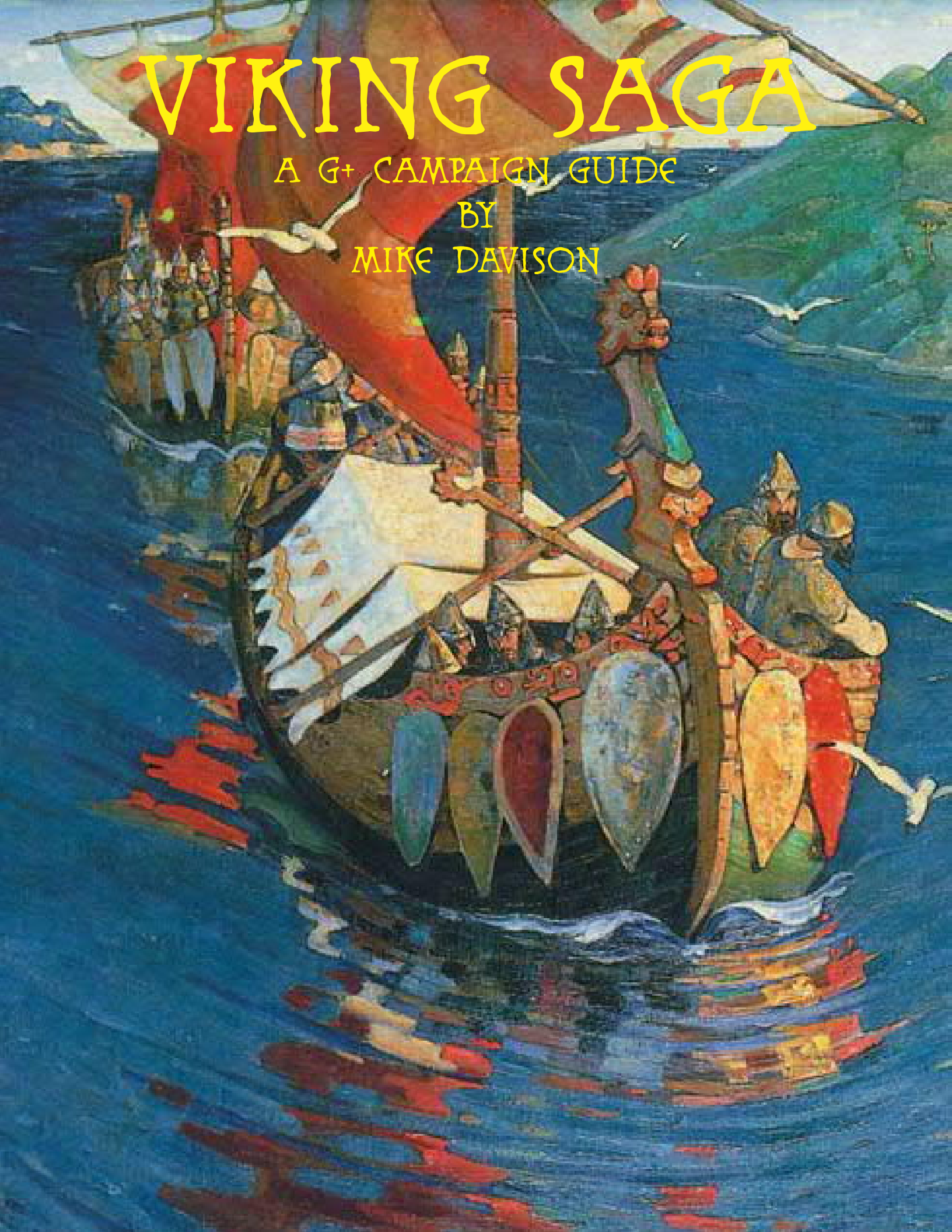


VIKING SAGA

A G+ CAMPAIGN GUIDE

BY

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CHARACTER GENERATION

The *Viking Saga* campaign uses the *Swords & Wizardry* White Box as the basis for its rules. There are places where these rules will vary, but most players will be able to get by with those rules alone.

ABILITY SCORES

Roll 3d6 for each ability in the order listed below. Bonuses are based on the universal attribute table as per below.

ATTRIBUTE TABLE

Score	Bonus
3 - 8	-1
9 - 12	+/-0
13 - 18	+1

STRENGTH

Warriors add their Strength Bonus, if positive, to melee to hit rolls and damage caused by melee and thrown weapons. All characters, regardless of class, use the following table to determine their chance for opening stuck doors.

OPENING DOORS

STR Score x in 6 chance	
3 - 12	1
13 - 15	2
16 - 17	3
18	4

INTELLIGENCE

All characters use their intelligence to modify the things on the following table.

INTELLIGENCE TABLE

INT Score	Language Rolls (X in 6)	Search Rolls (X in 6)	Technological Items Modifier	Maximum Spell Level
3	1	1	-15%	1
4 - 5	1	1	-10%	2
6 - 9	1	1	-5%	3
9 - 12	1	1	0	4
13 - 15	2	2	5%	All
16 - 17	3	2	10%	All
18	4	2	15%	All

WISDOM

All characters use their Wisdom Bonus, whether positive or negative, to modify their saving throws.

DEXTERITY

All characters use their Dexterity Bonus, if positive, to modify their Armor Class, and if positive, to modify ranged to hit rolls and damage dealt by bows and thrown weapons.

CONSTITUTION

All characters modify their Hit Points using their Constitution Score.

HIT POINTS TABLE

CON Score	HD Modifier
3	-2
4 - 8	-1
9 - 12	+/-0
13 - 17	+1
18	+2

CHARISMA

All characters use their Charisma Score to modify the amount of Special Hirelings they may have at a given time using the table below. Note that this table also modifies the number and loyalty of special slaves that you may purchase.

CHARISMA TABLE

Charisma	Special Hirelings	Loyalty
3	1	-2
4 - 5	2	-2
6 - 8	3	-1
9 - 12	4	+/-0
13 - 15	5	1
16 - 17	6	2
18	7	3

STARTING GOLD

All characters begin play with 3d6 x 10 gp.

CHARACTER CLASSES

There are many new character classes to be found in the *Viking Saga* campaign. The current classes available are: Berserker, Leech, Thane, and Warrior.

BERSERKER

Fierce Norse fighting-men, shield-biter. You know no fear and charge into battle with a wild roar. Many think you are insane, and they could be right, but you know Valhalla is your eternal reward for your courage.

“they often fought without mail, that is, in their bare sarks. They were huge and strong but ugly to behold, unkempt, unwashed, surly and bullying. In battle a madness came upon them; they howled, foamed at the mouth, grew swollen and purple in the face, gnawed the rims of their shields, and rushed forward like angry aurochs. Then their strength was such that no ordinary man could stand before them. It was said that iron would not bite on them, either. Truth was, the wounds they got, save for the deepest, hardly bled and closed up almost at once. After the rage was past, they were weak and shivery. By that time, however, most who had tried to fight them would be dead or fled.

Goodfolk loathed berserkers.... and feared them.”—Poul Anderson “Hrolf Kraki’s Saga”

BERSERKER ADVANCEMENT TABLE

Level	XP	HD	BHB	ST	Base AC
1	0	2	1	16	10
2	2,200	3	2	15	11
3	4,400	4	2	14	12
4	9,000	5	3	13	13
5	18,000	6	3	12	14
6	36,000	7	4	11	15
7	50,000	8	4	10	16
8	100,000	9	5	9	17

BERSERKER CLASS ABILITIES

Weapon & Armor Restrictions: Berserkers are limited to melee weapons only, and cannot wear any armor though they may use a shield.

Magic Item Restrictions: Berserkers may not use any magic item other than potions.

Saving Throw: Berserkers receive a bonus of +4 to any saving throw vs. petrify/paralyzation or fear.

Battle Rage: Any round following a round in which a Berserker took damage, he may make an extra melee attack.

Hardy Constitution: A Berserker can continue to fight until he has taken damage equal to HP+CON, after that he will collapse and die.

True Strike: Starting at 4th level, a Berserker may attack magical creatures as if wielding a +1 weapon (though he does not get any bonus to attack or damage - only the ability to hit magical creatures).

LEECH

Some call you a healer, but your skills are more esoteric. You are a master of witchcraft and sorcery.

LEECH ADVANCEMENT TABLE

Level	XP	HD	BHB	ST	SPELLS PER LEVEL				
					1	2	3	4	5
1	0	1	0	14	1	-	-	-	-
2	2,400	2	0	13	2	1	-	-	-
3	5,000	3	0	12	3	2	1	-	-
4	10,000	4	1	11	4	2	1	-	-
5	20,000	5	1	10	4	3	2	1	-
6	40,000	6	1	9	4	3	2	1	-
7	80,000	6+1	2	8	5	4	3	2	1
8	160,000	6+2	2	7	5	4	4	3	2

LEECH CLASS ABILITIES

Weapon & Armor Restrictions: Leeches may not wear armor or use shields and are restricted to only clubs, staff and daggers for weapons..

Magic Item Restrictions: Leeches may use all magic items other than magical weapons (they can use staves and daggers).

Saving Throw: Leeches receive a +2 on all saving throws vs poison and disease.

Spell Casting: A Leech carries small sticks of carved runes that serve as his spell book, each separate rune-stick contains one spell. A Leech can cast any spell he knows (as long as he carries the proper rune-stick). Once a spell is cast it destroys the rune-stick and another must be carved. It takes two days time to properly carve a rune-stick. A leech begins the game with 2 rune-sticks for each spell he knows.

First Level Spells

Cure Light Wounds, Detect Magic, Purify Food & Drink, Charm Person, Protection from Chaos (Law), Read Magic, Read Languages, Sleep.

Second Level Spells

Hold Person, Speak With Animals, Detect Chaos (Law), Detect Invisibility, Knock, Web, Wizard Lock, Find Traps.

Third Level Spells

Cure Disease, Remove Curse, Dispel Magic, Protection from Chaos (Law) II, Protection from Normal Missiles, Water Breathing.

Fourth Level Spells

Cure Serious Wounds, Neutralize Poison, Speak With Plants, Sticks to Snakes, Charm Monster, Confusion, Giant Growth, Polymorph, Wall of Defense I, Wizard Eye.

Fifth Level Spells

Commune, Dispel Chaos (Law), Quest, Raise Dead, Animate Dead, Conjure Elemental, Contact Other Plane, Feeblemind, Hold Monster, Wall of Defense II.

THANE

You are the Noble hero, you are a warrior above all other warriors, a leader of men. Men will flock to your banner as you advance in level, and when you go Viking they will fight for the honor to man your oars.

THANE ADVANCEMENT TABLE

Level	XP	HD	BHB	ST
1	0	1+2	1	15
2	2,000	2+1	1	14
3	4,000	3+1	2	13
4	8,000	4+1	2	12
5	16,000	5+1	3	11
6	32,000	6+1	3	10
7	64,000	7+2	4	9
8	120,000	8+2	4	8

THANE CLASS ABILITIES

Weapon & Armor Restrictions: Thanes are not restricted from any weapons or armor.

Magic Item Restrictions: Thanes may use all magical weapons, armor, potions, and jewelry.

Saving Throw: Thanes receive a +2 bonus vs. Charm, Fear, and Spell attacks.

Thunderous Strike: A Thane strikes with such force that he adds +1 to all damage rolls in melee combat.

Voice of Courage: Once per day (per level) a Thane can shout out a battle cry or rallying call and will boost his followers/henchmen's morale by +1 for the duration of the combat (this can only be used once per combat regardless of level).

Leader of Men: Starting at 2nd level, men will begin flocking to the Thane's banner. Roll on the table below to determine who joins each level.

d100+level Result

01 - 15	Warrior (0 level FM, Leather Armor, Shield, Spear, Hand Axe)
16 - 30	Archer (0 level FM, No Armor, Self Bow /20 Arrows, Hand Axe)
31 - 45	Shield Maiden (0 level FM, Mail Armor, Shield, Sword)
46 - 60	Huscarl (0 level FM, Mail Armor, Shield, Sword, Spear)
61 - 65	Hunter (0 level FM, Self Bow /20 arrows, spear, can provide food)
66 - 75	2 Shield Maidens (0 level FM, Mail Armor, Sword, Shield)
76 - 85	2 Huscarls (0 level FM, Mail Armor, Shield, Sword, Spear)
86 - 90	Skald (Warrior:1, Mail Armor, Shield, Sword, poet)
91 - 95	2d3 Warriors (0 level FM, Ring Mail, Sword, Shield, Spear)
96+	2d3 Archers (0 level FM, Leather Armor, Self Bow /20 arrows, Hand Axe)

WARRIOR

Shieldmaiden, Huscarl, or any other fighting man. You are a warrior born and raised, skilled with weapons you prowl the seas in your longship looking for ripe opportunities to raid and plunder.

WARRIOR ADVANCEMENT TABLE

Level	XP	HD	BHB	ST
1	0	1+1	0	15
2	1,500	2	1	14
3	3,000	3	1	13
4	6,000	4	2	12
5	12,000	5	2	10
6	24,000	6	3	9
7	48,000	7	3	8
8	90,000	8	4	7

WARRIOR CLASS ABILITIES

Weapon & Armor Restrictions: Warriors are not restricted from any weapons or armor.

Magic Item Restrictions: Warriors may use all magic weapons (except for swords), armors, shields, potions, or jewelry.

Saving Throw: Warriors have no bonus to any saving throws.

Follow Through: A Warrior receives an additional melee attack if they do enough damage in the first attack to kill an opponent. The 2nd attack must be made on the closest enemy within 10 feet.

EQUIPMENT

Below is the available equipment list available in the *Viking Saga* campaign.

EQUIPMENT TABLE

Equipment	Cost
Backpack	5
Bottle, glass	1
Case (map or scroll)	3
Crowbar	5
Flint & Steel	2
Grappling Hook	5
Hammer	3
Mirror, small steel	5
Oil (1 pint)	2
Pole, 10'	1
Rations (day)	1
Rations, Dried (day)	3
Rope, hemp (50')	1
Rope, silk (50')	5
Sack (15 lbs capacity)	1
Sack (30 lbs capacity)	2
Shovel	5
Spike, iron	1
Tent	20
Torch (6)	1
Waterskin (1 gallon)	1

TRANSPORTATION TABLE

Type	Cost
Cart	80
Horse, Light	40
Longship, Large	10,000
Longship, Small	5,000
Mule	20
Raft	40
Saddle	20
Saddle Bags	15
Small Boat	100

WEAPONS & ARMOR

All weapons in the Viking Saga campaign do 1d6 of damage, however those two-handed weapons marked with an asterisk (*) roll 2d6 for damage and take the higher result.

The *Viking Saga* campaign uses the Ascending Armor rules from *Swords & Wizardry*, the base Armor Class is 10.

WEAPONS & ARMOR TABLE

Weapon	Weight	Cost
Armor, Leather (AC 12)	25	30
Armor, Helmet (+1 AC)	1	10
Armor, Mail (AC 14)	50	60
Axe, Long*	15	7
Axe, Hand	10	3
Bow, Self	5	30
Club	5	-
Dagger	2	3
Maul*	10	5
Quiver (20 arrows)	1	5
Shield (+1 AC)	10	10
Spear	10	2
Staff	10	1
Sword, Broad	10	30
Sword, Two Handed*	15	45

VIKING NAMES			Brander	Hildebrand	Sivald
Alf	Gunbiorn	Osferth Hlytte	Brat	Hildiger	Sivard / Siward
Aggi	Gunnar/Gunner	Oscytel	Brodder	Hiorvarth	Skalk
Agnar	Gunnolm	Oslac	Broddi	Hithin	Skarth
Agner	Gunthiof	Oslaf	Bruni / Bruno	Hjalmar	Skat
Agni	Gusi	Osten	Buchi	Hjalti	Skiold
Aki	Guthferth	Ostmar	Bugi	Hladgerd	Skuld
Aleif	Guthfrith	Othrik	Burgar	Hogni	Skumbar
Ali	Guthmund	Pallig	Busli	Holmar	Snio
Alver	Guthorm	Rafn	Buthli	Holti	Sorli
Ambar	Guthrum	Rafnkil	Bok	Horik	Soti
Amleth	Gøtar	Ragemar	Cnut	Hort	Starkather
Amlothi	Gøttrik	Ragnar	Dag	Hothbrod	Stein
Andvan	Hadding / Hading	Randver	Dan	Hraerek	Steinbiorn
Angantir/Angantyr	Haddir	Rani	Danpr	Hrethric	Stikla
Angul	Haesten	Rathbarth	Dian	Hroald	Storverk
Ani	Haffi	Rathi	Ebbi	Hroar	Strumik
Anlaf	Hagal	Ref	Egil	Hrok	Stur
Ansgar	Hagbarth	Reghall	Egther	Hrolf	Svarin
Ari	Hagmund	Regin	Eirik / Erik	Hugleik	Sven / Svein
Arinbiorn	Haki / Hako	Reginfrid	Ella	Humbli	Sverker
Arngrim	Hakon	Regnald / Raegnald	Elrik	Hunchy	Svipdag / Svipdagr
Asmund	Haldan	Regner	Enar	Hvirvil	Tander
Asvith	Halfdan	Regni	Ennignaup	Hvitserk	Tetar
Athisl	Halfred	Rethyr	Erlingnar	Hygelac	Thengil
Audun	Halsten	Rig	Erp	Hømi	Theudebert
Aurvandil	Hamthir	Ring	Esbern	Høther	Thidrek
Olaf Triggvason	Hamund	Roar	Esbiorn	Ibor	Thokk
Anund	Hani	Roas	Evindar	Ing	Thorald
Athulf	Har	Roe	Eilaf	Ingel	Thorbiorn
Agmund	Harald/Harold	Rognvald	Eohric	Ingeld	Thored / Thord
Bagsecg	Hardegon	Rokar	Eowils	Inghen	Thorgerd
Bari / Barri	Harthbren	Roldar	Estrith	Ingi / Yngi	Thorgisli
Beigardr / Beigarthr	Harthacnut	Rolf	Eystein	Ingware / Ingvar	Thori / Thorir
Beri	Hastin	Roller	Fengi	Ismar	Thorias
Bersi	Hather	Rostiof	Fialler	Ivar	Thorir
Benesing	Hauk	Rurik	Fin / Fyn	Jamerik	Thorulf
Biarbi	Heidrek	Rørik	Findar	Jormunrek	Thrond / Thronder
Biarki	Helgi / Helgo	Saevil	Floki	Karl	Thuning
Biarni	Helvin	Salgarth	Flokk	Kelther	Thurcytel
Bild	Hemming	Sali	Folki	Kerr	Thurferth
Biorn	Hendil	Sambar	Frakk	Kervil	Thurkil / Thorkil
Blihar	Herlvar	Sibbi	Framar	Ketti	Tirvingar
Bo	Heroth / Herruthr	Sifka	Fridlef	Ketil	Toglos
Bodvar	Hethin	Sigar	Froda	Knut / knud	Toki
Bodvild	Hial	Sigemund / Sigmund	Froger	Koli	Torvil
Borkar	Hialti	Siggir / Siggier	Frogferth	Koller	Torving
Brak	Hiarni	Sigifrid	Frothi	Kraka	Tosti / Tostig
Bram	Hiarrandi	Sigurd	Frovin	Krok	Tovi
Brand	Hiarvarth	Sihtric	Gambara	Lenni / Lenno	Trann

Gardh	Ler	Trygir
Garmund	Lesy	Tummi
Gautrek	Levy	Ubba
Gerbiorn	Liotar / Lothar	Ubbi
Gerik	Loker	Uffi
Gerth	Lothen	Ulf
Gevar	Magnus	Ulfcytel
Glomer / Glumer	Manna	Ungvin
Gnepia	Matul	Valdemar
Gnisli	Mevil	Vali
Godfred / Godfrid / etc.	Mithothyn	Valsten
Gorm	Mundus	Vemund
Goti	Nep	Vermund
Gram	Ohtar / Ohtor / etc.	Veset
Grani	Odda / Odd / Oddi	Vetmar
Grensli	Odinkar	Vifil
Grep	Ohthere	Vigfastr
Gretir / Grettir	Olaf	Viggi / Vigi
Grim / Grimi	Oli	Viglek
Grimar	Olimar	Vikar
Grip	Oller	Vithserk
Grombar	Olvir	Vitolf
Gromer	Omoth	Vogg
Grubbi	Omund	Wig
Grunder	Orvendil	Ymi
Gummi	Osbern	Yngi