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# THE RAID

CALL OF  
CTHULHU  
Miskatonic  
Repesiter Y

# CREDITS

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# INTRODUCTION

This scenario is suitable for 3 to 6 players. It is set in the Viking era (pre-Christianity).

## KEEPER INFORMATION

The adventure sees the investigators leaving their homeland (Iceland) to raid the west. The scenario is set during the time where the west was still an unknown place for most Viking tribes. The players will be summoned by their chieftain to get ready for a journey that, supposedly, will take them to Greenland. They do reach land but not the one they expected. Because of some kind of spell, the investigators and their crew will get to an island populated by serpent people and protected by a huge water serpent. The investigators will need a way to get off the island if they wish to come back to their home. The scenario is provided with 6 pre-gens.

## NEW RULE FOR THE SETTING (OPTIONAL)

I based my scenario on the information provided in the BRP sourcebook "Mythic Iceland" published by Chaosium. An extra rule has been used during my various playtests. Info about the new rule can be found below.

**Extra HP (Allegiance rule):** In Viking society religion is really important and depending on the deity worshiped the PCs could gain some extra HP. In the "Mythic Iceland" sourcebook at pag.23 more information can be found. These extra HP can only be used once a session. The pre-gen characters provided have already the extra HP calculated. Check pag.12 for more info..

## NEW SKILLS

Being set during a specific era, the characters will have different skills not found in other settings. The character sheets can be found at the Chaosium website. Information about these new skills can be found at p.25 of the sourcebook "Cthulhu through the ages" published by Chaosium.

## MAGIC

In this scenario one of the investigators will have the chance to use a magical item. The keeper should ask the players who among them would like to have it. The description of the item is the following:

*A ring donated by his/her grandfather (an old runemaster). The ring is binded with the rune "Kaun+Kaun". It allows the holder of the ring to hit the enemy with fire for 1d8 damage, it costs 3 MP. The galdur is "I call upon the gods to give my enemy the sores he deserves for standing in my way. May he feel my wrath with fire". It will take 1 round (the player will use the first round to chant the galdur). The next round if successful (POW roll) the enemy will receive burns on his skin. If hard success 1d3 can be added for dmg, an extreme success another 1d8 will be added to dmg. If fumble a luck roll is required, if failed the magic works against the PC, if the roll succeeds the magic just doesn't work, the MP are lost anyway. It can also used to burn objects. The galdur should be changed appropriately. For example: "I call upon the gods to burn what stands in my way."*

**Warning:** if your character reaches 0 Power Points, he or she falls unconscious.

## WEAPONS BASE STATS

Weapon	Stats
Battle axe (1H)	15% , dmg 1d8
Sax (sword)	15%, dmg 1d6+1
Atgeir (polearm)	15%, dmg 3d6
Bow	10%, dmg 1d6+(1/2DB)
Shied	20% dmg 1d3 armor 1d3+db

## NEW MYTHOS BOOK

**The book of Nass's'haa:** The book is covered with snakes. These venomous snakes will bite any human who tries to hold the book. The book is written in serpent language. Spells: contact Yig, attract voyagers, command water serpent, create mist.

Cthulhu Mythos: +2/+10

Language: Serpent

## The beginning

Read this to the players first:

*"It's a sunny summer day and you know what this means. You have been called to attend an assembly held at your chieftain farm. You don't know the reason for what this assembly is called for but you reckon it's going to be related to the upcoming raids.*

*After some travelling you arrive at your chieftain's in the afternoon. His house is near the sea. You see a lot of people gather around the house; some new faces some old war mates."*

Here the PCs can share greetings and whatever they want to say to each other.

*"After the usual greeting and exchange of stories, the door opens and you are welcomed to enter.*

*The inside of the house is big enough for at least 30 people to stand; the tables that are used for the usual feast have been moved on the sides. The chief, Egill the tall, is sitting on his chair, next to him his beautiful wife, Lofn, is talking to their daughter."*

After everybody took their place, the chief stands and say:

*"Welcome my friends! First, I want to say that I'm very pleased with this year harvest, and for that a feast will be held tonight. Second, I know that some of you are asking themselves why I have called you all here, well, the raid season is upon us and we will embrace it. We have been raiding the East with good success, but now we must push forward.". He points at the crowd and asks: "What do you know about the West?"*

Some PCs will have heard about some Viking tribes that managed to get to some of the lands in the West with a **regional knowledge roll**. If nobody speaks up, from the crowd:

*"Rumors my chief. Just rumors of some Viking tribes that got there and found riches".*

At this point the chief says

*"Yes! That is true. The rumors got to my ears as well and that's why our next raid will be to the West! Tomorrow 20 of you will get on my ship and sail to the West to do what you do best: raid! Odin and the gods will stand with us in this adventure! Hail Odin! Hail Thor! Hail the raid!"*

Everybody is cheering. PCs are free to ask questions to the chief, but going against his will might influence their status. A **status roll** is required, with a fail roll the chief will not have the time to talk to them; a failed pushed roll will decrease their status by 1d3.

Around the chief's house there are houses of fishermen, hunters and other families. At the docks some fishing boats and two Dreki both of them have a dragon's head carved in the front.

When night falls the Chief's house will be opened for a big feast. There will be a lot of drinking and food for everybody. If the PCs want to stick around they can enjoy themselves some fine alcohol.

*One of the best ways to have fun in a Viking village is by consuming alcohol. The players can entertain themselves with a drinking competition. The players have 4 rounds (or more, depends on the keeper or until only one player is standing). Every player will roll CON. The first time normal, the second time hard, the third time hard with a penalty die, the forth extreme (if there is a fifth, extreme with a penalty die). Who fails after the second time will fall unconscious.*



## The next morning

The next morning, about 20 warriors will gather near the Chief's Dreki, among them the PCs. Some of the warriors are saying good bye to their families, some are loading the ship with stuff that will be used during the journey.

The keeper should ask what the PCs are doing.

When everybody is ready, the chief will approach the crowd and shout "To Odin! To Thor! To the gods! Let the journey be a good one!" A goat is slain as offering to the gods.

The crowd will shout "Aye!" and the boat will sail the sea.

On the boat the spirits are high. Who is rowing, who is chatting, who is praying the gods. Everybody is in high spirits. After a day the birds will be released (this is how to check if there is land ahead). None will return. Ask how the PCs feel.

After a while, the weather changes, the sea becomes unstable, winds are strong. The captain (one of the PCs) will make a **Pilot boat roll**. If the roll is failed, the captain must make a **Luck roll** for the consequences. A fail will damage the ship (1d6, the ship has 50hp), if it's a fumble beside the damage (which will increase up to 1d10), some of the crew (1d10) will be lost in the sea.

After the storm has passed, they will find themselves in a thick fog. A **luck roll** will make them hear the sound of seabirds coming from the North. A **navigate roll** is needed (hard) for not getting lost. As soon as they approach the sound, the fog will get less and less thick and a shape of an island can be seen. The fog will not disappear though. If the luck roll is failed it will take them 1d4 hours to see the shape of the island.

When they approach the island and be close enough to the shore, something will bump into the ship. It comes fast and with all its strength. Everybody will need to do a **Dex roll**, who fails will hit something on the ship and lose consciousness and 1d3 hp. The ship will be damaged (2d20) and will start to sink. As soon as they realize that the ship is sinking, the PCs will need at least two **Swim rolls** (unless an extreme or hard success on the first roll) to get to the shore. The serpent will not attack the PCs but will go after the rest of the crew. It will never surface but will take the members of the crew down one by one. If any of the PCs lost consciousness because of the impact with the serpent, he/she will find himself on the shore (up to the keeper to think about how they got there, maybe the waves). Whoever witnesses the death of their comrades will have to make a **San roll** 0/1D2

## The island

On the shore they will be welcomed by a grey sky and an unnatural silence. The temperature is warmer than their homeland's. The water is red of the blood of their mates. Some body parts will get to the shore, **San loss** 0/1. Ask for a **Spot hidden roll** and whoever passes it will see something in the water. It looks like a big eel, bigger than anything they have seen before (a **Natural world roll** will agree with that), and very fast too, **San loss** 0/1.

Beside body parts of their comrades, the sea brings them some of the cargo they were carrying such as weapons (**Luck roll** to see what they get, if failed a lesser/damaged version of whatever weapons they were carrying is to be found, if fumble the keeper decides what they have found from the list of weapons on pag.3 with reduced dmg).

After they get a hold of themselves they will need to figure out what to do as the ship is gone for good. Hopefully they decide to explore the island in order to find a way out from this situation.

If the players seem lost or not willing to explore the island the keeper could choose one of the following push:

Ask for an **Idea roll**, the players know that in order to get home (some of the pre-gens have family) they will need to build some kind of boat and, maybe, there is somebody in the island that could help them. If failed, the keeper could keep a member of their crew alive but mad after seeing the massacre. He runs into the forest and the investigators will need to find him (maybe he's a good friend of one of the PCs).

The beach where they arrived will run on both sides for about 2 km, after that rocks take over (**Hard Climb roll** is required in order not to slip. If failed, the player loses 1d2 hp. With two successes the player will manage to climb and get into the forest (check the following)).

## The forest

Just outside the beach a forest will be the first thing they will see in front of them. With a **Spot hidden roll** will show them some human footprints and a **Track roll** will make them find the settlement, if failed it will take them 1 hour to find one.

The settlement will have only three houses made of wood, more like huts. Inside there won't be any furniture, only one hole in the ground (one each hut). The hole looks like a grave, not very deep. An average person could lay down in there. This will be a good place for the PCs to rest.

Around the village it's most forest. Some animals can be found with a **Luck roll** for food. Beside animals, the PCs will found some statues located in different places of the forest. The statues will represent a snake like deity, **San loss** 0/1d2 only the first time the PCs see one.



## The first encounter

From the first settlement a path will split, one goes north/up one continues to the west.

Following the path to the north the PCs will soon arrive to a larger settlement. Here more huts will be present and also the PCs won't be alone. Before entering the village they will hear voices. There will be 2 farmers talking. With a **Regional Knowledge roll** the players can tell that they are speaking Norse even though with a strange accent. If they are close enough, no roll is needed, if far a **Listen roll** will be required to understand exactly what they are saying.

**Serpent people:** *Being serpent like, all the people the players will encounter will have serpent traits such as the tongue. The keeper should stress the "s" when portraying the NPCs.*

*"NaSss'haa wasssh very beautiful. Shhhhhe will lead ussssh to him. He will come and take ussssh to where we belong"*  
*"Yesssh, ssssoon we will raissse again"*

If the PCs will approach the farmers, if close no roll is needed, if far a **Spot hidden hard** success will be required, they will notice that the farmers' tongue look like what the snakes have, same goes for the eyes, **San loss** of 1/d3.

The farmers will be surprised but friendly and say

*"Oh long time ssssince we sssaw ssssomebody like you. Come come.."*

The PCs will be invited to one their hut for some food. An **Insight roll** will tell the players that the farmers aren't hiding anything, beside they are not carrying any weapons. The hut will have a hole (same as the one the saw in the first village) in the ground, it will be located next to a small wooden table. On the table a small statue of a serpent deity will be in the middle (handout 1). On the ground some silver can be found.

If asked questions the farmers will have the following answers:

- *"We came like you from a disstant land...Issslandia wasss the name"*
- *"Thissss issss our land now. But it'ss only temporary. Ssssoon we will get to our true home"* (won't say more even if threatened)
- *"NaSss'haa? Yesss ssshe isss the one"* (won't say more even if threatened)
- *"Essscape? To where?"*

No more will be said to the PCs. If they ask where to find this NaSss'haa they will be directed to the largest settlement across the forest only if they pass a **persuasion/charm/intimidation roll**.

If the PCs don't accept their offer, the farmers will not insist and let them go their way. If the PCs will want to use force, the farmers won't stand a chance and will beg for mercy (whether or not mercy is given is up to the players). If they kill the farmers, with a **Spot hidden roll** they will see another farmer running away from a hut. He's going to call the guards, but the PCs don't know that. The PCs could check the huts (up to the keeper what the PCs can find, the hole in the floor is in all of the huts) or try to catch the runaway.

If they decided to take the path to the West instead the one to the North they will get to another village, small as the first one. On their way there they will meet a farmer (same traits as the two above). He will take them to his settlement and say the same things as the farmers above (without mentioning Nasss' haa, unless they took the path after they met the farmers). His hut will not have any silver, only a small wood carved statue of a serpent deity.

No matter the initial path, the journey to the other settlement will take 1d3 hours with **navigate rolls**, if fail 1d6. On their way they will encounter two (or 1d4) fully developed guards, **san loss** 1/1d6. They will be hostile and will start a fight with the PCs as soon as they see them. They won't be able to speak Norse.

**The island:** *Exploring the island outside the paths will show the players ruins of huts in different places, some corpses of serpent people (not fully developed, same traits as the farmers), carcasses of animals and encounter a serpent guard eating an animal (san loss 1/d6). It will take 1d6 hours (min. 3hrs) to find the priestess village.*

## Nass's village

After the fight is over, the PCs will reach the village. The village has no fortified wall around it. More huts and a really tall structure can be seen from afar. The closer they get to the settlement the more people can be seen. Some look normal, some look like the transformation is progressing (a snake tail can be spotted on some of them, some will show scales mixed with skin), some will look like the ones they fought before, seeing all of this calls for a **San loss of 2/1d8**. In order not to get caught by the guards **Stealth rolls** are required.

The villagers will not fight the PCs, some of them will run away though. If they don't get caught by the guards (check p.8), from a corner a man will approach the PCs:

*"Pshh pshh. Come here, come here. Pleasssse. Come here. I need to talk to you".*

A **Insight roll** will tell me that the man has no bad intentions. A **Spot hidden roll** will highlight his snake like tongue and eyes, **San loss** 0/1.

**Njall the red:** during a playtest the players met this NPC right after the fight with the guards. Up to the keeper where and when the PCs meet this NPC.

*"I ussed to be known ass Njall the red becaussse of my hair but asssh you can sssee thatss not the cassse anymore. I wasss a warrior, jussst like you. One damn day my crew and I ssstumbled acrossss thisss issland and here I am now".*

He will be friendly to the PCs and answer any questions (up to the keeper what answers to give, check the stats page for more info on the character). After the questioning is done, he will plea to the PCs for help.

*"I know a way to get away from thisss damn isssland but I need your help. Back in the mainland my family isss waiting for me. Pleasssse will you help this lossst ssoul?"*

If they choose not to help the villager, he will call the guards on them (look at the "if they are caught" part, p.8)

If they choose to help him, he will take them to his hut and explain his plan.

*"I've built a boat, it's hidden near the beach in the northern ss side of the isssland. But we can't usse it just yet. The protector of the issland will not let us through. We need NaSss'haa book. I know where it isss but I need your help with the guards and the priestess."*

The book is found inside the altar in the temple. The temple is heavily guarded (1 guard per PC or 1d6) by fully developed serpent people and the priestess. The floor of the temple is fully covered of snakes of different sizes, some poisonous as well.

The temple is connected to the mainland by some wooden bridges built on the water surface (handout 2).

They will need to make a distraction to allow the villager to get to the temple and steal the book. Distraction could be anything the PCs could think of.

**Distraction:** during a playtest the players decided to burn down some of the huts in order to distract the guards. Some guards tried to handle the fire, some guards caught the PCs. The PCs managed to kill the guards and went to check on Eyr. A luck roll failed and Eyr got caught by the priestess. The PCs succeeded on saving him and they got to the beach together.

Once they manage to distract the guards, the villager will go to the temple, steal the book and reunite with the Vikings. At this point they will have to follow him to the beach up north.

The keeper should roll a **spot hidden** for the guards, if succeeded the guards will spot the PCs and will be chasing them (chase rules p.130 of the Keeper book). If they manage to escape they will find themselves on the beach. The beach is narrower than the southern one; some ship wreckages can be seen on the shore. The boat is hidden behind some trees.

The water serpent will be seen swimming in the sea and it will show itself as soon as the Viking will approach the shore. Seeing the water serpent will call for a **San loss** of 1d4/1d10.

The fight will start. The villager will start reading the spell on the first round and it will finish on the third round (a benevolent keeper can make it on the second round). If the spell is successful (**Luck roll** for Eyr), the serpent will go back in the sea, if the spell fails the serpent will attack the villager first and kill him, then the fight will go on until every Viking is dead or the serpent slain.

If the serpent is gone, the Viking will notice that the boat will not be able to carry all of them and the villager, so a choice has to be made: who is going to be left behind? If they decide to leave the villager behind, he will call back the serpent to finish them off, if they kill the villager, before dying (unless they cut off his head), he will mumble something and the serpent will be back. If they decide to leave one of them on the island, he/she will fight to the death and get his/her place in Valhalla. The keeper should ask that player how his/her character dies. A glorious death should be rewarded for this. After all, that's what Vikings want.

The players that left the island should make **Navigate rolls** in order not to get lost, if failed, another one should be called after an hour. Unless they have food supplies on the boat or on them (**Luck roll**) **Con rolls** are needed to be called as well after 1d10 hours, a fail roll will decrease the PC's **Con** for 1d6 each hour. They will find land in 1d3 days. If they have arrived in Iceland or in another island is up to the keeper to decide.



## Caught!

If they get caught, they will be taken to the priestess for judgment. They will be taken to the temple where the priestess will be waiting. She will be inside the temple praying in front of a black stone.

Once they are on the wooden bridge, ask for a **Spot hidden roll** who succeeds will see something in the water that resembles a huge eel, **san roll** 0/1.

The temple resembles a small pyramid made of stones and wood with an opened mouth snake as entrance (handout 3). Inside the temple, in the middle there is a black stone with a snake carved on it. The top of the pyramid is open to let the light of the moon/sun enter the structure and hit the stone

The inside is decorated with carvings on both sides. One side the carving shows an alien race of serpent people giving orders to humans, and on the other side a group of serpent people bowing to a huge serpent like deity. **San loss** 1/1d3.

The priestess is wearing a white robe and she will be holding a staff with a snake head at the end of it. She will be the first one to speak:

*“We have been expecting you. I thought there would have been more but I guesssss my baby was hungrier than I expected. Now, you have a choice: join usss or be the sacrifice for our god. The choice is up to you”.*

If they choose to join them, a ritual will take place. The warriors will have to stand in front of the stone and recite what the priestess tells them to. After that they will need to drink the black liquid. The first day they will be kept in the temple. The body will start to ache. Visions of an alien world will pop in their mind, along with a voice from far. **San loss** 2d8. The next day they will be freed. Their eyes will change into reptilians' eyes, **san loss** 2d10. A full body transformation will require at least one or two years. If they try to escape the next day or so, they will have to face the guards or the water serpent at the beach. The more they stay on the island, after joining the cult, the more **San loss** they will suffer (1d6 every 1d6 hrs) and their **App** stat will decrease 1d4 each day.

If they don't choose to join the cult, the priestess will tell the guards to kill them. If the PCs win the fight, they will have to deal with the priestess herself and the water serpent. The serpent will break through the wooden bridge and the Vikings will find themselves face to face with it. If this is the case, chances of survival are almost none.

## Rewards

+1d8 san if they take the villager with them

+1d4 san if they leave without the villager

+allegiance points according to what action they have taken during the adventure

+1d8 status

+ Whatever loot they have found in the island

+1d10 san if the water serpent is slain

## NPC Stat Blocks and Skills

### Water serpent

STR 175 CON 90 SIZ 100 INT 15 POW 55 DEX 81

MOV 8 / 10 swimming HP 33

Dmg Bonus 5D6

Armor 6-point scales

Attacks

Bite 60% 1d8+db (impaling)

Poisonous gas: POT strong, area of effect 2d6x10m. The cloud lasts for 3 rounds. Highly poisonous, Extreme CON roll, 1d8 dmg if failed

Skills: Hide 60%, Swim 75%, Dodge 40% (head and neck only)

**San loss: 1d4/1d10**

The serpent looks identical to the one in handout 1.

### The priestess

STR 50 CON 50 SIZ 50 INT 85 POW 70

DEX 65 MOV 8

HP 11

Dmg bonus: none

MP 14

Attacks

Bite 35% (highly poisonous, Extreme CON roll, 1d8 dmg if failed)

Fighting (brawl) 50% dmg 1d3

Spells: contact Yig, attract sailors, command water serpent, create mist, mind cloud

Skills: intimidate 60%, science (biology) 40%, Spot hidden 40%, dodge 50%

**San loss: 1/1d6 to see her**

The first human who landed on the island. Her crew was all killed by the serpent. After witnessing that, she went mad and found peace when accepting Yig into her. She found the temple and drank the black liquid. From that day she started to use the spell that she's learned to attract more and more victims.

### Average serpent guard

STR 55 CON 50 SIZ 50 INT 60 POW 60

DEX 60 MOV 8

HP 9

Dmg bonus: none

Attacks

Bite 35% (highly poisonous, Extreme CON roll, 1d8 dmg if failed)

Fighting (brawl) 50% dmg 1d3

Skills: intimidate 60%, science (biology) 40%, Spot hidden 35%, dodge 30%

**San loss: 1/1d6**

### Snake (Venomous)

STR 35 CON 35 SIZ 15 INT POW 50 DEX 90 MOV 8

HP 5

Dmg bonus -2

Build 2

Attacks

Bite: Victims must make an Extreme CON roll to resist full effect of the poison. A successful roll indicates a lesser effect. Unless antivenin or suitable medical treatment can be found within a few hours, the victim of a bite may die (see Poisons, page 128)

Fighting 40% dmg 1d4 +dmg bonus + poison

Dodge 42%

Stealth 90%

### Njall the red

STR 40 CON 45 SIZ 60 INT 40 POW 60

DEX 50 MOV 8

HP 7

Dmg bonus: none

Attacks

Fighting (brawl) 40% dmg 1d3

Skills: intimidate 40%, Spot hidden 25%, dodge 25%, luck 40%

**San loss: 0/1**

Known as Njall the red because of its hair, once a fisherman, he stumbled across the land with his crew sometime ago. He's got captured and joined the cult out of cowardice. He is looking for a way to get out of here and go back to his family.

### Farmers

STR 30 CON 40 SIZ 40 INT 30 POW 40

DEX 35 MOV 7

HP 5

Dmg bonus: none

Attacks

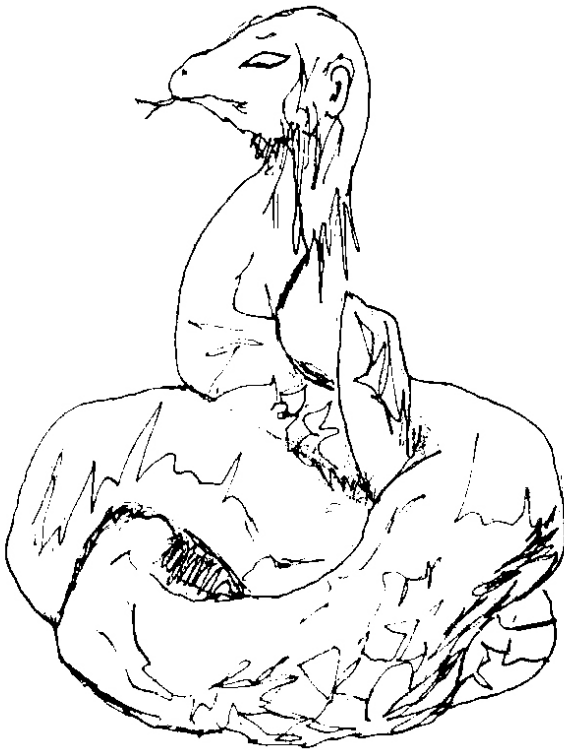
Fighting (brawl) 25% dmg 1d3

Skills: intimidate 25%, Spot hidden 30%, dodge 25%

**San loss: 0/1**

## PLAYER HANDOUTS

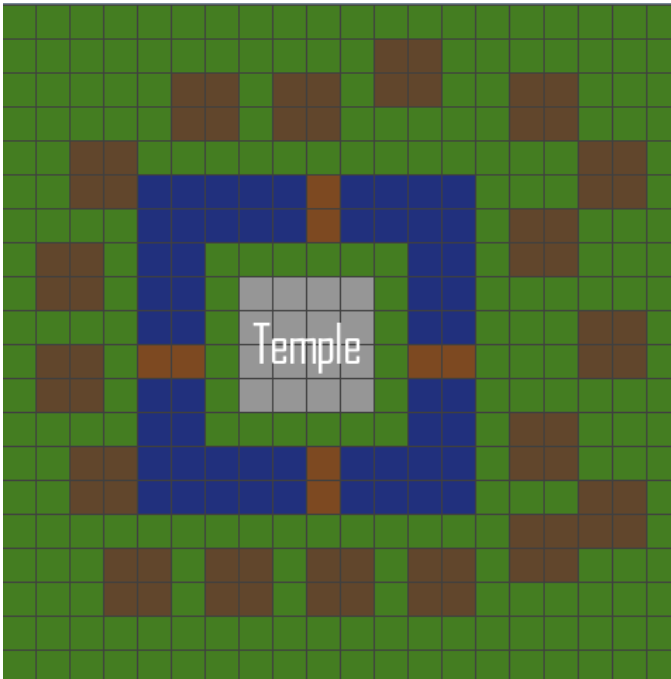
Handout 1



Handout 3



Handout 2



## PRE-GEN CHARACTERS ALLEGIANCE POINTS

### ALLEGIANCE POINTS (Haki the good)

**Njörður** \_26\_%

**Loki** \_5\_%

Benefits, per number of points higher than next highest score:

**At 20+ points greater:** Can use up to 1/5 of current Allegiance score as temporary Hit Points, once per game session. (4HP)

**Winning Allegiance Points: Baldur**

- Hard or Extreme on a Navigate roll at sea
- Hard or extreme on a Pilot ship roll
- Exploring seas where few have gone before

### ALLEGIANCE POINTS (Gunnut the elegant)

**Frigg** \_23\_%

**Loki** \_3\_%

Benefits, per number of points higher than next highest score:

**At 20+ points greater:** Can use up to 1/5 of current Allegiance score as temporary Hit Points, once per game session. (4HP)

**Winning Allegiance points: Frigg**

- Successfully delivering a baby
- Marrying people
- Hard or Extreme on Idea as a woman

### ALLEGIANCE POINTS (Bragi)

**Tyr** \_24\_%

**Loki** \_3\_%

Benefits, per number of points higher than next highest score:

**At 20+ points greater:** Can use up to 1/5 of current Allegiance score as temporary Hit Points, once per game session. (4HP)

**Winning Allegiance Points: Tyr**

- Dealing the killing blow in battle
- Victory in a large battle, of 20 people or more
- Hard or Critical on Sword skill roll

### ALLEGIANCE POINTS (Eyr the beauty)

**Ullur** \_25\_%

**Loki** \_5\_%

Benefits, per number of points higher than next highest score:

**At 20+ points greater:** Can use up to 1/5 of current Allegiance score as temporary Hit Points, once per game session. (4HP)

**Winning Allegiance Points: Ullur**

- Hard or Extreme with a Bow in combat or when hunting
- Hard or Extreme on a Craft roll when creating a shield or skis
- Hunting an exotic animal

### ALLEGIANCE POINTS (Randver the careless)

**Baldur** \_22\_%

**Loki** \_2\_%

Benefits, per number of points higher than next highest score:

**At 20+ points greater:** Can use up to 1/5 of current Allegiance score as temporary Hit Points, once per game session. (4HP)

**Winning Allegiance Points: Baldur**

- Bringing peace to a conflict
- Forgiving someone who did you or your family a great wrong
- Hard or Extreme on a First Aid roll

### ALLEGIANCE POINTS (Grimur the vicious)

**Thor** \_28\_%

**Loki** \_8\_%

Benefits, per number of points higher than next highest score:

**At 20+ points greater:** Can use up to 1/5 of current Allegiance score as temporary Hit Points, once per game session. (4HP)

**Winning Allegiance Points: Thor**

- Slaying a troll or a giant or a not human
- Navigating safely through a sea storm
- Feat of great strength