

A WEAPON ZINE FOR

REPTERHR

Brokk & Eitri's
Legendary
Weapons,
Armour
& Things





WORDS ^{FROM} THE FORGE

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So, you're here sniffing around for power.
Think you've got the guts to wield something made by us?
Hah! Listen, mortal—these aren't baubles for merchants
or shiny scraps to impress fools. These relics...

They've shaped the **Nine Realms**.
They've tipped the scales of wars, broken kings, and silenced gods.
You've heard of **Mjöltnir, Gungnir, Draupnir**—sure you have.
But let me tell you something: that's just the topsoil.

Dig deeper, and you'll find treasures more dangerous,
more cursed, and a damn sight
harder to
handle.

BROKK

—BROKKR

Easy, brother.

Not every wide-eyed fool is unworthy—some may even surprise us.
To those reading: What you hold is a chronicle of **fire & toil**, forged in the
heart of **Svartalfheim** by hands calloused from shaping the impossible.

Each relic here has been soaked in sweat,
tempered by sacrifice, and sharpened by the greed of gods.
A blade that desires vengeance. A shield that counters every blow.
A cloak that knows your tales before you write them.

These relics and weapons; if you touch them,
they'll wrap themselves around you,

for better
or worse.

EITRI

—EITRI



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WEAPONS

HRUNGNIR'S HAMMER

*two-handed
hammer*

✂ d12+2

Forged from unyielding stone, HRUNGNIR'S HAMMER is a piece of the earth itself. It carries the crushing weight of a mountain, every swing promising devastation, every impact a landslide waiting to happen.

 **SHATTERING BLOW.** On a hit, Test Might DR14 to create a shock wave dealing d3 damage to all enemies close to the impact.

STONE'S CURSE. Each swing requires the wielder to Test Fortitude DR12 or suffer 1 damage from the hammer's immense weight.

Quest hooks

- × The hammer lies buried beneath the ruins of HRUNGNIR's last stand, guarded by foes.
- × A group of giants seeks to reclaim the hammer, believing it will unite them against ASGARD.
- × The hammer's weight grows heavier with each use, threatening to break even the strongest warrior.

ANDSKOTI

battleaxe

✂ d10

THE ENEMY BLADE—a cursed axe whose edge never dulls and whose thirst for battle is insatiable. It pulses with violent intent, driving its wielder to seek conflict without end.

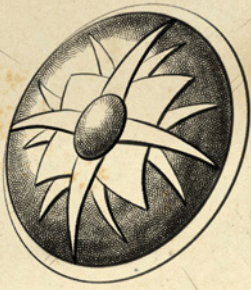
 **BANE OF PEACE.** Each time the wielder ends combat without killing an enemy, they must Test Wits DR14 or take d6 damage as the blade rebels.

RELENTLESS STRIKE. Critical hits with Andskoti deal double damage.



Quest hooks

- × The axe compels its wielder to seek vengeance against an old foe.
- × The previous wielder rises as a draugr, intent on reclaiming their weapon.



SVALINN

shield ✂ d4+2

A shield of such blinding brilliance, they say it once guarded the sun itself. Its surface gleams with an ethereal glow, defying even the fiercest flames. Behind it, no fire burns too hot, no heat too searing—it is a sanctuary forged from the very light it protects.

 **SUNWARD AEGIS.** Svalinn grants +2 to defence, shielding the wielder with radiant energy.

SOLAR BARRIER. Once per day, it can project a shield of light around the party, reducing all incoming damage by half for d2 rounds.

Quest hooks

- ✕ The shield glows faintly near objects of great power, compelling the wielder to hunt down and protect them.
- ✕ A faction tied to SURTR seeks to destroy SVALINN, believing it weakens MUSPELHEIM's fire giants.
- ✕ Svalinn's abilities fade over time unless it is bathed in the sun of ALFHEIM.



DAINSLEIF

sword ✂ d10+3

DAINSLEIF, the blade of a cursed king, drips with a malice that no forge could mould. Each strike carves wounds that defy healing, leaving its victims to bleed their final tale. It is a blood-soaked whisper of the doom it carries.

 **BLEEDING WOUNDS.** Enemies struck by Dainsleif take 1 damage at the start of every round from bleeding until treated or healed.

UNBREAKABLE OATH. The wielder can swear an oath upon the blade granting an automatic critical hit on the next attack. Once the attack has landed the user is broken.

Quest hooks

- ✕ DAINSLEIF is bound to an ancient king's tomb, and removing it awakens the vengeful foes within.
- ✕ A blood feud breaks out over possession of the blade, threatening an entire settlement.
- ✕ The sword offers unholy bargains to its wielder, urging them to spill blood to grow its power.
- ✕ DAINSLEIF begins to glow near those who have broken oaths, compelling the wielder to seek vengeance.

SKEGGJÖLD

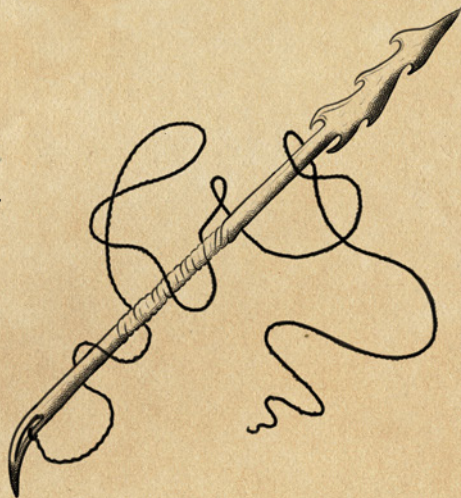
battleaxe ✂ d10+2

An axe once gripped by a lost VALKYRIE. Every swing cries out for battle, every strike carves a path toward glory. Its thirst unquenchable.

 **GLORY SEEKER.** For every kill made with Skeggjöld, add +1 to the outcome total after recounting your Saga upon death, as the weapon sings with joy.

Quest hooks

- × The axe sings when near VALKYRIES, revealing its lost kinship to their order.
- × The blade's song grows louder with each victory, but it begins to drown out all other sounds, disorienting the wielder.



NJORD'S *harpoon* HARPOON ✂ d8+2

Crafted from the ancient bones of leviathans, this harpoon reeks of fish. Legend claims NJORD himself wielded it, spearing sea monsters that dared to challenge the god of winds and waves.

 **TIDECALLER.** On a hit, Test Might DR14 to pull an enemy closer.

OCEAN'S WRATH. Once per day, on a hit, Test Might DR12 to summon a wave that pushes back all enemies close to you.

Quest hooks

- × The harpoon is stuck in the corpse of a sea serpent, drawing scavengers and cultists.
- × A rival sailor challenges the wielder, claiming the harpoon belongs to their family.

TYRFING

CURSED!
Sword

✂ d8+2

This blade, born of spite in the forges of vengeful dwarves, is as relentless as the hatred that shaped it. It never misses its mark, carving through foes with unerring precision. Blood is its hunger, and it doesn't care whose it takes.

 **UNYIELDING BLADE.** Tyrfing strikes with unerring precision, granting advantage on all attacks.

CURSE OF BLOOD. Once drawn, the sword demands a life. If no enemy is killed within d3 rounds, the wielder takes 2d6 damage.

Quest hooks

- ✕ A rival faction seeks to steal TYRFING, believing they can wield its power without consequence.
- ✕ TYRFING's curse begins to affect the wielder's mind, showing visions of blood-soaked pasts and urging betrayal.
- ✕ The blade demands vengeance against a particular godly figure.
- ✕ Reforge the sword in the fires of MUSPELHEIM to break its curse.



GULLINBURSTI'S GOAD

spear ✂ d8+3

A spear born in FREYR's name, its shaft shines with the strength of GULLINBURSTI, the golden boar. It yearns for the wielder to charge towards their enemies.

 **CHARGING STRIKE.** When running towards an enemy, the wielder deals an additional d6 damage on a hit.

GOLDEN AURA. Allies close to the wielder gain +1 to defence, bolstered by the spear's radiant presence.

Quest hooks

- ✕ Killing too many enemies with GULLINBURSTI's GOAD risks enraging FREYR.
- ✕ The spear glows faintly when near FREYR's sacred VANAHEIM groves, pointing the way to treasures.



ARDOUR

VÖRDR'S MANTLE

cloak

🌀 tier 2

A cloak woven from obscurity and reticence, VÖRDR'S MANTLE drapes its wearer in secrecy. It grants the power to vanish from sight.

🏰 **WARDEN'S GUISE.** Grants +2 to Guile Tests when attempting to hide or deceive others.

SPECTRAL VEIL. Once per day, the wearer may fade partially into the shadows, gaining temporary invulnerability to non-magical attacks for d3 rounds.

Quest hooks

- × The cloak's powers wane unless it is taken to NIFLHEIM to be renewed.
- × The mantle glows faintly when near unfulfilled oaths, leading the wearer to ancient grudges.
- × A thief seeks to steal the mantle, setting traps and ambushes to claim it.

EIR'S SHROUD

cloak

🌀 tier 2

This light, flowing mantle carries the gentle essence of EIR, weaving her healing touch into its fabric. It mends wounds and shields the vulnerable with a quiet, steadfast grace.

🏰 **HEALING PRESENCE.** Allies close to the wearer regain 1HP at the end of each round.

PROTECTION OF EIR. Once per day, the wearer may negate all damage from a single attack by calling upon the healing goddess.

Quest hooks

- × The shroud is torn, its healing powers fading unless the party seeks Eir's blessing.
- × The shroud's healing aura begins to attract undead, drawn by its restorative power.

BRÝNJA GRÍÐR

chainmail  tier 3

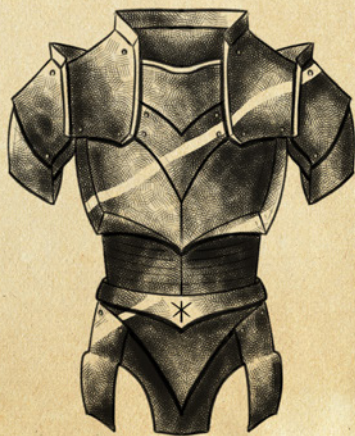
The implacable chainmail of GRÍÐR, forged to endure the chaos of battle. It shields allies while carrying the weight to crush foes who dare stand in its path.

 **UNYIELDING RESOLVE.** Grants +3 to defence and reduces damage from defence fumbles by half.

DEFENDER'S FURY. Once per battle, the wearer can protect an ally, taking their damage but also dealing *d6 damage* to the attacker.

Quest hooks

- × A rival warrior claims GRÍÐR's blessing and challenges the wearer for the armour to a Holmgang.
- × A jealous warlord sends assassins to claim the armour for themselves.



HELVEGGR ^(means Hel's Wall)

plate armour  tier 4

A suit of armour dripping with the icy authority of HELHEIM, HELVEGGR defends its bearer with a chilling resolve. It's worn as an unyielding mainstay against the undead.

 **HARDENED.** Grants +2 to defence.

WALL OF THE DEAD. Once per day, the wearer may summon a spectral wall that blocks movement for *d3* rounds.

WARDEN OF HELHEIM. The armour glows faintly when near undead, granting advantage on attacks against them.

Quest hooks

- × The armour is guarded by a legion of undead warriors, bound to HEL's will.
- × A necromancer seeks the shield, believing it can bind the spirits of the dead to their service.
- × The party discovers a prophecy that foretells the armour's destruction during RAGNARÖK.
- × HEL herself appears to demand the armour's return, offering a grim bargain in exchange.

THINGS

VEÐRFÖLNIR'S FEATHER

relic

Plucked from the sacred hawk that perches atop YGGDRASIL, this shimmering feather is a special treat. To hold it is to see as VEÐRFÖLNIR does—unmatched clarity and insight stretching across the branches of existence.

 **FAR-SEEING EYE.** One use, grants advantage on all Tests for a day.

BRUNNAKÁR *cauldron*

This legendary cauldron once fed the halls of Valhalla, its contents never depleting no matter how many feasted. Gods, mortals, or beasts—none leave its table wanting, yet its power humbles those who abuse it.

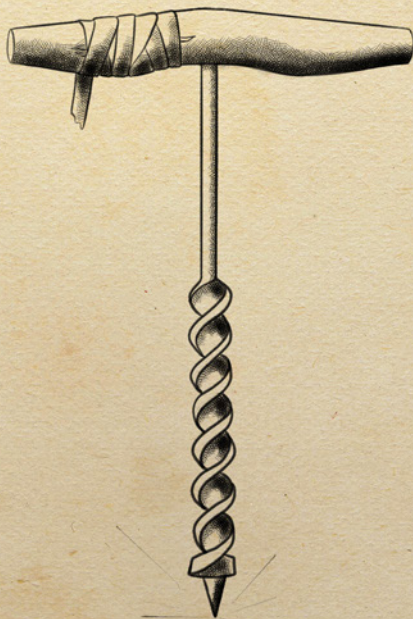
 **ENDLESS FEAST.** The cauldron provides food and drink for the entire party, restoring an additional $d6$ HP after each rest.

GLUTTON'S CURSE. Overuse risks invoking greed; after three uses, the user must Test Wits $DR14$ or have their maximum health reduced by half.

RATI *tool*

BOLVERK'S DRILL; this mystical drill was wielded by ODIN to pierce through stone and deception alike in his quest for the Mead of Poetry. Its tip gleams with strikes of inspiration, and it holds the power to shatter realms.

 **WORLDPIERCER.** Rati can create a tunnel through any non-magical material, granting access to hidden areas. Be warned: each use weakens the boundaries between realms, creating unstable portals.

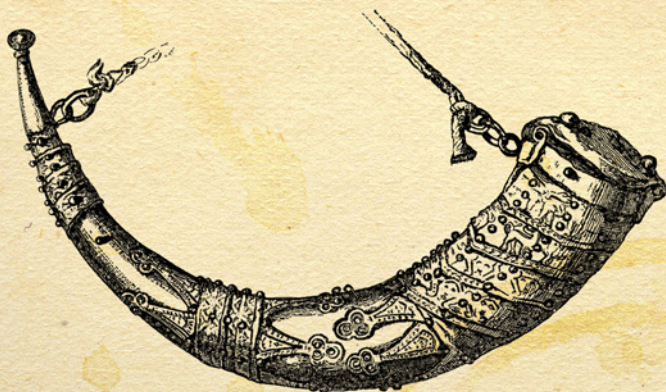


GJALLARHORN *instrument*

GJALLARHORN, the horn of HEIMDALL, is a relic of fate itself. Its thunderous call ripples through the NINE REALMS, shaking mountains and splitting the skies. When its sound echoes, even the gods pause, for it heralds RAGNARÖK and the breaking of the world's order.

 **CALL TO ARMS.** When sounded, Gjallarhorn rallies allies, granting +2 to all attacks for the next d3 rounds.

REALMSHATTER CRY. Once per day, Test Fortitude DR14 to emit a deafening blast. This blast stuns all enemies that can hear it for 1 round.



DRAUPNIR *ring*

DRAUPNIR, the golden ring of legend, is a masterpiece of dwarven craft, an emblem of unending wealth and divine might. Each day, it births many identical rings.

 **ENDLESS WEALTH.** Once per day, the ring creates d20+ Trinkets, duplicates of the golden ring.

DUPLICATIVE MAGIC. The ring's power allows it to duplicate one mundane item once per day. However, the duplicated item vanishes after d6 hours.

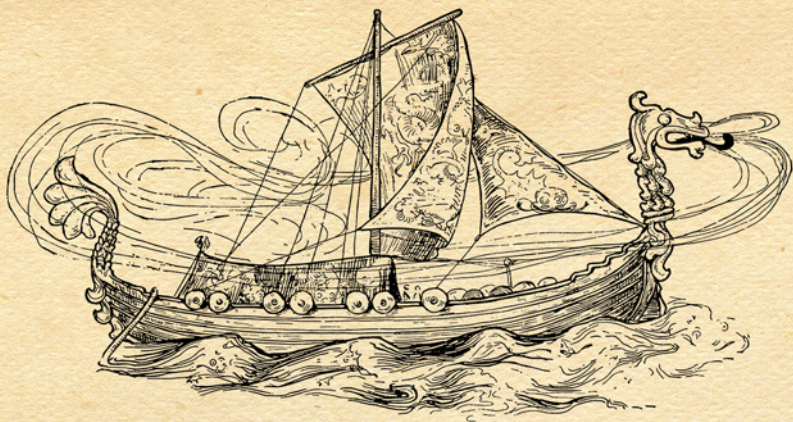
MEAD OF POETRY

consumable d6+4 uses

THE MEAD OF POETRY, born from the blood of KVASIR, is liquid fire for the soul. One sip ignites the mind with boundless inspiration, turning mortals into poets and warriors into legends.

 **INSPIRED ELOQUENCE.** Sipping the mead grants +2 to Guile and Wits Tests for the next d6 hours.

SKALD'S BLESSING. One use, finishing the canteen gives the drinker +4 to all their rolls during Flying.



SKÍÐBLAÐNIR *vessel*

SKÍÐBLAÐNIR is a marvel of dwarven craft. Forged with intricate magic, it folds into a pocket-sized trinket yet unfurls to a vessel of unmatched beauty. Its sails catch only favourable winds, guiding its bearer through even the most treacherous seas with unerring grace.

 **POCKET VESSEL.** Skíðblaðnir can fold into a small object and expand into a full-sized ship capable of carrying a party and their gear. It always finds favourable winds, halving travel time.

REALM SAIL. Can be used once per session to travel to a realm without navigating Yggdrasil's branches.



THRYM'S CROWN *crown*

Wrenched from the frozen brow of the frost giant king. The air around it crackles with frost, and its wearer commands the icy wrath of JÖTUNHEIM itself.

 **ICE KNIVES.** Summon and throw large icicles at will (d6 damage, ranged).

FROZEN DOMINION. Once per day, Test Wits DR14 to cover a large area in a thick layer of ice or snow.

NAGLFAR FRAGMENT *relic*

A splinter of the dread ship forged from the nails of the dead. With it, spectral warriors rise to heed the bearer's call, their hollow eyes bereft of purpose.

 **TIDE OF THE DEAD.** Once per day, summon d6 draugr for d3 rounds to fight alongside the wielder.

CURSED RELIC. Each use lowers the user's Guile by 1 as the fragment feeds on their essence.

EIKTHYRNIR'S ANTLER

relic

Once borne by the majestic stag, EIKTHYRNIR, the antler holds with the essence of HVERGELMIR's life-giving waters. Its touch heals wounds and revitalises the weary.

 **HEALING DRAUGHT.** Once per day, the antler can create a healing liquid that restores $d8$ HP to a single target.

FLOW OF VITALITY. Once per day, the antler can create a fresh water source that runs for $d6$ hours, sustaining an entire party in hostile conditions.



MÍMIR'S TEAR

consumable 1 use

A vial containing a single tear from MÍMIR—a droplet drawn from the WELL OF WISDOM. Drinking it sharpens the mind beyond mortal comprehension, revealing secrets of the realms and a window into the Norn's plans.

 **WISDOM'S GIFT.** Drinking the tear increases Wits by $+2$, above the cap of $+6$.

VISION OF SACRIFICE. The tear reveals a vision of a potential future, giving $+10$ to all rolls for the next hour. When the hour has passed, Test Wits $DR18$ or permanently reduce Wits by -2 from the mental strain.

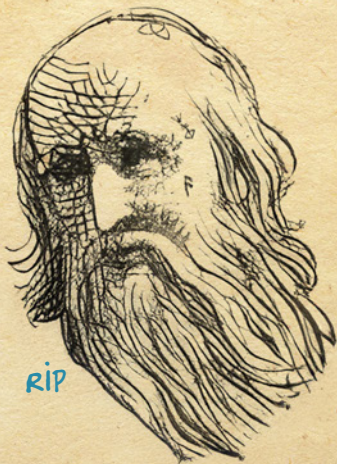
GLEIPNIR

chain

A chain unlike any other. It was forged by the dwarves in secret, with materials that defy logic and existence: the breath of fish, the roots of mountains, the sound of a cat's footfall. It is the chain that bound FENRIR to the rock known as Gjöll.

 **BINDING GRASP.** Once per day, entangle an enemy for $d3$ rounds, stopping all movement.

HELHEIM'S TREASURES. The chain hums when near other relics tied to Helheim, guiding the wielder towards them.



RIP

MÍMIR'S HEAD *relic*

A grisly relic of unmatched knowledge, its lips speak wisdom that cuts sharper than any blade. Once carried by ODIN himself, this artefact remains alive with a love of sarcasm and cosmic truths.

 **WHISPERED COUNSEL.** The head grants the wielder insight into any problem (GM's discretion). Seems to have a Scottish accent for *some* reason...

SOL'S HARNESS *relic*

Forged in celestial flame, this harness binds the divine horses—ÁRVAKR and ALSVIÐR—that pull the sun's chariot across the heavens. Each strap radiates a searing warmth, glowing like embers of a fire that never fades.

 **SOLAR STRENGTH.** Grants the wearer immunity to fire damage.

DAY TO NIGHT. Once per session, Test Wits DR16 to change the time of day.

ETERNAL GALLOP. Once per day, the harness doubles the movement speed of its wearer or their mount for d6 hours.

HJÁLMR DELLINGR *helm*

Forged in the first light of dawn, this helm chases away fear and doubt. Its glow fills the wearer with unshakable clarity, a guidepost of hope against the encroaching dark.

 **RADIANT DAWN.** When worn, the helm reduces cold damage by half and illuminates the area, dispelling magical darkness.

LIGHT OF HOPE. Once per day, the wearer may call upon Dellingr's light to heal d6HP to all allies they can see.

ABSENCE OF DARKNESS. The helm will dim with each act of cruelty committed by its wearer.

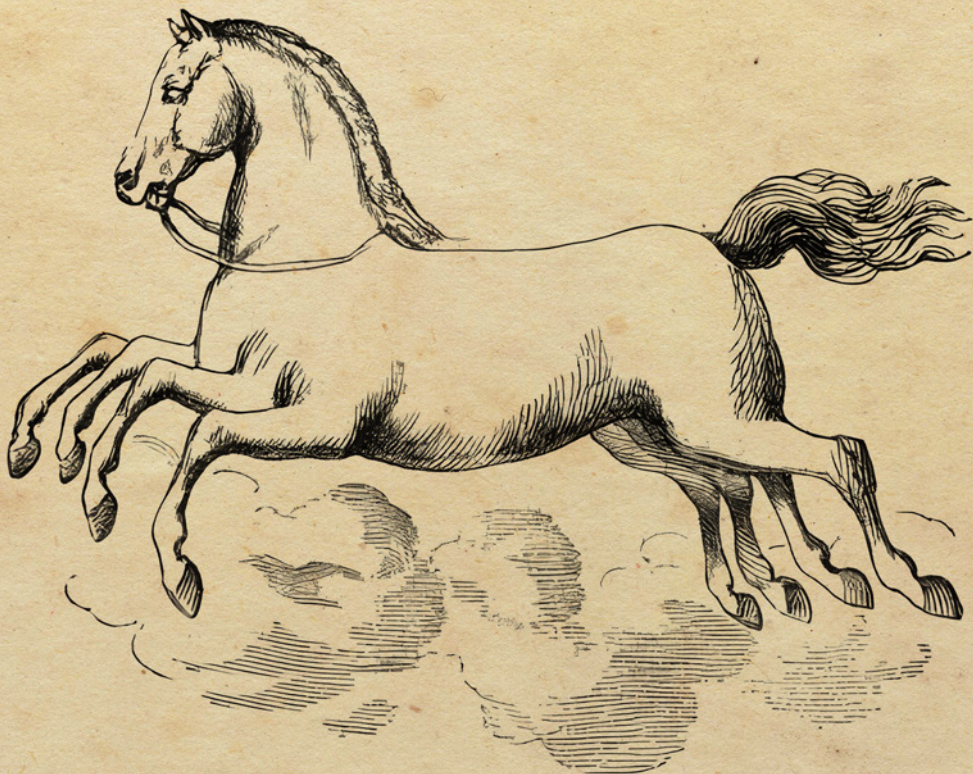
SLEIPNIR *Mount*

SLEIPNIR, the eight-legged steed of ODIN, is a creature born of strange origins and boundless power. SLEIPNIR gallops faster than the wind, effortlessly crossing the boundaries between realms.

 **REALMRUNNER.** Sleipnir can move freely between the realms of Yggdrasil, allowing swift passage without the need for gates.

GIFT HORSE. Sleipnir requires an offering before each journey, or it refuses to move.

UNSTOPPABLE CHARGE. Once per battle, Sleipnir can trample enemies, dealing *d6 damage* to any in its path.



SLIGHTLY
RECKLESS
GAMES

SRG

BEYOND
THE
JERK

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