



THE FINAL VOYAGE OF DRÆNGR THAR

BY J.C. CONNORS

ABOUT THE ADVENTURE

The Final Voyage of Drængr Thar is a supernatural horror adventure set in the cold dark ages of the Vikings. This version is for *Call of Cthulhu: Dark Ages*, but versions for GURPS and 5E are available on www.1shotadventures.com). The adventure is loosely inspired by Steve Perrin's 1988 AD&D adventure, "The Tombs of Deckon Thar," from the *Lords of the Darkness* supplement.

The adventure takes place in a freezing, lonely inlet many miles north of Bjørgvin, Norway. A group of Vikings are sent to the inlet to find Drængr Thar, a famed raider whose boat was stranded in this land. Once they arrive, they discover something terrible has happened to the men they seek to rescue. To find them, they must explore the haunted barrows of a lost king...

The Final Voyage of Drængr Thar is suitable for three-to-five investigators. The end of this adventure includes five pregenerated characters so you can get started right away. NPCs introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS.

ADVENTURE BACKGROUND

Drængr Thar was a compulsive raider. Every season he set out to raid the towns and churches of England, and every season he came back loaded with gold, silver, and valuable captives. To raid with Drængr Thar was considered a great honor, and many young men fought for his attention to gain a place in his fleet of longboats.

A month ago, Drængr Thar set out on another one of his great voyages. However, upon his return to Norway, his ship was beset by a wrathful storm. The storm's fury was so great, it splintered his longboat's mast and drowned several of the crew.

Pushed far off course, Drængr and the survivors finally found shelter in a northern inlet, dozens of miles away from the nearest Viking settlement. Badly wounded, Drængr feared that his begotten treasures would not make it home to his family, so he sent two hearty men running down the coast to find aid.

Drængr was startled to be approached one morning by a strange woman who called herself queen of the

land. She admonished Drængr to present himself to her king, King Kolbakr, who kept a hunting lodge nearby. Scoffing at the idea that there was a king who lived in the wilderness here, Drængr and his men found the lodge abandoned. They decided to take it over, and hauled their treasure into its hall.

Later that night, Drængr and his men awoke to a terrible sound. Their boat was being torn apart by a savage troll. Unable to hurt the monster, they retreated back to the lodge. But they were ambushed in the woods by the silent dead – wights – who dragged many of the men under the earth to their ancient burial mounds.

Drængr survived the initial attack and ordered his men to barricade the lodge. But the next night, the wights returned and Drængr was unable to fight them off. He and the surviving men were taken into the earth to face the resentful King Kolbakr, lord of the land's wights.

Meanwhile, Drængr Thar's scouts finally reached the nearby town of Bjørgvin. Not knowing their warlord's dark fate, they pleaded for the town to send a boat to rescue Drængr. Promised by the appeal of treasure and the favors that might be bestowed by a great war leader, a band of Viking sailed north to find the Drængr Thar's hidden inlet...

ADVENTURE SUMMARY

The adventure begins with the investigators landing in the quiet inlet where Drængr Thar's boat sheltered from the storm. They find his longboat woefully damaged, mysteriously splintered into thousands of pieces, with no signs of life. Worse, the investigators find the corpse of a man nearby, nailed to a tree not too far from the wreckage. The man's skin is withered and gray and he's tattooed in old, unrecognizable sigils.

Exploring nearby, the investigators find an old lodge, worn from at least a decade of abandon. The place was recently used by Drængr Thar as a shelter, and the PCs find some scattered belongings of the men they seek.

The exploration is interrupted when a strange woman approaches. She says that she was once married to King Kolbakr, the lord of this land, but no one recognizes the name she speaks. She says that her husband took Drængr Thar, his men, and his treasure into his barrows beneath the lodge.

To rescue Drængr Thar, the PCs must venture underground and explore these barrows. The dark chambers, however, are occupied by dead King Kolbakr and his fellowship of companions – cursed and evil wights who seek to kill and create more of their own.

Key to defeating the king and his servants is finding pure weapons capable of defeating them. The eldest wights are only vulnerable to silver, so the investigators must first collect what precious metal they can find and craft weapons capable of destroying such evil. Only with preparation, tactics, and cunning can the investigators rescue the lost men.

ACT I - NORÐR INLET

To kick off the adventure, it's suggested that Keepers use the *banter cards* from the handouts. This is a fun, interactive technique to get the players into their mission, and give them some additional backstory. Just give the players a short background, and then let the player's trade off sharing lines of dialogue that they speak to each other as they near the inlet in their longboat.

Steep forested cliffs line the entrance to the Drængr's inlet, obscuring it from view from all but the most eagle-eyed sailors. Presumably, the investigators traveled by a small boat, guided by SVEND, one of the young survivors of the original expedition, who remembers its location well. He warns that the entrance narrows considerably, but the investigators' boat is smaller than Drængr's longboat, and should be able to navigate inland with greater ease.

A PILOT BOAT roll navigates the cliffs of the inlet. A failure means some minor hull damage as it scrapes rocks on entrance. This won't matter much in the adventure, but any good Viking sailors know that sailing home with a damaged hull can be dangerous, especially should another accident befall the vessel. While maneuvering into the inlet, a SPOT HIDDEN roll spots a shred of Draegr Thar's sail caught on one of the rocks.

After a few tense minutes sailing into the inlet, the investigators spot the remnants of Drængr's longboat. Surprisingly, the hull is utterly shattered and barely recognizable. Svend remarks that the boat, while grievously damaged, was not left in such a terrible state! There is no obvious sign of life nor treasure near the boat.

INVESTIGATING THE WRECKAGE

Once the investigators land ashore, they can examine the wreckage further. It is clear that the boat has been violently smashed. However, while some parts are splintered, other pieces show the marks of axes and other tools. Further investigation reveals:

- A REPAIR, CRAFT, or PILOT BOAT roll recognizes that only about half the ship is here on the beach. Clearly, the rest was taken elsewhere.
- A SPOT HIDDEN roll finds a small tin cross amidst the debris. Svend recalls that they raided a church, and captured a priest wearing a similar adornment. He surmises that this was probably taken by one of the raiders. On a Hard success, or a longer examination of the debris, the investigators find a sharp hatchet and a length of good rope. Otherwise, there are no more useful belongings here.

As the investigators search, they hear wolves howling in the distance. A terrified Svend explains that wolves chased him as he ran along the shore, and his companion Agnar fell behind and was taken down by the predators. "Those wolves have no fear of men nor gods."

Footprints in the mud are visible headed into the forested interior of this land. It is easy to track them, although a TRACK roll identifies that the footprints hauled heavy cargo and forth to the boat and another location into the forest.

THE NAILED CORPSE

A quarter mile or so down the deer trail, the investigators find a ghastly site. The pale-gray corpse of a man is nailed to a tree with over a dozen nails. He wears no clothes, and his skin is cold, wrinkled, and tattooed in strange runes. His eyes have been devoured by birds. Above him in the branches, a large crow proudly rattles and clicks, something small and wet in its beak. This site causes a SANITY CHECK (0/1)!

If Svend is still with the investigators, he does not recognize the man as one of Drængr's crew. He has no explanation for the horrific display.

If someone examines the body, a MEDICINE roll finds that its chest has been pierced many times with a broadsword; this was likely the cause of death to the man. An OCCULT or RELIGION roll reveals that many of his tattoos refer to eating at the great feasts of Valhalla.

Cutting the man down and giving him a proper funeral, even a hole in the ground, is pleasing to the gods.

SVEND TRYGG

Surviving Raider and Guide

STR	60	APP	60
CON	60	POW	50
SIZ	50	EDU	50
DEX	70	SAN	40
INT	50		



HP: 11 DB: none
Build: 0 Move: 8
Armor: 1D6+1 (leather and rings)

Brawl 70% (35/14), damage 1D4 (knife)
Axe 60% (30/12), damage 1D6
Dodge 35% (17/7)

Skills: Climb 70%, Navigate 50%, Occult 25%, Status 50%, Survival 50%, Track 40%.

Gear: Leather and ring armor, long axe, dagger.

Notes: Svend is fiercely loyal to his old crew and cares more for their safe return than the loot that they took from England. He is eager to return to the inlet to find his friends. However, once he realizes that they are up against strange and supernatural forces, he slowly loses his courage and become less reliable.

Keeper's Note: This man was an elder wight, buried in one of the nearby barrows. He emerged from his tomb and was killed by Drængr Thar's men. Fearing that he would return from the dead, Drængr used nails from the boat to pin him to the tree. While they didn't have silver to kill him, days of prolonged exposure to sunlight did the trick.

THE LODGE OF KING KOLBAKR

The footprints head a mile into the foggy northern forest, along a narrow deer trail. The investigators still hear the wolves barking and howling in the distance, always just out of sight.

The trail opens into a large clearing, and the investigators find a large building made of rough-hewn stone blocks and rotted wood. A heap of dirt, grass, and roots acts as a roof to the structure. The place is truly old, and has no visible purpose. The building's door frame is half-sunken into the ground, and a piece of Drængr's hull acts as a improvised door, propped in place from the inside of the building.

Worn lettering is carved in the old wooden lintel above the door:

THE LODGE OF KING KOLBAKR (THE LODGE OF KING KOLBAKR)

A **HISTORY** roll vaguely recalls the name of this king. Decades ago, he lived on an island north of Björgvin, probably a hundred miles from here. He was known as a skilled hunter, and famous for his great whaling expertise, especially of the rare black whales that migrated through the North Sea. It is not known when or how he died. This place was likely where he would go to hunt game that he could not find on his native island.

Gaining entry into the lodge requires the investigators to knock aside the makeshift door. This is not too hard – anyone succeeding a **STR** roll can push aside the boards. Otherwise, the effort requires tools, such as an axe, prybar, or ram of some sort.

The dim interior of the lodge is unremarkable. Like many lodges of the day, it is a single rectangular room, large enough to hold several dozen people. Other than the sound of rats scurrying under the floorboards here, there are still no signs of life, and the room somehow feels colder than the outside.

A **huge fireplace** is set into the far wall of the place. Above the fireplace is a crude and ghastly painting of a severed animal head. The head has the features of a

boar, but with a fishy-like mouth. Below its neck is brushed dried and crusty blood. An **OCCULT** or **RELIGION** roll identifies the image as a Sæhrímnir, the mythical animal killed every night to feed the dead of Valhalla. The man who built this place clearly looked forward to that feast.

Unusually, the fireplace is piled with far too much wood inside its great hearth. The wood overflows on to the floor in a disorganized mess. Much of the wood is from the boat, and some of the wood underneath the pile seems to have been burned; the faint smell of burned oak comes from the fireplace.

A **sturdy table** that can sit a dozen men is in the middle of the room, and several old chairs are scattered around. Drængr's **boat sail** is draped on the table; bone sewing needles and thread are nearby, showing that it was undergoing repair.

Finally, several bedrolls and **bags** of men's belongings are scattered around the room.

A closer search of the chamber discovers some items of interest:

- A parchment page torn from some book is nailed to the wall of the lodge (see **Handout A**). It has been sprayed with blood and has “The King labored and ate from the flesh of the Sæhrímnir and delighted in Death” scrawled on it in some greasy ink. Anyone who speaks English or succeeds an appropriate **RELIGION** roll identifies it as a page from a holy manuscript, likely seized from a church in England. If Svend is asked about it, he will mention that the group captured an English priest named Eustace, and this probably belonged to him. He describes Eustace as a quiet fellow who lost a hand during the attack but then accepted his fate with his captors.
 - The alder in the fireplace has a faint smell of smoke to it, but much of it is unburned.
 - A **SPOT HIDDEN** roll, or a careful investigation of the room, finds the word “Tröll” carved into the large leg of the great table.



- If the investigators hunt for useful gear, a LUCK roll finds some reasonably useful, ordinary tools, such as a knife, hatchet, leather cap, et cetera.

THE HIDDEN TUNNELS

Hidden under the pile of wood in the fireplace is a **crumbling hole** that drops down ten feet into the tunnels underneath the location's barrows. Clearing the debris takes about twenty minutes, but within a few minutes of starting, they will be interrupted by the appearance of QUEEN LOPTHÆNA (see below).

Keeper's Note: If the investigators don't think to clear the wood from the fireplace, allow for an IDEA roll to detect a feint, foul-smelling breeze coming from the hearth. If they still don't clear the wood, Queen Lophthæna will still interrupt them anyway.

LODGE OUTSKIRTS

Exploring the area around the half-buried lodge discovers six mounds neatly arranged behind it, each one as large as a small raiding boat. Identifying that these mounds are anything but natural hills requires an RELIGION or NATURAL WORLD roll; success determines that these hills are in fact seven large barrows.

Any Viking from the era will know that barrows were often constructed atop cremation pyres, and even then only for great warriors or chieftains. Whether these barrows predate the lodge is unknown.

Finding the entrance to the barrows takes some time, as they are long overgrown with weeds and vines. Each entrance is sealed up by heavy boulders and rocks, and looks undisturbed. However, if the investigators spend more than a few minutes at barrow entrance, the crows nearby grow irritated. The birds caw and croak angrily at those who look to gain entry to the tombs.

Unsealing a barrow takes about four hours, though several helpers and good tools can reduce this to two hours.

PART 2: QUEEN LOPTHÆNA ARRIVES

When the investigators begin to disturb the fireplace inside the lodge, or start to unseal a barrow, they hear a woman's loud and commanding voice echo through the foggy woods.

"Who disturbs my husband's hall?"

QUEEN LOPTHÆNA

Haughty Queen of the Nord Inlet

STR	65	APP	75
CON	65	POW	80
SIZ	60	EDU	40
DEX	60	SAN	15
INT	70		



HP: 12 DB: +0
Build: 1 Move: 8
Armor: 0

Brawl 65% (32/13), damage 1D3+1D4 or 2D4 (knife)
Spear 65% (31/13), 1D6+1D4 damage
Dodge 30% (15/6)

Skills: Climb 60%, Intimidate 70%, Natural World 75%, Occult 50%, Status 70%, Stealth 40%, Track 25%.

Gear: Kolbahr's silver-tipped spear; dagger.

Notes: Unlike her husband, Lophthæna did not eat from the sacred flesh Sæhrímnir, and is still mortal. She is, however, fully delusional. While she knows that her husband is no longer alive, she believes that his undead state is simply a form of immortality, and that he lives somewhere between the mortal world and Valhalla. She is deeply loyal to him, and some nights she sneaks into his underground barrows to be with him. The wights leave her alone because of her silver spear, which they fear, but King Kolbahr himself seems to possess some memory of her that prevents him from harming her.

Emerging from the mist is QUEEN LOPTHÆNA, a woman somewhat older than middle age, but younger than old age. She is dressed in fine but long-faded raiments. She carries an old oak spear, which she grips tightly in her hand, and has a heavy blood-stained sack over her shoulder. Thick-bodied flies buzz around it.

Queen Lophthæna was once the wife of King Kolbahr. As a result, the wights that live in the barrows fear her and leave her alone, and she in turn rarely thinks of them. She speaks with command in her voice.

"Who are you that disturbs my husband's hall?" she again demands when she sees anyone in the vicinity of the lodge. Until the investigators give an adequate explanation of their presence, she will not engage with them on other topics. Successful social skill rolls, like CHARM or PERSUADE, should help!

Once satisfied that the investigators are not there to do her husband harm, Queen Lophthæna is willing to haughtily answer a few of their questions.

- If asked more about her husband, King Kolbakk, she reverently explains that he is a great war chief, that he comes from a faraway land to the north, but loves this place the most. He built his lodge to hunt the great beasts of this forest. He has been here many years and has no plan to return to his homeland. “The *valkyrja* have tried to claim him many times, but he is not ready for Valhalla yet!”
- If asked where her husband is, she points to the mounds and says that he has a vast kingdom underground, where he feasts every night with his warriors. “On some nights he even invites me, but his men do not like me anymore. They are jealous of our love,” she explains.
- When the topic of Drængr Thar comes up, she scoffs and explains that she met Drængr when his boat ran ashore here. She told him to seek her husband’s council, man to man, before bringing his men into her husband’s lodge for shelter. But Drængr scorned her, threw her to the ground, and took his men into the shelter anyway. She goes on to explain how her husband is a man of great seriousness and does not take lightly to insults. He seized Drængr Thar, his men, and his treasure and have them held captive in his great keep. She thinks that her husband will be indisposed for some time with the captive. “It will take days for him to assess those men, and see which ones are worthy to join his fellowship.”
- If asked about her spear, she says it belongs to her husband, King Kolbakk. “But he does not care for it anymore, so I keep it for him.” She cannot be easily talked out of it; she sees the weapon as the weapon of a king, and will only give it to someone she thinks her husband’s equal.
- If asked about the gruesome sack she carries, she will throw it to the ground and say that it contains a deer carcass – food for the saltwater troll that lives in the inlet. She advises the investigators feed the monster soon, lest it destroy their boat, like it did Drængr Thar’s. *Keeper’s Note: See The Troll (p. 12) for more information on how to handle this the appearance of this monster.*

Lophæna will eventually grow bored of the conversation. She advises the investigators to abandon their quest and return to their home, as her husband “is done with strangers from faraway lands as of late.” She will then leave to return to her shelter.

If Lophæna is attacked, she defends herself wildly, striking at throats and knees equally. If defeated, she crawls on to the mound of King Kolbakk and wails for days. Her painful screams enrage will eventually attract the troll to the lodge.

KILLING THE WIGHTS

King Kolbakk and his eldest wights are immune to most damage. Not only do they have high Armor against most mundane weapons, their supernatural durability means they can only be *permanently* killed by silver or *Djúprkaldr*, King Kolbakk’s ancient and god-blessed sword.

Since the investigators are unlikely to have silver weapons, there are four locations to find it in this adventure. First, Queen Lophæna’s spear is coated in silver; it can be seized or stolen from her. She also keeps a wooden box full of silver coins in her shelter, leftover from Drængr Thar’s raid. She knows the wights dislikes silver and removed it from the lodge. There are also three silver rings in the barrow that can be melted down. Finally, the troll has some silver in his belly, the result of eating one of Drængr Thar’s treasure-laden men.

To melt down silver, investigators need to create a *roaring* hot fire, at least double the temperature of typical campfire. This requires a SURVIVAL, appropriate CRAFT roll, or player cleverness. Next, a CRAFT (BLACKSMITH) roll is required to successfully coat a blade. A failure wastes the appropriate amount of silver. The rings in the barrow or the coins in the troll’s stomach is enough to coat two knives or spear-tips; the stash of silver coins in Queen Lophæna’s shelter is enough to coat three larger weapons, such as axes or swords. If the investigators are woefully unlucky, or do not have the required skills at all for crafting, it’s suggested that the Keeper add a silver weapon elsewhere in the adventure, perhaps in Lophæna’s shelter, or buried in the troll’s skull from a battle years ago!



LOPTHÆNA'S SHELTER

Queen Lophthæna lives in a makeshift shelter in some crags about a half-mile from the lodge – far enough away that the wights do not come near. Finding her abode is not especially hard. She can be followed back to it, or a TRACK roll can find it.

Lophthæna's shelter is a simple construction, made out of wood, hide, and an old sail. Although primitive, the place is well-crafted. Inside the small abode is a bed of furs, a campfire, and an old wooden box that she uses as a stool. Inside the box are some simple carpentry tools, a carving knife, and a pile of 300 English silver coins, which can be melted down and used to fight the wights (see p. 6).

PART 3: THE BURIAL MOUNDS

There are seven mounds, each covered with tawny, mostly dead grass. All of the entrances to the mounds are sealed with heavy rocks – it would take at least a half day for a crew of well-equipped, strong men to unseal one of the mounds.

The southwestern-most mound (#3) has a disturbed entrance. A dozen or so large rocks have been pulled from its entry tunnel. The tomb robbers, however, did not get

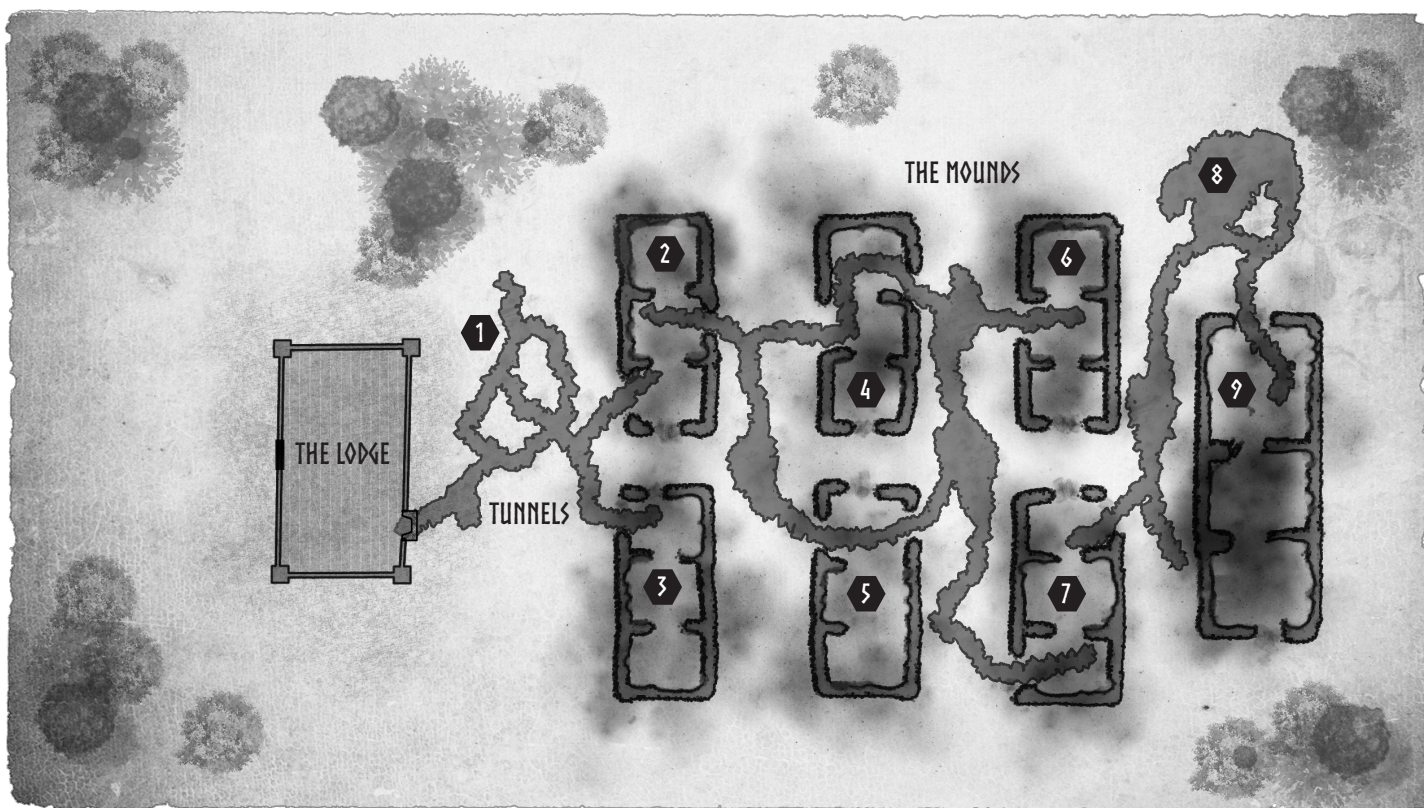
very far before they gave up on the work. There is old, dried blood spattered on some of the disturbed rocks.

The center, northern mound (#4) can be entered via a small, worm-ridden hole in its top. Finding this entrance is difficult, as it is covered with grass and other shallow-rooted plants. Only a careful search and a Hard SPOT HIDDEN roll will find it. Squeezing down the hole, ten feet down into the mound itself, requires a DEX roll, and even then, only a small person (SIZ 50 or less) can achieve the maneuver.

The interior of each mound's barrow is comprised of a hard-packed floor, littered with ash and small debris from the pyres that were once built there, and damp earth ceilings supported by old and rotted beams. The mounds are all connected by dark snake-like tunnels that have been dug by the wight inhabitants, clawed out of the hard earth with sharp nails. The tunnels are barely big enough for two men to walk side-by-side, and infested with rodents.

THE WIGHTS

A dozen or so wights, including King Kolbagr himself, inhabit the mounds. Most of the weights are remnants from Drængr's crew. They are weaker "servant wights," as they have not fully evolved into their undead nature. In a few days, they will lose the last shred of their origi-



nal personality and be consumed by the spirit of one of Kolbahr's old companions that was buried in these barrows. Until that happens, these creatures fear King Kolbahr, and shy away from him unless he gives them orders. As a result, the investigators will likely encounter some of these servant wights in the halls here, perhaps along with an elder wight or two. The Keeper should include a small group or two in one of the earlier rooms, and leave the rest in the antechamber in area #8.

The rest of the wights are King Kolbahr's companions from his old court. These elder wights are powerful and frightening creatures of death, loyal to their king and intelligent enough to deploy clever tactics. The elder wights stay near their king, and can likely be found in the final chamber (#9). Here, they have dragged the last of Drængr Thar's survivors, including Drængr Thar himself, in order to infuse their dying bodies with the spirits of Kolbahr's old companions, effectively transforming them into more wights.

The wights stay in the barrows during the day. They do not like sunlight, and it will kill them in time. However, at night, some elder wights creep out from the barrow to find new victims, typically using either through the hole in the fireplace, or via the hidden exit atop mound #4. If all entrances are blocked, the wights will dig new exits!

Keeper's Note: Adjust the number of wights based on the number of investigators. Typically, two servant wights and one elder wight per two investigators is about right, although experienced players can probably handle a few more.

1 - TUNNELS OF THE DEAD

Three fresh corpses are shoved into these tunnels, their bodies inhabitant by pale white worms. These young men were once part of Drængr's crew. Two of the men have broken arms, the result of Drængr's mast splitting; the third has grievous wounds from a fight on his skull. They have been stripped of all their valuables. These men were killed by the wights, deemed unworthy of joining King Kolbahr due to their injuries, and left here to rot.

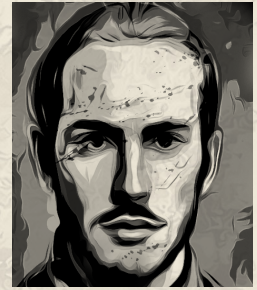
2 - VIKAR EUSTACE

A dying young English monk is crumpled on the floor of this chamber. He is breathing but unconscious. Black marks around his neck show that show he was recently strangled. His left hand is severed and wrapped in bloody bandages. For whatever reason, the wights left him here to die, rather than take them to their hall with the other captives.

VIKAR EUSTACE

Captive English Priest

STR	50	APP	60
CON	65	POW	60
SIZ	50	EDU	60
DEX	60	SAN	40
INT	70		



HP: 3 of 11 DB: none
Build: 0 Move: 9

Brawl 30% (15/6), damage 1D3
Dodge 40% (20/8)

Skills: First Aid 30%, Library Use 50%, Natural World 60%, Occult 35%, Religion 70%, Status 45%.

Notes: Vikar Eustace was captured during Drængr Thar's raid. His hand was severed when he tried shutting the church door against the Viking raiders. Once he was taken aboard the Viking's ship, he resigned himself to his fate and resolved to show his captors his bravery. Drængr respected Eustace and treated him reasonably. When they reached the inlet, Eustace advised Drængr that they should not trust Queen Lophæna, and that she was likely a witch. When the men were later attacked by wights, Eustace realized that they were vulnerable to silver. But his realization was too late, and he and the others were dragged into the King Kolbahr's underground hall, where the wights left him to die.

If tended to, Eustace awakens enough to gasp and mumble. He repeats, "You have tried us, O God; You have refined us as silver is refined," again and again. Only if he is removed from the mounds and treated with (e.g., a MEDICINE roll) will he become clear-headed enough to talk to the investigators some more and tell his story (see text box).

As long as the investigators treat Eustace well, he gives them four pieces of key information about the wights:

- He explains that the wights are vulnerable to silver. He suspected this from his reading while a churchman, but tested it when he pressed his silver cross into the arm of one of the wights. "The creature was repelled to the metal and stopped strangling me."
- He knows that they can possess a dying man's body, and bring it to life again with unholy purposes. "It is like a dark soul possesses the dying man, murdering him twice once more."
- If asked about the origin of the wights, he suspects that their king ate from the meat of the Sæhrímnir, a mythical creature reserved for the warriors of

SERVANT WIGHTS

Drængr's Cursed Companions

STR 55 DEX 50
CON 50 INT 45
SIZ 60 POW 50

HP: 10 DB: none
Build: 0 Move: 6
Armor: 1 (skin)
Sanity Loss: 0/1D4 Sanity

Brawl 50% (25/10), damage 1D3+1
Axe 65% (32/13), damage 1D6
Dodge N/A

Skills: Climb 70%, Stealth 50%.

Gear: Most carry hatchets, but after one attack, they soon forget about their weapons and instead use their bony hands to rend their foes.

Notes: Servant wights can understand Norse, but no longer speak it. They can see in the dark, but dislike sunlight, and avoid it if they can.

If a servant wight hits with his claws, the subject must make a CON roll or be stunned with a chilling pain from the inside of his skull; the victim may attempt a CON roll each turn to recover. This effect also causes intense paranoia which lasts for 1D6x10 minutes per point the roll was failed by.



ELDER WIGHTS

King Kolbakk's Hunters

STR 80 DEX 60
CON 70 INT 55
SIZ 65 POW 80

HP: 15 DB: +1D4
Build: 1 Move: 6
Armor: 5 (armor and skin) or 1 (vs silver).
Sanity Loss: 0/1D6 Sanity

Brawl 65% (32/13), damage 1D3+1D4 (claws)
Dodge N/A

Skills: Climb 70%, Stealth 70%.

Gear: Elder wights still wear the tattered, heavy mail shirts they were buried in. They wield no weapons.

Notes: Elder wights speak strangely-accented Norse, but rarely have anything to say to the humans they despise. They can see in the dark, but dislike sunlight, and avoid it if they can. If killed by a non-silver attack, they shamle back to life within an hour!

If a wight draws blood with its claws, victims must make a CON roll or else fall into a violent seizure and 1D4 SAN. Victim's minds are filled with horrible, swirling images of black runes, grasping souls, and cruel skeletal kings that ruled the world aeons ago. The seizure lasts 1D6 minutes. If a mortal is ever slain by a wight, they must succeed a POW roll, or else return from death 24 hours later as a mindless, undead servant to the wight.



Valhalla. He recalls or gestures to the image painted above the fireplace. While he doesn't believe in Valhalla, he does think that this strange animal could have poisoned the man or caused him in some other way to be cursed by God.

- While he doesn't know if Drængr is alive, he recently heard some of his men screaming from deeper in the mounds. He assumes that they are being kept hostage by the wights for some dark and unholy purpose.

3 - THE SOULLESS

Two of Drængr's dead crew lie in this room. Their bodies are stone cold and are torn with deep, bloodless claw marks. One man still clutches a fine hatchet in his hand, spattered with black blood and gristle.

These corpses however are slowly being possessed by the spirits of the ancient dead. At a particularly dramatic moment, both the corpses will convulse and shake, perfectly in union with each other. Then they will lie still again for many more minutes before repeating the process. Seeing this unnatural occurrence causes a SANITY CHECK (1/1D4)!

If these bodies are left undisturbed, they will rise as wight servants within the hour, and join their brethren in the final burial mound (#9 below).

4 - THE WORM-RIDDEN MOUND

This chamber smells like damp, decomposing soil. Unlike the other mounds, the walls of this site are covered in thick yellow and hairy fungus. Finger-sized, pink worms are nesting everywhere in the room.

The unnatural worms have been filled with the same hatred of the living that the wights possess. Anyone who enters this room for more than a moment will cause a heap of these things to fall on the ceiling atop them. This can be avoided with a Hard LUCK roll; getting hit causes a SANITY CHECK (1/1D3) and covers the victim in worms!

Treat the worms as a swarm that bites for 1 damage per turn. It has Move 6 and is dispersed after taking 6 points of damage. Its diffuse nature means it takes at most 1 point of damage from a typical weapon attack, 2 points for large crushing attacks like shields, or full damage from fire.

The ceiling in this room has a dark hole in it. If someone is hoisted up, they can climb up the worm-ridden tunnel with a CLIMB roll; this exits the barrow.

5 - MOUND OF HERITAGE

This mound is empty, although its insides are scorched by a fire that burned many years ago. Inexplicably, a rune of heritage ✖ is scarred into the earth floor. The wights avoid this chamber, as it once held the body of a man who the gods favored.

6 - THE SKELETONS

Three charred skeletons lie in this room on a shared platform of stones. They have blackened mail shirts and hold warped and twisted bronze swords. All three bear grotesque, fish-headed silver rings on their left hands. One of the men has an ancient bronze helmet on his head.

Keeper's Note: These silver rings can be melted down (see p. 6 for rules). Or, in desperation, a person could wear all the silver rings on a hand and punch a wight! Treat this as brass knuckles, for 1D4+db damage!

7 - DETRITUS

The floor is littered with old belongings of the dead. Most the junk here is useless and broken – axe handles, rusted blades, and battered pot helms. A thorough search finds a wolf-head brooch and a once-fine leather scabbard. The leather itself is rotted, but there are three matching sapphires that decorate it (worth 200 coins).

8 - ANTECHAMBER

This large earthen room has been dug out by the wights for no understandable purpose. However, the barrows' servant wights are often found here, seemingly nervous to enter King Kolbakk's barrow without his permission.

If the investigators haven't made enough noise to capture the attention of the wights, some servant wights inhabit this area (around one per player is a good number), keeping watch over King Kolbakk's in the adjacent barrow.

9 - KING KOLBAKK'S CHAMBER

The largest of the barrows belongs to King Kolbakk himself. The king was burned in a great funeral pyre with three of his greatest warriors before this barrow was erected above him. The entire place is strewn with ashes, burned wood, and scattered gold coins.

A charred rough-hewn table is set in the middle of the room – a gift from the king's wife, Queen Lophæna,

KING KOLBAKK

He Who Craved Valhalla Too Soon

STR	120	DEX	70
CON	80	INT	70
SIZ	65	POW	80

HP: 16	DB: +1D6
Build: 1	Move: 6
Armor: 5 (armor and skin) or 1 (vs silver)	
Sanity Loss: 0/1D6 Sanity	



Brawl	65% (32/13), damage 1D3+1D4 (claws)
Sword	65% (32/13), damage 1D8+1D4+1
Dodge	N/A

Skills: Climb 70%, Stealth 70%.

Gear: King Kolbakk wears the heavy mail shirt he was buried in. He wields Djúprkald, a fine broadsword. The sword is fused with the dead spirits of the barrow and constantly whispers to the one who wields it, granting him a kind of uncanny and unpredictable danger sense (what the sword finds dangerous is not the same as what the wielder might...). If Djúprkald is seized from King Kolbakk, it can damage him and the other wights as if it were silver.

Notes: Kolbakk craved to taste the flesh of Sæhrímnir, the animal reserved for the warriors and gods of Valhalla. While he came to this inlet to find one, he never successfully hunted the beast. Instead, one was given to him by a mysterious hooded man who appeared at the inlet without explanation. Nonetheless, eating it poisoned him and his comrades, and he became a wight. Now, Kolbakk has the same abilities as the other wights, except he has retained enough of his old memories to wield his prized sword.

who came down here and built it herself, so she could enjoy meals with her husband. A nauseating carcass, gray and stringy, its shape vaguely like a boar, but with fins for feet, rots in the middle of the table.

Seated around the table are four men, the last survivors of Drængr's crew. Their hands have been nailed to the table so that they cannot move. All are bloody and barely alive. Elder wights loom over the men, holding their skulls, enjoying the feeling of the men's lives draining away. The wights' lips move, but only meaningless, wrenching sounds come out. The wights are calling for the men's souls to depart so that the dark spirits of old companions may inhabit the men. King Kolbakk himself sits at the table, a plate of the strange meat set before him, watching the rite with cold white eyes. Observing this ritual requires a SANITY CHECK (1D3/1D8)!

If disturbed, the wights cease their rite. They hate the living and try to kill those they see, and then drag their

dying or unconscious bodies back to the this chamber to infuse their body with the soul of another wight. King Kolbakk, intelligent and seething with venom for not being allowed into Valhalla, will *mercilessly* taunt the PCs with the same fate... perhaps buying time for his servants to ambush the PCs from behind, before he relentlessly flies into battle like the frenzied warrior he was in life.

DRÆNGR AND HIS MEN

Drængr and his men are all mortally wounded, and enough of the dark ritual has happened so that if any of the men die, they will return to life as wights within a day. If the men receive first aid, make a Hard CON roll against each man's CON 60 to see if they survive. Optionally, the Keeper may also allow a MEDICINE roll to save a doomed man. Those that perish are best burned!

If Drængr or any of his men survive the ordeal, they are psychologically scarred, haunted by nightmares for the rest of their days. He believes that his treasure was cursed, for what else could have brought him to this evil inlet? He gives all that is left to the investigators; he wants nothing to do with it anymore.

THE TREASURES OF KOLBAKR

The chamber is also filled with Kolbakk's old treasures. Chalice of gold are on the table and old coins can be found on the floor of the place. Much of Drængr Thar's treasures from his English raid are here as well – gold crucifixes, noble rings, and brooches, all valuable. Finally, there is King Kolbakk's own ornate shield, intact after all these years except for its rotted leather straps.

CONCLUSION

The adventure concludes when the investigators have defeated King Kolbakk and rescued Drængr Thar and as many of his companions that survived the ordeal. Or, perhaps the investigators will not survive the ordeal, and will join King Kolbakk and his dark fellowship...

For surviving the adventure, investigators receive a 1D4 SAN reward, or 1D6 if they showed excellent performance, such as rescuing Drængr Thar, defeating the troll, or fantastic Viking roleplaying.

ADVENTURE NOTES

For more free one shot adventures, please visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or tweet @SageThalcos.

SPECIAL THANKS

Thanks to Steve Perrin for “The Tombs of Deckon Thar” – the original adventure that served as inspiration for this one. Thanks to Hafizaprilio on Fiverr.com for his illustrations, and also to artbreeder.com for helping create images of the various characters.

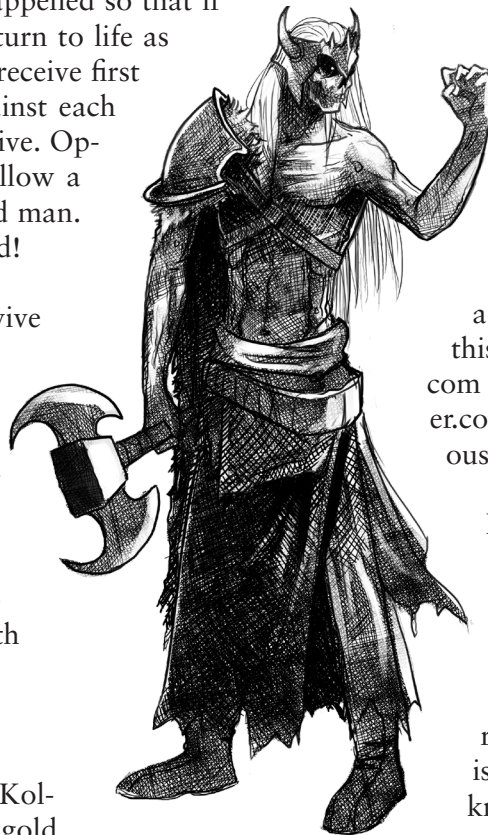
For VTT assets for this adventure, as well as more one-shot adventures, visit www.1shotadventures.com. You can also check out my [YouTube channel](#) to see overviews of adventures like this. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let him know how it went. Please post a note on www.1shotadventures.com or tweet @SageThalcos.

ODIN-PLEASING DISCLAIMER

The material presented here is an original creation, intended for use with the *Call of Cthulhu* system from Chaosium Inc. This material is not official and is not endorsed by Chaosium Inc. If you're not familiar with *Call of Cthulhu*, a free lite version of the rules can be found [here](#).

CHANGE LOG

v1.0 - Original release.



THE TRÖLL

The inlet is the home to a centuries old, saltwater troll. Huge and lanky, the amphibious monster lives at in a half-submerged cave that is only accessible from an underwater entrance in the rocky cliffs that guard the inlet's entrance.

The troll not especially smart, but he's fiercely protective of his territory. When King Kolbakr first came to the inlet, he and his men fought the troll on many occasions. Eventually, however, Queen Lophæna came up with the idea of feeding the troll, especially when any of King Kolbakr's men came into the inlet. Since then, the troll has become loyal to her and leaves her alone.

When the investigators arrive, it is unlikely they'll see the troll. Perhaps a Hard SPOT HIDDEN roll will catch a glimpse of his form swimming underwater, or hear him as he climbs out from his cave. His stony hide makes for excellent camouflage, and he perches among some rocks on the cliffs to watch any newcomers.

After about six hours, he will swim up to the investigators boat. If food is left on the side of the boat, he will

grab it and return to his shelter, knowing that Queen Lophæna approves of the visitors. If no food is left for him, however, he will grow angry and destroy the boat; this is what happened to Drængr's boat.

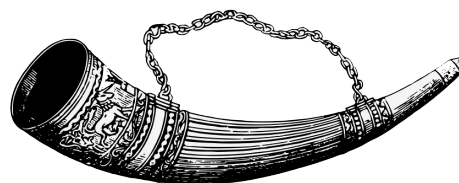
If he hears men nearby, he'll stalk inward into the island to grab one and drag him back to his cave for dinner. The troll is remarkably stealthy for his size, and may be able to sneak up to the lodge without anyone seeing him.

While there's a boat in the inlet, the troll returns each day to see if there's food for him.

The trolls fears the wights and will run if they get too near him. He won't go anywhere near the burial mounds, but may camp outside the lodge to catch any men who emerge from it.

Keepers can deploy the troll for a few purposes:

- For players who are nervous to explore the barrows, their boat's destruction may encourage them to do so. Nights in Norway are freezing, and the investigators are unlikely to survive a few nights without shelter. Even if the investigators feed the troll, he may decide to stay near the boat, intimidating any who come near.
- If the investigators kill or harm Queen Lophæna, the troll becomes angry and will try to take revenge on the investigators. This sets him up as a surprising foe at an opportune moment (especially if the investigators have retreated from the barrow at some point, hoping the wights won't follow).
- To extend the adventure, the investigators may see the troll returning to his lair. Trolls are said to guard the treasures of dwarves! The Keeper can easily add a side-quest where the investigators enter the troll's cave, defeat him, and pillage the treasure he has acquired over the years. In particular, the troll has acquired a great dwarf-crafted horn that is said to inspire smiths, granting a bonus to all crafting-related rolls after it is blown.



THE TRÖLL

Old Stoneskin

STR 105 DEX 80

CON 65 INT 40

SIZ 105 POW 55

HP: 17 DB: +1D6

Build: 2 Move: 10

Armor: 4 (sinew)

Sanity Loss: 0/1D3 Sanity

Attacks per round: 2 (fist and club)

Brawl 70% (35/14), damage 2D6

Club 70% (35/14), damage 1D8+1D6

Dodge 40% (20/8)

Skills: Climb 70%, Spot Hidden 70%, Stealth 70%, Swim 90%, Track 40%.

Gear: A giant tree branch club. He has a handful of silver coins in his stomach, still digesting from the last man he ate!

Notes: The troll's stony hide makes for great camouflage. In the right terrain, all rolls to see him are Hard or worse. He's also amphibious and can breathe underwater.



HANDOUTS - BANTER CARDS

YOUNG HALDOR

- ✦ This voyage shall bring us great glory. My father the jarl of Björgvin will be pleased.
- ✦ Draengr Thar must be rescued.
- ✦ The gray clouds bring a chill to the air to-day. It may bring our first winter storm.
- ✦ Draengr Thar is too strong of a warrior to die in this faraway land.

REGINLEIF

- ✦ I sailed many times with Draengr Thar. He is a strong and fearless leader.
- ✦ The wolves we hear in the forest is a good sign. Svend told us about the wolves in this region.
- ✦ Draengr Thar must be rescued.
- ✦ My late husband said giants live up here.

FÁLKI THE RED

- ✦ Draengr Thar's boat is strong. Surely we can repair it when we find it.
- ✦ Those wolves howling in the distance make me nervous.
- ✦ When we find the lost men, we shall have a celebration that even the gods will notice.
- ✦ Draengr Thar must be rescued.

YNGVILDR

- ✦ Draengr Thar must be rescued.
- ✦ We must secure the boat when we land.
- ✦ All of you be quiet now. I must steer us towards those cliffs and into the inlet.
- ✦ I was in England for ten years. That place brings ill-luck to all who step foot there.

JARL VALÞJÓFR

- ✦ The gods are watching us. They are especially watching the one who is not with us.
- ✦ I am not afraid. The gods have decreed I shall only die when they are pleased. They are not pleased yet!
- ✦ Draengr Thar must be rescued.
- ✦ The cliffs in the distance are ill omens.

SVEND TRYGG

- ✦ Draengr Thar must be rescued.
- ✦ We shall be celebrated for rescuing Draengr and his men. I know he is waiting for us with a smile.
- ✦ The winds from those cliffs chill my bones.
- ✦ We are near the boat - let us sail through those rocks carefully.

Hand each player their banter card at the start of the session. Give the players some basic background about the adventure – how Draengr Thar was lost at sea, wounded, and needs rescue. Then, each player should take turns reading or paraphrasing a line from their banter card. The scene ends when everyone's gotten through all the information. Encourage them to improv and make it organic!

HANDOUTS



Handout A

Vicar Eustace's torn manuscript, where he wrote down what he thought was the fate of the King Kolbakk.

"The King labored and ate from the flesh of the Sæhrímnir [the animal reserved for the feasting men of Valhalla] and delighted in Death."

dark ages investigator

Name YOUNG HALDOR
 Player _____
 Occupation Son of the Jarl
 Age 19 Sex Male
 Residence Bjergvin
 Birthplace Bjergvin

Characteristics

STR 60 ³⁰/₁₂ DEX 60 ³⁰/₁₂ POW 50 ²⁵/₁₀
 CON 60 ³⁰/₁₂ APP 70 ³⁵/₁₄ EDU 50 ²⁵/₁₀
 SIZ 50 ²⁵/₁₀ INT 50 ²⁵/₁₀ Move Rate 8



major wound ☐ MHP ☐ temp. insane ☐ indef. insane ☐ 50 Max Insane 01 02 03 04 05 06 07

hit points	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL OF CTHULHU

luck	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

magic points	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

skills

<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Own Kingdom (20%) Norway	<input type="checkbox"/> Sleight of Hand (25%)
<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Own Language (EDU) Norse	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (15%)	Status (00%)
<input type="checkbox"/> Art / Craft (05%) Blacksmith	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> Pilot Boat (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> _____	<input type="checkbox"/> Library Use (05%)	<input type="checkbox"/> Ranged Weapons Bow (10%)	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> _____	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> R&W Language (01%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
Cthulhu Mythos (00%)	<input type="checkbox"/> _____	<input type="checkbox"/> Repair/Devise (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Religion (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Horse/Oxen (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Ride Horse (05%)	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Other Kingdoms (10%)	<input type="checkbox"/> Science (01%)	<input type="checkbox"/> _____
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

ARMOR

armor type	value
Leather	1D6
shield type	dmg/armor
Viking	1D4/1D4
	/

weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Axe	60	30	12	1D6+db	15	1	-	-
Bow	65	32	13	1D6	30	1	-	-

Combat

Damage Bonus	-
Build	0
Dodge	30 ¹⁵ / ₆

backstory



Personal Description

Nephew of the Jarl Olvir of Bjergvin, hungry to become renowned among his people

Traits

Charismatic
Curious
True to his word, optimistic, and loyal

Ideology/Beliefs

Believes he's lucky
Obsessed with becoming as famous as his father

Injuries & Scars

Significant People

His father, Jarl Olvir

Phobias & Manias

Always misplaces his sword
Enjoys performing sleight of hand tricks for children

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

gear & possessions

Bow and shoulder quiver
Axe
Small knife
Leather armor
Shield

Cash & Assets

Spending Level

Cash

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
--------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

The mighty Draengr Thar swore to you that he would take you on his next voyage. It would have been your first raid! It is only with Draengr Thar's help that you can finally attain the same glory that your forebearers claimed.

This is what Draengr Thar's life means to you.

Draengr Thar must be rescued.

dark ages investigator

Name REGINEIF

Player _____

Occupation Fisherwoman

Age 38 Sex Female

Residence Bjergvin

Birthplace Bjergvin

Characteristics

STR 60 ³⁰/₁₂ DEX 60 ³⁰/₁₂ POW 60 ³⁰/₁₂
CON 60 ³⁰/₁₂ APP 60 ³⁰/₁₂ EDU 40 ²⁰/₈
SIZ 50 ²⁵/₁₀ INT 70 ³⁵/₁₄ Move Rate 8



major wound

11 HP

temp. insane

mind. insane

60 Max

Insane 01 02 03 04 05 06 07

hit points

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
20			

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

sanct

CALL OF CTHULHU

12 MP

luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

skills

- ☐ Accounting (10%)
- ☐ Animal Handling (15%)
- ☐ Appraise (05%)
- ☐ Art / Craft (05%)
- ☐ _____
- ☐ _____
- ☐ Charm (15%) 40 ²⁰/₈
- ☐ Climb (20%)
- ☐ Cthulhu Mythos (00%)
- ☐ Dodge (half DEX) 50 ²⁵/₁₀
- ☐ Drive Horse/Oxen (20%)
- ☐ Fast Talk (05%)
- ☐ Fighting (Brawl) (25%)
- ☐ Sword (20%) 60 ³⁰/₁₂
- ☐ Shield (15%) 70 ²⁵/₁₀

- ☐ First Aid (30%)
- ☐ Insight (05%)
- ☐ Intimidate (15%)
- ☐ Jump (25%)
- ☐ Library Use (05%)
- ☐ Listen (25%) 40 ²⁰/₈
- ☐ Medicine (01%)
- ☐ Natural World (20%)
- ☐ _____
- ☐ Navigate (10%)
- ☐ Occult (05%)
- ☐ Other Kingdoms (10%)
- ☐ _____
- ☐ Other Language (01%) 20 ¹⁰/₄ English
- ☐ _____

- ☐ Own Kingdom (20%) 50 ²⁰/₈ Norway
- ☐ Own Language (EDU) _____ Norse
- ☐ Persuade (15%)
- ☐ Pilot Boat (01%) 30 ¹⁵/₆
- ☐ Ranged Weapons 50 ²⁵/₁₀ Spear (15%)
- ☐ _____
- ☐ R&W Language (01%)
- ☐ _____
- ☐ Repair/Devise (20%) 40 ²⁰/₈
- ☐ Religion (20%) 40 ²⁰/₈
- ☐ Ride Horse (05%)
- ☐ Science (01%)
- ☐ _____
- ☐ _____

- ☐ Sleight of Hand (25%)
- ☐ Spot Hidden (25%)
- Status (00%) 50 ²⁵/₁₀
- Survival (10%) 60 ³⁰/₁₂
- ☐ Stealth (20%)
- ☐ Swim (25%) 45 ²²/₉
- ☐ Throw (25%)
- ☐ Track (10%)
- ☐ _____
- ☐ _____

ARMOR

armor type	value
<u>Winter clothes</u>	<u>ID2-1</u>
shield type	dmg/armor
<u>Viking</u>	<u>ID4/ID4</u>
<u>_____</u>	<u>_____</u>

weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	mal.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Broadsword	60	30	12	ID8+db	-	1	-	-
Javelin	65	32	13	ID8	12	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Combat

Damage Bonus	<u>-</u>
Build	<u>0</u>
Dodge	<u>50</u> ²⁵ / ₁₀

backstory



Personal Description

Fearless and renowned shieldmaiden - now turned quiet fisherwoman

Traits

Stubborn and fearless
True to her word, optimistic, and loyal

Ideology/Beliefs

Sense of duty to the people of Bjergvin
Diligent about all things
Respects the gods

Significant People

Her late husband, Frode

Injuries & Scars

Phobias & Manias

Fears loud noises
Won't admit she can't see as well anymore

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

gear & possessions

Shield

Broadsword

Javelin

Wool blanket

Cash & Assets

Spending Level

Cash

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
--------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

The mighty Draengr Thar took you on five great raids. With his great leadership, you returned from each raid without a single scar. Draengr Thar also introduced you to your late husband, clever Frode. The gods gave the two of you twenty full years.

This is what Draengr Thar's life means to you.

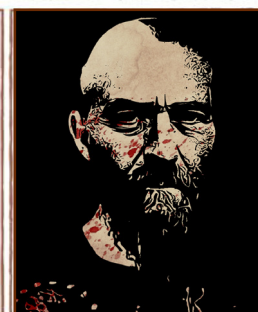
Draengr Thar must be rescued.

dark ages investigator

Name FALKI THE RED
 Player _____
 Occupation Smith
 Age 41 Sex Male
 Residence Bjergvin
 Birthplace Bjergvin

Characteristics

STR 80 ⁴⁰/₁₆ DEX 60 ³⁰/₁₂ POW 55 ²⁹/₁₁
 CON 70 ³⁵/₁₅ APP 45 ²²/₉ EDU 50 ²⁵/₁₀
 SIZ 60 ³⁰/₁₂ INT 50 ²⁵/₁₀ Move Rate 8



major wound ☐ MHP 14 temp. insane ☐ indef. insane ☐ 55 Max ☐ Insane 01 02 03 04 05 06 07

hit points	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL OF CTHULHU

luck	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

magic points	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

skills

<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Own Kingdom (20%) Norway	<input type="checkbox"/> Sleight of Hand (25%)
<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Own Language (EDU) Norse	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%) <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (15%) <u>60</u> ³⁰ / ₁₂	Status (00%) <u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Art / Craft (05%) Blacksmith <u>70</u> ³⁵ / ₁₄	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> Pilot Boat (01%) <u>40</u> ²⁰ / ₈	Survival (10%)
<input type="checkbox"/> _____	<input type="checkbox"/> Library Use (05%)	<input type="checkbox"/> Ranged Weapons Bow (15%) <u>40</u> ²⁰ / ₁₀	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> _____	<input type="checkbox"/> Swim (25%) <u>45</u> ²² / ₉
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> R&W Language (01%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> _____	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/> _____	<input type="checkbox"/> Repair/Devise (20%) <u>40</u> ²⁰ / ₁₀	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Religion (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Horse/Oxen (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Ride Horse (05%)	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Other Kingdoms (10%)	<input type="checkbox"/> Science (01%)	<input type="checkbox"/> _____
<input type="checkbox"/> Fighting (Brawl) (25%) <u>30</u> ¹⁵ / ₆	<input type="checkbox"/> _____		
<input type="checkbox"/> _____	<input type="checkbox"/> Other Language (01%) English <u>20</u> ¹⁰ / ₄		
<input type="checkbox"/> Axe (20%) <u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> _____		
<input type="checkbox"/> Shield (15%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> _____		

ARMOR

armor type	value
Mail	ID8
shield type	dmg/armor
Viking	ID4 / ID4
_____	_____ / _____

weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Long axe	60	30	12	ID6 + db	-	1	-	-
Bow	40	20	8	ID6 + ID2	30	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Combat

Damage Bonus +ID4

Build 1

Dodge 30 ¹⁵/₆

backstory



Personal Description

The great and generous craftsman of Bjørgvin - never says
no to those in need

Traits

Stubborn and fearless
True to his word, optimistic, and loyal

Ideology/Beliefs

Never says no to helping others
Superstitious - prays before crafting
Impulsive

Significant People

Her late husband, Frode

Injuries & Scars

Phobias & Manias

Compulsive carouser
Always looking for a bargain
Nervous around animals

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

gear & possessions

Shield
Bow and shoulder quiver
Fine long axe
Armoury and carpentry kit
Heavy mail armor

Cash & Assets

Spending Level

Cash

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
--------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack
Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**
Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You helped build Draengr Thar's longboat. You equipped his men. You crushed each of them with an embrace before they left for England. It deeply grieves you to think of those men wounded and lost somewhere north of Bjørgvin.

This is what Draengr Thar's life means to you.

Draengr Thar must be rescued.

Birthplace Kattegat

STR	40	20 8	DEX	60	30 12	POW	70	35 14
CON	60	30 12	APP	50	25 5	EDU	50	25 10
SIZ	50	25 10	INT Idea	80	40 16	Move Rate	8	



Insan

sanics

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

armor type	value
Winter clothes	1D2-1
shield type	dmg/armor
	___/___
	___/___

[illegible]

Damage Bonus	+0	
Build	0	
Dodge	30	15 6

backstory



Personal Description

An outcast mariner, shunned because she spent a decade captured by the English. Now people think her luck at sea is brought by magic.

Ideology/Beliefs

Curious
Fascinated by Christianity

Significant People

Meaningful Locations

Treasured Possessions

Her English wool and fur cloak, given to her by her foster mom

Traits

Wanderlust
A born sailor
Greedy - hates being poor

Injuries & Scars

Phobias & Manias

Delights that people think she knows Völva magic

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

gear & possessions

Scramasax sword
Wool and fur cloak

Cash & Assets

Spending Level

Cash

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
--------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack
Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**
Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

When you were 16 you were captured by the English after a failed raid. You lived in the house of a noblewoman for ten years, until the day Draengr Thar came to the place, burned it down, rescued you, and took you home to Björgvin.

This is what Draengr Thar's life means to you.

Draengr Thar must be rescued.

dark ages investigator

Name VALBJÖRF
 Player _____
 Occupation Mystic
 Age 50? Sex _____
 Residence Bjergvin
 Birthplace Unknown

Characteristics

STR 70 ³⁵/₁₄ DEX 50 ²⁵/₁₀ POW 80 ⁴⁰/₁₆
 CON 50 ²⁵/₁₀ APP 40 ²⁰/₈ EDU 60 ³⁰/₁₂
 SIZ 60 ³⁰/₁₂ INT 50 ²⁵/₁₀ Move Rate 8



major wound

MHP

temp. insane

mind. insane

80

Max

Insane

01 02 03 04 05 06 07

hit points

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
20			

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

sanity

CALL OF CTHULHU

MHP

luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

skills

<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Own Kingdom (20%)	<input type="checkbox"/> Sleight of Hand (25%)
<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Own Language (EDU) Norse	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (15%)	Status (00%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> Pilot Boat (01%)	Survival (10%)
<input type="checkbox"/> _____	<input type="checkbox"/> Library Use (05%)	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> _____	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> R&W Language (01%)	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Repair/Devise (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Horse/Oxen (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Religion (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Other Kingdoms (10%)	<input type="checkbox"/> Ride Horse (05%)	<input type="checkbox"/> _____
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> _____	<input type="checkbox"/> Science (01%)	<input type="checkbox"/> _____
<input type="checkbox"/> <u>Spear</u> (15%)	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

ARMOR

armor type	value
<u>Winter clothes</u>	<u>1D2-1</u>
shield type	dmg/armor
_____	____/____
_____	____/____

weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	mal.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Spear	35	17	7	1D6+db	14	1	-	-
Dagger	25	12	5	1D4+db	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Combat

Damage Bonus	<u>+1D4</u>
Build	<u>1</u>
Dodge	<u>25</u> ¹² / ₅

backstory



Personal Description

A peculiar and uncanny mystic, full of riddles, confusion, and ill omens
Lost an eye years ago

Ideology/Beliefs

Believes it is his destiny to only die when the gods are pleased
Intolerant to non-Vikings

Significant People

Meaningful Locations

Treasured Possessions

Traits

Wanderlust
Only eats undercooked meat
Sees omens everywhere

Injuries & Scars

Smells like candlewax

Phobias & Manias

Easily confused in stressful situations
Talks in riddles

Arcane Tomes, Spells & Artifacts

Can cast the Augur spell - 4 magic points and 1D2 sanity.
Takes 5 minutes, must roll under Pow to understand the vi-

Encounters with Strange Entities

gear & possessions

Spear
Bag of runes
Hooded cloak
Whistle made from horn
Dagger

Cash & Assets

Spending Level
Cash
Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
--------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack
Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**
Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You were an outcast for many years, with only Loki and the other gods keeping you company. But then Draengr Thar declared you an "old jarl" and said the town must respect you. And this decree has given you great influence and authority.

This is what Draengr Thar's life means to you.

Draengr Thar must be rescued.

dark ages investigator

Name SVEND TRYGG

Player _____

Occupation Raider

Age 26 Sex Male

Residence Bjergvin

Birthplace Bjergvin

Characteristics

STR 60 ³⁰/₁₂ DEX 70 ³⁵/₁₄ POW 40 ²⁰/₈
CON 60 ³⁰/₁₂ APP 60 ³⁰/₁₂ EDU 50 ²⁵/₁₀
SIZ 50 ²⁵/₁₀ INT 50 ²⁵/₁₀ Move Rate 9



major wound

HP

temp. insane

mind. insane

40

Max

Insane

01

02

03

04

05

06

07

hit points

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

sanity

CALL OF CTHULHU

M 8 MP

luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

skills

- ☐ Accounting (10%)
- ☐ Animal Handling (15%)
- ☐ Appraise (05%)
- ☐ Art / Craft (05%)
- ☐ _____
- ☐ _____
- ☐ Charm (15%)
- ☐ Climb (20%) 50 ²⁵/₁₀
- ☐ Cthulhu Mythos (00%)
- ☐ Dodge (half DEX)
- ☐ Drive Horse/Oxen (20%)
- ☐ Fast Talk (05%) 25 ¹²/₅
- ☐ Fighting (Brawl) (25%) 70 ³⁵/₁₄
- ☐ Axe (15%) 60 ³⁰/₁₂
- ☐ Shield (15%) 50 ²⁵/₁₀

- ☐ First Aid (30%)
- ☐ Insight (05%)
- ☐ Intimidate (15%)
- ☐ Jump (25%)
- ☐ Library Use (05%)
- ☐ Listen (25%)
- ☐ Medicine (01%)
- ☐ Natural World (20%)
- ☐ _____
- ☐ Navigate (10%) 50 ²⁵/₁₀
- ☐ Occult (05%) 25 ¹²/₅
- ☐ Other Kingdoms (10%)
- ☐ _____
- ☐ Other Language (01%) 10 ⁵/₂
- ☐ English
- ☐ _____

- ☐ Own Kingdom (20%) 40 ²⁰/₈
- ☐ Norway
- ☐ Own Language (EDU) _____
- ☐ Norse
- ☐ Persuade (15%)
- ☐ Pilot Boat (01%) 25 ¹²/₅
- ☐ Ranged Weapons
- ☐ _____
- ☐ _____
- ☐ R&W Language (01%)
- ☐ _____
- ☐ _____
- ☐ Repair/Devise (20%)
- ☐ Religion (20%)
- ☐ Ride Horse (05%)
- ☐ Science (01%)
- ☐ _____
- ☐ _____

- ☐ Sleight of Hand (25%)
- ☐ Spot Hidden (25%)
- ☐ Status (00%) 40 ²⁰/₁₀
- ☐ Survival (10%) 50 ³⁰/₁₂
- ☐ Stealth (20%)
- ☐ Swim (25%) 40 ²⁰/₈
- ☐ Throw (25%)
- ☐ Track (10%) 40 ²⁰/₈
- ☐ _____
- ☐ _____

ARMOR

armor type value

Leather and ring ID6+1

shield type dmg/armor

Viking ID4/ID4

_____ _____

weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	mal.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Long axe	60	30	12	ID6+db	15	1	-	-
Dagger	70	35	14	ID4+db	-	-	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Combat

Damage Bonus -

Build 0

Dodge 35 ¹⁷/₇

backstory



Personal Description

The loyal Viking raider who ran to tell Bjørgvin about Draengr
Thar's fate

Traits

Indecisive
True to his word, optimistic, and loyal

Ideology/Beliefs

Quick to suggest violence as an option
Always follows orders

Injuries & Scars

Significant People

Draengr Thar, his war chief

Phobias & Manias

Has regular nightmares

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

gear & possessions

Leather and ring armor

Axe

Dagger

Shield

Wool cloak

Cash & Assets

Spending Level

Cash

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
--------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP;

Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You have raided with Draengr Thar twice. Each time he generously shared his pillage with you and your brothers. You grieved when he was hurt in the storm, and cried when he ordered you to run to Bjørgvin to get help. It felt like abandoning a blood relative.

This is what Draengr Thar's life means to you.

Draengr Thar must be rescued.

YOUNG HALDOR

Son of the Jarl



REGINLEIF

Shieldmaiden of Bjørgvin



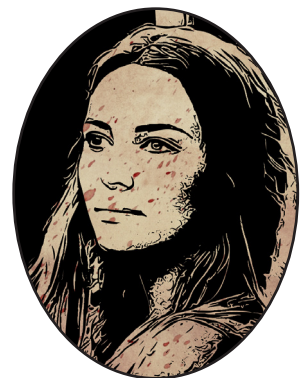
FÁLKI THE RED

The Great Craftsman of Björgvin



YNGVILDR

Outcast Mariner



VALÞJÓFR

Enigmatic Mystic



SVEND TRYGG

Surviving Raider

