

VALHEIM

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Long ago, the allfather Odin united the worlds. He threw down his foes and cast them into the tenth world, then split the boughs that held their prison to the world-tree, and left it to drift unanchored, a place of exile...

For centuries, this world slumbered uneasily. But it did not die... As glacial ages passed, kingdoms rose and fell out of sight of the gods.

When Odin heard his enemies were growing once again in strength, he looked to Midgard and sent his Valkyries to scour the battlefields for the greatest of their warriors. Dead to the world, they would be born again...

...In Valheim!

In order to prove your worth you have been sent to the 10th Norse world - Valheim. Only by surviving and fighting in a harsh environment with many mythical monsters and beasts will you prove your worth to the gods. For those who don't prove their worth though, the only place they will find is Hel - The underworld, where their soul will be tormented for centuries. Or maybe you will be one of the strong warriors who will prove their worth and earn the favor of the gods, then your place will be in Valhalla - a majestic, enormous hall located in Asgard, and by your side Odin.

Or at least it would have been so for normal men. But you are no mere mortal, aren't you ? Your own challenge shall be exemplary, with no warehouse and only your body mod and **0 CP** to begin with, but so shall be your rewards.

Challenge

Unless your choices below change that, you start at an imposing monolith of 5 stones named the Forsaken Altars, after having been carried here by a Valkyrie, in a meadow region. Upon each of them is engraved the artistic figure of a strange being of myth, that of one of the foes Odin banished here long ago.

Your task is simple but far from easy : survive, improve, overcome. Prepare, track, summon and defeat these five legendary creatures, the Forsaken, and bring back their head at the Altar to hang in chains on their stones as a proof of your feat. Doing so will grant you a boon from the Aesir, and cryptic but accurate insight in the form of a raven as to where to look next. Next to you is a runestone that will give you a hint as to where the first of them is.

You are in your prime age but wearing only rag clothes from your previous lives, on you or in close proximity are the resources to get you started if you manage them smartly, enough for a torch and crude tools.

There is no time limit but your natural lifespan to hinder you, for a mere ten years are nothing to the eons the fate of this realm span upon. You can choose to leave this Gauntlet at any moment, gaining your rewards and leaving a realm a bit safer behind you, and even stay some time after completing it all just to enjoy the place if that's your thing.

The rewards, detailed at the end of the doc, work as a milestone. If you slay a Forsaken, you gain their boon and secure the corresponding milestones of the Challenge's rewards. While statistically unlikely to even be found by chance and unrecommended for your survival, if you do slay a harder Forsaken, you will gain all milestones up to his but not the boons, as you need to have hung their trophies for that. Boons are gained during the Gauntlet, while rewards are gained only at the end.

Companions

As a special rule, you can take companions and pets (not followers) in this quest, but they too are reduced to body mod or baseline human/animal (whichever logically applies) ; they gain only half of the CP from the drawbacks you take; and more importantly they change the reward scaling : depending on how many come along, your milestones will be offset upward and the firsts worth nothing anymore. Taking 1 to 4 companions or pets offset the milestones by one, 5-8 by two, and so on. Boons function as normal.

Perks

No discount. This is a gauntlet afterall.

- **Einherjar [Mandatory, this Gauntlet only] - " *All the Einherjar fight in Odin's courts every day; they choose the slain and ride from battle; then they sit more at peace together.* "**

An Einherjar is one of the mighty warriors raised to fight for Odin at the End Time, fighting during the day and brought back at night. For the duration of this Gauntlet, so will you.

Shall you meet your demise, you shall rise from your halls once more the next morning to prepare and fight again, at the cost of slivers of your (local) memories and skills. Note that you resurrect without any item you wore or carried, though they are safe under a gravestone where you fell.

- **Boon of the Aesir [Free, this Gauntlet only] -**

Once received from Odin, you can use boons themed after the Forsaken defeat to obtain it. You may with a short incantation activate the effect of one of the boons you earned for you and close by allies, and once done dismiss it with a thought. You can receive around four hours of blessing in a single day, regained at dawn with a short prayer. It needs not to be continuous or even the same throughout the day, but it will always consume at least ten minutes even if dismissed earlier than that. Switching between boons counts as ending and recasting one separate boon for the incantation and time purpose.

- **People from the North [Free/100] -**

Your life before here hasn't been tender on you between raids and winters, but it taught you a few things, one most importantly : survival.

If you didn't already, you have the skills to survive in the wild, be it setting a fire alight, hunting, assembling crude shelters, or the wielding of axes, shields and two other weapons types of the setting, detailed in the item. You are no legend at them all, but neither are you new. You also fluently read the Runes and speak the Old Norse
For 100CP, you become proficient with all available weapons, though once again it is far from mastery.

- **Bóndi [100] -**

You were a free man of the land, one that worked, trained and lived the life of a viking. Now ? Your regimen paid off, as in Valheim you are as fit as a man can be, strong, tough, fast and lasting, and know how to make last or even trained further. Learn to know your limit however, for despite being above average in body before you kin, you still are just a man.

- **Foraging [100] -**

You'll need resources and supplies in your quest : wood, leather, stone, metal, food... and you exactly how to.

Not only are you able or quick to learn the basics of how to collect useful material, you strangely recover a little bit more than others would expect. An extra fruit or two while harvesting, a lucky cut in your log, a little extra pocket of ore, an extra bit of leather... it rarely is much alone, but will quickly add up.

- **Cycle of Fight and Feast [100] -**

Stupid is the man that goes to fight with an empty stomach, and even stupider will you be if you do while having this.

As long as you are well fed, your body will simply be more able. The better the meal, the better the effect, up to a 3 time boost. Special, well prepared plates may even carry minor effects on their own. The effect of a meal lasts only the time you digest it, that is about six hours.

- **Beyond the Blue Horizon [200] -**

There is as much land as there is water in Valheim, so you are bound to hit a coast in every direction at one point and take out into the ocean.

Fortunately you are as skilled to ride a ship across the wave as with earthly steed, capable of operating any from crude rafts to majestic longships. Sail into the unknown, for it will not stop your journey.

- **Tamer [200] -**

Some chose to go far away to hunt the unwilling, you chose to make the willing.

You have a gift with nature, able to make creatures adapt to human presence with enough effort, even ones thought unlikely to. Boar ? Easy. Horses ? find some, and they'll be listening eventually. Even fierce wolves could be your pet with carefulness and enough attempts. Now you won't be pacifying skeletons anytime soon, but even some supernatural and mythical fauna could be tamed eventually.

- **Explorer [200] -**

Valheim is vast and as good as unexplored short of the few runestones of previous visitors. Time to remedy that.

Your senses of observation and orientation are well developed, and complemented by knowledge like sky maps and weather. If you had the tools and medium for it, be it runestones or leather, you'd even make accurate maps in relatively short times. Pack your stuff tight, the road is long !

- **Smithing [300] -**

The molten metal poured, and pounded into sword.

You are good with a fireplace and a hammer, able to shape metal into useful objects or upgrade existing ones. With enough work and the right tools, even the great flamel of the Ashenlands can be worked into mighty gears.

- **Of Stone and Wood [300] -**

Some build shelters for themselves, you build great halls for many.

You efficiently work with the tools and available materials to bring buildings to life, from modest cabins in the wood to towering stone temples. The world even seems to help you in your endeavor, for example with gravity forgetting your roof exists the time you finish the last wall to support it. Try to game that however, and you may find bad surprises, say, above your head ?

- **Fighting [300] -**

Valhalla will gain a true champion once you leave this realm.

As far as humans can go, your skills with your chosen weapons - or combat in general really - are exemplary. Hold your ground and your shield against several skeletons, dodge the blows of the mighty trolls, take deathskitoes down with a bow and arrow... If properly equipped and prepared, even the Forsake themselves won't dispatch you so easily.

- **Guidance [400]** - " *At this spot, the Allfather spoke to me. I awoke from a deep sleep to find his words scattered around me on the ground, frozen to pebbles by the deep cold.*"

Odin has a particular interest with you that he hasn't for many others.

Be it through a raven's flight, dreams, or any other signs, you will sometimes receive guidance on your current objectives from the Allfather Odin, be it a bottleneck in crafting or tracking a Forsaken. Oftentime it will be cryptic and maybe only help in the long run, but it always will somehow contribute and give you an edge if you ponder upon it. You will always know when it truly is a sign of Odin and not coincidence, but the understanding of it is left to you.

- **Magic [400]** -

In this world the magical exists and has long escaped human reach, though some exceptions like you exist.

Through your knowledge of runes and properties of other mystical creatures out there, you can create magical items of your own. Though often costly, these will often prove to be worth it if used smartly. Portals that lead you across the world, runestone that drive away hostile creatures, or even stone golems are within your reach with research and resources.

Items

No discount. This is a gauntlet afterall.

Once you leave, you'll have the occasion to do the usual import stuff for free.

- **Weapon and Tool Set [Variable] -**

You're gonna need some. These are special, as they are marked with runes that give them infinite durability and follow you through the resurrection of the Einherjar perk during this jump.

With your first purchase, you get a shield, an axe and two other weapons or tools of the selected material grade or equivalent at that stage of the game, and can take two more with an additional flat 100CP each time.

For yet again another flat 100CP, they will be upgradable through in-jump means, though it will be a longer and more costly process than to create a normal one of the targeted tier.

- Material : flint 50, bronze 100, iron 150, silver 200, blackmetal 250, flametal 300
- Weapons : Swords Polearms Bows Spears Knives Clubs Shields
- Tools : axe, pickaxe, hoe, hammer

- **Armor Set [Variable] -**

You're gonna need some too. This full set of armor is special, as its pieces are marked with runes that give them infinite durability and follow you through the resurrection of the Einherjar perk during this jump.

For another flat 100CP, they will be upgradable through in-jump means, though it will be a longer and more costly process than to create a normal one of the targeted tier.

- Material : troll hide 50, bronze100, iron 150, wolf 200, padded 250, blackmetal 300
- Armor set's pieces : head, chest and arms, legs, cape

- **Resource Stack [200] -**

Hadn't you used that pile of wood some time ago ? And had that surtling core always been there ? Oh well, might as well use them.

This item is actually more of a placeholder or tag. If you dedicate a storage container or location to store one or more specific resources like wood, stone, bones or whatever that you could gather yourself, you'll find it spontaneously generating more. The quantity and frequency will adapt with your ability to gather it if you took time and its relative rarity compared. It does include monster parts, but not "rare drops" like trophies. It never produces money directly, which includes rubies and amber in this jump.

- **Magical Accessory [200] -**

Hlador doesn't remember selling it to you, but... meh, that's none of his business.

You are now in possession of an accessory with mild magical effect, like Megingjord - a belt that multiplies the wearer's strength by one and a half - or the wishing bone that rings when there are precious ores or treasures nearby. It's indestructible and follows you through resurrection in this jump. Purchasable multiple times.

- **Runestones [200] -**

Wisdom made eternal, Runestones are standing stones engraved of runes and illustration offering guidance and lore to its reader.

Other than making them strangely easier to find in this jump, they will also appear in future jumps, offering in appearance tales and folklore where you know these are in fact embellished but true stories of their world and its denizens, gods, mythical fauna or flora, and so on. You'll find tracking them strangely easy too if you devote only to it, and will receive a map of sorts to find the missing ones in time before a jump ends.

You may keep the stones you found in past jumps at property you want if you fancy it. In addition, starting next jump, you'll get a free set to place that way that'll expand as time goes forward, one telling the epic of your own journey as a jumper.

Drawbacks

Take as many as you think you can take

- **Astrid [+100]** - " *I was Astrid, a shieldmaiden of the forest. I know nothing of my life before I came here but my arm remembers the sword and my eyes see the course of the arrows.*

Now the raven guides me and I fight the great beasts in Odin's name."

You lose your meta-knowledge of Valheim. In fact, you lose all your memories from before this Gauntlet. Don't worry, I'll keep them safe personally to give them back when you leave.

Now maybe not **everything**, as you still have your companion's name if relevant, mundane skills you'd have kept with your bodymod, and your sense of self, but otherwise you start anew. Exceptions are made for Viking myth and culture.

- **Astray [+200]** - " "

You... are an unfortunate one now, aren't you ?

The Valkyrie that carried you for some reason landed you in the middle of nowhere. A raven from Odin will guide you to the Forsaken Altar, but until you find it, dying will always result in resurrecting in another random spot. And places far away from the altar are precisely deadly. As a grace, you won't meet the shore and can reach it by foot.

- **Where is He ? [+100]** -

You're gonna say that a lot.

Points of interests, from the summoning altars of the Forsaken to ore veins, are inconveniently and annoyingly far from one another and from your starting location. And don't get me started on Haldor the merchant. You're in for a lot of exploring, jumper.

- **Why? [+200]** -

That'd be suicide by insanity for normal people at this point.

You can't build portals, even if you paid for it. The amount of time you'll lose walking or sailing to transport anything across the ginormous map of Valheim and fight on the way will take its toll on the sanity of even jumpers.

- **Time Limit [+100] -**

Remember when I said you had literally all the time in the world ? Me neither.
You have 10 years, give or take a few days depending on the circumstances to let you finish immediate business. Past that you will be forced out of the Gauntlet. You do get your rewards and can still choose to leave early.

- **Time Attack [+200] -**

You have a year and can't leave early.
Little spoiler from next section here, but failure to get reward milestone 1 (not boss 1, milestone 1) is equivalent to Gauntlet failure, making you leave without your purchases.

- **Legions Awoken [+200] -**

Sometimes guided by a Forsaken's mood, sometimes on their own, animals or monsters can gather and attack your base in groups, before scattering again after a time.
But you... not only do monsters seem to appear more frequently around you, they group much more as well, be it in packs in the wild or in actual invasions of your location.
Expect between 2 and 4 times their number at times, depending on how much lady Luck loves you.

- **Forsaken Awoken [+200] -**

Oh boy they're angry... Killing them might have not helped.
Forsaken you already defeated will have a chance to resurrect the time of an invasion or in the wild, akin to a rare miniboss mob like trolls. The invasion ones disappear as their invasion itself ends, but the wild ones...
Well, on the plus side you have a potential rare resource income now.

- **Hardmode [+200] -**

Thought gauntlets weren't hard as of ?
The normal difficulty scaling is drastically sharper and amplified. Even stepping into a black forest will be a challenge with Greydwarf able to two-shot you easily. Hope you like Deathskitoes and Goblins.

- **Helheim [+300] -**

Forget what I said, I've got better for you.
Everything scales dynamically, relative to your current abilities and gears, so that you always are challenged. Even something as low as a Greylings or a mundane boar will be a non-negligible threat to you, whether you are clad in leather or blackmetal. Forsakens are gonna make you see hell...

- **(not) Eternal Warrior [+300] -**

Remember the Einherjar perk ? Let's nerf that too.

You only have a limited number of "lives", determined with 15d3 (average of 30). Losing the last life will end the Gauntlet and see you out. You do get your rewards and can still choose to leave early.

- **First try [+300] -**

Ever heard of No Death Dark Souls ?

On a completely related note, you are now the proud owner of 0 lives.

Reminder that normal humans here would probably not make it out of the first night. Try not to die under a tree.

Rewards

All true challenges are met with rewards.

As explained earlier, this functions in milestones. Hanging a trophy on the Forsaken Alter will grant you a milestone's reward when you leave and its boon immediately. As they are ordered by difficulty, should you - improbably so - gain a later milestone, you secure all intermediate rewards but not their boons. Not that it'll be difficult to secure them later as you'd have then proved.

None

That was unexpected. For one to leave so early...

But it's okay. Admitting honestly either mistakes or your own weakness is no betrayal of one's pride or honor.

Let it then be a lesson and first step to in a greater journey

Boon : none

Reward : none. In addition as you did not get any challenge per se, you also lose all your purchases here.

Eikthyr

King of the Wilderness. His antlers are branches of iron, they crack the rocks and bring down mountains. His hooves are the sound of thunder. His voice a howling gale.

Eikthyr, ruler of the meadows is the first you will confront. He is a Stag taller than any man, whose sturdy antlers crackle in lightning he will not hesitate to unleash at you.

Start paving the way to your greatness with his pelt.

Boon : Upon activating Eikthyr's boon, you are invested by supernatural vigor. As long as it stays active, you run and jump for less than half the stamina it normally would have cost you.

Reward : Home is where the heart is, and I'm sure a piece of it rests here now too.

Choose any camp or base you built. It and its close vicinity land (about 100m in each direction) has now been granted the status of property item, gaining fiat rebuilding in 24h and modification retaining among other other qualities that normally comes with it. In future jump, you can retroactively import it or leave it in a pocket space accessible from your Warehouse.

The Elder

First of the Forest, King-in-the-Wood, Lord over those who dwell at his feet. His roots will grow where cities once stood, their blood his wine, their flesh his meat.

The Elder is akin to the black forest itself, a giant treant standing as tall as castles. Strong and durable as steel, tendrils of thorny vines will reach where his body cannot.

Burn him and his kin to ashes.

Boon : Upon activating the Elder's boon, you are invested by supernatural efficiency. As long as it stays active, you and your tools do more damage to wood in any form, even monsters made of it.

Reward : You gain a handy inventory system of sorts, counting as a perk.

You can designate secure areas in any property you own or the warehouse, or secure storage items like weapon racks, chests and so on, to be your "inventory". At will, you can send any item you are wearing, holding or touching to one of your inventory spaces, and likewise summon them back to you, even directly equipped if applicable.

The inventory spaces can be made without limits beside those mentioned above, and need not to be continuous or even close to each-others. However, you can only store a limited amount of weight and volume in that order of priority, that is calculated live in function of your own carrying strength. Should your strength drop for extended amounts of time, inventory spaces will become unavailable in a predetermined order of your choosing, until your strength is back up. The items themselves are safe and can be retrieved physically at their location.

Bonemass

Wanderer, look to your feet, that tread upon our tomb. One thousand bones without their meat, will drag you to your doom.

Bonemass is the apex of the swamps, amalgamate of the rests piled up in his domain. He is just that, a bone mass barely held in living ooze, toxic to even breath near and able to make ooze blobs and skeletons to distract you.

Smash him and the opposition he poses.

Boon : Upon activating Bonemass' boon, you are invested by supernatural toughness. As long as it stays active, physical damage, be it piercing, slashing or smashing, is half as effective against you and your armor.

Reward : Practice makes perfect, or so you probably realized by now.

No matter how small or unconscious it is, doing something will always result in you getting better at it, as long as you did it on purpose. Cut wood ? Cut better after 10 logs, then yet better after 100. Wielding shields ? Each blow you parry will make the next easier to.

Now of course the better you are already, the slower further progress will be, and dedicated training and practice will still be better than random usage, but there is no true limit to stop you.

Moder

Black wings across the moon and sun, down from the mountain our mother comes. Her weeping tears will fall like rain, her voice will call us home again.

Moder is queen in the mountains, the mother of all drakes. A towering beast, her breath freezes entire battlefields and encast mighty warriors into their death, her claws sharper than steel, and her wings make her a flying bane.

Conquer winter itself

Boon : Upon activating Moder's boon, you are invested by supernatural luck. As long as it stays active, weather will favor you, be it to cultivate under the rain, to sail the wind in your back, or walk under the sun.

Reward : In your momentum the next Forsaken surely will fall too. Why stop there ?

You gain the Forsaken Altar itself as a property to import or attach to your warehouse in future jump, and the Boon of the Aesir perk becomes boosted and permanent.

Hanged trophies stay there permanently until you somehow want to remove them, even across jumps, and those already slain here until your acquisition of this item are included.

As you jump, when you slay a creature or entity of the same relative legend and threat in-jump as the Forsaken are here in Valheim, they will be guaranteed to leave behind a trophy to sort (even if normally impossible or illogical) and a new stone will appear to complete the soon to be field of monoliths for you to hang it there. Doing so will grant you a new boon to your arsenal, its potency and effect in theme with the slain. You can gain the same effect from boons from different creatures, and they still count as separate boons.

Boon of the Aesir is kept in future jump and is tuned to the Altar instead of Odin himself. Your time limits of four hours a day and minimum ten minutes are removed, allowing the use of boons at any time, but you instead have a cooldown of 4 times the use time once you dismiss it.

As a bonus, in case there isn't any, you don't want to disturb the established order, or there aren't any left after your passage, new ones will retroactively be introduced and clues of their new myths will be disseminated around the world for you to track them.

The hunt never stops.

Yagluth

Long ages past, he wore a crown, beneath a blood-red sky. Now naught is left of all he was, but his spirit cannot die.

Yagluth is the remains of the once king of the Fulings that inhabit these plains. The floating top half of skeleton pulsing in the same dark energy that fuels his magic, he is terrifyingly tall and strong... or at least for a goblin.

Show him no crown or magic will save him.

Boon : Upon activating Yagluth's boon, you are invested by supernatural resistance. As long as it stays active, magical and element damage, be it in the form of flame, frost, spirit, lightning and similar , is half as effective against you and your armor.

Reward : May you be praised here and beyond this realm, for even the gods are impressed.

While you won't gain entry to Valhalla yet, in future jump tales of your exploit before and here, will precede you, each jump adding to it. It can be in any form you choose, be it as a heroic renown or a myth of a distant path just asking to be born anew in your wake. Nevertheless, unless you want not, local gods will alway know this legend of yours and as such earn you, depending on your alignment and theirs, either their respect, ears and favorable view, or fear of the one that finished that the Allfather couldn't.

Lastly, should you meet your true end out there, if you wish so, Jumpchan and Odin will make arrangements for you to go to Valhalla. You more than earned it, jumper.

??????

Legend speaks of him, whom for the impossible wasn't enough. A bane to Odin's foes, wherever they hide.

Allfather himself ignored gathering his weakened enemies in a single realm would only make them proliferate. Valheim is a vast realm, hiding more regions than meet the eye, as well as the share of monsters that come with it.

Look's like you'll need more stone at the Altar to hang heads.

Reward : Odin promised a reward befitting your challenge, and he has only one word.

You gain no less than Valheim itself and a modified but permanent version of the Einherjar perk. (He has not much use for it now anyway)

Valheim will act as a "property", accessible from a portal either in your warehouse or fixed location determined at the beginning of each jump, and arriving at the Forsaken Altar by default. Valheim is a realm of its own, a single but infinite plane of existence isolated from the rest of the local cosmology. As your chain goes on, new biomes and creatures you met will add to it seamlessly. What you make of it is yours to decide. Hide a kingdom there, make it the greatest hunting ground ever, or your little retreat in the wood, your call.

Einherjar will now act as described, a "1up" of sort as you call them, except it will be reusable and not cost any memory. Once it is used and you wake up, this power will go dormant for a month before allowing you to resurrect again this way. You can decide where it stands in your 1up order list as you wish.

Final Choices

- **Midgard** you fought bravely out there, and like all battle ends in the warmth of the fireplace at home for the winner, it is now time for you to go back.
 - **Valhalla** maybe you wish rest in the end, after all those fights and struggles ? I'm sure you've earned your place to do that here.
 - **An Eleventh Realm ?** A warrior like you can be of help in many places you can't even suspect exist.
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Notes:

- If you have constructive criticism or Ideas you think might fit this document, consider dropping by the [Google-Doc](#) and leaving a comment.
- **Perks** : Please note you can eventually do everything the game character can with training or creativity, including "magic" like the portals. These are just what you already start able to do, can keep in future jump, or to transcend the local limitations.
- **Boon of the Aesir** : yes, it means you don't need to go to the altar to switch boon
- **Magic** : the perk is intended to be oriented in item creation. It alone won't let you throw fireballs, but setting your axe ablaze with runes or creating crude grenades with surtling cores could be an option. You can go beyond what is described like making portals transport metal, or even entirely new things, but it'll take lifetimes of trial and error and is better used complementing more complete magic perks.
- **Items** : you can have blackmetal armor, silver pickaxe or flametal sword yes, even if it does not exist in the game as of yet.
- **Items** : every tool can be used as a weapon and vice versa, the axe or hammer for example. I just followed the game's classification.
- **Items** : bows come with a daily non-stackable supply of two types of arrows within the material grade, and infinite flint arrows when you reach in your quiver
- **Resource stack** : for a reference you could expect about a 50/50 pile of wood a week in the very early game, then once a day once hitting metal age and its charcoal needs. It's a good complement but grinding will still be needed for any operation not minor.
- **Resource stack** : Nice try, but you can't designate an area or item both as a "storage" and "inventory" space.
- **Runestones** : the runestones will rarely be in "civilized" or "urban" areas, but not as remote as to be difficult to access when exploring the wild either. You'll always be able to tell if a runestone is from the item or local jump if such confusion is possible. Fanwank how.

- **Boon of the Aesir (reward version)** : yes it means having four times the same boon available makes it permanent, but (ignoring the fact you'll have to find four beasts that could give them, kill them, and actually get lucky and get them among other possible boons) situations where you'd need that likely wouldn't let you to do the incantation to switch in the first place.

Changelog:

v0.1:

- First draft

V0.5

- First complete version, jumpable version.
- Wouldn't it be "Guantletable" ? ask your jumpchan.

V1.0

- Spellchecking (thanks to "Ryan Lichti")
- Added Valheim itself to the last reward milestone