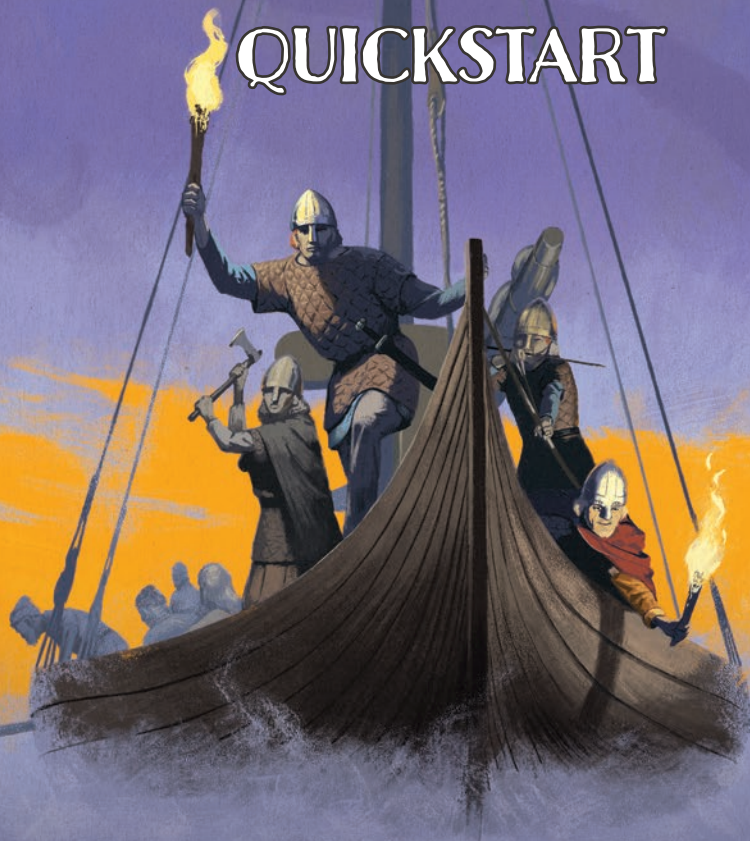


AGE OF VIKINGS

QUICKSTART



Further Adventures in a Land
of Sagas and Mystery



CURRY ▶ ZIVIANI ▶ DURALL

Age of Vikings Quickstart

Further Adventures in a Land of Sagas and Mystery



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WELCOME TO THE VIKING AGE



An Age of Mythic Adventure

Age of Vikings is a roleplaying game about **heroes** in the early years of Iceland's settlement in the year 977 AD. At this time, Iceland is a rough frontier, dotted with farmsteads that house extended families and close allies but there are few settlements any larger than that. Cooperation and neighborliness are vital to survival in this unforgiving land.

The Icelandic people of this time are rugged and individualistic, and Iceland's settlement is only a few generations old. Many Icelanders seek glory and wealth through “going viking”, raiding and even trading across the North Atlantic Ocean.

Though inspired by real historical events and culture, in *Age of Vikings* the viking myths, gods, monsters, and magic are equally real. Gameplay focuses on themes of personal honor, family, and adventure.

In *Age of Vikings*, the heroes seek fame, fortune, and to become the subject of the great sagas of their time, stories that echo into eternity!

What's in This Quickstart?

This quickstart contains all you need to experience *Age of Vikings*. Inside are **game rules** simplified for immediate play with little-to-no prep, a glossary of **game terms**, some ready-to-play **heroes** to use in this quickstart or elsewhere, and a brief **adventure** to get your viking heroes right into the action.

In a roleplaying game, there are two types of participants. **Players**—usually anywhere between one and six—and the **gamemaster**, of which there is only one. Players each have a single hero character they embody, while the gamemaster has additional powers and responsibilities, acting as the director, producer, writer, and referee. In addition, the gamemaster portrays all the other characters, called **nonplayer characters**, to distinguish them from those controlled and played by the heroes.

In play, the gamemaster presents situations and the players decide what their heroes will do. In response, the gamemaster determines the outcomes of those actions,

with dice being used to determine what happens if there's a chance of failure.

An adventure is a quick pre-determined description of a situation, the environments it takes place in, and the types of challenges and encounters that might be had there.

Ultimately, a roleplaying game is a form of shared storytelling, with players and gamemaster working together to come up with a lively and memorable experience.

If, after playing or reading this quickstart, you want more about *Age of Vikings*, including aspects of gameplay not included here, see the end of this quickstart for more information. The *Age of Vikings* core rulebook has additional info on the setting, magic, skills, and contains expanded game rules.

How to Begin

Aside from this quickstart, you only need a few things to start playing.

- ▶ If you're playing in person, writing materials, paper, and standard gaming dice (including the percentile dice). Ideally every player will have their own set of dice, but you can share.
- ▶ Next, you'll need somewhere to play. If you're playing in person, a table and comfortable seating for everyone is a must. If you're



playing online, use the voice and/or video program of your choice. *Age of Vikings* is available on online game platforms such as Quest Portal and Roll20.

- ▶ You'll need to set aside enough time to play. This quickstart is intended to be played and finished in a single session, so plan to spend two to four hours having an adventure with your friends.
- ▶ Finally, you'll need to decide who you want to play with. This quickstart supports between three and five players, one of whom must be the gamemaster.

Once all that's done, you're ready to play!

HEROES

Adventures in *Age of Vikings* revolve around heroic vikings in mythic Iceland around 977 A.D. The world is full of vicious monsters, strange magic, dangerous mysteries, and tests of valor. Iceland is a rugged frontier land with no kings, no cities, no powerful guilds. The life of a viking hero consists of balancing family politics versus oaths sworn to preserve honor, forging friendships and alliances to defend against outlaws, and prayers to the gods to protect against monsters and spirits.

Survival in such a land, perched on the very edge of the known world, requires cooperation. A viking's reputation is their greatest asset. It gets them food when they're hungry, medicine when they're sick, aid when they're under attack, and shelter in a storm. It can earn the favor of a god or the malice of a prophet. If manage it poorly, it could doom them instead.

Heroes in *Age of Vikings* earn their reputation by taking bold action to defend themselves and their neighbors, and sometimes defending themselves against their neighbors. Heroes risk their lives for their communities, hoping that their neighbors might someday

return the favor. They seek glory and honor so that *skalds*, heroic travelling poets, will someday compose a saga about them and that their names might ring out for the rest of time.

Your **hero sheet** records your hero's strengths and weaknesses and tells the story of how they protect that which they value.

This quickstart does not include rules for creating custom heroes and instead presents four pre-generated heroes so you can jump straight into playing. This hero sheet is smaller and more compact than those presented in the full game.

Characteristics

Seven **characteristics** define every hero, demonstrating how strong, fast, clever, and healthy they are. Characteristics are listed on the top left of the hero sheet. Each characteristic has a value between 3 and 18. This value determines various secondary characteristics (such as hit points and combat damage modifier). A **characteristic roll**, equal to the characteristic $\times 5$, is used to determine the chance of success or failure of an action related directly to that characteristic.

- ▶ **Strength (STR)** represents physical prowess: how much your hero can lift and how hard they can hit.
- ▶ **Constitution (CON)** represents health and hardiness: how well your hero can fight off disease or poison keep up physical exertion before becoming exhausted.
- ▶ **Size (SIZ)** represents your hero's height, build, and mass: how high or far they can reach, how heavy they are, and their general physique.
- ▶ **Dexterity (DEX)** represents speed and finesse: how quickly your hero can react to danger, their hand-eye coordination, and if they can keep a steady hand.
- ▶ **Intelligence (INT)** represents memory and raw acumen: how well your hero can



remember details and how quickly they can pick up new types of knowledge.

- ▶ **Power (POW)** represents your hero's willpower and inner drive: how lucky they are, their affinity for magic, the strength of their spirit, and how resistant they are to hostile supernatural powers.
- ▶ **Charisma (CHA)** represents personal magnetism and charm: your hero's ability to convince others to follow them into danger or coerce others to get their way.

Personal

Found at the top-center of your hero sheet, personal details include things like your hero's name, age, gender, nickname, and reputation. Some of these are not relevant to this quickstart adventure.

Attributes

Attributes are in the center of your sheet. These are important values that often change during play.

Hit Points

When your hero suffers damage, subtract that damage from their **hit points**. If your hero drops to 1 or 2 hit points, they fall unconscious and are at risk of dying. If a turn ends and your hero is at 0 hit points, they die.

Movement

This value determines the distance your hero covers in a turn. **Movement** is measured in meters or yards, generally used interchangeably.

Skills

Your hero's **skills** and associated values are at the bottom of the hero sheet.

Each skill is rated as a percentage, representing your hero's chances of succeeding at an action using that skill. If a die roll is equal to or less than the skill's percentage rating, and no force is working against it, the skill attempt succeeds.

For more detailed information on skills, see **System & Skills** (pages 5–11).

Combat

The combat section is in the center of your hero sheet. Here you'll find the different weapons your hero can use, their chances to hit an enemy with their weapons, and the damage they inflict when they successfully strike a foe.

For more detailed information on combat, see **Combat** (pages 12–16).

Hit Locations

On the top-right of your hero sheet are their **hit locations**. These come into play when they are under attack from enemies. Hit locations divide the body into parts, each with its own number of hit points. If a hit location suffers more damage than it has, it is disabled.

Armor value describes how much armor each hit location has.



SYSTEM & SKILLS



Whenever your hero attempts something that is dangerous, dramatic, or has consequences for failure, make a **skill roll**. There is no need to roll for ordinary actions such as walking along the beach, boarding a ship, or climbing a ladder. Circumstances can often turn normal actions dangerous, however: sneaking to the site of a raid and avoiding the attention of guards, boarding a ship during a violent storm, or climbing a rocky, crumbling cliffside in the rain all become more dramatic, with the consequences of failure much greater.

Making Skill Rolls

To make a skill roll, tell the gamemaster what your hero is trying to accomplish (*for example, leaping aboard a ship in the middle of a storm*). In most cases the relevant skill is obvious, but if there is any doubt, the gamemaster decides which skill is appropriate and whether there's any bonus (due to beneficial circumstances) or penalty (due to distractions or extra

danger). Skills are rated with a percentile value, the higher the more likely to succeed, just like a 75% chance of rain is much more likely to occur than a 10% chance of rain.

The players and gamemaster all make skill rolls using two 10-sided dice (D10s) to generate a **percentage** (a D100) roll. Designate one D10 to be the “tens” and one as the “ones”. You want to roll low.

If you roll equal to or under your hero's skill rating, your hero succeeds. If you roll above your hero's skill rating, they fail. If you roll exceptionally well on a skill roll, the result is a **critical success**. A critical success occurs when a percentage dice roll is equal or under 1/10 of the chance of success, rounded down. So, with a skill rating of 50% your hero achieves a critical success on a roll of 01 through 05.

► **Critical success** gives better, more dramatic results than normal successes (*for example, your hero climbs the cliffside quickly to surprise someone waiting at the top*).

- ▶ **Success** means that your hero accomplishes their goal (for example, they climb the cliffside despite the danger and uncertainty).
- ▶ **Failure** means that your hero does not accomplish their goal

For example, their grip falters and they fall to the ground, perhaps having more rocks fall on them.

- ▶ A roll of 00 is a **fumble** and represents some unlucky turn of events or some spectacular failure. The gamemaster should determine what happens, based on the action being attempted.

For example, in combat, your hero might trip and fall, or accidentally drop their weapon, or someone climbing the roof of a turf house might have the ceiling collapse under them, causing them to fall inside.

Even if your hero doesn't have a rating in a skill, they can try to perform actions using that skill, but the chance of success is very low: any reasonable action (within human capability) that rolls a 05 or lower succeeds, regardless of your hero's skill rating.

However, something beyond possibility—such as having your hero try to jump to the moon or throw a viking ship single-handedly—fails automatically.

Critical Successes

The exact effects of a critical success are up to the gamemaster. Usually, the effect is obvious: a critical success with a weapon inflicts more damage, for example.

In other cases, the gamemaster is encouraged to be creative and to reward your hero for their luck. A critical success while...

- ▶ ...sneaking up to a walled English village while avoiding the notice of the guards

could allow your hero to grant a bonus to a single ally sneaking along at their side.

- ▶ ...leaping aboard a ship in the middle of a storm could let your hero land anywhere on the ship's deck that you wish.
- ▶ ...climbing up a cliffside could let your hero climb further or faster or aid another climber.

Opposed Rolls

When your hero must pit their skill directly against an opponent's skill, use an **opposed roll**. Opposed rolls are attempted just like other skill rolls (roll D100 to determine success) but resolution is slightly different:

- ▶ Whichever side rolled the better results (critical success, success, or failure) wins the opposed roll.

For example, if one side of an opposed roll gets a success and the other gets a failure, the success wins.

- ▶ If both sides rolled the same degree of success (both rolled a critical success, or both rolled a success), the result is a tie. There is no clear winner in the contest. In many cases this means the parties simply roll again when appropriate, assuming the circumstances haven't changed.
- ▶ If both sides rolled a failure, the contest is a stalemate and neither side achieves what they wanted. This is different from a tie: it isn't a draw, it's a failure of both participants. Something might go wrong that makes the continued contest impossible or both suffer unforeseen consequences.

Modifying Skill Rolls

There are many ways to modify your hero's skill rolls, either positively or negatively. The gamemaster decides what modifications apply to any given circumstance.

Helping an Ally

If your hero helps an ally's attempt at a skill roll, your hero must succeed in a skill roll of their own, clearly stating how they'll help. One might help an ally's Dance roll with the Sing skill, First Aid with Survival (gathering useful herbs), or Orate with Customs (Norse) (knowing the audience).

- ▶ If your hero's roll to help an ally is successful, that ally adds +20% to their skill rating before rolling. A critical success helping an ally adds +50% to their skill rating before making the roll.
- ▶ When multiple heroes attempt the same roll (such as working together to search an area for clues or to eavesdrop on a conversation), one hero is primary but all other involved heroes roll first. The gamemaster determines how many people can pitch in. Each success adds +20% to the primary hero's chance of success.

The gamemaster determines if one skill can assist another and will rule out any assistance that doesn't make sense.

For example, First Aid is a useful skill, but not relevant to a skill like Spot Hidden.

Invoke a Passion

Passions are strong beliefs or attachments, such as loyalty to an individual or group, love for a person or family, fear or hatred for someone or a group, or even honor. If your hero feels particularly motivated to succeed at a skill roll, they can invoke one passion from which to draw strength.

Choose the passion you want to invoke and tell the gamemaster how that passion applies to the situation. If the gamemaster approves it, make a roll for that passion.

- ▶ If your passion roll is a critical success, add +50% to the skill before making the roll.

- ▶ If your passion roll is a success, add +20% to the skill before making the skill roll.
- ▶ If the passion roll fails, your hero finds that their heart is not as strongly linked to their passion as they previously thought. Reduce that passion's rating by -10% for the duration of the situation in which the passion roll was being made.
- ▶ On a result of 00, your hero plunges into despair and cannot act decisively for the rest of the immediate situation. The gamemaster determines how long this lasts—usually 1D10 combat rounds, but possibly longer. Reduce the passion's value by a roll of 1D10 due to this crisis of faith.

You can successfully use a particular passion only once in any given situation, and only one passion roll may be attempted per situation. As with assisting skills, the gamemaster determines if a particular passion applies to a given situation.

Devotion and Dedication Points

The Norse gods worshiped in Iceland are well-known to most people: the All-Father Óðinn (Odin); his son, the storm god Þór (Thor), the trickster Loki, and others. Heroes in Icelandic sagas pay heed to these gods and others, and base their behavior and codes of conduct on what the gods would and would not find acceptable or venerable. Most Icelanders worship multiple gods but tend to venerate one above the rest, considering that god their patron.

Your hero starts play with **3 dedication points** affiliated with their patron god, a measure of how strongly they worship that god. When your hero prays to their god for assistance, asks for a blessing, or otherwise acts in accordance with that god's ideals they can spend one or more dedication points. Spending a dedication

point does not require a roll on its own: they modify the chance of success for any ability roll your hero attempts.

- ▶ 1 point adds +20% to one ability.
- ▶ 2 dedication points add +30%.
- ▶ 3 dedication points add +50%.

Dedication points are recovered with a successful Worship (deity) roll at a worship ceremony or ritual, after making a sacrifice, or while visiting a temple or site holy to that god. This is outside the scope of this quickstart, however.

Power and Wyrd

As described on page 4, the Power (POW) characteristic represents resilience and strength in a hero's soul and spirit, their luck, and the battery for any magical powers they might have. POW is, quite literally, a hero's destiny and the control they have over their own fate.

A hero can call upon **Wyrd** to cheat fate, at least temporarily. By permanently reducing POW by 1, a hero turns any failed roll into a success, calling upon destiny and causing the world to bend to their will. This can only be done once per day.

However, fate always exacts a price, which eventually comes due. A hero with very low POW is luckless and weak-willed, knowing their death is close at hand. They can feel fate closing in on them, their destiny ending. They find themselves shunned by others, seen as an omen of impending doom and misfortune. At 0 POW, the hero lacks the will-force to live, and they expire, forgotten, perhaps even denied an afterlife.

Circumstances

The circumstances surrounding your hero when they make skill rolls can dramatically affect their chance of success, to say nothing of potential rewards for success or consequences for failure. The gamemaster can modify skill percentages based on your hero's immediate situation or other circumstances.

Modifiers due to minor surrounding circumstances can range between -20% (for poor circumstances, like trying to climb up an oil-slicked rope) to +20% (for beneficial circumstances, like climbing up a rope knotted to make climbing it easier). Modifiers for dramatically favorable or unfavorable conditions can range from $\pm 40\%$, and modifiers can be $\pm 60\%$ for nearly impossible or incredibly easy circumstances.



Spot Rules

Spot rules encompass specific circumstances your hero and their allies might encounter.

Falling

Damage from falls increases with distance fallen. A successful skill roll—usually Jump—reduces the damage dice by one step.

- ▶ **Up to 1 Meter:** No damage
- ▶ **Between 1–3 Meters:** 1D6
- ▶ **Between 3–6 Meters:** 2D6
- ▶ **6+ Meters :** +1D6 per 3 meters (round down)

Drowning

Heroes can hold their breath for the first combat round that they are unable to breathe, such as being plunged underwater.

- ▶ From the second to the fifth round, your hero must successfully roll CON×5 to continue to hold their breath.
- ▶ From the sixth round onward, the CON×5 roll is at a -10% penalty, increasing by an additional -10% every round.
- ▶ If your hero cannot breathe and is not holding their breath, they suffer 1D6 damage each round submerged.





Skill	Description
Battle	Lead others, read a battlefield, and devise strategy. Success means that followers rally or your hero successfully predicts an opponent's next move, while failure typically means that your hero gains no useful insights.
Charm	Seduction, friendliness, flattery, or other subtle influence. Success means a favorable reaction from the subject; failure fails to impress them.
Climb	Scale walls, cliffs, or trees. Success means your hero climbs further up or maintains their grip (depending on the circumstance), while failure typically means they fall.
Custom (Norse)	Knowledge of etiquette, traditions, and history specific to the Norse culture. Success means your hero recalls useful information, while failure typically means that they are uninformed on the subject, or commit some cultural <i>faux pas</i> .
Dodge	Evade attacks and threats through quick movement and footwork. Success means your hero avoids being struck, failure means a successful attack strikes them.
First Aid	Treat wounds, stop bleeding, and restore vitality. Success means helpful application of bandages or medicine, while failure means that the wounds are untreated and the subject of care continues to suffer. In game terms, 1D3 hit points are restored with a successful roll, double that with a critical.
Hide	Stay undetected by enemies or observers. Success means your hero is hidden from sight or remains undetected, while failure means they're obvious to observers.
Listen	Detect sound, notice a noise in a nearby room, or hear the breathing of an enemy sneaking up behind your hero. Success means that they hear the source of the noise and can tell relatively where it came from, while failure typically means they can't locate the source or didn't hear the noise at all.
Orate	Inspire, draw out emotion, or spark inspiration in others. Success means that your hero's audience is moved by their words, while failure typically means that they are unimpressed or disinterested.
Search	Examine an area to uncover hidden objects or people, detect movement, or notice something out of place in your hero's immediate surroundings. Success means that they see whatever is strange or dangerous around them, while failure typically means they remain oblivious.
Skaldic Poetry	Compose or recite powerful, structured verses like those in the sagas. Success means a well-delivered verse relevant to current circumstances, while failure typically means a flat or uninspired line of prose, or an irrelevant quote.
Survival	Survive extreme conditions in nature, identify flora and fauna in the wild, forage or hunt for food, or find shelter in a storm. Success means identifying the animal or plant in question or locating a suitable place to camp, while failure typically means that your hero is at the mercy of the whims of nature.
Swim	Stay afloat and move in water, especially when encumbered or the water is rough. Success means that your hero stays afloat or moves in the desired direction. Failure typically means your hero starts to sink and must try again each subsequent round or begin drowning (see page 9).



Skills

Each skill has a rating representing your hero's chance of successfully using that skill, expressed as a percentage rating.

The *Age of Vikings* core rules offer more skills, including magic. Skills described here are those used in this quickstart. Skills with specialties in parentheses are only used with that specialty.

For example, Customs (Norse) means your hero knows about the Norse customs and traditions but is clueless about English or Slavic customs.

If reasonable, the gamemaster may allow a roll of a related specialty skill at a modifier, such as -20% for Customs (Norse) to know something about Customs (Irish) due to common elements between the two cultures.



COMBAT



Combat can be brutal and wild, a flurry of actions and conflicting goals. Any blow might be fatal, with only one's war-gear and skill to prevent death from striking at any moment. Combat rules bring order to that chaos: making it tactical and easy to participate in, but also letting those with superior skill and strategy dominate.

These rules are summarized from the core book, simplified for ease of play.

The Combat Round

The flow of action in an encounter is measured in an abstract unit of time called a **combat round**. A combat round doesn't have an absolute or fixed length but is usually around 12 seconds (five combat rounds equal a minute). A combat round is long enough for a hero to do something significant enough to change their circumstances or tip the balance in their favor.

Action Order in a Combat Round

Combat actions are resolved in order of highest Dexterity (DEX) to lowest, though sometimes a hero might take a penalty to their DEX and act later in the combat round if they wish to perform certain actions (see **DEX Modifiers**, page 13).

When DEX ratings are tied, check each participant's Intelligence (INT), with the highest INT acting first, then proceeding in descending order. If participants' DEX and INT scores are tied, their actions occur simultaneously but heroes get to declare their action and roll first. If two heroes are tied, let them decide who acts first.

To delay and act later than on one's DEX, pick the lower DEX and act then, resolving any ties as above.

Engaging

To engage another combatant, move within 1 meter of them with a weapon drawn and with the intent to do them harm.

DEX MODIFIERS

Many conditions and circumstances can alter one's DEX when determining order in combat without using one's combat action. Here are the most common:

- ▶ Readying, drawing, or putting away a weapon modifies DEX by -5.
- ▶ Being surprised by an enemy (being unaware that the enemy is present) modifies DEX by -5.
- ▶ Moving more than a few steps while performing another action modifies DEX by -1 per 3 meters, cumulative.

A hero meeting one or more of these conditions performs their actual action on their modified DEX. At the end of the round, DEX values return to their unmodified values. If circumstances reduce DEX to 0 or below, perform the associated action at 0 but do not act again until the next round.

Movement

An unencumbered and unengaged hero may move up to their **movement rate (MOV)** in a combat round. For humans, MOV is always 10 (though it might be modified by magic or other circumstances). Each point of MOV represents 1 meter (about 3 feet).

Movement more than a few paces in any direction (around 1 meter) costs the combatant time in DEX (see **DEX Modifiers**, above). A moving hero decides how far they want to go and immediately covers that ground, acting on their modified DEX. A combatant can move this way only once per round and can never exceed their MOV in distance.



Attacking in Combat

During combat a hero can strike at an opponent with a weapon, usually to deal damage.

To attack, make a skill roll with the relevant skill according to the weapon your hero is using. If you succeed (by rolling equal to or less than the skill rating) you hit your target. Your opponent can choose to dodge, parry, or neither. If your target dodges, they make a skill roll using Dodge. If they succeed, they evade your attack.

Once you've hit your target with a blow that was not parried or dodged, roll a D20 on the target's hit location table (page 16) to determine where your blow landed.

Now roll damage dice for your mode of attack. A critical success doubles the damage that you roll (but does not double the damage modifier roll). The target subtracts their armor's protection value and then suffers the remaining damage. If the location's hit points are reduced to 0, the hit location is disabled. The target may suffer additional effects based on the hit location struck.

A combatant attacked by multiple assailants must dodge each attack individually. Each attempt to dodge an attack after the first is made at a -20% cumulative penalty.

Second, if wielding a weapon or a shield, a hero can parry an attack against you that uses a melee or thrown weapon (but not a ranged weapon like a bow).

- ▶ Choose what you want to use to parry (a weapon or shield) and make a skill roll using parry. If you succeed, you parry the attack and take no damage.
- ▶ If your opponent's attack was a critical success (they rolled equal to or under 10% of their attack value) and successfully parry, that attack becomes a success instead of a critical success.

If a combatant is under attack from multiple assailants, they must parry each attack individually. Each attempt to parry an attack after the first is made at a -20% cumulative penalty.

Defending in Combat

If you hero is close enough to strike an opponent with their weapon, they're close enough to strike back. When attacked, your hero has several options to choose from.

First, you can dodge.

- ▶ Make a Dodge roll. If you succeed, you evade the attack and take no damage.
- ▶ If your opponent's attack was a critical success (they rolled equal to or under 10% of their attack value) and you successfully dodge, that attack becomes a success instead of a critical success.
- ▶ A critical dodge blocks a critical attack, and a critical dodge evades a critical attack.



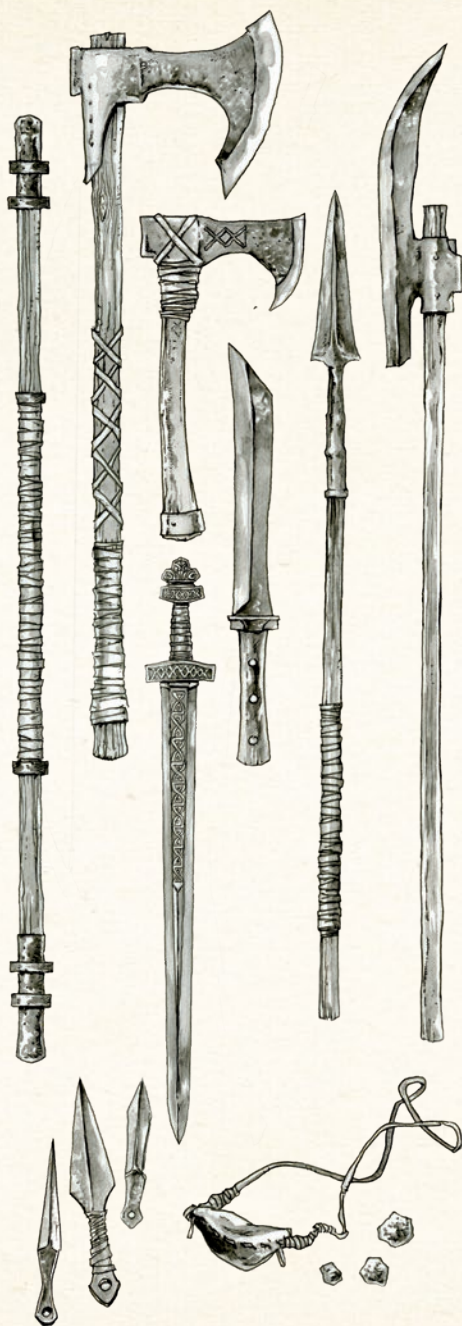
You cannot try to both dodge and parry the same attack: choose one or the other.

Alternatively, you can choose to do nothing, suffering the attack and hoping that it is not fatal.

Disengaging

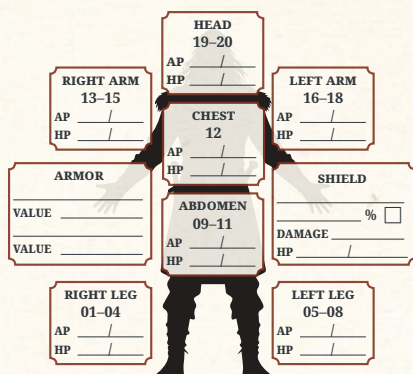
You can always disengage from a combatant that is willing to let you leave by simply moving away from them, but if they aren't so inclined there are three ways to disengage:

- ▶ First, you can retreat. On your turn, declare your intention to retreat, taking no other action, and move away from your opponent (following all other rules for movement). While retreating you can dodge and parry as normal but cannot act in any other way aside from withdrawing from your foe.
- ▶ Second, you can try to push your enemy away from you with a knockback attack. On your turn, declare your intention to perform a knockback attack. Make opposed rolls of your **STR×5** vs your opponent's **STR×5**. If successful, you knock your opponent back 1D3 meters and you are disengaged. If the foe wins the roll or the roll is a tie, you stay within their reach. If your roll is a critical success, your foe is knocked prone instead (attacking a prone foe is at +40% to the chance of success, and attacks while prone are at a -40% chance of success).
- ▶ Finally, you can try to flee. Fleeing is different from retreating in that retreating is controlled and careful, while fleeing is reckless and leaves you defenseless. If a combatant flees from engagement the foe can make one immediate attack against them which cannot be dodged or parried. Otherwise, the fleeing character can move and act as normal.



If you've been hit, or when you successfully hit an opponent, roll a d20 to determine where the blow landed. Check the hit location diagram, reduce the damage by any armor protection in that location, and then subtract the remaining damage from that location's hit points as well as the being's total hit points.

HIT LOCATIONS



Hit locations for nonplayer characters and creatures are formatted differently and look like this:

Hit Location	D20	Armor/HP
Tail	01-09	1/3
Body	10-18	1/3
Head	19-20	1/2

When any of a living being's hit locations has been reduced to 0 or fewer hit points, it becomes disabled.

- ▶ **Leg:** Your hero falls prone but can still fight, taking -40% penalty to attacks and parries. Enemies gain +40% to attacks. You cannot dodge.
- ▶ **Abdomen:** Your hero falls prone and begins bleeding. They will die within 10 minutes without healing.
- ▶ **Chest:** Your hero is incapacitated and begins bleeding. They will die within 10 minutes without healing.
- ▶ **Arm:** Your hero drops whatever they were holding in that arm but remains standing. Your hero cannot use any two-handed items with one arm incapacitated.
- ▶ **Head:** Your hero is unconscious and will die within 5 minutes without successful medical care from someone else.

When your hero has been reduced to 2 or fewer total hit points, they fall unconscious. When your hero has been reduced to 0 or fewer total hit points, they die at the end of the round unless given enough First Aid to restore them to 1 hit point.

Njáll Þórólfsson

«AGE OF» VIKINGS

CHARACTERISTICS

STR 14 70%
CON 10 50%
SIZ 18 90%
DEX 13 65%
INT 14 70%
POW 11 55%
CHA 7 35%

PERSONAL

PERSONALITY

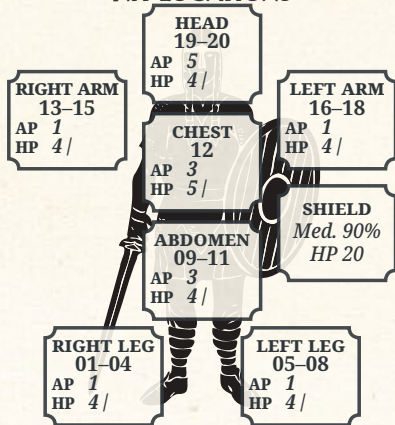
Steadfast
Afraid of Drowning
Self-sacrificing
Pious

ATTRIBUTES

HIT POINTS 12

MOVEMENT 10

HIT LOCATIONS



PASSIONS

Honor 90%
 Love (family) 60%
 Loyalty (goði) 70%

DEVOTIONS

Freyr (Family, Nature, Prosperity)
 Devotion Points 3 /

COMBAT

MELEE	%	DMG
Broadsword	85%	1D8+1+1D4
Fist	50%	1D3+1D4
Medium Shield	90%	1D6+1D4

MISSILE	%	DMG	RANGE
Bow	40%	1D6+1	100

SKILLS

Customs (Norse) 30%
 Dodge 25%
 First Aid 40%
 Hide 20%
 Listen 30%
 Orate 25%
 Search 30%
 Skaldic Poetry 25%
 Survival 30%
 Swim 20%



Birna Flosadóttir

AGE OF VIKINGS

CHARACTERISTICS

STR 10 50%
CON 14 70%
SIZ 9 45%
DEX 16 80%
INT 12 60%
POW 13 65%
CHA 7 35%

PERSONAL

PERSONALITY

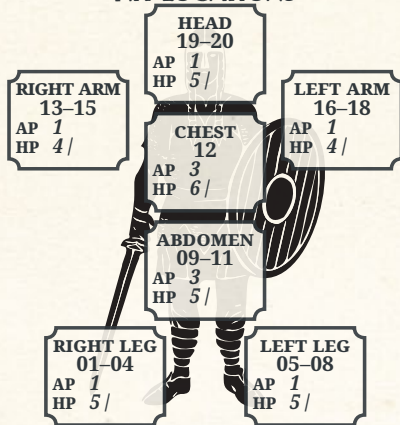
Wanderer
Thoughtful
Sarcastic
Curious

ATTRIBUTES

HIT POINTS 14

MOVEMENT 10

HIT LOCATIONS



PASSIONS

Honor 60%
Love (family) 70%
Loyalty (goði) 80%

DEVOTIONS

Ullur (Archery, Dueling, Hunting)
Devotion Points 3 /

MELEE

Sax (1H Sword)
Fist

MISSILE

Bow

COMBAT

%
DMG
%
DMG

DMG
RANGE
DMG
RANGE

SKILLS

Battle 55%
Climb 40%
Customs (Norse) 70%
Dodge 35%
First Aid 65%
Hide 25%
Listen 25%
Search 35%
Survival 85%
Swim 20%



CHARACTERISTICS

STR 16 80%
CON 14 70%
SIZ 13 65%
DEX 13 65%
INT 11 11%
POW 10 50%
CHA 9 45%

PERSONAL

PERSONALITY

Mighty
Fatalistic
Quick-tempered

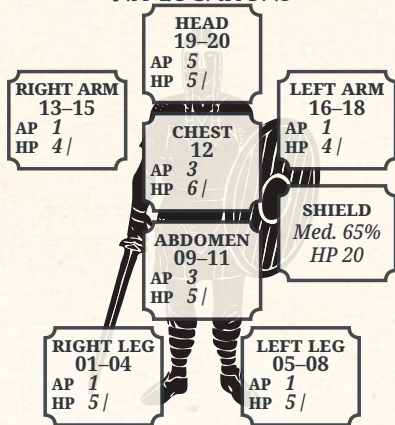
Daring

ATTRIBUTES

HIT POINTS 15

MOVEMENT 10

HIT LOCATIONS



PASSIONS

Honor 60%
Love (family) 80%
Loyalty (goði) 70%

DEVOTIONS

Þór (Battle, Strength, Sailing)
 Devotion Points 3 /

COMBAT

MELEE	%	DMG
Battle Axe (1H Axe)	75%	1D8+2+1D4
Fist	30%	1D3+1D4
Large Shield	65%	1D6+1D4

MISSILE	%	DMG	RANGE
Bow	35%	1D6+1	100

SKILLS

Climb 75%
Customs (Norse) 25%
Dodge 75%
First Aid 55%
Hide 25%
Listen 35%
Orate 40%
Search 25%
Swim 50%



Sigmundur Gunnarsson

«AGE OF»
VIKINGS

CHARACTERISTICS

STR 7 35%
CON 8 40%
SIZ 8 40%
DEX 13 65%
INT 13 65%
POW 8 40%
CHA 17 85%

PERSONAL

PERSONALITY

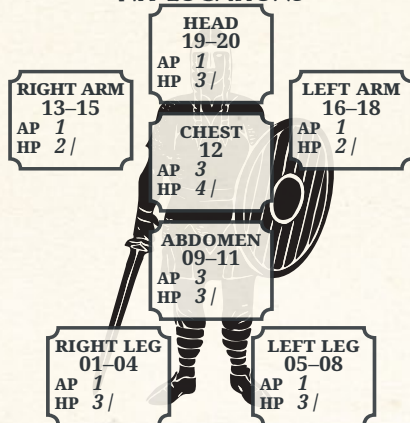
Cunning
Encouraging
Pragmatic
Emotional

ATTRIBUTES

HIT POINTS 7

MOVEMENT 10

HIT LOCATIONS



PASSIONS

Honor 60%
Love (family) 70%
Loyalty (*goði*) 80%

DEVOTIONS

Óðinn (Magic, War, Wisdom)
Devotion Points 3 /

COMBAT

MELEE	%	DMG
<i>Quarterstaff</i>	75%	1D8
<i>Fist</i>	35%	1D3

SKILLS

Charm 50%
Customs (Norse) 55%
Dodge 30%
Hide 55%
Listen 60%
Search 50%
Skaldic Poetry 65%
Survival 30%
Swim 35%



ADVENTURE

BELLY OF THE BEAST



This adventure begins *in media res* (“into the middle of things”), pitting the heroes and their fellow shipmates against a titanic foe against which their only hope is escape.

01. RUDE AWAKENING

Read or paraphrase the following to the players.

You were so close. After a long journey, you had nearly made it home when the storm struck, swift and sudden. Despite your crew's best efforts, your tiny boat, intended only for travel along the coastal shallows, was swept away from shore into deeper waters, helpless against rapidly shifting currents, whorls, and eddies that seemed to drag you ever further away from safe waters.

Then danger turned into a nightmare. A heavy, foul-smelling mist settled over the sea even as the waters calmed and you found yourselves, desperate for shelter and reprieve,

rowing toward an unfamiliar island. No sooner had you drawn close than the fjord's waters began to churn and shift and you were swallowed by the sea itself. The last thing you saw before you lost consciousness was the jaws of a massive, terrifying beast swallowing your crew and boat whole.

Hafgufa. The Ocean Mist. The Kraken.

When you come to, you are within a strange tunnel. The walls are warm and slick to the touch, and the air is heavy with the stench of old meat, stagnant water, and stomach bile.

*No sooner have you returned to your senses than you hear shouting. It's close, and in your addled state your instinct draws you toward it. You see **Flosi**, one of the members of your boat's crew. Despite having several fresh burns and cuts visible, he's trying to haul your boat away from a churning, beak-like aperture in one wall of the tunnel. He's losing ground gradually.*

What do you do?

The heroes have been swept into a dangerous situation where they know little about what's going on but still must act quickly and decisively. Even if they escape the belly of the Kraken, doing so without a boat means sure doom, and their boat is currently at risk of being crushed by the beast's ravenous internal organs.

Have each player check their hero sheet, specifically the skills section, and ask them which skill or ability their hero will use to try to free their boat from the stomach-jaws of the Kraken.

- ▶ **Climb** to search for a better vantage point
- ▶ **Search** to look for useful tools or scraps
- ▶ **Survival** to know how best to pry a wild animal's jaws open
- ▶ **Strength** to help Flosi pull the boat free with brute force
- ▶ **Another skill** if a player suggests a skill use that seems clever. Let them try!

Have each player make a skill roll with their chosen skill. If they roll equal to or below their skill rating, they succeed. If a player chooses to use Strength, roll equal to or lower than their **STR×5** to determine success.

If at least two of the heroes succeed, they manage to pry the boat free and pull it to safety. If not, their boat is chewed into chunks of scrap wood, and they must devise some other method of escape... or hope to swim ashore. A bleak prospect, but not impossible.

If this is the case, place a damaged boat elsewhere in the Kraken's belly (such as with the dead bodies in the **Carrion Chute**, page 29) or rely on the players to surprise you with their cleverness.

O2. THE SLIMMEST CHANCE

The heroes have a moment here to catch their breath and plan their next action. The "tunnel" continues to wind and snake its way further

into the beast's guts, with short branches that terminate in a various assortment of horrifying and dangerous-looking mouths, beaks, acid pits, and any other unwelcoming passages that come to the imagination.

Flosi, the rescued sailor, knows little more than they do. The only piece of new information he can offer is that he knows at least two other crew members survived, both venturing further into these "tunnels" in search of a way out.

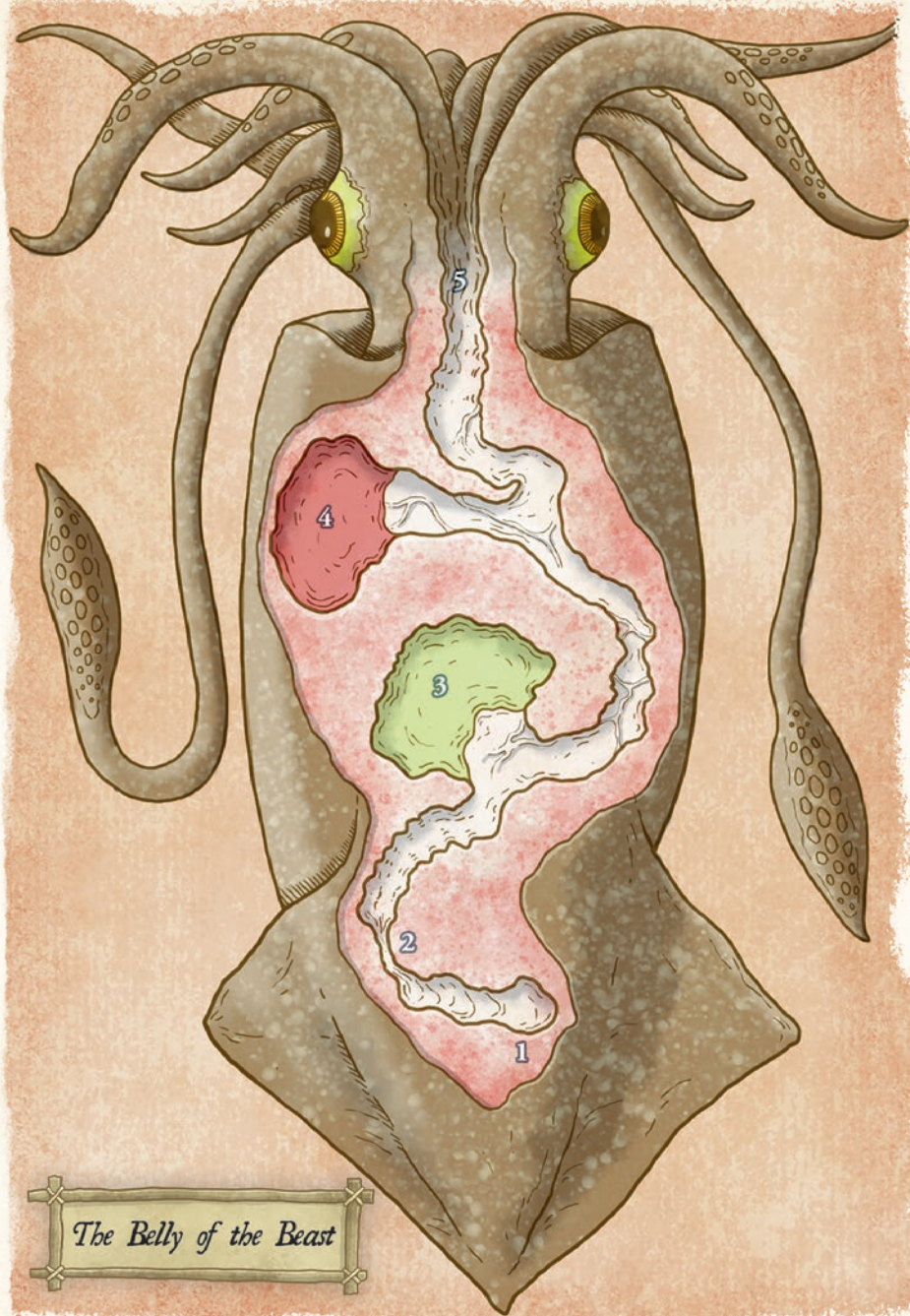
After they left the boat in Flosi's care, the tunnel walls shifted and the boat began to slide into the beaked maw. Flosi suggests that they follow them and see what they've discovered. Flosi isn't a warrior but offers valuable aid. He retrieves a torch dropped when the boat began to slide out of reach, and if the heroes managed to save the boat he will drag it behind them with a length of rope. If they can find at least one more person they can carry the boat and move faster.

O3. THE BILE PITS

Read or paraphrase the following to the players.

Venturing further into these nightmarish surroundings, you hear shouts of distress coming from up ahead, interspersed with inhuman hissing and screeching.

Rounding a sharp turn, you enter a larger chamber. A pool of churning, steaming liquid fills the space directly ahead and to your left, while to the right is an inclining slope of skin and internal tissue. Wedged beneath this slope is Sveinn, another of your boat's crew, wielding a rowing oar and fending off several hissing, vaguely eel-like monsters. Spotting you, Sveinn cries out desperately for aid. Flosi, stumbling out of the dark behind you, briefly loses his footing and tumbles into a fleshy wall. When the torch's flame brushes against it, the entire chamber shudders in apparent pain.



The Belly of the Beast

The combination of your movement and the shuddering of the cavern draws the attention of other similar-looking creatures in the cavern. A handful drag themselves out of the bubbling acidic pools, while others divert their attention from Sveinn to your group. All of them move to attack with the tell-tale instincts and movements of predators closing in on prey.

Battle and combat are integral parts of *Age of Vikings*. Whether hunting monsters at sea, engaging in daring raids, fighting off bandits, or dueling a rival over a matter of honor, Icelandic heroes possess a warrior culture and battle is close to their hearts.

In combat, DEX determines the order in which actions take place. A higher DEX means a hero gets to act quickly. Here, the heroes face a swarm of strange creatures that live within the Kraken's digestive system. Because these are mindless monsters who only want to eat,

there is no option to negotiate or bargain, and the creatures don't have a language that the heroes can speak. The only solution is to fight or flee... and fleeing is unlikely to allow the heroes enough time to escape.

There are two creatures (*nío-auga*) per hero, though you may wish to have them attack in two waves: one per hero initially, plus one to fight Sveinn and Flosi. Have more *nío-auga* show up if the fight is too easy. If the fight is going poorly for the heroes, an injured *nío-auga* might retreat. Most mortal creatures shy away from pain. Should one of the heroes produce fire, the *nío-auga* will definitely retreat from it.

Nío-auga (nee-o oy-ga)

A hardy breed of vicious lamprey able to survive in the Kraken's stomach, the *nío-auga* ("nine-eyes") are named for the long row of eyes running from their



heads down a third the length of their pale, mottled bodies. They resemble two-meter-long eels as thick as a strong viking's arm. Slight ridges of fins run along their bodies, and their mouths are gaping maws with irregular rings of razor-sharp teeth.

Though not native to the northern seas, a school of these creatures were scooped up by the Kraken in its wide-ranging migration, and thrive in their disgusting new habitat, feeding on the continual stream of sea life the Kraken ingests.

Hit Points: 5

STR	CON	SIZ	DEX
11	6	5	14
INT	POW	CHA	
3	5	-	

Damage Modifier: None

Move: 8/12 (slither/swimming)

Skills: Dodge 35%, Search 50%, Swim 95%.

Notes: Due to their home in the corrosive juices of the Kraken's digestive system, *nío-auga* are partially blind and must make successful **Search** rolls to see a hero more than 3 meters away. If the roll fails, they do not see the hero and cannot Dodge attacks from them. They only move 1 meter toward the hero since they only know the hero's general direction. Striking a *nío-auga* wrapped around or latched onto someone is at -20% for the victim, -40% for anyone else. A miss strikes the victim if the attacker fails a roll of POW×5.

Weapon	%	Damage
Bite	35%	1D4+special (see below)
Wrap	35%	Special (see below)

Armor: 1-point scaled skin.

Powers

Bite (35%): If a *nío-auga* bites a hero and does damage (after armor protection) it can latch onto them with Wrap (see below). If they remain attached to a hero and are not dislodged or killed, they will continue to latch onto and attempt to bite until their target is dead, with double the chance of success (35% becomes 70%). A *nío-auga* latched onto a target deals +1 additional damage with its bite.

Wrap (35%): After successfully biting a hero, the *nío-auga* makes a roll of its STR×5. If it succeeds, the hero is impaired by -40% for all physical actions until the *nío-auga* is removed. Removing one requires a successful STR×5 roll by a hero, or by doing at least 3 points damage to it in a single blow. A *nío-auga* wrapped around another creature cannot dodge attacks.

Hit Location	D20	Armor/HP
Tail	01-09	1/3
Body	10-18	1/3
Head	19-20	1/2

Battle in the Bile

Though present in the scene, the two crew members (Flosi and Sveinn) don't actively participate in combat. Flosi stays toward the back, raising a torch as high as he can to offer the heroes as much light as possible. Sveinn cowers in the corner where he's wedged himself, swiping at any *nío-auga* that get too close with a damaged rowing oar to keep them at bay.

Of the heroes, Birna gets to act first since she has the highest DEX. Remind her player about the costs for taking multiple actions on their turn, like moving or drawing a weapon. Since the heroes heard a commotion up ahead before joining the battle, they don't need to spend an action to ready a weapon unless they want to switch to a different one.



- ▶ If Birna fires an arrow at one of the monsters, have her player make a Bow skill roll. On a success or critical success (10% of her Bow skill rating), her target attempts to **Dodge**, making its own skill roll. Remember that the *níó-auga* only gets a **Dodge** roll if Birna is within 3 meters or if it makes a successful **Search** roll. If Birna misses, or her target succeeds at the **Dodge** roll, the attack is evaded.
- ▶ If Birna hits and her target fails to **Dodge**, the shot lands true; have Birna's player roll bow damage (1D6+1) and hit location (1D20). These monsters have simple anatomy, so they have fewer hit locations. The monsters have a single point of armor across their entire body, so remember to reduce the damage Birna inflicts by 1.
- ▶ If Birna scores a critical success, she deals double the amount of damage as normal (rolled, so 2D6+2). The rest of the attack is resolved normally, including hit location (1D20) and armor reducing the attack's damage.



If Birna wants to do something different on her turn, ask her player to describe what they want Birna to accomplish. Choose the most relevant skill for that action and have the player make a skill roll. If they succeed, the gamemaster determines how that success helps Birna and her allies. If Birna scores a critical success, then whatever outcome she achieves should be greater than expected, lending a significant advantage. Both sides, players and gamemaster, are encouraged to be creative when deciding actions to take and the results of those actions.

Once Birna finishes her turn, play moves to the next highest DEX value. In this case, the monsters have a DEX of 14, which means they get to act next. Monsters follow the same rules for initiative and taking multiple actions as the heroes, but these creatures are simple and straightforward.

Since they are mostly blind, the *nío-auga* must make a **Search** roll to locate the heroes. Any that fail can only move 1 meter in the direction of the nearest hero and then end their turn. Any that succeed move toward the closest hero they can reach, intending to bite them. Since the *nío-auga* move on their turn, their attacks come later in the round, so the heroes can trike first.

The three remaining heroes all have the same DEX value, so the tie is broken with INT value.

Of those three, Njall has the best INT value so he gets to act next. Follow the same procedure with Njall's turn as with Birna's.

- ▶ Determine what the hero wants to do.
- ▶ Decide what skill is most appropriate.
- ▶ Roll to determine success or failure.
- ▶ Narrate the outcome.

Once Njall's turn is finished, the hero with the next highest INT is Sigmundur.

After Sigmundur's turn is complete, Hrund can act. Flosi and Sveinn merely defend themselves.

The Leeches

Finally, it's time for the *nío-auga* to finish their turns. Each *nío-auga* attacks a hero adjacent to them. Try to divide their attacks as evenly among available hero targets as you can, but it's okay to put more pressure on one hero if it feels appropriate and dramatic.

Since it is their first turn, each *nío-auga* that can reach a hero makes a bite attack.

- ▶ If they succeed, ask the hero if they would like to **Dodge** or parry with their weapon, and, if so, to make the appropriate skill roll.
- ▶ If the attack misses or the attack is Dodged or parried, then the hero completely evades it.
- ▶ If the attack hits and the **Dodge** or parry attempt fails, the attack does full damage.

Roll the attack's damage (in the case of the *nío-auga*, 1D4) and the hit location (1D20). Apply any remaining damage dealt to the hit location of the hero that the *nío-auga* attacked but remind the hero to reduce the damage by any armor they are wearing in that location. Any *nío-auga* that hits a hero with their bite attack immediately attempts to wrap around that hero. Make an opposed **STR**×5 roll. If the *nío-auga* succeeds, it wraps around its victim. Remember that while wrapped around a hero, the *nío-auga* does +1 point of damage with bite attacks but cannot **Dodge**.

Once all the *nío-auga* have made their attacks, the round ends.

The Battle Rages On

To start a new round, begin the procedure again from the start. Birna still has the highest DEX value and so acts first again.

After Birna's turn, the *nío-auga* are next. Since they do not need to close the distance to any heroes, they attack immediately. Any that succeeded and dealt damage on the previous round with their bite attack immediately bite again, dealing an additional

point of damage if they also succeeded on their wrap attack in the previous round.

If a *nío-auga* successfully hits a target with a wrap attack and succeeds at the opposed **STR**×5 roll, it wraps itself around the hero's arms, waist, legs, or torso and tries to eat them and drink their blood. A hero who is the victim of a successful wrap attack suffers –40% to all skill rolls.

A *nío-auga* wrapped around a hero can be removed with a successful opposed **STR**×5 roll, or by dealing at least 3 points of damage to it in a single attack.

Once the *nío-auga* finish their turn, the three heroes with the tied DEX are up next. Njall still has the highest INT and so goes first, followed by Sigmundur and then Hrund.

As natural creatures, the *nío-auga* are not suicidal berserkers and will retreat and flee if they are severely injured. If so, any hero

engaged in combat with one will get one immediate free strike against them as they attempt to submerge and swim away.

Combat continues in this way until the monsters are all defeated. Remember that the *nío-auga*'s attacks grow more harmful the longer the battle goes on, as they drain more and more blood from their victims. Still, this battle shouldn't trouble your heroes much unless they are foolish or incredibly unlucky.

If things do turn against your heroes, remind them of their other options to bolster success. Dedication points (pages 7–8) can grant bonuses to skill rolls, as can helping an ally (page 7) or as a last ditch effort, spending 1 POW as Wyrð (page 8).

A Moment's Rest

Once the *nío-auga* have been dealt with, Sveinn thanks the heroes for saving them. Along with Lofn, another surviving crew member, Sveinn was exploring the tunnels and caverns when they found a stash of equipment and treasure, probably left over from previous victims of the Kraken. While Sveinn decided to collect and examine the equipment in search of anything useful, Lofn volunteered to explore further ahead in search of a possible escape route. Minutes after he had been left alone, Sveinn was ambushed.

The heroes have another opportunity here to catch their breath, bandage their wounds, and discuss their options. Ask each hero what they would like to do before they move on and explore further.

- ▶ A hero who wants to bandage wounds makes a **First Aid** skill roll and, if they succeed, can restore 1D3 hit points. The crew only has enough bandages to attempt a total of three **First Aid** rolls before they run out of supplies.
- ▶ A hero who wants to search the area makes a **Search** skill roll and, if they succeed, locates a decomposing body in the pool of acid where the monsters



emerged. Most of the body's equipment is damaged beyond usefulness but they can see a pendant hanging around the corpse's neck, strangely unmarred by the corrosive acid. Retrieving the pendant causes 1D2 damage to the arm hit location of whoever reaches for it, as the churning acid burns their flesh. Armor does not protect against this as armor does not cover the hand. The pendant is carved with a rune representing Heimdallur, guardian of the gods, and anyone who wears it gains 1 additional point of armor on each hit location.

- ▶ A hero who wants to rummage through the supplies that Sveinn was protecting can find any replacement weapon on their hero sheet as well as any ammunition they need (such as arrows or slingstones), and enough bandages and supplies to attempt one additional **First Aid** skill roll.

The fleshy ramp winds up along the cavern's corridor with two exits. The first exit is blocked by another dangerous, mouth-like aperture but there is a small chamber visible beyond it. The second exit further up the ramp has no such barrier.

4. THE CARRION CHUTE

Beyond the first exit's twisted, toothy maw is a small chamber at the bottom of a vertical chute that extends upward. The long-dead corpses of three past victims lie here. One wears a ragged cloak made of woven seaweed, and the second has a spear still jutting from their chest. Strewn haphazardly across the floor are the remnants of an old rowboat, likely too damaged to be useful. The oars, however, look to be still in reasonable shape and will be needed for the heroes to make their eventual escape.

Getting past the gnashing beak-like mouth is no small feat. Simply attacking the mouth won't do the trick; the heroes need to either dive through at their own risk or find something to try to wedge the mouth open.

- ▶ A successful **Dodge** skill roll lets a hero dive through the beak unscathed.
- ▶ If a hero wants to wedge the mouth open, they need to make a **STR**×3 roll to succeed.
- ▶ If the hero uses an item to wedge the mouth open, give them a bonus between +5% and +20% to their roll depending on how useful the item would be in this use, but regardless of whether the hero succeeds or fails in this roll, the item they use is destroyed.

If a hero attempts either method and fails they suffer 1D3 damage to a random hit location as the maw snaps and bites at them, but they still gain access to the chamber. No skill roll is required to safely leave the chamber.

If the heroes want to investigate the scene to discover more details about what happened to this trio, they can make a **Battle, Customs (Norse)**, or **Skaldic Poetry** skill roll. Success will reveal some of the tragic tale that befell them (see the **Desperation and Betrayal** sidebar, page 26). A player may even decide that one of these fallen vikings is a cousin or other relative.



DESPERATION AND BETRAYAL

Three vikings named Atil, Eir, and Vigdis were returning home from a raid when their longship was attacked by the Kraken. They were the only survivors and found themselves stranded within the Kraken's belly.

At first, they tried to find a way to escape, but quickly fell to in-fighting. In a moment of rage and fury, Atil murdered Eir while Vigdis was away scouting. When she returned, she took Atil's spear from Eir's chest and slew Atil, avenging the murder as honor demanded.

Despairing, alone, and with no hope of escape, Vigdis succumbed to her wounds, dying only a few minutes after her companions.

The cloak of seaweed allows a wearer to swim at the same speed, and the same level of exertion, as walking. It also allows the wearer to hold their breath for twice as long as normal: extremely useful for the hydrophobic Njall.

The old warrior's spear deals +2 points of damage. It also increases the bonus to the **Spear** skill from inspiration for the Honor passion by 10%.

5. THE THROAT

Ascending to the second exit along the ramp, the heroes venture into a winding tunnel of varying width that descends slightly, then begins to sharply ascend. The floor and walls remain slick with a viscous saliva-like fluid that smells more and more like rotted carrion, and the crew members gag and retch as they follow behind, carrying the rowboat.

After several minutes of slow and awkward progress, they find the final surviving member

of the crew, Lofn. She hears them approaching and is excited to see both of her friends as well as the heroes. She points overhead.

"The beast's mouth. We're close. And you've brought the boat! We have a chance!"

As disgusting as their journey has been so far, this final leg is sure to be the most foul. There is only one way out.

The heroes must get the Kraken to vomit them out into the sea.

Using a torch to purposefully scorch the cavern walls, causing enough trauma to the skin and organs around them, or some other clever method of inducing the Kraken to *expel* the heroes all work equally well. The challenge here is not in provoking the Kraken, it is in surviving what comes next.

THE ROUGHEST OF WATERS

As the Kraken's throat spasms and ejects the heroes and the crew back into the sea they must quickly scramble to survive, board their boat, and then fight the Kraken off long enough to row to safety.

Each hero must attempt a **DEX×5** roll.

- ▶ Success allows them to control their hurled body enough to land in the water within arms' reach of their boat.
- ▶ Failure means they splash into the water 3 meters away from the boat.

The three other crew members all begin in the boat, as they were carrying it and were able to hold onto it in the landing. However, all three are badly injured from the hard landing.

The Kraken is displeased and confused, but isn't quite ready to give up its meal. It backs away from the unexpected appearance of a small boat and several heavily armed heroes, then lashes out with its eight tentacles.

GAMEMASTERING STYLE AND SCENE OBJECTIVES

It's important that your heroes know the stakes and what is expected of them in any given scenario.

To be completely clear: in this scene they are not expected to defeat the Kraken. Their objective is to fight it off for long enough to escape. The legendary monster is startled and off-guard, but a prolonged battle will undoubtedly result in the Kraken's victory. It is, quite simply, beyond the ability of four ragtag heroes to defeat, especially on their first outing.

Make the stakes clear to the heroes, either directly (by simply telling them their objective

is to escape) or indirectly (by describing the creature reeling in shock and telling them that if they're quick they may have a chance to fight their way free). The other three members of the crew might also shout to them that they need to flee.

Depending on the atmosphere with the group of players and your own preferred style of gamemastering, this can be a vibrant description of the visual spectacle, a riot of emotion and sight and sound, or it could be direct instructions that inform your players of precisely what the objective of the scene is.



The Kraken is a truly terrifying and dangerous foe. There's no doubt, based on how the tentacles effortlessly cut through the water, that they have the advantage against any hero stranded in the sea by the time a tentacle reaches them.

Kraken Tentacles

STR	CON	SIZ	DEX
8	10	8	12
INT	POW	CHA	
3	5	-	

Hit Points: 10

Damage Modifier: None

Move: 12 (swimming)

Skills: Dodge 45%, Swim 100%.

Armor: 3-point scaled skin.

Weapon	%	Damage
Thrash	50%	1D6+special (see below)
Pull Down	NA	Special (see below)

Powers

Thrash: If the tentacle attacks a swimming target it has a +10% bonus. If a tentacle strikes a non-swimming target, make opposed **STR×5** rolls (see **Opposed Rolls**, page 6). If the Kraken is successful, knock the target 1D3 meters backward.

Pull Down: If two of the Kraken's tentacles strike the same target in the same round, they try to pull the victim underwater (see the rules for **Drowning** on page 9).

Fight For Your Lives

At the start of each round, before any actions are taken, the remaining crew try to row the boat away and to safety. Though they are capable sailors, some of the Kraken's tentacles have wrapped around the boat and are trying to hold it in place. The sailors have a 20% chance to successfully row away from the Kraken and gain an additional +10% for each different tentacle that has taken damage.

A hero can direct the sailors to try to row away from the Kraken again using their action and succeeding at a relevant skill roll. The sailors gain an additional +10% to their ability when directed in this way.

The Kraken will give up the chase if...

- ▶ ...the heroes cause damage to all eight tentacles.
- ▶ ...the heroes bring four tentacles to half their hit points.
- ▶ ...the heroes fully destroy two tentacles.
- ▶ ...the sailors successfully row away from the Kraken three times.

Based on DEX, turn order for this battle is...

- ▶ Birna
- ▶ Tentacles
- ▶ Njall
- ▶ Sigmundur
- ▶ Hrund
- ▶ Sailor NPCs



The most likely things a hero will try to do on their turn are...

- ▶ ...swim for the boat (with a **Swim** skill roll).
- ▶ ...strike at a tentacle (with an appropriate weapon skill roll).
- ▶ ...help an ally or save them from drowning (with a **Swim** or **STR×5** roll).
- ▶ ...recall some important information about Kraken to help drive it away (with a **Skaldic Poetry** or **Survival** skill roll).
- ▶ ...encourage the sailors to row away from the Kraken or assist them (with a **Battle**, **Orate**, or **Skaldic Poetry** skill roll).

The gamemaster should let one of the players roll for the sailors, using the previously determined chance and modified by any hero assistance.

For unconventional but clever actions, be generous with giving players bonuses that are relevant or letting them in on “secret” information, such as the methods to drive the Kraken away (damage each of its tentacles) or particular dangers to avoid (don’t let it attack you while you’re swimming).

Since the Kraken is in a panic it cannot bring its full strength to bear, which allows the heroes and their crew allies a better chance to survive this encounter.

HOME AT LAST

If the Kraken is not driven off, the heroes will likely find themselves swallowed once more. Escaping the Kraken’s gullet a second time is a bleak prospect indeed.

If the Kraken is driven off, the heroes and surviving crew can quickly make their way to friendly and familiar shores. The sight of distant torchlight and cookfires at the break of dawn are surely a relief, and the crew thank them heartily for saving their lives. They promise to spread the tale of heroism and danger to any who will listen and swear oaths of gratitude.

Events such as these are the sort that forge heroes into life-long friendships. This danger may be one of the first that these bold warriors will share, but is unlikely to be their last.

With this adventure completed, it’s time to see what fate has in store for our heroes as you and your group continue your *Age of Vikings* journey.

Thank you for playing!



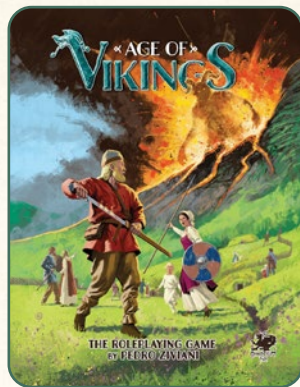
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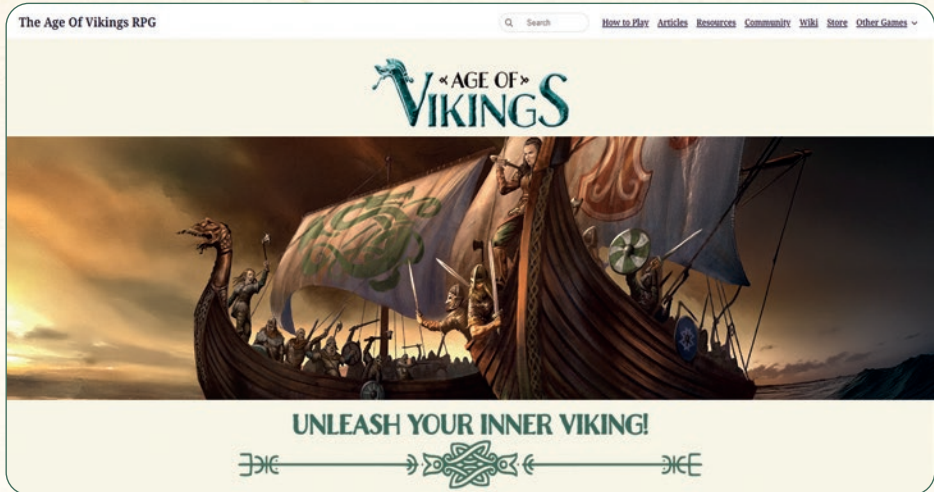
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- ▶ Errata and clarifications
- ▶ Examples of play

Additionally, articles expand the world of *Age of Vikings*, spotlighting elements of Viking Age culture and life.

Community

Share your sagas with other players on Facebook, Discord, the Basic Roleplaying forum, and community content program.

Wiki

A handy reference to the rules and game system, usable on laptop, tablet, or phone.

Links

Links to sites related to *Age of Vikings*, including:

- ▶ Virtual Tabletops hosting *Age of Vikings*
- ▶ Webstores such as chaosium.com and drivethrurpg.com
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