

FATE OF THE NORNS

ANDREW
VALKAUSKAS
PRESENTS



SEITH AND SWORD
CHRIS CHALLICE

ADVENTURE

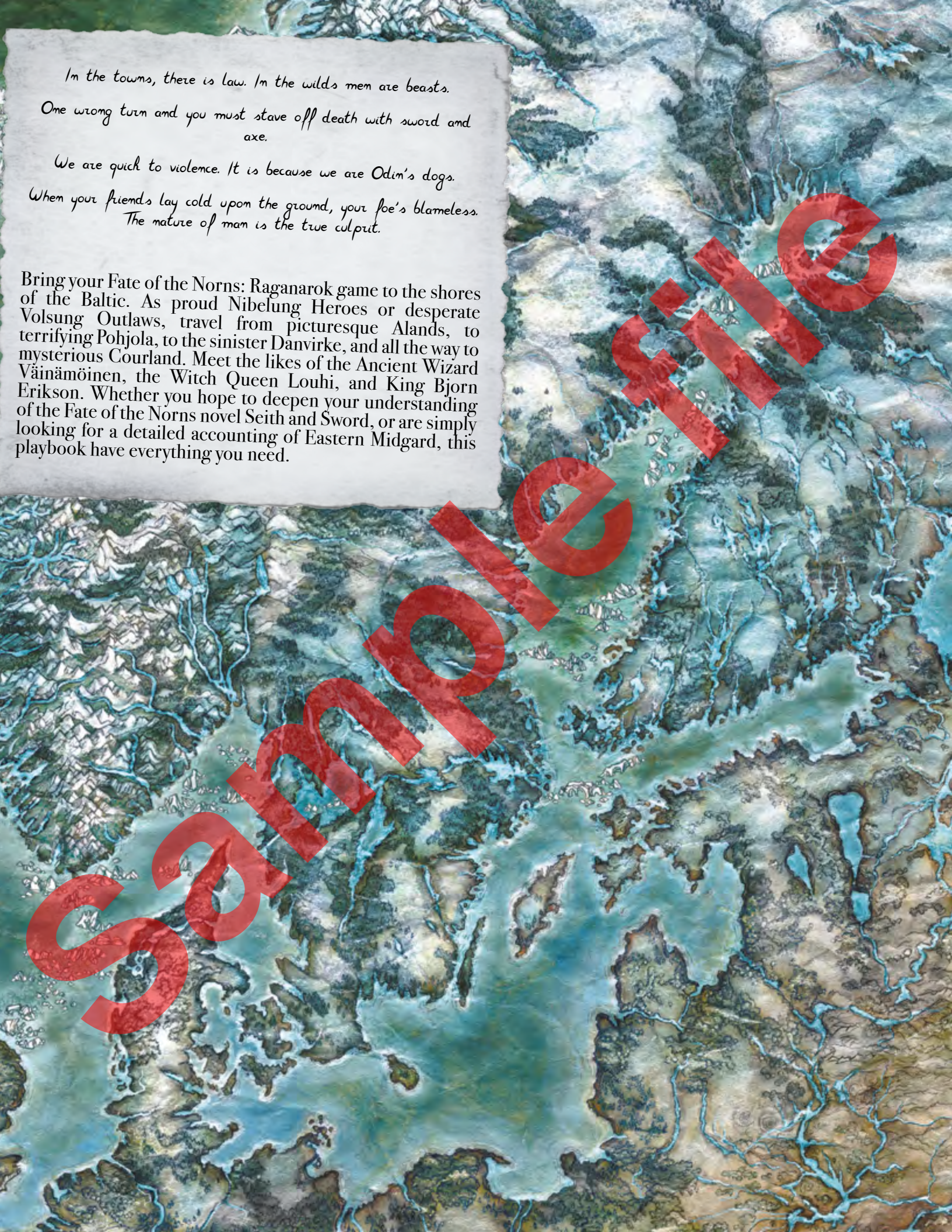
In the towns, there is law. In the wilds men are beasts.

*One wrong turn and you must stave off death with sword and
axe.*

We are quick to violence. It is because we are Odin's dogs.

*When your friends lay cold upon the ground, your foe's blameless.
The nature of man is the true culprit.*

Bring your Fate of the Norns: Raganarok game to the shores of the Baltic. As proud Nibelung Heroes or desperate Volsung Outlaws, travel from picturesque Alands, to terrifying Pohjola, to the sinister Danvirke, and all the way to mysterious Courland. Meet the likes of the Ancient Wizard Väinämöinen, the Witch Queen Louhi, and King Bjorn Erikson. Whether you hope to deepen your understanding of the Fate of the Norns novel *Seith and Sword*, or are simply looking for a detailed accounting of Eastern Midgard, this playbook have everything you need.



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Spoilers for novel

I grew up on table top games and fiction. I cut my teeth on Advanced Dungeons and Dragons 2nd Edition, paired with the Forgotten Realms and Dragonlance. I was fascinated by such books as the Crystal Shard, the Moonsha Trilogy, Dragonlance Chronicles, Time of the Twins etc... I was hooked on these because the novels gave life to the game worlds I played in. They were tour guides in fantastic lands; they gave me a feel for how awesome such games could be. That I wrote such for Fate of the Norns, is a dream come true.

I brought this background to Seith and Sword. Writing a novel based on a gaming world is a different beast than writing non-gaming fiction. It is such because I'm not the only one telling stories in Midgard. I made sure not to step on Stephen's toes, Seith and Sword does not contradict Horn of the Kraken. I was also careful not to step on Norn or players' toes. What I love about Denizens of the North is that it's packed with adventures that are waiting for Dwellers to play. As such I didn't want to solve those adventures with my novel. I wasn't going to have Gamli break the curse of Danevirke. I wasn't going to have Vanadis put king Siggeir to rest. Vinglunr would not, inexplicably, become the king of Svealand. I brushed against many DoTN adventure seeds but I resolved none of them. I know full well those are for the players. What I did instead is breathe life into FoTN's take on the Eddas and Sagas with a compelling story. I painted Eastern Midgard for all to see and filled in some of the areas that DoTN did not cover. If you've read the novel I hope it's been a spark to inspire your games.

In this book I'm writing a game, for a novel that is about a game. While obvious this still needs to be said, a roleplaying game is not a novel. While Norns prepare history, locales, Denizens and plots for the Dwellers to take part in, she

does not, unlike her mythological counterparts, direct the ultimate fate of the game. Oh, she can nudge it along with plot hooks and rewards but, ultimately, the game will follow the Dwellers, not the other way around. This book, on the other hand, is meant to help Norns run a Seith and Sword game. If the group is willing they could use this book to play the novel exactly. However, I know that's not going to happen. Even if players choose Dwellers from the Novel their decisions and actions will be different, which is, frankly, grand. In the player's shoes I'd be the same boat: Yes I know that Vanadis and Gamli agreed to Mjoll's plan but what if they chose to plead their case before Truvor instead? What if Hardegon agreed to join Bjorn in his battle with Norveig? What if the Volsungs refused to leave Gotland until they hunted down the cause for the massacre at the thing? I'd want these questions answered and the Norn should be prepared to do just that. This is what this playbook offers. While the locales and characters appear in roughly the same order they do in the novel, the Norn can manipulate them to match the dweller's actions. This is not a script, don't railroad the Dwellers down a set path. This is Lego set, assemble the blocks I give as you desire.



The Dwellers

