt with by the victims family. If one man kills another man, his family may legally kill the murderer. As can be concluded this has often lead to great vendettas. The Althing can force the murderers family to pay some kind of penance to the offended family if they accept and thereby ending the whole case. Major 'crimes' (two landlords arguing over land, great vendettas etc) is to be settled at the Althing.

As can be seen the family/kin is very important. It does not matter who you are but who your family are. The head of the family is normally the man with most success, since the people in Norsca honour success above all — people with success must be favoured by the gods.

8.1 Laws In Norsca

Once a year, the Jarls of an area get together to discuss laws and sentencing this is where feuds are solved, and new laws are passed.

8.1.1 Norse Law

Norse law is different from Old World law in three aspects:

1. The whole realm is a united judicial area. Even though each shire has it's own lögthing, once a sentence has been passed, it is valid for the whole of Norsca.

2. One is not guilty before being sentenced at a lāgthing.
3. The norske never sentence people to corporeal punishment (no need to as people are deemed utleg, see below)

8.2 Terms used in Norse Law

8.2.1 Utleg

A person being deemed utleg, is outlawed. An outlaw is granted no protection from the law. Everyone may do as they like with him, even kill him, without being punished for it.

There are two types of utleg. The first being deemed utleg in what the norske call ubotamāl. When receiving this sentence, one is unable to buy back one's former status by paying a fine, and is therefore set outside the law for the rest of one's life. Most people receiving this sentence goes into exile. This form of punishment is extremely severe, and it is only used in cases of brutal murder and betrayal.

The second form of utleg, is where one is able to pay a fine and be granted one's former status as a citizen of Norsca with full protection from the law.

8.2.2 Grid

If a crime has been committed, the criminal may go to the nearest of the king's representatives and proclaim that he has committed the crime. The king's representative (sysselman or lendman) will grant the person grid until the next āgthing.

Grid (pronounced gr-EE-d) grants the recipient safe conduct until the grid expires (for instance until dawn next day, until next lāgthing, etc).

8.2.3 Killing

Whenever a person takes another person's life in fair or unfair fight (i.e. if the victim was able to defend himself) it is called a killing.

8.2.4 Murder

Whenever a person takes another person's life and the other person was unable to defend himself (i.e. stabbed from behind, killed while asleep, killing cripples and other persons unable to defend themselves even in a fight, etc.) it is called murder.

8.3 Criminals

There is not much organised crime in Norsca. The penalties for crimes are hard (death, cutting the hand off, exile and thrall-hood etc). A family keeps order and peace among their members. A free man controls his thralls and servants and so on.

There are no prisons. A landlord or jarl may have a lockup and put people who more or less rightfully there. But it is up to the victim's family or master to prevent it and set him free again.

In the few cities some criminals do exist. But they are not organised and not very powerful or numerous.

There are a few families considered outlaws. If for instance they have broken the peace of the Althing a whole family may be banned from the country. They are thus subject to being hunted all over the country by all men.

Even though the Empire and Norsca have been allies against Chaos, the Empire still remembers the raiders from Norsca and therefore the Empire has spies in Norsca.

The most highly placed spy is Ulf Rosenkrantz, a jarl and one of the king's most trusted advisors. The Empire has not realised that Ulf Rosenkrantz is a cruel and ambitious man, who

wants to overthrow the king and grab the throne himself. Rosenkrantz has already gained many supporters among the merchants. He wants to dissolve the Althing and make the king (himself) absolute. The merchants on the other hand hope to gain lower taxes and so on. Rosenkrantz is a man with few scruples if any. He and his warhird (which include some assassins) is just waiting for the right time.

Chapter 9

The Military Affairs

The King is the commander of all the armed forces (in theory anyway). However, the king usually appoints a general to act in his place. The General and the Royal Guard have their quarters in Olicstaad, along with the standing army.

The larger towns usually have their own marshalls or chieftains who control the garrison situated in the town. They are responsible for law and order and the towns defence's. In addition they act as judges in any cases tried.

9.1 The Militia

The Royal Guard is quartered in the Royal Palace, while the standing army is quartered within the city walls. At the moment the standing army consists of about 200 well trained men, not including their officers. In addition every male in the city above the age of 16 is required to own a weapon, be it a hand weapon, longbow or crossbow.

The law allows everybody to wear a hand weapon within the city walls (armour is not normally permitted). This is due to the dangers that live in Norsca. Travellers are always armed, it would be suicidal not to be.

Chapter 10

Festive Days

10.1 The Norscan Calender

The Norse calendar differs from the Imperial only in the names of the days (usually in honor of a god), festival days, and months. They are as follows:

Imperial	Norse	Days	Imperial	Norse
Wellentag	Soelsdag		Hexenstag	Heksdag
Aubentag	Maansdag	32	Nachexen	Etterheks
Marktag	Taldursdag	33	Jahrdrung	Vaarzeit
Backertag	Sylrasdag		Mitterfruhl	Vaarvendung
Bezahltag	Helenirsdag	33	Pflugzeit	Plaugzeit
Konistag	Olricsdag	33	Sigmarzeit	Seilazzeit
Angestag	Malorsdag	33	Sommerzeit	Sommerzeit
Festag	Halnisdag		Sonnstille	Sommerstille
		33	Vorgeheim	Foranskrekk
			Geheimnistag	Skrekkedag
		32	Nachgeheim	Etterskrekk
		33	Erntezeit	Hoestzeit
			Mittherbst	Hoestvendung
		33	Brauzeit	Bryggezeit
		33	Kaldezeit	Dunkelzeit
		33	Ulriczeit	Snoehvitzeit
			Monstille	Vinterstille
		33	Vorhexen	Foranheks

As in the Empire, the Norse observe both Heksnatt (Hexensnacht) and Skrekkenatt (Geheimnisnacht) with apprehension. Strange things occur when both Vennligmaan (Mannslieb) and Roedredsel (Morrslieb) are full.

Twice a year there is a great bleeding (*Storblot*) in celebrations of the Raenir.

A Storblot is a sacrificial offering to the Raenir, usually it consisits of a sacrifice of animals of great value to the Norscans, like horses or cows (they offer something of their own, not wild animals). During a Storblot, the leader (usually the local chieftain) leads the prayers and then the ritual tapping of blood from the sacrificial animal. The blood is then poured over a stone carved with runes that hold religious values. After this, the animal is carved up and divided equally between all those who attend, master and slave alike.

The Storblot is always held at the Winter and Summer solstices, with smaller Blots held before important happenings.

Chapter 11

Relationship with Other Countries

11.1 Kislev

Ever since the independence of Kislev from the Norscan raiders, who settled and became rulers, the Norscans have wanted to retrieve this bountiful land, especially the Wheatlands across the WorldsEdge mountains, as Norsca is incapable of producing enough wheat or grain for its populace.

The relationship with Kislev is tolerable, with the occasional skirmish, both with military and diplomatic means.

11.2 The Empire

The treaty signed after the second Chaos incursion binds Norsca and the Empire in a tight web of cooperation, some say it is too tight, but until now both countries have profited from this. The Empire exports grain and livestock to Norsca and receives Amber, Iron, dried fish and furs in return.

The relationship between Norsca and the Empire is very good.

11.3 Albion

Good, Tradewise. Norscan lumber is a sought after commodity in Albion. Diplomatically, not so good. Due to some errors made by the late ambassador in Olricstaad.

11.4 Bretonnia

Many Norscans have settled in the north of Bretonnia. Some have risen through the ranks and consequently are an asset when Norsca deals with Bretonnia as most of the Norscan still favour their land of birth.

The relationship is fairly good, although Bretonnia still bears a small grudge for the raiding done when the vikings were at the peak of their power. Generally the relationship is a good one.

Chapter 12

Inner and Outer Enemies

12.1 Chaos

There are very few chaos cults in Norsca, as the threat of chaos is more real here than in the Empire. The Cult of the Purple Hand has a handful of followers in Olricstaad, but there are no others with any real power.

Some see the influence of the Empire as a threat to the Norslarcian way of life. A merchant organisation has been created to *counter* this threat. See chapter 6 for more details.

Chapter 13

New Careers and Skills

The Norscan way of life and its history have created careers that aren't found elsewhere in the Old World. Amongst these are the Skald, or story-teller. He is responsible for remembering the sagas of old and also the traditional songs. The Jarl who is a noble. The Viking, a warrior. Thralls, who are slaves. Seatraders are especially common in Norsca, where the land is so difficult to cross, with dense forests and high mountains. The Berserker, the frenzied viking who has recieved a special gift from the gods.

13.1 New Basic Careers

13.1.1 Thrall — Basic/Warrior

The thralls (i.e. slaves) are the lowest of the low in Norsca. Usually they are abducted on “expeditions” or raids and brought back to slave for their new masters. The most common place to find thralls are on the estates of the Jarls. They are placed in the kitchen, or in charge of brewing ale or any other mundane task left to the slaves.

Unlike other parts of the old world the thralls of Norsca are kept away from paid servants. They are two distinctly separate classes.

Notes: This Career is geographically bound to Norsca. Thralls can only exit this career if their master dies and/or they are set free.

Social Level: -2

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	+1	+1	-	-	-	-	-	-	+10	-

Skills

Dodge Blow
50% Animal Care
25% Blather
25% Consume Alcohol
25% Heraldry — Norscan
10% Ride — Horse
5% Brewing
5% Cook

Trappings

Simple Clothes
A good luck charm

Career Entries

Labourer
 Outlaw
 Ratcatcher
 Servant
 Thief

Career Exits

No matter, the PC is forced into slavery.

13.1.2 Bondsman — Basic/Ranger

Bondsmen are those who live on the Jarls land and pay for it by working for him several days a week on his land. They are in bondage.

Bondsmen are not slaves, but they are not free men either as they have an obligation to the Jarl. They lead uncertain lives, and a lucky few have the courage to run away, some manage to make a better life for themselves, but not all.

Bondsmen and Huscarls are the primary producers of food in Norsca. As well as producing crops they hunt, fish, forage and set traps to compliment their diet. Most have a small surplus they can barter for goods they cannot produce themselves.

Notes: This career is geographically bound to Norsca. All trappings are owned by the Jarl.

Social Level: -1

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	-	+1	-	-	-	-	-	-	+10	-

Skills

Agriculture
 Animal Care
 Fish
 75% Carpentry
 50% Drive Cart
 50% Ride — Horse

Career Entries

Any

Trappings

Farm + Equipment
 1d6 horses or cows
 1d12 sheeps
 cart

Career Exits

Fisherman
 Herdsman
 Labourer
 Muleskinner
 Prospector
 Servant

13.1.3 Hurscael — Basic/Ranger

These are free men who own the land they live on and work for nobody but themselves. They may be called out to service during times of war, by the nearest Jarl.

These are proud and independeant men, they own the land they live on, but the majority of Huscarl own very little more than that.

Lean times may force these men to sell out and take up an adventuring lifestyle in the hope of leading a better life.

Bondsmen and Huscarls are the primary producers of food in Norsca. As well as producing crops they hunt, fish, forage and set traps to compliment their diet. Most have a small surplus they can barter for goods they cannot produce themselves.

Notes: Only Characters from Norsca may have an initial career as Huscarl

Social Level: 0

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+10	+1	+1	+1	-	-	-	-	-	-	+10	-

Skills

Agriculture
Animal Care
Carpentry
Fish
Game Hunting
Ride — Horse
50% Drive Cart

Career Entries

Fisherman
Herdsman

Trappings

Farm + Equipment
1d6 horses or cows
1d12 sheeps or goats
1d12 sheeps or goats
Cart (Owned by the Huscarl)

Career Exits

Fisherman
Herdsman
Labourer
Muleskinner
Prospector
Servant
Viking

13.2 New Advanced Careers

13.2.1 Seatrader — Advanced/Warrior

Seatraders are common in Norsca, due to the difficulty of transporting goods safely overland, much like the traders of The Empire.

Seatraders are both captains and merchants in one, they must have the skills to lead a fully laden ship safely to a port in a full storm and also have the skills to make a profit from the goods they are carrying.

Social Level: +1

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+20	+1	+1	+4	+20	+1	+20	+30	+20	+20	+20	+20

Skills

Boat Building
Evaluate
Haggle
Numismatics
Read/Write — Old Worlde
Speak Other Language
Swim

Trappings

Ship and Crew
1500 Gc's for trading
1 Scribe
Townhouse (in Olricstaad or another trading town)

Career Entries

Marine
Merchant
Pilot
Seaman

Career Exits

Explorer
Pilot

13.2.2 Viking — Advanced/Warrior

Vikings are much like the warriors of the Empire, but they are also able-bodied seamen, and much fiercer than the warriors of the south.

Notes: Only Norscans can become Vikings.

Social Level: +1 when dealing with Norscans, -1 with everyone else

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+10	+1	-	+2	+10	+1	-	-	-	+10	+10	-

Skills

Disarm
Dodge Blow
Strike Mighty Blow
Swim
50% Sailing
25% Row

Career Entries

Huscarl
Marine

Trappings

Mail Shirt
Bow and Ammunition
Shield
Sword or Axe

Career Exits

Berserker
Hirdman
Mercenary
Seacaptain

13.2.3 Berserker — Advanced/Warrior

These are vikings with a special gift, they can go berserk in battle. Only vikings with this gift can become Berserkers. When this happens the warrior feels no pain and fights with the strength of many.

Their name comes from bear-serk (a serk is like a cape), they can only call themselves berserker after having killed a bear, single handedly in close combat, after this they earn the right to wear the bearskin cape.

Special rule: The Berserkers eat a specially prepared mushroom to attain their frenzied state, a description of this mushroom is to be found in chapter 17.

Notes: Berserkers do not allow themselves to wear any kind of armour, except their bear skin cape which works as leather armour (only from behind).

Social Level: +2 when dealing with Norscans, -2 with everyone else

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+30	-	+2	+3	+3	+30	+2	-	+10	-	+20	+10	-

Skills

Frenzied Attack
 Silent Move Rural
 Spec. Wpn. Two-Handed Weapons
 Strike to Injure

Career Entries

Special

Trappings

No Armour!!

Career Exits

-

13.2.4 Hirdmen — Advanced/Warrior

Hirdmen are warriors who swear allegiance to a warlord (a jarl or king). They swear to lay down their own lives to protect their master, in return their master pays for their keep. Hirdmen fight in a Warhird.

The Hirdmen have a fairly high status as they are regarded as the elite warriors of Norsca.

Notes: This is a norscan career but open to warriors from other countries. Everyone must have completed at least 2 warrior careers to become a Hirdman.

Social Level: +2 (employed by the King), +1 (employed by a Jarl)

Advance Scheme														
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	
-	+30	+20	+2	-	+3	+30	+2	-	+20	+20	+20	+10	-	

Skills

Spec. Wpn. Two-Handed Weapons
 Spec. Wpn. Flail Weapons
 Strike To Stun

Career Entries

Viking

Trappings

Mail Shirt
 Bow and Ammunition
 Hand weapon

Career Exits

(To the death, remember?)

13.2.5 Skald — Advanced/Academic

The skald is a storyteller, he knows all the sagas of the kings, the heroic deeds of times past and knows how make the rhythmic verses of the skalds.

Notes: The Skald career is only open to norscans. No norscan would want anyone foreign to tell the tales of norscan history.

Social Level: +1 (+2 if famous)

Advance Scheme														
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	
-	+10	+10	-	+1	+2	+10	-	+20	-	-	-	+20	-	

Skills

Ettiquette
 Heraldry — Norscan
 History — Norscan
 Norse Mythology
 Read/Write Futhark
 Skald Lore
 Sing
 Story Telling

Trappings

None other than the PC already have

Career Entries

Entertainer — Troubadour
Minstrel

Career Exits

Charlatan
Demagogue

13.2.6 Jarl — Advanced/Warrior

Jarls are Norscas nobles, they own most of the land and the people on it. They pledge allegiance to the king only. They have their own warhird.

Norscas with a Jarl birth right can enter this career as soon as they have completed two warrior careers, presuming there is a vacant Jarl seat (ie their father has died).

Notes: Only norscas can enter this career. Although most Jarls recieve their status at birth, no one can enter this career as an initial career. Jarls must have completed at least two warrior careers before becoming a real Jarl

Social Level: +3

Advance Scheme														
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	
-	+30	+10	-	-	+5	+20	+2	+20	+40	+20	+10	+10	+30	

Skills

Disarm
Dodge Blow
Etiquette
Game Hunting
Heraldry — Norscan
Intimidate
Law
Read/Write — Old Worlder
Ride
Stewardship

Career Entries

By Birth
Hirdman (Very rare)

Trappings

Expensive Clothes
1d20 Horses
Fortified Dwelling
1d20 Thralls
1d6 Servants
1d12 Hirdmen
1d4 Longships
1d20 Bondsmen

Career Exits

Mercenary
Sea Captain
Outlaw Chief

13.3 New Skills**13.3.1 Read/write Futhark (runes)**

This skill enables the character to read and write the Futhark alphabet. The Futhark was originally developed from the Dwarven runes, but without its magical properties. It has become widespread as a trading “tongue”. It is used to keep track of the amounts of goods owned and sold, numbers and names. In the later years it has faced competition from the Tilean alphabet brought to Norsca by priests of Verena. The upper classes now use the Tilean alphabet for administration purposes and the Futhark for most other purposes.

13.3.2 Norse mythology (lore)

The Knowledge of all Norscas mythical creatures whether real or not is quite comprehensive, many are claimed to be seen frequently, while others are never seen, but still the stories of their existence abound. These creatures or encounters with them are often weaved into the tales of the Skalds.

13.3.3 Skald lore

In Norsca the Skald knows all the stories and sagas that are told during the long winter nights. Also the Skald knows of the complicated verse forms and all the names used therein. Eg it is tradition never to call a wolf a wolf, but instead *Grau pels* (grey pelt) for example (there are many more names for wolves). Also for Kings and Gods there are many names, most are flattering, except those used for the Trolls and the spawns of Chaos.

Chapter 14

Creatures and Monsters

14.1 The Jotuns

For some time the warrior trekked across the Jotunheimen Mountains, seeking any sign that his quarry survived the onslaught of Chaos. He seemed oblivious to the frigid winds and driving snow which marked winter's fury. Clearly, the warrior did not need to seek shelter behind his cloak made from the pelt of the Great White Wolf. Now and then he stopped to sniff the air as if searching for a familiar scent.

Finally, Olric came to a large opening on the northern face of a large mountain peak. His quarry's scent was strong at the opening. Armed with his great axe, Kaosfaenir, the Raenir descended into the darkness. His journey into the heart of the mountain twisted ever deeper until Olric came upon a cavern illuminated by the fungi within.

"So you have come", rasped a voice from the darkness beyond the dim light.

"Have you done so to gloat at my failure? Or, do you have some other business?"

"Failure would be too light a word to describe your feeble efforts against the Great Enemy. Nor do I need to gloat over one who would hide in the darkness to lick their wounds. My sole purpose was to seek you out, Yagamir, and warn you to stay far from the lands along the sea. They will be given to a race which will not repeat your utter failure", replied Olric.

"The Dwarves? Hah! I will make the sea run red with their blood. Those diggers and tinkers cannot withstand my wrath!" roared Yagamir.

"You may have been able to defeat the Dwarves in your prime with your army. Now, I doubt if you can make them quiver. Your kingdom has been destroyed, your people struck dumb and scattered, and you hiding here having fled battle. The Dwarves mock you and your name rather than fear you. In fact, their Slayers seek you even now", stated the Lord of the Raenir. He continued to the shifting shadow, "the Dwarves are not the ones to inherit the land you forfeited. A new race, one of my choosing, will be the guardians of this land".

The once Jotun King leapt into the dim cavern light roaring "they will be crushed by me as surely as the darkness swallows the light!" Olric faced the giant and noted that the struggle against Chaos had greatly changed Yagamir.

His flesh was covered with oozing blisters and his hair streaked with unearthly colors. Odd bones, skin protrusions, and twisting muscles erupted and changed continuously over the giant's flesh. The eyes burned with a fire that would not be easily quenched. "Unlike the others who died fighting your enemy, I grasped where the true power awaited and knew that it was destined to be mine. A pact did I make with the Powers to see your precious race destroyed before you. But now I look upon you and realize how truly puny and insignificant you are. How much greater would be my reward if you were dispatched!"

A multicolored bolt of energy raced from Yagamir's fingertips towards Olric.

The Raenir Lord merely raised Kaosfaenir before him and dispersed the bolt into shards of colored light. The lights flickered briefly before they were absorbed into Kaosfaenir. "Your

newly-found allegiance to Chaos, coupled with your foolish attack, is proof enough that I cannot let you live. Yet, I will not give you the gift of death which would release you from your torment. There is, of course, a third choice.” From his sack, Olric brought forth heavy chains and said, “These were crafted for me by the Dwarves you so despise. Mark you that this chains carry not only Dwarven runes of power, but also runes of my devising. Thus, you shall spend your misbegotten life bound in these chains. Even your new patrons have not the power to free you before I return to pronounce judgement upon you.”

Although Yagamir struggled with all his titanic might, he could not prevail against the will of Olric. The mutated giant was bound and sealed in that cave by the God of Wolves. Moreover, Olric placed wardings on the seal of the cave to ensure that the servants of Chaos could not enter. The exact location of the mountain was not even revealed to Olric’s most devout follower and is only known by its name: *Steinfensor*.

In Norsca trolls come in all shapes and sizes, there are three general *families* into which they can be divided, at times all trolls can be referred to as *Jotens* but usually they are referred to by their spieces name.

14.1.1 Jotuns (Norse Giants)

The Jotuns are now the most numerous of the Giant races that can still be found in the Old World. They are also the largest and most intelligent (if such a word can be applied) of the Giants. After their fall to the forces of Chaos thousands of years ago, the surviving Jotuns divided into two (rather loosely organized) clans: the Frostjotunir (Frost Giants) and Uvaerjotunir (Storm Giants).

Frost Giants live in the forests and caves along the coastal mountains of northern Norsca where access to the sea away from Humans and Dwarves is available. These Jotuns spend many hours (and days) alone at sea fishing for their favorite prey: whales, krakens, the occasional sea dragon, and other monsters of the deep. Even though there’s only enough room for them and their catch, a Frost Giant’s fishing vessel rivals the Norse longships in size. In lean times (such as winter), isolated fishing villages may be a more appealing (and easier) source of a meal.

Storm Giants can be found in caves and hidden valleys throughout the Jotunheimen Mountains and the northernmost portion of the Worlds Edge Mountains. Normally, Storm Giants hunt the great beasts of the North for food and other essentials. At times, these Jotuns may choose smaller game like Humans and Dwarves (the few scattered tribes of Goblins are too spindly to even make a worthwhile snack). Small settlements, such as isolated farmsteads and mining camps are very susceptible to Storm Giant predations. Like other Giants, Storm Giants are solitary by nature and rarely travel with others of their kind (normally the exception is a female with offspring).

Physique: Norse Giants look like the Norse of old, only much larger. Also, they tend to have a more stout build than their southern cousins. Frost Giants tend to be very light in complexion and reach a height of 18 feet. In contrast, Storm Giants have a more ruddy complexion and grow to a height of 24 feet.

Norse Giants dress in leather made from the hides of the great woolly beasts that roam the frozen tundra and northern forests of Norsca, Kislev, and the Troll Country. While the majority are armed with clubs (tree trunks), some Norse Giants use the great weapons wielded by their ancestors from the time before the coming of Chaos. Most of these weapons are monstrous axes, mallets, and maces.

Alignment: Neutral or Evil

Psychological Traits: Norse Giants cause fear in humanoids under ten feet tall. Although not as intelligent as the Jotuns of yore, Norse Giants are more intelligent than other Giants.

Thus, Norse Giants are not subject to stupidity.

Basic Profile: Frostjotunir (Frost Giants):

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	25	7	7	36	20	5	14	24	20	24	24	14

Basic Profile: Uvaerjotunir (Storm Giants):

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	25	9	9	48	20	7	14	24	20	24	24	14

Special Rules: Norse Giants may throw rocks or other improvised missiles a distance of four times their Strength in yards. As with other improvised missiles, damage is calculated at the Strength of the caster (rather than the weapon). Moreover, an additional 2 points of damage would be applied upon a “hit” given the type of improvised missile most likely to be cast by a Norse Giant.

As for others of their kind, Norse Giants are subject to alcoholism (see Poison, Disease and Insanity-Disorders, WFRP Rule Book, pages 80–87). Drunken Norse Giants forced to retreat in combat will fall over unless they make a successful Initiative test. A failed test means that the Norse Giant staggers back 1D6 yards before toppling over and squashing any creature or character they land on. Fallen Norse Giants cover an area equal to their height multiplied by three yards wide. Any character struck by the falling Norse Giant takes 1D6 Wounds at a Strength equal to that of the Jotun. Any drunken Norse Giant may rise at the beginning of a round by passing another Initiative test. Failure to pass means that the Norse Giant is still a prone target and may not fight.

14.1.2 Trolls

In the remote places of the Old World Trolls over 10 feet tall are known. They are described on page 229 in the WFRP Rule Book. These Trolls also occur in Norsca as do their smaller troll cousins, the pint-sized Flikkenes and the Human-sized Spissemuns.

It should be noted that the saying, “the bigger the troll, the smaller the brain” is a well known saying in Norsca.

Flikkenes

As characteristic of the troll family, Flikkenes are ugly creatures of vaguely humanoid appearance and highly susceptible to Chaos mutations. They are also voracious eaters with a digestive system that is nearly on par with Trolls. Flikkenes eat most anything, preferring fresh meat and carrion above all else. Normally, they only consume small prey like rabbits, rats, and birds. Given the chance, there are some Flikkenes who will capture and consume small domestic animals and small Human children.

Flikkenes live in a tribal society and are normally found in small settlements on the borders of Troll Country and isolated locations in the Jotunheimen Mountains. Even though they trade with the other races, Flikkenes favour to live as far away from the Norse and Norse Dwarves as possible. It makes getting along with one’s neighbors so much easier.

Far more intelligent than Trolls, Flikkenes are unskilled craftsmen by trade. They can make and repair items such as shoes, belts, leather packs, ceramic bowls, and clothing without much difficulty. More skilled crafts like smithing, lapidary, and weaving fine garments are beyond the Flikkenes. Some Flikkenes, however, would rather obtain goods through stealing from others (even unsuspecting travellers). Their favorite means is to waylay victims when they least expect it.

Flikkenes also have a limited command and understanding of Norse, which they use when trading.

Unlike Trolls, Flikkenes must protect themselves by wearing armor (mostly leather). In combat, Flikkenes use small hand weapons (usually daggers and hatchets).

Physique: Flikkenes are small creatures, generally 10 inches to 3 feet in height. Their thick skin has the color and contour of ancient leather. Hair color tends to range from black to greenish-brown with a greasy texture. For their size, Flikkenes are fairly tough and quick.

Alignment: Neutral or Evil

Psychological Traits: Flikkenes are not subject to fear caused when confronting a Troll. Needless to say, Flikkenes do not willingly stick around whenever Trolls appear (as their larger cousins would not hesitate to eat them).

Basic Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	20	2	3	5	25	1	29	14	35	30	30	15

Special Rules: Like Trolls, Flikkenes can regenerate damage, even if they are to the point of death. One wound point is generated per round (Flikkenes heal faster than Trolls), up to their maximum. Wounds caused by fire or corrosive acids cannot be regenerated. Flikkenes can attack or move while regenerating unless otherwise stated in the Critical Hit Table. If a critical hit results in a Flikkene's lower body being pierced, digestive acids spray over a semi-circle area of 1 yard in front of it, causing D3 strength 6 hits on all in the area. Armor provides no protection against the acid, and non-magical armor and weapons are automatically ruined.

Spissemuns

Like Trolls and Flikkenes, Spissemuns are ugly creatures of vaguely humanoid appearance and highly susceptible to Chaos mutations. They are also voracious eaters with a digestive system that is more on par with Trolls than Flikkenes. Spissemuns eat most anything, preferring fresh meat and carrion above all else. While occasionally taking down prey such as deer and bear, the Spissemuns favor slower prey like Humans and Dwarves.

More intelligent and cunning than Trolls, Spissemuns are more active hunters. They are normally solitary and may singlemindedly stalk a prey for days before striking from ambush. At times, six to eight Spissemuns are known to band together and attack groups of travelers or small settlements. Outside Troll Country, Spissemuns are usually found in the Jotunheimen Mountains and occasionally in the northern Worlds Edge Mountains. Spissemuns also have a very limited command and understanding of Norse, which they sometimes use to ambush travelers. Additionally, Spissemuns use a simple language of clicks, whistles, and grunts to communicate with one another when hunting as a pack.

Unlike Trolls, Spissemuns must protect themselves by wearing armor (mostly leather). In combat, they use hand weapons (usually swords and axes) and a bite attack.

Physique: Spissemuns are human-sized creatures, generally 4 to 7 feet in height. Their thick skin has the color of orangeish-brown and texture of hardwood. The hair of Spissemuns is matted and dirty with coloration ranging from greyish-black to greenish-brown.

Alignment: Evil or Chaotic

Psychological Traits: Spissemuns are not subject to fear caused when confronting a Troll. Needless to say, Spissemuns do not willingly stick around whenever Trolls appear (as their larger cousins would not hesitate to eat them). If a Spissemun kills or disables an opponent and there are no others within reach, it must pass a Cool test or begin to eat. If attacked while eating, the Spissemun will fight against those who have disturbed it. Its attacks are temporarily doubled until it is able to resume its feeding.

Basic Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	15	4	3	9	18	2	14	14	20	25	25	6

Special Rules: Like Trolls, Spissemuns can regenerate damage, even if they are to the point of death. One wound point is generated per game turn (minute), up to their maximum. Wounds caused by fire or corrosive acids cannot be regenerated.

Spissemuns can attack or move while regenerating unless otherwise stated in the Critical Hit Table. If a critical hit results in a Spissemun's lower body being pierced, digestive acids spray over a semi-circle area of 2 yards in front of it, causing D3 strength 8 hits on all in the area. Armor provides no protection against the acid, and non-magical armor and weapons are automatically ruined.

14.2 Ulfwerenar

Inhabiting the deep boreal forests of Norsca, near the Jotunheimen Mountains, are the Ulfwerenar (Wolf Warriors). Also called *Olricksbarn* (Children of Olric), they are an ancient race of wolves possessing great intelligence and ferocity as well as the ability to shape change into Humans.

As their other name suggests, the Ulfwerenar are the children of the god Olric and a mortal woman named Grylysa. The sagas tell of a time when the Norse came into being. Olric foresaw that the Goblin Wars would sap the vitality and strength of the Dwarven race. He also knew that the next invasion of the Great Enemy would sorely test the Norse, especially with the weakening of the Dwarfs. Thus, he resolved, a new race born of Human would be necessary to strengthen the Norse in time of need. Olric went abroad in the world of mortals to seek out a Human woman whose qualities would best be suited for the task. Long did the Lord of the Raenir search until he came upon the most beautiful woman in the land. Olric wooed Grylysa in the manner of Norse men, never revealing to her his own divinity until she had accepted his courtship.

As directness suited his purposes, Olric revealed his true nature to Grylysa upon her pledge. He shared his plans regarding her and the Ulfwerenar race, to which she would give birth. Moreover, Olric decreed that the if the race bred true or with wolves then their descendants would retain the abilities of the Ulfwerenar. Should they mate with Humans, the Ulfwerenar blood would become more diluted and they would be more Human. From these Humans, he told Grylysa, the great heroes of Norsca would descend. Grylysa agreed to the honor that Olric bestowed upon her provided that she would be the first of this race and not just the Human mother. To this Olric agreed and transformed Grylysa into a white wolf with the ability to transform into her original Human form. He also created her a home in the forests of Norsca where she would raise her litter: the first such consisted of three males and five females.

Although they usually keep to themselves, the Ulfwerenar can be found in the small Norscan towns and villages. When among Humans, the Ulfwerenar remain in Human shape and, as the children of Olric, they are accepted in Norse society.

Physique: In their natural form, the Ulfwerenar resemble especially large and powerful pack wolves. Their pelts are usually brownish or brownish-grey in color, although pure white and

black pelts occur occasionally. Some say that those having white pelts are the wisest of the Ulfwerenar, while those with black pelts are the best warriors.

In Human form, the Ulfwerenar are virtually indistinguishable from a typical Norse to an outsider. The Norse, however, recognize the subtle signs that characterize the Ulfwerenar in Human form. Namely, the slightly oversized canine teeth, slightly longer nose, and the more mobile ears (which can move towards sound without the head movement typical of Humans).

Alignment: Neutral

Psychological Traits: Ulfwerenar are subject to frenzy and must test if wounded in battle. Unlike Werewolves (which also occur in Norsca), Ulfwerenar who fail a frenzy test do not lose control of their shape. Since they are comfortable in either form, Ulfwerenar who are frenzied must remain in whatever shape they were in when they became frenzied.

Basic profile: In their true form as wolves:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	41	-	3	3	7	30	1	-	29	29	32	32	25

Basic profile: In human form:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	25	3	3	7	30	1	25	29	29	32	32	25

Special Rules: Some Ulfwerenar blend further into Human society by undertaking some sort of career. Among the most popular are Bounty Hunter, Hirdman, Hunter, Mercenary (including the advance careers of Mercenary Sergeant and Mercenary Captain), Militiaman, Roadwarden, Scout, Trapper, Viking, and Woodsman.

14.3 Byttingen

In a corner of the only tavern in the mountain village of Skogenberg, a large stranger sat awaiting his dinner and tankard of ale with which to wash it down. Soon, a corpulent barkeep arrived with the steaming meal and frothy drink.

“Pardon my forwardness stranger, but what brings you to these parts? Do you have any news from the lowlands?” inquired the barkeep. “I hope you don’t think us nosy or some such. It’s just that we don’t get many travelers in these parts being that we are some way off any well traveled road.”

“No real news to tell about,” replied the stranger. “I’m just a wanderer seeking information so I can go about my business.”

“If don’t mind my asking, what might that business be?” the barkeep asked with a slight hint of concern in his voice.

“Hunting down rumors of any Byttingen. Should I encounter any, I will — after a fashion — send them back to their masters.”

“I see. Well, sir, it’s getting late and I need to close up for the night. May I show you to your room?”

“By all means.” replied the stranger while stifling a yawn. “I find myself far more tired than I thought I’d be.”

The barkeep escorted the stranger up the creaky stairs to a room best described as cozy and unkempt (i.e., small and dirty). Bidding good night, the barkeep closed the door behind the yawning stranger. After taking off his traveling cloak, the stranger blew out the candle and settled down for the night.

An hour later, footsteps slowly ascended the stairway minimizing any sounds from the dilapidated steps. Four misshapen figures armed with clubs shuffled up to the door of the stranger's room. On the mark of a clawed hand, the four burst into the darkened room and began beating the shape in the bed. After several minutes, an order was barked out and the beating stopped. As the leader stooped down to examine the victim, a light blazed from the far corner behind the assailants.

"Well, what have we here? Looks like I did not need to seek out the vile Byttingen after all. They have come for me instead," mused the stranger. Overcoming their initial surprise, the four mutants attacked the stranger. They were no match for him. With his large sword, the stranger dispatched the would-be murderers.

Cleaning his sword as he descended the stairs, the stranger spotted the barkeep hurrying towards him. "I don't know this could happen! Please don't think ill of us! It's not our fault..." The barkeep was stopped by the point of the stranger's sword at his throat.

"Only a fool would believe your lies. If nothing else, your clumsy attempt at poisoning my food and drink confirmed my suspicions of this place. Did you think that any poison in this world could effect Freinar Kaosjeger, chosen of the god Taldur? Did you think that in due time I would not have recognize you as one of the mutated Byttingen? Or, that this village was rife with your kind? Damned fool, I'm here to exterminate all of you Chaos spawn," explained Freinar. With that, the chosen of Taldur cleaved the barkeep's head from crown to chin.

By morning, the village of Skogenberg only stood as a smoky ruin. It's inhabitants no longer walked in this world. Only one figure stood among the charred remnants. After taking stock of his handiwork, Freinar departed from the village...

According to ancient Norse folklore, there is a race of dark creatures — the Underjordisar — who prey upon the newborn of the Norse. In order to cover their heinous crime, these creatures substitute their own babies for those taken. These Byttingen (singular: Bytting) look exactly like those taken until they get older (some even reach puberty) at which time they begin to change into something far uglier and malformed. Many Byttingen are killed outright by the grieving parents, but some are either abandoned in the wilderness by Norse unable to slay them or escape in fear of their lives. Although the majority of the latter group die in the wilderness, few find refuge with other Byttingen or Beastmen. It is now known that the Byttingen are not the changlings of folklore, but rather unfortunates who have been tainted by Chaos. In the Empire, these creatures are called *Mutants*. Once with bands of Beastmen or other Byttingen, the Bytting is hardly safe. Many of the Norse heroes of old, such as Freinar Kaosjeger and Thoramir Ulfenblod, made their reputations destroying servants of Chaos, including Byttingen.

Physique: Byttingen vary greatly in appearance and other physical traits. Some look little different from normal Humans while others are some horrendously mutated that none would ever guess that they were once Human. Young Byttingen have 1d3 Mutations, while their older kin have up to 1d6 mutations, these comes from their proximity to the Chaos Wastes, each Bytting has D6 mutations.

These mutations can be determined from the table on page 54 of the *Enemy Within* (Warhammer Adventure) sourcepack.

Alignment: Most Byttingen tend to Evil or Chaos. Few (mostly those who are able to hide their mutations) may be Neutral.

Psychological Traits: Some mutations can cause Fear (marked by an * in the mutations table) or Terror (marked by an **) to those who view the Bytting.

Basic profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	6	30	1	29	29	29	29	29	16

Special Rules: Mutations in a Bytting may cause such stress due to its effects on what was once their normal life that the creature becomes insane. Consumed with their own survival, most Byttingen live little better than the wild beasts in the forest and mountains. Few continue to harbor an unbridled hatred towards the Norse society which expelled them and plot its downfall.

14.4 Mammoth

Mammoths were once common creatures in the Warhammer world, before the Slann brought the planet closer to the sun, warming the climate and driving back the frozen wastes. Today, only a few of these huge and majestic monstrosities survive to roam in the northern world. In Norsca, Mammoths are occasionally hunted and their mighty tusks presented in tribute to awestruck ambassadors.

More impressive still are the war mammoths of Norsca. Creatures captured as infants and raised by the norsemen to serve them in times of war.

In the Old World Mammoths exists only within menageries and circuses, where they attract huge crowds. The crew of a war mammoth frequently work as its stablehands during peace time, earning a considerable sum by their association with Norsca's many rhubarb growers, by supplying *fertilizer*.

Physique: Mammoths are very much like elephants, although larger and somewhat hairy.

Alignment: Mammoths are animals and consequently indifferent to the concept of alignment. They may be regarded as neutral.

Psychological Traits: Mammoths cause fear in creatures under 10' tall.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	33	0	8	8	35	30	3	0	29	10	29	29	0

Special Rules: Mammoths have two stomp attacks and one special trunk attack. Stomp attacks are resolved in the normal way, causing D6 wounds on any damaged target. Trunk attacks can only be executed against targets under 10' tall. If a hit is scored the victim is picked up and thrown, causing an automatic strength 5 hit. All trunk attacks cause 1 wound.

Chapter 15

Non-Player Characters

These are meant to be background characters that the GM can whip up if the need arises. (PC's somehow always manage to act unpredictably :)

Average Merchant Harald Thorsson

Harald Thorsson, 39, merchant of Olrcicstaad, proud owner of two ships plying the coastal waters earning him a comfortable way of living. Trading is not a safe business and during the last year Harald lost a ship to the treacherous waves. Harald specializes in imported goods.

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	45	44	3	3	9	40	1	54	54	59	44	63	63

Skills: Evaluate, Haggle, Numismatics, Blather, Law, Magical Sense, Read/Write, Ride, Secret Language — Guilder, Speak Other Language, Super Numerate,

Trappings: Town house Warehouse, 2000GC for trading, a scribe, a trading ship.

Personality: Honest merchant, distrustful of strangers, a loyal friend, collects arabian pieces of art.

Jarl Einar ein-auge

Profile: Einar begun life as a jarls son, his older brother was destined to take over his fathers seat as jarl, so Einar embarked on a career as viking, striving to fulfill the norscan ideal, later through his bravery he was accepted into the kings warhird as one of the most feared warriors. When his brother died having been jarl for five years and leaving no heir, the king excused Einar and ordered him back to take control of his heritage. His nickname was gained through his fighting overseas.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	54	4	4	12	60	3	63	64	49	44	63	53

Skills: Disarm, Dodge blow, Strike mighty blow, Swim, Row, Specialist weapon Two-handed, Specialist weapon — Flail weapons, Strike to stun, Ettiquette, Game hunting, Heraldry — Norscan, Intimidate, Law, Read/Write — Old Worlder, Ride, Stewardship.

Trappings: Expensive Clothes, 12 Horses, Fortified Dwelling, Servants: 16 Thralls; 4 Servants; 7 Hirdmen, 2 Longships, 6 Bondsmen.

Personality: Fierce warrior, unforgiving, vindictive when insulted or believes that his honour has been ridiculed, strict master of his estates, makes fair judgements, is reasonable with his bondsmen.

Chapter 16

Extra

- Holmgang (duelling on a small reef, a *holme*, ends when only one left standing) – > holmgang - *holme* or a marked area.
- Perhaps a chapter on the western isles – > Ildelver (Iceland), the Kuldevind islands (the Faero Islands) and Hjaltland (Orkney Islands) (Shetland was 1–2 days sailing away, and from here easy access to the rest of the western isles)

Ildelver is a volcanic island with several still active volcanoes, that produce its famous rivers of fire that the island is named after. Some parts of this island are habitable even though eruptions and minor quakes occur.

The Kuldevind islands are north of Albion and consists mainly of tall mountains rising out of the waters, these islands are extinct volcanoes that have been worn down by wind and water. They are covered by forests and there is some habitation by hardy norsca. Fishing and sheeps provide the mainstay of the diet. The island get their name from the prevailing western winds.

16.1 Herbs in Norsca

These herbs are found exclusively in Norsca.

16.1.1 Berserkers Lust (Mushroom)

Appearance: Hat: Bright red with white spots, stem: white, quite large.

Availability: Common (mushroom)/rare (potion), Summer, Coniferous Forest (only in Norsca).

Price: 2 GC and 5 GhC for the finished potion (the mushroom is free for the taking. . .)

Method of Application: Ingest

Preparation: 2 Weeks (see below)

Dosage: 3 Days

Skills: None

Tests: INT

Effects: Eaten on its own this mushroom will cause the person eating it to vomit and hallucinate, also muscle cramps are common. Stats are reduced as follows

T:-2, S-1, W:-2, DEX:-30 for 2d6 hours.

However if the mushroom is crushed and mixed in strong ale (or other equally strong alcoholic beverage), and prepared in a certain fashion, the effect becomes quite different.

The Person ingesting this mix will become enraged and stronger than usual, also the nervous system will be dulled and the person will feel almost nothing. Stats are changed as follows

T+3, S+2, W+1, A+2, CL-20.

This usually lasts for 1d4 hours. After this the stats are reduced as above for 2d6 hours, but without the vomiting, hallucinations and cramps.

Type: Stimulant

Price/dose: See above

Dependency: 20

Addictiveness: 30

Overdose: 15

Duration: See above

No. of doses to side effects: 1d4.

Side effects: Depression, fits of violence loss of memory (10% chance of -5 Int loss forevery dose after side effects begin).

Preparation: The mushroom is putt into the alcohol raw. The preparation itself takes place during a mass to Olric, by the priests themselves. A collection of herbs are mixed into the liquid during the ceremony (The herbs are of course a closely guarded secret by the clergy.) After this, the Potion is left to ferment for two whole weeks, eliminating toxins.

Ingredients: The ingredients are a closely guarded secret, known only to the high priest of the town, and his assistant. (GM: Poison Ivy and Manbane (And other common herbs to add to the flavour.)) The Priests gather these ingredients and many more (some poisonous) to avoid the secret getting out. All the collected herbs are brought into the temple, and putt into identical leather bags to make it impossible for those participating in the ceremony which are the true ingredients. The high-priest himself does the actual preparation, and the remaining ingredients are burned during the ceremony. Ingesting a potion that is either unfermented (unfinished) or wrongly mixed (for example only contains alcohol or beer) will result in a favorable effect to occur first (for the normal period of time), and then give the side-effects common for eating the mushroom alone. There is also a 20% chance of a -5 Int loss.

Chapter 17

Adventure Hooks and Ideas

Ulf Rosenkrantz(Chapter 15), who is a Jarl, has plans to overthrow the king. He is an Imperial Spy. Ambitious.

The Emperor sends the adventures (perhaps after the EW campaign, to get them out of the way?) to Norsca to prevent Ulf Rosenkrantz to fulfill his plan.

The Emperor trusts no one, and has places another spy to spy on Rosenkrantz, namely a servant. He will be the PC's contact in Norsca.

Ulf Rosenkrantz plans to sow discontent among the jarls so they openly oppose the King, leading to a civil war. Rosenkrantz have manouvered himself into a position were both sides trust him, and his plan is to step forward, as the civil war starts, as an *alternative* both sides can accept.

If anyone in Norsca killed Ulf the tension might cause a civil war, so outsiders are sent in to handle it.