

DULRÆNN

Dulrænn is a quiet, contemplative raven. He frequently pauses to interpret omens in the wind, seas, or sky before speaking.

Name Meaning: Mystical

Personality Type: Spiritual

Distinctive Features: Feathers are dark gray instead of black, blueish eyes, long tail feathers.

Hit Points: 2

Magic Points: 18

Damage Modifier: -1D4

Move: 1/13 (flying)

Passions

Honor 70%

Love (Humans) 55%

Loyalty (Guðrún the *Seiðkona*, Friend) 90%

STR	CON	SIZ	DEX
2	3	2	12
INT	POW	CHA	
17	18	9	

Loyalty (Raven Assembly) 70%

Skills

Agility +5%: Dodge 65%, Fly 65%, Jump 50%.

Communication +10%: Charm 30%, Intimidate 25%, Intrigue 25%, Speak Other Language (Norse) 60%.

Knowledge +15%: Animal Lore 30%, Area Lore (Iceland) 55%, Customs (Norse) 50%, Customs (Ravens) 60%, First Aid 80%, Myth Lore 45%, Plant Lore 70%, Survival 50%, Read/Write (Norse) 25%, Treat Disease 30%, Treat Poison 30%.

Manipulation +10%: —

Mythic +30%: Prophecy 80%, Second Sight 80%, Worship (Freyja) 40%, Worship (Huginn) 50%, Worship (Muninn) 100%.

Perception +15%: Insight 35%, Listen 40%, Search 50%, Spot Hidden 40%, Track 20%.

Stealth +10%: Hide 65%, Move Quietly 40%.

Devotions

Muninn (Knowledge, Mysteries, History): 3 DP

Huginn (Inference, Learning, Invention): 2 DP

Freyja (Beauty, Love, Magic): 1 DP

Note: A raven can attack twice per combat round.

Attack	%	Damage
Bite	55%	1D4-1
Claw	45%	1D3-1

Hit Location	D20	Armor/HP
Right Hindleg	01-03	0/2
Left Hindleg	04-06	0/2
Abdomen	07-08	0/3
Chest	09-11	0/3
Tail	12	0/1
Right Wing	13-14	0/1
Left Wing	15-16	0/1
Head	17-20	0/2

Powers

Death Vision: Eating an eye of a dead animal or person reveals a vision of the last thing they saw before dying. **Magic Point Cost:** 3.



FLÆKINGUR

Flækingur is adventurous, slightly reckless, and dislikes staying in one place for too long. She likes to fly around in circles before she decides to do anything, as if the open sky is her real home.

Name Meaning: Wanderer

Personality Type: Wanderer

Distinctive Features: A few scars and missing feathers, feathers have a red tint under sunlight, wide wings.

STR	CON	SIZ	DEX
2	3	2	17
INT	POW	CHA	
13	16	13	

Hit Points: 1

Magic Points: 16

Damage Modifier: -1D4

Move: 1/13 (flying)



Passions

Honor 65%

Love (Humans) 70%

Loyalty (Raven Assembly) 70%

Loyalty (Sæmundur the Sealskin) 75%

Skills

Agility +10%: Dodge 86%, Fly 95%, Jump 75%.

Communication +5%: Charm 25%, Intimidate 20%, Intrigue 20%, Speak Other Language (Norse) 55%.

Knowledge +25%: Animal Lore 80%, Area Lore (Iceland) 95%, Customs (Norse) 50%, Customs (Ravens) 60%, Law 20%, Myth Lore 75%, Survival 50%.

Manipulation +10%: —

Mythic +5%: Prophecy 55%, Second Sight 90%, Worship (Huginn) 25%, Worship (Muninn) 80%, Worship (Óðinn) 10%.

Perception +5%: Insight 35%, Listen 40%, Search 65%, Spot Hidden 30%, Track 45%.

Stealth -5%: Hide 30%, Move Quietly 30%.

Devotions

Muninn (Knowledge, Mysteries, History): 3 DP

Huginn (Inference, Learning, Invention): 1 DP

Óðinn (Magic, War, Wisdom): 1 DP

Attack	%	Damage
Bite	50%	1D4-1
Claw	40%	1D3-1

Note: A raven can attack twice per combat round.

Hit Location	D20	Armor/HP
Right Hindleg	01-03	0/1
Left Hindleg	04-06	0/1
Abdomen	07-08	0/1
Chest	09-11	0/1
Tail	12	0/1
Right Wing	13-14	0/1
Left Wing	15-16	0/1
Head	17-20	0/1

Powers

Death Vision: Eating an eye of a dead animal or person reveals a vision of the last thing they saw before dying. **Magic Point Cost:** 3.

MIKILL

Mikill is a loyal protector who boasts, laughs, and throws himself into danger for his friends. When he's happy or angry, he croaks loudly and puffs up his feathers to make sure everyone sees him.

Name Meaning: Mighty

Personality Type: Mighty

Distinctive Features: Large and strong, feathers shine with purple tint under sunlight, loud and throaty croak.

STR	CON	SIZ	DEX
3	4	2	15
INT	POW	CHA	
8	13	8	

Hit Points: 2

Magic Points: 13

Damage Modifier: -1D4

Move: 1/13 (flying)



Passions

Honor 75%

Love (Humans) 60%

Loyalty (Raven Assembly) 80%

Loyalty (Steinar, Troll Friend) 80%

Skills

Agility +25%: Dodge 85%, Fly 90%, Jump 85%.

Communication -5%: Charm 15%, Intimidate 35%, Speak Other Language (Norse) 50%.

Knowledge -5%: Animal Lore 30%, Area Lore (Iceland) 65%, Customs (Norse) 30%, Customs (Ravens) 45%, Myth Lore 15%, Survival 60%.

Manipulation -5%: —

Mythic +5%: Prophecy 40%, Second Sight 95%, Worship (Huginn) 15%, Worship (Muninn) 25%, Worship (Þór) 75%.

Perception -5%: Insight 15%, Listen 20%, Search 30%, Spot Hidden 20%.

Stealth -5%: Hide 25%, Move Quietly 15%.

Devotions

Þór (Battle, Strength, Sailing): 3 DP

Huginn (Inference, Learning, Invention): 1 DP

Muninn (Knowledge, Mysteries, History): 1 DP

Attack	%	Damage
Bite	95%	1D4-1
Claw	85%	1D3-1

Note: A raven can attack twice per combat round.

Hit Location	D20	Armor/HP
Right Hindleg	01-03	0/1
Left Hindleg	04-06	0/1
Abdomen	07-08	0/2
Chest	09-11	0/2
Tail	12	0/1
Right Wing	13-14	0/1
Left Wing	15-16	0/1
Head	17-20	0/2

Powers

Death Vision: Eating an eye of a dead animal or person reveals a vision of the last thing they saw before dying. **Magic Point Cost:** 3.

RÆÐINN

Ræðinn is a smooth-talking charmer who would rather talk her way out of a problem than fight. She loves to tell long, dramatic stories about even the smallest adventure.

Name Meaning: Talkative

Personality Type: Manipulative

Distinctive Features: Smaller size, large eyes, feathers shine with blue tint under sunlight.

Hit Points: 1

STR	CON	SIZ	DEX
2	3	1	15
INT	POW	CHA	
11	14	17	

Magic Points: 14

Damage Modifier: -1D4

Move: 1/13 (flying)

Passions

Love (Humans) 70%

Loyalty (Raven Assembly) 65%

Loyalty (Hrafnhildur, Hidden Person Friend) 90%

Skills

Agility +5%: Dodge 50%, Fly 65%, Jump 50%.

Communication +35%: Bargain 75%, Charm 90%, Fast Talk 65%, Intimidate 50%, Intrigue 50%, Orate 80%, Speak Other Language (Norse) 85%.

Knowledge +0%: Animal Lore 10%, Area Lore (Iceland) 80%, Customs (Norse) 70%, Customs (Ravens) 80%, Myth Lore 60%, Survival 15%.

Manipulation +0%: —

Mythic +10%: Prophecy 35%, Second Sight 100%, Worship (Baldur) 20%, Worship (Huginn) 30%, Worship (Muninn) 80%.

Perception +0%: Insight 55%, Listen 55%, Search 35%, Spot Hidden 25%, Track 5%.

Stealth +0%: Hide 30%, Move Quietly 20%.

Devotions

Muninn (Knowledge, Mysteries, History): 3 DP

Huginn (Inference, Learning, Invention): 1 DP

Baldur (Light, Happiness, Peace): 1 DP

Note: A raven can attack twice per combat round.

Attack	%	Damage
Bite	40%	1D4-1
Claw	30%	1D3-1

Powers

Death Vision: Eating an eye of a dead animal or person reveals a vision of the last thing they saw before dying. **Magic Point Cost:** 3.

Hit Location	D20	Armor/HP
Right Hindleg	01-03	0/1
Left Hindleg	04-06	0/1
Abdomen	07-08	0/1
Chest	09-11	0/1
Tail	12	0/1
Right Wing	13-14	0/1
Left Wing	15-16	0/1
Head	17-20	0/1



SLÓTTUGUR

Slóttugur is a sly schemer who hangs back, asks sharp questions, and quietly nudges the others toward the outcome he's already decided is best. He likes to keep his deep black feathers perfectly smooth.

STR	CON	SIZ	DEX
2	3	2	14
INT	POW	CHA	
16	17	10	

Name Meaning: Sly

Personality Type: Cunning

Distinctive Features: Long beak, feathers that are deep black even under sunlight, sharp claws.

Hit Points: 2

Magic Points: 17

Damage Modifier: -1D4

Move: 1/13 (flying)



Passions

Honor 40%

Love (Humans) 50%

Loyalty (Raven Assembly) 50%

Loyalty (Ormur the Runemaster, Friend) 90%

Skills

Agility +10%: Dodge 80%, Fly 70%, Jump 55%.

Communication +5%: Charm 35%, Intimidate 20%, Intrigue 30%, Speak Other Language (Norse) 55%.

Knowledge +10%: Animal Lore 25%, Area Lore (Iceland) 50%, Customs (Norse) 45%, Customs (Ravens) 55%, Myth Lore 80%, Plant Lore 35%, Survival 65%.

Manipulation +10%: —

Mythic +5%: Prophecy 65%, Second Sight 95%, Worship (Huginn) 75%, Worship (Loki) 15%, Worship (Muninn) 25%.

Perception +10%: Insight 30%, Listen 60%, Search 60%, Spot Hidden 35%, Track 15%.

Stealth +10%: Hide 50%, Move Quietly 65%.

Devotions

Huginn (Inference, Learning, Invention): 3 DP

Muninn (Knowledge, Mysteries, History): 1 DP

Loki (Deception, Dishonor, Trickery): 1 DP

Note: A raven can attack twice per combat round.

Attack	%	Damage
Bite	50%	1D4-1
Claw	40%	1D3-1

Hit Location	D20	Armor/HP
Right Hindleg	01-03	0/1
Left Hindleg	04-06	0/1
Abdomen	07-08	0/2
Chest	09-11	0/2
Tail	12	0/1
Right Wing	13-14	0/1
Left Wing	15-16	0/1
Head	17-20	0/2

Powers

Death Vision: Eating an eye of a dead animal or person reveals a vision of the last thing they saw before dying. **Magic Point Cost:** 3.