

VIKINGR: GAME MASTER'S GRIMOIRE

Being a Game Master (GM) for *Vikingr* is a challenge – balancing a story, player characters, their equipment, loot, NPCs, and the world as a whole is a daunting prospect. As stated in the Core Rulebook, *Vikingr* is a game best suited for those that enjoy a tense, atmospheric role-playing experience. Delivering on that as a GM is not easy, as it requires thorough preparation to immerse the players and deliver on an engaging game.

In order to do so, there are three factors to consider when preparing a *Vikingr* campaign: the Story, the Enemies, and the Loot. When carefully interwoven, they can draw any player into the world of *Stand Still, Stay Silent*.

Never forget that the objective for *Vikingr* (and any RPG for that matter) is to have fun.

THE STORY

CRAFTING A STORY

Inevitably the most difficult part of being a GM, cooperative storytelling is not an easy feat, and is often derailed, sidetracked, or outright ignored. In order to avoid this, a GM must realize that the players are not actors in a script they have written, but rather a central and dynamic part of the story.

Much like the Expeditions around which the game is centered, preparation never hurt either.

ADVICE FOR GOOD GAME MASTERS

Though by no means concrete (every player and GM is different), some basic steps ensure *Vikingr* runs smoothly for everyone involved.

Talk to Your Players

Before you (the GM) plans a campaign in *Vikingr*, be aware of the players you have invited to the table. Talk to them. Do they know anything about the setting? Have they read the Core Rulebook? What are they looking for in a Campaign? Obtaining answers to these questions will be enormously helpful during your planning phase.

If a player is used to victorious, heroic dungeon crawling, make sure they know that not every monster in the Silent World should – or can – be killed. Oftentimes loot, Expeditions, and even comrades must be abandoned in order to survive. Such events are not the end of the Campaign, but a regular, professional hazard of going viking.

If a player prefers exploration and discovery more than combat, they should know that they can rarely do one without the other. Guiding them into a supporting role (such as a Seiður or Skald) might be beneficial to their *Vikingr* experience.

Your players might enjoy Expeditions, but dread the laborious process of planning one. In that case, beginning a Campaign with a few Expeditions already planned will set them on the right track.

Unfortunately, there is no perfect balance. In the end, trying to keep every player happy will ensure that none of them will be. Always strive towards finding what works best for the group.

Be Prepared

It is impossible to predict and plan for every possible scenario in a game of *Vikingr*. More than that, it is a waste of time and energy. That being said, preparing for the most likely eventualities will keep a session running smoothly. Have alternate pathways, encounters, and monsters prepared in case the players take an unexpected turn.

The last thing anyone wants is to sit around and do nothing while the GM builds something from scratch. Improvise and adapt, but be prepared to do so.

Do Not Railroad

Even though you might have a great idea for a story, a fun dungeon to run, or a particularly thrilling Encounter prepared, it is inevitable that your players will decide to do something entirely different from what you expected. In these cases, forcing the players to experience what you have planned is a classic role-playing faux pas. Stripping the players of agency breeds hostility and resentment – after all, they are here to play a role-playing game, not to be a puppet in someone else's story.

A golden rule to avoid railroading is thus: **guide** the players, do not **coerce** them. Enticing players with promising loot or a good story hook is a thousand times more effective than exercising fiat.

Reward Roleplaying

Role-playing a character can be a fun and engaging experience, but it is not always easy. Generally speaking, the more players that invest themselves in role-playing, the more enjoyable *Vikingr* becomes - after all,

it is built from a story that focuses heavily on characterization.

Reward players that role-play well and encourage others to do so with a few extra Experience Points or other minor boons. Done well, this will encourage others to flex their role-playing muscles.

Reward Teamwork

The world of *Stand Still, Stay Silent* is a brutal one, but it is not a bleak one – most people support each other, and work together for the betterment of themselves and their community. Though greed and selfishness are impossible to erase from humanity, a viking that does not play well with others or reeks of avarice will not survive in the Silent World.

As with those that role-play well, reward Players that work together and build their characters' camaraderie.

Lone wolves and antisocial misanthropes contribute nothing to *Vikingr*, and often die lonely, painful deaths.

Ensuring the players understand this does wonders for the health and lifespan of a Campaign.

BUILDING A CAMPAIGN

The Silent World is waiting. Anything can be out there, and it is up to you, the GM, to let the players discover exactly what. A Campaign of endless, directionless Expeditions will eventually grow boring, and player engagement will crumble.

To that end, there must be a story, a common thread between every adventure. A plot to unravel, a colony to establish, a city to cleanse, a great horror to hunt, secrets to find – just a few examples of potential plot

hooks that can invest players in *Vikingr*. Some tales can be simpler but just as effective. Perhaps the Campaign stretches a few generations of vikingr, each one hoping to build on the family legacy and beat back the Silent World. Some campaigns might involve a great conspiracy behind the friendly face of the Nordic Council.

Remember that not every Encounter has to happen in the Silent World. Some dangers, adventures, and stories might be found within the walls of civilization. These events might also have a profound effect on the next Expedition, or the Campaign as a whole.

TYPES OF CAMPAIGNS

There are several types of Campaigns that Game Masters can run, based on their confidence in their skills, and their players' experience with *Vikingr*.

Classic

The standard template for *Vikingr* campaigns. All characters are relatively new vikings, but they have some life experience, the wherewithal to survive an Expedition into the Silent World and make a career out of their new profession.

Legacy

For those who have already completed a campaign, or wish to see the ramifications of past adventures, Legacy Campaigns offer additional flavor for players, and storytelling options for Game Masters.

In Legacy campaigns, the characters are the descendents or protégés of characters from a previous campaign. Due to their heritage or choice of instructor, they will begin with an edge over their competitors.

All characters begin with 15 Skill Ranks.

All characters begin with 8 Contact Points, in addition to the previous character as a 3 Dedication, 3 Ability Vikingr Contact.

Extra starting krónur.

Novice

For players that request an additional challenge or wish to experience the horror of the Silent World with fresh eyes, a Novice Campaign will test their mettle.

In Novice campaigns, the characters are young and green. They have either led comfortable lives of luxury, or simply got roped into the viking business years before they were ready.

Novice campaigns are perfect for illustrating how dangerous the Silent World is for normal people, and testing experienced players who have grown over-confident. Combine with Helvegen rules for additional misery.

All characters do not begin with a Background.

All characters begin with 5 Skill Ranks, and are restricted to a maximum of 5 Ranks for character creation.

All characters have 8 Quality Points.

All characters begin with 4 Contact Points

Reduced beginning krónur.

Veteran

For players and Game Masters that want to undergo difficult and high-powered play,

Veteran campaigns allow players to begin doing so immediately, without spending months building a character up from a basic start.

In Veteran campaigns, the characters are skilled and famous vikings, hardy explorers of the Silent World. As such, they are geared to the teeth, dangerous in a fight, and well-established in their communities.

Veteran campaigns are ideal for experiencing a story that changes the world of *Stand Still, Stay Silent* dramatically, or contains events with dire ramifications for the Known World.

All characters begin with two or more Backgrounds (Game Master's Discretion).

All characters begin with double the normal Skill Ranks, and are no longer restricted to a maximum of 10 for creation.

All characters have 4 extra Quality Points.

All characters have 12 Contact Points.

All characters begin with 10,000 krónur for their equipment.

ENEMIES

INTRODUCTION

Going viking is an extremely lucrative prospect, but a dangerous one as well. Monsters, malicious spirits, and even their fellow man will kill them at a moment's notice, and they can never be fully avoided during an Expedition.

As a Game Master, it is your duty to engage the players with enemies that will challenge and excite them. Though it is impossible to fill every building the players find with enemies, preparing a list of likely encounters will help you decide what threats they come across in the Silent World.

Remember that unless the story has been leading up to a challenging or important battle, combat should not take up an entire session. Keep things moving, and ensure the players aren't bogged down in wave after wave of enemies.

BALANCING ENCOUNTERS

It is up to the Game Master how to best balance the monsters they are creating against their players' vikingr. If the enemies are consistently too easy, the players will feel unchallenged, and treat an Expedition into the Silent World like a vacation. If the enemies are consistently too difficult, they will feel as if their characters are useless and impotent. While this might be perfect for conveying the impenetrable nature of the Silent World, it is rarely fun to experience consistently.

Allowing players to defeat an adequate challenge or make a narrow escape from some fell monstrosity will always be more fun for them than crushing endless waves of

Beasts or repeatedly dying to indefatigable Giants.

But that doesn't mean every monster needs to be crafted from hand. Later in this chapter, a few common monster archetypes have been provided for the Game Master's use. Adjustments to their various traits and stats might be necessary, depending on the crew of vikingr at hand.

Remind the players that they do not have to defeat every single monster they encounter. If they tried, they would burn through their ammunition hours outside of Øresund Base. Escape, survival, and continuing the Expedition always takes priority.

After all, Experience is awarded on an Encounter basis, not on a per-kill basis.

THE TRAPPED ONES

The Trapped Ones come in all shapes and sizes, yet they all retain some memory of what they once were, however small. It is for this reason that vikingr must not hate the monsters they face, but rather forgive and pity them - their spirits and souls remain on Earth, sealed within their twisted, malformed bodies.

Regardless of their spiritual state, all vikingr must know that virtually no monster within the Silent World will show them an inch of pity, nor allow them a single glimpse at what they once were. Destroying their bodies and freeing their souls is an important skill in any viking's toolkit, and the first step to learning how Is to understand the forms the Trapped Ones can take.

The most basic forms of monsters are Beasts (former mammals that the Rash has

transformed into a hideous parody of their former selves), Trolls (former humans) and Giants (extremely large and dangerous trolls or beasts, or amalgamations thereof).

All are dangerous, but never in the same way. Some employ stealth and debilitating toxins to hunt intruders, others are sleeping monstrosities that lie quiet and dreaming until disturbed.

All are unique. All are deadly.

Remember, if you are being hunted – Stand Still, Stay Silent.

MONSTERS IN VIKINGR

In Vikingr, perfectly replicating the nearly infinite varieties of Beasts, Trolls, and Giants is impossible. Instead, Game Masters can create their own Trapped Ones, or use some provided in the Bestiary.

All monsters share seven attributes: Size, Behavior, Traits, Attacks, Wounds, Armor, and Resilience.

Size

The size of a monster, which affects all other aspects of its being. Small beasts and infantile trolls can range from ‘Tiny’ to ‘Small’, while man-sized trapped ones are ‘Average’. ‘Large’ can describe bear-sized monsters, while ‘Huge’ applies to most Giants. ‘Titanic’-sized giants are often amalgamations of other giants, or a beast with uncontrolled mutations. ‘Gigantic’ monsters are the size of whales, and to be avoided at all costs.

Behavior

Behavior describes how a monster interacts with the world around it.

Traits

‘Traits’ describe mutations and other physiological (or psychological) manifestations that determine how a monster interacts with the world.

Attacks

All monsters have at least one or two attack methods no matter how many traits it might possess overall. These fall into two different categories – Melee, and Ranged. Melee range varies greatly depending on the size of the monster and its various mutations. As such, ‘Ranged’ describes any attack that can effect a result from a distance. Some attacking methods can be used as either.

Wounds

The number of Wounds a monster can suffer. Small beasts and trolls will be felled by a single bullet or heft of an axe, but larger trapped ones can have truly staggering Wound pools.

Armor

How many Wounds must be inflicted before actual damage is scored. Few trapped ones have much in the way of armor, but those who do are supremely dangerous.

Resilience

A trapped one’s Resilience is a measurement not only of their resolve, but of their insanity and their very souls themselves. Monsters with low resilience are unanchored to the physical realm, sluggish, and wish desperately to move on.

Those with high resilience are vengeful, spiteful, or driven so completely mad with

isolation and grief that they cannot be reasoned with.

MONSTER CREATION

In order to streamline and facilitate monster balance and design, a few guidelines have been provided for *Vikingr* Game Masters.

Remember that these are guidelines, and not concrete rules. If a Game Master needs a particularly threatening monster, they can adjust its stats accordingly. It should also be remembered that the Silent World is not fair, and neither are the monsters within it.

Beasts

Beasts usually have two to three Traits. This represents their limited intelligence and souls when compared to humans.

They will generally have one to four Wounds. Larger Beasts (such as Trapped bears or elk) will have more Wounds, while smaller Beasts (such as squirrels and rats) will have fewer.

Their physical speed is almost always tied to the type of animal the Beast was previously.

Trolls

The mutated and misshapen corpses of humans consumed by the Rash, trolls usually have three to six Traits. It is often said that no two humans are alike, and the same goes for trolls.

They will most often have four to six wounds, but larger trolls can exceed this number.

Giants

The wild cards of the Silent World, Giants are the most deadly form of the Trapped

Ones. Either Beasts rendered from enormous mammals (elephants, whales, rhinos, etc.), Trolls swollen to staggering size, or a hideous amalgamation of multiple entities, Giants are formidable foes. They can exceed 10 or more Traits, and just as many Wounds.

BEHAVIORS:

Common behavioral patterns exhibited by a monster.

- **Intelligent:** This trapped one is intelligent despite its madness, and will act accordingly. By far and away the most dangerous manner of monster.
- **Stalker:** This monster will only attack intruders when they least suspect it, maximizing their chance for success.
- **Passive:** Particularly sedentary (or bloated), this monster will not attack unless provoked, or an extremely fortuitous opportunity presents itself.
- **Aggressive:** Angry and vicious, this monster will attack at every available opportunity with hateful intent.
- **Siren:** This monster will actively attempt to lure victims into an ambush. It will usually pick off groups of prey one by one.
- **Possessed:** Overtaken by a vengeful spirit, this monster is a slave to its master's whims, and will behave accordingly.
- **Docile:** Either crippled by sprawling mutations or a particularly resilient and mindful soul, this trapped one will never attack a viking.
- **Territorial:** Often found patrolling its own section of the silent world, this monster will assault all trespassers with no regard for its own safety.
- **Architect:** This monster invests countless hours constructing a

particularly gruesome lair to suit its twisted, malignant soul. Entering this lair assaults human targets with Mental Wounds. Roll Resilience. A number of Mental Wounds are suffered depending on the severity of the sight before them.

- Hoarder: After the Rash consumed them, most souls were driven mad with sorrow and anguish. However this monster's soul has retained an innate drive to collect a certain type of item. These can be profitable monsters to find, but they will guard their treasure obsessively.
- Suicidal: This monster has the potential to remember what it once was. Once half or more of its wounds have been dealt, it will curl up and beg the nearest non-infected creature to kill it.
- Social: This monster is never found alone - countless others of its kin are often found nearby. This is often only a single aspect of a monster's behavior.

TRAITS:

Monster traits can affect one or multiple stats, but each one is a potent aspect of the monster. Each Trait's effect can be enhanced by 'burning' an additional Trait. The only exception is Traits that effect a monster's Actions – those have separate listings.

'Burning' an additional Trait to increase another will augment every aspect of it, even the negative facets (if they contain any).

Wound-Affecting

These are Traits that affect a monster's Wounds. Unless otherwise specified, these traits can affect all types of Monsters.

Amalgamation: This monster is a combination of several smaller monsters. Adds a significant number of wounds (20-40).

Frail: This monster is weak for its kind.

Poisonous Blood: Suffering a Wound leaves a pool of toxic blood behind.

Toughness: Add to this monster's total Wounds. Can vary from 1d4, 1d6, 1d10 or 1d12 additional Wounds.

Regeneration: Regenerates Wounds. Can vary from 1d4, 1d6, 1d10 or 1d12 per turn.

Abilities

Abilities are behaviors, talents, or body mutations that change how a monster interacts with the world, and any intruders that enter the Silent World.

Berserker: Monster enters a blind, unrelenting fury. Gains two actions for three turns, as long as it attacks once per turn. If it stops attacking or three turns pass, it is slowed and weakened, lowering its attack skills by -20%, and its Resilience by 10.

Desperate: After the monster's last Wound is spent, they gain a bonus action for the Turn, even if they have already used their allotted Turn.

Dreamstalker: An ability normally confined to the realm of ghosts, this monster's soul is significant enough to infect the dreams of mages. If they seize a dreaming mage outside of their Sanctuary, the monster will instantly know the mage's location and direction. Cannot be applied to Beasts

Fell Creature: This monster is exceptionally fast and dangerous. Has +1 Action during its turns.

Fell Horror: This monster is a true terror of the Silent World, lightning quick and unrelenting. Has +2 Actions during its turns.

Fell Abomination: This monster is a legendary creature, a truly damnable and horrific foe. Has 3+ actions during its turns.

Flight: This monster has the ability to fly, granting them extra speed and the ability to attack from the air. While it is flying, it imposes a +15 penalty to all attacks, though this may vary with the creatures size (smaller flying beasts are much harder to hit).

-Cannot be applied to Giants.

Glutton: This monster consumes every being it can, provided its victims are not infected with the Rash. For every victim it eats, it regenerates a number of Wounds.

Leap: Once every two turns, this monster can traverse <50m in a single bound.

Mimic: Though no monster can hide its true nature for long, some are better at it than others. This monster can shift into an extremely accurate facsimile of its former self, or an object.

-Cannot be applied to Giants.

Haunter: If this creature deals any Wounds to a target (whether Physical or Mental) the target will suffer debilitating nightmares for three days. Roll Resilience every morning, and gain 1d4-1 stress for every failure.

Playing Dead: When only a fourth of its Wounds remain, the monster will curl up and pretend to die, in the instinctive hope its aggressors will either leave it alone or

approach for an easy strike. Can be countered with a Perception check.

Poisoner: This monster is capable of delivering debilitating poisons (chemical or biological) that can wreak havoc on a target's mind and body. Absorbed through the skin or an open wound, these will almost always induce a Rash infection on non-immune targets. Some poisons unique to the Trapped Ones:

- **Carrier** – A virulent strain of the Rash disease. Non-immune targets are automatically infected, and Immune targets will carry the disease for a few days longer than normal.
- **Eater** - A toxin that eats away a target's internal organs. A death sentence unless the target can obtain a expert magical or surgical healing Will suffer -1 to Fitness every day, until death occurs at 0. Fitness points will slowly return if help is obtained.
- **Hemorrhage** – A fast-acting poison that induces light but steady bleeding from the eyes, nose, ears, fingernails, and toenails. Roll Resilience for three turns. Inflicts 1 Mental Wound per failure.
- **Insomnia** – An insidious prion infection that deletes a target's ability to sleep, and can be active for more than a week. Roll Resilience every morning. Three successes defeats the poison, but every failure results in 1d4 stress.
- **Nerve-Shredder** – A poison that inflames a victim's pain receptors, forcing them to perceive ludicrous amounts of pain. In order to take an action during combat, the victim must roll Resilience. Mercifully fast-acting, this poison will only be effective for a minute (20 Turns).
- **Sleeper** - Adds Exhaustion **EXPAND**

Possessor: Requires Tendrils Trait. If the Monster deals four or more Wounds at any time (even those nullified by armor), their bodies will infest a host's, assaulting their mind with an attack that deals 3d6 Mental Wounds. If the host suffers a Mental Break as a result, they do not roll to determine the result – their mind and bodies are under the monster's control until the Possessor entity is killed. If the host is not immune, they are infected with the Rash, with no chance to resist.

Ripper: Every successful attack by this monster has a chance to rip apart their target. Roll FITx2. Failure induces bleeding.

Rusher: Once every three turns, the monster can use two actions, as long as one is an attack.

Soul-Song: This monster possesses a unique voice that calls out to the souls surrounding it, often manifesting as a loved one's voice or a 'hunch'. Almost always used to lure victims into danger. Roll WISx5 to resist.

Shieldbreaker: This monster has razor-sharp claws or teeth, or is uncommonly strong. Its attacks ignore or rend armor.

Shifter: This monster can change a single trait once per day, but it cannot affect its general size, or the number of Wounds it possesses. It will have a 'default' form that it usually reverts to when it is hibernating or otherwise sessile.

Transformative: If more than half of the monster's Wounds are suffered, it will transform into a deadlier or quicker version of itself.

Thorned: Attacking this monster with a melee weapon incurs a chance to deal Wounds.

Roll CELx5 to avoid.

Vicious: A particularly vengeful or angry monster, this monster gains an additional +10% to all attacks.

Vocalize: This monster has the remarkable ability to speak and understand the language it knew in life, albeit in a limited capacity. Audible even to non-mages.

Physical Defense

Traits that assist the monster in avoiding harm.

Disruptor: Possessing an impressive ability to predict incoming attacks, this monster will intercept any aggressor in an attempt to disrupt their momentum. Inflicts a -10% penalty on all attacks.

Organic Shield: This monster carries a shield of flesh or bone that it uses to deflect incoming attacks. Inflicts a -20% penalty on all attacks.

Preservation Instinct: Unlike most monsters, this one distantly remembers that firearms are dangerous, and will use Cover at the first available opportunity. Allows monster to use Cover.

Reinforced Bones: Monster cannot suffer [Broken Bone] Status Effect.

Thick Skin: [Burning], [Poison], and [Sunbleached] Status Effects must remain applied for more than ten turns to take effect.

Ungodly Ichor: Cannot receive [Bleeding] Status Effect.

Unnatural Reflexes: This monster is exceptionally nimble, able to rapidly avoid incoming attacks. Inflicts a +25% penalty to all incoming attacks.

-Cannot be applied to Giants

Vigil-Keeper: Possessing enhanced audio or visual processing mutations, this monster inflicts a -20% to all Stealth checks.

Wakeful: Its watch is endless, and its misery is unending - this monster will never rest, not while the sun is up, nor while winter rages.

Spell Defense

A monster's ability to resist spells. The vast majority of monsters do not have any innate spell resistance. Their direction, purpose, and identity have eroded over decades of isolation and decay. A few have retained something significant, but they are rare.

Distant Memories: This monster possesses a few clear memories about its previous self, granting it a more significant soul presence than many other monsters. Massive Resilience boost.

-Cannot be applied to Beasts

Reflective Soul: Tmonster can attempt to reflect a spell against a caster by rolling Resilience.

-Cannot be applied to Beasts

Unrelenting: Whether by force of will or madness, this monster has an extremely focused mind, and possesses strong Resilience.

Unquenchable Hate: This monster gains a significant Resilience bonus against any spell that will alter its behavior.

Armor

Most monsters are comprised of flesh and rot, and do not possess much armor. Beasts wrought from bears or other animals with thick hides might have a few points of Armor, however. Trolls and Giants might have three or four Armor points as well, depending on their size.

Ablative Armor: Every time this monster's armor nullifies a Wound, it is rent, but increases the monster's move speed by 5m per round.

Armor Plating: This monster has bone, chitin, or other tough material protecting its weaker areas. Adds basic armor to a monster.

Dead Skin: Covered in a layer of dead, unfeeling skin, this monster reduces all damage inflicted by status effects by 2.

Matted Fur: This monster subtracts 1d4 Wounds from all successful slashing attacks.

Reactive Skin: This monster's skin is almost another organism unto itself, crawling, seething, or writhing constantly. Automatically repairs rent Armor on the beginning of its turn, amount varies.

Wall of Flesh: This monster has layer upon layer of fat, muscle, and mutated flesh that stands between it and any incoming damage. Cannot be rent. Grants significant Armor. Can stack with other armor.

Waterlogged: This monster has spent decades submerged underwater, and has become fat and bloated. Takes half damage from Flame-based attacks. Base Armor value of 2.

ATTACKS:

All monsters possess means to attack their prey. The number of Wounds will scale according to the size of the monster, with larger creatures dealing significantly more Wounds.

Bite (Melee): Most monsters possess a mouth or mouths that contain endless rows of sharp teeth. They will often use these teeth to bite, tear, and chew on their prey. Any successful attack on a non-Immune character will infect them with the Rash. Damage will vary depending on the size of the attacking maw. Small beasts and grosslings can only manage 1d4-1 Wounds per successful attack, larger beasts like infected hounds and deer will deal around 1d6+2, while trolls and giants can usually deal anywhere from 1d8 to 1d12+6.

Bind:

Bludgeon (Melee): Some monsters have large limbs, hands, or vestigial formations that they use to bash or crush their target.

Bone Spear (Melee, Ranged): This monster possesses large jutting bones that it will either hurl or stab at foes with.

Call of the Damned (Ranged): A keening wail or mind-numbing scream. All human targets within 50m must roll Resilience or suffer a Mental Wound. Will draw additional monsters.

Claws (Melee): Most Beasts have claws they use to slash at their foes. Has a chance to inflict [Bleeding] Status Effect.

Crush (Melee):

Grab (Melee):

Gore (Melee): The heads of some Beasts and Trolls are infested with large, sharp

Horns or antlers that they will use to gore their targets. Has a chance to inflict [Bleeding] Status Effect.

Impale: Lashing out with exposed bones, sharp appendages, or other sharp limbs, this monster will attempt to run a target through. Has a chance to inflict [Bleeding] Status Effect.

Maggots: This monster can spew or hurl a deluge of maggots on a target, deals Mental Wounds.

Quills:

Spit: This monster can deliver its poison of choice from a distance.

Swallow (Giants Only):

Tendrils:

Compel:

THE INCORPOREAL

HUMANS

THE FAMILIAR

Even as civilization asserts itself from the brink of death, humans still fight amongst themselves when it suits their interests. Occasionally, vikingr must fight their own kind to protect themselves and their interests. Vikingr with looser morals may also operate as mercenaries or deniable operators for

[NEED MOAR]

BESTIARY

COMMON MONSTERS

DUSKLING

No more than a small, skittering pile of soil and stone, dusklings first appear to be harmless creatures. Alone, they are - but they are never alone. As the Rash swept through the world, many of the smaller children congregated together as their parents passed, finding solace together as the world they barely understood fell to ashes around them. In gathering, they doomed themselves. All fell to the disease before their great confusion and sorrow turned them into trapped ones.

They remain together, huddled in packs for survival. In an instinctual effort to avoid the pain that now came with daybreak, they buried themselves in mud and soil. Decades of doing so eventually created a hard outer shell that protects them and acts as passable camouflage, allowing them to thrive in partial sunlight.

As their dirt-shells grew, their souls waned, and the lingering hunger that was their final sensation as human beings became their defining trait. Their appetites are insatiable, and they are ruthless hunters.

They are exceptionally dangerous not only due to their numbers, but also their minds - where many trapped ones were reduced to mindlessness and insanity, dusklings' obsession with food kept their minds sharp. One of the known few types of trapped ones capable of vocalization, they talk to each other and their prey, which will soon be swarmed by a tidal wave of matted earth and needling teeth.

The best way to survive a horde of dusklings is to avoid or misdirect them. They can be outpaced on foot, but are patient endurance hunters. If forced to confront them, an abundance of flame-based weaponry will carry the day.

Duskings are highly aggressive, but are intelligent enough to avoid a fight too dangerous to win. In sufficient numbers, they are able compel compromised mages.

Name: Dusking

Designation: Troll

Size: Tiny

Behavior: Social, Intelligent, Aggressive

Traits:

Armor Plating (Dirt): +1 Armor.

Vocalizer: Can engage in limited communication with other dusklings and non-infected humans.

Skills:

Wounds: 4

Armor: 1

Resilience: 10

Attacks:

Bite: Possessing huge mouths and large teeth despite their size, dusklings love to tear and devour - Attack Skill: 75, inflicts 1d6-1 Wounds.

Compel: When amassed in a large horde, dusklings are able to compel weakened mages with an onslaught of psychic force. This does not require an action to use, and the target must roll Resilience, or act under the collective will of the dusklings during their next turn.

GROSSLING

All that remains of the final generation born to the Old World, the term 'grossling' describes infected infants that became trapped ones. Small and pitiful creatures, they are utterly solitary, wandering the silent world without purpose or direction.

In the century since Year 0, they have been reduced to only their most basic instincts. They are keen to seek out uninfected flesh for reasons unknown, but theories vary. Some researchers believe that grosslings yearn for the warmth of their long-dead mothers, but the Rash has morphed their bodies into unholy, all-consuming monsters that are incapable of anything but violence. Other scientists suggest they reflect the mental warping conducted by the Rash in its most primal form, that the disease twisted their unformed minds to fulfill a singular purpose - infect everything.

Whatever the reason for their unusual discernment, grosslings pose a unique challenge to viking expeditions. Their frail frame and small mouths make them unsuitable for direct combat, forcing them to rely on surprise. Some have developed thin, fleshy glider-wings that allow them to drop down on unsuspecting prey.

Killing a grossling is rarely difficult when it is exposed but it will quickly conceal itself once again. A grossling's tiny size makes it challenging to engage with ballistic weaponry, but blades make short work of them.

Name: Grossling
Designation: Troll
Size: Tiny
Behavior: Stalker
Traits:

Hider: Grosslings are adept at concealing themselves from potential prey.

Poisoner: Carrier - an exceptionally virulent strain of the Rash.

Flight: A handful of rare grosslings have developed wings to glide upon.

Skills:

Stealth: 60

Attacks:

Bite: All grosslings have razor-sharp teeth, but their tiny maws make them ineffective biters - Attack Skill: 65, inflicts 1d4-1 Wounds.

Claws: Some grosslings are equipped with small claws at the ends of their misshapen limbs. Attack Skill: 50, inflicts 1d4 Wounds.

Wounds: 4

Armor: 0

Resilience: 5

RARE MONSTERS

SKOGHÄRSKARE

Woe betide any viking foolish enough to wander into a dark and shrouded woods - within the oldest forests of the silent world, skoghärskare rule. A bipedal giant with wide antlers and long, loping limbs, they are lords of the deepwood, prowling restlessly to protect their benighted home. Preferring regions of the forest where no sunlight can penetrate, skoghärskare are horrifying, dangerous creatures, and mercifully few in numbers.

Their origin is mostly unknown, and they are rarely sighted, let alone slain... so theories about skoghärskare are wild, varied, and completely unsubstantiated. They often take on aspects of forest animals, the most common being elk antlers, protruding

snouts, and bear-like claws fused to human hands.

Unless a viking crew is experienced, well-armed, and well-prepared, they cannot survive an encounter with a skoghärskare. Lightning fast and utterly ferocious, they will shred apart anyone that violates their sovereignty.

Name: Skoghärskare
Designation: Giant
Size: Huge
Behavior: Territorial, Aggressive

Traits:

Fell Horror: 3 Actions per turn.
Leap: Once every two turns, this monster can traverse <50m in a single bound.
Ripper: Every successful attack has a chance to inflict bleeding.
Shieldbreaker: Ignores non-magic armor.
Toughness: Extra Wounds.
Vigil-Keeper: -20% to all Stealth checks.
Wakeful: Does not rest.

Skills:

Wounds: 80-100
Armor: 0
Resilience: 40

Attacks:

Bite: Massive, powerful jaws will spell the end for any viking caught within them. Attack Skill 70, inflicts 2d10+4 Wounds.

Claw: Jutting, bear-like claws nearly eight inches long spring from loping arms that leave scores in the earth. Attack Skill 80, inflicts 1d12+4 Wounds.

Gore: The massive antlers protruding from their distended skulls can be used to impale

their foes with impunity. Can shred vehicle armor. Attack skill 60, inflicts 2d20 Wounds.

HÅLAVAKT

Though an uncommon creature, hálavakter are universally feared among vikingr - lurking in the darkest dens of the silent world, they are completely alien in appearance and behaviour. A seething mass of tendrils and mouths, they prefer the impenetrable depths of mineshafts, ancient catacombs, and military bunkers.

A handful of autopsies on recovered hálavakt corpses reveals that there is a central torso to which its various maws and appendages connect, as well as four colorless eyes perfectly suited to the darkness.

And there, in the blackest of pits, they construct unholy lairs from the bones and rotting viscera of animals, foolish vikingr, and other trapped ones. Of the all the hálavakt burrows witnessed, they seem to prefer using the remains of uninfected humans and hideously mutated trolls. Other than that, no creature builds similarly to any of its kin - what they build varies dramatically. One lair found in the belly of the Björkdalsgruvan mines was decorated with pillars of bones draped in carefully-prepared skins, while a nuclear bunker in Uusimaa was filled with hanging, intact corpses.

Hálavakter lairs are almost gaudy with their delight of gore and cultivated carnage, and never fail to leave lasting scars on those who witness them. The monsters themselves are hard at work during the daylight hours, but range out at night to collect more trophies.

It is suicidal to attack a h lavakt in its lair, as it is a mind-numbing and disgusting place that scours the senses of even hardened vikingr. The monster knows every inch of its horrid palace, and will exploit every advantage it has built over its decades of isolation.

Name: H lavakt

Designation: Troll

Size: Large

Behavior: Architect, Territorial, Stalker

Traits:

Disruptor: Inflicts a +10 penalty on all melee attacks.

Fell Creature: 2 Actions per turn.

Reactive Skin: Repairs 4 Armor per turn.

Wall of Flesh: +10 Armor.

Unrelenting: Possesses 50 Resilience.

Skills:

Attacks:

Tendrils: A writhing mass of tendrils lash out to strike at foes.

Wounds: 40-60

Armor: 10

Resilience: 50

CRAWLER-WURM

Resembling a snake, centipede, and lindworm in equal measure, crawler-wurms are towering monsters, invariably over ten meters long, supported by piercing, insectoid limbs. The first fifth of its body is a colossal, yawning maw, large enough to swallow sheep whole.

Veterans of the Battle of Kastrup recall battling these creatures, and how these creatures overran the mighty Troldknusers, ripping out their screaming crew members

one by one. Few who survived that night of terror are willing to face them again, to stare into their endless mouths.

Decades later, a crew of militarily-supported vikingr managed to slay two crawler-wurms in the ruins of Copenhagen. A handful of post-mortem photos confirmed the adventurers' claims, as did their haunted eyes and weeping wounds.

ADD STATS

UNIQUE MONSTERS

THE KING OF THE LAKE

THE LONESOME SENTINEL

LOOT

INTRODUCTION

WHAT IS LOOT?

‘Loot’ describes anything of value that vikingr can recover from the Silent World. Naturally, this encompasses a great range of items and objects, all of which possess some worth to the right person. Recovering loot is always the most difficult part of profiting as a vikingr, but selling it to the right person is another matter entirely. Finding the highest-paying bidder is never easy, and requires Contacts and connections to achieve the biggest sell.

Vikingr that have shares in the Expedition (or are good at sleight-of-hand) can also pocket the loot themselves, or trade it to a Contact for various bonuses. Certain loot items (such as textbooks or survival manuals) can also provide the adroit viking with training when they decide to spend their Experience Points.

GUIDELINES FOR GAME MASTERS

Figuring out what the players find at their chosen destination is a difficult balancing act for a Game Master. Give them too much too early and they will be wealthy for the rest of the Campaign, removing most of the challenge. Awarding them with clues that lead to better finds or forcing them to choose between two large yet valuable items are excellent ways of fostering party dynamics while retaining game balance.

To further aid GMs, there are several properties every piece of loot has that helps them to decide what is found, and when. These properties also help during the planning stages, and provide some guidance on how to plan their loot locations.

Loot Properties

All loot has four different stats: what the object is, how much space it takes up, how rare the item is, and the average value of the item.

Name: What the object is called. Note that without sufficient knowledge of the Old World (or knowledge in general), the players will not know what the object is. If they fail their knowledge check, it is important for Game Masters to be vague about what they have discovered – this prevents metagaming and aids immersion.

Space: How many Storage Units are needed to store an item.

Rarity: How rare the object is. This is rated on a one to ten scale – ‘one’ is very common, while ‘ten’ is exceedingly rare and valuable.

Average Value: How much money the item will usually be worth. Note that this is an average price, and vikingr skilled in business can sell their loot at a higher price than listed. It is more common, however, that the best buyer cannot be found, forcing vikingr to sell the item at given or lower value.

Categories

All loot is divided into six categories: Scientific, Technological, Medical, Cultural, Military, and General. Some items can fit more than one category, but the division exists to serve as guidelines for GMs to plan out what kind of loot their players will find, and where.

For instance, ancient military bases will be flush with Military loot, while crumbling universities might hold items of incredible Scientific or Technological value.

LOOT LIST

A brief glimpse at the sort of loot vikingr might find during their expeditions.

SCIENTIFIC

Loot with scientific merit is extremely valuable, but hard to sell to the right people - with sufficient connections and able Contacts, vikingr can offload their scientific loot to the deserving party (for an excellent price). However, without establishing the value of the items obtained and finding an appropriate buyer, vikingr may be hideously cheated.

Textbooks

The cornerstone of scientific learning, textbooks are a valuable resource for the schools and universities of the Known World.

Primary: Textbooks for children and pre-teens are not exactly a treasure trove of information, but the government will still pay good money for new learning equipment.

Secondary: Intended for teens and young adults, these textbooks provide more detailed and involved material to improve their reader's understanding of the natural world. Fetches an excellent price from governments and private tutors.

Collegiate: Detailed and exhaustively researched, these textbooks are intended for University students, and contain knowledge very few have access to. They fetch top króna from governments, private tutors, and research institutions.

Research Journals

Scientific articles that pushed the limit of human understanding in the old world. Highly technical and very rare (hard copies were often printed on cheap, flimsy paper), they are a priceless resource for scientists in the Known World.

Single Article: Oftentimes, scientific journals are so degraded and ruined that they contain a single legible article, if that. Even so, the price of a worthwhile article can easily match or exceed that of a Secondary textbook.

Intact Journal: An incredible find, intact journals provide scientists with a wealth of valuable information, and are highly desirable loot for vikingr. Oftentimes worth ten times that of a single article.

Journal Collection: Printed on thick, sturdy paper journal collections are more commonly found in the Silent World than articles printed in magazines. Their slightly increased commonality does diminish their fetching price, as does the fact that many of the more valuable editions have already been recovered. Still, even the most common collection fetches double the price of a Collegiate Textbook.

Laboratory Equipment

Microscopes, centrifuges, computers, incubators, pH indicators and other such equipment are valuable items. Though many such objects can be produced in the Known World already, providing a fully functioning model saves a great deal of time, effort, and resources - a convenience many are willing to pay handily for.

Reagents

Though most laboratory reagents have expired long ago, particularly well kept samples of rare reagents and chemicals are in high demand.

TECHNOLOGICAL

‘Technological’ loot includes devices, blueprints, schematics, or materials that contain engineering significance. Prized by industrialists and technology magnates, the right find can set vikingr up for life, and improve the standard of life for many others – in fact, one of the most important finds of the last decade was a relic ventilation recycling system for greenhouses that increased crop yields, a device that now finds use across all of Scandinavia. It can be more difficult to transport than books, but just as (if not more) valuable.

MEDICAL

Often found in hospitals, medical laboratories, and pharmaceutical development companies, ‘Medical’ loot is a priority find for many Nordic governments. The ultimate prize for all vikingr – a cure for the Rash – still eludes them, but every bit of information that aids cure development efforts is sacrosanct and highly profitable. Pharmaceutical technology is also a great find – even one viable sample of an ancient pill can help scientists reintroduce a much-needed drug to the Known World.

Great Illness Records

Though not as profitable as actual Rash research, records that accurately track how the illness propagated across the world are invaluable finds for dedicated epidemiologists.

Medical Journal

Akin to Scientific Journals, Medical Journals are extremely rare and valuable, as they help push the boundaries of Medical Knowledge within the Known World.

Medical Devices

Pharmaceutical Items

Rash Research

CULTURAL

Not all items possess intrinsic value – some are reminders of what was lost during the Rash, portals into a kinder, gentler world. The history of the world before the Rash is important too, even if its relevance is occasionally debated – forgetting humanity’s history and achievements defiles the memories of every person that came before, making their deaths worth less than nothing.

Literature

Stories have always been important cultural touchstones, fictional ones or otherwise. Though the libraries of the Known World are always expanding, they are far from extensive, and the zealotry of the Cleansers keeps the price of books high.

Novels: Even the trashiest piece of old world literature has value to the right person. Finding a book that Nordic libraries do not possess will also collect a tidy fee.

Famous Literature: Some stories have more cultural or historical value than others

Archived Piece: An old, first-edition printing of a classic piece of literature will always have value to collectors and academics.

Atlases

Though the Silent World is now home to nothing but monsters, the hope remains that Scandinavia is not the only surviving bastion of humanity. Atlases are potent reminders that the Nordic countries were once part of a much larger global civilization, as well as providing important geographic information.

Photobooks

The vast majority of photographs have degraded a long time ago, but intact collections of glossy photographs are prized collectors items.

Music

Though the digital age of music has all but died, music is still a vital aspect of Scandinavian culture. A few laser disc sets still work, allowing a wealthy patron or a community-owned radio to enjoy the sounds of the past. The only issue is that most musical items are poorly preserved.

Instruments: Brass and woodwind instruments are highly engineered and difficult to reproduce in the Known World. Thankfully, some stashed-away instruments can be repaired or cannibalized for parts or valuable scrap.

Recordings: Laser Discs were formerly the most common way of physically owning music, and they litter the Silent World. Most have degraded beyond usability, but intact ones are worth their weight in gold a hundred fold.

Language Books

Beyond Finnish and the Nordic languages, only skalds attempt to learn dead languages. It is a highly specific skill that is valued across the Known World, and any books or

treatise on learning other languages are priceless artifacts.

History Books

Knowledge of the Old World may be in decline, but there is no reason for it to disappear. Many scholars are eager to learn what they can of humanity's history, and ensure it is not lost to decay and the Cleansers' flamethrowers.

Illicit Items

Museum Piece

Museums make an excellent target for vikingr, as they contain countless artifacts and remnants from the past. Academics within the Nordic Cultural Council are anxious to retrieve anything noteworthy, and will pay handsomely for any artifact in good condition.

Significant Cultural Artifact

MILITARY

Items with significant military value are a favorite find for vikingr. Not only do they sell for buckets of krónur, but they can be repaired and re-used. Relic weapons inevitably find themselves in the hands of hardened, experienced vikingr, or in the hands of very wealthy collectors. A particularly superb find might also gain the interest of a government.

Rare Weapons

American, British, German, French, and Czech weapons always fetch a high price or begin a bidding war upon their recovery from the Silent World. Due to Scandinavia's rigid quarantining during the Rash outbreak (and strict firearm laws beforehand), foreign weapons are a hot commodity in the Known

World today. Old weapon systems with peculiar or inventive designs (such as the Kriss Vector and the P90) are a particularly lucky find.

Rare Weapon Cache: Sometimes, vikingr uncover entire crates of weapons. A valuable find, but dreadfully difficult to carry around. These are often snapped up by weapons manufacturers for thousands of krónur at a time, where they hope to either learn more about weapons development, or begin production on a new line of firearms.

Weapon Schematics

Experimental Weapon

Helicopter Parts

Vehicle Schematics

Experimental Technology

GENERAL

Not always as glamorous as Old World knowledge or relic tech, the Known World nonetheless needs every scrap of additional resources it can find. This is 'General' loot, scavenged scrap and miscellaneous accoutrements still fetch a high price at any Scandinavian market.

Metal Scrap

Scrap metal is plentiful in the Silent World. Whether stripped from an old car, tank, or simply found rusting away in a ditch, every kilogram of it is worth good money.

Plastic Scrap

One benefit to objects with environmentally unfriendly design is that they retain their integrity a hundred and eleven years after they were built. Since plastics are difficult to

manufacture fresh in the Known World, Plastic Scrap is an excellent source of material for engineering projects and other advanced builds.

Mechanical Parts

Somehow intact after decades of neglect, some mechanical parts are always in demand in the Known World. Whether highly machined or simply rare, these parts make excellent finds.

Rare Material

An uncommon metal, plastic, or polymer that is either difficult or nigh impossible to manufacture in the Known World. A lucrative item for manufacturers and inventors.

LOOT TABLES:

SCIENTIFIC:

Name	Space	Rarity	Average Value
Textbook - Primary	.05 Storage Unit	3	20 kr per book
Textbook – Secondary	.08 Storage Unit	5	25 kr per book
Textbook - Collegiate	.25 Storage Unit	7	40 kr per book
Journal – Single Article	.01 Storage Unit	7	150 kr per article
Journal – Intact Journal	.2 Storage Unit	8	400 kr per journal
Journal – Journal Collection	.25 Storage Unit	7	350 kr per collection
Laboratory Equipment	Varies	Varies	Varies, usually >200/piece
Reagents	.5 Storage Unit	8	Varies