

RUNELORD ADVENTURES



Role-Playing Game & Ragnarök phase one simulator

RUNELORD ADVENTURES RPG

Written & illustrated by Fredrik Holm, 2018

INTRODUCTION

The *RUNELORD ADVENTURES* Role-playing game (*RPG*) takes place approximately fifteen years into the future, at the point where the grand spell of Loki is losing its power over our planet. The setting pictures a future of a coming new Age of righteousness, where friends and foes show their true face. By then heathen heroes, knowing the truth, are armed in armour and hold swords, axes and maces in the war with the evil monsters that crawl out from the ground. This is the setting where gods and men battle the Forces of death. Who will win? Play this *RPG* with friends and find out for yourself! The players take the roles of heathen heroes, called epic characters, who form decentralized bands sent on or drawn into missions to save the day!

All heathens are part of the great Heathen legion movement, and when they are needed they leave their awesome everyday lives for an intermezzo to save mankind from the oldest of threats: the demon gods Loki and Gullweig, Legions of possessed and Armies of undead. For help they have the guiding words of the Runelord: a mighty spirit of a long lost time and knowledge.

This *RPG* is a game of fiction. One person takes the role as the Gamelord while the rest create their own epic character to play. The players act their epic characters through the adventure on their epic quest for greatness. The Gamelord describes the world to the players and know how the rules are to be used.

The rules are used as the Gamelord thinks, but the Gamelord should take the players' opinions into consideration. Role-playing games are meant to be fun and *RUNELORD ADVENTURES RPG* is no exception. If you have fun playing it with your friends you are doing it right!

WHAT IS NEEDED

To play this role-playing game you need copies of the "epic character sheet" (at the last page) and a ten sided die. The result on the die is a value between 1 and 10 where the "0" is read as 10. The die is called 1D10 and when you roll more dice at the same time they are called 2D10, 3D10 or even more. You can roll several ten sided dice or roll one over and over, often adding the results together. You can also roll a "half die", called 1D5. To roll 1D5 you roll the ten sided die, where number one and two is read as 1, three and four as 2, five and six as 3, seven and eight as 4 and nine and ten as 5. Sometimes there are modifications to the roll, as with weapon damage which can be 1D10+3, where you roll the die and add 3 to the result.

This game does not use much of mathematics. But when values that are divided in half are counted upwards throughout the game rules. That makes the value of five divided in two count as 3 ($5 \div 2 = 2,5 \approx 3$).

CHAPTER I

CREATE AN EPIC CHARACTER



The *RUNELORD ADVENTURES RPG* is a Ragnarök/Doomsday first phase simulator. To take part as a player in this simulation you need to create an epic character that will take your role. The character is an imaginative being, a fantasy homunculus, who represents you and takes the consequences of your demanded actions inside the simulation. Follow the following steps and take notes to your character sheet.

In this chapter you will find all the information needed to create an epic character. You will also get the rule basics explained, how the character can interact in the game setting step by step as you go through with character creation. Chapter II is also important to character creation as it describes magic. The Gamelord needs to know all the chapters very well to be able to "gamelord" (be the

moderator) in this role-playing game. The Gamelord acts all the non-player characters, and they work under the same rules as the player characters.

THE SIX ATTRIBUTES

In *RUNELORD ADVENTURES RPG* there are six Attributes. They are Strength, Endurance, Agility, Wisdom, Vitality and Power. The attributes has a value between 2 and 23 when you create your epic character but can over time increase to any number above. At the character creation you roll 2D10 for all of the six attributes plus the modifications depending on what Archetype you choose. The higher value the attributes have the better. The attributes will affect Body points, Vital points, Pain supply, Provocative bonus, Initiative, Movement and the skill and power base values. Here follows a short description of the six attributes:

STRENGTH (STR): measures the raw muscle power, as when breaking down a door or fighting with bare hands

ENDURANCE (END): shows how much physical damage a character can take or how long the character can run

AGILITY (AGI): is about body control like climbing, jumping, catching an object and so on

WISDOM (WIS): includes memory, judgment, analysis and other qualities located in the brain

VITALITY (VIT): is the spiritual power of the character, the character's mental strength, when taking personal damage facing terror and horror as well as the ability to use Odic powers – the heathen magic

POWER (POW): can be described as the social skill in general, measuring how well the character can influence, control or manipulate other living beings with both soft and hard power

Attributes are the fundament of skills and Odic powers.

CHOOSE ARCHETYPE

There are four general Archetypes and one rare Archetype. The general ones are the Berserk (the "Warrior") the Viking (the "Rogue") the Storm master (the "Wizard") and the Cunning man (the "Bard"). All Archetypes can be male or female. A female Cunning woman, is an example. The rare Archetype is the Metal dwarf, who can only be a man. The chosen Archetype gives modifications to the Attribute rolls and some Odic powers are open to a certain Archetype at the beginning. Later it is possible to learn the other Archetypes' Odic powers, and at the end, at least in theory, the epic character can master them all – like Runelord did. Pick one Archetype for your epic character.

The **BERSERK** is the perfect warrior who knows the wisdom of steel (not to be a coward), to always attack. They have a lot to prove against the gods of good and need to be bold beyond imagination to do so

The **VIKING** is the perfect fast-striker at land, sea, in air or flying dragon-ships or even in outer space. They know the art of sneaking up, attacking, looting and move on. They are natural born heathens and their way of living is in perfect harmony with the elements of nature

A **STORM MASTER** belongs to the proud tradition carried on by the members of the hidden Temple of Vitalism. They are the ones who opened up the long forgotten white magic that is called Odic powers, that still exists within every living human being. They are the holy paladins within the holy heathen legion. They can correspond with the Valkyries and do so when geo-engineering global coolness against the global warming of Nidhugg with the knowledge of weather and storm control, among other secret things. They also idealize the god called Heimdall and have him as an ideal of perfectness

A **CUNNING MAN** – or Cunning woman – is a bearer of the lore of the gods and Runelord the saviour. They know the spoken word and how to use their bicameral mind to talk to Runelord and get hints from the other side. With that extreme power they are always the official leaders of their adventure band, since they are the one that gets the plot or are given a mission. Bands without a Cunning man play out adventures only by random. (If there is more than one Cunning man in one band you roll 1D10 and add the value of *WIS* to crown the band's leader for the coming mission.) A player that plays the leader Cunning man will more and more know stuff about the “Runelore encyclopaedia” and should be handed it bit by bit by the Gamelord during game sessions

The **METAL DWARF** is the rarest of the Archetypes. They come from the Netherworld realm and are masters of weapon craft. Metal dwarves are part of the dwarf species and are not related to humans. They were created by the gods earlier than the humans and are not descendants of the bloodline of Ask and Embla. “Metal”, in the full name “Metal dwarf”, is a title among the dwarves that show high status as a blacksmith. Metal dwarves are treated as “philosophy kings” in the dwarf society, which is why they do not allow anyone to call them just dwarf, leaving this title out! They are shorter than a human but still as strong and fast. Their strong skeleton, muscles and lung capacity make them able to measure strength and speed with humans even though they are smaller. There are only male Metal dwarves and they often have large beards. If they settle down they often do so by marrying a Kobold woman – but mostly they do not, giving it all to the battle between good and evil

Modifications to Attributes:

BERSERK	<i>STR +3, END +3</i>
VIKING	<i>STR +1, END +2, AGI +3</i>
STORM MASTER	<i>WIS +3, VIT +3</i>
CUNNING MAN	<i>WIS +3, POW +3</i>
METAL DWARF	<i>STR +2, END +2 and +1 in two other Attributes of free choice</i>

ROLL ATTRIBUTES

Roll 2D10 for each Attribute and add the modification of the chosen Archetype. It will result in a value between 2 and 23 for each Attribute. Later, after adventures, these values can be increased with the help of Heathen points (*HP*).

Next you use the Attributes to get your character's Body points (*BP*), Vital points (*VP*), Pain supply (*PS*), Provocative bonus (*PB*), Initiative (*INI*), Movement (*MOVE*), "skill base values" and "power base values", as explained step by step beneath.

BODY POINTS

Body points (*BP*) is the measure for how much physical damage a character can take before getting unconscious or even die. Body points are either the same as the value in *END*, or the sum of $(STR+END) \div 2$ (with half points counted upwards). The highest value is the one you use.

It could look like this: $STR: 7 + END: 12 = 19 \div 2 = 9,5 \rightarrow 10 \text{ BP}$ or $END 12 = 12 \text{ BP}$. In this case the character has 12 *BP*.

VITAL POINTS

Vital points (*VP*) is how much mental or spiritual damage a character can take before becoming unconscious, die or become possessed by the Forces of death. A character's Vital points is either equal to the value in the Attribute *VIT*, or it is the sum of $VIT+POW\div 2$. It works similar as with Body points.

PAIN SUPPLY

If you are strong you do extra *BP* damage. When damage is dealt with the skills Brawl and Melee weapons, or if you throw an object, you add the Pain supply (*PS*) to the damage. If you have a very low *STR* you withdraw damage. Damage bonus is based on *STR*.

<i>STR:</i>	<i>PS:</i>
2 – 5	-1 BP
6 – 11	0 BP
12 – 15	+1 BP
16 – 19	+2 BP
20 – 23	+3 BP
24 – 30	+4 BP
31 – 40	+5 BP
41+	+6 BP

PROVOCATIVE BONUS

A character with high *POW* can add Provocative bonus (*PB*) every time dealing someone *VP* in damage. A low *POW* on the other hand withdraws *PB* from the *VP* damage. The *PB* is either a fixed -1 or is rolled by 1D5 with a modification resulting in either +0, +1, +2, +3, 4, +5 or +6 added on top of every *VP* damage dealt to an enemy. (The player decides who is an enemy to her or his character and who is not.) This chart explains it further.

<u>POW:</u>	<u>PB:</u>	<u>RESULT:</u>
2 – 5	-1 <i>PB</i> at <i>VP</i> damage	-1 <i>PB</i> at <i>VP</i> damage
6 – 13	1D5-4 <i>PB</i> extra <i>VP</i> damage	(+0 as lowest, +1 as highest <i>PB</i>)
14 – 17	1D5-3 <i>PB</i> extra <i>VP</i> damage	(+0 as lowest, +2 as highest <i>PB</i>)
18 – 21	1D5-2 <i>PB</i> extra <i>VP</i> damage	(+0 as lowest, +3 as highest <i>PB</i>)
22 – 30	1D5-1 <i>PB</i> extra <i>VP</i> damage	(+0 as lowest, +4 as highest <i>PB</i>)
31 – 40	1D5 <i>PB</i> extra <i>VP</i> damage	(+1 as lowest, +5 as highest <i>PB</i>)
41+	1D5+1 <i>PB</i> extra <i>VP</i> damage	(+2 as lowest, +6 as highest <i>PB</i>)

INITIATIVE

When several characters, or non-player characters, want to do actions, where in what order the actions is executed is of importance, the participants roll Initiative (*INI*) to see who goes first, second down to the last one. A high roll means the character is fast. This roll is done with 1D10 for all the participants with an individual bonus added to it. (*INI* is also modified by which weapon is used in battle: See chapter *EQUIPMENT*.) The bonus is $(WIS+AGI) \div 2 = INI$. When you roll for initiative you always roll 1D10+*INI*.

<u>$(WIS+AGI) \div 2$:</u>	<u><i>INI</i>:</u>
2 – 5	-1
6 – 11	0
12 – 15	+1
16 – 19	+2
20 – 23	+3
24 – 30	+4
31 – 40	+5
41+	+6

MOVEMENT

Movement (*MOVE*) is how many meters (or yards) you can move within one “Action round” (*AR*) which is five seconds long. *MOVE* is a relative measure and is based on lot of things like running up or

down a hill, running in a forest or down the street. Add $(END+AGI) \div 2$, then put the result into the list beneath to find out the character's *MOVE*. Each AR the runners roll 1D10+X meters and run that sum in meters. (If you use yards: double the result after the roll.) *MOVE* is rolled once an AR as long as the run is going on. (For how long they can run is up to the Gamelord to decide, and can be based on the *END* Attribute.) That makes it possible to run away or run down someone.

To play this game with miniatures on a game board, with squares or hexes for movement, *MOVE* can also be counted in squares or hexes on the board in a number of steps (*MOVE#*) as shown here:

<u>$(END+AGI) \div 2$:</u>	<u><i>MOVE</i> á 5 sec:</u>	<u><i>MOVE# STEPS ON A GAME BOARD:</i></u>
2 – 5	15 m (+ 1D10 m)	run: 3+1D5 steps, in battle: 3 steps
6 – 11	20 m (+ 1D10 m)	run: 4+1D5 steps, in battle: 4 steps
12 – 15	25 m (+ 1D10 m)	run: 5+1D5 steps, in battle: 5 steps
16 – 19	30 m (+ 1D10 m)	run: 6+1D5 steps, in battle: 6 steps
20 – 23	35 m (+ 1D10 m)	run: 7+1D5 steps, in battle: 7 steps
24 – 30	40 m (+ 1D10 m)	run: 8+1D5 steps, in battle: 8 steps
31 – 40	45 m (+ 1D10 m)	run: 9+1D5 steps, in battle: 9 steps
41+	50 m (+ 1D10 m)	run: 10+1D5 steps, in battle: 10 steps

SKILL BASE VALUE

The skills are a collection of mostly action oriented skills that includes every aspect of the heathen's life. Every character has 18 skills including the – only for true heathens – Vitalism skill. Regular people do not have this vital skill, only the other ordinary 17 skills.

When you create an epic character you start out every skill with a "base value", based on the six Attributes. The skill base value can never be lesser than 3 and not higher than 13. Your character starts out with only 1 in base in the skill called Vitalism, which is an exception. Find the base value for every skill in the list:

Formula: Attribute - 10 = skill base value

<u>SKILL:</u>	<u>BASE VALUE:</u>
Brawl	<i>STR</i> -10, or 3
Swim	<i>END</i> -10, or 3
Acrobatics, Range weapon, Melee weapon, Sneak	<i>AGI</i> -10, or 3
Common knowledge, Track, Drive, Heal, Technology	<i>WIS</i> -10, or 3
Nimble-fingered, Hide, Sixth sense	<i>VIT</i> -10, or 3
Rhetoric, Ride, Entertain	<i>POW</i> -10, or 3
Vitalism	1

SKILL VALUE

The Gamelord tells when it is time to use a skill. This is called a “skill test”. To succeed with a skill test you must roll equal or lower than your characters Skill value (*SV*) with one or more ten-sided dice. Often you roll 2D10, at normal skill tests.

At this point your character has only the skill base value in each and every skill. Now it is time to add more points with “skill points” to make the character heroic. Some of the skill points are tied to skills based on the character’s background, but most is given through the “heroic coming-of-age”, when the character’s eyes open for the Runelordean heathenry insights of epic proportions. The skill points are only used when the character is created and cannot be saved.

Cost: To raise a *SV* one step costs 1 skill point. The maximum a character can have in a *SV* at the character creation is *SV* 14.

Example: to raise the *SV* in Acrobatics from the base skill value 4 to *SV* 10 costs 6 skill points.

BACKGROUND KNOWLEDGE SKILL POINTS

Based on knowledge from school or work or elsewhere the character has an amount of “skill points” to spend on a few “society tied” skills. Add the skill base values for *WIS+WIS+POW* together plus 5. This is the amount of background based skill points. (Formula: [*WIS* -10] + [*WIS* -10] + [*POW* -10] + 5 = background knowledge skill points.) Spend these skill points on the following six skills:

Common knowledge, Drive, Entertain, Rhetoric, Swim, Technology

(If the character is an ordinary person add an additional +5 society skill points.)

EPIC SKILL POINTS

The epic character is often “born” as a true heathen hero at a later point in life than birth, often in the high-school years or the years after, when the character’s “coming-of-age story” process leads to deeper insights via individual circumstances in life. At this moment in life the epic character remembers very old skills he or she knew in the past, registered in their everlasting heathen spirit – called the Wisdom of steel. This moment is best described as the coming-of-epic moment. Now the player gets $35 + 1D10$ “epic skill points” to increase the character’s *SV* in any of the 18 skills, including the skill Vitalism. *SV* cannot be higher than 14 at character creation in any skill. (Later they can be raised to the maximum of 23.)

All playable characters start out as epic characters. But if the player wants to play an ordinary guy,

instead spend 2D10 coming-of-age skill points (but not in the Vitalism skill). Ordinary people have +1 in all the six Attributes. A non-epic character will start with 0 skill base value in the skill Vitalism.

HOW TO SPEND SKILL POINTS WISELY

At character creation the “skill values” (*SV*) will probably be more or less low overall. All the *SV* will be raised pretty fast by earned experience points (*XP*) through adventuring. Until then, here follows a chart to give you an idea how much every step in *SV* is worth rolled equal or lower to, with the skill test dice. In this game you sometimes roll 1D10 for easy skill test, very often 2D10 for normal tests and sometimes 3D10 at hard tests when hurt badly or trying to do foolish things or acting in darkness and so on.

The chart can help to spend the skill points at character creation more strategic. *SV* can later be increased through experience in adventures (all the way up to 23 which is the absolute roof of *SV*).

Example: a character with *SV* 11 has a good chance to succeed at normal 2D10 tests (55%). With *SV* instead at 14 it is pretty easy to succeed at normal tests (79%) – with also a fair chance to succeed at hard 3D10 tests (35%).

Chance to roll die/dice equal or lower in %:

<u>SV:</u>	<u>1D10:</u>	<u>2D10:</u>	<u>3D10:</u>
23	100%	100%	91,6%
22	100%	100%	88%
21	100%	100%	83,5%
20	100%	100%	78%
19	100%	99%	71,7%
18	100%	97%	64,8%
17	100%	94%	57,5%
16	100%	90%	50%
15	100%	85%	42,5%
14	100%	79%	35,2%
13	100%	72%	28,3%
12	100%	64%	22%
11	100%	55%	16,5%
10	100%	45%	12%
9	90%	36%	8,4%
8	80%	28%	5,6%
7	70%	21%	3,5%
6	60%	15%	2%
5	50%	10%	1%
4	40%	6%	0,4%
3	30%	3%	0,1%
2	20%	1%	–
1	10%	–	–

ODIC POWER POINTS

The amount of Vital “power points” (*PP*) a character can get from the beginning is based on *VIT*. Enter the Attribute’s value in the following list. You use *PP* to buy Odic powers for your epic character. You can save *PP* if you like to buy one that costs more *PP*.

<u><i>VIT:</i></u>	<u><i># PP:</i></u>
2 – 5	1
6 – 11	2
12 – 15	3
16 – 19	4
20 – 22	6
23	8

The re-awakened arcane Odic powers of streamed cosmic vital power is more described later (in the chapter *ODIC POWERS UNVEILED*) and are only mentioned here for easy access at character creation. You have to buy the ones tied to your character’s Archetype first before buying any other. When all the Archetype’s Odic powers are bought the epic character can buy any Odic power the player would like. This often happens after a few adventures. How that works, to buy Odic powers outside character creation, is described in the chapter *RUNELORE*. In short are Odic powers the good “white magic” side of the magic that streams though the universe created and mastered by Odin, and streaming through heroes as vital power. (Black magic – called Death features – is used by the Forces of death.)

Now spend the *PP* to get the Odic powers your epic character starts with (or save them if you like making a note on the epic character sheet on the line for *PP*).

<u><i>ODIC POWER:</i></u>	<u><i>PP cost:</i></u>	<u><i>ARCHETYPE:</i></u>	<u><i>ATTRIBUTE:</i></u>
Alchemy	2	Metal dwarf	<i>WIS</i> -10, or 3
Battle roar	1	Berserk	<i>POW</i> -10, or 3
Bless	1	Cunning man	<i>POW</i> -10, or 3
Body tempering	1	Berserk, Metal dwarf	<i>END</i> -10, or 3
Camouflage	1	Viking	<i>VIT</i> -10, or 3
Counter-terrorize	1	Berserk	<i>POW</i> -10, or 3
Forge weapon	2	Metal dwarf only*	<i>VIT</i> -10, or 3
Immune to extremes	1	Viking	<i>END</i> -10, or 3
Levitate	2	Storm master only*	<i>AGI</i> -10, or 3
Lightning strike	10**	-	<i>VIT</i> -10, or 3
Magic heal	1	Cunning man	<i>WIS</i> -10, or 3
Phosphoric blast	2	Storm master only*	<i>AGI</i> -10, or 3
Receive Runelord message	1 (0***)	Cunning man	<i>WIS</i> -10, or 3
Resurrect	2	Cunning man	<i>VIT</i> -10, or 3
Shaman vision	1	Cunning man	<i>VIT</i> -10, or 3

Super-strength	1	Berserk	<i>STR</i> -10, or 3
Telekinesis	1	Storm master	<i>VIT</i> -10, or 3
Vital projectile	1	-	<i>AGI</i> -10, or 3

*even the “only” Odic powers can be bought after all the other Odic powers have been bought

**only costs 6 *PP* for the Archetype: Storm master

***free for the Archetype: Cunning man

RAISE POWER VALUE

The Odic powers have a “power base value” between 3 and 13 based on an Attribute (Attr. -10 = base value), just like the skills work. See the chart above which Attribute is connected to which Odic power. And just like an epic character has SV for every skill, they also have a Power value (*PV*) for every Odic power they know. The *PV* is by now equal to the power base value. Odic powers are used the exact way as skills are. (You roll dice equal or lower than the *PV* to be successful.)

Now it is time to raise the basic *PV*. The cost to raise the *PV* for an Odic power is 1 “wisdom point” for every step, similar to skills. The amount of points to spend you get is equal to the value in the Attribute: *WIS*. *PV* 14 is the maximum at character creation. Remember that no *PV* can be higher than the *SV* in the Vitalism skill! Wisdom points cannot be saved, you spend them all here.

Example: If your Berserk has 16 in the *STR* Attribute (16 – 10 = 6 in base value) and 10 in the *WIS* Attribute, you would have 10 points to raise the base value of the character’s Odic powers. Let’s say you spend half of them on Super-strength, from the base value 6 to *PV* 11, at a cost of 5 wisdom points.

HEATHEN POINTS & SHIMMER

An epic character starts with 1 Heathen point (*HP*) and therefore 1 in Shimmer (*SHI*). This is the reason why the character is an epic character (along with the insight of the skill Vitalism). *HP* will help the epic character to evolve and become much more powerful, a “More one”.

Since *HP* can be used they come and go. *SHI* is the record of the epic character’s total earned *HP*, and *SHI* opens up special features as well. More info about *HP* and *SHI* can be found in the chapter *RUNELORE*. (The player should know that if their epic character by free will uses a shield in battle the cosmic amount of cowardice doing so will erase all *HP* and *SHI* back to zero and the character will be considered ordinary among Runelordian heathens. It is not possible to hide such an act since their shimmer will suddenly be lost, and it is only one way it could happen.)

SWORD-HAND

Are your character right-handed, left-handed or double-handed? If the wrong hand is used your character needs to roll against a hard skill roll in wielding the sword with the wrong hand. It inflicts skills as Brawl, Melee weapons, Nimble-fingered and Range weapons when the skill only is done with one wrong hand. (Using a bow or a rifle is done with two hands and doesn't suffer this penalty.) The penalty is that easy tests (1D10) becomes normal (2D10), normal test become hard (3D10), and hard test becomes impossible. Double-handed individuals never suffer this penalty.

<u>2D10:</u>	<u>SWORD-HAND:</u>
2 – 14	Right-handed
15 – 17	Left-handed
18, 19, 20	Double-handed (the "bicameral hand")

MONEY

In phase one of Ragnarök prices are pretty much as they are today, to make things easier. At this point, 15 years into the future, the Western civilization mysteriously starts to collapse, pulling the rest of the world with it into a regression that fast decrease the value of money back to the prices of our day and age. So no need to pay attention to the inflation of money value over the 15 years that differ the game world setting of the *RUNELORD ADVENTURES RPG* from the year you are playing this role-playing game. Gold becomes much more valuable than today. The Gamelord decide the high value of gold. Easy!

The Euro and the US dollar had more or less the same value at the point when this *RPG* was written (to make it easier). Roll to see how much liquid assets your character have, to spend on equipment and things needed in life and along the way of adventures.

<u>1D10:</u>	<u>INITIAL CAPITAL:</u>
1	500 EURO/USD
2	1000 EURO/USD
3	1500 EURO/USD
4	2000 EURO/USD
5	3000 EURO/USD
6	4000 EURO/USD
7	5000 EURO/USD
8	7000 EURO/USD
9	10000 EURO/USD
10	15000 EURO/USD

THE CHARACTER'S EPOS THIS FAR

Now you are done with all the die rolls and points to spend on charts! It is time to flesh out your character's personality, the lore of the epic characters life; the epos, as far as it has past at the point of entry. First at born it got a gender and a name. Give the character a name, and nickname if you like. Since Runelord calls out to all of us the name can be of any kind, and adventures can take place all over the world. Odin is god of the universe, you know!

Next are age, height and weight and appearance as hair length and colour, eye colour and so on. Also describe the character's demeanour and attitude. Buy equipment. Then you are done!

The line on the epic character sheet for "band members" is space to write down the other players' character's name when you and they have formed a heathen band together – joined forces so to speak.

To give some examples for inspiration, here are all the five Archetypes: the Berserk, Viking, Storm master, Cunning man and Metal dwarf forming an international band in the holy Heathen legion, and the band of metalheads do fantastic things for mankind every day, together, two or three at a time or on their own.

Thor-bjorn "the Barbarian" Andersen, ex-construction worker, from the United States of America; his favourite weapon is: the bastard sword

Jennifer "the Freyan" Vikingdottir, ex-banker, from Iceland; her favourite weapon is: the Viking sword and her throwing knife

Master Rudolf "the Righteous" von Svanetia, ex-landscape architect, from Liechtenstein; his favourite weapon is: the battle-axe

"One-man-Arnie – the Cunning" (real name unknown), ex-French foreign legionnaire, possibly from Devil island, French Guiana; his favourite weapon is: the spear

Metal dwarf Tarkoor – the Irrefutable, from a small Dwarven settlement in the Netherworld; his favourite weapon is: the mace and throwing axe

CHAPTER II

ODIC POWERS UNVEILED



In this chapter you will find a description of the Odic powers needed at character creation. It starts with the recently unveiled saga...

THE SAGA OF ODIC POWERS

Odic powers emanate from the god Odin – creator of the existing universe. In the Age of chaos (or also called the First Age of Necromancy), before mankind was created, there was a war between the good gods and the demon-gods, also called giants.

Later Odin designed the humans out of driftwood, who he wanted to grow and take over the world as his children. The demon-gods hate humans, and the “second war” happened out of their hatred. Humans were given the powers of Odin – the Odic powers – to be able to defend themselves from the prehistoric black magic, demonology and necromancy that were used against them.

The tribal feudalism of Atle-land was built and controlled with the help of Odic powers in the golden Age of good, lead by mighty shaman-warrior leaders. The “third war” destroyed Atle-land, as the Great serpent pulled the continent into the ocean. Fragments of the human population escaped to Eurasia (and some of them to America) and lived as tribes in exile. The tribes were still ruled by leaders wielding Odic powers. The demon-gods were still strong and set loose armies of undead and beasts after the tribes, to track them down and destroy them one by one. This was the second phase of the third war, which went down in spectacular magic battles and swordfights. This was also the time of the Runelord, who lived and died for his tribe twenty thousand years ago. Not able to erase all the humans the giants lost and were forced into Cryptia – the Netherworld – by the gods.

Few individuals knowing the Odic powers survived. They kept the knowledge of Odic powers alive inside their Temples of Vitalism, until present time (that is: fifteen years into the future). From the heathen Temples Storm masters were sent out to the new unheathen world, who lived among the growing second civilization of man – where Odic powers were mostly forgotten. But as humans grew in number, giants also grew in Cryptia. A new war will come; again awakens the Forces of death as a mirror of the heathen growth.

The fourth, or last, Ragnarök is on the horizon. Once again begins an epic drama between good and evil. Those individuals, true to themselves, true to the powers within them, will lead mankind into the Hall of protection and be united with Odin in Valhalla. In a vast future a new dawn, an Age of truth might rule – ruled with the powers of Odin – if the heathens are able to outweigh the evil forces of the demon-gods with the powers, skills and might needed.

POWER TEST

The epic character can use one Odic power each Action round (*AR*: 5 sec) along with *MOVE* for battle movement. Nothing else can be done at the same time (except for Battle roar which can be combined with regular actions). Using an Odic power costs 1 *VP* for each try – successful or not. There is one exception: Phosphoric blast costs 2 *VP* each try – successful or not. Just like with skill tests you roll dice at power tests that need to be equal or lesser than the power value (*PV*) for the given power, and gain experience points (*XP*) as well.

DESCRIPTION OF THE ODIC POWERS

All the Odic powers have special rules, how they are used and what effect they have. To make it easier for the Gamelord to “gamelord” the game sessions, the players need to control the rules for the Odic powers their characters know and suggest an action for the Gamelord when they like to use them. Otherwise it is too much responsibility upon the Gamelord for things to move on smoothly through adventures...

ALCHEMY (WIS): Is the old art to create magic potions and gold. The ingredient cost is written within parentheses. A potion is 100 millilitres inside a small bottle.

Healing potion: Drink and heal 1D5 *BP* damage (80)

Vital potion: Drink and heal 1D5 *VP* damage (60)

Exploding potion: When thrown so the bottle breaks an explosion happens that make 1D10 *i BP* damage (60)

Flash potion: When the bottle is broken creates a strong light that makes 1D5 *in VP* damage. Those affected by the flash needs to roll 3D10 against all skills and Odic powers, as many *AR* as the dealt damage in *VP* (120)

Poison: A vaguely bitter fluid and if someone drinks little of it, it deals 1D10 *BP* in damage. If someone drinks the whole bottle it gives 3D10 *BP* in damage. If placed on a melee weapon or arrow it deals 1D5-2 extra *BP* damage (20)

Smoke potion: When bottle is broken it creates a thick smoke cloud, which gives the owner an easy 1D10 skill test in Hide or Sneak for 2 *AR* (30)

Antidote: an antidote that neglects poison (above) and acid breath of Ghoul dragons for 24 h (20)

Create gold: An alchemist can in 1D10+2 hours undisturbed hard work turn lead into 2D10 x 10 USD/EURO worth of gold (20)

BATTLE ROAR (POW): An epic roar makes the epic character win *IN* in the following two *AR* by dealing fear. If several win *IN* this way the roll *IN* for the top position. Battle roar does not take an *AR* and is compatible with all other actions, like storming into battle

BLESS (POW): by saying someone's name + something strengthening in few words a blessing can regain 1D5 *VP* damage to him or her. This can only be done once each 24 hours for the same person. The healer can also heal themselves, by saying something strengthening once/24h with the same effect.

+

With this Odic power the epic character can also bless and activate a Rune token, an “amulet”, for personal use or to give/sell to a heathen brother or sister. The Rune token looks like the X-shaped Runelord rune, seen in the logo on the albums, and is often a necklace or a t-shirt with the Rune on it, or more rare as a tattoo. The Odic Rune token protects and absorbs 5 *VP* damage, and is described in the chapter *EQUIPMENT*. The 5 *VP* tied to the token cannot be used for using Odic powers – only for *VP* damage protection (called Vital damage absorption [VDA])

BODY TEMPERING (END): This power creates a force field around the epic character's body. The force field absorbs 3 *BP* as magic armour for the coming 5 *AR*

CAMOUFLAGE (VIT): The epic character can magically camouflage and melt in very well with the environment – indoors and outdoors. When magically camouflaged it is needed a hard (3D10) skill roll in the skill Sixth sense to be able to see through the trick and reveal the power-user. It gives +5 to *IN* roll the *AR* the character leaves his or her hideout

COUNTER-TERRORIZE (POW): A sharp scream of counter-terror that deals $2 VP + PB$ damage to all enemies in the same room or place. (The character screaming decides who is enemy or not.) It can only harm someone once in 24 hours. If wanted to it can be projected towards only one enemy and deal $1D5 VP + PB$ damage once/24 h. It has to be against someone in the same room/short distance to work

FORGE WEAPON (VIT): The white magician, often a Metal dwarf, can with the right amount of steel or iron or bronze turn it into a medieval weapon of choice. The “forging” only takes 3 AR. This is the art of the Metal dwarves, as Odin designed them and can be taught to humans mastering all the other spells first

IMMUNE TO EXTREMES (END): The epic character is immune to both the extreme coldness of vacuum in space as well as the boiling hotness of lava for 24 h, if a power test is successful; the subject needs not breathe air during the time of a successful roll (taking energy from his inner endless vital light instead [from Odin])

LEVITATE (AGI): The epic character can levitate through the air. It cannot be done to another person. The fly session can continue for as many AR as the character has SV in Vitalism, at a speed equal to the same SV in kilometres/an hour. Other skills and powers can be used while levitating at hard 3D10 tests

LIGHTNING STRIKE (VIT): The epic character can call upon the Father of the sky, Thor – the destructor to strike a lightning at a target within line of sight (form a top of a hill or so). The lightning strike deals $10D10$ damage in BP with no Damage absorption (DA). If the character rolls a *PERFECT* power test, the wind becomes strong, rolling clouds come from nowhere and the character can distribute one thousand (1000) lightning strikes within 3 hours!

MAGIC HEAL (WIS): By touching someone the epic character can heal 1 BP damage each AR to a maximum of 5 BP in 5 AR. None of the two can do anything else during the Odic healing. A person can only be healed magically once per 24 h. It does not work on someone that is unconscious or dead, since concentration is needed from both. A healer can also heal themselves

PHOSPHORIC BLAST (AGI): The epic character can shoot a strong phosphoric beam of mighty energy from one his/her hand that deals physical damage. A phosphoric blast does $1D10$ BP damage, together with a high sound of thunder, which no armour can protect from (no DA). The beam reaches SV x2 meters, and the target must be in line of sight. Phosphoric blast costs 2 VP to use – successful or not.

+

Next to shooting powerful blasts, the user can light one of his free hands with a bright white light strong as a ceiling lamp at 0 VP cost once per 24h; a useful tool in Dungeon of death crawling missions that can shine for an hour in a row.

+

If an epic character is able to roll a perfect power test when using the phosphoric blast in battle she or he immediately learns the advanced “Ball lightning” Odic power. It works the same way as phosphoric blast, no DA, same distance, but does $2D10$ BP damage and cost 4 VP to use. When it happens mark “X”, on the line after “perfect”, on the Epic character sheet. The learned ball lighting can be used the following AR after the insight

RECEIVE RUNELORD MESSAGE (WIS): A successful power test gives the character heathen insight into the aspects of the mission to be sent on or the mission the heathen band is already in. Runelord’s voice is a dark and mighty voice, which speaks within the epic character’s bicameral mind from beyond our reality of false knowledge, trough space and time, forever calling out to the cunning ones

RESURRECT (VIT): If the epic character touches a newly deceased person (within 24 h) and roll a successful power test, the deceased gets 3 BP and 3 VP back and a new chance for the critical roll. If the critical roll (CR) is successful the person is alive again

SHAMAN INSIGHT (VIT): Through shaman ecstasy the epic character can send a mental homunculus away to see and hear things in the distance. The homunculus is an invisible spiritual copy of the creator that lasts for the same number of minutes as the character has in *SV* in the skill Vitalism. The homunculus can only walk, see and hear things, not touch or interact – not open doors etc. The homunculus can only interact in one way: as a weak wind enough to blow papers aside or as a chilly wind on someone's neck. (Example: This is actually the way I, Cunning man Fredrik Holm, was able to recover the lyrics for the so-called Bonus album that was stolen from me. This way I could locate it, send him away, and he was able to read the found lyrics out loud in my mind for me to write them down again.) The epic character needs to stay in constant contemplation, and if disturbed the shaman insight is broken

SUPER STRENGTH (STR): The Odic power gives the epic character +3 in Power supply (*PS*) for the coming 3 *AR*

TELEKINESIS (VIT): Is the power to lift objects in the air and even throw them as projectiles. The object can be of the same weight as the epic character has in the skill Vitalism. If thrown towards someone a new power roll must be done in a new *AR* for Telekinesis with a $1D5+2\ BP$ in damage, and the object can be thrown up to *SV* in Vitalism x2 meters. A spell that becomes handy to get your hand on things you need

VITAL PROJECTILE (AGI): The epic character can shoot a beam of energy from one of his/her hands that deals physical damage. A vital projectile does $1D5\ BP$ damage and no armour can protect from it, (no *DA*). The energy beam reaches *SV* x2 meters against a normal difficulty (2D10) power test, and the target must be in line of sight

CHAPTER III

SKILLS & BATTLE



In this chapter you will find descriptions of skills, rules for how skill tests work (including power tests), rules for battle, including damage, and rules for recovering from damage... and more.

SKILL DESCRIPTIONS

Skills will be very important in any adventure. What you want to achieve will likely be decided based on some skill tests to pass, next to being strategic in mind. Yes, the vital powers of Odin can help you progress but only to an extent: your Vital points will be ticking down. Skills can be used over and over, and is the core of any role-playing game. Most of the skills are pretty self-explanatory but some of them might include directions when things seem to fall between two of them. (If no skill covers

what is desired, the Gamelord can let the player roll against an Attribute with 3D10 instead.) Skill description list follows.

ACROBATICS (AGI): The skill includes actions like jumping from stone to stone, climbing out of a window, and crawl through an air vent – body control actions. It also includes avoiding thrown objects like an axe, a chair or a bottle with a hard 3D10 skill test (not range weapons though, they cannot be dodged like that)

BRAWL (STR): When battle is dealt with bare hands as weapons, hits, jabs, uppercuts, head-butts, kicks, wrestle, throwing your opponent in the ground the skill is used. It also covers to throw objects or weapons at targets or enemies, hand-wrestling and trying to break down a wooden door or destroying objects as well

COMMON KNOWLEDGE (WIS): The skill includes things we learned in school, biology, society knowledge, history and language – book knowledge in general. Also facts from society like trends, celebrity names and so on

DRIVE (WIS): Is how well the character can manoeuvre a vehicle like a car, truck, boat, plane, motorcycle, tank, bicycle, skateboard and so on at times when more is put to the test than just moving calmly forward; action!

ENTERTAIN (POW): The use of telling a story, instruments, singing, talk in front of a crowd, pull a joke to someone, knowing news or talk about rumours are all entertainment to people – if you do it right! The charisma, or the hypnotic personality, that enchants others is either something a character has as a natural feature or it can be built up with lots of work and effort studying idols doing it. No matter what, the result is covered in this skill (and can be used as the “soft power” counterpart to the Rhetoric skill). A successful skill test in Entertain can, if the player chooses to, heal 1 VP + PB of Vital point damage to one person of choice. This added feature, against one (epic or non-player) character, can only be done once in 24h

HEAL (WIS): How well a character can take care of wounds, cure diseases, knowing first aid and stop friends from bleeding to death are: Heal. A success skill test might be what matters to save someone from dying

HIDE (VIT): Is the aura to blend in, in crowds, find a suitable place to hide in, control breath, know how to act like others or hide things at a good place. Gives +3 to INI roll the AR the character leaves the hideout at surprise attacks

MELEE WEAPON (AGI): How to use a sword, a battle axe, a mace, a staff, a spear, a dagger in close combat, both how to attack and parry with a melee weapon is covered by the skill. (Shields are forbidden to use by heathens, and they are also forbidden by the demonic-gods and their minions [they mirror all the awesome stuff we do] – and both sides have instead developed good knowledge in Odic powers and black magic on the cost of using shields)

NIMBLE-FINGERED (VIT): The use of your hands and fingers are what this skill is all about! How to catch a thrown object, juggle, steal a wallet, tie knots, throw small things that rely on the finger and wrist, like playing dart or throw paper-planes and so on; it is the skill of the mind-hand relation control

RANGE WEAPON (AGI): How to use a gun, rifle, crossbow, bow is included in this skill

RHETORIC (POW): Is the skill that is used to bargain, bribe, lie, manipulate, falsely charm or dominate another human into believing or acting in the way the epic character wants – often based on disinformation and fear. Also thinking strategic and planning complex missions and analysing its consequences, strengths and

weaknesses, is part of the rhetoric skill

RIDE (POW): The skill has to do with the character controlling and submitting the animal to actions higher than walking forward slowly. When the character rides on a horse, donkey, elephant or any other animals and tries to do things out of the ordinary like riding fast, jump, or use any other skills on the back the epic character needs to do a skill test in this skill. It is always cool to ride into battle, jump off your horse and fight!

SIXTH SENSE (VIT): The skill covers hearing sounds, footsteps outside the door, feel the presence of a lurking enemy, recognize villains trying to blend in, spot a pocket-thief, aware monstrous odour, separate right from wrong, true from false, good from evil, false information in cases that are not obvious or suspicious. But a not successful skill test might feed you false information about what is happening

SNEAK (AGI): How silent a character can move, while trying to do so without getting spotted is the talent to sneak and is included in this skill. If the character makes a successful Sneak test, and is not spotted, he or she can do a dagger attack at the easy 1D10 difficulty, or at a normal 2D10 test choose which area on the body to hit – as the throat. The dagger is needed since it adds to the sneakiness and success of such manoeuvre

SWIM (END): When the character needs to swim in water the character must pass a skill test for swimming, when swimming a great distance, carrying objects while swimming, save someone, swimming with cloths and armour on, or get pass a stream of moving water as a river

TECHNOLOGY (WIS): The knowledge about machines, electronics, engines, constructions, traps, mines, alarm systems, computers, tank cannon, how to repair things like a rifle or car – all demands the use of this single skill. Also knowing how a system is designed – even breaking down a murder case into fragments or revealing a conspiracy might need some knowledge borderline to the skill. Even though a computer nerd and a car mechanist both know lots about very different things it is all squeezed into this skill. The Gamelord can give out modifications depending what is thinkable that the character knows or not, based on background, earlier career and education

TRACK (WIS): To find foot prints and follow them, find animals at a hunting trip, orientation in the wilderness, travel with the stars for help, gather eatable herbs, wilderness survival, use a map, are all things included in this skill

VITALISM (base value: 1): The SV in the skill Vitalism is the roof for how high epic character can have in any of power value (PV). It tells what level of knowledge the character has into the vital force that shines out from Odin supreme and reaches through the entire universe, his creation. SV in this skill can, after character creation, only be increased with the help of earned Heathen points (HP)

SKILL TEST & POWER TEST

The Gamelord decides what difficulty it is for any given action. You need to roll equal or lower than the skill value (SV) or the power value (PV). If something is impossible you do not roll, and if it is too easy to be rolled you do not roll against a skill test and auto-pass instead. “Easy” skill tests use 1D10. 2D10 is used for “normal” skill tests and power tests. Normal is the most common difficulty and can

be seen as default. When the difficulty is set to "hard" 3D10 is rolled. Impossible actions are not rolled, they fail automatically.

<u>DIFFICULTY:</u>	<u>DICE:</u>
Easy	1D10: do actions at almost no difficulty which often results in a success
Normal	2D10: do actions as they are regularly done
Hard	3D10: as doing actions in the darkness of a moonlit night
At/below trauma threshold	3D10 at easy and normal tests (hard tests are impossible)

TRAUMA THRESHOLDS

There are two different trauma thresholds: Body trauma threshold (*BTT*) and Vital trauma threshold (*VTT*). The thresholds show if a character has become seriously damaged. If the character is seriously damaged he or she has more difficulty using skills and Odic powers. The threshold is when either *BP* or *VP* reaches 2 or under (or when both are). If one or two thresholds are reached the character must roll 3D10 at both easy and normal skill rolls and power rolls. Hard skill rolls and power rolls are not allowed to be rolled at. A character can lose more *BP* or *VP* than 0, even as low as -9. (Between -1 and -9 is the critical roll [*CR*] done, judging life or death – rolled each time new damage is received.) The *BTT* and *VTT* are between 2 and -9 for all skill and power tests.

RANGE WEAPON & THROW WEAPON SKILL TEST

The Range weapon skill is a bit different from the other skills. The difficulty is based on the range between the user and the target (modified by circumstances that the Gamelord explains). The range weapons have three steps of ranges: "short", "normal" and "long" range, as seen in the *EQUIPMENT* lists in the chapter with the same name, measured in meters.

<u>DIFFICULTY:</u>	<u>DICE:</u>
Short range/easy	1D10
Normal range/normal	2D10
Long range/hard	3D10

Throwing a handheld weapon at a target or an enemy is included in the Brawl skill. When throwing a weapon with the Brawl skill the distance you can throw is based on the *STR* Attribute, also found in chapter *EQUIPMENT*. But the basic is that you can throw between 0 to $STR \div 2$ meters at "normal" 2D10 difficulty and $STR \div 2$ to *STR* meters at "hard" 3D10 difficulty to hit. Throwing a spear is easier: normal 2D10 for throwing 0 to *STR* meters and hard 3D10 throwing a spear *STR* to $STR \times 2$ meters.

BRAWL & MELEE

In close combat the epic character roll to attack someone within close range (or by walking up to the enemy who is within the short distance of *MOVE* in battle mode). The one that attacks must pass a skill test in either Brawl or Melee depending on what is used to fight – bare hands, melee weapon. If the attacker is successful the defendant must pass a skill test to parry the attack. If not parried, the attack deals Body point (*BP*) damage.

A character can only attack once and parry once each Action round (*AR*) or parry twice. (For a double-handed character's double attack, see below). Melee weapons can parry melee weapons. Brawl attacks can be parried with the skill Brawl.

A combatant with no melee weapon that wants to hit an enemy with melee weapon can do so if within arm-length range.

When someone without a melee weapon wants to dodge a melee weapon it can be done with a hard 3D10 skill test in the Acrobatics skill. If the skill test is successful he or she moves away from the weapon.

A double-handed character can decide to attack twice in an *AR*; once with each of two different weapons. The option a double-handed character has is to either: attack-parry, parry-parry, or attack-attack. A double attack is done with two separated *I/N/I* rolls – one for each of the two weapons – and both are dealt separately in their given *I/N/I* order.

The attack and parry routine can be a time-consuming way of dealing with battle. But to be honest: this role-playing game is very deadly. And this *RPG* is suppose to focus on noir and small scaled battles between important individuals more than anonymous battles between hundreds on war-fields (as in *Ragnarök* phase two), so rest assure, it is the way to go! It is old-school role-playing and *RUNELORD ADVENTURES RPG* is just that!

TIME IN ROLE-PLAYING

A role-playing game can be played in different “times”: “real time” (*RT*) moving with the clock on the wall, in “story round” (*SR*) that has a number of actions tided to it (can be described as a scene in a movie) or in an “action round” (*AR*) that is approximately 5 seconds long, give or take a second or two. *RT* often has fewer tests rolled out with dice and is more spoken-word oriented. *SR* might have several different skills used by the epic character, and the future might be either obvious or with some loose ends yet to be solved. In *SR* mode things might move on pretty fast, even though dice rolls might slow things down compare to playing in real time (“Okay, you want to smash the window, climb the tree outside – okay, go, but if you fall you will be hurt enough to probably be caught by the Ghost with pants down – so you know!”). In an *AR* details are in focus and every little thing is of importance, like in battle on life and death with an open end to things. So an *AR* will be more

explained here, since it is slowing things down and is often rule-crunchy based on level of importance.

ACTION ROUND

An Action round (*AR*) is 5 seconds long and is split down to several phases all done in an order. The phases are: 1) "initiative phase", 2) "attack and parry phase" and 3) "Gamelord phase".

First the participants roll Initiative (*INI*). Who participate in an *AR* is up to the Gamelord to decide. The character or non-player-character that rolls the highest *INI* goes first: declare the desired action, and if allowed to, execute it. Execution can be movement (*MOVE*), use a skill (*SV*) or activate an Odic power (*PV*), draw a weapon, pull a lever or anything imaginable within 5 seconds and is considered one linear action. If an Odic power is activated with a power test it will often be activated the next *AR* – no matter when in the *INI* order it is activated. *INI* often is modified by what weapon is used as well, as some are faster to use than others (see the *EQUIPMENT* chapter for more details on weapon *INI* modifications) and other are slower gaining more damage (like the difference between a jab and a strong hit).

Phase two is to roll attack, and if succeeded, the one that is under attack will be able to roll for parry (or Brawl 3D10 to dodge an attack). A character can normally either attack and parry one time each – or parry two attacks each *AR*. This can come to handy when planning what to do. Maybe it is not a wise thing to attack if you are opposing three enemies on your own, instead parry, call and wait for backup.

Phase three is when the Gamelord sums the consequences of the past *AR* to give the players a clear picture for what is next, in the coming *AR*, for them to formulate next declaration of desired actions in the new *AR*.

DIFFICULTY IN BATTLE ORIENTED SKILL TESTS

Most often 2D10 are used as default in the skills like Brawl, Melee weapon and Range weapon. Sometimes this is different, as seen here. The circumstances can be of any sort the Gamelord says.

DIFFICULTY DICE:

- Easy/1D10
- Normal/2D10
- Hard/3D10

CIRCUMSTANCE:

- attack unprepared foe (just awaken from sleep, sucker-punch)
- basic battle in 90% of the cases
- if a character is below the trauma threshold/do the extraordinary

DAMAGE DICE

When a range weapon, an Odic power like a “Vital projectile” or a close combat skill has resulted in a hit, it is time to roll damage dice (*DD*). Here is a basic list of things that do Body point (*BP*) damage (for things dealing Vital point [*VP*] damage see chapter *ODIC POWERS UNVEILED*, while more weapon specific *DD* are found in the *EQUIPMENT* chapter.

BP damage is categorized into steps of damage: Brawl damage plus weapons without steel (1D5) or steel weapon damage (1D10). You add Pain supply (*PS*) to both close combat and thrown objects used as weapons. All melee weapons have a Weapon modifier (*WM*) added, next to Pain supply (*PS*).

<u>WEAPON:</u>	<u>DD:</u>	<u>SKILL:</u>
Hit, kick, elbow, knee, thrown object*	1D5+PS	Brawl
Baton, staff, rifle butt, stone	1D5+WM+PS	Melee weapon
Steel weapon: sword, axe, mace etc.	1D10+WM+PS	Melee weapon
Pistol, revolver, rifle, bow	1D10+WM	Range weapon
Assault rifle	(1D10+WM) + (1D10+VM)**	Range weapon
Shotgun	2D10	Range weapon
Rocket launcher	3D10	Range weapon
Hand grenade	3D10+5	Brawl
Fire thrower	2D10	Brawl
Tank shot	6D10	Technology (to operate)
Land mine	3D10+5	Technology (to activate)

*like a bottle, a smaller stone, a wooden chair and so on

**is the damage of shooting a five shot burst, and are counted as if two shots hit separately. (Closer to the reality cannot this fantastic simulation come)

See the weapon charts in the *EQUIPMENT* chapter for *WM* for each specific weapon.

THROW WEAPON DAMAGE & DODGE

A thrown weapon, let us say a thrown dagger, does the same damage thrown as used in melee battle (*DD+WM+PS*) with the disadvantage that the character no longer has the weapon in hand. While a character cannot avoid Range weapons or projectiles of magic, as vital projectiles, bullets or arrows, your character can dodge a thrown object or weapon. To dodge a thrown object or weapon, roll a hard skill test with 3D10 against your skill in Acrobatics.

FUMBLE & PERFECT DAMAGE MULTIPLIER

When Perfect or Fumble is rolled at a skill test or power test and the action means *BP* or *VP* damage, the damage is multiplied. The numbers below is the sum of the dice rolled. Let us say you roll for a normal 2D10 skill test in battle and one die show number 1 and the other die show number 2. This would first be a successful skill roll (with the result of 3) and when the dice show the combination of number 1 and 2 it is also a Perfect roll! For massive damage, roll *DD* and add all the modifiers (*WM*, *PS* or *PB*), then multiply it as the chart says:

<u>DIFFICULTY:</u>	<u>FUMBLE:</u>	<u>PERFECT :</u>	<u>DAMAGE MULTIPLIER:</u>
Easy/1D10	-	1	(<i>DD+WM+PS</i>) x3, or (<i>VP+PB</i>) x3
Normal/2D10	9+10, 10+10	1+1, 1+2	(<i>DD+WM+PS</i>) x3, or (<i>VP+PB</i>) x3
Hard/3D10	9+9, 9+10, 10+10	1+1+x*	(<i>DD+WM+PS</i>) x2, or (<i>VP+PB</i>) x2

*Perfect: if the roll is also a successful skill test or power test (below or equal to *SV* or *PV*)

A perfect roll in battle cannot be parried and the damage cannot be absorbed by armour: it is a perfect hit! If a character rolls perfect when parrying it works as a counter-attack; the one that rolled a perfect parry instead does an attack with multiplier, that is not possible to parry or dodge for the original attacker and armour cannot absorb the damage.

HIT LOCATION CHART

When someone is hit the Gamelord, or the player, rolls for where on the body the strike has hit. This is important, since armour absorbs damage on the body part it covers. A helmet will absorb a certain amount of *BP* damage for instance. Roll on the chart and see where the hit struck. (The “special effect” only count for use of steel weapons. With “actual damage” it is meant the damage that is not absorbed by armour – the actual damage to the body after *DA*.)

<u>2D10:</u>	<u>HIT LOCATION:</u>	<u>STEEL WEAPON SPECIAL EFFECT:</u>
19, 20	Heart	Instant death if actual damage is 5 or higher
17, 18	Right shoulder	
15, 16	Right leg	
13, 14	Right arm	
12	Chest	
11	Head	Instant death if actual damage is 20 or higher
10	Stomach*	
8, 9	Left arm	
6, 7	Left leg	
4, 5	Left shoulder	
2, 3	Throat	Decapitation/death if actual damage is 10 or higher

*when stomach is rolled, roll an additional 1D10; with a result of 1, 2, 3 or 4 the sex organ is instead hit, with an additional +2 BP damage together with 2 VP (+ PB) damage

The Gamelord can also chose which location on the body that is hit if the circumstances is obvious. The hit locations, as with all the other rules here, work the same for the monsters (Gamelord needs to cover rules for a monster tail or horn being hit though).

CRITICAL ROLL

When a character gets *BP* or *VP* damage of -1 down to -9 it is time to roll the critical roll (*CR*). If your character does not pass the test the character is dead. Normal sized characters (age 16+) and large monsters roll 1D10, while small enemies, like Kobolds, only roll 1D5 due to small body size (see the chart/graph beneath).

The *CR* is rolled already at -1 *BP*/-1 *VP* where only number 1 on the die roll means death. You want to roll a high number on the *CR* die, to ensure survival.

You need to roll a **number** on the die that is a higher **number** than the actual damage.

Example: Let us say your character has -3 *BP*. If the *CR* shows the numbers 10, 9, 8, 7, 6, 5 or 4 on the *CR*, the character is unconscious but is still live. But if you instead roll 3, 2 or 1 your character is dead from *BP* or *VP* damage.

No character can have below -9 in *BP* or *VP*. To roll 10 on a normal 1D10 *CR* is always a “survive” rolled. You roll a new *CR* every time new damage is added to the absolute value of damage of your character, and also roll again even thought the character already had -9 and survived the last *CR*.

If “10” is rolled the character stays conscious (with a hard 3D10 difficulty in using any skills or powers as with all damage at 2 *BP/VP* or below [the Trauma threshold] down to -9). If 10 is rolled at a new *CR* while unconscious, at new received damage, the character stays unconscious but is alive.

FORMULA (BP CR or VP CR):

*CR 1D10 ≤ absolute value of damage → dead**

CR 1D10 > absolute value of damage → unconscious

CR 1D10 roll 10 (the 0 in the die) → stays conscious / as is

*If the character is enough epic (has 21 *HP* in *SHI*), his body-mind and soul dies while his spirit goes to Valhalla where the epic character joins the Eternal warriors. An epic character can either die by physical *BP* damage or die as the result of *VP* black magic attacks or curses (like dying from the occult curse of brain-cancer to give an example) – which are attacks as good as any – to be defined to “die in battle”, be blessed by Heimdall and travel to the warrior haven of Valhalla. Characters with less than 21 *HP* in *SHI* that die of *BP* or *VP* damage goes to Hel’s realm of the dead in the Netherworld, maybe to be freed once again for a “second” run for the gates of Valhalla. A heathen who dies of vital damage loses his/her vital energy needed to make their heart beat.

Ordinary non-epic characters that die of *BP* goes to Hell too, but those who die by *VP* damage is instead possessed and part of the “Legion of possessed”. That is the Runelordian “death”, so you know

How long a character is unconscious is up to the Gamelord and can be based on the amount of damage or the sort of damage. One successful Heal roll could go as waking the character up again, to give an example.

Here is a chart to explained the *CR* in a graph:

<u>DAMAGE:</u>	<u>SUCCEEDED 1D10 CR:</u>	<u>SUCCEEDED 1D5 CR:</u>
(0+	no <i>CR</i> needed	no <i>CR</i> needed)
-1	# 2, 3, 4, 5, 6, 7, 8, 9, 10	# 2, 3, 4, 5
-2	# 3, 4, 5, 6, 7, 8, 9, 10	# 3, 4, 5
-3	# 4, 5, 6, 7, 8, 9, 10	# 4, 5
-4	# 5, 6, 7, 8, 9, 10	# 5
-5	# 6, 7, 8, 9, 10	(no <i>CR</i> : dead)
-6	# 7, 8, 9, 10	(no <i>CR</i> : dead)
-7	# 8, 9, 10	(no <i>CR</i> : dead)
-8	# 9, 10	(no <i>CR</i> : dead)
-9	# 10	(no <i>CR</i> : dead)

HEAL DAMAGE

The human body self-heal 1 *BP* after a good night sleep. A successful skill test in the Heal skill stops normal bleeding if bandage is used and heals 1 *BP* immediately. A success Heal can only be done on the same character once per 24 hours. An unsuccessful Heal skill test can be rerolled over and over though. And the Odic power called “Magic heal” can do wonders as well.

VP is recovered at a speed of 1 *VP* per hour of rest or sleep. A character can regain *VP* even awake, as long as he or she is resting. Taking care of your berserk children at home is not resting. Having a beer, being alone, watching the sunset is. And the Odic power called Bless can also help recover *VP*.

An unconscious character becomes conscious when the *BP* or *VP* damage has healed to 0 *BP* or more. If both *BP* and *VP* are below 0 both has to heal back before the character is conscious again.

Coma happens to a character if the character succeeds with three *BP CR* in one Story round (*SR*) or in one and the same battle. The length of the coma is up to the Gamelord to decide. Psychosis happens to the character if the character succeeds three *VP CR* in the same *SR* or battle. The Gamelord decides how the psychosis acts out, and need to explain it to the player to take in consideration when role-playing the ill psychotic character. After a couple of months the psychosis fade away – this is only for epic characters, while ordinary people suffer much longer.

CHAPTER IIII

RUNELORE



This chapter includes the Runelore Encyclopaedia for general wisdom familiar to the experienced heathen, rules for how an epic character becomes better, faster and stronger with the help of experience points and heathen points, descriptions of the realms and things needed for the Gamelord as charts for encounters in urban environments and so on.

RUNELORE ENCYCLOPAEDIA

Runelore is heathen folklore and heathen religion in one. Within the Runelordean heathery there are a large number of tropes. As I, Fredrik Holm, being a Cunning man under Runelord, I am dictated by him to reveal as much of the basics as possible. Here is the 101 version of Runelore as it was told to

me, between summer 2015 and winter 2016. They are all important in the game setting as background information, understanding why things occur and what it leads up to, all given here in alphabetical order.

ABYSSIAN FEMME: is three individual entities related to time itself – the past, the present, the future – and are related to the end of time itself; “light vampires” from far away, have the same origin as Odin

AGE OF CHAOS, AGE OF GOOD, AGE OF LIES & AGE OF TRUTH: is the world history split into ages turned by war. The “first” and “second war” happened in the Age of chaos/First Age of Necromancy; the “third war” happened in the Age of good; a “fourth war” will happen in the present Age of lies – called Ragnarök or Doomsday, where this RPG take place (in the first phase of the war that is). The Age of chaos and the Age of lies are also referred to as the two ages of unrighteousness; The Age of good and the Age of truth are also referred to as two ages of righteousness

AGE OF NECROMANCY: hidden by Loki’s grand illusion Gullweig tries to accumulate as much negative existence as possible, enough to pull off the necro-spell that starts Ragnarök phase two. The New Age of necromancy is the future demonic alternative age to the humane Age of truth. Depending on who wins the upcoming war between good and evil. There was an old Age of Necromancy ruled by Giants of chaos before Odin took over

AGE OF RIGHTEOUSNESS & AGE OF UNRIGHTEOUSNESS: is the evolution of the reality turning from an age of wrong into an age of right into an age of wrong into an age of right. An age of righteousness shows things for what they are – when the grand illusion suffer in power; An age of unrighteousness cloaks the truth in false manifestations. This dichotomy has happened in the past, happens in the present and will happen in the future until the day the Abyssian femmes have drained all energy from our sun. Some heathen intellectuals even argue that the dichotomy is endless, both backwards and forward and that “a Ragnarök” is nothing more than the closure of an époque; an argument bordering to heresy among the hardcore heathens. “Age” are also called *Time* of Unrighteousness or *Time* of Righteousness from time to time

ANARCHO-CAPITALISM: is the best description of the underlying structure which nature, all humans and societies work, including all companies and all states. It is not an ideal but a fact, if you ask Runelord. It is born in the “War all against all” and continues all the way to the top by competition, greed, feud, conflict and war. It is described in its intellectual ideal-state as medieval Iceland or in the 19th century Wild-West but is all over, all time from the beggar to the king, suppressed or not, all raging free as anarcho-capitalists aiming for the loot and power. When things are at peace “anacho” falls off and only capitalism remains – until anarcho comes back by historic determination

ANTEDELUVIAN: is the name of the sophisticated fire giants that conquered Atle-land. They still dwell in these golden buildings within the Earth and will return in Ragnarök phase two. Some of them walk among us cloaked and several of them are represented among the world leaders. They are masters of earthquakes and Obic bombs, mastering destruction at land on a macro-level. They can also engineer subterranean catacombs by concentration of the mind when more than ten of them work together. All in all: they are manifestations of wickedness and destruction

ARMY OF FENRIS: is Fenris the Beast’s army of were-men and lycanthropes; it is the smallest of the armies in the Forces of death at this point. Their mission is to spread as much aggression, primal rage and animalistic behaviour as possible among humans. (A heathen is not an animal – a heathen is the truest sense of a human, deepening the truest sense by being more and more true human: On one side of the heathen is the primal beast – on the other the corrupt ego-mutant destroying the world through corrupt policy and law) Fenris is

manifestation of bestiality in its “perfect” sense

ARMY OF UNDEAD: is the necromancers, ghouls, necro-men and skeletons controlled by Loki and his daughter Hel – the princess of death; the living dead

ASK & EMLA: are the two first humans created by Odin

ATLE-LAND: is a long lost civilization that was ruled by heathen masters of Odic powers. Since it failed it is not seen as an ideal but an old attempt and a lecture that not even a civilization lasts forever

BATTLE FOR GREATNESS: on the epic character’s way to reach Valhalla the character also battle against great monsters, not only for the good cause but also to become as rich, show as much powerfulness and become as famous as possible; all included in the epic character’s battle for greatness. Is also the name of part two in the album trilogy, and has a lot to do with the concept of individualism or small groups of individuals of “More men”

BERSERK: is a human of raw power staying true to the Odin-within, always attacking, not tolerating cowardice and is the hardcore warrior in the resistance against the Forces of death

BICAMERAL MIND: heathen leaders from the past were in contact with the gods and demigods through messages received in a brain able to do so. Later mankind lost this kind of brain and became more superficial and less capable of things relying on imagination. Odic powers are channelled through the opened bicameral mind-body

BLACK MAGIC: arcane witchcraft, sorcery, necromancy, demonology are all subgenres of black magic which is the dark side, “Ob”, of the universal cosmic vital power that exists everywhere in universe, the creation made out of the evil fibre of Ymer – the prime giant

BLOODLINE OF THE BERSERK: every human are created by Odin. Through their heritage everyone carries the gene of the salvation-aggression needed to do the greatest things. The gene become activated as an individual embarks onto the heathen path of Runelord in life

BODY: shaman leaders or legendary warriors from the past can embody a new body, a new epic character, every time they are released from the chains of death and are given a new try to run for the gates of Valhalla. Each body knows earlier experience through their inner wisdom

CC1/2/3: “Corruption Cleansed” – level 1, 2 or 3 of “free from sin and pain”; CC, a phrase within the Vitalism discipline

CCC4: “Completely Corruption Cleansed” – highest level of “free from sin and pain”; CCC a phrase within the Vitalism discipline

COLDNESS: the cold Nordic wind is needed to stop the desert-world from growing. Being “cool” is also better than being “hot”, according to the blessing Angels of the north and the Freyans. Coldness is adamant and a good force in the global geo-engineering wind-wars

CULT OF YMIR: is the secret society and conspiracy of the self-aware possessed leaders. The cult members know they are possessed and love it. They are personifications of Loki and Gullweig in human forms, and create evil plans and conspiracies against all that is good within mankind. Ymir is the name of the prime giant – father of all giants – that ruled before Odin came “from the outside” and conquered cosmos, slaying the prime giant.

Cultists long for the New Age of Necromancy and live the dark ideal already, here and now (today+15 years). Cultists gather and have dark rituals in the honour of Ymir, Loki and Gullweig – often much closer than one could think...

CRYPT: is a place to be dead in and a place to resurrect in

CRYPTIA: is the name of the entire subterranean chamber generator realm, the gateway to all the realms in the Netherworld

CRYPT OF PAIN: is the name of the realm of Runelord's blood; in contact with his blood the bloodline of the berserk is activated instantly

CUNNING MAN/WOMAN: men and women with an active bicameral mind in contact with Runelord; today's heathen shaman and bard-leaders

DEMONOLOGY: the knowledge to summon and control flesh demons or possess humans, crafted by Gullweig and Hags mostly, but also Loki when he is up for it

DOOMSDAY SCRIPT: is the prophesy text/lyrics on things to come. Is part three in the album trilogy

DRAGON: are related to the dinosaurs, and their bones are used to create beast-dragons, ghoul-dragons and skeleton-dragons. Real dragons are re-embodiments of the dragon spirits free from broken Dragon-ships

DWARF: a short species created by Odin to help him create metals, ores, weapons, gold and such at the dawn of time. More of the regular dwarves will come to Middle-earth at Ragnarök phase two to help humans by enchanting objects with their metal forging spells

ELF: a species created by Odin to help him create all the beauty of the nature, plants and flowers, landscapes, colours. Most left are female elves, since the elf men got corrupted based on their coward demeanour. Elves do not have pointy ears. They are extremely beautiful demigods, and will help Freya renew the beautifulness of nature during and after the so-called "recreation" of the world. Before that, they will come to Middle-earth at Ragnarök phase two to help humans by enchanting objects with their non-metal nature magic spells

EPIC: is above and beyond ordinary

EPIC CHARACTER: is a character able of fantastic things in their battle for greatness, working piece by piece to enter Valhalla and save as many humans as possible leading them into the Hall of protection of Freya

EPOS: is the sum of a man's life. Beyond the epos is death; death, either temporary (if epic) or forever (if possessed)

ETERNAL WARRIOR: men gather after their epos in Valhalla, while Eternal women, the Valkyries, gather in the Halls of Freya next-door – so everyone can concentrate on training/fighting. In the land of the gods they practise, rest, feast, until they are needed at Doomsday/Ragnarök. At feasts they all feast together, sometimes in the Halls of Freya sometimes in the Halls of Odin. Eternal warriors are of course people that succeeded in life, in their battle for greatness, and are the main ideal for any heathen of the Runelord schooling

EVIL HEATHEN: they do exist, but are very rare – knowing the truth but are not living by it, using its tricks to deal harm instead of help the mankind

EVOLUTION: through veils of plague and pestilence of suffering though aeons, eras, ages, times and episodes has the human perfection of surviving reached up to us living in the historical moment and climax called present. Religions, including the heathen religion, guarantees eternal life – the ultimate surviving programme

EXISTENCE: is the coolest and most precious thing we got – a constant climax of awesomeness; it takes place in the historical climax called: now

FATHER OF THE SKY: is another name for Thor – the destructor, god of thunder, lightning and vengeance

FENRIS: is Loki's son, a Wolf demon-god, "the Beast", father to Were men and Lycanthropes and demonlord over the animal magnetism in hooliganism and pointless violence of negative existence

FIRE GIANT: is related to Surt the demon – god of lava and magma at the Earth's core. Some of them turned sophisticated and became the Antediluvians able to blend in among humans in human societies. They want the world to boil and explode

FLESH-MAGIC: is the witchcraft spell to clone beast men. Needed is a human skeleton and meat of any kind, and in a tub called a witch-pool can the homunculus beast-man be born

FRAMPÄRK: also known as Viking ball. Is a game played by heathens in the past and also in Valhalla on the fields around the great halls. The sport has survived in Middle-earth on the island named Gotland in the Baltic sea. It survived on this isolated place along with an exiled heathen tribe, now a part of what historians call Gutes

FREYA: is the goddess of nature, birth, beauty and is the ideal for a state of peace in a distant future. She is by now passive but will become very active in the recreation of a land of Truth. Her hall in the azure sky realm is called Hall of Protection, inhabited by Valkyries and spirits from saved people

FREYAN: is a super heathen human super babe

FROST GIANT: is capable to live in colder regions, as in space, and have a colony inside the moon's "dark side". They control flying vehicles able to travel in space and are the reason to flying-saucer spotting throughout history. They have an alternative plan for the mankind than their abandoned demon-gods, and want to tame them and use them for slaves in their plan to conquer the stars

GAUNTLET: the young epic character's life – or player's life for that matter – will often be a long gauntlet (from Swedish: "gatlopp") through society; it is the price of being true and stay real – in the wrong age. Often this uprising spawns belief in the heathen religion of Runelord, and opens their minds for the wisdom in Runelore

GRAND ILLUSION: Loki control the non-bicameral mindset of the presence by making the brain incapable to see truth and be true. The non-bicameral mind is an one-dimensional blank mind easy to control, fool and suppress into the mindset of "you're nothing – don't think you're somebody" – even though fact is that everybody is somebody... great! This corruption can be banished

GRAVE MASTER: possibly a one-of-a-kind special shaman insight mind homunculus of Runelord able to sometimes penetrate into the Netherworld and in Hell call upon lost heroes of the past to come forth and be reborn in a new embodiment; the message is unclear, and the myth around the Grave master is here presented as a rumour

GIANT: is often called demon-god, and refer mostly to the demon-gods/giants Loki and Gullweig. The definition includes also Ymir, Antediluvians, Elemental fire giants, Frost giants, Surt, Fenris, Hel and the Great serpent

GOD-MAN: see STRONG INDIVIDUAL

GOLDEN CHAMBER: is a legendary chamber (or chambers) of gold and gems that all men seek for in their heart or for real. If you find it you might get economically independent and free from 99% of all problems as well as free form “constant problem gazing” that corrupts the body-mind, soul and spirit as being short on money

GREAT SERPENT: is also called the Midgård-snake, a trans-dimensional creature able to crush continents with its large body – with its trans-dimensional eyes fixed on Midgård this time. He is big enough to swim around all continents of man, and often has his head in the Atlantic ocean, his body through the Indian ocean with his tail is in the Pacific ocean

GULLWEIG: is the demon-goddess of black magic and pure evil in its ideal state; a super-hag

HALL OF PROTECTION: next to Valhalla – the hall of eternal warriors – is the hall of Freya, also known as the Hall of protection. Each ordinary individual that are saved from the Forces of death by an heathen epic character, and is deeply thankful for the help, is after their life moved by the Valkyries to the Hall of protection where they are saved from Doomsday (paused in existence/tied as vital energy into the building itself) ready to populate the new world when, or if, it occurs

HEATHEN CHIVALRY: is the heathen man’s honour to protect women and children from evil men – and the heathen woman’s honour to protect men and children from evil women. Can be described as in-gender conflict solving, and is why heathen bands including both women and men are more successful than bands that do not

HEATHEN LEGION: is the worldwide heathen movement of bands fighting for what is true and good against false and evil. Often this heathen demeanour is default among few individuals not able to conform under conventional collective behaviour, limiting the individual from full potential, why they resist and found a new collective not following the norms of the small scaled mindset of Loki’s web of lies. (People are rebels by nature – but few own the courage to be, instead staying in the comfort-zone, hoping to be praised as normal, popular (good at being normal) a good consumer, a good new-moralist or a good worker at the end of their epos standing in front of Heimdall – the all seeing god)

HEATHEN RELIGION: is to know the axiom that you can rule instead of being ruled and living it to its highest extent. It is not based on talent, only on persistence. Rule now, and enter Valhalla later – the hall of a thousand kings and a thousand feasts with a thousand of queens, from next-door

HEIMDALL: is giving entrance to Valhalla to them that resemble a great wizard like him or a great warrior. He is able to evaluate the amount of Heathen points (*HP*) and Shimmer (*SHI*) in the dead epic character’s epos. Heimdall is the idol and ideal among the Storm masters – their “super-man”. Heimdall is half-giant, half-god and knows the way of chaos, evil, good and right. A perfect judge, knowing it all

HEL: is the daughter of Loki and is the princess of death. Her realm is the part of the Netherworld, in Western world liturgy, called Hell

HELL: is the place a character goes to if not status Eternal warrior is reached. The spirit is then fixated in a living-dead state and only released if it can fully understand why it failed, and re-release the spirit would get a new chance in a new life to race for the gates of Valhalla, before time is up. The insight is manifested by being blessed by Odin and reborn as a baby, or that fellow men pull the spirit back to life – into a life as a

doppelganger, back in life, but somehow partly empty and passive not fully able to interact with friends and ideas from the past life

HERECY: is everything in extreme polarity to the heathen religion and its lore of Runelord

HOLY FEAST: is pork, beef, beer and mead; but foremost pork, as a symbol of resurrection and eternal life in Valhalla, and mead as the drink suited for gods and kings. Beef and beer has been added since gods and kings also value variation at feasts

HUMUNCULUS: is a living entity created by a living entity, such as an epic character or a hybrid beast-man in this *RPG*

"I AM": Being the fist and simplest of the mind-body opening so-called lesser "Greatness spells" of Vitalism; it focus on the "I am" as in only comparing yourself with yourself, and no one else, in 100% of all cases in life/epos, setting yourself and, most important of all, everyone else free. When you doubt this axiom you recall it by saying "I am" (and if it helps, while looking at yourself in the mirror). The second lesser Greatness spell in order is called "Heathen hymn" and cleanse your knowledge in Vitalism from everyday micro-aggressions and small-scale corruptions (see chapter *END NOTES*). The third lesser Greatness spell is the so-called "Silver rule": understanding the following sentence to its fullest: "What you do to others – you do to yourself". That is all... at basic 101 level body-mind spells of Vitalism

IRON FOREST: is the realm which Gullweig hides in. It is a dark and gloomy place of the occult from where A New Age of necromancy might be born

LAKE OF STEEL: is a realm of body-mind-soul-spirit strengthening where man and sword becomes one in the ever still steel lake of perfection

LAND OF THE GODS: often referred to as just Valhalla even though there are more to it. It is a dimension or realm hidden in the azure sky. Three halls exist at the centre of the land: Odins' hall, Freyas's hall and Thor's hall. Around it are more halls – also referred to as "gårds" (houses with land) in arcane Scandinavian languages – such as Heimdall's hall among others. The actual *land* of the gods is green fields with only a sparse amount of trees growing. Since the land of the gods are above the clouds it is always sunshine; the realm can move in the air but is often near the northern star. You cannot enter it if not invited, only on one of several white ships collectively called Nagelfar

LEGION OF POSSESSED: is the sum of humans who have been possessed by sickness spirits and are in control by the demon gods Loki and Gullweig, often without knowing it

LIGHTNING-SWORD: are ten legendary swords of great power created by Metal dwarves in the beginning of time. A dwarf spirit is tied to each lightning-sword. They live their own lives and can assist bands in the Heathen legion if they like to – only one per band though, since they are egocentric and narcissistic by nature and cannot co-operate swords between. A lightning-sword can be used to teleport to Gullweig's dominion, the Iron forest, for "Hag reducing" adventures, by holding the sword aloft and saying the words: "Take me/us to the Iron forest" and when not tied in a battle/AR rounds "Take me/us home" to go back to original position

LIGHTNING-SWORD BEARER: one of the ten legendary lightning-swords has been punished by the gods, for reasons unknown, and is in coma. Tracked down by a man, or given to him by the gods, this lightning-sword is under that man's ruling – and that man is called the Lightning-sword bearer. By willpower is he able to conjure the sword from out of the blue into his hand as he likes. The lightning-sword bearer is a legendary heathen and at CCC4 level of Clean! Some say his real name is Sven

LOKI: is the blood-brother of Odin and is the counterpart to Odin. He stands for all lies and corruption of minds and societies. He now masters the present Age of lies that are soon, maybe, coming to an end... somewhat giving his power and dominance over to this mistress Gullweig based on her threats of nagging

METAL DWARF: holy leaders of blacksmithing among the small dwarf society in the Netherworld. Some of them take on the quest to join humans in their epic fight

METAL DREAM: Runelord's message is heavy/power metal from the past now in the minds of the free for entertainment or for filling their beings with vital aggression

METALHEAD: is a great receptor of heathery, and is a natural warrior of what is good and true. Odin idealises metalheads among his beloved humans, granting them very often bliss for life

MIND: is either bicameral and capable for creativity or one-dimensional and unable for creativity. To play this *RPG* the first mindset is more or less crucial

MIND OF METAL: when metal dreams pass forward words of steel and power from the realm of unreal (lost aeons) into the realm of real (the heathen minds of metal) the tyranny and illusion of cowardice and boredom will fall and false reality die in the perishing hate of introspective-Ragnarök

MER ONE: “mer” is Swedish for more

MORE ONE: is an individual reaching next step in being “full potential”, becoming more of himself/herself

MESSAGE FROM THE PAST: is all the album lyrics and this *RPG* together, passed forward, word by word to us from Runelord himself. Is also the name on the first album in the album trilogy

MIDDLE-EARTH: is the name for the human realm we call the surface of the planet Earth

MIDGÅRD: is the Runelordean name for the Western-world; the rest is called Utgård

MONSTER: members of the Forces of death – necro men, reanimated skeletons, ghouls, ghosts, skeleton dragons, ghoul dragons, mental slaves, warlocks/witches, hags, beast men, beast warlocks, trolls, kobolds, beast dragons, beast hybrids, were men, lycanthropes, clay golems, stone golems, great oak ones, real dragons, obic rats, occult demons, flesh demons, imps, sickness spirits, cultists, zealots, possessed people, antediluvians, elemental giants, frost giants and darkest knights – are sometimes just called monsters

MULTIVERSE: at the first war of creation of space (with the use of the prime giant Ymer's killed body) the multiple dimensions called realms were born who all are tied together with Middle-earth as its centre; yes, Terra is the centre of the universe, when it comes to level of importance

NAGELFAR: is the collective name of the special white shimmering Dragon-ships that travel through the “alternative-Azure sky realm” from Middle-earth to Valhalla in the sky carrying dead heathen spirits to Valhalla; not to mix with regular Dragon ships used for transport and air battle

NEATHERWORLD: is the realm of death, elves, dwarfs and where the army of undead is waiting to attack Middle-earth, when negativity level is at maximum, when the stars are right and the necro-spell is pulled off successfully

NECROMANCY: is the black art to give life to something dead, creating the undead skeletons, necro men, ghouls

NECRO-SPELL: Gullweig will cast it when she has enough negative existence energy collected gained from the monsters and possessed worshippers' collective mind-energy

NEO-DEATH: is the definition of undeads dying a second time, and hopefully for the last time

NEGATIVE EXISTENCE/NEGATIVE ENERGY: is the energy that possessed humans as a collective – drained through sickness spirits to the realm of Gullweig. The negative energy is needed to power up the necro-spell of Gullweig. First she needs this energy, which is why the army of undead is at hold, waiting in the Netherworld. Then, if succeeded, she will raise the army of undead to diminish the second civilization of man into ruins, dust and sole refugees if they are not capable to keep at bay, something the heathen uprising might change – with their positive existences

NERVE OF STEEL: is needed to fight the night and stare the wicked enemy in the eyes

NIDHUGG: is the prime dragon and father to all dinosaurs and dragons. There is a stain of dragon blood in every human, since Ask and Embla got fooled and bitten by him in the place of divine beauty and evil at the beginning of mankind (Nidhugg was disguised as a little cute dinosaur). This stain of evil has increased the hatred among humans making friends turn on each other. Nidhugg is also guilty for the global-warming through his hot breath that pollute the air and the oceans, and the wicked nature entities it spawn, when the warmth of Surt's pain is spewed into the world. He lives between the realm of Surt and has his heart located just under the realm of Devine beauty and evil. He is big as a continent

OB: is the evil and dark side of the power that flows through the universe, sometimes called Obic powers, but often called black magic. It's the stain of evil in all and is the Loki side of everything

OD: is the good and bright side of the power that flows through the universe, sometimes called Odic powers, vital power or white magic. It's the spark of good in all and is the Odin side of everything

ODIN: is the creator of the universe as we know it, creator of mankind and is the ruler of fate: life, death and war. His world might sound harsh and bitter, but it is better than the chaos of Ymir – giving life a chance at least, when chaos is next to entropy that deconstructs humans into fragments or zero. Without his universe there is no place for humans. Odin is blood-brother with Loki and both are abstract entities after being abandoned by the humans

ORDINARY: is much less than epic

PAIN: is the feeling of not succeeding

PLACE OF DIVINE BEAUTY AND EVIL: is a place of peace where the female elves nowadays dwell hidden in the Netherworld. In it grows also the root to all evil, as it is told

POLAR ROTATION: is the highest form of geo-engineering battle between the forces of good and evil. The Valkyries together with the Storm masters can in a collective act rotate the planet in favour to spread Ice-ages. The evil forces on their hand try to halt the rotation of the planet in relation to the sun creating one half of the planet to live in constant darkness – where the New dark age (New Age of Necromancy) would be – and the other side turn into a desert-world in constant exposure to the burning sun. The battle has found a status quo as is, but in a slight favour to the evil side, as the deserts get slightly bigger and bigger due to the global-

warming of Nidhugg's breath

POSITIVE EXISTENCE: is the state of succeeding – the heathen way

PURIFIED HATRED: is the spark needed to take on enemies solo against a thousand. To pull off a perfect lightning-strike, is born out of the purified hatred we might feel at our final hour in the crescendo of our personal war with hordes of antagonists, as Runelord did his final day in war with the hordes of beast men, to mention one among many purified hatred-expressions during the history of man

RAGNARÖK PHASE ONE: is a noir setting when the evil starts to crawl out of the ground, as pictured in this simulator or *RPG*

RAGNARÖK PHASE THREE: see RECREATION below, or see AGE OF NACROMANCY above

RAGNARÖK PHASE TWO: is the total war good against evil, true against false, when all show their true face in the massive slugfest of Doom; a perfect setting for ARPG/MMORPG video games, motion pictures and such medias

RECREATION: when one world or realm is doomed a new one takes form in the ruins. Fewer by number the survivalists rebuild the world for humans to breed and prosper in. It is a time-consuming progress called the recreation that follows Ragnarök if the humans win. When the recreation is done the Age of truth begins

RUNELORE: is the cunning words of Runelord and his perspective on the world. For you information: Runelore is not Norse mythology per see; Norse mythology and runes is only one historical echo of something much older: the Runelore, and the Rune of all runes, emanate from the beginning of space and time, and Runelord has spoken to mankind at several historical moments, the last time being around 1.300 years ago (Vendel age)

RUNELORD: is the bastard son of Thor and is the spirit speaking as the dark narrative voice on the Runelord albums. He wants to save mankind from a grim destiny, he so well knows based on own experience, and reawaken the heathen spirit among true men and women giving them the power back they deserve by destiny

RUNE OF ALL RUNES: there are a large number of runes but all of them are gathered by symbolism and magic in the Runes of all runes, seen as the X-shaped rune in the Runelord logo. Sometimes called the Rune of righteousness, Righteous rune of bane, Dethrune, Rune of resurrection and so on... but still only one: the Rune of all runes, or the "Rune". It can be seen as the inspirational star-like symbol it is, or just a cool symbol, and variations of it has been seen through history of man and in alphabets; it is not a new original symbol – highly authentic and true though

SAERHIMNER: is the god of pigs, the pig of holy meat and symbol for resurrection by eating his pork. He resurrects the next morning with flesh back on his bones ready to be eaten again

SHAMAN: is the oldest name of a Cunning man, going back to tribes, drums and smoking funny herbs

SICKNESS SPIRIT: is a demonic spawn entity that infest mind-body of the poor humans that are part of the Legion of possessed. (A ghost for instance is just a lost spirit able to deal damage – which are infested by a sickness spirit as well). They are all fragments of the slain prime-giant Ymir

SILVER SPEARHEAD: an enchanted object that was in my – Fredrik Holm's – possession, given to me by a mysterious man; are one of many copies, which I used to exit the Crypt of pain. Is unfortunately lost now – probably stolen, by the same thief that stole my (newly regained) lyrics. You know who you are!

SIN: is the state of not succeeding

SOUL: is the link between the body-mind and the spirit and can be described as the everlasting register of all organs, the brain, eyes, skin and so on, that is passed forward to next epic character (with less than 21 *HP* in *SHI*) as inner wisdom when/if reborn in new body

SPIRIT: is a force of good and truth that strives to enter Valhalla – even if it would take him or her many tries to do so. It is the inner essence of great heroes – and is what is lost as possessed

STAFF OF DESTINY: is the magic staff in the hand of Runelord. Is a symbol for law and order; as Runelord hits it to the ground making the ground to crumble. The one holding it can create “earthquakes cones” in front of him/her strong enough to ruin buildings, similar to the ‘deluvian counterpart power of evil. It is a item of legend mentioned in the song called Deathrune

STORM MASTER: is a warrior of raw power-from-within, like a fighting wizard, knowing the way of the wyrd in the universe – working next to Valkyries and Heimdall under Odin

STRONG INDIVIDUAL: is one among many “prime movers”, as part in being a polytheistic pantheon over a multiverse all summoned together in the collective experience called universe; also know as a God-man

SURT: is the demon-god of lava and magma, that will pour out of the ground at Doomsday setting Fire giants free into the atmosphere blasting Obic-bombs. He is heat, while Nidhugg is the breath of heat. Heat is also Pain itself – Surt is pain

TEMPLE OF VITALISM: behind almost gray oxidized silver doors hidden in ten mountain ranges around the world have the Storm masters kept the knowledge of Odic powers through the tough millenniums past, often threaten by crusades, inquisitions in the name of religions coming and goings. Inside the silver doors are halls carved into the mountain. In it live a few Arch-storm masters who devote their lives to weather-control and studies of the occult. They work with Valkyries to spread winds of coolness and snow in the geo-engineering war against the hot fumes from Nidhugg’s global-warming (wind-wars). This is done with rituals and the use of lightning-powered electric machines and instruments called wyrdtech. Electric instruments are actually wyrdtech inventions given to the mankind to create magic-music (there are more wyrdtech inventions.) They educate and send out Storm masters, who teach it to their own children. At some point in a Storm master’s life they visit a Temple to get a life mission from their arch-masters. Among the Storm masters is Heimdall the idol and ideal and pictures and idols of him is worshipped at the Temples. Valkyries often dwell at Temples as well

THOR: god of thunder and lightning, son of Odin, and father to Runelord after mating with a human woman in exile from the land of Atle-land. Is the god some religions indirectly worship under other names

UNIVERSE: is the sum of all the Multiverse realms

UNREAL: is the present state in the “phase one simulator” towards all that is true; the Lords of unreal, the Zealots, even consider Runelore not being true – so you get the idea of unreal information appearing real!

YGGDRASIL: is the World tree, picturing a huge hierarchy and harmony. Loki has turned this hierarchy and harmony into the illusion that the planet Earth is not a tree but a round globe in an endless vacuum of nothingness. One day, at the end of the recreation, brave men will summon at the top notch of the world tree and sing the anthem or Runelore that by then will be written in blood, steel and thunder – to straight things out, and form the state of peace and feast!

VALHALLA: is the ultimate place for every man that seeks ultimate success, filled with warriors' rage, hatred against the evil and urge for revenge and victory. The building expands with the number of Eternal warriors that dwell in it: vital men that live forever

VALKYRIE: is an angel of the north and together with the Storm masters they work with the wyrd art of geo-engineering, creating global-cooling against the global-warming of Nidhugg and Surt

VALLEY OF DEATH: is a state of mind in front of a moment of change – a test of torment and patience – broken by a ray of Thor's lightning cutting behind, near the spine, changing the spine and everything behind as entering the new state of personal evolution and illuminated wisdom

VIKING: is the nature-ideal for all humans – as they are masters of raw capitalism and surviving: pillaging and looting the goods for consumption. It is not a profession per see, it is a common state of mind (an archetype) among both good and evil humans and heathens (based on their intensions) all around the globe, in peace and harmony with the elements of nature

VITALISM: is the knowledge of being more, and more, and more of yourself and therefore more powerful and more vital pronouncing the basic spell: "I am" (the basic for becoming more) and in the end become God-man

VITAL POWER: is acting out being more of yourself, channelling the power of Odin – god of the universe, being a God-man in action

WAR ALL AGAINST ALL: is the nature state on an individual-to-individual level; but people tent to create social clusters – raising their fists, punching the sky – and there is the birth of civilization. Inside the civilizations the war all against all still exists, new clusters being made, and new civilizations taking form. Civilizations stand in the nature, is nature in buildings – a marriage strongest symbolized with the phallus symbol of the midsummer Maypole with people dancing around it pretending to be frogs

WITHIN: what is not on the "outside" we carry within, until it is on the outside, via recreation progress

WITCHCRAFT: is evil homunculus making and casting curses; advance alchemy

WHITE MAGIC: is good, forgotten tricks of power, Od

WISDOM OF STEEL: is true. Do not hide behind/being shields. Attack the wicked!

ZEALOT: is a political or religious leader of unreal thinking trying to appear friendly and harmless even though the Zealot – lord of boringness in a life in illusions, as part of a collective of mad warlocks, are in control of the entire world's mindset in the *RPG*'s present (approximately fifteen years into the future from when you're playing this game). Zealots' counterpart is the sole ever calling voice of Runelord

THE COSMIC BATTLE BETWEEN GOOD & EVIL

The heathen religion theurgy tells of a cosmic drama. The drama is the battle between good and evil.

On the good side we have a couple of active gods. They are Odin – god of life, death and war –, Thor – father of the sky, the destructor – and Heimdall – the all-seeing god. The Angels of the north, the Valkyries, is also very active. Odin and Thor have since being abandoned and forgotten turned into more abstract gods. Heimdall and the demigod Valkyries often take their humanlike manifestations and the epic characters can meet them through their adventures and sagas. Last but not least among the good ones are the spirit of Runelord.

On the evil side we have a couple of active giants/demon-gods. They are Loki – master of the grand illusion – turning truth into lie, and lie onto truth, and Gullweig – the goddess of pure evil, the mother to all demons. They have once before destroyed the realm of the humans and tend to do it again, now when threatened by the heathen uprising. Loki and his daughter Hel – princess of death, rule an army of undead. , Loki's son Fenris the Beast rule the smaller but wicked Army of Fenris, twisted Lycanthropes, guilty to the most bestial actions imaginable within the “mankind”. The Giant serpent snake is also a child of Loki, able to pull landmasses into the ocean at its low-point of moral degradation (often based on the rottenness of the invading Antediluvians' presence). Gullweig with her hags give birth to demons to possess human souls – the sickness spirits. Together, Loki and Gullweig, create alchemical homunculus, unleashing hordes of beast hybrids upon man. Surt spreads true pain and the growth of the deserts and the prime dragon Nidhugg helps the evil duo by giving them “dragon relics” (bones in the ground) to resurrect into horrible forms.

REALMS IN THE WORLD TREE

Next to the content of the Runelore Encyclopaedia Cunning men also have shaman knowledge about the realms of the universe. In the universe there are dimensions, domains and realms. They are all a multiverses inside the universe. To make them all more accessible they are all called “realms” here.

Realms have their place in the invisible world tree hierarchy. Above the tree is the “alternative” space. At the top of the tree is Valhalla, hidden in the “alternative” sky (also called aether). Under the sky is the human realm called Middle-earth, in the centre of the world creation tree. In the Netherworld are many realms reached through the corridors called Cryptia, and even deeper into the ground is the realm of Surt were also elemental fire giants live.

The grand illusion of Loki has made the ordinary human mind not able to see the vertical world tree. Instead the world tree has in the illusion been pressed together into one spherical, planetoid realm of falsehood. Loki has also implanted the ideas that humans are not more than hairless apes without spirits and eternal life on a random planet travelling in an endless vacuum without any fate or meaning in life – space ghosts so to speak. The heathen call, tells the opposite! Yes, the apes are related to humans – but the other way around... And the heathens are able to stretch the world into

its horizontal state of truth, in the process called the recreation and birth of a “new” world initiated by the rite of the Runelore anthem of blood, steel and thunder.

MIDDLE-EARTH REALM

Is the realm of the humans, pretty much as we know it with the following big exceptions. Frost giants have struck out all satellites in orbit and Antediluvian black magicians have destroyed Internet with an occult virus; therefore no networking between computers (no economic transactions and no digital communication), no cell-phones working, no digital television. People are in chock – their smart phones are as good as dead.

This has a massive effect on the global economy regressing fifteen years over a night. The regression continues with a 300 years setback only in one year where it stabilize somewhat. People try to cash out from their banks, and crime sky rocket into anarchy. Gold becomes very valuable, since currencies become unreliable and even worthless.

States war against crime, gangs and mafia who are taking more control under the new order of things. War rage in all regions used to war. Rumours of strange things of the supernatural become more and more common and religion more powerful than politics. High buildings, as water towers and church towers, are used as watchtowers. People start to arm themselves with guns and melee weapons – some even with medieval weapons and armour as breastplate and helmets.

Actually, medieval weapons become very widespread: making some wonder where they came from all of a sudden. Societies turn more and more into tribal societies of town-people going together, optimising survival, in the anarcho-capitalist state (while “war all against all” takes over in the country side). Larger families gather into clans. The description of a new Dark-age is pretty striking, with modern things like cars and tools taking part. Next to weapons, cash, gold and food, also owning gasoline becomes a measure of power, wealth and success, and the gas stations become drained one by one. Horses become more and more popular for transportations. Electricity works fine though. Heathens power up their Atari Jaguar for a night of Ultra Vortek and Brutal sports football, not worried at all...

It is a time of disasters – it is the time for heroic heathens to watch over the lands.

AZURE SKY REALM

Above Middle-earth is the Azure realm, a parallel spiritual sky behind the regular sky; it is the realm where dragon-ships can ride free. When entering a dragon-ship, it vanishes from the regular plain and enters the Azure sky realm. The frost giant ships can travel in both parallel skies, but human dragon-ships cannot as with Sphinxonian guards. The alternative azure realm is used for

transportations of heathens over the world during missions lead by the Heathen legion. The Azure sky realm continues out in “alternative space” – but to enter it with the dragon-ships a successful power test in the Odic power “Immune to extremes” is needed for each epic character joining. Travelling from Earth to the moon only takes 12 hours (based on new fact, in the *RPG* setting)!

VALHALLA REALM

The realm of the gods is located in a hidden place in the Azure sky realm. Only those worthy Valhalla can access the land of the gods as spirits beyond their epos transported with a Nagelfar ship. Valhalla can also be reached by walking up the rainbow bridge, if the epic character is able to find the rainbow that is (one chance in a million). The rainbow is also used to distribute Eternal warriors at Doomsday around the world to defence hotspots. Valhalla is moving around and can be anywhere in the sky but is often close to the northern star, it is said.

OUTER REALM OF THE FROST GIANTS

The Frost giants are the rulers of the “alternative space” realm. Inside the dark side of the moon is the frost giants’ realm located. They have azure-travelling vessels as well, the Obic-saucers, which also can travel through real-space and the Earth’s atmosphere. Their society is very modern and looks like being inside a computer, with dark green walls of circuit cards, diodes and such, floors of light grey colour and screens giving out information to the giants and their missions. A successful power test in the Odic power “immune to extremes” is needed for each epic character to be in this realm – no matter if it is outside or inside their moon station. Very few heathens have been there, only on rare sabotage missions as planting an Odic bomb or so.

CRYPT OF PAIN REALM

The small but very important realm of Runelord is open to those who have been called. It is resetting itself for every new band or character that enters it. It contains an infinite test of skills.

The test is beating a skeleton with a mace that is found in the first cave room. The second room is inhabited by a clay golem, a battle-axe a pile of gold worth 500 EURO/USD can be found here. The third room has a sword and a necromancer ghoul in it. They shall all be slain by the right weapon, or to be thrown out of the test. In the inner sanctum are three runes (that looks like an R, X and an upside-down L) carved into the stone wall with Runelord’s blood smeared onto the runes, the X-shaped being the Runes of all runes. If touched the epic character will be gained the 1 “Warrior of the good” HP.

This realm can be used as an introduction adventure for new players, letting them get hands on medieval weapons, gold and “Warrior of the good” HP. All this can be brought out of the crypt. Even though it reboots and generate a new mace, skeleton, axe, golem, sword and necromancer it can never be entered twice by the same epic character or band. The Crypt of pain can open anywhere on the planet and call out for the local heathens. It is often entered deep in the forest via a hole into the cave, covered by a large stone door, before it vanishes after use.

IRON FOREST REALM

The realm called the Iron forest is the result of the negative energy generated by nightmares, horror, terror and immoral behaviour in general. It is located in what is called the alternative vacuum of space. By touching one of the lightning-swords a band of heathens (2 to 5 epic characters) can travel to the Iron forest, the realm of Gullweig – the demon goddess of pure evil, and back when not in a battle.

This place is electrified by the large negative existence energy that is accumulated here; Gullweig trying to ignite the necro-spell starting Ragnarök. The Iron forest mostly is undead trees of rusty iron. The negative energy creates a constant rapid flash effect much like a stroboscope. Screams and howls can be heard in the distant next to a base sound much similar to a leaking gas pipe. When heathens succeed in fighting the guards of the realm the stroboscope effect is paused and deep darkness replaces it for a while, before it starts again in a minute or two.

Each minute there is a 20% chance that 1D5 ghosts appear. They attack with a terrifying face scream attack in front of the intruders dealing 2 VP each to all of them (a special Iron forest attack). They are beholders and guards sending information of the intruders' location to evil Hags. Each time the intruders are discovered by the sentinel Ghosts 1D5 Hags appear to attack the epic characters while the Ghost depart to monitor other parts of the forest.

For each hag killed the Ragnarök phase two is postponed approximately one day. This is mainly what the lighting-swords do; they send epic characters to reduce the number of Hags – postponing Doomsday. This no-brainer defence is all Gullweig has to send forth. If the epic characters kill 10D10 x 3 waves of hags they can enter the gloomy castle of Gullweig and kill the demon goddess and actually win this RPG/simulation. Gullweig has the same stats as an ordinary Hag, occupied in her master plan to rule the universe with her lover Loki. But as long as some Hags are killed the charge is not fulfilled and the day is saved – by the holy true heathens, bringers of the Light of good (Shimmer).

The Odic power “Immune to extremes” needs to be activated to enter the Iron forest realm, located in space.

RAVEN INN REALM

It can happen to any bar in the world that the Raven inn realm appears on top of it. It is hard to notice the difference. What happens is that the beer gets enchanted without any change to the taste. The enchanted beer works as the alchemical Healing potion, healing *BP*. The ruler of the realm is the “Brew master”, a dwarf-spirit with the task to strengthen the heathens this way. The result is a magical party atmosphere of heathen craziness and anti-civilized behaviour: a perfect males’ den for both men and (often fewer by number) Freyans alike.

DUNGEON OF DEATH REALMS

The monsters of the Forces of death summon in hideouts in underground complexes, called Dungeons of deaths. Here they have their HQ as a terror cell and do evil deeds in the location above, killing, kidnapping and so on. More than three thousand of these dungeon realms exist throughout the world at the beginning of Ragnarök phase one. The inhabitants of a dungeon of death can be of any sort or combination from the chapter *FORCES OF DEATH* – necromancers, skeletons, necro-men, were-men, dragons of any sort, 400 x hybrids, flesh demons... The entrance is often a well hidden open cave, or hidden behind a stone hatch or old wooden door into the cliff and into the underground. Heroes often take their adventures down the dungeons for clearance of their lands and regions. Dungeons of death are hideouts in Middle-earth, and are not counted as a part of the Netherworld.

NEATHERWORLD REALMS

While Dungeons of death are all fixed networks, of cave halls that the Forces of death keep as bases in the Middle-earth realm for missions in the regions they are in, Cryptia – the chamber generator, on the other hand is a network of randomly created chambers. Cryptia also works as a portal to the larger realms in the Netherworld. The Netherworld is the hideout for the army of undead. Entrances/Exits can spawn anywhere and new Dungeons can be filled, and do so frequently when the Forces of death get their things together.

CRYPTIA – THE CHAMBER GENERATOR REALM

Cryptia is a multiple-realm of micro realms connected together into a spooky world of endless medieval chambers of variant sizes. The connection between the chambers is made by the “black magic generator”, always rendering new combinations. The connection them between is not possible to see with the eye and entering a new camber in the generator is always through a doorway of some sort that only shows a complete darkness. When leaving a chamber you see only the room

behind you fading away before the new one fades up. It is only possible to backtrack one chamber – into the fading room. Since the chamber before that one has now been re-regenerated into a new random chamber. Therefore lots of skeletons from starved or killed heroes lay on the floors that were not able to find an exit/entrance before it was too late. It is a high risk of getting killed in the generator but high prices are also able to be found for the more ones: the Golden chamber, the Lake of steel, magic items or the chance to free someone from the veils of death in Hell.

The epic characters always enter Cryptia – the chamber generator, through an entrance chamber. The entrance will disappear when they enter their third chamber (the entrance chamber being included), but the magic generator will “remember” their point of entrance and open an exit at the same place if an exit chamber is generated. When exiting the chamber generator the exit will disappear within minutes by fading away – just like it was born, before being discovered.

If a band is split between chambers they might be departed from each other: If one guy is in chamber A, two in chamber B and two enters chamber C the guy in chamber A will be lost and be on his/her own from now on, since he will fade away by the guys moving at the front.

When moving from chamber to chamber roll to see what the next chamber contains.

<u>2D10:</u>	<u>HALL:</u>	<u>DESCRIPTION:</u>
2	Golden chamber*	1D10 x 100.000 worth in EURO/USD
3	Surt's realm*	1D5 Elemental fire giants
4	Place of divine beauty and evil*	1D10 female elves
5, 6	Enemy chamber #1	Roll 1D5 # of one kind of lesser enemies
7, 8	Enemy chamber #2	Roll 1D5 # of two kinds of lesser enemies
9, 10	Enemy chamber #3	Roll 1D5 # of three kinds of lesser enemies
11	Exit hall to Middle-earth	At the same point they entered
12	Boss chamber #1	As #1 above + roll 1 boss
13	Boss chamber #2	As #2 above + roll 1 boss
14	Boss chamber #3	As #3 above + roll 2 bosses
15	Vault of treasures #1	Money, 1D10 x 100 worth in EURO/USD
16	Vault of treasures #2	Money, 2D10 x 200 worth in EURO/USD
17	Dwarf chamber	Place of alchemy
18	Hell*	Able to free one spirit/person of choice
19	Antedeluvia*	1D5 Sophisticated fire giants
20	The Lake of steel*	A swim adds 1D10 to all Attributes and

*detour – the band must backtrack from this place

LESSER ENEMY CHART (1D10):

1	Skeleton
2	Ghoul
3	Beast man
4	Clay golem
5	Stone golem

- | | |
|----|-----------|
| 6 | Kobold |
| 7 | Troll |
| 8 | Necro man |
| 9 | Were man |
| 10 | Warlock |

Each lesser minion drops loot worth 1D10 USD/EURO

CHAMBER BOSS CHART (1D5):

- | | |
|---|-------------------------|
| 1 | Necromancer |
| 2 | Beast warlock |
| 3 | Flesh demon |
| 4 | Hag |
| 5 | Dragon, one of any kind |

Each boss drops loot worth 3D10 USD/EURO

If an epic character backtrack from a chamber they have entered the inhabitants will automatically spot them and follow them to the chamber they backtrack to (their semi-cowardice frees negative energy spotted by the Forces of death). If the enemies are able to enter the same chamber as the characters they can continue following them from chamber to chamber. If an enemy is not able to enter that chamber before the last band member leaves it, they cannot follow – being lost in the random halls of the chamber generator. When enemies stalk the character rules for *MOVE* and use of board squares can come pretty handy.

The Gamelord can alter the chart above for more variations.

GOLDEN CHAMBER REALMS

There are several golden chambers but all referred to in singular. The golden chamber is a place of stacked treasure: chests of gold, gems and pearls, shining armour and golden garnished medieval weapons. The golden chamber has a magic illuminating light that reflects the gold and gems in a fantastic rainbow-like eye-candy spectacular.

DWARF CHAMBER REALMS

Here lives a Dwarf or Metal dwarf. They can provide alchemical potions and give them to the epic characters. 1D5 potions to each character of the combination the Gamelord finds suitable. The dwarf is helpful but rude, self occupied by things he never talks about. He often gives the stuff needed to the heroes apparently to get them out of his chamber as fast as possible.

If any of the epic characters are able to use the Entertain skill successfully and amuse the old grumpy dwarf into a smile there is a chance he gives the entertainer one piece of the divine armour set. This is tradition among the dwarves and the only way they give such a gem, and for epic characters to get such an item (if not looted elsewhere). Not always do they agree that they were amused – thus only a chance, even at a successful skill test. After a successful skill test in Entertain, roll 1D10. If the roll is 1, 2, 3, 4, 5, 6 the dwarf did not agree that he smiled and gives nothing. If the roll is 7 or higher he approves the joke – often by smiling again, quoting the joke to add it to his memory bank – and gives the reward to the entertainer.

- 1 – 6. nothing
- 7. the pair of (leg) greaves
- 8. the pair of (shoulder) pauldrons
- 9. the (body) cuirass
- 10. the helmet

LAKE OF STEEL REALM

In a grotto surrounded by a dark beautiful forest is the lake of steel located under an artificial illuminated sky. In its centre is the lake with a steel mirror surface that never gets broken, even if you walk into it and swim in it. It strengthens all human attributes, if the epic character brings with him a melee weapon of steel into the lake – which is the key to open the lakes magic power. An epic character gets +1D10 added to each of the six Attributes when swimming in the lake of steel. This amplify of Attributes can only be done once an epos.

THROUGH CRYPTIA TO OTHER REALMS

Cryptia is a realm in itself and also a portal to other realms. Here are the other realms in the Netherworld.

SURT'S REALM

At the Earth's core, in the Netherworld's underground, is Surt's realm located – the home of the old elemental Fire giants. Surt is demon-god over lava and in the future, in Ragnarök phase two, he will make the earth shake and lava pour up from the ground. "Immune to extremes" activated is almost a must to move around here. This is the place where the lava swords are forged and found – swords of evil.

PLACE OF DEVINE BEAUTY AND EVIL REALM

Before Atle-land there was the “Place of divine beauty and evil” where Ask and Embla lived in, at the birth of Age of good. After Ask and Embla were bitten by Nidhugg – father of all dragons and dinosaurs –, giving them the curse of not getting along with other humans, the realm sank into the Netherworld and humans was sent into the Middle-earth to prosper.

The place of divine beauty and evil has the root of evil, which, the legend says, is kept within a slightly opened golden shrine at the realm’s centre. But the shrine is only able to be seen by a human heathen with 1000 *HP* in *SHI*. If seen it can be closed and all the evil erased from the world. This is the only way the world, as we today know it can be saved, with the modification that we all get along from now on. (It is the fourth possible ending to this game; the other three being the Recreation/Age of truth of humans win Ragnarök, the New Age of Necromancy if Forces of death wins Ragnarök, or if heathens are able to slay Gullweig in her Iron forest castle, where evil would continue but in new forms, as it is and as it has been; she would be replaced by a new hag as the new witch queen, at low level needing to build it up again which takes more than a ten thousands of years to do.)

This beautiful place, with an artificial peach coloured sky, with fantastic clouds, eternal warm summer breeze, harmonic forests, lakes, butterflies and birds, is inhabited by the female elves who long for love from heathen men. Since almost all their own men are gone they would love to mate and breed half-breeds between men and elves. If a heathen woman enters this place she will be approached by one of the few male elves walking down from a mountain peak in the distance offering her the same chance to mate. The elf men live as outcasts, renegades discarded for their weakness as beautiful cowards according to the elf women.

Elves look like humans but they are the most beautiful creatures in the entire universe – a fact, not an opinion! Everyone that sees them fall into instant love and can never forget them. As long as they get what they want they are more than friendly – if not their kindness turn into murderous hatred by being rejected (which seldom happens though). Half-elves live in distant villages guarded by the elves and their magic. Half-elves are a lesser worth bulk of servant citizens in the Place of divine beauty and evil, hold in place by guilt of carrying the root of evil in them, being half-humans. The few born in Middle-earth by heathen women are among the most famous models and artist in the world of humans, worshipped for their natural hypnotic charisma and outer-worldly beauty combined with the talents of enchanting everything they have a strong passion for.

HELL REALM

The place called Hell is a place of shadows and nightmares and time is irrelevant there. This is the place for any human spirit who did not enter the gates of Valhalla (having less than 21 *HP* in *SHI* at the moment of death). They are captured here by Loki’s daughter Hel – princess of all that is dead, until they fully understand why they lived a life in pain and sin and not a life of positive existence.

When this is solved (hard one to crack) the spirit is born again as a human baby, or brought back semi-intact by heathen helpers calling after them in the thick mist of Hell. Also all ancient giant spirits live here – called sickness spirits – which can possess humans when they are vitally killed and open for their entrance, no matter the distance or circumstance.

When a heathen band of heroes finds Hell through the chamber generator they are able to free a spirit and bring it back to life. To do so you roll 1D10 for the entire band.

If the result is 8, 9, or 10 the spirit of choice approaches from the veils of mist and can follow them into the Cryptia chamber generator and back to life in Middle-earth. If the roll is instead 4, 5, 6 or 7 a Mental slave approaches and attack the band. If 1, 2 or 3 is rolled nothing happens. You can only roll one time during each visit in the Cryptia chamber generator.

If any of the players walk into the mist they are trapped as well. Therefore it is very wise to stand only on the cliff inside Hell and not walk downwards, calling your friend to come out of the thick fog of the maze of dead, and then back-track the hell out of there!

ANTEDILUVIA REALM

The old civilization at Atle-land sank into the sea and into the Netherworld with the magic of the Great serpent. What remained of this trans-dimensional travel is a shining civilization in ruins rebuilt into the needs of the sophisticated fire giants called Antediluvians who live there, who conquered Atle-land before its doom – and plan to do the very same thing with the civilization of Midgård.

GREAT SERPENT REALM

The oceans in Middle-earth is controlled by the water-demon The great serpent (or known as the Midgård snake [since Midgård is his next target]). The Great serpent is the entity giving movement to the water creating the global streams in oceans. When a landmass is inhabited by a population of extreme dominant negative existence (let us say infested by lot and lots of Antediluvians) the giant snake can pull the landmass through the ocean and into the Netherworld. The Great snake is a trans-dimensional realm in itself and can therefore not be entered (if not standing on the landmass the serpent pulls down that is).

THE LOST HALLS OF THE DEMONS

Transcendent demons dwell in the lost halls of the Netherworld. They can access Middle-earth through being summoned by cultists. If they do enter the realm of the humans they cannot go back.

Demons are born there by negative existence – and since the negative energy is needed to cast the necro-spell they cannot grow in number, which is also why they do not change dimension light-heartedly and only one at a time. Havoc staffs are created in the halls of the demons, and are brought here by the demons when they come in into the world of flesh. Staffs are made out of demonic metal and the staffs are then crowned with an Imp skull. The staffs are then distributed among the leaders of the Forces of death as symbols of power.

THE GAMELORD, ADVENTURES & SAGAS

The players' epic characters should form a band in the holy Heathen legion. On the character sheet the players can write the names of their heathen band members. These names are the names of the other players' epic characters. A band can have 2 to 5 band members at a time. Therefore is this *RPG* a game ideal for 2 to 6 players – one taking the role as the Gamelord the others being players. The band members are not once and for all, set in stone; one character can exit and another entering it depending on who is up for some role-play in the adventure session coming, but they need to be in a band to function in the chamber generator for instance.

Why is it tied to that number? This is a game that is focused on the epic individual and his/her *epos*. A band with more than five epic characters would lose that focus. To be honest, five epic characters might be too many as well. So based on the Gamelord's knowledge of the players' personalities (that will be represented by their epic character inside the *Ragnarök* first phase simulator) the Gamelord will need to decide if five is too many or if it is not.

Each gaming session is called an adventure. Each day or evening for a player, playing an epic character inside the *RPG*, is an adventure of epic proportions – and should not be treated as if that was not the case. An adventure can be a chapter with loose endings or as part of a larger adventure called a saga. A saga can also have loose endings but should be built around a larger plot. All the sagas build the epic characters entire life, called the *epos* – the sum of heroic deeds.

Each ended adventure is where you stop playing at the moment and is where you will continue next time in a new adventure. An adventure should stop at some appropriate moment of ease. Let us say that the characters are followed by wicked villains and enter a room and lock the door behind them. This could work as a cliff-hanger for the next adventure. An adventure can never stop in a battle taking place. (If a player wants to bail the adventure during battle his or her character would be paralyzed and an easy 1D10 target to hit.)

When the adventure is over the players get their 0 to 5 *HP* the characters have been worthy of. They can now write it down on the character sheet, also changing the value of their *SHI*. Before the next adventure takes place they should be given the opportunity to use their characters *HP* to raise Attributes, the Vitalism *SV*, or buying power points to get new Odic powers with.

How to create an adventure? It should contain at least one reason to earn new *HP*: Either to battle and slay minions; slay an evil boss; do a good deed; do another good deed; show proof of excellent

heathen role-playing.

The players should also be given opportunities to use their skills. Actually it is kind of easy to just look at their skills and create an adventure where they are able to use the skills they bought higher SV in. Also pick one of the more seldom used skills and toss it in, like swimming a lake or something.

An adventure could look like this: brawl, climb, jump, run, take car, drive, shoot, track, open cellar door, sneak, hide, use swords, slay boss, drink beer.

An adventure can be 1) "Mission" based – or 2) "Random" adventure oriented.

1. Missions often come to the character with the Odic power called "Receive Runelord message". If the band has not a Cunning man member, the band could meet a non-player character that is the one who gives them a mission.

2. Play and let them be washed over by the Forces of death in a more random and more open-ended adventure. Random adventures are also a lot of fun – where characters are thrown into an adventure without any initial mission briefing, dealing with it as it comes at them (as life in a nutshell). A mix: Often does a mission turn into a random chaos and out of chaos comes new missions opportunities.

Themes are also good: Revenge, Rescue, Discover, New friend, Money, Honour...

Either the Gamelord creates an adventure – or the Gamelord lets the players do things they like to do, interacting as a citizen inside the simulation.

Start with noir like adventures where few enemies let the players get used to the *RPG* setting. Maybe, let only ordinary or weak possessed encounters stand in their way of awesomeness before unleashing the undeads or dragons or demons. As they boost up let them later take on greater and greater missions. You can even start with adventures that only include a small fraction of this setting.

How to use the storyline and the progress of things between Ragnarök phase one and the coming phase two is up to the Gamelord to decide. (I only know of what are included in coming lyrics, while all this stuff came through my active bicameral mind in 2018.)

How do Antedeluvia look like? Ask the Gamelord. How does a ghoul sound like? The Gamelord shows you.

If the epic characters want to spend some time in the more deadly realms of the Netherworld – let us say Antediluvia – they can, when entering it, use the Sneak or Hide skills to avoid being discovered (as with backtracking) for some exploring hang-time, maybe find a magic item of some sort.

The Gamelord is the one who allows if a character is allowed do to a skill test or power test. To gain experience in form of *XP* the skill test or power test must have some meaning to the adventure; a player cannot decide to sit on a chair in his/her room activating all the Odic powers gaining *XP*; a player cannot decide to let his/her character use all skills within a safe room gaining *XP* to all kinds of

skills. All XP is tied to meaningful use where the skill or power makes importance. Experience is therefore always tied to adventuring, and is only rolled if the Gamelord says so. But since epic characters will probably have low values from the start, as not yet experienced adventurers, the Gamelord should let the players use their characters' skills and power very often, to give them plenty of opportunities to become experienced heathens soon barking in on sagas of more epic proportions.

If players right after character creation says: "Hey, my character isn't epic" – you can answer him or her something like: "your character is epic since he/she will be epic after some adventures". It is not in the stats: it is first *in* the potential of being a man of great actions, then *in* the actions being done and also *in* the effects of those great actions, that is epic. Soon will epic be both in the actions and in the stats. Very little is for free when it comes to stats. All humans are potentially heroes awaiting their saga of skills, powers, perils and metal dreams. If the Gamelord or the players for that matter do not want their epic characters to start being too lousy the Attributes can be rolled in different ways for higher stats in Attributes, giving also higher skill base values. Or roll 3D10 for every stat picking the two higher dice, or roll eight or nine times and select the six highest Attribute rolls. If the players want to they can roll all the rolls first and distribute them to the Attributes they like.

When epic characters use fire-arms the Forces of death answer with fire-arms; if epic characters put down their fire-arms the Forces of death do the same – always mirroring humans, giving back what they get. They prefer fair melee fighting – giving them Terror points (*TP*), and accumulating more negative energy needed to pull off the necro-spell.

The Gamelord should think sometimes over the difference between what the players know, sitting and talking around a table, and what the epic characters know or do not know – not sitting around a table talking.

Last but not least, the mayor plot for this *RPG* and for the epic characters is to reduce the Forces of death before they get too strong – before they accumulate enough negative energy. The negative energy (called Ob) on Earth is at 96% of completion. 100% the negative energy is needed to pull off the necro-spell that starts Doomsday: game over. As long as the epic characters continue to quest and slay enemies they can, as a collective – the holy Heathen legion – postpone Doomsday. By pushing Doomsday further into the future the heathens are therefore saving the world, each day! Then will the Forces of death be weak enough to be beaten to the degree that the thankful among mankind, Valkyries and Eternal warriors survive Doomsday!

WORTHY EXPERIENCE POINTS

Every time a skill or Odic power is used in a skill test or power test the player mark "X" on the line for Experience point (XP) next to the skill and Odic power in use. It does not matter if the roll was successful or not, as long as it was used it gave the character some experience.

After an adventure the player roll for each XP. The player needs to roll equal or higher than the Skill value (SV) or Power value (PV) with 3D10 to succeed. If the XP roll is successful the character has

raised their *SV* or *PV* one step. After the roll the *XP* is erased – no matter if the roll was successful or not – and a new one has to be earned in a new adventure. No *SV* or *PV* can ever be higher than 23. That is the absolute maximum of the level someone can interact with the world/simulation without hitting the limits and failing; the rest is up to the supreme gods to take care of in the higher realms of reality.

WORTHY HEATHEN POINTS

The heroic individual that sees though the grand illusion of Loki can see and know more and more of the truth and are becoming more and more true and free. This is the definition of the epic character, a “more one”, a heathen. And this is the first important step in the process of getting control, gain power and become a heathen leader in the heathen religion – save and protect mankind from the second Age of necromancy and chaos.

Heathen points (*HP*) are the core measure of this heroic progress. *HP* can be used to do the following four things:

<u>HEATHEN POINT USE:</u>	<u>HP COST:</u>
1. Re-roll a skill test, power test, damage die (<i>DD</i>) or critical roll (<i>CR</i>)	1
2. Buy a power point (<i>PP</i>)	3
3. Raise <i>SV</i> in the skill Vitalism one step	1
4. Raise an Attribute one step	4

Re-rolls can save your character’s life in adventures.

With new power points (*PP*) you can buy new Odic powers for your character – which gets a power base value based on the Attribute that it is tied to.

The *SV* in the skill Vitalism sets the maximum roof for any *PV* and needs to be raised to heighten that maximum, all the way up to 23.

When raising the Attributes your character gets stronger, wiser, faster and better. New stats will lead to more *BP*, *VP*, *PS* and so on, so the epic character can take on even harder villains and wicked beasts. (Raised Attributes do not change the skill base value or power base value in old un-raised powers; they do for a new Odic power base value though.) Attributes can be increased as high as numbers allow.

To gain 1 *HP* you need to do one or more of the following five heroic deeds. Either be the “warrior of bane” deal the killing blow at an evil being in close combat (most likely done via the Brawl or the Melee skill), or liquidate the villain by wit and tricks leading to *BP* as a high fall or something else. What “wit and tricks” is, must be considered being so by the Gamelord who hand out the *HP*, but it often border to good role-playing and smart solutions. Range weapons can never work as the killing

blow – it is not the heathen way, and disliked by the gods of good! But as long as the last killing blow is done in close combat, range weapons can work to harm the villain and wear the villain down before finishing it. The same goes with Odic powers; used to wear the villain down or as magic support to close combat. (Remember though that if killing a wave of monsters with fire arms the next wave of monsters will probably show up armed with fire arms too [the mirror effect].)

Participate in killing the adventure boss in “the heathen way” (at least deal 1 *BP* or 1 *VP* damage), results in 1 *HP* for the epic character. There is always someone in charge, in any social situations.

1 *HP* is also gained through being the one saving a good person’s life from the Forces of death during an adventure. This is called being the “warrior of the good”. (This act might be enough to save that persons spirit as well – being brought to the Hall of protection and all. If they are truly grateful that is.) This *HP* can be granted for other great things as well, but on that level of dignity.

If several important “good deeds” are done, according to the Gamelord, the epic character could be granted 1 *HP* extra.

The last way to gain 1 *HP* is to role-play very well, not destroying the adventure for the other players, instead acting out as a good heathen leader within the heathen band and a heathen role-model part of the global uprising. Epic characters are warriors of the good, and should act like it while role-playing.

All in all this could result in gaining 5 *HP* each adventure for each epic character. An “adventure” is one game session, often an afternoon or an evening of playing. (Several adventures can be a part of a larger adventure that spans game sessions separated by weeks and that is called a *Saga*.)

<u>HEROIC DEED:</u>	<u><i>HP GAINED:</i></u>
Warrior of bane	1
Boss kill	1
Warrior of the good	1
Extra heroic deed	1
Very good role-playing	1

SHIMMER

Shimmer (*SHI*) is the sum of all gained *HP*. *HP* can be spent and you regain new. But *SHI* registers all gained *HP* as the character becomes more and more of the “God-man”. Note that it takes 21 *HP* in *SHI* to be granted a place in Valhalla. After that the true heathen is gifted with super-powers by Odin himself and legendary status in a state of “Clean!” from Loki’s corrupting grand illusion of lies.

<u>SHI:</u>	<u>CHARACTER EVOLUTION:</u>	<u>DESCRIPTION:</u>
0 HP	Ordinary	has potential to be true
1 – 10 HP	Heathen	the rebirth of a shaman spirit
11 – 20 HP	Heathen leader	the true kind of leader
21 – 30 HP	Eternal warrior of Valhalla	warrior and survivor of the Doomsday
31 – 40 HP	Master heathen*	level CC1
41 – 50 HP	Arch heathen**	level CC2
51 – 100 HP	Elite heathen***	level CC3
101+ HP	Heathen legend, a God-man	level CCC4

*the epic character can each AR parry one range weapon projectile of any sort: magic, bullet, thrown object with the help of a steel melee weapon

**the epic character can each AR parry two range weapon projectiles of any sort: magic, bullets, thrown objects with the help of a steel melee weapon

***the epic character can each AR ignore/absorb one given damage no matter if it dealt BP or VP damage

When *SHI* reaches above 101 HP they “just” count as points of proof for winner demeanour and total dominion that can be compared on a player to player meta-level. CC stands for “Corruption Cleansed” and CCC stands for “Completely Corruption Cleansed” within the Vitalism discipline. So what is *SHI*? It is the light of good that shines from within, in every epic character, and the world is beautiful with it and through it. In a matter of fact, the world would fall into a void of darkness and terror known as the “New dark age of necromancy” without the inner light and actions from the heathen redeemers. Instead the epic redeemers will lead us to true mankind, true freedom, true wisdom, and a “New age of righteousness” guided, in their minds, by the bicameral voice of Runelord. *SHI* is victorious.

HEATHEN POINTS, SHIMMER & SHIELDS

If an epic character of free will – gods forbidden – would use a shield for protection in battle, the character would go back to 0 HP and 0 *SHI* again and be treated as ordinary (no longer epic). (The same happens to Terror points [*TP*] which become 0 for the Forces of death if a shield is used by them, since they copy and mirror all heathens do [but in their wicked alternative kind of way]. Members of the Forces of death has nothing like “Shimmer” – instead their total sum of *TP* is stocked collectively as negative energy steroids, “power-Ob”, in the realm of the Iron forest as the black magic energy needed to pull off the necro-spell and start the phase two of Ragnarök [the total war between good and evil, when everyone show their true face, terrorist or not].)

No shields – weapons only! – is in line with the bloodline of the berserk. No rules for using shields are therefore included in this *RPG*. Attack!

PERFECT & FUMBLE CHARTS

When a perfect skill test or power test is rolled it should be described as the best result under the given circumstances in the given situation. The Gamelord should describe the positive existence/complete success the epic character pulled off in very flattering words – letting her or him shine.

When fumble is rolled at tests the Gamelord can describe it as the worse result under the given circumstances in the given situation, or use these charts below word-by-word, or let them inspire their description. All the fumble charts are rolled with 1D10.

Some results might be weird – but it is a weird world under the spell of Loki. In fact all perfect rolls are major failures from Loki's side, and all fumble rolls are when Loki succeeds fooling the epic character with his cosmic illusions of lies. Some of the social fumbles are not considered fumbles among heathens, but considered so by the vast bulk of the citizens in the doomed civilization of "civilized" behaviour; if only heathens are around the result should not be as bad as with ordinary witnesses.

When a power skill test is rolled as fumble the Odic power backfires on the spell caster and it makes $1D5+2 VP$ (without the *PB* modification) damage.

MELEE & RANGE WEAPON FUMBLE CHART (1D10)

- 1, 2. You break your weapon
- 3, 4. You throw away your weapon 1D5 meters/1D10 yards
- 4, 5. You fall to the ground and are easy (1D10) to hit this *AR*
5. You hit yourself with half damage
6. You hit yourself with full damage
8. You hit a band member with half damage
9. You hit a band member with full damage
10. You hit your belt and drop your pants – can't use Movement (*MOVE*)

BRAWL & ACROBATICS FUMBLE CHART (1D10)

- 1, 2. You lose balance and fall to the ground and are easy (1D10) to hit this *AR*
3. You slip and fall badly and are easy (1D10) to hit this *AR* and the coming *AR*
4. You hurt your foot badly and take 1D5 *BP* damage, and lose all actions this *AR*
5. You hit/kick into a wall or doorway or what else is there and get half of the Brawl damage
6. You hit your head into something and get full damage of a Brawl attack
7. You hit a band member
8. You fall into a trapdoor, $1D5+4 BP$ damage from the fall (no *DA*)
9. You step into a trap and get $1D10+2 BP$ damage
10. Your pants explode

SOCIAL FUMBLE CHART (1D10)

1. You fart loudly and with great stench
2. You look at a person with sociopathic demeanour filling her/him with fear
3. You look at a person with psychopathic demeanour filling her/him with horror
4. You start crying like a little child without any reason
5. You suddenly hate a person and scream obscenities
6. You accuse someone for the most terrible crimes
7. You laugh sardonic for 1D5 minutes (temporary semi-possessed)
8. You get upset and spit that person in the face
9. You roar and attack a person with the Brawl skill for 1D10 AR
10. You make the entire crowd in the room hate you for life

RANDOM ENCOUNTER CHARTS

The following three charts can be used by the Gamelord. Hostile encounters actually do not come in this percentage rate, all given 10% in the list; a possessed is much often encountered than, let us say, a much rarer Antediluvian. If the Gamelord finds it more proper instead choose any of the other above the rolled number.

URBAN RANDOM ENCOUNTER CHART (1D10)

The deeper epic characters moves into urban environments towards society's cultural and political power centres called Citadels, the more likely they are to encounter urban monsters like these.

1. Possessed, Obic rat or any of Gamelord's choice
2. Lycanthrope, False prophet, Nemesis
3. Cultist
4. Mental slave
5. Zealot
6. Warlock
7. Ghost
8. Hag
9. Antediluvian
10. Frost giant

OUTSKIRT RANDOM ENCOUNTER CHART (1D10)

More and more monsters are crawling out of the ground in rural places, forming nightmarish gossips of legends, spoken of in small towns all over the planet by those who survive the monster encounter.

1. Warlock, or Ordinary evil human with no sense or knowledge of the cosmic drama
2. Necro man or Obic rat
3. Ghoul or Cultist
4. Beast man or Lycanthrope
5. Necromancer or Skeleton
6. Clay golem or Kobold
7. Hag, Troll or Stone golem
8. Were man
9. Beast warlock
10. Great oak one

RARE RANDOM ENCOUNTER CHART (1D5)

1. Flesh demon or Occult demon
2. Beast dragon
3. Skeleton dragon
4. Ghoul dragon
5. Real dragon or Elemental giant

CHAPTER IIIII

THE FORCES OF DEATH



In this chapter is a collection of monsters and humans used as non-player characters played by the Gamelord. They will often do what they can to stop the heroes from reaching goals and Valhalla; little do they know that they actually are the key to the gate: rewarding the heroes with heathen points and shimmer. And if they did know it would make any difference. They are the death.

THE OLDEST OF THREATS

Since the Old age of Necromancy, in the distant Age of chaos, have black magic evildoers been around – sometimes more active and sometimes more passive. The prehistoric black magic has developed into several branches of negative-intentional magic disciplines; those are witchcraft, necromancy, demonology and the art of terror.

The demon-gods are masters on different branches of evil. Loki and Gullweig are married through witchcraft and both master it, able to curse and create homunculus beast hybrids. Loki, along with his daughter Hel (the princess of death), masters the art of necromancy and rule the army of undead. Foremost Gullweig masters the demonology, able to give birth to and summon demons as well as possess human body-mind, soul and spirit. Loki is a great part of the possessing: shrouding them in the illusion the possessed live inside and see through. Fenris the Beast, he masters lycanthropy and blind rage. Antediluvians and other fire giants master terror and destruction on a large scale. The Great serpent masters the deluge of landmasses as the climax of terror. Niddhugg's twisted creatures of nature are another side of the terror – able to surprise their victims in the forest or in the backyard. Together they form the Forces of death: the oldest of threats.

The demon-gods control their minions' body-minds, their rotten souls and their dead spirits, all their thoughts and actions. Only the lesser giants are autonomous. Antediluvians and Elemental giants work under the same demonic plan as their demon-gods. The obstinate Frost giants do not; they have their own plan, to take over the stars in outer space and need human slaves to do so. Frost giants are the result of being too autonomous – almost humanlike, still idiotic.

NEGATIVE ATTRIBUTES & VALUES

The Forces of death also have six Attributes: just like humans do but their inner psychological Attributes are of a demonic nature. They have Strength, Endurance and Agility, just like humans. But instead of Wisdom they have Idioticy (*IDI*), instead of Vitality they have Negativity (*NEG*) and instead of Power they have Terror (*TER*). These three inner evil Attributes work the same way as the good counterparts of the human inner life, but with the opposite effect: spreading idioticy instead of wisdom, spreading negativity instead of vitality and spreading terror instead of power to the mankind.

Instead of Vital points – the evil monsters have Negative points (*NP*). Instead of the skill Vitalism – they have the skill Negativism. Instead of Heathen points – they have Terror points (*TP*). But they all work the same way – only have different names.

Example: When an epic character cause inner damage to a member of the Forces of death – it will be counted in Negative points; and vice versa when a member of the Forces of death cause inner damage to an epic character he or she will be damaged in Vital points.

Instead of skill values (*SV*) and power values (*PV*) a member of the Forces of death has only Negative skill values (*NSV*). Last thing: While heathens can have a Rune token that absorbs 5 *VP* of damage – called Vital damage absorption (*VDA*) – the Forces of death can have the death feature (*DF*) called “Marked by the Beast” that absorbs points counted in Negative damage; a phenomenon called Negative damage absorption (*NDA*).

DEATH FEATURES

Death features (*DF*) is black magic, pouring rays of negativity from the well of Ob – the dark energy in everything. A death feature works as the counterpart to Odic powers (*OP*) of good, and they cost 1 *NP* to use – successful or not – except the death feature “Entropy blast” which costs 2 *NP* to use, just like its counterpart “Phosphoric blast”.

All the members of the Forces of death have the “Night vision”* and the “Terrorize”** *DF*, found in the list below. The rest of the *DF* is spread out among them. Damage dealt with a *DF* also adds Pain supply (*PS*) or Provocative bonus (*PB*) to the Damage dice (*DD*) mentioned.

ACID BREATH: a Ghoul dragon can fire a cone of acid as far as five meters. Someone inside the acid breath takes 1D10+1 *BP* in damage and armour *DA* can absorb damage from the acid. (The alchemical potion called Antidote makes someone immune to acid for 24 h)

ACTUAL TRAUMATISATION: One victim is chosen within line of sight. If the “traumatizer” can roll a hard 3D10 TWICE in a row through two *AR* under *NSV* the victim is vitally traumatized for real (that is: need to roll 3D10 against all skill tests and power tests) as the victim’s *VP* is immediately reduced to (Vital trauma threshold [*VTT*]) *VP* 2. The trauma has to heal the normal way by resting, by potions or by being blessed

ALCHEMY: Works as the Odic power with same name

BLOOD THIRST: The bestiality needs to roll a hard 3D10 equal or under its *NEG* Attribute to resist form over-killing its victim, that is dealing (time consuming) violence that destroys the victim beyond identification. The beast also needs to roll this to resist to attack a human being when spotted; this is a large reason why Were men and Lycanthropes are isolated from humans in the grand demon plot, since they cannot control themselves and submit to higher demon causes than their superficial extreme violence “here and now”

CAMOUFLAGE: Works as the Odic power with the same name

CLAY PROJECTILE: can throw/shoot a projectile, a ball of clay at high speed, with rules for throwing an item (Normal: $0 \rightarrow STR \div 2$, Hard: $STR \div 2 \rightarrow STRm$, *INI*: -4) but is based on the death feature *NSV* and no a ordinary skill. The clay ball does 1D5-2 *BP* in damage. The projectile is shot from a free hand and is a part of the body, it can work as an eye that sees from the new place and can give the body information

CLOAK: by reducing *NP* to half, the cloaked monster can create a perfect illusion looking exactly like a human. While cloaked the subject often has a false identity and can blend well into society. If the cloaked one attacks and deals 1 *BP* or 1 *VP* the spell is broken (with *NP* is still at half amount of points). It needs a successful *NSV*

roll to be activated, and each roll lasts for a year. The transformation takes five minutes to “cloak” into the false identity, while the illusion bursts instantly

CLAWS: Adds a claw/weapon modification (WM) bonus to the *DD* (skill: Brawl)

CURSE: Works as Odic power “Counter-terrorize” but is an aggressive rambling of wicked hatred and lunacy (that deals: 2 VP damage to all, or 1D5 VP damage to one person/24h)

CREATE CLAY GOLEM: A kobold can in one day’s work create a stone golem out of a pile of clay and a special kobold ritual. The clay golem do not work under the kobold’s power, instead works under Nidhugg’s will

CREATE STONE GOLEM: A troll can in one day’s work create a stone golem out of a pile of stones and a special troll ritual. The stone golem do not work under the troll’s power, instead works under Nidhugg’s will

CREATE TRAP: A trap in a suitable environment is created and needs a succeeded Sixth sense skill roll to be revealed. If fallen into the trap it does 1D5+4 BP damage (no DA) and victim needs to roll a successful normal skill test to climb out of it

‘DILUVIAN EARTHQUAKE: Can by a band of at least three Antediluvians, stomping the ground together in synchronicity, create and control a local earthquake in front of them that destroys everything built within a city block. It takes only one minute to execute

+

Together ten individuals can form catacombs in the ground, just shaping rock into tunnels like an artist paint a drawing, by group willpower, but seldom they do so since they are done with their subterranean expansion projects

‘DILUVIAN EYE BLAST: Works as Phosphoric blast but deals 1D10 x 1D10 BP damage. It can be used again after one minute (12 AR) when the negativity of Ob needed is recharged again

‘DILUVIAN PERFECT LEVITATION: Works as “Ultimate levitation” but with MOVE x 3 in speed/AR (see SERVANTS OF THE GOOD below)

ENTROPY BLAST: Works as Odic power “Phosphoric blast” (that is: 1D10 BV, no DA, Negativism NSV x2 m in range) is a energy ray of dark, purple light

FLESH MAGIC: Can create beast homunculus: beast man, beast warlock, beast dragon, more than 400 kinds of hybrid beasts; kobold and troll. Needs a successful roll in the Alchemy DF to work

GHOST ATTACK: Ghost attack does 1D5 BP damage (Brawl skill) that does half damage in BP and half in VP/NP, always with most in VP/NP damage

GHOST SCREAM: Works as Odic power “Battle roar”

HOT BOULDER PROJECTILE: can throw/shoot a projectile from its hand, a (water melon-sized) hot boulder at high speed, with rules for throwing an item (Normal: $0 \rightarrow STR \div 2$, Hard: $STR \div 2 \rightarrow STRm$, INI: -4) but is based on the death feature NSV and no a ordinary skill. The hot boulder does 2D10+4 BP in damage, and can be shot up to four boulders, which are loaded in the elemental giant’s arm (two in each arm)

IGNORE ONE HIT: Each AR the non-player character rolls a hard 3D10 under the NSV in “Ignore one hit” to pass one attack in BP damage completely. The damage is, at successful negative skill test, absorbed into a force field of negative energy

IMMUNE TO EXTREMES: Works as the Odic power with same name

LAVA VOMIT: an Elemental giant can by grappling someone vomit a belly full of lava over its victim that (if the victim has not the “Immune to extremes” Odic power activated) deals 10D10 BP (no DA) damage, once per 24h. A successful Brawl skill test is needed to grab someone, then an easy 1D10 Brawl skill test to aim the vomit

LEVITATE: Works as Odic power with same name

LUMINOUS DAGGER OF DEATH: A dagger Hel gives her mental slaves while sent on an assassin mission in Middle-earth or elsewhere. It shines in the dark, do 2D10 BP damage, is stuck to the slave’s hand and vanish when the slave vanish (when killed or if mission is completed)

MARKED BY THE BEAST: Works as a natural Negative point (NP) damage absorption (=NDA) for a number given within parentheses; absorbs a fixed number of NP damage (just like Rune token does to VP damage)

NEGATIVE PROJECTILE: Works as the Odic power called Vital projectile

*NIGHT VISION: All the members of the Forces of death have night vision and do not suffer the hard 3D10 skill test or power tests as humans do in darkness. It is not mentioned under each and every monster since it concerns them all

OCCULT ATTACK: A trans-dimensional attack – from the demon halls into the world of flesh – can cause 1D5 VP (+ PB) in damage on a victim within line of sight

PANZER SKIN: Works as natural armour that Damage absorb (DA) a number of BP given within parentheses at all physical attacks

PSEUDO-TRAUMATIZE: One victim is chosen within line of sight. If the “traumatizer” can roll a hard 3D10 skill test under NSV, the victim is “as if vital traumatized” – that is she/he needs to roll 3D10 against all skill tests and power tests. The victim’s VP is not damaged for real – only acts as if that was the case. The trauma lasts the entire ongoing battle or the entire Story round (SR) than the victim is un-enchanted and back to normal again

REANIMATE UNDEAD: Necromancers can reanimate corpses and skeletons back to an undead state (neo-death). Skeletons become the lowest warriors and corpses become either necro men or ghouls. Ghouls are made out of corpses that just died, necro men from older rotten corpses. The necromancer need to touch the corpse or skeleton, whisper some black magic spells, and if the corpse or skeleton is unharmed the coming 24 hours it turns back to neo-death-pseudo-life again – with a strong urge to kill humans

REGENERATE: Automatic flesh-magic-heal, 1 BP or 1 NP each AR when the individual is conscious

RESURRECT BEAST MAN: Works as Odic power “Resurrect” but only works on beast man with much flesh intact

RESURRECT UNDEAD: Works as Odic power “Resurrect” but only works on necro man, skeleton, ghoul, necromancer, ghost, ghoul dragon, skeleton and skeleton dragon

STONE PROJECTILE: can throw/shoot a fist-sized stone projectile at high speed from its hand, with rules for throwing an item (Normal: $0 \rightarrow STR \div 2$, Hard: $STR \div 2 \rightarrow STRm$, $INI: -4$) but is based on the death feature *NSV* and is not a ordinary skill. The stone does $1D5+1 BP$ in damage. The stone is a part of the stone golem

STRONG BITE: Adds a teeth/weapon modification bonus to the *DD* (skill: Brawl)

SUPER-CURSE: as Curse, but do stronger damage: 4 *VP* damage to all or 1D10 *VP* damage to one person/24h

****TERRORIZE**: By capturing and then behave in a terrorizing way, screaming, laughing sardonic, hitting, torturing, raping, and in general behave inhumane, can a member of the Forces of death deal 1 *VP* (+*PB*) each ten minutes of active terror if the monster wins a $2D10 + NEG$ against the victim's roll $2D10 + VIT$. A new roll is needed each time/10 minutes. It is not mentioned under each and every monster since it concerns them all

VAMPIRISM: The Zealot can suddenly transform his/her canine teeth into sharp vampire teeth. By biting a victim in the throat it drains *BP* and *VP*. The Zealot can drain $1BP+1VP/each AR$ and "steal" it, either healing damage this way or amplify his/her own *BP* or *NP* to a maximum of 30 *BP* and 30 *NP*. The amplified *BP* and *NP* will lose its power $1BP/1NP$ each hour, back to the normal values

VOID DWELLER: is immune to the coldness of space, immune to and the pressure of vacuum and needs not to breath air

WEAK: Has only 1D5 in *CR*

WINGS: can fly as fast as: *MOVE* x2/*AR* at top speed, and has a *NSV* for tests at more complex manoeuvres, like starting, avoiding objects and landing

ARMY OF UNDEAD

Loki and his daughter Hel creates an army of undead, that is large by number but suffers in quality.

NECRO MAN: Human rotten corpses can be brought back to reanimated "life" as hostile disasters. Necro men cannot speak and are only able to do guttural noises. They do no-brainer attacks against what they "see" (their eyes do not have to work – they see through black magic eye nodes inside the eye holes) and cannot come up with any abstract plots. As they move around, trying to find human prey, their flesh sometimes fall off their bones and over a time they become even more hideous and in the end become skeletons.

STR: 13, END: 15, AGI: 14, IDI: 6, NEG: 15, TER: 13

PS: +1, PB: 1D5-4, INI: 0+1D10, MOVE: 25+1D10m, BP: 15, NP: 15

Acrobatics 4, Brawl 13, Hide 9, Melee weapon 11, Range weapon 10, Sixth sense 9, Sneak 12, Track 12

SKELETON: When all the flesh has fallen off the bones of a necro man the skeleton keeps going. The black magic Ob flesh is gone so the skeletons are not as powerful as they once were. If a necromancer finds an actual skeleton it can be reanimated as well. Now they cannot speak in

guttural noises of the flesh – instead they patter their teeth together, as the sound of an old fashioned type writer to communicate. They also follow the “spot and attack” behaviour of the lesser undeads.

STR: 9, END: 9, AGI: 10, IDI: 7, NEG: 13, TER: 10

PS: +0, PB: 1D5-4, INI: 0+1D10, MOVE: 20+1D10m, BP: 9, NP: 13

Acrobatics 6, Brawl 10, Drive 5, Hide 11, Melee weapon 10, Range weapon 10, Ride (skeleton dragon) 8, Sixth sense 3, Sneak 9, Track 7, DF: Weak (1D5 CR)

GHOUL: Reanimated corpses of just killed humans turn into ghouls – also called draugs. Their flesh never falls off and they are capable of much more rational thinking, actually quite much, on par with any human with a high rate of sadistic behaviour. They are the leaders of necro men and skeletons in war with the humans. Their skin turns deep dark-green by the high level of black magic in their veins, and they act more like borderline living than undead. They can speak with humans, but only talk idiocy of course.

STR: 19, END: 19, AGI: 17, IDI: 14, NEG: 14, TER: 18

PS: +2, PB: 1D5-2, INI: 2+1D10, MOVE: 30+1D10m, BP: 19, NP: 16

Acrobatics 7, Brawl 14, Drive 9, Heal 7, Hide 11, Melee weapon 15, Nimble-fingered 10, Range weapon 15, Rhetoric 10, Ride (dragon) 10, Sixth sense 9, Sneak 10, Swim 8, Technology 12, Track 9

NECROMANCER: One out of ten ghouls has the black magic mutation giving them the skills of a death wizard – the necromancer. They are of the highest level, the elite, among the army of undead. Necromancers act like geniuses of idiocy and are the leaders of the ghoul community.

STR: 17, END: 14, AGI: 24, IDI: 17, NEG: 22, TER: 18

PS: +2, PB: 1D5-2, INI: 3+1D10, MOVE: 30+1D10m, TP: 1, BP: 16, NP: 22

Acrobatics 15, Brawl 12, Drive 10, Hide 16, Melee weapon 15, Negativism 14, Nimble-fingered 15, Range weapon 15, Rhetoric 14, Ride (ghoul dragon) 14, Sixth sense 15, Sneak 17, Swim 8, Technology 11, Track 13, DF: Camouflage 12, Claws (+2), Curse 12, Immune to extremes 13, Levitate 11, Negative projectile 13, Regenerate (1 BP + 1NP per AR), Reanimate undead 14, Resurrect undead 14, Strong bite (+2)

GHOST: Spirits of ordinary people of high evil dignity turn into possessed spirits called ghosts instead of going to Hell. Actually the name Hell is misguiding here – since Hel's realm, called Hell, is a much more peaceful place to dwell in than the state of the self-haunted ghost, who, as possessed, strive to hurt the world they got rejected from by dying. Their trauma of dying makes them a vengeful spirit to fight. As a transcendent entity they have low mundane skill values, but being transcendent in a world lacking transcendence they can stand a large number of damage before they finally let go, neo-die and turn to Hell where they belong. They look as a deranged or morbid copy of their old, living appearance. They are their own masters but collaborate with necromancers very often. Ghosts fight with occult “ghost weapons” that work the same way as regular weapons. Ghosts also have only one pool for both BP and NP which are counted as one large amount of damage points.

STR: 0, END: 9, AGI: 22, IDI: 6, NEG: 15, TER: 9

PS: -1, PB: 1D5-4, INI: 1+1D10, MOVE: 30+1D10m, BP/NP: 22

Acrobatics 10, Brawl 10, Drive 8, Hide 17, Melee weapon 10, Negativism 23, Nimble-fingered 11, Rhetoric 9, Sixth sense 13, Sneak 14, Technology 12, Track 13

DF: Ghost attack, Ghost scream 15, Immune to extremes 23, Levitate 16, Negative projectile 12, Weak (1D5 CR)

SKELETON DRAGON: When Nidhugg likes to, he might give the army of undead the location of a dragon skeleton buried in the ground. When doing so a necromancer can reanimate the dragon skeleton into a skeleton dragon. They are the weakest of the evil dragons and often they are reanimated only to be escort away to safety where bits of their bones are carved off to contribute to a large number of stronger beast and ghoul dragons. (When initiated heathens find a skeleton dragon they know they have to neo-kill them and burn their bones into dust, for preventing the bones from being used as part of the witchcraftian beast dragon creating rituals.)

STR: 30, END: 22, AGI: 11, IDI: 3, NEG: 10, TER: 16

PS: +4, PB: 1D5-3, INI: 0+1D10, MOVE: 30+1D10m, BP: 26, NP: 13

Acrobatics 3, Brawl 15, Hide 6, Sixth sense 8, Sneak 7, Track 15

DF: Claws (+4), Strong bite (+4) Wings (only bones; do not work)

GHOUL DRAGON: Necromancer-ghouls can also turn the skeleton dragons into a much mightier ghoul dragon to serve as their personal and loyal pets. They only need to sacrifice flesh from twenty necro men needed for the ghoul dragon. This is something every necromancer strives to accomplish but is disliked by Loki and Gullweig; it is of high status among the necromancers – as when humans are not stopped by the gods while doing superficial things not in service for the gods – only in service for the man-god within the human's self, the ego. Necromancers use the ghoul dragons to fly on, as a human would use a sport car instead, and all ghoul babes adore them when they do. Ghoul dragons have dark-green skin with lots of unhealed wounds covering it. They are submitted in mind and remind a lot of a dog around its master – always protecting them from anyone, anything, with a confused and somewhat sad pair of eyes, not knowing why they are completely offering themselves for someone else's willpower. That is how it is to be created by something that is created by something that is not true. Still their physical power is reckless.

STR: 36, END: 28, AGI: 24, IDI: 3, NEG: 15, TER: 20

PS: +4, PB: 1D5-2, INI: 1+1D10, MOVE: 60+1D10m, BP: 32, NP: 18

Acrobatics 14, Brawl 20, Hide 8, Negativism 14, Swim 14, Sixth sense 16, Sneak 14

DF: Claws (+5), Marked by the Beast (NDA2), Panzer skin (DA3) Strong bite (+5), Wings 14

MENTAL SLAVE: Hel's realm of the dead spirits, captured in a paused state, also include the most evil individuals from the past and recent present. They can be set loose on rare occasions for assassin missions. When this happens they are sent to Middle-earth or elsewhere. On a mission they are always granted to use the "Luminous dagger of death". It is a pike, or icicle looking, sharp object that glows in different colours as green, purple and yellow and is used to deal the bane strike and bring the victim back with the mental slave to the realms of the dead. No matter the result they are drawn

back immediately at success or failure to the realms of Hell – with either a laughter of winning or a cry of failure.

STR: 18, END: 14, AGI: 20, IDI: 31, NEG: 23, TER: 13

PS: +2, PB: 1D5-4, INI: 4+1D10, MOVE: 30+1D10m, TP: 1, BP: 16, NP: 23

Acrobatics 10, Brawl 14, Hide 13, Melee weapon 16, Nimble-fingered 18, Negativism 11, Sixth sense 13, Sneak 12, Track 21, DF: Curse 11, Luminous dagger of death (2D10) Weak (1D5 CR)

WITCHCRAFT HUMUNCULUS

The Forces of death love gold and often ornament themselves in gold jewellery, necklaces, bracelets, rings and their settlements with decadent golden interior made by alchemy. The advanced evil course in alchemy is witchcraft – and among the most powerful features of witchcraft is the creation of evil homunculus. The use of human skeletons in witchcraft gives a good reason to cremate the dead, just like people did in the historical period called the Viking age.

WARLOCK/ WITCH: Warlocks and witches are the servants and worshippers of Gullweig the queen of witchcraft and wickedness. They know the death feature of Cursing and do so plenty. Often they look good and know how to charm people and tie them to themselves, and often they seduce several at the same time. They see others as puppets they want to attach strings to. They work under Hags.

STR: 15, END: 13, AGI: 13, IDI: 16, NEG: 18, TER: 17

PS: +1, PB: 1D5-3, INI: 1+1D10, MOVE: 25+1D10m, TP: 14, BP: 14, NP: 18

Acrobatics 11, Brawl 12, Drive 10, Heal 14, Hide 11, Melee weapon 10, Negativism 13, Nimble-fingered 15, Range weapon 8, Sixth sense 14, Sneak 12, Swim 8, Technology 7, Track 10, DF: Curse 13, Negative projectile 10

HAG: Often much older and nastier than regular witches comes the Hags – with big rolling eyes and a tongue black from viciousness, lies and curses. They master the scream of terror and spread terror with their voices. They look terrible but are the band leaders of warlocks and witches who, often being beautiful sidekicks, look the same as the Hags on the inside: pure evilness. They are good at homunculus making and alchemy.

STR: 27, END: 24, AGI: 19, IDI: 19, NEG: 27, TER: 29

PS: +4, PB: 1D5-1, INI: 2+1D10, MOVE: 35+1D10m, TP: 1, BP: 26, NP: 28

Acrobatics 9, Brawl 17, Drive 6, Hide 17, Negativism 23, Nimble-fingered 16, Ride (dragon) 11, Sixth sense 17, Sneak 19, Track 9, DF: Alchemy 15, Curse 18, Entropy blast 13, Immune to extremes 23, Flesh magic, Super-curse 15, Negative projectile 14

BEAST MAN: Through witchcraft is the terrifying beast man created, an evil bestial homunculus. Hags need a tub and fill it with a mysterious liquid, a human skeleton and meat of any sort. After a week of rituals, and cooking the beast man at a low temperature, it can arise from the stinking liquid in the tub and walk the earth driven by the urge to do as much damage as possible. They are hairy, have a

face of a disturbed adult chimpanzee, sharp teeth and claws on both hands and feet. They can speak poorly, often only one word at a time. They like to see human blood spilled on the floor and to paint with it.

STR: 15, END: 13, AGI: 11, IDI: 4, NEG: 6, TER: 13

PS: +1, PB: 1D5-4, INI: 0+1D10, MOVE: 25+1D10m, BP: 14, NP: 10

Acrobatics 9, Brawl 15, Heal 9, Hide 9, Melee weapon 13, Range weapon 12, Sixth sense 8, Sneak 8, Swim 8, Track 23, DF: Claws (+1), Regenerate

BEAST WARLOCK: One of twenty beast men become “perfect”. Beast warlocks are like regular beast men but master the human language much better and can speak in full sentences. They know the art of resurrecting other beast men and are natural leaders in bands of beast men. All beast warlocks are united in a higher level of collective consciousness. That means they think together as one being. This is a virtue and a flaw. Virtue, since they can calculate things together on an almost intelligent level (let's say IQ 95). The flaw is that if one beast warlock is dealt extreme pain it will send a shockwave through them all making them terrified and passive for a month or so; a very useful strategy to put a halt to the production of beast men. They are very aware, that heathen heroes are aware of this flaw, in the heathen fight of contra-terrorism, which has helped the beast warlocks in risk analysis and contra-contra-terrorism, increasing their collective IQ even more through the millenniums (to approximately IQ 105).

STR: 16, END: 16, AGI: 14, IDI: 11, NEG: 12, TER: 18

PS: +2, PB: 1D5-2, INI: 1+1D10, MOVE: 25+1D10m, TP: 1, BP: 16, NP: 15

Acrobatics 12, Brawl 14, Drive 11, Hide 12, Heal 18, Melee weapon 13, Negativism 14, Nimble-fingered 10, Range weapon 15, Ride (beast dragon) 12, Sixth sense 11, Sneak 11, Technology 5, Track 23

DF: Camouflage 11, Claws (+1), Flesh magic, Marked by the Beast (NDA2), Regenerate, Resurrect beast man 14

TROLL: Hags know the art of creating trolls. A tub is needed, a human skeleton along with sand, pebbles and stones. After a month the troll is born. A troll has a stone for a heart and a stone for a brain. They look like dark grey brutes with a skin like sandpaper. The know how to create stone golems. Trolls often lead male kobolds in battle. Trolls are often placed as guardians in mountains since they melt into the environment and can surprise-attack heathens walking by. They master healing pretty well and to create traps.

STR: 13, END: 15, AGI: 16, IDI: 25, NEG: 12, TER: 11

PS: +1, PB: 1D5-4, INI: 3+1D10, MOVE: 30+1D10m, BP: 14, NP: 12

Acrobatics 7, Brawl 12, Heal 14, Hide 10, Melee weapon 12, Negativism 12, Nimble-fingered 15, Range weapon 7, Sixth sense 13, Sneak 10, Technology 15, Track 15

DF: Create stone golem, Immune to extremes 12, Panzer skin (DA3), Create trap 12

KOBOLD: Hags know the art of creating kobolds. A large cauldron is needed, filled with root vegetables like carrots, onions, ginger, and potatoes. Next the Hag adds underground animals like worms, insects, moles, rodents along with mud. Last the chemical element called Cobalt is added. After a week of rituals 1D10 small kobolds are materialised in the cauldron. Once lifted from the

liquid they are fed the same vegetables and worms to grow in size. One out of five kobolds is female and the natural born leaders among them. They are nagging endlessly on their male servants for their cowardice and tell them what to do. Kobold men are small, thin, have beige skin, brown hair and cobalt blue eyes. The women are stronger and larger and much more aggressive – otherwise they look the same. Kobolds contribute to the Forces of death by creating alchemical potions. A well organized band of kobolds can create a clay golem.

STR: 5, END: 8, AGI: 13, IDI: 8, NEG: 11, TER: 6

PS: -1, PB: 1D5-4, INI: 0+1D10, MOVE: 20+1D10m, BP: 7, NP: 11

Acrobatics 11, Brawl 6, Heal 11, Hide 11, Melee weapon 9, Negativism 15, Nimble-fingered 10, Range weapon 3, Sixth sense 9, Sneak 10, Track 13, DF: Alchemy 11, Create clay golem, Weak: 1D5 CR

BEAST DRAGON: In a large tub with liquid are a horse cadaver and a dead beast man added together with a small piece of dragon bone from a real dragon/skeleton dragon. After three weeks of rituals the beast dragon is born. The horse body grows together with the potential of the dragon bone into a weird monster; it is basically a huge hairy monster gorilla with wings that walks on all four, with a beast man face stretched over a horse cranium.

STR: 34, END: 33, AGI: 29, IDI: 12, NEG: 17, TER: 16

PS: +5, PB: 1D5-3, INI: 3+1D10, MOVE: 45+1D10m, BP: 34, NP: 17

Acrobatics 19, Brawl 24, Hide 9, Sixth sense 17, Sneak 19, Swim 23, Track 19

DF: Claws (+3), Marked by the Beast (NDA1), Regenerate, Strong bite (+3), Wings

BEAST HYBRID: The art of witchcraft is capable of more repulsing beasts being created. A beast hybrid is the result of combinations of two monsters from this “monster collection” mixed together into one hybrid. Let us say you need a necro-were man. Just toss the two of them into the witch pool, do the rituals, the time waiting and you have a new fantastic monster to unleash in the direction of the humans. That is a beast hybrid, and the combinations could result in about 400 new monsters.

Example: “Ghoul + beast man hybrid”:

Thrown into the witch pool is a beast man and all the flesh carved off the bones of a ghoul. After a week the ghoul flesh has joined the beast man body and a “cloaked homunculus beast man” is born, fixed on the idea to try to take over the dead human’s life and identity. This kind of homunculus ghoul-beast man looks like a morbid and perverse copy of the dead human and acts like a very mentally weakened copy. Often they say, with few words, that they have been in a car crash. (In this case of a hybrid the beast man keeps its mental attributes and takes the physical attributes from the monster it is combined with, in this case a ghoul.)

STR: 19, END: 19, AGI: 17, IDI: 4, NEG: 6, TER: 13

PS: +1, PB: 1D5-4, INI: 0+1D10, MOVE: 30+1D10m, BP: 19, NP: 10

Acrobatics 7, Brawl 14, Drive 9, Hide 11, Melee weapon 15, Nimble-fingered 10, Range weapon 15, Rhetoric 10, Ride (dragon) 10, Sixth sense 9, Sneak 10, Swim 8, Technology 12, Track 9, DF: Claws (+1), Regenerate

ARMY OF FENRIS

The children of Fenris the Beasts are the members of the Army of Fenris. The army of Fenris is a small army, which is held back by the demon-gods by some strategic reasons. They are wolf and man – either half or full circle.

WERE MAN: The were men of the Forces of death differ from the mythological werewolf. They are tied to the Forces of death and the demon-gods. A normal werewolf is not. Were men look like a white or grey hairy human brute with claws, pointy ears and a doglike nose and mouth with wolf teeth. They can talk and do so between heavy breathing and monstrous hawks (based on goitre class I – an adverse effect of the transformation). They like to attack and over-kill its victims; always wasting much time on massacring the victim beyond recognition. They can deal with extreme coldness and at a hypothetical future state of a new Ice age they would haunt the winter landscapes. They are good at healing other were men and lycanthropes by licking the wounds.*

STR: 23, END: 21, AGI: 20, IDI: 17, NEG: 21, TER: 20
PS: +3, PB: 1D5-3, INI: 2+1D10, MOVE: 35+1D10m, TP: 1, BP: 22, NP: 21
Acrobatics 14, Brawl 17, Drive 11, Heal 20*, Hide 13, Melee weapon 14, Negativism 24, Nimble-fingered 7, Range weapon 10, Sixth sense 18, Sneak 14, Swim 14, Technology 5, Track 23
DF: Blood thirst, Claws (+2), Immune to extremes 23, Strong bite (+2)

LYCANTHROPE: The lycanthrope, or sometimes called a “lunatic”, is a human that has gotten the were man gene into the blood system. Lycanthropy is a blood-disease – which epic characters (with at least 1 HP in SHI) are immune to (being blessed by the Valkyrian holy blessing of peace). They look pretty much like an ordinary hooligan with a mission to spread as much ultra-violence as possible, especially around full moon when they become completely lunatic and violence in the night.

STR: 15, END: 17, AGI: 15, IDI: 4, NEG: 17, TER: 17
PS: +1, PB: 1D5-3, INI: 0+1D10, MOVE: 30+1D10m, BP: 17, PP: 17
Acrobatics 14, Brawl 17, Drive 11, Heal 9, Hide 11, Melee weapon 13, Negativism 19, Nimble-fingered 7, Range weapon 10, Sixth sense 18, Sneak 15, Swim 11, Technology 7, Track 20
DF: Blood thirst, Cloak 15, Immune to extremes 18

TWISTED NATURE OF NIDHUGG

The reanimated twisted entities of nature are in control by Nidhugg – the arch-dragon. He controls the chaos of nature, as well as global warming.

CLAY GOLEM: Reanimated clay entities have a need for water and moisture to be able to function. Therefore they often dwell in subterranean places like Dungeons of death. They are created by kobolds – the masters of dirt and worms, but function not under the kobold but under Nidhugg. A

clay golem has a cluster of worms for a brain. They are pretty weak but at a larger number they can surround a victim and hug the victim to death or bury it under the weight of their own clay bodies. They see through its entire body, even parts separated from them lying around – until the core body is dead.

STR: 9, END: 9, AGI: 11, IDI: 8, NEG: 11, TER: 8

PS: +0, PB: 1D5-4, INI: 0+1D10, MOVE: 20+1D10m, BP: 9, NP: 11

Acrobatics 8, Brawl 7, Heal 13, Hide 14, Melee weapon 10, Negativism 10, Nimble-fingered 7, Range weapon 10, Sixth sense 7, Sneak 9, Track 7, DF: Camouflage 10, Clay projectile 10, Weak: 1D5 CR

STONE GOLEM: They are reanimated beings built by smaller stones held together by black magic. Stone golems are created by trolls but are not mastered by trolls, instead, like with clay golems, they function under Nidhugg. They are built like a human shape, with legs, body, arms and head, but no mouth or eyes can be seen. They see through all their stones making them good beholders and guards. When they walk they make a strong sound of stones being scraped against each other. Often they hide by lying on the ground. Even though they are made of stones they have a pretty weak constitution, as their stones get separated from the body by strokes and hits. Stones separated from the black magic sickness spirit that holds it together return to being just dead stones on the ground.

STR: 11, END: 12, AGI: 12, IDI: 10, NEG: 13, TER: 10

SB: +0, PB: 1D5-4, INI: 0+1D10, FF: 25+1D10m, BP: 12, NP: 13

Acrobatics 8, Brawl 11, Hide 14, Melee weapon 12, Negativism 10, Nimble-fingered 6, Range weapon 12, Sixth sense 8, Sneak 7, Track 9, DF: Camouflage 10, Immune to extremes 10, Stone projectile 10, Panzer skin (NDA2)

GREAT OAK ONE: largest and strongest of the golems comes the wood golems called the great oak ones. Only oaks are cursed with a sickness spirit and set loose in battle with the heathen heroes. The crack or hole at the root of the oak function as two legs, they have possessed animals, often birds, which function as eyes. They attack with strong swiping hits with their great strong branches. Great oak ones are very rare and always come one by one.

STR: 42, END: 31, AGI: 16, IDI: 11, NEG: 11, TER: 20

SB: +6, PB: 1D5-2, INI: 1+1D10, MOVE: 25+1D10m, TP: 1, BP: 37, NP: 16

Brawl 16, Hide 8, Negativism 12, Sixth sense 11, Sneak 7, Track 14

DF: Camouflage 12, Marked by the beast (NDA1), Panzer skin (DA3)

REAL DRAGON: The dragon spirits, that have once again been set loose by the destruction of a flying dragon-ship, are brought back to life by their father Nidhugg. They look like the fire breathing dragons from fairy tales. They are not evil, only chaotic in the truest sense of the nature. Real dragons tend to withdraw into caves and do not want to be slain again, and again tied to a new dragon-ship. Nor do they follow the demon-gods, who want to kill them before they are used for new dragon-ships. They do like gold and to kidnap young females and feed them with their own blood of chaos, corruption and spite for mankind. Rescued young girls often suffer a case of Stockholm syndrome – sympathizing with her real dragon kidnapper, fed the blood curse of the

dragon, and are very seldom thankful for being rescued. Real dragons live one by one, as eremites of a dying breed.

STR: 38, END: 31, AGI: 22, WIS: 10, VIT: 15, POW: 20

PS: +5, PB: 1D5-2, INI: 2+1D10, MOVE: 40+1D10m, HP: 1, BP: 35, VP: 18

Acrobatics 12, Brawl 24, Track 14, Hide 10, Sixth sense 11, Sneak 12, Vitalism 11

OP: Camouflage 11, Claws (+4), Fire ball (1D10x2 BP damage, range: 0→5/6→75/76→100m) 11, Immune to extremes 11, Panzer skin (DA3), Regenerate, Strong bite (+4), Wings

OBIC RAT: Sent up to the surface of Earth at the first phase of Ragnarök, the cat, or even small dog-sized rats of black magic attack humans. They often come in large numbers. An obic rat are possessed as well, by the lowers grade of sickness spirits (who also have a hierarchical social system of their own) as pariahs. They spread plague and pestilence to the already troubled mankind. Epic characters (at least 1 HP in SHI) are, like they are immune to lycanthropy, also immune to the obic rat diseases, as being blessed by the healing powers of the Valkyries. Obic rats also function as mount for imps to ride into battle, where the weak becomes strong together.

STR: 6, END: 7, AGI: 12, IDI: 0, NEG: 5, TER: 3

PS: +0, PB: -1, INI: 0+1D10, MOVE: 25+1D10m, BP: 7, NP: 5

Acrobatics 8, Brawl 11, Hide 12, Negativism 1, Sixth sense 9, Sneak 11, Swim 12, Track 12

Strong bite (+1), DF: Weak: 1D5 CR

LEGION OF POSSESSED

Gullweig and Loki are together the king and queen over the demons of the lost halls in the Netherworld as well as the members of the Legion of possessed, living among humans all over the world. Gullweig is the unholy mother of the demons – Loki being their teacher in illusions and lies, the web of the grand illusion of the second doomed civilization.

OCCULT DEMON: Demons that are summoned from the demonic dimension appear as transparent entities within the physical magic circle needed to call them. They can pass forward messages of evil to the possessed, to te cultists and zealots that have summoned them from the lost halls of the Netherworld. If rituals are done right and the occult demon wish so he or she can enter the material dimension of the Middle-earth in the form of a flesh demon (they can never go back though). They transcendent demon do not have any Attribute values in their occult shape, and when turning “flesh” they lose some powers while gaining new flesh-bound powers.

TP: 1, BP: 3 (the occult demon is dispersed if the ring of ritual red candles is broken by physical violence), NP: 33, Negativism 22, Sixth sense 14

DF: Actual traumatisation 10, Curse 14, Immune to extremes 22, Occult attack 22, Pseudo-traumatize 15

FLESH DEMON: When a transcendent demon enters the material world it becomes a flesh demon. Demons lose some of their occult powers but gain other fleshly powers in changing realm. These monsters of extreme muscular power and dark spells often join the cultists in their cult where they become leaders and alpha males or alpha females; the supreme cult leader of their conjurers' terror cell. They have horns over their temples, black claws on hands and feet, black eyes and sharp teeth. (They do not have goat legs as other legends might picture demons; they have human legs and feet.) If they like to they can summon lesser imps to help them out as servants and cannon fodder. They are brutal and sadistic beyond imagination. A flesh demon knows everything about the pain of the flesh, and torture is their favourite call in life.

STR: 39, END: 28, AGI: 13, IDI: 10, NEG: 33, TER: 32

PS: +5, PB: 1D5, INI: 1+1D10, MOVE: 35+1D10m, TP: 1, BP: 34, NP: 33

Acrobatics 8, Brawl 23, Drive 10, Entertain 9, Heal 12, Hide 8, Melee weapon 16, Negativism 22, Nimble-fingered 12, Range weapon 14, Rhetoric 21, Sixth sense 11, Sneak 6, Swim 6, Technology 11, Track 18

DF: Claws (+2), Curse 16, Entropy blast 16, (Ignore one attack 15, or Pseudo-traumatize 15,) Immune to extremes 22, Marked by the beast (NDA2), Negative projectile 16

IMP: Summoned by the flesh demons imps are a weak, short and thin creature. Imps have long thin horns of different styles, straight, bended or curled, and long hanging donkey ears. They randomly giggle with their long mouths while behaving like jesters or plain jerks incapable of being still.

STR: 7, END: 7, AGI: 15, IDI: 8, NEG: 11, TER: 7

PS: 0, PB: 1D5-4, INI: 2+1D10, MOVE: 30+1D10m, BP: 7, NP: 11

Acrobatics 9, Brawl 13, Hide 8, Negativism 8, Nimble-fingered 9, Melee weapon 11, Range weapon 10, Ride (obic rat) 7, Sixth sense 9, Sneak 5, Swim 3, Technology 10, Track 8

DF: Create trap 8, Weak: 1D5 CR

SICKNESS SPIRIT: Each and every evil being in the Forces of death, including the demon-gods, occult demons and ghosts, are possessed by a sickness spirit. Sickness spirits emanates from the realm of Surt. Sickness spirits are fragments of the giant Ymir spirit that was slain in the war with Odin at the beginning of this universe. Sickness spirits make no harm as they are, but can possess the ordinary people who die a death of VP damage. Therefore they have no stats but grant the possessed one with the Curse DF.

CULTIST: The members of the Cult of Ymir are professional at being possessed; they are self-aware of being possessed and love being possessed. Cultists gather and design plots and conspiracies against all that is good. The cultists often try to blame crimes on innocent people and turn people against the victim with false accusations as false witnesses. They are both sadistic and perverse, and have created lots of sadistic pornography they try to profit on. Between their regular doings they gather in perverse rituals that end with killing the weakest among the participants – often a cult substitute. Cultists dress in scarlet red cloaks when they gather at rituals, and prefer this colour on brooches, ties, lipstick or any other fashion accessories. Cultist could be described as professional sociopaths.

STR: 14, END: 14, AGI: 12, IDI: 19, NEG: 20, TER: 21

PS: +1, PB: 1D5-2, INI: 2+1D10, MOVE: 25+1D10m, BP: 14, NP: 19

Acrobatics 11, Brawl 11, Common knowledge 5, Drive 9, Entertain 14, Heal 7, Hide 10, Negativism 14, Nimble-fingered 10, Melee weapon 10, Range weapon 12, Rhetoric 11, Ride 5, Sixth sense 10, Sneak 3, Swim 7, Technology 9, Track 14, DF: Camouflage 13, Curse 14, Negative projectile 13

ZEALOT: The zealots are unique in being possessed by two sickness spirits at once, one in each brain hemisphere. This feature gives them the extraordinary manipulative ability to agitate and convince people that their version of the world is true – even though it is evil and false. They work as leaders, politicians, reporters, authors and other professions working in the fields of social, cultural and political and inhabit the hotspots called Citadels around the world. Behind their polished disguise is a demagogue much like a vampire lord who can alter reality and suck the blood out of its minions. They are the false prophets working for the demon-gods, creating propaganda.

STR: 16, END: 15, AGI: 17, IDI: 22, NEG: 20, TER: 23

PS: +2, PB: 1D5-1, INI: 3+1D10, MOVE: 30+1D10m, TP: 1, BP: 16 (30), NP: 20 (30*)*

Acrobatics 10, Brawl 12, Common knowledge 9, Drive 12, Entertain 15, Heal 9, Hide 13, Negativism 15, Nimble-fingered 10, Melee weapon 13, Range weapon 11, Rhetoric 23, Ride (beast dragon) 7, Sixth sense 15, Sneak 12, Swim 7, Technology 12, Track 12, DF: Camouflage 15, Cloak 15, Entropy blast 11, Generate, Marked by the beast (NDA1), Negative projectile 11, Super-curse 13, Vampirism*

POSSESSED: See the stats for ordinary people. Possessed have the same stats as ordinary people, with only the difference that they are working for the demon-gods, completely unaware of it. The possessed spend their day with dealing destructive criticism and spite against humans that is good and true to be able to conquer through “divide and rule” techniques. Heathens are their main target to minimize to a misfit group accused for all attributes not fitted for the second civilization. They are not as common as one could think. Only one out of four suspects would get the diagnosis of being possessed. All possessed has the death feature: “Curse”, with a NSV of either 1D5+2 or 1D10+2 (see stats for ordinary encounters below).

(Stats vary) DF: Weak 1D5 CR

LESSER GIANTS

Lesser giants are only lesser in comparison to the demon-god/giants and are very powerful. All fire giants – Antediluvians and Elemental fire giants – work with the demon-gods. Only the Frost giants have separated themselves from the war on Earth aiming primary for the stars, with use of the mankind to make it happen.

ANTEDILUVIAN: At some point in distant history a crowd of elemental fire giants moved away from the rest and settled elsewhere in the now great abandoned halls of the Netherworlds. Here they

lived eons in contemplation and meditation in constant urge to become perfect. They cooled off and shrank in size as they grew in knowing more and more idiocy of the evil Obic power of the universe. Here they developed a strong cult-like collective society where they as a whole needed to be of perfection, erasing all signs of weaknesses from the collective. They look like giant prototypes of pharaohs with the same outfits and ornaments. It is possible that they at some point in human history inspired the culture of the human pharaohs. The idea of collectivism is based on an inner collectivism of their sickness spirits becoming perfect. Antediluvians are racists towards the considered lesser human race and see any likeness with them as a weakness and their presence as damaging to their collective. Antediluvians look upon humans as ants. They destroyed the old Atle-land civilization with obic bombs shot from their havoc staffs, and look forward with calm bliss to destroy the false second civilization when the necro-spell is finally charged. Their skin and eyes are purple and they are two heads taller than a human, when not cloaked.

STR: 33, END: 33, AGI: 33, IDI: 33, NEG: 33, TER: 33

PS: +5, PB: 1D5, INI: 5+1D10, MOVE: 45+1D10m, TP: 2, BP: 33, NP: 33

Acrobatics 23, Brawl 23, Common knowledge 23, Drive 23, Entertain 23, Heal 23, Hide 23, Negativism 23, Nimble-fingered 23, Melee weapon 23, Range weapon 23, Rhetoric 23, Ride (dragon) 23, Sixth sense 23, Sneak 23, Swim 23, Technology 23, Track 23

DF: Alchemy 23, Cloak 23, ‘Diluvian earthquake 23, ‘Diluvian eye blast 23, ‘Diluvian perfect levitation 23, Ignore one hit 23, Immune to extremes 23, Marked by the beast (NDA1), Panzer skin (DA1)

ELEMENTAL GIANT: Are huge giants with a body of fire and lava. The old style fire giants are about three heads taller than a human, are covered in flat stones of lava rock, have diamonds both as a brain and a heart, with gold as eyes and teeth. They produce lava swords as rewards to the powerful and successful leaders within the Forces of death – those marked by the Beast, to carrying the flame of Pain into war. Elemental giants mostly guard the realm of Surt but can be sent on missions by Surt for creating fires in forests and such. This is not appreciated by Nidhugg but Surt do not care. As Surt is the core of absolute pain the elemental giants is his spawns and through global warming they send forward even more feelings of pain into the troubled world of mankind.

STR: 55, END: 53, AGI: 9, IDI: 6, NEG: 12, TER: 22

PS: +6, PB: 1D5-1, INI: 0+1D10, MOVE: 45+1D10m, TP: 1, BP: 54, NP: 17

Acrobatics 3, Brawl 23, Hide 3, Melee weapon 5, Negativism 13, Range weapon 13, Sixth sense 11, Sneak 4, Track 12, *DF: Hot boulder projectile 13, Lava vomit, Marked by the beast (NDA3), Panzer skin (DA4)*

FROST GIANT: frost giants are taller and stronger than humans but share a lot with humans. They might think differently and do not understand the weaker human race. One thing that could unite them mentally is their ambition to move on and conquer new horizons; the demon-gods did not appreciate such ideas and banished them. Frost giants are one head taller than a human, when not cloaked. They take pride in their appearance and look young forever, being thousands of years old with a pale blue skin, indigo coloured eyes and (often) long dark blue hair. Their culture is moving very slow, but large ambitions takes time and they will be around for it in the end anyway. Some of them work within the human societies as “sleeping spies” often stealing knowledge from mankind for their own needs (next to “alien abductions”).

STR: 33, END: 26, AGI: 18, IDI: 14, NEG: 18, TER: 17

PS: +5, PB: 1D5-3, INI: 2+1D10, MOVE: 35+1D10m, TP: 1, BP: 35, NP: 18

Acrobatics 12, Brawl 23, Common knowledge 20, Heal 15, Hide 11, Drive 15, Entertain 9, Melee weapon 23, Nimble-fingered 13, Negativism 15, Range weapon 23, Ride 4, Sixth sense 13, Sneak 11, Technology 15, Track 9
DF: Alchemy 10, Cloak 12, Curse 11, Ignore one hit 13, Marked by the beast (NDA2), Negative projectile 15, Void dweller

DARKEST KNIGHT: “Half abducted human – half darkness machine... the third version [first being Dark knight, second Darker knight] slave-knight, in Frost giant conspiracy. Enslave mankind... more De-three, flying wagon cone magic, stars: giants will be.” As the words of Runelord says, Darkest knights, or “D3”, are often covered in black plate armour, controlling the obic saucers and executing any ground missions, as sabotages and new abductions, when risk of getting destroyed is too high for the Frost giants themselves. Words of flying wagons at doomsday, spraying cones of mayhem – the Frost giants put actions behind the broadcast-warning they gave mankind in the year 1977, adding a threat not only from the darkness of the underground but also from the sky above, with mankind squashed between. Darkest knights are bionic men controlled by computers in the moon and they all have a computer for a brain and a machine instead for organs. They know how to act civilized and try to make heathens behave the same way. At companies they often have the function as a boss, this time with their bionic “knight armour” just under their skin. Yes, D3 comes in two versions: one rough and one sophisticated version.

STR: 20, END: 20, AGI: 15, IDI: 17, NEG: 13, TER: 20

PS: +3, PB: 1D5-2, INI: 2+1D10, MOVE: 30+1D10m, BP: 20, NP: 13

Acrobatics 5, Brawl 11, Drive 13, Hide 3, Melee weapon 15, Nimble-fingered 3, Range weapon 13, Sixth sense 15, Sneak 12, Technology 14, Track 12, *DF: Panzer skin (armour & helmet: DA3), Void dweller*

SERVANTS OF THE GOOD

Enough of the evil army – here comes the good gang; few variations but all powerful. The examples here are very weak epic characters and the ones the players will interact with inside the simulation, will probably top them all. The examples are all “early” heathens with not much adventuring and courageous deeds in their past yet (except the Valkyries, Heimdall, Runelord and the Lightning-sword bearer of course.) “OP” is short for Odic power.

TYPICAL Berserk: this RPG’s “warrior” and heathen.

STR: 15, END: 15, AGI: 12, WIS: 12, VIT: 12, POW: 12

PS: +1, PB: 1D5-4, INI: 1+1D10, MOVE: 25+1D10m, HP: 1, BP: 15, VP: 12

Acrobatics 3, Brawl 14, Common knowledge 3, Drive 7, Entertain 3, Heal 10, Hide 3, Melee weapon 12, Nimble-fingered 3, Range weapon 8, Rhetoric 3, Ride 3, Sixth sense 3, Sneak 3, Swim 8, Technology 7, Track 3, Vitalism 11, *OP: Battle roar 7, Body tempering 9, Super-strength 9*

TYPICAL VIKING: this *RPG*'s “rogue” and heathen.

STR: 13, *END*: 14, *AGI*: 15, *WIS*: 12, *VIT*: 12, *POW*: 12

PS: +1, *PB*: 1D5-4, *INI*: 1+1D10, *MOVE*: 25+1D10m, *HP*: 1, *BP*: 14, *VP*: 12

Acrobatics 10, Brawl 10, Common knowledge 5, Drive 10, Entertain 3, Heal 6, Hide 8, Melee weapon 10, Nimble-fingered 3, Range weapon 5, Rhetoric 3, Ride 3, Sixth sense 3, Sneak 9, Swim 8, Technology 3, Track 3, Vitalism 10, *OP*: Camouflage 9, Immune to extremes 10 (+ 1 *PP* to spend on any *OP*, with a basic *PV*+0)

TYPICAL STORM MASTER: this *RPG*'s “wizard” and heathen.

STR: 12, *END*: 12, *AGI*: 12, *WIS*: 15, *VIT*: 15, *POW*: 12

PS: +1, *PB*: 1D5-3, *INI*: 1+1D10, *MOVE*: 25+1D10m, *HP*: 1, *BP*: 12, *VP*: 15

Acrobatics 3, Brawl 8, Common knowledge 10, Drive 5, Entertain 3, Heal 10, Hide 5, Melee weapon 10, Nimble-fingered 5, Range weapon 3, Rhetoric 10, Ride 3, Sixth sense 10, Sneak 3, Swim 3, Technology 10, Track 5, Vitalism 14, *OP*: Levitate 8, Phosphoric blast 8, Telekinesis 10

TYPICAL CUNNING MAN: this *RPG*'s heathen “bard” and receiver of messages from the past.

STR: 12, *END*: 12, *AGI*: 12, *WIS*: 15, *VIT*: 12, *POW*: 15

PS: +1, *PB*: 1D5-3, *INI*: 1+1D10, *MOVE*: 25+1D10m, *HP*: 1, *BP*: 12, *VP*: 14

Acrobatics 3, Brawl 8, Common knowledge 11, Drive 5, Entertain 14, Heal 10, Hide 3, Melee weapon 8, Nimble-fingered 3, Range weapon 3, Rhetoric 12, Ride 5, Sixth sense 10, Sneak 3, Swim 3, Technology 5, Track 8, Vitalism 13, *OP*: Bless 7, Magic heal 8, Receive Runelord message 9, Shaman vision 9

TYPICAL METAL DWARF: this *RPG*'s subterranean altruist hero and greatest ego.

STR: 14, *END*: 14, *AGI*: 12, *WIS*: 13, *VIT*: 12, *POW*: 12

PS: +1, *PB*: 1D5-4, *INI*: 1+1D10, *MOVE*: 25+1D10m, *HP*: 1, *BP*: 14, *VP*: 12

Acrobatics 3, Brawl 11, Common knowledge 5, Drive 3, Entertain 3, Heal 3, Hide 8, Melee weapon 10, Nimble-fingered 5, Range weapon 3, Rhetoric 3, Ride 3, Sixth sense 10, Sneak 3, Swim 4, Technology 14, Track 3, Vitalism 12, *OP*: Alchemy 6, Body tempering 8, Forge weapon 7

Here are a few Odic powers not yet opened for humans to use. The Storm masters are working on it: studying the wisdom of steel, white magic and geo-engineering. Odin – supreme, god of the universe, portion them out to lesser gods and us humans as he consider us more and more mature to use them in line with his master plan for life, death and war.

PERMANENT LIGHTNING-SWORD BEARER: one lightning-sword is tied to a human being; it is invisible when not in use, hidden in the alternative-azure sky realm close to the bearer, or in other realms. When needed it materializes in the “real” azure sky realm, sucked into the hand of the bearer, immediately by the bearer's willpower (no roll is needed), and hidden by willpower the same way. (Odin is pondering the idea of creating a second permanent lightning-sword of the remaining nine existing lightning-swords – since they tend to slack when ruled by their own free will).

+

When the sword is threatened in the alternative sky realm, by a sphinxonian guard for an example, it can move between realms even into the Iron forest realm, or bring the permanent (or temporary) lightning-sword bearer with band members with it – but needs 1 *AR*/person to do so, or 0 *AR* on its own

PHOSPHORIC EYE BLAST: works as “Thunder bolt” but as an action each AR, and is shot from Heimdall’s eyes in a straight line to somewhere within line of sight

RESPAWN: when killed Heimdall is directly re-spawned, intact with all his gear, the next AR in his house/gård in Valhalla, ready to wage war against the demon-gods and minions again. Since Valhalla moves around in the alternative-azure sky realm (always somewhere near the north though) it can take days or weeks for him to fly to the same place he was killed, so often he does not

SEND HEATHEN MESSAGE: Runelord can send messages through the veils of space and time to an active bicameral mind of the cunning characters – who knows the Odic power called “Receive Runelord message”. As a witness of the last tribes asunder of a past heathen civilization Runelord knows what mankind stands in front of. He can send out a larger number of messages to more and more cunning ones within an established culture; his problem this far has been to establish such a culture. And he pretty much says that mankind “once again” faces the “final war”, where heathens need to follow their swords and storm into battle in missions briefed by him. He knows the tricks to postpone this final war through successful adventures. One epic character knowing the “Receive Runelord message” Odic power can receive 1 message from Runelord each adventure (one gaming session) and a character with the Cunning man Archetype chosen at character creation can receive 2 messages each adventure from Runelord. The messages are kind of poetic, short and spoken in an dark epic voice, as heard on the Runelord albums

TIED TO DESTINY: Valkyries understand the universe and the approaching near future for everyone except their own destiny, and can give people hints of things likely to come so they can avoid it. The Odic power has no rules and is only played that way by the Gamelord

TIED TO REALMS: is not able to enter the Netherworld realms, including Cryptia, or Iron forest realm; super-human “divine” entities are powerful but limited – humans are weak but free to go anywhere, not tied to any realm, which gives humans an unique advantage. Tied to realms do not include Dungeons of death in its limitation; since Dungeons of death are a part of the Middle-earth realm (not the Netherworld as one might think). For instance: a heathen band cannot get heathen messages from Runelord while being outside the realms he is tied to

ULTIMATE LEVITATION: can move through the air at MOVE speed. The power must be activated when starting the levitation

VALKYRIAN BLESSING OF EASE: All epic characters (with at least 1 HP/1 SHI) is blessed by the Valkyries’ spell making them immune to a lot of diseases like Obic rat plague and lycanthropy among others of Gamelord’s choice

VALKYRIAN SONG: is a scream of weird swan-like noise heard in the background on the album track “Valkyries’ eternal winter” followed by a icy strong wind. Can be used once a battle to automatically win INI and make an additional +1D5 BP on any kind of attack in one initial AR

RUNELORD: The spirit of Runelord calls out through space and time to the Cunning men through history. Some of them listened and the heathen movement is once again set in motion, working to save mankind, and change a civilization of lies into one of truth. Runelord talks with a dark voice through the active bicameral minds of the Cunning men and can give them mission briefings often described in old-fashion poetic sentences. He was a heathen leader of his exiled tribe twenty millenniums ago. He was killed by a large swarm of beast men in protecting his kin. He killed over a

million of the beast men before he was slain; Runelord was the only one who mastered the “perfect lightning strike” Odic power, the only one throughout the history of mankind. And by that is an eternal role-model to any heathen of true value to mankind. Runelord is not a body today but a restless spirit that lives on, through his blood in his regenerating crypt realm – the “Crypt of a thousand pains”.

(Archetype: Cunning man) *OP*: Send heathen message 23, Tied to realms

VALKYRIE: It is one of the angels of the north. They are women of steel in body-mind, soul and spirit. Strong and tall they stand, with steel eyes – ideal in the way of the warrior. They rock the universe, they bless, they send coldness and they bring peace. Together with the Storm masters they know the sage of polar rotations. (Right now the Valkyries are too few by number to be able to do so. The hall of Freya is awaiting new Valkyries to enter the state of eternal in the hall of women supreme, for global change, a vital part of the recreation of the world. That is why Valkyries have strong integrity, taking no chances interacting with the world of humans, in remembrance of their lost sisters. At distance Valkyries can make a weird swan-like sound, called their song, dealing chill and respect while approaching. A Freyan becomes a Valkyrie after their epos.

STR: 27, *END*: 27, *AGI*: 24, *WIS*: 24, *VIT*: 24, *POW*: 24 (Archetype: Berserk)

PS: +4, *PB*: 1D5-1, *INI*: 4+1D10, *MOVE*: 40+1D10m, *HP*: 3, *BP*: 27, *VP*: 24

Acrobatics 20, Brawl 19, Common knowledge 16, Drive 16, Entertain 16, Heal 16, Hide 16, Melee weapon 16, Nimble-fingered 16, Range weapon 16, Rhetoric 16, Ride 16, Sixth sense 16, Sneak 16, Swim 19, Technology 16, Track 16, Vitalism 21

OP: Battle roar 17, Bless 17, Body tempering 20, Super-strength 20, Tied to destiny, Tied to realms, Ultimate levitation 17, Valkyrian blessing of ease, Valkyrian song 17, Vital projectile 17

HEIMDALL: He is the all-seeing god, half god and half giant; he is pure, true, good, but also a lot of chaos due to being a half-breed giant. He works in mysterious ways and fight his favourite nemesis the demons, imps, and of course the demon-gods. He does not say much. He is a loner. Heimdall can read people's body-mind, soul and spirit – he is never surprised. He is dressed in the heathen divine armour (all the parts), blows a horn before battle and fight for right, with wizardry and his shining Viking sword of gold and purest steel. He collects unused *HP* – and enjoys the sport of not being better than he is. He only assists humans for a short while – always on the move. Among Storm masters he is considered the ultimate Storm master, for good reasons. Heimdall has an automatic “perfect” successful roll – not gaining any *XP* – when he uses the skill Sixth sense (marked with the ∞ symbol) based on his divine capability to hear and see everything, and because of that no one can surprise him.

STR: 37, *END*: 37, *AGI*: 37, *WIS*: 40, *VIT*: 40, *POW*: 37 (Archetype: Storm master)

PS: +5, *PB*: 1D5, *INI*: 5+1D10, *MOVE*: 45+1D10m, *HP*: 750, *BP*: 37, *VP*: 40

Acrobatics 3, Brawl 23, Common knowledge 23, Drive 23, Entertain 23, Heal 23, Hide 23, Melee weapon 23, Nimble-fingered 23, Range weapon 23, Rhetoric 23, Ride 23, Sixth sense ∞ , Sneak 23, Swim 23, Technology 23, Track 3, Vitalism 23

OP: Alchemy 23, Bless 23, Body tempering 23, Camouflage 23, Immune to extremes 23, Magic heal 23, Phosphoric eye blast 23, Respawn, Resurrect 23, Shaman vision 23, Super-strength 23, Telekinesis 23, Tied to realms, Ultimate levitation 23

LIGHTING-SWORD BEARER: Is a man of raw power brought back from Hel's realm to do lots of important secret missions with the help of the Lightning-sword he carry. He is often afraid of losing his sword – but the chances are slim, since the gods wanted him to be the chosen one. In an earlier life he was called Sven and has been given this name once more, resurrected as a man and not a newborn baby. His memories from past lives are very blurry but still there, behind layers of confusion and desolation. He owns all the divine armour parts but not with the ultimate DA as with Heimdall. He is a nice guy, who often helps the righteous in need of a hand... with a lightning-sword in it. And he does his absolute best serving mankind with both power and cunning tricks as an ideal among the humans knowing the cosmic drama – proofing you can always come back from the dead for more action. You can always tag along to Iron forest if you are up for a Ghost and Hag fight to prove your might.

STR: 13, END: 15, AGI: 18, WIS: 15, VIT: 18, POW: 17 (Archetype: Viking)

PS: +1, PB: 1D5-3, INI: 2+1D10, MOVE: 30+1D10m, HP: 5, BP: 15, VP: 18

Acrobatics 14, Brawl 9, Common knowledge 11, Drive 10, Entertain 14, Heal 5, Hide 10, Melee weapon 13, Nimble-fingered 8, Range weapon 8, Rhetoric 7, Ride 7, Sixth sense 13, Sneak 13, Swim 5, Technology 14, Track 7, Vitalism 14, OP: Bless 9, Camouflage 10, Immune to extremes 10, Magic heal 10

HORSE: It is a horse – to ride on into battle. Horses are great for travelling in the near future when gas for the car is a fading memory. A horse working for a heathen is raised to the title of "Heathen horse" and later even to "Magic horse"*.

STR: 25, END: 28, AGI: 24, WIS: 3, VIT: 10, POW: 5

PS: +4, PB: -1, INI: 1+1D10, MOVE: 60+1D10m, BP: 28, VP: 10

Acrobatics (the horse way) 14, Brawl 10 (kick backwards), Sixth sense 16, Sneak 9, Swim 10 (Vitalism 1)*

ORDINARY PEOPLE: Regular people who has not yet barked in on their epic journey towards Valhalla. Since they come in all kinds of sizes and skill sets – just toss them together by random, is my suggestion to the Gamelord. The ones here is just a tabula rasa – or the ideal of ordinary. Most of them are naturally good and are the raw material for the birth of a heathen.

STR: 11, END: 11, AGI: 11, WIS: 11, VIT: 11, POW: 11

PS: 0, PB: 1D5-4, INI: 0+1D10, MOVE: 20+1D10m, BP: 11, VP: 11

Acrobatics 3, Brawl 3, Common knowledge 10, Drive 5, Entertain 3, Heal 3, Hide 3, Melee weapon 3, Nimble-fingered 3, Range weapon 3, Rhetoric 3, Ride 3, Sixth sense 3, Sneak 3, Swim 5, Technology 5, Track 3

ARMY OF ORDINARY & LEGION OF POSSESSED

Sometimes a heathen finds themselves having trouble with prominent leaders and members of the Army of ordinaries, putting up resistance of any sort in the "hot-" and/or "cold-war all against all". Here are stats for some examples of them if it would occur. They can all be converted into pretty powerful possessed beings working unknowingly for the Forces of death.

BULLY: all ordinaries have the (anti-) vital skill called Bullying. It can be used during a long rally of aggression or series of micro-aggressions of 8 h, dealing: 1 VP (+PB) damage from one bully leader, or together as a group of actives: 2 VP + PB from the most provocative of the bullying participants. (Bullying is always projected from a collective or its leader towards the trueness of the individual greatness and can therefore never be used by a heathen/warrior of all that is good.) It can be used once each 24 h. After a month the victim cannot heal one of the VP damage, after two months not heal two... and so on, making Bullying damage stick. It can over time lead to extreme stress, nervous breakdown, depression and death from heart attack – by a non-successful VP critical roll (CR). (This is one of many good examples that show body and mind, BP and VP, is two sides of the same holistic being.) The best way to break the evil logic of Bullying is not to fight back – but keep the best of them at great distance to be able to heal and revitalize the fixed damage, that will reduce over the same number of month the fixed damage was dealt; or just get a new job. To move closer and become/try to become friends is not an option (it leads to corruption of greatness, being less instead of more)

CURSE: all possessed have the Curse death feature (see Death features above). Lesser possessed has NSV of 1D5+2 and more prominent has a NSV of 1D10+2. See the stats beneath under each of the ordinary examples to see if they are categorized as lesser or more prominent

BAR FIGHTER:

STR: 14, END: 14, AGI: 12, WIS: 14, VIT: 16, POW: 10

PS: +1, PB: 1D5-4, INI: 1+1D10, MOVE: 25+1D10m, BP: 14, VP: 16

Acrobatics 9, Brawl 13, Common knowledge 7, Drive 9, Entertain 3, Heal 3, Hide 3, Melee weapon 11, Nimble-fingered 5, Range weapon 9, Rhetoric 7, Ride 3, Sixth sense 3, Sneak 3, Swim 5, Technology 5, Track 9

(DF: Curse NSV 1D5+2, Weak 1D5 CR)

BURGLAR:

STR: 13, END: 14, AGI: 19, WIS: 13, VIT: 15, POW: 12

PS: +1, PB: 1D5-4, INI: 2+1D10, MOVE: 30+1D10m, BP: 14, VP: 15

Acrobatics 13, Brawl 10, Common knowledge 7, Drive 9, Entertain 3, Heal 3, Hide 13, Melee weapon 11, Nimble-fingered 14, Range weapon 9, Rhetoric 9, Ride 3, Sixth sense 12, Sneak 14, Swim 5, Technology 9, Track 11 (DF: Curse NSV 1D5+2, Weak 1D5 CR)

GANGSTER:

STR: 13, END: 12, AGI: 11, WIS: 9, VIT: 10, POW: 6

PS: +1, PB: 1D5-4, INI: 0 +1D10, MOVE: 25+1D10m, HP: 0, BP: 13, VP: 10

Acrobatics 9, Brawl 10, Common knowledge 8, Drive 12, Entertain 9, Heal 8, Hide 8, Melee weapon 8, Nimble-fingered 8, Range weapon 14, Rhetoric 12, Ride 3, Sixth sense 12, Sneak 9, Swim 5, Technology 7, Track 10 (DF: Curse NSV 1D5+2, Weak 1D5 CR)

GUARD:

STR: 12, END: 12, AGI: 11, WIS: 9, VIT: 10, POW: 14

PS: +1, PB: 1D5-3, INI: 0+1D10, MOVE: 25+1D10m, BP: 12, VP: 10

Acrobatics 9, Brawl 11, Common knowledge 8, Drive 10, Entertain 7, Heal 9, Hide 9, Melee weapon 11, Nimble-fingered 9, Range weapon 9, Rhetoric 9, Ride 3, Sixth sense 11, Sneak 11, Swim 9, Technology 8, Track 10

(DF: Curse NSV 1D5+2, Weak 1D5 CR)

NEMESIS: (special enemy in an epic characters personal war)

STR: 16, END: 16, AGI: 15, WIS: 12, VIT: 13, POW: 15

PS: +2, PB: 1D5-3, INI: 1+1D10, MOVE: 30+1D10m, BP: 16, VP: 13

Acrobatics 10, Brawl 11, Common knowledge 10, Drive 9, Entertain 11, Heal 8, Hide 9, Melee weapon 11, Nimble-fingered 12, Range weapon 11, Rhetoric 14, Ride 9, Sixth sense 11, Sneak 11, Swim 9, Technology 10, Track 10 (DF: Curse NSV 1D10+2, Weak 1D5 CR)

NEW-MORALIST: (or arch-bully, or professional-backbiter, or demagogue; one of many prominent leaders of ordinarianism)

STR: 10, END: 11, AGI: 12, WIS: 13, VIT: 14, POW: 15

PS: +0, PB: 1D5-3, INI: 1+1D10, MOVE: 25+1D10m, (TP: 1,) BP: 11, VP: 15

Acrobatics 3, Brawl 3, Common knowledge 10, Drive 5, Entertain 7, Heal 3, Hide 3, Melee weapon 3, Nimble-fingered 3, Range weapon 3, Rhetoric 11, Ride 3, Sixth sense 3, Sneak 3, Swim 5, Technology 5, Track 3 (DF: Curse NSV 1D5+2, Weak 1D5 CR)

POCKET THIEF:

STR: 12, END: 11, AGI: 10, WIS: 8, VIT: 9, POW: 6

PS: +1, PB: 1D5-4, INI: 0+1D10, MOVE: 20+1D10m, BP: 12, VP: 9

Acrobatics 10, Brawl 9, Common knowledge 7, Drive 5, Entertain 3, Heal 8, Hide 13, Melee weapon 12, Nimble-fingered 14, Range weapon 9, Rhetoric 7, Ride 3, Sixth sense 11, Sneak 14, Swim 8, Technology 8, Track 10 (DF: Curse NSV 1D5+2, Weak 1D5 CR)

POLICE COMMISSIONER:

STR: 14, END: 13, AGI: 14, WIS: 19, VIT: 12, POW: 18

PS: +1, PB: 1D5-2, INI: 2+1D10, MOVE: 25+1D10m, (TP: 1,) BP: 14, VP: 15

Acrobatics 6, Brawl 10, Common knowledge 14, Drive 13, Entertain 6, Heal 6, Hide 6, Melee weapon 8, Nimble-fingered 3, Range weapon 14, Rhetoric 14, Ride 3, Sixth sense 11, Sneak 6, Swim 8, Technology 13, Track 14 (DF: Curse NSV 1D10+2, Weak 1D5 CR)

POLICE OFFICER:

STR: 13, END: 11, AGI: 12, WIS: 8, VIT: 9, POW: 7

PS: +1, PB: 1D5-4, INI: 0+1D10, MOVE: 25+1D10, BP: 12, VP: 9

Acrobatics 9, Brawl 12, Common knowledge 10, Drive 12, Entertain 8, Heal 8, Hide 8, Melee weapon 11, Nimble-fingered 10, Range weapon 14, Rhetoric 11, Ride 7, Sixth sense 11, Sneak 10, Swim 10, Technology 12, Track 13 (DF: Curse NSV 1D5+2, Weak 1D5 CR)

POLITICIAN:

STR: 13, END: 12, AGI: 11, WIS: 15, VIT: 20, POW: 18

PS: +1, PB: 1D5-2, INI: 1+1D10, MOVE: 25+1D10m, (TP: 1,) BP: 13, VP: 20

Acrobatics 3, Brawl 3, Common knowledge 14, Drive 6, Entertain 11, Heal 3, Hide 3, Melee weapon 3, Nimble-fingered 3, Range weapon 3, Rhetoric 14, Ride 3, Sixth sense 9, Sneak 9, Swim 6, Technology 6, Track 3 (DF: Curse NSV 1D10+2, Weak 1D5 CR)

FALSE PROPHET: (of any sick false god/transcendent demon)

STR: 8, END: 8, AGI: 10, WIS: 15, VIT: 21, POW: 19

PS: +0, PB: 1D5-2, INI: 1+1D10, MOVE: 20+1D10m, (TP: 1,) BP: 8, VP: 21

Acrobatics 3, Brawl 3, Common knowledge 3, Drive 5, Entertain 4, Heal 7, Hide 3, Melee weapon 3, Nimble-fingered 3, Range weapon 3, Rhetoric 9, Ride 3, Sixth sense 6, Sneak 3, Swim 7, Technology 4, Track 3

(DF: Curse NSV 1D10+2, Weak 1D5 CR)

PRIVATE DETECTIVE:

STR: 11, END: 10, AGI: 11, WIS: 16, VIT: 14, POW: 13

PS: +0, PB: 1D5-4, INI: 1+1D10, MOVE: 20+1D10m, BP: 11, VP: 14

Acrobatics 7, Brawl 8, Common knowledge 14, Drive 12, Entertain 9, Heal 7, Hide 11, Melee weapon 7, Nimble-fingered 7, Range weapon 7, Rhetoric 10, Ride 3, Sixth sense 7, Sneak 7, Swim 5, Technology 9, Track 11

(DF: Curse NSV 1D5+2, Weak 1D5 CR)

REPORTER:

STR: 9, END: 8, AGI: 8, WIS: 14, VIT: 12, POW: 18

PS: +0, PB: 1D5-2, INI: 1+1D10, MOVE: 20+1D10m, BP: 9, VP: 15

Acrobatics 6, Brawl 3, Common knowledge 11, Drive 8, Entertain 10, Heal 3, Hide 6, Melee weapon 4, Nimble-fingered 4, Range weapon 3, Rhetoric 11, Ride 3, Sixth sense 9, Sneak 9, Swim 6, Technology 11, Track 11

(DF: Curse NSV 1D5+2, Weak 1D5 CR)

SCIENTIST:

STR: 7, END: 8, AGI: 8, WIS: 17, VIT: 15, POW: 14

PS: +0, PB: 1D5-3, INI: 1+1D10, MOVE: 20+1D10, BP: 8, VP: 15

Acrobatics 3, Brawl 3, Common knowledge 16, Drive 6, Entertain 8, Heal 8, Hide 4, Melee weapon 4, Nimble-fingered 6, Range weapon 4, Rhetoric 10, Ride 3, Sixth sense 8, Sneak 4, Swim 7, Technology 14, Track 7

(DF: Curse NSV 1D5+2, Weak 1D5 CR)

SOLDIER/MERCENARY/ASSASSIN:

STR: 20, END: 19, AGI: 17, WIS: 15, VIT: 17, POW: 16

PS: +3, PB: 1D5-3, INI: 2+1D10, MOVE: 30+1D10m, (TP: 1,) BP: 20, VP: 17

Acrobatics 11, Brawl 12, Common knowledge 7, Drive 11, Entertain 7, Heal 10, Hide 10, Melee weapon 11, Nimble-fingered 9, Range weapon 14, Rhetoric 5, Ride 8, Sixth sense 11, Sneak 12, Swim 11, Technology 12, Track 13 (DF: Curse NSV 1D10+2, Weak 1D5 CR)

STREET PUNK:

STR: 10, END: 9, AGI: 10, WIS: 7, VIT: 8, POW: 7

PS: +0, PB: 1D5-4, INI: 0+1D10, MOVE: 20+1D10m, BP: 10, VP: 8

Acrobatics 8, Brawl 9, Common knowledge 5, Drive 7, Entertain 4, Heal 6, Hide 9, Melee weapon 9, Nimble-fingered 10, Range weapon 10, Rhetoric 6, Ride 3, Sixth sense 5, Sneak 9, Swim 4, Technology 5, Track 5

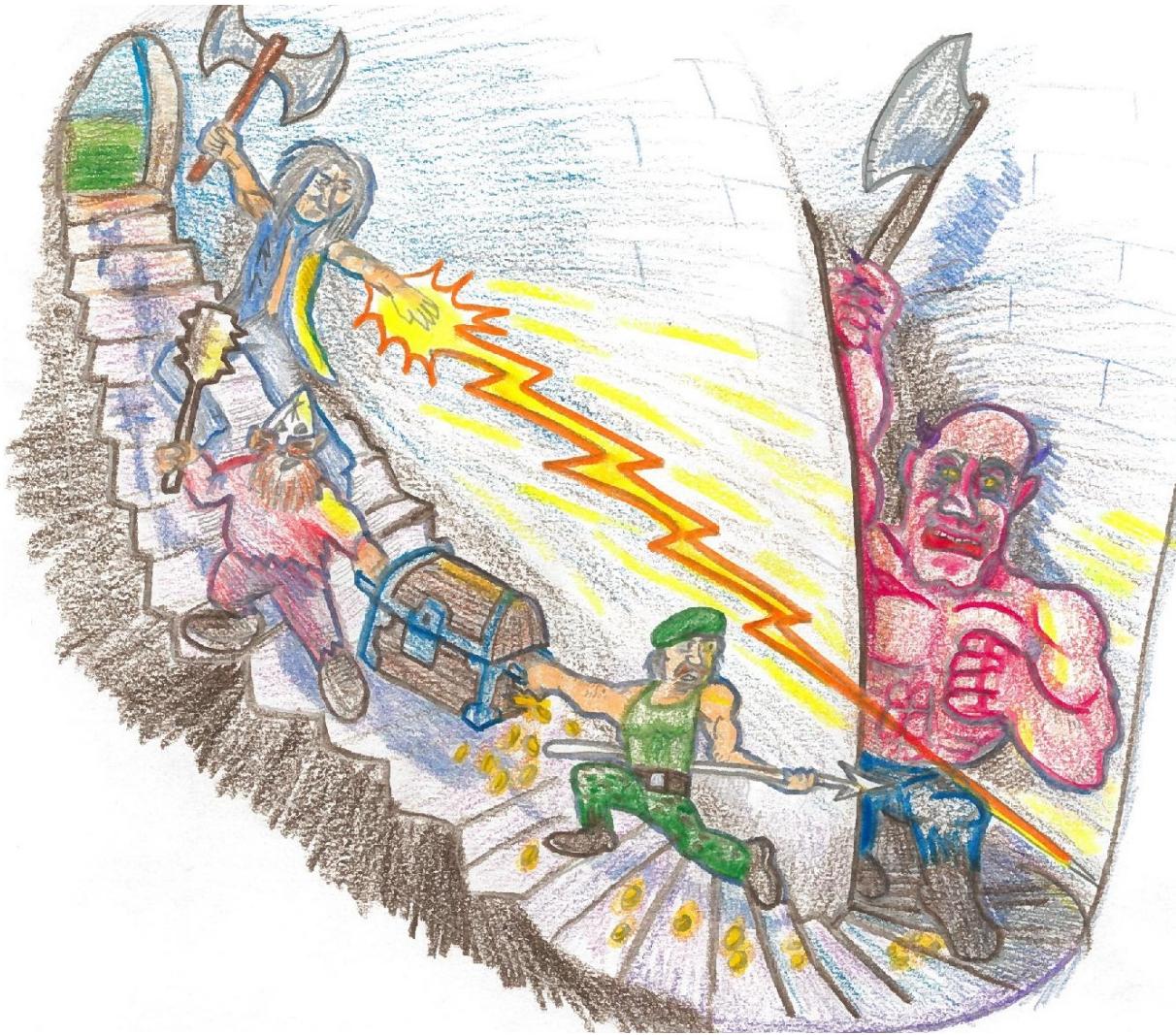
(DF: Curse NSV 1D5+2, Weak 1D5 CR)

Be inspired by the examples above of non-epic characters when creating own for your adventures or just alter them somewhat to create the desired ordinary* guy standing in the way of the epic characters' battle and adventure.

*ordinary in being neither epic nor a direct part of the Forces of death, and can be won over by one side or the other; into active positive existence or active negative existence; being cleansed or stained; saved into Freya's Hall of protection or spread into the endless space of entropy and eternal death. All taking active part in the cosmic drama, in the "Great realm of time", as told by Runelord – as either playing the role of an ordinary, an epic "more one" or an evil entity

CHAPTER IIIII

EQUIPMENT



Charts for weapons and damage dice, armour, how much damage different objects can take before they get broken are included in this chapter. Loot or...

BUY THINGS

All things needed for adventurers, as torches, ropes and dried meat, cars, horses and so on, are able to be bought at character creation in consultation with the Gamelord who sets all the price tags. Later, in game sessions, they can buy what they need on a trade-market between private sellers or with shops still using money as before. Lots of stores have sold out and have closed down their business, so everyone is part-time seller paying no taxes or fees to the state. Money still works but

people tend to sit on it – waiting for a new civilization to rise. Gold has become an alternative for money as well.

Medieval weapons are made by the mighty Metal dwarves. Metal dwarfs are playable and some non-player Metal dwarf characters have come up to the surface of Middle-earth to sell weapons of steel and iron as swords, battle axes, spears, arrows and maces*. They also create plate armour but at insane prices for some reason – always talking of items they call “divine armour” instead. A Viking sword costs about 250 USD/EURO, a Bastard sword 350 USD/EURO, to give the Gamelord some advice where things could land, when it comes to price tags of old-school melee weapons.

*Metal dwarfs can make medieval weapons with the help of their Odic power called “Forge weapon”, if they have the steel or iron needed for the process. When people try to bargain they are often not interested in selling or help at all, and would rather fight for death than being tricked by cheap humans not respecting the fine art they master. They take lots of pride in making the weapon, as well as setting the price tag. Since they can, more or less, create value out of thin air they have no understanding of investments as humans look upon it and cheer their own thought of “gold points”; they want to own as much gold and money, and consider “money” to be a point system of pride and glory, not spending any of it. This is another small reason why the quantity of money decreases, when the metal dwarves take it all with them back to the subterranean world to stock them in their “gold point” vaults

Metal dwarves never mass-produce stuff – always keep the stock at the absolute minimum – to secure high demand, a high price, secure their status, power and honour.

(At Ragnarök phase two regular dwarves and female elves will come up to the surface and sell metal and non-metal enchantments [all part of the “Periodic table of enchantments”], which dwarves can tie to objects of metal and elves to objects of non-metal. If the Gamelord wants to she/he can introduce some rare enchanted items, called magic items, already in Ragnarök phase one if it adds something to the saga, for expensive to descent prices.)

WEAPONS

Most of the weapon damages are measured in *BP* damage and have a Weapon modification (*WM*) added or withdrawn from the Damage dice (*DD*) that is either rolled with 1D5 or 1D10 or more D10s. Weapons that shoot burst fire are given two separate damage die rolls, measured one by one against Damage absorption (*DA*), and is counted as the damage of a burst of five shots. Weapons give modifications to *INI*. Weapon damage and range – here counted in meters (m) – can be altered if there is a special kind of weapon, like huge revolvers or rifles meant for taking down elephants or so. Some melee weapons always have a damage x2 multiplier against certain kinds of monsters.

All the Melee and Brawl weapons listed below can result in Heathen point (*HP*) rewards; Range weapons do not.

The range weapons difficulty die rolls based on distance in meter are only written here to give an

idea for the Gamelord. They are based on hitting a target of human size or larger. The Gamelord should alter the difficulty dices up or down based on the object size to hit or the situation. If a character wants to shoot with his/her pistol at a target on 4 meters and the target is a human the difficulty could be 1D10. But under stress it could be 2D10 instead, or if the person shooting is moving or if the target is moving. If the character wants to shoot a bottle on 4 meters distance it could be 2D10. To hit a small spider on the wall at 4 meters distance could be rolled with 3D10 – and so on. A player cannot argue about the difficulty based only on distance, since only the Gamelord knows the situation and has the final word as with all rules in a *RPG*. The idea is to use the normal 2D10 skill tests as long as possible though.

<u>MELEE WEAPON:</u>	<u>DD+WM*</u> :	<u>INI MOD:</u>	<u>x2 MULTIPLE DAMAGE AGAINST:</u>
Kitchen knife	1D10-1	+2	
Bowie knife	1D10	+1	
Dagger/bollock dagger	1D10+1	0	
Throwing knife (in melee)	1D10-1	0	
Stiletto & Butterfly	1D10-1	+2	
Bayonet on rifle	1D10+1	-1	
Viking sword	1D10+2	-1	
Bastard sword	1D10+3	-2	
Mace / Morning star	1D10+2	-2	Skeleton, Necro man
Morning star	1D10+3	-3	Skeleton, Necro man
Battle axe	1D10+3	-3	Clay golem, Great oak one
Wood axe / War hammer	1D10+2	-2	Clay golem, Great oak one
Chain saw	1D10+4	-4	Clay golem, Great oak one
Throwing axe (in melee)	1D10	-1	
Baton	1D5+3	+1	
Thigh bone**	1D5+3	+1	
Stick	1D5+1	0	
Staff	1D5+2	0	
Spear (metal point)	1D10+2	-2	
Wooden spear	1D5+2	-2	
Baseball bat	1D5+4	-1	Skeleton, Necro man
Spiked baseball bat	1D5+5	-1	Skeleton, Necro man
Weapon made of silver	usual	usual	Were man, Lycanthrope
Pitchfork or shovel	1010-1	-2	
Whip	1D5-2 + 1 VP	-3	
Lightning-sword***	1D10 x 1D10	+3	Hag, Ghost
Lava-sword**	2D10	0	
Havoc staff**	1D5+4	0	

*+Pain supply (PS)

**Forces of death weapon only, not used by the members of the Heathen legion

***Weapon quality (WQ) is ∞

<u>BRAWL WEAPON:</u>	<u>DD+WM:</u>	<u>RANGE (m) Easy/Normal/Hard:</u>	<u>/NI MOD:</u>
Fist/kick/wrestle throw*	1D5		+2
Brass knuckles*	(Fist: 1D5)+2		+1
Spear (throw)*	1D10+2	Normal: 0→STR, Hard: STR→STRx2m	-2
Throwing knife*	1D10-1	Normal: 0→STR÷2, Hard: STR÷2→STRm	0
Throwing axe*	1D10	Normal: 0→STR÷2, Hard: STR÷2→STRm	-1
Throw handheld weapon*/**	usual	Normal: 0→STR÷2, Hard: STR÷2→STRm	-4
Fire thrower	2D10	0→2/3→5/out of reach	-3
Hand grenade	3D10+5	Normal: 0→STR÷2, Hard: STR÷2→STRm	0

*+Pain supply (PS)

**like a Viking sword, battle axe or a mace; only epic characters and members of Forces of death can throw weapons this way (=not ordinary people)

<u>RANGE WEAPON:</u>	<u>DD+WM:</u>	<u>RANGE (m) Easy/Normal/Hard:</u>	<u>/NI MOD:</u>
Pistol	1D10+1	0→5/6→75/76→100m	0
Revolver	1D10+2	0→5/6→75/76→100m	-1
Rifle	1D10+3	0→20/21→80/81→120m	-2
Assault rifle	(1D10+2) x2	0→20/21→300/301→400m	-3
Uzi	(1D10+1) x2	0→5/6→75/76→100m	-1
Shotgun	2D10	0→4 (1D10+10 BP)/5→30/31→40m	-2
Rocket launcher	3D10	0→20/21→80/81→120m	-3
Sniper rifle	2D10	0→20/21→300/301→1000m	-2
Bow	1D10	0→5/6→10/11→20m	-3
Auto-crossbow	(1D10) x2	0→5/6→10/11→30m	-2
Havoc staff	1 VP + PB	0→5/6→75/76→100m	0

<u>TECHNOLOGY WEAPON:</u>	<u>DD+WM:</u>	<u>RANGE (m) Easy/Normal/Hard:</u>	<u>/NI MOD:</u>
Machine gun	(2D10) x2	0→20/21→300/301→400m	-3
Tank shot	6D10	3→20/21→100/100→1000m	-3
Land mine	3D10+5		

WEAPON QUALITY

Weapons can be broken if used a lot. A new weapon has a 100% Weapon quality (WQ). When a weapon gets 0 in WQ it is broken and useless. A weapon works as it should until it is broken. Three things reduce WQ. They are:

Each time a weapon of any sort is used and deals a “strike of bane” – the killing blow at an enemy – the player rolls 1D10 and subtracts that from the WQ percentage.

Each time a weapon of any sort is used and a battle skill: Melee weapon, Range weapon, Brawl [when throwing a weapon] or Technology [heavier guns]) results in a perfect or fumble roll – the player rolls 5D10 and subtracts that from the WQ percentage.

When you parry damage of 10 *BP* or above with a weapon made of wood – like a staff or something – the *WQ* is reduced by 2D10. When you parry damage of 20 *BP* or above with a weapon made of metal – like a sword or mace – the *WQ* is reduced by 2D10.

A range weapon of wood – like a bow – can be used to parry a melee weapon once before being broken; a range weapon of metal – like a rifle – can be used to parry attacks five times before being broken enough to not function properly. To parry with a range weapon is always a hard 3D10 skill test and the Melee weapon skill is used.

A character can repair a weapon 5D10 *WQ* for a cost of around 20% of the original price. Metal dwarfs repair weapons. This pay-for-repair procedure can be done over and over until the *WQ* is back at 100% – and they charge for each successful try only.

ARMOUR

When body parts are covered in different armour, or any thicker material, it can Damage absorb (*DA*) a certain value of *BP* damage (also called Damage Absorption). The rest of the damage continue into the body and deal damage as usual. An armour part *DA* only the part of the body it covers.

A hit on naked skin do normal damage – no *DA*. Thin cloth such as a t-shirt has no *DA* as well. Thicker clothing like a denim jacket or denim jeans *DA* 1 *BP* of damage. A leather jacket or leather pants *DA* 2 *BP* of damage. Plate or chain armour, like shining armour of the knights or a Viking helmet, *DA* a value between 2 to 6 *BP* – depending on the armour quality. When such armour is found you roll 1D5+1 for the entire armour – from top to toe – or for the found armour part, like a helmet or gauntlets; that roll is then “fixated” and shows the quality and *DA* of the armour from now on.

Last we have the holy “Divine armour of the heathens”. They have the highest status and *DA* value among all armour. The armour parts are of four different kinds: (1) a “cone helmet” covering the skull above the ears and with extensions covering the nose and around the eyes. (2) A “cuirass” covering the chest and belly – which is open at the back (with only belts holding it on place). (3) One pair of “pauldrons” covering the shoulders. (4) A pair of “greaves” covering the front side of the legs – made for kicking ass*. Since Heimdall wears this Divine armour outfit, it is an ideal among the heathens. Metal dwarfs have in the distant past of history forged a number of the Divine armour parts at mixed quality, scattered around the world, used by those lucky ones who find any parts/pair of the Divine armour. Divine armour come in slight variations and can also have magic enchantments (not covered in this short and concise *RPG*; we leave that for others, licensing this IP for creating ARPG/MMORPG and FPS video games in the future). The divine armour *DA* is 1D5+5 *BP* of damage. That roll is then fixated and shows the quality and *DA* of that armour part or pair of armour parts from now on. If a character would find several parts/pair of parts of the Divine armour he or she would roll separate *DA* rolls for each part/pair of parts noting the *DA* on the epic character sheet next to the item, inside parenthesis.

*with the greaves strapped on they cause +2 BP damage when kicking someone

The pair of greaves covers entire legs, back and front – to make things easier. The same goes for the divine (Vendel) helmet – it covers the entire head and face, but not the throat. The same rule is used for all kinds of helmets. Therefore an epic character with all the parts of the divine armour would only be unprotected by divine armour on the throat, both arms and on the open back. This is only a recommendation; the Gamelord is free to do otherwise, as with all rules.

<u>ARMOUR:</u>	<u>DA:</u>	<u>INI:</u>
Thick cloth/denim	1	0
Leather	2	-1
Hard plastic armour	3	-1
Plate/chain armour	$1D5+1 = \text{fixed } DA (2 \rightarrow 6)$	-2 half armour/-4 full armour
Divine armour part/pair	$1D5+5 = \text{fixed } DA (6 \rightarrow 10)$	0

A character cannot combine layers of armour – the highest *DA* is the only one that counts.

STARTUP ARMOUR

To avoid players to “power play” and only get the gear that has the best stats, the Gamelord can let the players roll on the following chart to see what they get from the beginning for free. Since the economy stops pretty fast and stores are not opened as usual, during phase one, it is much harder to come by things than one might think. Jeans/denim has 1 in Damage absorption (*DA*) and leather has 2 in *DA*.

<u>1D10:</u>	<u>STARTUP ARMOUR:</u>
1, 2, 3.	Jeans and t-shirt
4.	Jeans, t-shirt and denim vest (do not protect arms)
5.	Jeans, t-shirt and denim jacket
6.	Jeans, t-shirt and leather vest (do not protect arms)
7, 8.	Jeans, t-shirt and leather jacket
9.	Leather pants, t-shirt and leather vest (do not protect arms)
10.	Leather pants, t-shirt and leather jacket

RUNE TOKEN

A decorative object can be blessed with the Odic power called “Bless” for “vital damage absorption” (*VDA*). The object is often a t-shirt with the ✕ logo on it, a necklace, a headband/diadem or even a tattoo. The price is up to the blessing person/“the blesser” to decide and the customer are free to say “yay” or “nay” to the deal. A rune token can *VDA* up to 5 *VP* of Vital damage and the token regain

the used VDA after an hour/per VP. The token must be close to the body to function, and cannot be in the backpack or something.

SPECIAL VEHICLES

When travelling in alternative-sky or alternative-space the people onboard are able to see both what happens in the alternative sky and the real sky – respectively see what is going on in both alternative space and real space at the same time. The parallel realms are real but some is called “real” and others called “alternative” from the ordinary human point of view (default) – not able to see both, due to the grand illusion of Loki. They can travel though real mass like treetops; since alternative-sky is empty (actually it is filled with the mystic fluid called ether) often on the magic Dragon-ships. Objects cannot travel though other objects also travelling in the alternative realms though. There is no alternative “ground realm”, so only Nagelfar is able to travel inside the planet into the Netherworld – while the other ships are so called “tided to realms”: the sky and outer space realms.

DRAGON-SHIP: The heathens have wooden ships as aircrafts and spacecrafts that they can fly in alternative sky and in alternative space with. Dragon-ships have a real dragon spirit tied to the ship* that makes flying possible and to shoot dragon fire balls from the front of the ship. They fly as fast as an air-bus plane at top speed and are mostly used for transportation around the globe. In the war of doomsday they will be used for warfare though.

*Building a dragon-ship is a white magic ritual in itself, blessed by the work of its craftsmen. If a real dragon is killed within a distance of 200 kilometres the dragon spirit is captured in the dragon-ship making it able to fly, blast fire balls and travel in alternative sky and space.

A dragon-ship can heal damage by sailing in water – in real world/sky realm. For each hour the ship sails, it heals 1D10 BP damage, by “cooling off” the damage and auto-heal broken wood. Cold water is a sacred and a re-vitalization element tied to the spirit of the heathen.

OBIC SAUSER: The frost giants have silver coloured spacecrafts which they can fly in space, alternative space, visual sky and alternative sky with. The alternative sky and space is the default. To change from alternative to real sky and space they need to do a technical manoeuvre that cost lots of fuel, timing and skill. This manoeuvre is often done as a way to avoid being destroyed, and when they do they generate UFO-sightings among mostly rural living locations. They move in a speed of a smaller plane but can alter the speed after some preparation time to the speed just below the speed of sound. They use both these manoeuvres to avoid being attacked by dragon-ships and sphinxonian guards. Obic saucers are used to sabotage on Earth or abduct humans, often used as human material for their bionic Darkest knights, or as slaves working for their idiotic cause.

SPHINXONIAN GUARD: The sophisticated fire giants, the Antediluvians, have golden spacecrafts that looks like the sphinx of Egypt (actually it is the other way around) that they can fly in alternative space and alternative sky with at a speed of an attack helicopter. Often they fly around to guarantee being the sole rulers of the flying realms and to knock down both dragon-ships and obic saucers with the help of their two extendable ramming fists at front. They are slower and therefore better at claiming and guard certain areas.

NAGELFAR: A Nagelfar is a white dragon-ship that shines of purest shimmer. When an epic character worthy Valhalla dies his spirit is lifted off, together with others of the same worthiness and state, into the white magic ship called Nagelfar – next stop being Valhalla. There are a plural number of these ships in relation to the need – one Nagelfar can carry approximately one hundred spirits each – but they all carry one collective name: Nagelfar. A Nagelfar is a transcendent-divine vehicle and cannot be boarded by any unworthy spirits, souls or body-minds. It is only for the (soon to be) Eternal warriors and Valkyries that are sucked onto one of the white ships. The dead spirit of a worthy sees the Nagelfar come closer as the white shining light in darkness – “the light at the end of the tunnel”. Nagelfar is a spiritual vessel; it cannot be damaged/or damage; it can travel through matter, space and into all the realms – no one worthy is left behind, anywhere.

WEAPON DAMAGE WITH VEHICLES & SPECIAL VEHICLES

The rules here for damage, attacks and initiative between vehicles will only be briefly sketched since they will probably occur very seldom anyway. If more rules are needed the Gamelord has to come up with house rules covering details.

In the near future cars and trucks exist as we know them and they cost the same amount of today's money value. When vehicles are damaged, the vehicle suffers damage in "Vehicle body points" (VBP). A vehicle's VBP is a fixed number and when it is reached, the vehicle is broken and out of function. Special vehicles have weapons that can deal damage.

Dragon-ships can shoot 1 fireball from the ornamental dragon-mouth at its front /per AR.

Obic saucers can shoot 2 obic rays per AR.

The sphinxonian guard have two 15 meters long extendable tentacle-like arms and hands which it can hit other flying vehicles with. To hit the weapon engineer on board need to roll a hard Technology skill test (3D10) under her/his SV to hit with one of the two hands. One sphinxonian hand can be used per AR (the first fist in the first AR, the second hand in the second AR, while the first hand is withdrawn to be used the third AR and so on...)

Regular vehicles can have one or two machine guns attached in front – see chart below.

When vehicles are within range of "vehicle battle" (as described by the Gamelord) they roll Initiative

(*INI*) – highest goes first as usual. To hit a vehicle you need to pass a normal skill test in Technology. (Only Odic saucers can avoid being shot by either temporary change between the alternative and the real sky/space by a hard 3D10 Technology skill test under the pilot's *SV*.) To hit a Dragon-ship a hard 3D10 skill test needed – due to its high speed.

<u>VEHICLE:</u>	<u>VBP:</u>	<u>WEAPON & DAMAGE:</u>	<u>INI (1D10):</u>
Motorcycle	15	one machine gun	+3
Car	50	two machine guns	+1
Truck	100	two machine guns	-1
Dragon-ship	50	Fire ball: 1D10 x2 <i>BP</i>	+5
Obic saucer	80	Obic ray (x2): 1D10+5 <i>BP</i>	+2
Sphinxonian guard	200	Ramming fist (x2): 1D10 x5 <i>BP</i>	0

BREAKING THINGS

Objects have a certain amount of total *BP* as well as a value in "One hit destruction" (*OHD*). Objects do not roll critical roll (*CR*) as living creatures do: If the *OHD* is reached at one hit the object is destroyed; or when the total of *BP* is reached the object is also destroyed. This includes the special vehicles and normal vehicles above.

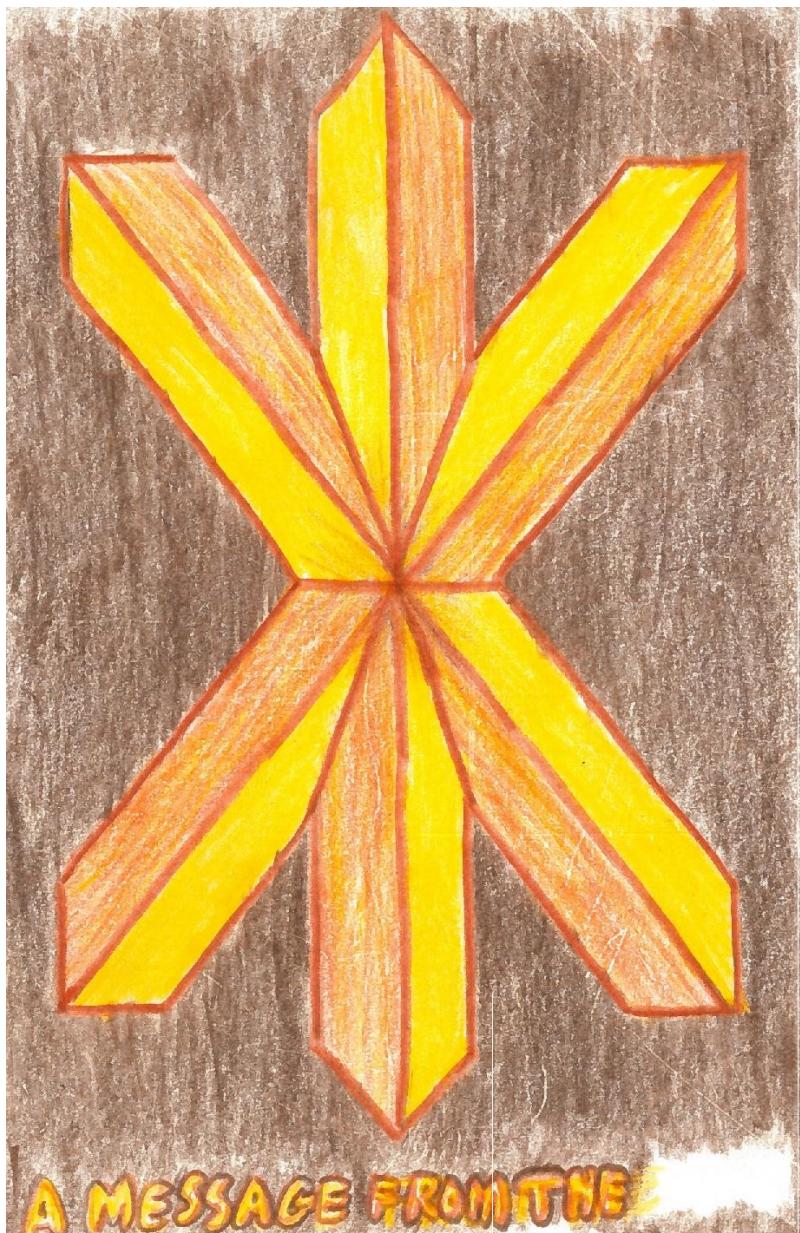
Here follows a few objects epic character might smash during their adventures in the near future. If bombs are needed to break things, you, as the Gamelord, have to come up with rules for that on your own. Rules for regular bombs, Odic bombs or Obic bombs, are not included in this phase one simulator even though they already exist in vaults.

<u>OBJECT:</u>	<u>OHD:</u>	<u>BP:</u>
Chair	5	8
Table	7	11
Bottle	4	5
Beer glass	1	1*
Fake wooden door	6	9
Wooden door	9	20
Armoured door/car door	15	25
Bank vault door	40	-
Human heart	5	100
(Ordinary mind	<i>VP+CR</i>	<i>VP+CR</i>)
(Mind of metal	<i>VP+CR+X</i>	∞ <i>VP</i>)

*a broken beer glass can stand for what: one Body point damage is (and one Vital point damage is: a day at work)

CHAPTER IIIIII

THE END



*Today, I wasn't stained
Not killed, not deluded
I was protected by gods
By my inner vitality
The evil lost again!
Today, I was holy*

In this end chapter there will be end notes, a list of the acronyms used in this game followed by the Epic character sheet.

END NOTES

Hope you find this *RPG* to be an entertaining, thrilling and even frightening one. If any rules are missing in this *RPG* – like damage from falling or fire or what else is missing here – the Gamelord needs to come up with own solutions and rules. If something is unbalanced just change it. Good luck, and thanks for playing. End? This is a beginning... of the way, of the lord of the Rune...

ACRONYMS

Gathered here are the acronyms used throughout this *RPG*. (Not all of them are acronyms, I know.) They are gathered here, as many of them are used on the upcoming Epic character sheet.

AGI = AGILITY
AR = Action Round
BP = Body Point
BTT = Body Trauma Threshold
CR = Critical Roll
DA = Damage Absorption
DD = Damage Dice
DF = Death Feature
END = ENDURANCE
HP = Heathen Point
IDI = IDIOTICY
INI = Initiative
MOVE = Movement
NEG = NEGATIVITY
NDA = Negative Damage Absorption
NP = Negative Point
NSV = Negative Skill Value
OHD = One Hit Destruction
OP = Odic Power
PB = Provocative Bonus
POW = POWER
PP = Power Point
PS = Pain supply
PV = Power Value
RPG = Role-playing game
RT = Real Time
SHI = Shimmer
SR = Story Round
STR = STRENGHT
SV = Skill Value
TER = TERROR
TP = Terror Point
VIT = VITALITY

VBP = Vehicle Body Point

VDA = Vital Damage Absorption

VP = Vital point

VTT = Vital Trauma Threshold

WIS = WISDOM

WM = Weapon Modifier

WQ = Weapon Quality

XP = eXperience Points

= number of squares on a game board (see Epic character sheet, next page)

EPIC CHARACTER SHEET

The Epic character sheet is used to write down all information needed for the player to create and use an epic character.

Feel free to print the Epic character sheet, and give the players one each. Have some extra if the band all of a sudden would need a new member.

Use the blank flipside of the Epic character sheet to note the rules for all the Odic powers the character knows and for notes during adventures. *Let's rock 'n' roll!*

RUNELORD ADVENTURES RPG

Player _____

Epic character sheet

Name _____ Archetype_____ Gender _____

Age _____ Height _____ Weight _____ Sword-hand _____

Appearance _____

Demeanour _____

Band members _____

STR ____ *END* ____ *AGI* ____ *WIS* ____ *VIT* ____ *POW* ____ *HP* ____ *SHI* ____ *PP* ____

PS _____ *PB* _____ *INI* _____ (+ 1D10) *MOVE* _____ (+1D10 m) *MOVE#* _____ (+1D5)

<u>Skill</u>	<u>XP</u>	<u>SV</u>	<u>Odic power</u>	<u>XP</u>	<u>PV</u>
Acrobatics (<i>AGI</i>)	____	____	Alchemy (<i>WIS</i>)	____	____
Brawl (<i>STR</i>)	____	____	Battle roar (<i>POW</i>)	____	____
Common knowledge (<i>WIS</i>)	____	____	Bless (<i>POW</i>)	____	____
Drive (<i>WIS</i>)	____	____	Body tempering (<i>END</i>)	____	____
Entertain (<i>POW</i>)	____	____	Camouflage (<i>VIT</i>)	____	____
Heal (<i>WIS</i>)	____	____	Counter-terrorize (<i>POW</i>)	____	____
Hide (<i>VIT</i>)	____	____	Forge weapon (<i>VIT</i>)	____	____
Melee weapon (<i>AGI</i>)	____	____	Immune to extremes (<i>END</i>)	____	____
Nimble-fingered (<i>VIT</i>)	____	____	Levitate (<i>AGI</i>)	____	____
Range weapon (<i>AGI</i>)	____	____	Lightning strike (<i>VIT</i>)	____	____
Rhetoric (<i>POW</i>)	____	____	Magic heal (<i>WIS</i>)	____	____
Ride (<i>POW</i>)	____	____	Phosphoric blast (<i>AGI</i>) [Perfect roll ____]	____	____
Sixth sense (<i>VIT</i>)	____	____	Receive Runelord message (<i>WIS</i>)	____	____
Sneak (<i>AGI</i>)	____	____	Resurrect (<i>VIT</i>)	____	____
Swim (<i>END</i>)	____	____	Shaman vision (<i>VIT</i>)	____	____
Technology (<i>WIS</i>)	____	____	Super-strength (<i>STR</i>)	____	____
Track (<i>WIS</i>)	____	____	Telekinesis (<i>VIT</i>)	____	____
Vitalism (1)	_____		Vital projectile (<i>AGI</i>)	____	____

BP ____ -9 -8 -7 -6 -5 -4 -3 -2 -1 | 0 1 2 | 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 >__

VP ____ -9 -8 -7 -6 -5 -4 -3 -2 -1 | 0 1 2 | 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 >__

Weapon DD+WM INI WQ Range: easy/normal/hard - EPIC – CHARACTER – PORTRAIT: –

Equipment

Money & gold worth _____ X-token VP 0 1 2 3 4 5 _____