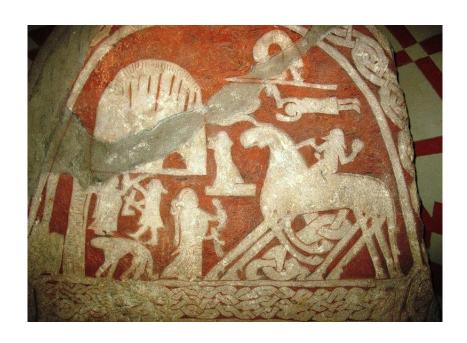
THE FURY OF THE NORTHMEN: WORLD BOOK

By Jess Nevins © 2021



CONTENTS

Introduction	6	The Disruption of Ordinary Life	39
The Fury of the Northmen's Source Code	6	The Monsters	39
Fiction vs. Reality	7	Who's the Big Bad?	39
Seven Things GMs Should Know	7	The Ælfes	40
A World of Magic & Monsters	8	Chapter Two: Playing a Viking Game	41
Gender & History	9	The Lived Experience	41
The History of the Four Kingdoms	10	You Are Not Like Other People	41
The Viking Lands	11	The Angelcynn and Viking Mindsets	41
The Vocabulary Used in this Book	11	Literacy and Communication	43
Advice for GM	11	Travel and the Importance of Horses	43
Maps	13	Some Incorrect Assumptions	44
The Tribal Hidage	13	Adventuring and Fighting	44
The General Regions of Anglo-Saxon England 14		The World is Safe Enough for 1st Level PCs	45
The Southwest of England	15	The War or the Wilderness	45
The Southeast of England	16	No More Artillery Duels	46
The West Midlands	17	The Problem with All-White PCs	46
The East Midlands	18	Racism in the 9th Century Context	47
East Anglia	19	The Angelcynn as "White"	48
North Midlands and Yorkshire	20	The Vikings as "White"	49
Northeast England	21	The Vikings' Children Aren't 100% "White	"49
Northwest England	22	The Viking Armies Aren't 100% "White"	50
Historical Map of the Invasion of England	23	Whiteness and Your Party of PCs	50
Chapter One: Gaming the Viking Way	24	Women, Non-Binary, Disabled, & Queer PCs	51
Running a Viking Game	24	The Historical Realities	51
PCs in a World That Hates and Fears Them	n 24	The Situation in The Fury of the Northmen	53
The Landscape	26	The Importance of the Æsir Goddesses	54
The Four Kingdoms	28	The Gods are Queer and Genderfluid	55
East Anglia	28	What Having a Disability Means in the	
Mercia	28	World of <i>The Fury of the Northmen</i>	57
Northumbria	29	Chapter Three: What Everyone Knows	59
Wessex	29	The Basics of Angelcynn Society	59
(No) Evidence of the Past	29	A (Very) Brief History	59
The Impact of Total War	30	Social Structure	60
The Settlements	31	Slaves	60
Villages	31	Peasant Farmers	60
Towns	32	Serfs	61
Cities	33	Freemen	61
Monsters and Total War	34	Thegns	62
The People	36	Sovereigns	62
God and the Æsir are Real	36	Family	63
Healing Magic and Resurrection Spells	37	Daily Life	64
Temporary Hit Points, Combat, and Glory	37	Dress	65
Class-Based Animus	38	Culture	66

The Angelcynn Religions	66	The Walled Fortress	90
The Old Religion	67	Yggdrasill & the Bifrost	90
The "Way"	67	Locations within Ásgarðr	91
The Hæðen	67	Miðgarðr	91
How to Play a Hæðen PC	68	Álfheimr	92
Angelcynn Christianity	69	Jǫtunheimr	92
Independence from Rome	69	Muspellzheimr	93
A Monastic Focus	70	Niflheimr	93
Cults of Saint	70	Mimir's Well	94
The Basics of Viking Society	71	Svartálfheimr	94
A (Very) Brief History	71	Vanaheimr	94
Social Structure	72	Hel	95
Thralls	72	Faerie	96
Karls	72	A Religious Chronology	97
Jarls	73	The Gazetteer of the Four Kingdoms	98
Family	73	Cities, Major Towns, & Unusual Locations	98
Daily Life	74	Ordinary Locations	110
Dress	75	Travel Times	114
The Role of the Nair	77	Chapter Four: The Historical Invasion	120
Culture	77	Why Did It Happen?	120
The Viking Religion	78	From the Top Down	120
The Basics	78	Armed Exiles	120
The Æsir	80	A Desire to Rule	121
Odin	80	A Desire for Wealth	121
Thor	80	From the Bottom Up	121
Frigg	81	A Population Explosion	121
Baldr	81	Changing Environmental Conditions	122
Týr	81	The Women-Greediness of the Jarls	122
Loki	81	The Attractiveness of Angelcynn Women	123
Goðormr	82	The Combatants	123
The Other Æsir	83	The Vikings	123
The Vanir	84	The Angelcynn	124
Njǫrðr	84	The Armies	125
Freyr	84	The Angelcynn	125
Freyja	85	The Thegns	125
The Animal Cults	85	The Mercenaries	125
The Bear	86	The <i>Fyrds</i>	125
The Boar	86	The Size of the <i>Fyrds</i>	126
The Wolf	86	No Allied Forces	126
The Nine Worlds & Yggdrasill	88	The Vikings	126
Yggdrasill	89	There was no Great Army	126
At the Top	89	There was no Viking Grand Strategy	127
In the Branches	89	The Size of the Viking Forces	127
On the Trunk	89	Armies of Volunteers	127
In the Roots	89	What Happened?	128
Ásgarðr	90	865	128

866	128	The Wessex <i>Fyrd</i>	148
867	128	The Size of the <i>Fyrd</i>	149
868	129	The Composition of the <i>Fyrd</i>	149
869	129	The Viking Great Army	150
870	129	The Composition of the Great Army	150
871	129	Chapter Seven: Magic, Monsters, and th	e
Chapter Five: The Fury of the Northmen'		Battlefield	152
Invasion	131	Why the Battlefield?	152
Causes of the Invasion	131	How to Run Battles	152
Many Factors, One Result	131	Why Use Dice At All?	153
The Flaws of the Jarls	131	The Rules	153
The World Changes	131	PCs During Battles	159
The Threat of Immigrants	132	Ask the Players what they want to do—ar	
The Pressure to Raid and Colonize	132	let them do it	159
One Man's Fault	133	Determine the Number of Encounters the	
The Life of Ragnarr loðbrók	133	PCs will have	159
The Vow of the Sons of Ragnarr	134	Determine the Type of Encounters the PC	
The Leaders of the Opposing Forces	135	will have	159
The Angelcynn Kings	135	Determine the Details of the Encounters t	
Ælfred, King of Wessex (871)	135	PCs will have	160
Ælla, King of Northumberland (862-867)	136	Historical Realities of the Battlefield	161
Æthelberht, King of Kent (860-865)	137	The Terror of Close Combat	161
Æthelred, King of Wessex (865-871)	137	The Horror of the Battlefield	161
Æthelswith, Queen of Mercia (867-871)	138	The 10-80-10 Rule	161
Burgred, King of Mercia (852-866)	139	Expectations of a Leader	161
Edmund, King of East Anglia (855-867)	139	How Big were the Armies?	162
The Viking Leaders	140	Viking Tactics I	162
Ástríðr the Red	140	Viking Tactics II	162
Bjorn Ironside	141	Viking Tactics III	163
Hálfdan Ragnarsson	141	The Lived Experience	163
Hvitserk	142	The Realities of the Battlefield in <i>The Fury</i>	
Ívarr the Boneless	142	of the Northmen	164
Ragnvald	143	Battles are Still Terrible, But	164
Sigurd Snake-in-the-Eye	143	When the Battlefield Becomes a Scrum	164
Ubba	144	The Size of the Opposing Forces	165
Chapter Six: The Combatants	145	The Lived Experiences	165
The Angelcynn Fyrds	145	Magic on the Battlefield	165
The East Angle <i>Fyrd</i>	145	Wounds and Healing Magic	166
The Size of the <i>Fyrd</i>	145	Offensives Spells	166
The Composition of the <i>Fyrd</i>	145	Defensive Spells and Buffing Spells	166
The Mercian Fyrd	146	Summoning Spells	166
The Size of the <i>Fyrd</i>	146	Magic Items	166
The Composition of the <i>Fyrd</i>	147	Monsters on the Battlefield	166
The Northumbrian <i>Fyrd</i>	147	No Monster-on-Monster Duels	166
The Size of the <i>Fyrd</i>	148	Crowded Battlefields	167
The Composition of the Fyrd	148	Enormous Targets	167

Monster-Killing Specialists	167
Battlefield Tactics	167
Mobile Units	167
Always on the Offensive	168
Magic Items to the Fore	168
Guard the Spell-Casters	168
Isolate Enemy Monsters	168
Make Sure Everyone's Dead	169
Keep Forces in Reserve	169
Communication Magic	169
Grand Strategy	169
The Unpleasant Realities	170
The Weather is not your Friend	170
The Land is not your Friend	170
The Army is not your Friend	171
The War is not your Friend	171
Chapter Eight: Treasure	172
Runes and Runic Magic	174
The Magic of the Elder Futhark	174
Magic Items	179
Magic Item Frequency	179
Weapon Attributes	181
Armor Attributes	188
Weapon and Armor Materials	189
Unusual & Unique Weapons, Armor,	
and Magic Items	195
Class Items	212
Names Items	221
Resources	234
Index	240
Open Game License Version 5.1	243

Dear Odenists/Wodanists—

This game isn't for you. You worship a historically inaccurate and perverted form of the original Norse gods. Y'all don't know what you're talking about when it comes to the Norse religion. You're a bunch of racists and reactionary white nationalists, while this game is intended to be open and welcoming to everyone.

In short, go fuck yourselves.