Blood Rage

Odin All-Father, in his wisdom, knew that Ragnarök would come. Unfortunately, he could not find a way to prevent Midgard's destruction. Inferior creatures have no other choice but to take shelter and wait for the end of the world. But not everyone is so cowardly: several Viking clans have decided to stand defiant to the end, to garner as much glory as possible, and, hopefully, earn a place in Valhalla at the All-Father's side.

And you're the chief of one such clan.

Welcome to Blood Rage, Jumper. You're gonna be spending some time here, trying to earn Glory. You will be facing at least one other clan in this endeavor; to win this gauntlet, you simply must gain more glory than them.

Oh yeah, this is a gauntlet, by the way; losing won't mean the end of your chain.

Here's 0 BP (Blood Point) to buy stuff here.

Here's where you will arrive : the Nine Realms. What's accessible to mortals anyway.

Origin :

Wolf Clan: **The Wolf Clan adorns themselves in red, and their standards harbor a wolf's head. Fighters through and through, they know that the pack can slay much bigger prey than the lone wolf, and so fight best as a group.**

Bear Clan: **The Bear Clan adorn themselves in brown, and their standards harbor a bear's paw. Favoring hammers, they prefer building during peacetime. They are slow to anger - and slow to calm down as well.**

Serpent Clan: **The Serpent Clan adorn themselves in yellow, and their standards harbor a sea serpent. Favoring axes, these tricksters avoid a straight fight whenever possible. Strike only when one blow will kill, only when you have the advantage, that's their philosophy.**

Raven Clan: **The Raven Clan adorn themselves in blue, and their standards harbor a raven's head. Favoring spears, those mysterious fellows seemingly appear from nowhere, work miracles, and disappear elsewhere, as if heralds of change.**

Drawbacks :

Where did everyone go ? (+100): There are quite a few villages you and your troops can stay around here. Normally, they'd be normal villages, but with this drawback, they will be much smaller, with fewer people. Sustaining forces there will be harder.

- **No, seriously, where did they go? (+ 200, requires Where did everyone go ?): ... Crap. Now, every town is a ghost town. No locals in sight, everyone is dead. Things might get lonely.**

Northern Day (+100): Had you not taken this drawback, the day/night cycle would be similar to what you're used to, Jumper. With it? Short day, long night. Not the worst thing by itself, but low visibility is not fun.

More Clans (+200, can be taken twice): By default, you only have to worry about one other clan battling you, but by taking this drawback, you will have to face one more rival. Or two more, if you take it twice. The realms might get a bit crowded, and more foes mean more strategies to deal with, but at least that's more opportunities for glorious battle, right?

Competent Leader (+200, special): Normally, the leader of the clan you face gets the freebies you get, so they're not complete idiots, but they're not exactly legendary leaders either. With this drawback, though, you'll face someone who's actually pretty good at it. You can take this drawback once per enemy clan you face.

- **Tactical Genius (+300, requires Competent Leader, special): ...Okay, now, they're legendary. You will face a clan that can plan and fight on the same level as modern special forces. I hope you know what you're doing. You can take this once per clan you face that has Competent Leader applied to it.**

Lucky Leader (+200, special): Normally, the other clan you face would have regular luck. Not particularly lucky, not particularly unlucky. But, with this drawback, they'll become pretty lucky. Kind of like the Norns are fond of them. Expect an uphill battle, and not just figuratively. You can take this drawback once per enemy clan you face.

- **Plot Armor (+300, special): Well... I guess the Norns are straight-up playing favorites here. Everything that can go right for the enemy clan will. I suggest only fighting when you are sure you'll win. You can take this drawback once per enemy clan you face that has Lucky Leader applied to them.**

Stirring the Waters (+200): Jormungandr stirs, as the Twilight of the Gods is at hand. Predictably, the World-Serpent stirring is messing with the ocean something fierce, from murky, chaotic waters to sea beasts dragged to the surface. I bet sailing like this would be reaaaal fun.

- **<u>Ouroboros (+400, requires Stirring the Waters):</u> Wait, you think the previous drawback wasn't that bad? Well, now Jormungandr has unfurled. The good news is that Yggdrasil is far enough inland that you'll be safe from him while staying there. The bad news is that anywhere not protected by the Ash's roots is now functionally the hunting grounds of a serpent incomprehensibly large and with venom so potent even the mighty Thor would die after nine steps from a single bite. Careful, please.**

<u>U Mad ? (+200):</u> Trolls are pretty annoying to deal with, even if they turn to stone when exposed to daylight. Wouldn't it be fun if there were suddenly a lot more walking around, causing chaos? No? Well, if you're taking this, too bad, because there's gonna be a bunch of Trolls around! I hope the days aren't too short for you...

<u>Bad Winter (+300):</u> Normally, the Ragnarök you have to deal with is simply causing various regions to explosively turn into blasted wastelands. Now? You also have to deal with Fimbulvetr, a year-long winter. Good luck finding food when the soil is frozen solid.

- **<u>Death of Light (+200, require Northern Day and Bad Winter):</u> Baldr is dead. Obviously. But the thing is, he's the god of Light. So, now the "day" is about as well-lit as a full moon night. On top of not being able to see, creatures of darkness will now be able to act during the day, if at a reduced capacity.**
    - **<u>Stone Warriors (+200, requires Death of Light and U Mad ?):</u> With Death of Light, Trolls would be slowed during the day, as the small amount of sunlight would partially turn them to stone. With this? Not only are they not slowed, but their skin harmlessly turns to stone, giving them a potent natural armor. No rest time from trolls anymore.**

<u>The Dead Walk Once More (+300):</u> Looks like Hel's vanguard is here. Now, the land will be chock-full of undead. Soldiers from Helheim, Draugr with the strength and size of an ox, specters who weren't laid to rest... Much more to fight, much more Glory to find, but they're a lot. And, of course, anyone who does not die honorably will join them.

- **<u>Half-dead, Half-living (+300, requires The Dead Walk Once More):</u> ... Did I say "Vanguard"? Sorry, I meant "The full forces of Helheim". And Hel herself will walk these lands, too. With the wolf Garm at her heel and wielding the Knife of Hunger, Suld, she is almost certainly far too much for any mortal to survive, let alone vanquish.**

<u>It don't bite (+300):</u> ... It seems like something happened to the wildlife. Apparently, Fenrir acting up has had some strange effects. Animals get bigger, more aggressive, and, most worrisome, hungrier. MUCH hungrier. The local animals will now see just about anything and everything as valid food, including you.

- **<u>Yes, it do! (+300, requires It don't bite):</u> Aaaaand Fenrir broke Gleipnir. That's not good. Now, there's a wolf that's large enough to swallow the sun in a single bite, powerful enough to slay Tyr, and is also the incarnation of Hunger loose in the realms. Well, maybe not big enough to swallow the sun, but you can fit the giant ball of gas between your fingers, can you not? It's just a matter of perspective. In any case, maybe don't fight it.**

<u>Death of Ash (+400):</u> Yggdrasil should be a haven of fertility, so bountiful it could sustain anyone and everyone who seeks refuge beneath its branches. Unfortunately, Níðhöggr seems to have supped on the World-Tree's sap far more than expected, and parasites now infest it. Parasites scaled to the size of Yggdrasil. Aggressive parasites. The tree won't be safe and bountiful now.

- **<u>Ashen Rain (+600, requires Death of Ash):</u> ... Ohhhh boy. Níðhöggr is now out and rampaging. Beyond the fact that Yggdrasil is only barely standing and living, a massive wyrm of a size comparable to the World-Tree, with a burning breath hotter than a volcano, is now roaming around, destroying everything. Maybe don't pick this.**

<u>The Flames of War (+400):</u> Normally, the Jotunn would stay (for the most part) in Jotunnheim, preparing for the big fight. But if you take this perk, you'll have to deal with roving bands of giants fighting and killing. Think "groups of beings like the Fire Giant and the Frost Giant in the Companions Section". Groups. You're sure about this drawback?

- **<u>The Flames of the End (+600, requires The Flames of War):</u> ... Please reconsider. If you take this, Surtr will join the Giants roaming the Realms. Now, one small blessing is that he will always stay in the region that will get obliterated next, since he's the one destroying it. But Surtr is still the most powerful Giant, with dominion over Fire and Destruction, cunning and brutal, larger than modern skyscrapers, and wielding a sword as massive as he is. Seriously, it's a bad idea.**

Perks :

A Chief's Body (Free): Can't drop you here without SOMETHING, can I? Your body is... not quite at the peak of humanity, but close. Whether it's strength, resilience, agility, speed, or something else, you're impressive by modern standards. Mind you, here and now, you're far from the top dog, but at least you'll have a chance in a fight.

A Chief's Mind (Free): Yep, not done with the free stuff. You'll get some skills too. Some fighting skills, some knowledge of leadership, and what you'd need to lead your clan. Again, far from the best in the world, but enough to make sure you're not defenseless.

Return from Valhalla (Free. This Jump Only!): Oh, yeah, one last thing. You're gonna die here. Quite often, in fact. This is the end of the world, after all. But worry not, Jumper, should you, or any of your companions and followers, die in this jump, you will end up in Valhalla, and soon enough, you will return to life. Just remember that you might be more useful while alive.

Divine Quest (Free during this jump, 300 to keep): ... I promise this one really is the last free thing. On occasion, you will get signs pointing to a quest. Fulfilling this quest will always be quite rewarding, both in Glory and in other things. Should you keep this perk in other worlds, it will still reward you in other ways. Perhaps slaying a powerful wyrm will get you a great pile of gold and the love of a fair maiden, for example.

Lord of Hammers (200): No time to waste, Jumper! The world is ending; any second can make the difference, you know that, and this should help. Should you or your troops win a battle, you will get a surge of energy. Now, this newfound stamina is only useful to move somewhere else, but being able to fuel your rampage with the blood of your enemies is useful nonetheless.

Lord of Axes (200): You can do better than that, Jumper! You can't afford to be mediocre here, and this perk will help with that. Every time you or your troops win a battle, it will be a fantastic training experience, noticeably improving whatever skills were used in this battle. Now, failures won't be the only learning experience.

Lord of Spears (200): Strike harder, Jumper! This gauntlet will test your fighting skills as well as your strategic skills, and this should help you come out on top. Should you or your troops win a battle, then those two things will grow. This growth is less than with Lord of Axes, but broader. With enough victories under your belt, you might even be able to give pause to Tyr or Thor.

<u>Divine Favor (300):</u> Piety pays off, it seems. One of the Aesir looks kindly on you and will look out for you. Pick one :

- **Odin: Ah, the All-Father, I see? Odin will often judge your battles and will handsomely reward you or punish your foes should you win. Additionally, you gain a hint of One-Eye's wisdom. Your decisions will find themselves to be the better ones more often than not, and you will be a somewhat better judge of character.**
- **Thor: The Thunderer is a popular choice, yes. Thor will guide you in battle, helping you both come out victorious and make the most of said victory. Additionally, your strength is greater now, enough that your punches might stagger a Troll. Not much more than stagger, though, stabbing still works much better.**
- **Loki: Scar-Lips, really? I suppose he IS Odin's sworn brother... In any case, Loki will help lessen the sting of defeat, such that loss will still benefit you. With some good planning, defeat might actually be more beneficial than victory! On top of that, your wits sharpen, you will be able to think quickly, and new ideas will come to you more often.**
- **Frigga: Do not underestimate the Queen of Asgard, Jumper; she commands half of the Valkyries. Frigga will protect you and your troops in battle, nothing obvious, but death blows might turn to wounding blows, strikes that should hit you miss by the barest margin, that sort of help. Additionally, you will find yourself better at finding and handling resources. Not the sexiest blessing, but never underestimate logistics.**
- **Heimdall: Getting the attention of the Guardian of Bifrost? That's impressive! Heimdall will both bless you with and protect you from the element of surprise, your troops' ambushes working more often while you notice your enemies' traps before they can launch them. On top of that, your senses are enhanced, you see more, you hear more, you smell more... Few things will escape your notice, now.**
- **Tyr: In these times, the favor of the One-Handed god is much sought after. To put it bluntly, you're blessed with greater battle prowess. Your enemies' blood will stain your blade much more often. You and your troops will be greater fighters. Tyr does not offer much else, but here and now? That's enough.**

On top of the benefits listed above, you will find that you can, occasionally, request divine intervention or a blessing. The form that intervention or blessing takes is linked to the god whose favor you request, obviously, amongst the line of what's above. The god that favors you will answer more often, and the intervention will be somewhat greater. And, crucially, it's not just combat-focused.
In future Jumps, this perk lets you accrue divine favor more easily amongst the gods.

Wolf Clan :

Pack Hunting (100, Free for Wolf Clan): **A lone wolf can't take down large quarries on their own. Similarly, a lone warrior can't accomplish as much as a group could. And so the Wolf Clan trains to fight as a group. When you are fighting alongside others, you and their skill increases slightly. The more fighters on your side, the stronger this effect.**

Wolf Tamer (200, Discount to Wolf Clan): **Given the name of your clan, it would be strange if you could not bond with wolves, right? With this perk, canids of all sorts are now much friendlier, and taming them comes much easier to you. You could probably walk up to a wild wolf, pet them, and they would not mind it in the slightest. Note that I said "canids", not "wolves", dogs and foxes are affected too. Also, animals you tame will be somewhat better as hunting companions, harrying and harassing prey as if they were reading your mind.**

Vargr (400, Discount for Wolf Clan): **Well then, that's interesting. You can turn yourself and your warriors into creatures that walk like men, but with the heads and claws of wolves. In this form, you become a head or two taller, your strength and speed grow beyond that of the common man, your skin becomes as tough as leather, your nose and ears pick up far more, and your voice and howls become loud enough to be heard across the battlefield and stun nearby foes. Strangely, despite your enhanced hearing, this newfound powerful voice won't backfire on you and your allies. However, clawed paws aren't ideal to hold... anything, really, so you won't be holding any weapons. Still, your claws and fangs can easily carve through wood, so you're far from defenceless.**

Great Pack (600, Discount for Wolf Clan): **Did you know that most scientists believe that wolves were the first animals that humanity tamed? Kinda makes sense, both are very social species, after all. And with this perk, your own pack will grow bigger still. Your charisma is impressive, your presence a beacon for most people around you. You are especially gifted when it comes to convincing others to join you. Perhaps the other clans are mightier, or trickier, or have some strange aces up their sleeves, but your numbers shall take you to glory and Valhalla nonetheless.**

Bear Clan :

Protecting the Hearth (100, Free for Bear Clan): **The Bear Clan usually prefers to keep to themselves, only going out to strike when needed. Indeed, they are at their strongest when protecting their homes. When defending a place that is dear to you, you become stronger. A few ruffians breaking into your house? You could easily toss them through the window one-handed. An army approaches your town? You might just put a noticeable dent in their numbers.**

Bear Friend (200, Discount for Bear Clan): **Bears... aren't really a species you can normally domesticate, but Ragnarok makes for desperate times, and your clan always had a kinship with ursids. Ursids are much friendlier now and could even be tamed and domesticated with this perk. Just don't get too pushy, and you should be alright. Additionally, animals you tame and domesticate are somewhat better guardians now, more vigilant, and unusually good at distinguishing between guests, allies, and intruders.**

Björn (400, Discount for Bear Clan): **Well then, that's interesting. You can turn yourself and your warriors into creatures that walk like men, but with the heads and claws of bears. In this form, you grow about twice as tall and large, your strength, toughness, and endurance are closer to a troll than a man, your sense of smell becomes much greater, and your claws and fangs can easily cleave the finest steel. Granted, bear paws can't really hold tools or weapons, but few things can beat you in a straight fight anyway.**

Great Craftsmen (600, Discount for Bear Clan): **Did you know that Beowulf means "bee wolf", which means "bee hunter", which is a fancy way of saying "bear"? No connection to the perk, it's just a fun fact. Anyway, this perk makes you one of the best artisans of the Bear Clan. Pottery, architecture, smithing, glasswork, any craft you could find in medieval Scandinavia, you are one of the best, and might even make some dvergars nod in approval. Mind you, the likes of Mjollnir or Sif's golden hair are very much out of your reach with this alone, but you could still craft some impressive artefacts. The other tribes might be better organised, they might ambush you again and again, or wield strange magics, but your equipment shall shine to the gods regardless.**

Serpent Clan :

Spotting weak points (100, Free for Serpent Clan): **Strike once, or don't bother; this is how the Serpent Clan fights. And the best way to make sure you only need one strike is to aim for where it hurts. You can now better tell where your opponent's weak points are, from the scale of personnel combat all the way to strategic decisions.**

Snake Whisperer (200, Discount to Serpent Clan): **Snakes are not exactly common up north, despite the prevalence of their likeness and symbolism. Perhaps this can help tip the scales? Snakes of all sorts are now much friendlier and can be tamed and domesticated. You're not gonna get bit by Noodles because you spooked him anymore! Also, oddly, you can train animals to be... assassins of sorts, teaching them to find a specific individual, attack them, and retreat back to you or the wilderness. Yet another trick to eliminate your enemies without risking your neck.**

Ormman (400, Discount to Serpent Clan): **Well then, that's interesting. You can turn yourself and your warriors into creatures that walk like men, but with the heads and fangs of serpents. In this form, you grow half-again as tall, your limbs lengthen, your scales act as chainmail, you grow much more flexible and agile, your sense of taste becomes much sharper, you can sense heat, and despite your newfound size, hiding and moving discreetly comes easier. On top of that, you can spit a pretty nasty paralysing venom from your fangs. Coating your weapons in it will probably make for a nasty surprise.**

Great Destroyer (600, Discount to Serpent Clan): **Did you know that Ragnarok is not the end? A few gods and humans survive the destruction and go on to rebuild the world. After all, destruction is simply a part of the cycle, and you're pretty good at helping that cycle move along. What you, your companions, and your followers destroy, break, kill, spoil, and all that, will not come back as it is. Instead, something different will rise from the ashes. Something a bit more... helpful to you. A shattered sword could be reforged into a pair of daggers wielded by an ally, the successors to the kingdom you razed might be open to allying with you... Let their packs, their guardians, and their witches fight it out. You will strike the final blow and grow stronger from it.**

Raven Clan :

Swift flight (100, Free for Raven Clan): **The Raven Clan often appears from nowhere and disappears swiftly. How? Well, this is an inkling of the answer. When moving from one place to another, terrain bothers you much less. walk through marshes, through tundras, through mountains, through wastelands, almost as casually as if through flat plains!**

Raven-Kin (200, Discount for Raven Clan): **Ravens and crows are smart, discreet, and quite mobile. In short, they're very useful. With this perk, corvids of all sorts are now much friendlier and can be tamed and domesticated more easily. A few shinies here and there will go a long way, remember that. Additionally, it's easier for you to train animals as messengers and scouts, taking messages to and from the receiver unusually easily. That might explain where you get all that knowledge.**

Crow-mand (400, Discount for Raven Clan): **Well then, that's interesting. You can turn yourself and your warriors into creatures that walk like men, but with the heads and wings of ravens. In this form, you grow a head taller, you become much, much faster and more agile, your sight becomes much sharper, and you can fly about as fast as you can run, though it's just as tiring. Obviously, wings can't hold anything, but your talons and beak are quite sharp, so you're not defenseless.**

Great Witch (600, Discounted for Raven Clan): **Did you know that, in order to gain knowledge of the runes, Odin sacrificed himself to himself? He hung from a tree for 9 days for it, and the results speak for themselves. Thankfully, you won't have to do that. This perk grants you knowledge of magic. Runes let you create enchantments, Seithr lets you predict and direct Fate to an extent, and you gain knowledge of potions and ointments with various effects. None of it is really meant to be used in the middle of combat, but preparations can go a long way. Oh, also Seithr is considered feminine. "It makes you a woman as much as being able to be pregnant does", feminine. Good thing the Raven Clan is somewhat open-minded on that front. Let your foes gather their troops, their relics, their tricks; your magic will guide you to victory.**

Items :

The Essentials (Free): Again, can't drop you here buck naked, can I? You'll be getting clothes, a fur cloak, a sword, a warhammer, an axe, a spear, and a knife. All of it is of good make, what you'd expect for a chief.

A Standard (Free): This is separate from The Essentials for a reason; this standard has a few unusual properties. For starters, your troops can always see the standard while on the battlefield, and you can always differentiate your units while holding it. Additionally, this also serves as a magical focus, not a great one, but a useful one anyway. Especially when it comes to spreading spells to several targets, it's a bit better at that. Keep it close; it should be useful.

Drakkar Longboat (1 Free, 200 per unit): Yep, a drakkar. You might be stuck on a single landmass, but reliable transportation is still useful. It's also useful as a temporary base, and in a fight, it makes for a good defensive position.

- **Loki's Dragon (200): Well, now, your drakkar has gotten better. More comfortable, faster, tougher, even a bit more discreet. But, more importantly, should it get destroyed in battle or by the environment, it will go down in a blaze of glory, and a blaze of Glory too.**
    - **Fire Dragon (100, requires Loki's Dragon): Wow, that is a great drakkar. Almost supernaturally so. Even more comfortable, fast, and tough, it will even create a big conflagration upon destruction for even more glory. And, of course, anyone caught in the blast will have an unpleasant time.**
        - **Eternal Dragon (100, requires Fire Dragon): ... Oh boy, that is... Naglfar might have some competition now. Your drakkar is now actually supernaturally comfortable, fast, and tough. Those in it will live like kings; it can sail faster than most modern boats, and it might even take a hit from Mjollnir and not be instantly obliterated. And, of course, the Glory and devastation created upon destruction are wild. Go forth, Jumper; you won't find a much better ship here.**

Supplies (Free): And now, for the bread and butter of any armed forces. Well, bread and cheese, but close enough. This is enough food and clothes to last for a good chunk of your stay here. Not the whole time, though, you'll have to look for things there at some point. And you're not getting anything fancy: black bread, cheese, some meat, cheap ale, cheap wool and leather, furs to sleep on, that sort of stuff. Better than nothing, though!

- **<u>Cauldron of Eldrimnir (100):</u> Ohhh, that one's useful! You see, food cooked in that cauldron will be replenished until everyone eating has had their fill. Cook for one, feed one hundred! Let's hope you can find a decent cook.**
- **<u>Good Supplies (100):</u> Upgrades, people, upgrades! This is better than the base supplies: better meat cuts, bread that's not charcoal, more furs, quality fabrics, and even some mead to celebrate! You and all your companions can live like nobles with all that!**

<u>Rides (100, can be bought multiple times):</u> Horses are quite useful, but expensive. Each time you buy this, you get a dozen horses of good stock. Not only are they more than strong enough and have enough stamina to help lug around supplies, but they also make for good warhorses, fast and fearless.

<u>Clan Rides (200, can be bought multiple times, special):</u> Clans don't just ride horses. Each clan has actually tamed beasts for the specific purpose of riding into battle. Each purchase gets you a dozen of these beasts :

- **The Wolf Clan tames giant wolves. Fast, strong, enduring, uncannily smart, those big, floofy boys and girls the size of actual horses are incredible in a fight or a hunt. Not as good as beasts of burden, though.**
- **The Bear Clan tames bears. Yep, regular bears. Mind you, 1500 pounds of muscle and teeth is still bad news. Believe it or not, they're also great beasts of burden. Don't expect them to be all that fast, though.**
- **The Serpent Clan tames wyrms. Great winged reptilian beasts with burning breath and lethal venom, they are... actually not as overwhelming in a straight fight as you'd think. They're not that physically strong and tough, actually. More than able to kill a group of warriors, yes, but compared to the giant wolves and bears...**
- **The Raven Clan tames giant ravens. Easily the fastest and smartest ride here, their peck can dent steel, and their flight is both swift and agile. However, they are the most frail of the rides here.**

In case it's not obvious, each clan can buy its associated mount at a discount.

<u>Gram (600, discounted with Divine Favor (Odin)):</u> To be gifted with such a blade... the All-Father must have *plans* for you. This is the reforged Gram, once wielded by the legendary king Sigurd. At face value, this is a truly great longsword, sharp enough to cleave an anvil in half and able to be struck by Gungnir and remain unharmed, but its real value lies elsewhere. Odin was destined to be slain by the wyrm Fafnir, yet Sigurd, wielding Gram, slayed Fafnir long before it could happen. Similarly, anyone who wields this blade will be able to ignore fate, plot armor, and similar effects. With this, you might be able to break fate, Jumper. Just... remember that it ignores those effects;

it doesn't protect you from them. You're not invincible. Just ask Sigurd the next time you go to Valhalla.

Tanngrisnir and Tanngnjóstr (600, discounted with Divine Favor (Thor)): Well then, it seems like Thor's goats reproduced at some point. These are the spawns of Tanngrisnir and Tanngnjóstr, the goats that pull the Thunderer's chariot. They are pretty damn big, big enough for Thor, Loki, a man, a woman, and two children to feast on their flesh alone; they're pretty strong; and they can run in the sky. But that's not all. When killed, should you cover the bones with their skin and leave them overnight, they'll be alive at dawn, as if nothing happened. Unless the bones are broken, in which case they will come back with broken bones. They come with a chariot, one big enough to bear 4 persons on it.

Hidden Ways (600, discounted with Divine Favor (Loki)): There are three answers to the question "Who can wander the Nine Realms while evading Heimdall's gaze ?": Odin, a few crafty jotunn, and Loki. And now, you're the fourth. This is a map of the World, showing every Realm and every known passage between them. Loki also took the liberty of leaving annotations, detailing what to expect in every Realm, a few useful people to know, and every hidden way to travel. In future worlds, this map will be updated to be just as useful there as it was here. Which is "very".

Falcon Cloak (600, discounted with Divine Favor (Frigga)): Damn, you're lucky, Frigg does not lend that thing often. Or maybe Loki stole it again and gave it to you, in which case you should maybe warn Frigga about this. In any case, this is a creation of Frigga: the Falcon Cloak. Wearing it will let you command falcons, speak to them, and even turn into one. That falcon-shape will be a lot faster than a normal falcon, and a sort of SEP field that makes people not notice anything weird about you. Perhaps it has more features, but that will be for you to discover.

Gjallarhorn (600, discounted with Divine Favor (Heimdall)): No, this is not the actual Gjallarhorn, obviously, just a very convincing replica. It has two functions: as a weapon, blowing it will cause a blast of concussive force that will send any man flying ; as an actual horn, blowing it will create a sound that will be heard throughout the Nine Realms. Enemies hearing it will be struck with fear; allies filled with courage and able to instantly appear beside you. And, once per Jump (or once per 99 years, whichever is shorter), you will call on more allies. Anyone in the world who aligns with your values will be given the opportunity to join you in battle, even complete strangers. Use it well, Jumper.

The Law (600, discounted with Divine Favor (Tyr)): ... Shouldn't this belong to the German god Tywaz? Whatever, those two are probably related anyway. This is a stele, parchment, tablet, whatever, containing the Law-with-a-capital-L. Your Law. Any

rules you add to it will be followed by those under you, like any other law. Following that Law makes you marginally better at everything related to it. Following a Law that forbids stealing makes you better at protecting yourself from thieves, for example. Fighting to uphold The Law will find you stronger, faster, braver, more powerful, and resilient. Additionally, any oath sworn on The Law will be binding, enforced by Fate. This is fit for someone who seeks Order.

Companions and Followers :

Warriors (8 free, 100 per unit, +100): The warriors of your clan. One unit is about 10 warriors, and you start with 8 units. They're not that powerful individually, but there is strength in numbers. But maybe send more than one group at once if you want an actually threatening war party. If you want, you can give up on some starting units for points, gaining 100 BP per unit you choose not to start with.

- **Brothers in Arms (150): Remember when I said there is strength in numbers? That's even more true now. Your warriors are more dangerous now: a pair of units fights as well as if there was a third unit with them, 4 units fight like 6, etc... Sending a lone unit might still be a bad idea, but at least they're more threatening now.**
- **Weapon Masters (200): Did I say they're not that powerful individually? Scratch that, now each of your warriors is truly fearsome, easily able to beat 2-to-1 odds.**
- **Einherjars (500, special): ... Forgive me, Jumper, I didn't know. Your warriors are the stuff of legends. They can take on impossible odds and win. Any Valkyrie would drool at the prospect of taking them to Valhalla. Normally, this would cost 400 BP, but buying either Brothers in Arms or Weapon Masters lowers the price by 200BP, and buying both lowers it by 400.**

Troll (200/300): Trolls are not that smart, but they're pretty strong. And smelly. And scary. Most people tend to run when they see a giant guy with a warhammer whose head is longer than most people are tall, after all, even enemy warriors. Unfortunately, again, they're pretty dumb. Also, they turn to stone in daylight. For 300 BP, though, the troll was blessed by the gods so that it could walk beneath the sun without turning into a statue.

Dark Elves (100): Ah, yes, the Svartalfar, elusive ones, these folks. You managed to get a small war party of them to join you, about 10 or so. Now, in most circumstances, they're not that different from most warriors. However, when fighting inside or near Yggdrasil, they become utterly terrifying, slaying warriors in droves. Outside this gauntlet, they will get this boost from similar trees or very densely forested areas.

Valkyrie (200): Did Odin or Freyja like you? Because Valkyries don't answer to anyone. And yet one of them will follow your command. Besides the obvious benefits of a peerless warrior capable of slaying dozens of warriors on her own and riding a flying horse, a Valkyrie joining a battle is always a sight to behold, and the more enemies slain, the more your reputation (and Glory, in this gauntlet) will grow.

Hel's Soldiers (300): **... Are you sure you want to be at Odin's side? Because that's not really their troops. A veritable army of the dead here, more than enough to overwhelm dozens of warriors easily. Admittedly, they're not that strong individually, but they're more than enough to compensate.**

Sea Serpent (300): **Yep, an actual sea serpent will follow your orders. It's a beast, but a smart one, and more than powerful enough to destroy a drakkar on his lonesome, to say nothing of regular men. It is a marine beast, though, so it can't really go on land.**

Völur Witches (300): **A small coven of 5 witches has thrown their lot with you. Mistresses of Seithr, they can help you plan things early by scrying fate. Their knowledge of runes is quite useful to enchant something, and they can brew various useful potions too. And, in battle, they can cast powerful curses on their foes. Plus, if the worst happens, their understanding of omens makes sure that they will both be able to leave with their lives and that they can replenish their numbers should one of them die. The All-Father sacrificed himself to learn magic, and now they can wield it for your sake.**

Fire Giant (400): **Remember the Troll? This is the bigger, meaner option. Several times bigger than a house, and bearing a burning sword almost as long as it's tall that it wields one-handed, just about everything not as monstrous as the giant will flee when it approaches, as they should. It's still not that bright, though, but a big, spooky monster is always useful for warriors.**

Frost Giant (400): **The cold cousin of the Fire Giant, the Frost Giant is just as dangerous as its fiery kin, though less intimidating for some reason. However, it's not as dumb, and can build things out of frost, ice, and snow, as well as help you salvage a lot from ruins and villages you pillage.**

Ending and Rewards :

Should you lose: **You get nothing. The Aesir care little for the meak. Move on to your next jump.**

Should you win: **You have impressed the gods. While you can't exactly stick around for the final battle, they will still reward you.**

- **From Odin, you get an ever-filling barrel of Mead of Poetry. Despite the name, it doesn't just help with poetry: rather, drinking this mead will give a great burst of inspiration for your next endeavor, artistic or otherwise. Also, it will always get those who drink it inebriated, regardless of their constitution, and you won't get a hangover afterward. Mind you, maybe doing something while drunk isn't the best idea, so don't drink too much of it. Unless you want to wake up from a blackout having made something stupid and stupidly well-made, I don't judge.**
- **From Thor, you get a replica of Megingjörð, Jarngreipr, and, of course, Mjöllnir. Megingjörð is a belt that doubles your strength, Jarngreipr is a pair of iron gloves that help lessen or negate the negative effects of items you hold while wearing them, and Mjöllnir is a hammer containing the power of a storm, able to command the sky and strike as hard as a lightning bolt. You get to choose whether the aft of the hammer is too short, like the original, or of a normal size for a warhammer. Mjöllnir will scale to you, so that you always need the gauntlets and the belt to wield it due to how powerful it is.**
- **From Loki, you get seeds of... Yggdrasil ? Where did he get them? ... Whatever, I guess the Tricksters have their ways. In any case, the great Ash tree that connects the realms will, once planted, do just that. In time, at least. Once it has grown to the size of a regular ash tree, its branches and roots will start connecting to other planes and dimensions. And the more it grows, the more realms it will connect. Post-Spark, it will even connect to every other seed of Yggdrasil you planted, making it easier to travel from world to world. On top of that, the wood from the tree will be absolutely perfect for crafting. Crafting what? Anything! Its properties will adapt to whatever you intend to make with it, as long as it is properties wood could have. Also, it will bear any mundane fruits, as well as any supernatural fruit you have access to in your current jump, and any jump where you planted a seed. You get one seed planted in your Warehouse (or equivalent), and one more seed at the beginning of a jump and gauntlet.**
- **From Frigga, you get another chance. When you die, you will be sent to Valhalla, where you will battle and party for 9 days and 9 nights, a good opportunity to train and learn from great warriors, or just relax, before coming back to life somewhere safe. However, this will only happen once every jump (or**

every 10 years, whichever is shorter). Frigga gives you a second chance, not a crutch.

- **From Heimdall, you get a portion of his perceptiveness. While your senses do not change with this alone, you notice far more. Small details jump out to you, and you can connect threads with ease. And the greater your senses, the more your perceptiveness increases. Perhaps, if you could perceive all realms at once, you could fake omniscience convincingly?**
- **From Tyr, you get a measure of his domain. Not War, hopefully you won't need it anytime soon, but Justice. You are now a perfectly impartial judge, able to easily ignore all preconceptions and prejudice to focus on what matters: evidence and fairness. Additionally, any sentence to declare will be backed by Fate, and attempts to ignore or circumvent them will be thwarted by happenstance.**

In any case, you're free to go on with your chain with your rewards and what you bought here, or to return home. There's little point in staying here; this world is doomed anyway.

… Still here?
Why?
This world is doomed, no matter what.
You're just a man.
You can't stop the Twilight of the Gods, the end of an age.

... Why insist?

... Fine, I guess there are some things you could do...

Scenario :

Light in the Darkness (Requires Half-Dead, Half-Living): To succeed in this scenario, you must either slay Hel, or convince her to not join Ragnarok on the side of Chaos. Hel will walk into combat with armor made with the bones of the unworthy dead, wielding Suld and accompanied by her subject and her wolf, Garm. Garm is a massive wolf, whose shadows cling to him, and who will slay Tyr in Ragnarok if not dealt with. Suld is a knife that devours everything it strikes: with every blow, it drinks the blood of its victim, and steals some of their skills. Should it slay someone, they rise again as a draugr, an undead with the size and strength of an ox, and able to weave illusion. And, of course, everyone who dies an unworthy death will join her kingdom, and thus her armies.
However, all is not hopeless. For starters, Hel is a ruler, not a warrior. Suld might have gained her skills from various warriors, but she rarely takes to the battlefield, so she is lacking in experience. Also, she… might have a weak spot for Baldr. Yes, everyone wept at his death, herself included, but she was willing to let him go and lose a very valuable subject in the process. Maybe someone with a similarly sunny, bright, and kind demeanor would find it a bit easier to talk to her?

Should you succeed, your reward depends on how you dealt with Hel :

Should you have slain her: You will receive Suld, as well as a measure of her Authority. Choose a category of death: dishonorable deaths, accidental deaths, courageous deaths… Anyone who dies of such a death will belong to you. They will become your loyal subjects and inhabit any appropriate dimension you own. Should you not have an afterlife, you will gain a temporary one: a dreary, cold land that is nonetheless inhabitable.

Should you have talked her down : On top of the previous rewards, Hel will be more than willing to follow you in other worlds, coming as a companion. She will have everything detailed above. She won't exactly fit in most places, given that half of her looks like a normal woman, and half of her looks like a corpse, but she will still be a mighty ally, and a loyal friend.

Shedding the skin (Requires Ouroboros): To succeed in this scenario, you must stop Jormungandr. The Midgard Serpent is… unfathomably large, and yet "merely" a massive sea serpent much larger than the one in the Companion section. It's a matter of perspective, really. It is mighty enough to fight on equal footing with Thor, tough enough to tank blows from Mjollnir, and yet it is his venom that is the most dangerous thing about him. Only one bite will be enough to kill Thor after a mere nine steps. Not to mention that his movements stir the sea something fierce, likely causing tsunamis and certainly making sailing almost impossible.
One silver lining is that Jormungandr can't venture inland. While he is large enough that he is still a threat several kilometers inland, Yggdrasil is far enough from the coast that he can't reach anything there. As well, it should be noted that he has become the World-Serpent because, when he was young and small, Thor threw him in the ocean to get rid of him. He is, understandably, pretty unhappy about that. Maybe he would listen if you commiserate with him?

Should you succeed, your reward depends on how you dealt with Jormungandr :

Should you have slain him: You will gain an ever-replenishing vial of the World-Serpent's venom, probably one of the most lethal toxins you will ever encounter. As well, you gain a similar relation with perspective: pluck the sun out of the sky, squash mountains, trap someone under a glass… the world is a bit more malleable now.

Should you have talked him down: On top of the previous rewards, Jormungandr will be more than willing to follow you in other worlds, coming as a companion. He will have everything detailed above. While he won't be able to follow you everywhere, on account of being a mind-bogglingly massive serpent, when he can be here, there's not much he can't fight or intimidate into being dealt with.

Play-fighting with Princess (Requires Yes it Do !): **To succeed in this objective, you must deal with Fenrir. He is a massive, size-shifting, famished-looking wolf, an embodiment of Famine and Hunger, his jaws large and powerful enough to devour everything in his path, even the Sun and the Moon, and it will be he who kills Odin by swallowing him whole. More worryingly, everything around him will feel a gnawing hunger. Everything. Including the plants and the land. Expect a very hostile battlefield.**
But there is good news. First, while everything will be consumed by hunger, Fenrir has no control over those overcome by such, so they can hinder him as well. Second, he had a sword jammed in his jaws to stop him from biting, and while the sword is gone, the wounds are not. Third, he is not mindless. Mostly, Fenrir is lashing out at everything the Aesir stand for because they betrayed him first. Maybe he would listen to you if you showed you can be trusted?

Should you succeed, your reward depends on how you dealt with Jormungandr :

Should you have slain him: **You will gain a reforged Gleipnir. This unassuming ribbon is, in truth, the most solid chain that ever was. Made from things like the roots of mountains or the sound of a cat's footsteps, it is truly, factually, metaphysically, philosophically, conceptually, whatever-ly, unbreakable. Nothing bound with it can ever escape. Also, you gain a similar, ever-growing nature to that of Fenrir: you will, inherently, grow more powerful over time, without even needing to train. Note that this is a slow process; you're not getting twice as powerful every day.**

Should you have talked him down: **On top of the previous rewards, Fenrir will be more than willing to follow you in other worlds, coming as a companion. He will have everything detailed above. Thanks to being able to change his size, he can appear like a normal wolf, which you could theoretically pass off as a weird-looking dog. He will be incredibly loyal, as long as you don't break his trust. Don't bind him with Gleipnir again.**

Parasite Treatment (Requires Ashen Rain): **To succeed in this scenario, you must slay Níðhöggr. A wyrm so large it can compare to Yggdrasil in size, its breath scorches the very world, and it will greedily drink and devour anything that could make it more powerful. Indeed, it has gorged itself with the World-Tree's sap so much that it has become quite plant-like, all twisted roots and gnarled bark. It will be followed by all the parasites that inhabit Yggdrasil, like larvae and termites, all scaled up to monstrous size. But the wyrm is still by far the biggest threat.**
But Níðhöggr is a parasite. A dumb animal that only seeks to feed and feed and feed some more. It can be lured, it can be tricked, and its now wood-like body leaves him a bit more vulnerable to fire than a wyrm would be.

Should you succeed: **You will gain a similar adaptability. The more you consume something, the more like it you become. Drink enough of the great Ash Tree's sap, and you will be able to command wood and induce fertility. Eat enough wyrms, and their wings, scales, and burning breath will be yours. You also get Níðhöggr's corpse. I'm sure there's a lot you can do with the body of such a powerful creature.**

Smother the Flames (Requires The Flames of the End): **To succeed in this scenario, you must lay low Surtr. He is the king of the Jotunn, the giants, a colossus who wields Fire and Destruction with ease, a great warrior, strategist, and tactician. He wields Laevatein, which, in his hands, is a massive cleaver/greatsword he wields one-handed. He will be followed by jotunns. He will be followed by Death and Destruction.**
There is no upside, no easily exploitable weakness. If you want to win, you'll have to figure it out yourself.

Should you succeed: **You will gain Laevatein. The Hate-Twig is, well, a twig, one that can change shape. Right now, it can be a wand-like twig or the cleaver/greatsword Surtr was wielding. In time, you might find more shapes it can take. But whatever its form, the one consistent thing is this: it hates. Every act of destruction, every dark magic, every evil thing done with it will be greatly magnified.**
You also gain the respect of the forces of Order. In future worlds, entities and organisations on the side of Order will be able to tell you once fought back against Chaos and won, which will go a long way toward making them friendly.

How this Gauntlet works :

Glory is the victory point system of the board game. In-game, you gain Glory by:

- **Winning raids**
- **Having warriors in a region struck by Ragnarok**
- **Fulfilling objectives**
- **Certain blessings grant Glory under certain circumstances**

By default, the first three methods will be available to you. Buying the perk Divine Favor, especially for Odin, Thor, or Loki, can help with the fourth method. Other acts worthy of being immortalised by History will also increase your Glory.

The tribe you face will be random, and will have access to as many of its tribe perks as you have of yours.

Assume that succeeding in one of the scenarios will reward you with enough Glory to win the Gauntlet unless you took either Tactical Genius or Plot armor. It DOES mean you severely upended Ragnarok, after all.

Notes :

- **Thanks to L "Blackscorp98" for correcting the grammar ^_^**
- **The seed of Yggdrassil will show up even in Gauntlets, yes. However, it still takes time to grow, time that you rarely get during a Gauntlet.**
- **No, you can't talk down Níðhöggr and Surtr. They are less people and more primordial destroyers.**
- **If you want more information on the game, you can find a lot here : https://boardgamegeek.com/boardgame/170216/blood-rage**