

Jotun Gauntlet

A jump by dragonjek

Version 1.0

You have died.

Perhaps you dropped dead on the spot upon arriving in this world, or perhaps you lived out the life of one of the Norse Vikings. It matters not what life you have led, only how it ended; and, to your shame, yours was not a noble death in battle, but a dishonorable death by other means. Perhaps drowning, perhaps disease or poison, or perhaps you were backstabbed by a family member.

But today, that is not a chain fail, for the gods of Asgard have seen fit to give you another chance to regain your glory. You have been brought to Ginnungagap, the great void between worlds, and from this liminal place you have been given access to a great number of the branches of the World Tree.

Travel to each place that has been marked out to you; go to Jotunheim, to Muspelheim, to Niflheim, to Niddavellir, and to the highest branches of Yggdrasil itself. You shall travel to through this half of the Nine Realms, and through the World Tree itself, in hunt of runes that will prove your cleverness, your tenacity, and your skill in battle.

Once you have gathered these runes, you shall return to Ginnungagap, and from there, you shall face truly mighty foes, titans of the natural world and a challenge worthy of proving that you deserve a better fate than is planned for you. You shall face the Jotuns themselves, each named after a Futhark rune and with corresponding elemental powers.

To prove that you are truly a worthy warrior, you have been reduced to your Body Mod; all of your items and perks and powers are stripped from you. You can bring with you only what you purchase in this gauntlet; apart from this, you must face these giants alone, with nothing more than your small and mortal body. Furthermore, you receive **0 CP** to aid you in your quest; all advantages you gain must come from making this afterlife adventure even more difficult. Should

you succeed, you will impress the gods, and be permitted access to Valhalla to be given a great reward deserving of such a worthy warrior.

Should you die, you shall fail to impress the gods. For anyone else, it would mean the end for them, and they would be sent to Hel with no chance of meeting the glories of Valhalla... but you are not under the gods' aegis, but that of a foreign Benefactor, even if they have had this temporary custody over your soul. Your death will not be the end of you, but only the end of this gauntlet; you shall keep nothing you have purchased, and travel on to your next jump with only the memories of this world as keepsakes.

Do not shame yourself with a second death when the gods have been merciful enough to grant you this new chance. The opportunity for glory awaits; seize it with your own hands.

Age, Gender, & Origin

Your age at the time of your death was 15 + 2d8 years, and you can freely choose your sex and gender. As for your Origin, it is simple; you are a Viking who died an honorless death. However, at your discretion you may be a drop-in, choosing your own age and merely dying the moment you arrive in this world; however, you will still be considered one of the Norsemen, and as such are subject to the rules of their afterlife and must still compete in this gauntlet.

Location

You will travel to all of these locations, but roll 1d10 to determine where you first awaken in your afterlife trial.

1 – The Barrow Mounds (Jotunheim)

You begin in the Barrow Mounds of Jotunheim, homeworld of the giants. Foul fungi give off terrible clouds of toxic spores, and only a strange blue flower native to this world can clear the air of such poison. Be warned; though it may seem safe at first, terrible spiked and malicious roots will soon burst through the earth to crush the life from you, and the mounds hide at least one draugr who would strike angrily at any who woke them from their rest.

Jera, the Nature Jotun of Jotunheim

An eyeball nested in a flower is the heart of Jera, the Nature Jotun, and she will manipulate vast quantities of wood and vines to build up a body suited to combat. The natural world is at her command, and you will not only face the massive brute strength she wields, but will be opposed by spiked tendrils that seek to crush you, massive roots that block your path, and toxic spores that can choke the life out of you unless you reach a blue flower in time. Smite her into the earth from whence she came, and you will have impressed the gods.

You will need to obtain the Jotunheim rune of Jera to prove you are worthy to face her; fortunately for you, the rune of Jotunheim is intact and located in the Barrow Mounds.

2 – The Roots of Yggdrasil (Nidavellir)

You awaken amidst the Roots of Yggdrasil, which weave into the world of Nidavellir. The roots extend for an endless distance, and knit and interlock with one another. Traveling down the roots is easy; getting back requires you to exploit the waters of Hvergelmir, the spring that is the source of all water in the Nine Worlds. You are not far from the half of the Nidavellir rune that is hidden here. But be careful; Nidhoggr is not so far away, and although his attention is consumed with gnawing at the roots of the World Tree, if you rouse his anger he will prove a far more threatening foe than any jotun could hope to be. But even without angering him, the damage he causes to the World Tree shall

affect you, for great stalactites shall plummet down in intermittent rains, making navigating the roots hazardous.

3 – Brokkr's Forge (Nidavellir)

You come to outside the forge of the dwarf Brokkr, the great smith who forged Mjölnir and many other great treasures of the Norse legends. Brokkr is absent; however, in the city reside a great number of dwarves, some as large as giants. They will run from you; but once they gather in larger numbers, their courage will bolster and they will seek to crush you for daring to invade their home, regardless of how you present yourself. If you seek to prove yourself to the gods, you must fight through their army and retrieve half of the Nidavellir rune.

Fè, the Cave Jotun of Nidavellir

Fè sits like a queen in her throne, served by the great number of dwarves she has taken into her thrall. She is the first jotun to be armed, and wields a massive shield for both defense and offense. She can recall the shield to her side if disarmed, and she makes use of this by throwing the massive weapon. She is accompanied at all times by a veritable army of dwarves, and at her war cry they are empowered by her to engage you, even if they are slaughtered in droves. Wade through the dwarvish horde and shatter her body, and the gods will be most impressed.

The rune of Fè is split apart and hidden in Nidavellir, and you will need to retrieve the halves from both the Roots of Yggdrasil and Brokkr's Forge if you seek to face her.

4 – The Nine Rivers (Niflheim)

You find yourself in the Nine Rivers of Élivágar, the ice-wave rivers from the beginning of the world. The dreadful chill winds of Niflheim gust strongly enough here to blow you away, though you are fortunate that they only blow intermittently. If you are fast, you can reach shelter before you are blown away or frozen by the cruel winds.

5 – Jormungandr's Lake (Niflheim)

You are at the edge of a vast lake in Niflheim, the surface frozen solid with many feet of ice. You will need to cross the surface of this lake if you want to find the half of the Isa rune hidden here, but be wary; the head end of Jormungandr, the serpent who encircles the world and the one destined to slay Thor in Ragnarok, can be found in these waters, and the lake is wide and deep enough to permit him some degree of mobility. His massive head, larger than even the greatest of the Jotun you are hunting, will effortlessly break through the ice to snatch at you should he notice you as you cross the surface. Fortunately, he is an opportunistic predator, and has no wish to actually fight you; if you avoid his initial attack (easier than it sounds, should you have the speed; he has a difficult time adjusting the angle of his attacks considering his size), he will dive below rather than engage you in combat. But he may return to strike again later... be wary.

Isa, the Frost Jotun of Niflheim

Although smaller than Jormungandr, the Frost Jotun is still a mighty foe of his own accord, towering at many times the height of a man, yet still not the tallest of the jotun. He wields the cold and the wind as his weapon, and will seek to bury you in snow and ice, or crush the life out of you with brute power. Be wary, as he can conjure forth a dreadful blizzard even on calm days, and will only become more dangerous in such icy conditions. Beat him and break him and shatter his frozen body apart, and the gods will gaze upon your victorious form, impressed.

Each half of the rune of Isa is hidden in the parts of Niflheim you have access to, so seek them out in the Nine Rivers and Jormungandr's Lake.

6 – The Northern Sky (Yggdrasil)

Your location is the very sky itself, standing upon solid clouds as you gaze upon the constellation-filled night. You will need to activate a

number of lightning relics in patterns fitting the constellations, but take heed; every constellation activated further charges the clouds you stand on with lightning, and you may very well electrocute yourself to death if you are not careful.

7 – Vethfolnir's Roost (Yggdrasil)

The upper reaches of Yggdrasil are home to a giant and nameless eagle; between its eyes roosts the great falcon, Vethfolnir. You shall navigate the branches of Yggdrasil, all while evading attacks from the truly titanic birds of the World Tree.

Hagalaz, the Storm Jotun of Yggdrasil

You might think Hagalaz already dead when you encounter him; few things can live through being severed in half at the waist, but jotun do not follow the laws that men and beasts do, and awakening this sleeping giant will simply cause both halves to leap into the sky as a single, disconnected body. He shall blast you with lightning, and can cover great swaths of the land in baleful electricity, which only gets worse whenever he duplicates himself, each body fully as powerful as the original. Be wary not to over-devote yourself to your offense, lest they teleport away before you can land a critical blow. When you silence the insane laughter of this jotun and still the raging storm Hagalaz represents, you will have impressed the gods.

The rune pieces of Hagalaz are hidden within Yggdrasil itself, so search well in Vethfolnir's Roost and the Northern Sky.

8 – Ymir's Blood (Muspelheim)

When the giant Ymir was slain, his body was used to create the world, and his blood turned into water. You shall need to cross a large marsh formed form this blood, but take heed; volcanic activity in this region has tainted the water, and you cannot swim in it. You shall need to take the rafts that border the solid lands in the region as you search for the

half of the Kaunan rune. Watch out for magma seeping up through cracks in the earth as you search.

9 – The Crater (Muspelheim)

A lava-filled, volcanic crater that is also home of a military encampment of fire giants. You will need to fight your way through them and use some clever thinking to cross the rivers of lava as you seek out the half of the Kaunan rune.

> #### Kaunan, the Fire Jotun of Muspelheim
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> Kaunan is a great smith, and is indeed the very smith who forged the blade of Ragnarok that Surtr will use to end the world. You will encounter him hard at work, but when he notices you he will wield a half-finished sword against you, still sullenly glowing with the heat of the forge. His beard of molten lava will boil as he assaults you with fireballs from above and magma from beneath the surface of the earth. He is the strongest of the jotun, but also incomparably prideful; when defeat nears, rather than fighting his hardest to survive he will instead kill himself from the shame of losing to a meager human. Still, it will suffice for impressing the gods.
>
> The rune of Kaunan is split in half; search Ymir's Blood and the Crater for them.

10 – Ginnungagap

The emptiness between worlds, to you Ginnungagap is represented by stone pathways leading through the void, each one going to a separate part of the Nine Worlds, and when you find part of a rune you will return here, allowing you to start the search for more parts. Once you have completed a rune, you are permitted to engage the jotun of that rune. But defeating all five of the jotun is not enough to clear the shame of having died a dishonorable death; all it has done is prove that you are worthy for the final challenge you must face.

Odin, the Allfather

Far smaller than any of the jotun, he still towers above the tallest human. And he is the greatest of challenges you shall face, for Odin is the king of the gods and the greatest deity of the Norse pantheon. He often throws his spear, Gungnir, which may fly past you... but this is only a trick by the wily god, as the magical weapon will curve in its flight to attack you from a new direction. Furthermore, he has a mastery of rune magic beyond what mortals might imagine, and can use it to summon forth the spirits of the deceased jotun to fight against you at his side, freely calling upon their attacks in addition to his own.

Fortunately, you are not required to actually defeat the full power of Odin; you need only battle against him with enough bravery and skill in the face of an unstoppable opponent, and he will call the battle off, satisfied. You will have impressed the gods, and Odin will call down the Valkyries to raise you to Valhalla.

Drawbacks

Although you are more than welcome to try the gauntlet as-is, it may be too much to expect from you; as such, a number of drawbacks have been generated, allowing you to make the gauntlet harder in exchange for CP.

Butterfingers (+100 CP):

Well, this is embarrassing for a Viking warrior. Your hands easily get slick with sweat, and from time to time your weapon will just slip out of your grip. Fortunately, it will never fall over an edge to where you cannot reach it, but you will still be vulnerable to attack while you recover your weapon.

Graced by Ithunn (+100 CP):

Your enemies have been granted the blessings of the goddess Ithunn; the jotun now have 50% more health than they did before. You may take this a second time to increase that to a full 100% extra health.

Test the Body, Test the Mind (+100 CP):

Although you will have to face puzzles even without this drawback, they would be simple puzzles with obvious answers. Now, however, you will face riddles and puzzles such as to force you to strain your mind in search of an answer.

Einherjar Mode (+200 CP):

Your battles will be much tougher; not only do the bosses start their battles already in the second stage, but once you bring them down to about half of their base health, each boss will gain a new type of thematically appropriate power.

Glory on the Battlefield (+200 CP):

Normally, your adventures in this world would be light on combat, outside of the boss battles. Now though, you have dwarves, fire giants, and the occasional draugr in every world, and will have to wade through hordes of bodies in order to make your way through and solve the puzzles needed to reach the runes.

Stamina Bar (+200 CP):

You have a Dark Souls-esque stamina bar. Dodging and attacking both drain your stamina bar, and you will be forced to wait for it to recharge

before continuing your offensive. Your fights will be riskier and take longer.

Where in the World? (+200 CP):

Your search for the runes will be much harder, as now each rune or rune half is scattered across a far vaster area, and you must comb through an area the size of a small nation to find them. The only relief is that there is no time limit on this trial.

An Ant Fighting an Elephant (+300 CP):

You can now only survive taking a single hit from a jotun; a second blow will surely kill you. If you have the perk **Ithunn Extends Your Life**, it only permits you to survive two blows. You may purchase this a second time to make being struck by a jotun at all to be a fatal injury, even if you purchased the perk.

It's Called the *Nine* Worlds (+300 CP):

Normally, you would only visit the worlds of Nidavellir, Niflheim, Jotunheim, and Muspelheim, as well as Ginnungagap and the World Tree Yggdrasil itself. Now, you will also need to fight a jotun on the worlds of Asgard, home of the Aesir gods; Midgard, home of the humans; Vanaheim, home of the Vanir gods; Alfheim, home of the Light Elves; and Svartalfaheim, home of the Dark Elves. Each world will have two locations for you to search, as well as a jotun to fight. This also means that Odin will have more powers to wield against you when you finally fight him.

In Asgard your enemy shall be the jotun Raidho, named after the rune of motion, nobility, and righteousness. They resemble a large and armored warrior, wielding two axes and glowing with inner light. In

Midgard, you will fight the jotun Nauthiz, named after the rune of necessity, innovation, and urgency; they are a fast jotun, mechanical in form and made of wood and metal. In Vanaheim, you will face the jotun Ihwaz, rune of death, mystery, and immortality. They are a skeletal being, reminiscent of the draugr you encounter in the Barrow Mounds, but vastly larger and with the power to fade into shadows. Alfheim's jotun is named after Laguz, the rune of water, dreams, and life. They resemble nothing so much as an enormous floating brain, with tendrils waving through the air. It is much weaker than other jotun, but it has the ability to create false visions in your mind to cloud your senses, although it can't maintain them forever. Svartalfaheim features the jotun Berkano, of the rune of motherhood, healing, and rebirth. She shall disgorge warriors from her womb, individually more powerful than dwarves but in smaller numbers than you would face from Fè. However, she will also heal them and revive those who fall, and you will need fight the jotun at the same time you face her minions, who will grow stronger and stronger as time passes. But she is weak from giving birth, and not as mobile as she might otherwise be.

They Can Think (+300 CP)

Your enemies are no longer straightforward monsters with repeating and obvious attacks. They are clever individuals who will fight against you intelligently, will avoid making attacks that obviously aren't effective, and will switch up their tactics.

The Viking Life (+1000 CP)

You can also abandon the opportunity for glory by not dying; instead, you insert into this world as a member of the Norsemen in Midgard, with a backstory of your design, and you must live out a full 10 years in this world. However, at the end of those 10 years, you will still die, and have to face this trial before continuing on your chain. However, as it is not a gauntlet you will have full access to your powers and items, despite being dead; this death is not a chain failure, but "dying" a

second time during the trial will be considered to be so, as is dying before the end of the jump. Taking this drawback means that you will not get a reward for completing the jump.

Perks

You receive 2 discounts on perks for each price tier. Discounted 100 CP perks are instead free.

Dead Man Walking (Free):

You are dead, and are technically a spirit with a physical body. As a dead person, you have no need to eat or drink, and do not grow tired (be it from exertion or from going without rest). You lose this perk when the gauntlet is over. If you take **The Viking Life**, then you only gain this perk once you die at the end of the jump.

Viking Paragon (Free)

You stand at the pinnacle of what a Viking warrior could; as such you are an excellent warrior who would have no problem fighting multiple opponents at once, and your body is somewhere slightly beyond peak human fitness. You are tough enough to survive at least a couple blows from a jotun, and strong enough that your blows can pierce through the thick skin and muscle of such behemoths to actually wound them... although it will still take many, many blows to actually fell such titans.

Heavy Attack (-100 CP)

Your might is far beyond what could be expected of any human being. You can sever trees as thick as you are tall with a single swing (although you'll need some wind up and both your hands to manage such a feat), and even your normal slashes are enough to send clusters of dwarves flying in pieces through the air. Using both your hands, you

could even fell a giant in a single blow. However, such power is still weak in comparison to a jotun, and it will still take a great many blows to so much as sever a single limb, much less actually kill one.

Favored by the Father (-100 CP)

No, not the Allfather. Misfortune fell upon Thora's family because her father favored her for being the greatest warrior in the tribe, and her brother fell victim to jealousy and embraced treachery. Fortunately, you will never experience the same plights she did, as people just don't feel jealous regarding you or your accomplishments.

The Chieftain (-100 CP):

Your sex, gender, or the order of your birth will no longer disqualify you from any job or role you seek to take, nor will anyone raise objections to you assuming the position you wish... at least, they won't raise objections based on those qualities. If you're not going to a be a good chief, they won't support you in the first place, but just being a woman wouldn't be enough for anyone to oppose your nomination as the new chieftain.

Ithunn Extends Your Life (-100 CP)

Ithunn, guardian of the golden apples and the restorer of youth, has given you her blessing. You can now survive four, maybe even five direct hits from a jotun, and as long as you are still alive your body will continue to function as though you have not been damaged at all.

God Power (-200 CP Each)

You receive the blessings of one of the gods of the Vikings, and gain the ability to use their associated god power twice per day. Now, you can attain these powers in the gauntlet itself, but this ensures that they

will come with you when the jump finishes, and sustains their power even when you have gone beyond the reach of the gods. Furthermore, it allows you to gain more uses of each god power you purchase; for each shrine to that god that you pray at in the jump, you will be granted an additional daily use of that deity's god power (these extra uses will come with you once the jump is over). Each purchase must be discounted separately.

Frigg's Healing

You have been blessed by Frigg, Queen of the Aesir and the goddess of childbirth and wisdom. You have the power to knit up your wounds and heal yourself and others, guaranteeing that even the worst injuries become something survivable. A single bout of healing is roughly equivalent a single blow from a jotun, maybe a bit less.

Heimdall's Shield

You have been blessed by Heimdall, the son of nine mothers and the protector of the Bifröst. You have the power to surround yourself in shields of mystic energy, which will repel all sources of damage... but only for a few seconds.

Loki's Decoy

You have been blessed by Loki, the god of mischief and treachery. You gain the ability to produce lifelike illusions of yourself that enemies will find indistinguishable from you. They behave like you, speak like you, and act like you, and your enemies will be unable to tell the difference between you and your illusion. However, once it takes a bit of damage or enough time passes, the illusion will explode in a lethal burst of power.

Freya's Speed

You have been blessed by Freya, the goddess of war and fertility. With this blessing active you will be able to move at several times your normal speed; the drawback is that this ability will only last for a few seconds.

Thor's Hammer

You have been blessed by Thor, the god of thunder and bravery. Activating this blessing will call forth lightning in the shape of Thor's mighty hammer, Mjölnir, which will be several times the size of your own body; this massive hammer will follow the path of a single one of your swings, exerting a massive amount of force equal to twice what you could normally produce, in addition to blasting your target with lightning.

Odin's Spear

You have been blessed by Odin himself, the Allfather, king of the Aesir, and the god of battle and death. You gain the ability to conjure a simulacrum of his famous spear, Gungnir, which will fly unerringly through the air to pierce any target you can see, doing far more damage than any spear ought to inflict.

Dwarven Smithing (-400 CP)

Your crafting skill reaches far beyond anything mortal men could hope to accomplish. The tools you craft are of higher quality, the iron you forge harder than iron could ever be, the blades you make sharper than they ought to be. All that you create is more potent than it has any right to be, reflecting the superlative craftsmanship that goes into their making. Despite the name of this perk, it applies to any sort of craftsmanship, so long it is something that you make with your hands (or at least, with tools you hold in your hands).

Runic Magic (-400 CP Each)

You learn the magic inherent to one of the runes associated with a jotun, and gain special powers when using it. Each use of a rune allows you to use one of a selection of powers associated with that specific jotun, but only one such power per jotun can be used at a time. Using a rune only requires you to sketch the rune out with your finger, or call

out the name of the rune in a strong voice. Note that trying to use a rune on the jotun of the same name will be futile, as they can completely ignore effects that fall under their element.

You may purchase this more than once for more runes, but discounts apply individually to each purchase.

Jera, Rune of Harvest, Fertility, and Earth

You gain powers like those of the jotun Jera. You can shape plant life into something resembling a suit of power armor, customized to your tastes; it only increases your size by a few feet, but while in it you have more mass and are resistant to damage. You can also grow a flower that emits a toxic cloud; while you and those you designate are immune to the poison, it is otherwise lethal. Alternatively, you can use this rune to grow spiked vines from the earth, that will attempt to restrain and slam into an enemy.

Fè, Rune of Wealth, Power, and Gold

You gain powers like those of the jotun Fè. You can form dwarvish beings from the earth, animating them with life, loyalty, and something resembling-but-not-quite intelligence. You may instead gain the power to reshape stone, either creating a tool, weapon, or shield from stone, or causing great rock pillars to erupt from the ground. Finally, you can unleash a powerful cry that invigorates and empowers everyone who is your ally or underling that can hear you call out.

Isa, Rune of Ice, Stillness, and Power

You gain powers like those of the jotun Isa. You can emit a powerful storm from your lungs, a gale of wind and ice that can freeze people solid and cause terrible pain even to larger beings. You may instead be able to charge forward, propelling a wave of snow before you to slow and bury your enemies. Finally, you can invoke a blizzard, not only freezing over your surroundings but

inhibiting your enemy's sight, while facing no such problems yourself.

Hagalaz, Rune of Hail, Crisis, and Chaos

You gain powers like those of the jotun Hagalaz. You gain the power to attack with lightning; you can blast with straightforward beams of energy, or call down lightning bolts, although the latter gives a slight forewarning before the lightning strikes that an enemy may use to evade. You can instead use this rune to teleport, instantly allowing you to move a short distance. Finally, you can use this rune to duplicate yourself, gathering so much energy you split apart into two bodies. However, both halves of you share the same pool of health, so if one of you takes damage, both of you do. However, it is a potent method of doubling your offensive power. You can control both bodies as naturally as you could a single body, and can rejoin at any time.

Kaunan, Rune of the Torch, Mortality, and Pain

You gain powers like those of the jotun Kaunan. The first use of the rune is to call down fireballs from the sky to strike where you will. The second is to melt the earth into lava and call forth surges of magma from below the surface. Finally, you gain the ability to channel heat into any weapon you wield; this heat will not harm you, but can turn your weapon white-hot and allow it to inflict far more grievous wounds than before.

If you purchased **It's Called the *Nine* Worlds**, then you can purchase runes thematically appropriate to the jotun from that drawback. Use the existing runes as a guideline as to the power levels such runes should have.

Conjurer of Jotun (-600 CP):

Every time you defeat a jotun, you gain the ability to call upon an echo of their being. This, at the expense of a large amount of energy, will briefly summon forth the form of the jotun to make an attack on your behalf. In future jumps, you can summon the echos of similar “bosses” you have defeated.

Conqueror of Jotun (-600 CP)

“The bigger they are, the harder they fall” is a maxim you could live by, as your own attacks become more powerful the more massive a target is in comparison to you. A normal human might hit a giant hard enough to make it reel back, but stabbing a jotun with a kitchen knife would leave a wound as though made by a sword instead of a dagger.

Divine Blood (-600 CP):

The blood of a god flows through your veins. In addition to giving a slight boost to all of your physical capabilities, you will find that Fate favors you, and that even impossible quests will now fall within the realm of possibility. Paths that should be untraversable will have a route, if you’re only clever enough to find it; enemies that should be insurmountable can be overcome, if you but find their inevitable weakness; Puzzles that should be unanswerable will have clues to their answer, if only you hunt them down. This never outright gives you success—such a thing would be unworthy of the child of a god—but the potential is always there.

Items

You receive 1 discount on an item for each price tier. Discounted 100 CP items are instead free.

A Worthy Weapon (Free)

You gain a single ancient weapon of your choice. The most useful option would be a hefty bladed weapon, such as a large, two-handed axe, as such a weapon would have the easiest time hacking through the bodies of the jotun.

Bear Hide Cloak (-100 CP)

A cloak made from a bear's skin, it provides solid protection from the rain and snow and will keep you, if not warm, no worse than unpleasantly chilled even in freezing weather. It does nothing to help with warmer climes, however.

Horned Helm (-100 CP)

You gain a helmet. Besides being a sturdy helm in general, it has the special property of completely negating the risk of a concussion or dizziness from head injuries. It also absorbs the force from blows to your head, just enough to ensure that your neck doesn't snap.

Sacred Flower (-100 CP)

A bright blue flower, it blooms only in the presence of a person, otherwise remaining tight in its bulb. When bloomed, it provides a bubble of breathable air, ensuring survival even when exposed to toxic inhalants or if stuck underwater. Though the plant is normally quite large, this particular flower is small enough that you could carry it on your person.

Drakkar (-200 CP)

A Norse longship, the prow shaped into an ornate carving of a dragon. It has thirty rowing benches, with a crew of mindless spirits that are only capable of upkeeping the ship and performing what is needed to allow you to sail it. Due to them, you are able to single-handedly pilot

this vessel, and thanks to godly magic it will always appear in a nearby body of water when you need a boat. If it ever sinks, you will find it in the next large body of water you come across after at least a day has passed.

Gleipnir (-200 CP)

A mighty and unbreakable chain, it was forged to restrain the mighty son of Loki, Fenrir. Despite being as thin as a silk ribbon, it is far mightier than any thick chain of iron could be; Fenrir will rage for ages in his chains, but will never be able to escape them until the time of Ragnarok. You gain a copy of this chain, which is nigh-unbreakable and can extend for hundreds of feet, or retract at will to a small loop.

Audhumbla (-400 CP)

Is this the very same primordial cow who licked Buri from the ice, and who fed Ymir with rivers of milk? Who knows. But if it is, then her milk reduction has drastically shrunk; she now produces milk on demand, but only in normal amounts for a cow at a time, not entire rivers. However, just like she released Buri from the ice, this cow excels at finding anything you tell her to seek; as long as it physically exists, simply tell her to find it and she'll guide you to it. However, it only works if you describe a distinct object, not something that's up in the air (for instance, she could guide you to "my father", "a sword", or "home", but she wouldn't be able to if you asked her to lead you to "a sword capable of killing a god", even if such a sword existed). She's pretty fast, too, able to move at about the same speed as a horse.

Brokkr's Forge (-400 CP)

You gain a copy of the selfsame forge of the great dwarven smith Brokkr, which he used to create many priceless treasures of mythology. Even without any talent, someone could use this forge to

create quality weapons, the very concept of craftsmanship imbued into every last inch of its surface. But in the hands of someone who took “Dwarven Smithing”, it shows its true potential. Using such a forge, someone with that perk could create masterpieces that rival famed works such as Gungnir, the spear of Odin which never misses; Mjölnir, the mighty hammer of Thor; Gleipnir, a chain so strong it will hold down Fenrir until the days of Ragnarok; Draupnir, a golden ring that duplicates itself; or Gullinbursti, a living boar forged from gold.

The forge also comes with a refilling supply of impossible ingredients, such as the sound of a cat’s footstep or the roots of a mountain.

Mímir’s Well (-400 CP)

This well holds the head of the wise man Mímir; once, one could sacrifice a part of themselves here in exchange for vast wisdom, but after being carried around as a severed head by Odin, Mímir decided to branch out into healing instead. By standing before the well, the water will be converted into healing power and completely recover someone from all their wounds and ailments. However, it can only be used in this fashion once a day, as the water needs to refill. Mímir can still talk, but has an infuriating way of avoiding saying anything important. If you want any advice from him, you will need to sacrifice a body part to the well, and he will give you wisdom-by-proxy.

During this gauntlet, the wells of Mímir can be found scattered across the Nine Worlds, but afterwards it will become an attachment in your Warehouse, although you can “deploy” it at any location in a jump world at your desire.

Ran’s Net (-400 CP)

A duplicate of the net used by the cruel sea goddess Ran to drown people. When used above water, it is “merely” an unbreakable net that will, at your command, open or fold itself up. Beneath the water, however, anything you catch with this net will begin to drown immediately. Lungs lose the air they hold, and even fish lose the ability to breathe water while thus captured. Death comes swiftly afterwards. In case of an accident, rest assured that you are immune to the effects of the net.

Gungnir (-600 CP)

This is a mighty spear, a perfect replica of the spear created by Brokkr for the god Odin. When wielding this spear, you cannot miss your target; you will always pierce your target, whether you strike in melee or at range, even if you have no skill at combat. Furthermore, the spear is always guaranteed to do at least *some* damage, even to an enemy with unbreakable defenses.

Járngreipr & Mjölnir (-600 CP)

Copies of the legendary artifacts that are two of the greatest tools in the possession of Thor. Járngreipr is a set of iron gloves; wearing these gloves will protect you from taking injury from the force of swinging the mighty hammer Mjölnir. Mjölnir can fill itself with the power of lightning, and should you throw the hammer it will always fly back to your hand. Without the protection of Járngreipr, however, the sheer power inherent in the hammer will always break your hands when you swing it, no matter how strong you are.

Companions

This is a trial for you alone; you cannot take companions with you on this gauntlet. However, if you take **The Viking Life** drawback, then it is a normal jump and you may import companions; they receive normal

discounts, as well as **600 CP** to spend on perks or items. It costs **50 CP** to import a single companion, or **300 CP** to import all 8.

Ending

Upon reaching Valhalla, this tale comes to an end. You have three choices at this point: you can **Stay Here** in Valhalla, you can **Go Home** to your Earth and return to life, or you can **Move On** to the next jump, again returning to life.

However, if you beat this as a gauntlet, you do receive some extra benefits. You gain 2 free purchases of “God Power” and 2 free purchases of “Runic Magic”. Additionally, if you ever die in an inglorious manner (aka, a death not from combat), and have no more 1-ups or tricks to save you, then you may return to this gauntlet and play through it again; however, you cannot take **The Viking Life.** If you succeed at the gauntlet, then you can continue your chain; you can either retry your failed jump or move to the next one, losing all purchases from the jump you died in and selecting a new jump to go to.

That said, don’t expect to have an easier time just because you’ve been to this gauntlet before; every time you come to this world after the first, the amount of health each jotun has increases by 25%, and they get just a little bit faster. Should you fail one of these additional runs through the gauntlet, it is considered to be a chain-fail, just like you died in a regular jump.