

rules for solo play

# Blood ICE

BEER  
JERK

SAG

SLIGHTLY  
RECKLESS  
GAMES

YOU WALK THE REALMS ALONE,  
WITH ONLY YOUR WILL  
AND THE THREAD YOU WEAVE.

*The realms don't care.*

YGGDRASIL's branches stretch ahead, empty and merciless.

No map, no shield wall, just the **Nine Realms**. The wind howls, hunger gnaws,  
and the restless dead stir beneath the ice. Still, **YOU PRESS ON**.

Walk it alone. See if you're **worthy**.

**BERSERKR: BLOOD & ICE** is a solo descent into survival, blood,  
and the machinations of the old gods. The skalds don't know  
your stories, and the gods don't give a damn... **yet**.

It tests **MIGHT**, **Fortitude**,  
the **WILL** to endure.

**NOTHING MORE.**

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## Oracles

Blood & Ice is shaped by the **Norns**, and the **Norns** speak through **Oracles**—random tables that carve your path in bone and blood. Each **Oracle** is a doorway to challenge, to encounter, to grim discovery.

THE DICE FALL AS THEY WILL.

## Favour & Wrath

A moment of glory might earn the god's their *Favour*. But falter in your resolve, and their *Wrath* will fall upon you like a hammer. Try not to let your knowledge of an impending *Favour & Wrath* (core 134) impact your gameplay.

## Battle

**Battles** use initiative and attack/defence rolls with a single **d20**. A single strike can end you, and every battle is at the will of the **Norns**.

## Character Creation

Forge yourself in the fire of hardship. Create a character as normal (core 90), then roll **d6** for a **Burden**, or choose your own. This is the weight you carry...

1. **BLOOD.** A thirst for vengeance drives you.
2. **BLADES.** You seek glory in battle, to be remembered in *Saga*.
3. **BOOTY.** Riches and spoils of war are all that matter.
4. **BURIAL.** You long for a warrior's death and a place in *Valhalla*.
5. **BALANCE.** You seek to right a great wrong, restoring order.
6. **BARGAIN.** You owe a debt to a god, spirit, or old enemy.

THE ROAD AHEAD IS MERCILESS.

Whatever drives you forward, make sure it's strong enough to keep you on your feet when the cold bites and the dead speak your name. It's recommended that you *Improve* (core 125) your character **TWICE** before starting your journey to offset the difficulty that comes from being alone... or embrace the challenge and don't.

## Decision Resolution

Actions are resolved through a three-outcome system called *Moves*. The results can be: *Strong Hit*, *Weak Hit*, or *Fail*. This system applies to most actions and choices your character makes.

## The Role of Fates

*Fates* are the thin thread between survival and ruin. They allow you to re-roll one or both dice when making a *Move*, a brief defiance against the weight of destiny.

## Core Mechanics

Most game mechanics function as written in the *Core Rulebook*, including:

|                          |                       |
|--------------------------|-----------------------|
| <i>Improvement</i> (125) | <i>Holmgang</i> (132) |
| <i>Battle</i> (126)      | <i>Runes</i> (142)    |
| <i>Conditions</i> (129)  | <i>Ragnarök</i> (148) |
| <i>Flyting</i> (131)     |                       |



## General Moves

The world does not deal in simple success or failure. Every action is uncertain, every outcome a step deeper into the unknown. Instead of basic pass/fail tests, your struggles are resolved through *Moves*, the foundation of survival in this brutal collection of realms.

To make a *Move*, roll 2d20 (+/- modifiers) vs. the *Difficulty Rating* (DR) of the task:

*Both dice succeed:* **STRONG HIT.** You succeed as intended. The gods are with you.

*One die succeeds:* **WEAK HIT.** You succeed, but at a cost. Fate demands its due.

*Both dice fail:* **FAIL.** You fail, and the world reminds you of its cruelty.

*Weak Hits* are the cold heart of *Blood & Ice*. They shape the tension, the desperation, the slow unravelling of even the best-laid plans. A single misstep—a loose foothold on black ice, an insult slipping past your tongue, a cut left unintended—can spiral into disaster. **Nothing is ever simple. The gods are watching.**

## Milestones

A *Milestone* is a moment that changes you—a victory wrenched from the jaws of death, a truth too bitter to ignore, or a step closer to whatever fate the **Norns** have woven for you.

Each *Milestone* grants *Improvement* (core 125), shaping you into something stronger, wiser, or simply more broken by the road behind you. You can plan your *Milestones*, setting goals before you, or let the journey carve them into your saga, one hardship at a time.

|                 |             |                  |              |                       |
|-----------------|-------------|------------------|--------------|-----------------------|
| BARGAIN 1       | BATTLE 2    | BURDEN 4         | BLOOD 7      | BEYOND 12             |
| easily achieved | troublesome | a difficult feat | seven trials | survival is uncertain |

## Search

The dead do not hoard without reason.

Roll 2d20+WITS vs. DR12:

**STRONG HIT.** Useful Item (23)

**WEAK HIT.** Corpse Pillaging (core *Frontpapers*)

**FAIL.** You uncover only peril—a trap? A curse? (core *Frontpapers*)

*What you seek and what finds you are rarely the same.*

## Sagas

You can use the *Sagas* (core 120) mechanic as written but if you want to forgo the *Performance Die*, only assign dice for your deeds and lower the *Outcome* target total by 10.

## Fleeing

When survival outweighs glory, you may attempt to flee.

Roll  $2d20 + \text{SWIFT}$  vs.  $\text{DR}_{10} + \text{Number of Enemies}$ :

**STRONG HIT.** You escape cleanly. The gods do not mock you for living another day.

**WEAK HIT.** You break free, but not unscathed. The enemy lands a parting blow—roll to defend/parry, then escape regardless. (X)

**FAIL.** There is no escape. The enemy strikes—roll to defend/parry, then stand and fight.

## Rest

Sleep is fleeting in a world on the edge of ruin. Push forward, risking exhaustion, or stop to recover, knowing the night is never truly safe. Choose One:

Take a Short Rest  $\text{DR}_{10}$  vs.  $2d20 + \text{FORTITUDE}$

Make Camp  $\text{DR}_{12}$  vs.  $2d20 + \text{FORTITUDE}$

Outcomes:

**STRONG HIT.** Gain  $d4\text{HP}$  (*short rest*) /  $d6\text{HP}$  (*making camp*).

Use 1 food & 1 water. If *Making Camp*, you get a full night's sleep; re-roll your Fates and reset your daily Rune uses.

**WEAK HIT.** Gain  $d2\text{HP}$  (*short rest*) /  $d4\text{HP}$  (*making camp*).

Use 1 food & 1 water. If *Making Camp*, restore 1 Fate and 1 Rune use, but introduce a reason for a restless night or roll *Campsite Events* for the realm you are in.

**FAIL.** Sleep does not come. Something finds you first—a nightmare, a beast, a blade in the dark. Resolve the encounter, then your next rest attempt is a 50/50 chance of a *Strong* or *Weak Hit*.

After two days without food, you begin losing  $d4\text{HP}$  per day. After two days without water, you lose  $d6\text{HP}$  per day until you find drinkable water.

A night without rest  
is a night closer to  
DEATH.



# REALM NAVIGAT

To navigate between realms, you must:

1. **SUMMON A GATE.** Perform a **RITUAL OF PASSAGE** to tear open a doorway.
2. **NAVIGATE YGGDRASIL.** Cross the World Tree's twisting paths to find your way.
3. **SURVIVE THE JOURNEY.** Avoid the horrors lurking between the realms.

Each step is a test. Some make it through unscathed, while others are lost to the void or worse... find themselves in places they were never meant to go.

## Step 1: Summoning a Gate

To enter the pathways of **Yggdrasil**, you must perform a **RITUAL OF PASSAGE**.

Roll  $2d20 + \text{GUILE}$  vs.  $\text{DR}_{12}$  to successfully open a gate:

**STRONG HIT.** The gate is stable. You may pass safely into Yggdrasil.

**WEAK HIT.** The gate is unstable. You may pass, but something else may follow—or you arrive somewhere unintended.

**FAIL.** The gate fails, wasting the offering. If you fumble, something answers your call, but it is not a gate.

The DR decreases by -2 in a sacred site (e.g. *temples, standing stones, fairy rings*).

To perform the ritual, you must sacrifice a **TOTEM** tied to the realm you wish to travel to. Without a proper offering, add +4 DR to the roll—the realms do not open freely.

|              |                                                               |
|--------------|---------------------------------------------------------------|
| MIDGARD      | Piece of iron, stone, or bone.                                |
| ASGARD       | Warrior's relic, gold, or a worthy boast spoken aloud.        |
| VANAHEIM     | Fresh sprig, a drop of blood, or a whispered promise.         |
| JÖTUNHEIM    | Shard of ice, a giant's token, or a howl into the wind.       |
| ALFHEIM      | Beam of sunlight captured in water, or a rune of wisdom.      |
| SVARTALFHEIM | Precious gemstone, a dwarven craft, or a secret never spoken. |
| NIFLHEIM     | Shroud, a forgotten name, or a tear for the dead.             |
| MUSPELHEIM   | Burnt offering, coal from a fire, or a spoken curse.          |
| HELHEIM      | Bone of the fallen, a whispered goodbye, or your own blood.   |

# ION REALM NAV

## Step 2: Navigating Yggdrasil

Even if you summon a gate, finding the right path is another matter.

**The World Tree** is ancient, infinite, and indifferent to your journey.

If traveling to a realm you've been to before, reduce DR by -2.

To find the correct path, Roll  $2d20 + \text{WITS}$  vs.  $\text{DR}_{14}$ .

**STRONG HIT.** You find the path. You arrive safely.

**WEAK HIT.** You reach your destination, but not where you intended to land. Maybe you're deep in enemy territory, or days away from where you need to be.

**FAIL.** You are lost. Move on to Step 3.

## Step 3: Surviving Yggdrasil

No one walks between worlds without consequence. You can use the [table below](#) on its own (d8) or in addition to the Yggdrasil table (d20) in the Core Rulebook (core 17). Roll when:

- × You fail to navigate Yggdrasil.
- × You roll a Weak Hit and want to add extra danger.
- × You linger too long between realms.

- |   |                                                                                                                                                                                                                                        |
|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | <b>THE PATH BREAKS.</b> A branch cracks beneath you, sending you falling into an unknown realm. Roll d8 to determine which realm.                                                                                                      |
| 2 | <b>A SHADOW WATCHES.</b> Something old and patient is tracking your steps. It will not strike now, but you are marked.                                                                                                                 |
| 3 | <b>THE VOID CALLS.</b> The edges of Ginnungagap, the great abyss, tug at your soul. Test Fortitude $\text{DR}_{14}$ or lose $d4\text{HP}$ from sheer exposure.                                                                         |
| 4 | <b>RATATOSKR'S TRICK.</b> The World Tree's squirrel plays a cruel joke. You arrive at your destination, but something of value is missing.                                                                                             |
| 5 | <b>THE NORNS WHISPER.</b> You see fragments of fate—a vision of something yet to come. Take a boon, but the cost will come due.                                                                                                        |
| 6 | <b>NIDHOGG FEEDS.</b> The great serpent, Nidhogg, gnaws at Yggdrasil's roots. The air shakes. Something terrible stirs below.                                                                                                          |
| 7 | <b>THE GODS INTERVENE.</b> Odin? Loki? Hel? One of them takes an interest in your journey. Their <i>Favour</i> or <i>Wrath</i> will manifest soon.  |
| 8 | <b>GOING IN CIRCLES.</b> Didn't you pass that branch an hour ago? You get turned around somehow and end up back in the realm you came from.                                                                                            |

*This isn't some lazy stroll through the fjords.* Travelling is a test of endurance, luck, and how much suffering you can stomach before the realms swallow you whole.

Maybe you reach your destination, maybe you don't. Maybe you run into fortune, madness, or something with too many teeth. That's travelling. It's not about where you're going—it's about what finds you along the way.

# TRAVELLING

## Making Time

Each time you *Make Camp*, mark off a day of travel. If you spend the day *Hunting/Fishing*, or *Mining/Hoarding*, do not mark off a travel day. You're surviving, not moving.

Once all travel days are marked, you'll reach your destination sometime the next day if fate allows it.

Roll to determine how many days it takes to reach your destination:

- × NOT FAR AWAY:  $d4$  days
- × QUITE A DISTANCE:  $d6+4$  days
- × AN EXPEDITION:  $d8+6$  days

Each day of travel means one random event—good, bad, or worse.

## Navigating the Journey

When rolling a 3-4 ON ALONG THE TRAIL, use a single  $d20$  and Test Wits  $DR10$  to stay on course and avoid losing your way.

Failure to stay on track means an unexpected detour into the wilderness. Roll OFF THE BEATEN PATH and resolve the encounter, only then can you find your way back to the trail. This unexpected detour does not count as a day's travel.

### Travel Checklist:

1. Roll for Weather (core)
2. Are you Hunting/Fishing or Mining/Hoarding for the day?
3. Roll events/tables and resolve
4. Make Camp  
(keep track of food and water.  
1 use of each per rest)

# Midgard (core 18)

## Along The Trail ————— d4

- 1 FROZEN ROAD. An old trade route, long abandoned, buried in snow.
- 2 FOREST TRAIL. Thick with trees, their skeletal branches whisper in the wind.
- 3 MOUNTAIN PASS. Treacherous, ice-covered sheer drops waiting for fools.
- 4 MARSHLAND. Half-frozen bogs where the ground is never truly solid.

## Trail Events ————— d12

- 1-3 Nothing happens. Continue travelling.
- 4-6 Roll Random Encounter (core 22).
- 7 Half-buried signpost. The name of the village it points to is scratched out.
- 8 A snowstorm sweeps in, obscuring your path. Test Wits DR12 or become lost.
- 9 A corpse slumped in the snow. Roll Search. Is it loot, a warning, or a trap?
- 10 Crows follow you, cawing incessantly. Are they watching, or just waiting?
- 11 Something moves beneath the ice. A crack spreads beneath your feet.
- 12 A distant horn echoes. A battle? A hunt? Or a warning?

## Landmarks ————— d4

- 1 ABANDONED VILLAGE. Empty homes, warm fires still burning, no sign of life.
- 2 DROWNED RUINS. A half-sunken temple. Something guards its depths.
- 3 THE BLOOD FIELDS. A battlefield where the slain do not stay dead.
- 4 BLACK STELE. A monolith of obsidian, etched with names you recognise.

## Off The Beaten Path ————— d8

- 1-2 Roll Random Discovery (core 21).
- 3 Travellers, wary and cold. They may trade, beg, or draw steel.
- 4 Old warrior sitting alone, silent. His eyes are empty black voids.
- 5 A figure in the distance, motionless. Closer, you see they're frozen solid.
- 6 Overturned cart, smashed to pieces. Something large left claw marks.
- 7 Altar to an unknown god. Blood drips from its frozen stones.
- 8 Woman in ragged furs whispers of a 'curse' before vanishing.

## Campsite Events ————— d8

- 1 A distant scream carries on the wind. No fire will feel warm tonight.
- 2 You dream of warmth, of home. When you wake, your fire is out and your rations are missing.
- 3 Footsteps circle your camp in the snow. No sign of what made them.
- 4 A raven lands nearby. If harmed, you may anger something worse.
- 5 The wind shifts violently, carrying words of forgotten tongues. You wake somewhere else.
- 6 Something tugs at your pack while you sleep. A thief, beast, or something worse?
- 7 You wake to find your weapons frostbitten; brittle and weakened.
- 8 You wake up freezing. Your footprints from the night before have been erased.

## Creatures ————— d4/d6

- 1 Trollkin
- 2 Wargr
- 3 Draugr
- 4 Mara

### MINI BOSSES

- 5 Bjorn
- 6 The Nothing

# (core 26) ASGARD

## Along The Trail ————— d4

- 1 BIFROST BRIDGE. Light shimmers beneath your feet, cracks form at the edges.
- 2 ENDLESS STEPS. A twisting, sky-bound staircase, leading somewhere...
- 3 GOLDEN PLAINS. Rolling meadows, scattered with remains of ancient battles.
- 4 WOLF'S SHADOW. A cursed road, forever darkened by Fenrir's coming wrath.

## Trail Events ————— d12

- 1-3 Nothing happens. Continue travelling.
- 4-6 Roll Random Encounter (core 30).
- 7 A Valkyrie watches from above, silent. She does not speak, nor interfere... yet.
- 8 A feast, abandoned mid-meal. The food is fresh, but the silence is absolute.
- 9 A warband of Einherjar approaches. Do they seek allies, sport, or blood?
- 10 You hear your name whispered on the wind. Who among the gods is speaking?
- 11 Two ravens follow you, one missing an eye. Are you being tested? Or hunted?
- 12 A kneeling warrior. His wounds never heal, no matter how many times he dies.

## Landmarks ————— d4

- 1 HALL OF THE SLAIN. A grand hall where fallen warriors feast... or are they trapped?
- 2 BROKEN GATE. A once-impenetrable entrance now stands ajar, shattered.
- 3 STARLIT FORGE. A blacksmith is crafting something you cannot comprehend.
- 4 FIELD OF CHAINS. Huge links of iron and gold, abandoned. Fenrir's prison? Or something worse?

## Off The Beaten Path ————— d8

- 1-2 Roll Random Discovery (core 21).
- 3 A golden bridge stretches before you. A guardian demands an offering.
- 4 Two warriors, locked in battle for centuries, neither gaining ground.
- 5 A great shield wall stands in your path, waiting for something.
- 6 A strange, robed figure offers you a drink. Do you accept?
- 7 A spear, embedded in stone. It pulses with old power.
- 8 The sound of Gjallarhorn echoes for a brief moment... then silence.

## Campsite Events ————— d8

- 1 Your fire refuses to stay lit. The darkness presses in.
- 2 You wake in the same place... but it's as if centuries have passed overnight.
- 3 An unseen hand carves runes into the ground while you sleep. Do you read them?
- 4 A shadow moves through your camp, but no one is there.
- 5 You dream of Valhalla. When you wake, your wounds are healed but your weapons are gone.
- 6 You hear battle in the distance, but see nothing when you look.
- 7 A golden apple rolls into your camp. If you eat it, roll for consequences.
- 8 You wake with an unfamiliar sword in your hand.

## Creatures ————— d4/d6

- 1 Vaktin
- 2 Valkyrie
- 3 Einherjar
- 4 Idunn's Protectors

### MINI BOSSES

- 5 Hrist
- 6 Váli

# Vanaheim

(core 34)

## Along The Trail ————— d4

- 1 **OVERGROWN PATH.** The vines reach, like they want you to turn back.
- 2 **MISTY RIVERBANK.** The water flows strangely; sometimes upstream but still.
- 3 **WINDING GROVE.** The trees are old, older than gods. They know you're here.
- 4 **ROLLING HILLS.** The tall grass moves, even when there's no wind.

## Trail Events ————— d12

- 1-3 Nothing happens. Continue travelling.
- 4-6 Roll Random Encounter (core 38).
- 7 The trees shift when you're not looking. The path behind you is gone.
- 8 A rune carved into bark. The letters feel hot under your fingers. Do you read it?
- 9 A river runs gold. The water heals, but the reflection... who *is* that?
- 10 Laughter from the trees. Not mocking, not cruel, just old.
- 11 A herd of spectral deer crosses your path. No tracks. No sound.
- 12 The fog rolls in thick. Something moves inside it.

## Landmarks ————— d4

- 1 **LIVING GROVE.** The trees breathe, paths change. You can't leave if they don't like you.
- 2 **MIRROR LAKE.** The water doesn't reflect the sky. It shows somewhere else.
- 3 **SILENT VILLAGE.** Huts, untouched, waiting for people who will never come back.
- 4 **THE WEEPING STONES.** Massive boulders, dripping water. They mumble, but not in any language you know.

## Off The Beaten Path ————— d8

- 1-2 Roll Random Discovery (core 37).
- 3 Vanir hunters move past without a word. They've nothing to say to you.
- 4 A massive tree blocks your way. You were here yesterday. It wasn't.
- 5 A wooden mask hangs from a post. The eyes seem to follow you.
- 6 A traveller offers you mead. It smells like honey, flowers, and blood.
- 7 A bridge stretched across a river. The toll keeper is dead, but the price stands.
- 8 The ground shudders, like something deep below is waking up.

## Campsite Events ————— d8

- 1 Your fire refuses to catch. The wood is wet, or something is watching.
- 2 The scent of flowers fills the air. Sleep drags you down too fast.
- 3 A shadow flickers at the edge of camp. It doesn't belong to you.
- 4 You wake with woven flowers in your hair. Someone was here.
- 5 The stars shift. You are not where you thought you were.
- 6 A soft melody drifts through the night. A lullaby, or a warning?
- 7 A gift of unfamiliar berries has been left near your fire. Do you eat?
- 8 A tree nearby bleeds thick, pulsing sap. It smells like iron and rot.

## Creatures ————— d4/d6

- 1 Vanir Guardians
- 2 Landvættir
- 3 River Nymphs
- 4 Grove Wardens

### MINI BOSSES

- 5 Gullveig
- 6 Skirnir

# Jötunheim

(core 42)

## Along The Trail ————— d4

- 1 GLACIAL TRENCH. Ice walls groan as they shift, protecting you from the wind.
- 2 TITAN'S TRAIL. Bones bigger than longhouses forming paths and steps.
- 3 STORMLANDS. Jagged cliffs, screaming wind, lightning splitting the sky.
- 4 FROZEN TUNDRA. White nothingness. Dark figures watching from the hills.

## Trail Events ————— d12

- 1-3 Nothing happens. Continue travelling.
- 4-6 Roll Random Encounter (core 46).
- 7 A distant horn sounds. Are you being hunted? Summoned? Warned?
- 8 A snowstorm rolls in, sudden and violent.
- 9 The ice beneath you cracks. Do you react in time or fall?
- 10 A massive footprint in the snow. Fresh. Too fresh.
- 11 A dark shape moves through the storm. Watching. Not attacking. Yet.
- 12 A Jötunn stands motionless ahead. It does not move. It does not breathe.

## Landmarks ————— d4

- 1 FROSTFORGED SPIRE. A massive pillar of ice, humming with trapped power.
- 2 THE SKY-CLEFT. A canyon so deep it seems endless, its walls etched with runes.
- 3 SLEEPING GIANT. A Jötunn frozen in place, eyes still open and full of rage.
- 4 HOWLING PEAKS. Mountains that sound as if something inside them screams.

## Off The Beaten Path ——— d8

- 1-2 Roll Random Discovery (core 45).
- 3 A huge stone bridge spans an abyss. The wind threatens to throw you off.
- 4 A band of Jöttnar argue over a kill. They haven't noticed you yet.
- 5 A ruined temple stands alone. Its god is long dead, but something lingers.
- 6 A colossal axe, half-buried in ice. Who left it behind? And why?
- 7 You hear thunder but there is no storm. Something massive approaches.
- 8 A distant battle rages between Jöttnar. You are insignificant in their war but not unseen.

## Campsite Events ————— d8

- 1 The cold is relentless. You feel your life slipping away.
- 2 You hear heavy breathing beyond the firelight. Something is out there.
- 3 When you wake, you're surrounded by runic markings in the snow.
- 4 A massive shadow passes overhead, blocking out the stars. Nothing follows. Yet.
- 5 Your fire dims suddenly, as if smothered by unseen hands.
- 6 A bitter wind rolls in, whispering in a tongue you do not understand.
- 7 Your water has frozen solid. No matter how long you hold it to the flame, it will not melt.
- 8 You dream of a great hall, filled with Jöttnar, laughing. You wake indoors.

## Creatures ————— d4/d6

- 1 Frost Drakes
- 2 Rime Etins
- 3 Bergresi
- 4 Glíma Giant

### MINI BOSSES

- 5 Thrym
- 6 Geirrod

# ALPHELYN (core 30)

## Along The Trail ————— d4

- 1 **SUNLIT TRAIL.** Warm, golden light filters through towering silver trees.
- 2 **TWILIGHT RIVERBANK.** A glassy stream reflects a sky that is not your own.
- 3 **SHIFTING FAIRY TRAIL.** Flowers bloom and wilt with each step you take.
- 4 **VEILWOOD.** Dense trees, their silken leaves murmuring secrets only they understand.

## Trail Events ————— d12

- 1-3 Nothing happens. Continue travelling.
- 4-6 Roll Random Encounter (core 54).
- 7 A flickering light guides you forward. It may not lead where you wish to go.
- 8 A soft voice calls your name from the trees. You do not remember telling anyone.
- 9 A pathway that once led forward now twists. You are somewhere else.
- 10 The sky shifts, revealing constellations you do not recognise.
- 11 A delicate bridge crosses a misty gorge. Below is nothing. Just void.
- 12 Music, distant yet unbearably close.

## Landmarks ————— d4

- 1 **STAR LAKE.** A body of water reflecting not the sky above, but another realm.
- 2 **HOLLOW COURT.** A grand hall, seemingly abandoned yet the banquet table is full.
- 3 **SINGING STONES.** Ancient monoliths that hum with strange melodies when touched.
- 4 **SUNKEN GARDEN.** A place where time flows differently, filled with forgotten faces.

## Off The Beaten Path ————— d8

- 1-2 Roll Random Discovery (core 52).
- 3 A market appears out of nowhere, stalls filled with beautiful, strange goods.
- 4 A statue of a woman stands at the path's edge. It weeps golden tears.
- 5 A shimmering gateway hums in the air. It leads... somewhere.
- 6 A single white bird circles overhead three times before vanishing.
- 7 A perfectly set table with fresh food waits in a clearing.
- 8 In the distance, a group of masked figures watch you. They do not move.

## Campsite Events ————— d8

- 1 You wake up in the exact spot you slept but everything around you has changed.
- 2 A ring of mushrooms has grown around your camp overnight. Step carefully.
- 3 Your firelight flickers, revealing figures standing just beyond the trees.
- 4 Whispers in a language you do not know. Or do you?
- 5 When you wake, your weapons have been cleaned and sharpened. Who touched them?
- 6 A silver moth lands on your forehead as you sleep. You dream of another life.
- 7 Your footprints from the previous day are gone. As if you were never here.
- 8 A fresh, woven garland is left at your feet. A gift? A warning?

## Creatures ————— d4/d6

- 1 Sun-Touched Raiders
- 2 Sand Worms
- 3 Mirage Trappers
- 4 Desert Scorpions

### MINI BOSSES

- 5 Ælfric
- 6 Eirwyn

# SVARTALFREIM

(core 58)

## Along The Trail ————— d4

- 1 **CHOKED MINE SHAFT.** Narrow, unstable, thick with dust. The deeper the darker.
- 2 **LAVA-FORGED BRIDGE.** A brittle stone span over a river of molten gold and fire.
- 3 **ECHOING CAVERN.** Massive underground halls where every step lingers too long.
- 4 **TWISTING ROADS.** Paths marked by old dwarven runes, not all lead forwards.

## Trail Events ————— d12

- 1-3 Nothing happens. Continue travelling.
- 4-6 Roll Random Encounter (core 62).
- 7 A deep tremor shakes the earth. Something massive stirs below.
- 8 Your torchlight shrinks. It's not the wind... something is stealing the light.
- 9 A distant hammering echoes through the tunnels. It stops when you move closer.
- 10 The walls are carved with symbols. Can you decipher their warning?
- 11 A rusted helm lies discarded. It still drips with fresh blood.
- 12 A faint path of glowing embers leads away from the main road.

## Landmarks ————— d4

- 1 **HOLLOW FORGE.** An anvil as large as a house, still radiating heat.
- 2 **THE BLACK VAULT.** A door of obsidian and gold, sealed with runes of power.
- 3 **DROWNED TUNNELS.** Something ancient stirs beneath the murky waters.
- 4 **ENDLESS MINE.** A shaft so deep you cannot hear the bottom.

## Off The Beaten Path ——— d8

- 1-2 Roll Random Discovery (core 61).
- 3 A merchant caravan of dwarves stands at a crossroads, waiting for an offer.
- 4 A deep pit lined with jagged metal. Did something fall in or crawl out?
- 5 A series of doors carved into the stone. Some are sealed, some are open.
- 6 A massive, sealed vault. Dwarven runes glow faintly in the dark.
- 7 A forge fire still burns, but no one stands at the anvil.
- 8 Glowing eyes watch from a tunnel, disappearing before you get closer.

## Campsite Events ————— d8

- 1 The stone floor beneath you is warm. Something is breathing deep below.
- 2 Your firelight casts an extra shadow. It moves when you do not.
- 3 You wake up to find your weapons sharpened but they are not where you left them.
- 4 A faint metallic smell lingers in the air. It's coming from your own hands.
- 5 Your pack feels heavier. Inside, you find a single iron coin.
- 6 The sound of distant hammering lulls you to sleep. You wake deeper into the mines.
- 7 You hear slow, deliberate footsteps but when you look, there is only stone.
- 8 A thin layer of soot coats everything when you wake. Even your skin.

## Creatures ————— d4/d6

- 1 Dökkálfar
- 2 Rock Golems
- 3 The Searing Ones
- 4 Crystal Spiders

MINI BOSSES

- |          |
|----------|
| 5 Dvalín |
| 6 Fafnir |

# NIFLHEIM (99-100)

## Along The Trail ————— d4

- 1 THE SHROUDED PATH. A winding road, flanked by figures frozen in place.
- 2 ROAD TO HEL. Paved with the shields of the unworthy, the road is said to lead to Hel under certain conditions.
- 3 THE BLACK ICE CLIFFS. Jagged, frozen spires loom overhead.
- 4 THE RIVER GJÖLL. A slow, frozen river, leading deeper into the unknown.

## Trail Events ————— d12

- 1-3 Nothing happens. Continue travelling.
- 4-6 Roll Random Encounter (core 70).
- 7 A skeletal hand juts from the ice, fingers curled as if clutching something.
- 8 You hear footsteps behind you, perfectly matching your own.
- 9 A distant shape moves through the fog. It does not seem bound by the ground.
- 10 The air suddenly grows warmer but only for a moment. Something is near.
- 11 A corpse slumps against a frozen tree. Its mouth is open in a silent scream.
- 12 A voice speaks your name. It is your own voice, coming from the mist.

## Landmarks ————— d4

- 1 HEL'S KEEP. A towering, frozen fortress, where the dead are judged.
- 2 THE ENDLESS CHASM. A crack in the ice that never reveals its bottom.
- 3 SILENT PLAINS. A place where no sound can be heard, no matter how loud you scream.
- 4 ICE MIRROR. A frozen lake that reflects a world that is not your own.

## Off The Beaten Path ————— d8

- 1-2 Roll Random Discovery (core 69).
- 3 A procession of spirits drifts past you. They do not react to your presence.
- 4 A ruined village, long frozen. Full of figures standing completely still.
- 5 A frozen warrior sits against a boulder, clutching his sword, still upright.
- 6 A bridge crosses a frozen river, but there is no reflection beneath you.
- 7 A statue of Hel, half-buried in frost. Her eyes follow you.
- 8 The remains of a battle, frozen corpses locked in combat. None of them rot.

## Campsite Events ————— d8

- 1 Your fire barely burns, no matter how much fuel you use.
- 2 You wake up covered in frost, breath shallow.
- 3 You dream of drowning in ice. When you wake, your fingers are black and numb.
- 4 A pale figure stands at the edge of your vision. It does not move.
- 5 Your gear is frozen solid, brittle to the touch.
- 6 You hear noises from beneath the ground. The voices sound familiar.
- 7 The ice around you shifts slightly, as if breathing.
- 8 You wake up surrounded by Frost Spectres. They seem curious.

## Creatures ————— d4/d6

- 1 Frost Spectres
- 2 Ice Wraiths
- 3 Mistwalkers
- 4 River Serpents

### MINI BOSSES

- 5 Ymir
- 6 Hrímgrímnir

# Muspelheim (core 74)

## Along The Trail ————— d4

- 1 THE SCORCHED PATH. Blackened ground cracks beneath your boots.
- 2 THE TITAN'S SPINE. A path made from charred bones.
- 3 THE LAVA FLOWS. A jagged path winds between rivers of fire.
- 4 ASH DUNES. Rolling hills of fine black ash shift in the hot winds.

## Trail Events ————— d12

- 1-3 Nothing happens. Continue travelling.
- 4-6 Roll Random Encounter (core 78).
- 7 The air grows unbearably hot. So hot it could burn your skin.
- 8 A distant war horn echoes across the land. Are you being summoned—or hunted?
- 9 The wind shifts, carrying the sound of marching feet. Thousands of them.
- 10 You spot a charred corpse, its sword still clutched tight. Do you dare take it?
- 11 A storm of burning embers sweeps across your path.
- 12 A rune glows red-hot, etched into blackened rock. It pulses.

## Landmarks ————— d4

- 1 SURTR'S ANVIL. A massive forge, shaping weapons for the end of all things.
- 2 EVERBURNING FIELDS. Endless plains of flame that never die.
- 3 THE MOLTEN THRONE. A seat of obsidian, abandoned or waiting for a ruler.
- 4 CHARRED PILLARS. Towering stone pillars engraved with prophecies of ruin.

## Off The Beaten Path ——— d8

1-2 Roll Random Discovery (core 77).

- 3 A group of fire giants march past, weapons drawn. They do not see you.
- 4 A brazier burns with blue flame. It does not flicker. It does not die.
- 5 A war camp of Surtr's warriors looms ahead. They are preparing for something.
- 6 You hear chanting in an unknown tongue. A ritual is underway nearby.
- 7 A sword is buried halfway in molten stone. It radiates unbearable heat.
- 8 A lone figure sits wreathed in flame. They have been expecting you.

## Campsite Events ————— d8

- 1 You wake drenched in sweat. Your water supply has evaporated.
- 2 A small ember lands on your pack. It does not burn out.
- 3 You hear deep, rumbling laughter in the distance. It grows louder as the night passes.
- 4 As you sleep, the ground beneath you cracks and shifts. Your pack is nowhere in sight.
- 5 Your weapons glow red-hot. They do not burn, but they hum with power.
- 6 Your campfire roars suddenly, rising higher than it should.
- 7 A pile of blackened bones appears near your camp. They were not there before.
- 8 You dream of fire swallowing the world. You wake covered in soot.

## Creatures ————— d4/d6

- 1 Flame Spirits
- 2 Ashen Constructs
- 3 Molten Hounds
- 4 Inferno Beetles

MINI BOSSES

- 5 Logi
- 6 Eldrímnr



## Along The Trail ————— d4

- 1 **THE GREY ROAD.** A winding, cobbled path where footsteps echo too long.
- 2 **BONE FIELDS.** A frozen wasteland littered with skeletal remains.
- 3 **SHROUDED FOREST.** Trees with bark like pale flesh, branches twisting upwards.
- 4 **RIVER OF NAILS.** A slow, dark current. Thick with bone fragments and rusted iron.

## Trail Events ————— d12

- 1-3 Nothing happens. Continue travelling.
- 4-6 Roll Random Encounter (core 86).
- 7 A pale figure watches from the roadside. Their face is blurred, as if erased.
- 8 You hear whispers carried on the wind. They sound like voices you once knew.
- 9 A bridge made of bones stretches ahead. A skeletal hand emerges, waiting.
- 10 A forgotten warrior kneels in your path, sword buried in the ground.
- 11 A gate stands before you, rusted and old.
- 12 Thousands of lost souls march in your direction. There doesn't seem to be an easy way around them.

## Landmarks ————— d4

- 1 **HEL'S HALL.** A tower of shadow and ice, where the goddess of death reigns.
- 2 **NAMELESS GRAVES.** Thousands of unmarked stones as far as the eye can see.
- 3 **MIRROR LAKE.** A body of still, black water that reflects something other than the sky.
- 4 **ROOT CAVERNS.** Massive tunnels twisting beneath Helheim, their ends unknown.

## Off The Beaten Path ————— d8

- 1-2 Roll Random Discovery (core 84).
- 3 A statue of Hel stands alone. Its lips seem to move when you're not looking.
- 4 A frozen warrior sits at a crossroads. They hold a letter addressed to you.
- 5 A massive iron door stands in the rock. It has no keyhole but it is locked.
- 6 The mist swirls unnaturally. Shapes move within, just out of reach.
- 7 The river beside you carries voices, but no bodies.
- 8 An abandoned campsite still smoulders. Who was here before you?

## Campsite Events ————— d8

- 1 You wake up in the exact position you fell asleep in, unable to move for a moment.
- 2 Your fire does not burn. No matter how much you try, the flames turn to smoke.
- 3 A figure sits across from you when you wake. They do not speak.
- 4 Your body feels numb, as if part of you has been left behind.
- 5 You hear your own voice whisper in your ear as you fall asleep. You cannot remember what it said.
- 6 The air turns thick and cold. Your breath does not come as easily.
- 7 You wake up somewhere else. Not far, but different enough to feel wrong.
- 8 Your reflection in your weapon or water does not match your face.

## Creatures ————— d4/d6

- 1 Mōðguðr's Sentinels
- 2 Bone Collectors
- 3 Spirit-Bound Guardians
- 4 Corpse Lights

### MINI BOSSES

- 5 Garmr
- 6 Náir

Some realms offer life. Others offer riches. But nothing in the **Nine Realms** is freely given.

**Mining/Hoarding** can only be done in SVARTALFHEIM, ALFHEIM, MUSPELHEIM, NIFLHEIM, and HELHEIM.

But every pickaxe strike, every stolen trinket, carries risk. Some things are best left **undisturbed**.

Roll  $d_6$  for Mining/Hoarding and then  $d_4$  for whichever realm you're in.

## MINING/ $d_6$ HOARDING

- 1 Nothing.
- 2 Small find worth  $d_6 \mp$  Trinkets.
- 3 Adequate haul worth  $d_{12} \mp$  Trinkets.
- 4 Significant yield worth  $d_{20} \mp$  Trinkets.
- 5 Valuable treasure worth  $d_{100} \mp$  Trinkets.
- 6 Legendary find. Roll twice for realm.

### Alfheim $d_4$

- 1 Random Rune stone (core 142).
- 2 Glowing silver gems, +200 $\mp$  Trinkets.
- 3 You wake a slumbering **Sand Worm** (core 55). It doesn't seem too happy.
- 4 Priceless elven relics. **Ælfic** (core 56) has been looking for these for some time.

### Svartalfheim $d_4$

- 1 Random Rune stone (core 142).
- 2 You've struck gold! +100 $\mp$  Trinkets.
- 3 A Basic Weapon (core Frontpapers).
- 4 Ancient dwarven coins +500 $\mp$  Trinkets. You attract the attention of **Fafnir** (core 65).

### Riflheim $d_4$

- 1 Random Rune stone (core 142).
- 2 Ancient burial ground. Test Fortitude DR10 or Necrotic Mutation (core Frontpapers).
- 3 You've stumbled upon the frozen body of **Ymir** (core 72). He begins to stir.
- 4 A frozen block of **Audumbla's** milk. Melt it into a vessel ( $d_4$  uses, heals  $d_6$  HP).

### Muspelheim $d_4$

- 1 Random Rune stone (core 142).
- 2 Bog Iron. Repair armour in half the time.
- 3 You break open a nest!  $d_4$  **Inferno Beetles** attack (core 79).
- 4 Precious gemstones trapped in magma. +200 $\mp$  Trinkets.

### Helheim $d_4$

- 1 Random Rune stone (core 142).
- 2 An item that looks valuable. +150 $\mp$  Trinkets. But is it... cursed? (core Frontpapers).
- 3 Rotting remains. Now unearthed, they crawl to their Lords, **The Nair** (core 89).
- 4 Your meddling activates a trap (core Frontpapers).

In the **Nine Realms**, you eat what you kill... *if you're lucky.*

**Hunting/Fishing** can only be done in **MIDGARD**, **ASGARD**, **VANAHEIM**, and **JÖTUNHEIM**.

Lands where prey still roams and rivers still run. But these are not peaceful lands, and the **hunter** is often **hunted** in turn.

# d6 HUNTING/FISHING d6

- 1 NOTHING.
- 2 SMALL GAME. Manage to catch small animals, providing d4 food.
- 3 ADEQUATE FIND. Roll d2 on Beasts.
- 4 IN THE WAY. An enemy that can't be eaten. Roll d4 on the realm's creatures table. No food.
- 5 IMPRESSIVE KILL. Roll d2+2 on Beasts. Kill or be killed.
- 6 MISGUIDED PATH. Lose your way; the day is spent finding your route back - or roll *Off the Beaten Path* for the realm.

- 1 EMPTY WATERS. No luck today.
- 2 STEADY HAUL. A good day's fishing. Roll d4 on Fish.
- 3 RARE FIND. Hook an uncommon or prized fish. Roll d4+2 on Fish.
- 4 ABUNDANT WATERS. The rivers or coasts are generous. Roll d4+4 on Fish.
- 5 NOT A FISH. Roll Basic Equipment (core Frontpapers).
- 6 DEFINITELY NOT A FISH. Roll Cursed Item (core Frontpapers).

## d8 Avian Creatures



Raven, Goldwing, Stoneowl, Frostbeak Crow

HP 3 ● *peck* d4

## d6 Cervine Game



Stag, Wyrrhoof, Mosshorn, Jötunn Elk

HP 6 ● *thick fur* -d2  
● *horns* d6

*A beast provides food equal to their HP. Roll the die to see how many you encounter.*

## d4 Dangerous Hunt



Wild Boar, Stormbear, Vanir Bull, Giant Mammoth

HP 10 ● *tough hide* -d2  
● *trample* d8

## d2 Predators



Grey Wolf, Gleaming Rhino, Vanaconda, Icelynx

HP 15 ● *natural armour* -d2  
● *claw* d6, *bite* d8  
● *two attacks per round*

# BEASTS

# d8 FISH

|   |                  |                                                | food |      |
|---|------------------|------------------------------------------------|------|------|
| 1 | Ugly Trout       | Looks like shit. Tastes alright.               | 1    | 1+   |
| 2 | Moonlit Sturgeon | Glowes under starlight.                        | 5    | 2+   |
| 3 | Bonefin          | Bones as hard as nails.                        | 6    | 3+   |
| 4 | Ediem Carp       | Said to carry messages between the Norns.      | 8    | 10+  |
| 5 | Leviathan Pike   | A monstrous fish, scales thick like iron.      | 10   | 40+  |
| 6 | Blood Eel        | Used in rituals. Its blood never dries.        | 10   | 80+  |
| 7 | River Guardian   | Eating it might induce a prophetic dream.      | 12   | 120+ |
| 8 | Deep Wyrm        | Spawn of Jörmungandr. Flesh burns like poison. | 15   | 300+ |

*The people you meet are not just background noise. Some are allies, some are enemies, and some are something else entirely. They have their own ambitions,*

## 066 DISPOSITION

- STOIC / UNSHAKEN. They have seen it all, and nothing rattles them. 11
- WRATHFUL / BLOODTHIRSTY. Vengeance is their only goal. 12
- WISE / MEASURED. They speak in riddles and proverbs. 13
- MELANCHOLIC / HAUNTED. Their past weighs heavily on them. 14
- CUNNING / MANIPULATIVE. Every word is calculated, every move precise. 15
- AMBITIOUS / POWER-HUNGRY. Nothing will stand in their way. 16
- SHY / WATCHFUL. Speaks little, observes everything. 21
- LOYAL / STUBBORN. Once their trust is earned, they will never waver. 22
- TIMID / FEARFUL. Afraid of something—or someone. 23
- DECEPTIVE / TWO-FACED. Their words do not match their actions. 24
- COMPASSIONATE / MERCIFUL. A rare kindness in a brutal world. 25
- MYSTERIOUS / ENIGMATIC. They hold knowledge they will not easily share. 26
- HUMBLE / SOFT-SPOKEN. They do not seek glory, only survival. 31
- ASCETIC / DEVOUT. Lives by a strict code, whether religious or personal. 32
- SPIRITUAL / PROPHECIC. Speaks of omens and fate, whether true or not. 33
- HARSH / UNFORGIVING. They have little patience for weakness. 34
- WITHDRAWN / SOLITARY. Prefers their own company. 35
- WOUNDED / SCARRED. Their past is carved into their flesh. 36
- AILING / FRAIL. The weight of age or sickness clings to them. 41
- ROBUST / ENDURING. Strong as an ox, tough as old leather. 42
- DISHONOURABLE / OATHBREAKER. They betrayed someone—perhaps even the gods. 43
- PROUD / ARROGANT. They see themselves above others, in skill or birth. 44
- RESENTFUL / BITTER. Life has been unkind, and they have not forgotten. 45
- HOSTILE / QUICK TO ANGER. The slightest offense may spark violence. 46
- PESSIMISTIC / DOOMED. They have already accepted their fate. 51
- FRIENDLY / WARM. An unusual light in the darkness. 52
- ANCIENT / REVERED. They have seen the rise and fall of kings. 53
- FLAMBOYANT / ECCENTRIC. Their mannerisms draw attention, for better or worse. 54
- SINISTER / OMINOUS. There is something wrong about them. 55
- DESPERATE / HOPELESS. They have nothing left to lose. 56
- FEARFUL / PARANOID. Sees danger everywhere—perhaps with good reason. 61
- EXILED / SHUNNED. Banished from their people, for reasons unknown. 62
- ZEALOUS / FANATICAL. Dedicated fully to their cause. 63
- REMORSEFUL / GUILT-RIDDEN. Haunted by their past sins. 64
- CREEPY / UNSETTLING. Their presence is deeply unnerving. 65
- BOISTEROUS / LOUD. Laughs hard; fights harder. 66

their own pasts, and their own reasons for crossing your path. Be careful who you trust—even the kindest face may hide a dagger.

## PROFESSION <sup>066</sup>

- 11 HERBALIST / HEALER. Tends to wounds and sickness, for a price.
- 12 SEER / ORACLE. Reads omens, though not all will like what they hear.
- 13 RUNESMITH / ENCHANTER. Carves magic into weapons, armour, and bones.
- 14 BLACKSMITH / FORGEMASTER. Crafts tools and weapons of war.
- 15 WARRIOR / MERCENARY. Fights for coin, glory, or vengeance.
- 16 MERCHANT / TRADER. Sells goods, but always at a profit.
- 21 THIEF / OUTLAW. Lives by taking from others.
- 22 JARL / CHIEFTAIN. A ruler of men, burdened by responsibility.
- 23 GUARD / WATCHMAN. Keeps the peace, or enforces tyranny.
- 24 HUNTER / TRACKER. Knows the wilds better than they know people.
- 25 FISHERMAN / RIVER WANDERER. Finds life in the waters, be they calm or treacherous.
- 26 COOK / MEADMAKER. Feeds others, keeps the hearth warm.
- 31 SKALD / BARD. Tells tales, sings songs, and carries secrets.
- 32 CARPENTER / BUILDER. Shapes homes, ships, and fortifications.
- 33 SCOUT / PATHFINDER. Moves unseen, knows the hidden roads.
- 34 WITCH / VOLVA. Speaks with spirits, whispers to the dead.
- 35 RAIDER / PILLAGER. Takes what they desire by force.
- 36 PRISONER / FUGITIVE. Bound by chains, running from justice or fate.
- 41 TEMPLE KEEPER / DEVOUT. Serves the gods, whether benevolent or cruel.
- 42 SERVANT / BONDSMAN. Bound by duty, debt, or force.
- 43 KEEPER / STEWARD. Oversees land, people, or forgotten places.
- 44 INTERROGATOR / TORTURER. Extracts truth by any means.
- 45 TAVERN OWNER / BREWMASTER. Knows all the local gossip.
- 46 MOURNER / UNDERTAKER. Watches over the dead, ensures safe passage to the next world.
- 51 GRAVE ROBBER / RELIC HUNTER. Plunders tombs, seeks lost treasures.
- 52 EXECUTIONER / HEADSMAN. Ends lives with cold precision.
- 53 SMUGGLER / FENCE. Moves goods and people where they don't belong.
- 54 SLAVE HANDLER / THRALL KEEPER. Profits from the suffering of others.
- 55 PERFORMER / SKALD. Uses words, music, or deception to survive.
- 56 WANDERER / EXILE. Drifts between lands, carrying secrets and scars.
- 61 WAR PRIEST / BATTLE-MAGE. Calls upon the gods in war.
- 62 CURSE-BREAKER / SPIRIT WALKER. Deals with the things others fear to face.
- 63 HORSE LORD / BEAST TAMER. Rides and commands the wild.
- 64 RAT-CATCHER / SEWERMAN. Works where few dare to go.
- 65 MONSTER HUNTER / SLAYER. Seeks out creatures of legend—for coin or glory.
- 66 DOOMSAYER / PROPHET OF RAGNARÖK. Speaks only of the end.

The gods are many, and their followers are fierce, fanatical, or lost. Some preach wisdom, others war, and some serve beings better left forgotten. To cross paths with them is to invite destiny—or disaster.

## Divine Creeds

Roll d12 THRICE to create a cult, sect, or sacred order devoted to divine forces.

| The...        | ...of (the)... | ...(focus)...       |
|---------------|----------------|---------------------|
| 1 BROTHERHOOD | OATHBOUND      | WISDOM (Odin)       |
| 2 SECT        | SILENT         | LIES (Loki)         |
| 3 CIRCLE      | HIDDEN         | WRATH (Thor)        |
| 4 ORDER       | ANCIENT        | BEAUTY (Freyja)     |
| 5 SHRINE      | SACRED         | JUDGMENT (Tyr)      |
| 6 CLAN        | FALLEN         | DEATH (Hel)         |
| 7 ASSEMBLY    | GHOSTLY        | FLAME (Surtr)       |
| 8 CULT        | WANDERING      | TIDE (Njord)        |
| 9 SCHOOL      | CURSED         | LIGHT (Baldur)      |
| 10 FELLOWSHIP | FORBIDDEN      | HUNGER (Fenrir)     |
| 11 TEMPLE     | ENDLESS        | CYCLE (Jörmungandr) |
| 12 CHILDREN   | BROKEN         | ROOTS (Yggdrasil)   |

## Buildings & Structures d4

The structures of the Nine Realms vary wildly, from the towering halls of gods to the forgotten ruins of mortals. The materials, size, and shape of a building tell its story; whether a sacred shrine or a fortress of war.

|   | MATERIAL                  | SIZE    | FORM            |
|---|---------------------------|---------|-----------------|
| 1 | Runestone/Ice             | Titanic | Jagged/Uneven   |
| 2 | Carved Bone/Ash           | Grand   | Long/Narrow     |
| 3 | Twisted Wood/Iron         | Modest  | Massive/Cubic   |
| 4 | Melted Gold/Charred Stone | Tiny    | Circular/Hollow |

**Example** A long-abandoned structure looms—  
 MATERIAL. Runestone/Ice (1)  
 SIZE. Crumbled Ruin (4)  
 FORM. Circular/Hollow (4)

“A circle of towering rune-carved stones stand in disarray, ancient inscriptions glowing faintly beneath the frost. Who carved them, and why?”

## quality d12

## SOUNDS

## type d20

- 1 HAUNTING. Echoes unnaturally, lingers in the mind.
- 2 ANCIENT. Feels like it has existed for centuries.
- 3 CRISP. Clear, sharp, unmistakable.
- 4 STARTLING. Sudden and unexpected, shocks the senses.
- 5 RESONANT. Deep, vibrating, powerful.
- 6 FOREBODING. Carries a sense of coming doom.
- 7 FAINT. Barely audible, distant, just on the edge of perception.
- 8 THUNDEROUS. Deafening, shaking the ground.
- 9 ERRATIC. Unstable, unpredictable, shifting in tone and rhythm.
- 10 INTENSIFYING. Grows louder, approaching or building.
- 11 HARMONIC. Melodic, layered, strangely musical.
- 12 FADING. Growing weaker, disappearing into silence.

- 1 RUSTLING
- 2 CHANTING
- 3 CLASHING SWORDS
- 4 FLUTE
- 5 WOODEN KNOCK
- 6 RUSTLING LEAVES
- 7 MURMURS
- 8 DRUMMING
- 9 SHRILL CRY
- 10 GROAN
- 11 THUNDER
- 12 SCREECH
- 13 BATTLE CRY
- 14 OMINOUS HUM
- 15 ROAR
- 16 GUTTURAL SNARL
- 17 PATTERING RAIN
- 18 EXHALE
- 19 CLINKING CHAINS
- 20 CRACKLING FIRE

## TASTE/ODOUR d20

- |                     |                     |
|---------------------|---------------------|
| 1 Burning Incense   | 11 Cedar Smoke      |
| 2 Damp Earth        | 12 Wet Fur          |
| 3 Decaying Wood     | 13 Rain Mist        |
| 4 Sharp Horseradish | 14 Volcanic Sulphur |
| 5 Mead & Honey      | 15 Tallow & Fat     |
| 6 Pine Resin        | 16 Mildew & Mould   |
| 7 Stagnant Water    | 17 Blood & Iron     |
| 8 Charred Ember     | 18 Rotten Meat      |
| 9 Salt & Brine      | 19 Bog Peat & Myrrh |
| 10 Bitter Wormwood  | 20 Frozen Wind      |

## d12 WHAT'S BEHIND THE DOOR?

- 1 A stairway spiralling down forever.
- 2 A hall filled with golden statues... all facing you.
- 3 A withered corpse, hand outstretched.
- 4 A mirror of the room you are already.
- 5 A beast, chained and waiting.
- 6 Nothing. Just the void. Just silence.
- 7 A battlefield frozen in time.
- 8 A long banquet table with empty seats, waiting.
- 9 A figure you know... but who should be dead.
- 10 An endless hallway of doors.
- 11 A realm you have never seen before.
- 12 Your own body, lifeless on the floor.

## d4 crown SIZE

- 1 Tight-Knit Gathering d4+4
- 2 Village Assembly d20+12
- 3 Town Square d100+30
- 4 Great City d1000+400 or War Camp

## USEFUL ITEMS d4

- 1 Piece of Equipment (core 113)
- 2 d20 Weapon (core 114)
- 3 d4+1 Armour (core 115)
- 4 Random Rune (core 142)

## YES/NO d4

- |               |              |
|---------------|--------------|
| 1 Yes.        | 3 No, but... |
| 2 Yes, but... | 4 No.        |



|                                    |                  |                                       |
|------------------------------------|------------------|---------------------------------------|
|                                    | d12              | WHAT IT MIGHT MEAN                    |
| Ravens circle overhead             | Γ <sup>1</sup>   | Odin watches... or death is near      |
| A blood-red sunrise                | F <sup>2</sup>   | A warning of coming war               |
| Your shadow moves on its own       | F <sup>3</sup>   | You are being followed                |
| A rune appears in the dirt         | F <sup>4</sup>   | A message, if you can understand it   |
| A beast bows its head to you       | P <sup>5</sup>   | A sign of favour, or submission       |
| Water runs uphill                  | P <sup>6</sup>   | Reality is unstable here              |
| A weapon rusts in your hand        | P <sup>7</sup>   | The gods disapprove of your actions   |
| A corpse does not decay            | P <sup>8</sup>   | Something unnatural holds it in place |
| The wind carries laughter          | P <sup>9</sup>   | Loki is meddling                      |
| Frost creeps in unnatural patterns | Fφ <sup>10</sup> | Hel's touch is spreading              |
| A second moon appears in the sky   | Γ <sup>11</sup>  | Something is out of balance           |
| Your breath fogs, even in warmth   | Γ <sup>12</sup>  | A spirit is near                      |

## d12 UNNATURAL PHENOMENA

- 1 Flickering Shadows** Light moves, but nothing casts it.
- 2 Floating Runes** Carved symbols hang mid-air, glowing faintly.
- 3 Ghostly Footprints** Tracks appear without a source.
- 4 Frozen in Time** A bird, a wave, or a warrior stands motionless, unmoving.
- 5 Talking Stones** The rocks murmur when touched.
- 6 Endless Path** No matter how far you walk, you end up where you started.
- 7 The Sun Blinks** For a moment, day turns to night.
- 8 Reflections of War** Distant battle cries on the wind but no one is there.
- 9 A Door Where None Should Be** Standing alone in the wilds. Open it?
- 10 A Familiar Face** Someone you know... but they should not be here.
- 11 Rotten Sky** Clouds pulse like flesh, and the air stinks of decay.
- 12 A Sudden Silence** No wind. No animals. Nothing moves.

# FAVOUR & WRATH <sup>(core 134)</sup>

In solo play, divine intervention works exactly as it does in the Core Rulebook.

**You do not control when the gods act.  
You cannot predict them.  
But you will know when they're watching.**

WHENEVER YOU...

- × perform a great deed
- × desecrate the old ways
- × break a sacred oath
- × survive the impossible
- × invoke a god
- × suffer a true humiliation

...DIVINE ATTENTION MAY BE DRAWN.

When this happens, flip a coin or roll d6.

HEADS/4-6 Favour

TAILS/1-3 Wrath

Then roll on the appropriate *Favour* or *Wrath* table.

MINOR  
(core 136)

MODERATE  
(core 138)

SEVERE  
(core 140)

Apply the effect as written. Most will state exactly when the effect takes hold. If they don't, apply them immediately. You do not delay effects. You do not hide results. ***You play honestly—and let the gods do the rest.***

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Use the *Ragnarök Tracker* to determine severity:

- × If the tracker is far from the centre, roll on the MINOR table.
- × If the tracker is close to the centre, roll on MODERATE or SEVERE.
- × During *Ragnarök* itself, all divine intervention is MODERATE or SEVERE.

**The gods may favour you.  
They may curse you. But they will not wait.**



Sometimes you must delve...

Use the *Sounds & Odours* tables (23) to deepen the atmosphere and draw a map as you go to avoid getting lost. *Final Rooms* often bring twists to the adventure so your goal may change.

# Dungeons

MICRO *d6*  
DR<sub>5</sub>

MEDIUM *d10*  
DR<sub>10</sub>

SMALL *d8*  
DR<sub>8</sub>

LARGE *d12*  
DR<sub>12</sub>

## Entering a Dungeon

Before venturing inside, determine the Difficulty Rating (DR) of the dungeon. The DR is also the *Final Room Die*, used to check if you've found the Final Room. (For massive dungeons, do not add the Number of Rooms Explored modifier to the Final Room roll).



## Finding the Final Room

Each time you enter a new room, roll to check if it is the Final Room. DR vs. 2d20.

**STRONG HIT.** The next room might be the Final Room. Roll the *Final Room Die* + the number of rooms explored so far. If the result is equal to or higher than the DR, the next room is the Final Room. Otherwise, the room is normal.

**WEAK HIT.** The next room is an ordinary room. Continue exploring.

**FAIL.** The next room is a dangerous chamber, containing traps or hostile entities. Choose relevant Room Content, a trap (core Frontpapers) or an enemy.

Repeat until you find the Final Room.

CHOOSE YOUR  
EXIT

Once you reach the **Final Room**, you must fully explore it before the dungeon is complete.

ROLL

Room Description, Room Type,  
and Final Room Contents.

This result should be broad enough to fit what you were looking for—or redefine your journey entirely.

Did you uncover the long-buried weapon of a fallen god? Did you find a gateway to another realm? Or did you awaken something that should never have been disturbed?

## Room Descriptors d20

- 1 Torch-lit & flickering shadows
- 2 Rune-carved walls
- 3 Stale air, heavy with dust
- 4 Echoes of distant voices
- 5 Bones arranged in ritual patterns
- 6 Faintly glowing runes
- 7 Battle-scarred & bloodstained
- 8 Frozen solid, ice creeping along the walls
- 9 Ceiling blackened by fire or lightning
- 10 Piles of rusted weapons & armour
- 11 A grand hall, but long abandoned
- 12 Heavy chains hanging from the walls
- 13 A statue of a forgotten god, eyes missing
- 14 Water dripping, but no source in sight
- 15 A colossal door marked with claw marks
- 16 Floor covered in ash & scorch marks
- 17 A single throne, empty but watching
- 18 The sound of wind, yet no opening
- 19 A sunken chamber, half-flooded
- 20 A great tree root piercing the ceiling

## Room Contents d12

- 1 **HOSTILE PRESENCE.** A creature, spirit, or ancient guardian lurks here. Roll on *Beasts* (19) or the realm's *Creatures* table.
- 2 **ECHOES OF THE PAST.** A scene frozen in time: faded battle murals, spectral warriors reliving their deaths.
- 3 **SUDDEN PERIL.** A trap or environmental hazard. Roll for a trap (core *Frontpapers*).
- 4 **SECRET GATHERING.** A group of survivors, cultists, or warriors engaged in a covert act.
- 5 **OBSTRUCTED PATH.** The way forward is blocked: collapsed stone, frozen ice, or a barricade of bones.
- 6 **FAMILIAR ECHO.** You recognize something: an object, a weapon, or a symbol tied to your past.
- 7 **UNUSUAL ADVERSARY.** Something dangerous that does not belong here.
- 8 **ENIGMATIC FIGURE.** A robed figure, bound prisoner, or stranger with unknown motives.
- 9 **TREACHEROUS TERRAIN.** The room itself is unstable—ice sheets, deep pits, poisoned air.
- 10 **CURIOUS ARTEFACT.** A single item with strange properties—glowing, whispering.
- 11 **DECEPTIVE STILLNESS.** The room appears empty, but something is here. Watching. Waiting.
- 12 **RUNES OF POWER.** The walls hold ancient carvings. Warnings, guidance, or a spell?

## Room Type d12

- 1 Warrior's Barracks / Training Hall
- 2 Burial Chamber / Crypt
- 3 Temple / Shrine
- 4 Secret Room / Ritual Chamber
- 5 Food Preparation / Banquet Hall
- 6 Watchtower / Signal Brazier
- 7 Throne Room / Leader's Chambers
- 8 Forge / Armoury
- 9 Prison Cell / Torture Chamber
- 10 Library / Seer's Den
- 11 Vault / Treasure Room
- 12 Portal Room / Map Room

## Final Room Contents d6

- 1 What you seek is here, unguarded. But why was it left behind?
- 2 What you seek is here—but it is guarded by something powerful.
- 3 What you seek is not here, but clues reveal its fate. You must continue your journey.
- 4 There is no trace of what you sought. Perhaps it was never real.
- 5 What you seek is within your grasp—but taking it will trigger a great change.
- 6 What you seek is here—but the price of claiming it is higher than you expected.

If you were searching blindly, roll on an appropriate table. Mining/Hoardings, Core Weapons, Core Items, etc.



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Sam Sanford (Order #49508193)

BLOOD & ICE is inspired by the immersive world of solo RPGs. In particular, Shawn Tomkin's IRONSWORN and SOLITARY DEFILEMENT by idios.

Like IRONSWORN, BLOOD & ICE focuses on the dual pillars of Narrative and Moves to drive the gameplay.