Sagas Book

Yggdrasil Chronicles

For silence I pray all sacred children,
Great and small, sons of Heimdall
,they will that I Valfather's deeds recount,
Men's ancient saws, those that I best remember.
The Iotunns I remember early born,
Those who I of old have reared.
I nine worlds remember, nine trees,
the great central tree, beneath the earth.
=Visions of Vala=

Open the book of skalds, which tells about the Twilight of the Gods.
Face the disasters that tear the skies apart.
Survive the Ragnarök. Save the World Tree.

Easy Base Game

Yggdrasil's ash
Great evil suffers,
For more than men do know;
The hart bites its top,
Its trunk is rotting,
And Nidhögg gnaws beneath.
=Grimnismal, verse 35=

The prelude to the Twilight of the gods,
End of times, that sets the Tree in motion,
Yggdrasil saved by the Mighty
Angry Gods.

In this game, the gods have no Divine Powers. Use the easy base game side of your god sheet.





Hard Base Game

Loki spoke:
I shall go into Aegir's hall, for the feast I fain would see;
Bale and hatred I bring to the gods, and their mead with venom I mix.
=Lokasenna, verse 3=

Face the initiator of deceit and his curses,
Iormungand, Fenrir and Hel, Loki's offspring,
Followed by the raging fire
Of Muspell's master and his shining sword.



In this game, the gods can use their Divine Powers. Use the hard base game side of your god sheet. The gods also have starting Abilities.



When Nidhögg is activated, the 2 Enemies shown above Nidhögg's pawn's new position are also activated.





Ragnarök Campaign

Brothers will fight
And kill each other,
Cousins will break
the bonds of their relationship.
It will be harsh for heroes,
Much depravity.
=Voluspa, verse 45=

Six events mark the fate of the gods.

Saga 1: Baldr's Murder, page 5
Saga 2: The Fimbulvert, page 15
Saga 3: The Managarms, page 21
Saga 4: Casting Off the Naglfar, page 29
Saga 5: The Fall of Bifrost, page 37
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Play the sagas in order. Improve the gods' Abilities between each saga.

Baldr's Murder

Saga 1. Introduction

The odious omen, which Frigg cannot break, reveals the treachery of the prince with a thousand tricks. Baldr the Good dreamed about threats to his own life. He informed the gods, who decided to protect him. Frigg traveled the Worlds and gathered from all the elements solemn oaths never to hurt Baldr.

Then the Asir entertained themselves by throwing stones and arrows at the god whom nothing could reach. When Loki saw this, he didn't like it. He turned himself into a woman and questioned Frigg. "Have all things really sworn to spare Baldr?" Frigg replied: "There is a young plant called mistletoe. It seemed too young for me to demand his oath."

Loki picked the mistletoe and made an arrow out of it, which he offered to Hodr, the blind son of the Almighty. Guided by Loki, Hodr drew the bow against Baldr and killed his brother.

Grief fell upon the gods during the funeral. Hermod begged Hel to free Baldr from the kingdom of the dead. The terrible guardian accepted on condition that the beings of the 9 Worlds mourn Baldr. The gods crisscrossed the Yggdrasil and all mourned Baldr, except for Loki disguised as a Giant, Thokk.

The traitor became a fugitive, hunted down by the angry Asir. But the gods ferreted him out and inflicted upon him the terrible punishment he deserved.

Without looking at them, make a reserve with the 9 Promise tokens (3 Perjuries and 6 Oaths) face down next to Yggdrasil.



Baldr's Murder

Saga 1 – step 1 of 4



Turn the page when you have placed 1 Promise token **face down** on each one of the 9 Worlds. Do not look at the Promise tokens.

Frigg received solemn promises so that Baldr should not be harmed by fire and water, iron and all kinds of metal, stone, the earth, trees, diseases, the animals, the birds, poison, snakes.
=Edda, by Snorri Sturluson=

A Place 1 random Promise token **face down**, without looking at it, on the World where you are. There can be only 1 Promise token per World.





Baldr's Murder

Saga 1 - step 2 of 4

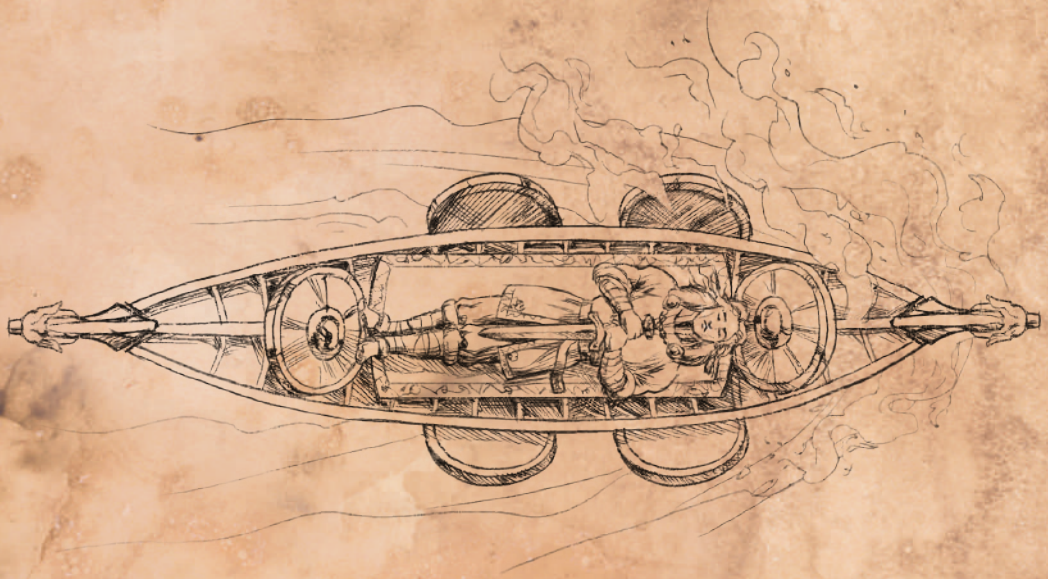


Turn the page when **2** Artifacts have been discarded.

So the Asir took Baldr's body and carried it to the sea. Hringhorni was the name of Baldr's ship and it was set on fire. Thor consecrated the pyre with Mjöllnir. Odin laid on the pyre a golden ring called Draupnir.
=Edda, by Snorri Sturluson=

A On **Asgard** ᛟ, discard 1 Artifact card you have. The discarded cards are returned to the box for the rest of this game.





Baldr's Murder

Saga 1 - step 3 of 4



Turn the page when you have flipped the **third and last Perjury token**. Then move Loki's standee to the World where the third Perjury is.



Thokk will weep
Dry tears
For Baldr's burial.
=Edda, by Snorri Sturluson=



On **Iotunheim** ᛁ , take **2 Risks**, and then look at 3 Promise tokens of your choice, on any Worlds, and return them face down. You can share intel with the other gods.



On the World where you are, **look** at the Promise token and return it face down. You can share intel with the other gods.



On the World where you are, **flip** the Promise token face up.
That Promise token remains visible until the end of the game, whether it is a Perjury or an Oath.

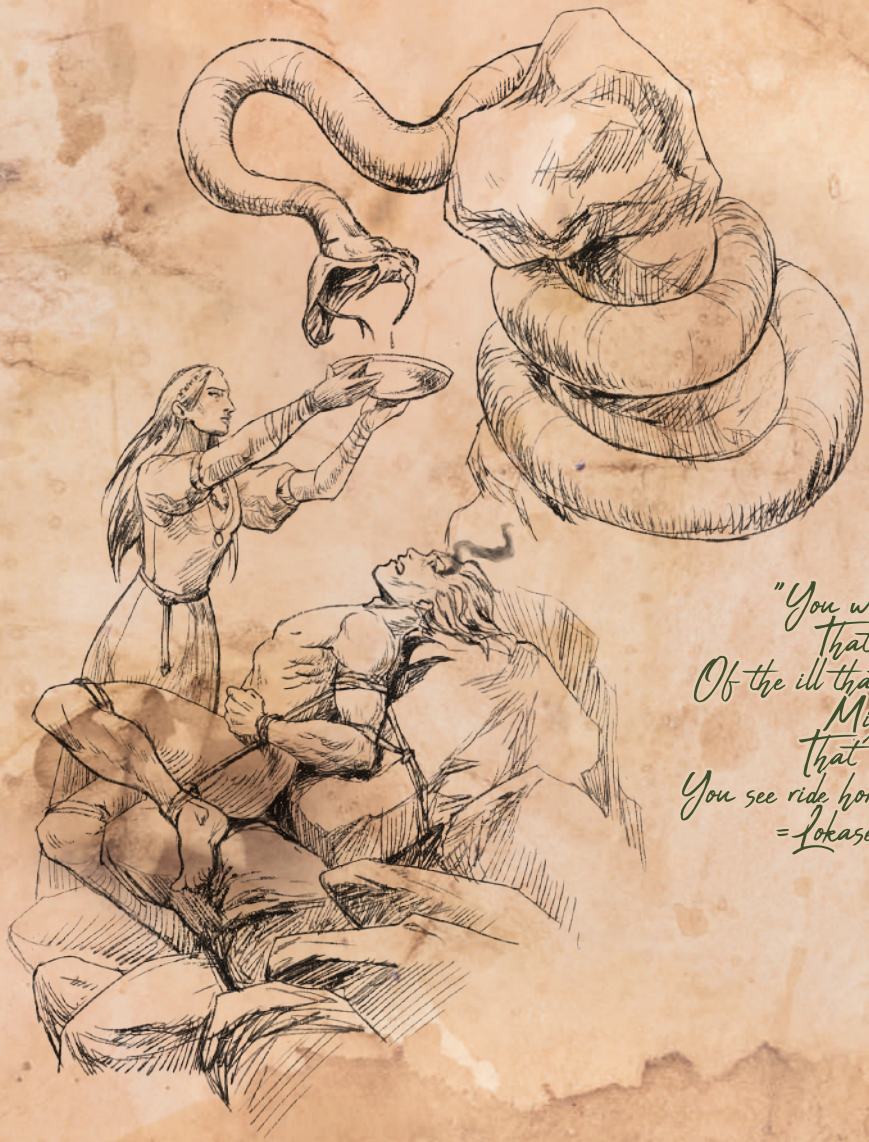
Baldr's Murder

Saga 1 - step 4 of 4

Loki's Strength is worth the value on Loki's Strength ladder, plus the number of Promise tokens (Perjuries and Oaths) **face up**(i.e., visible), on the 9 Worlds of Yggdrasil.



Turn the page if you still have Life Points after fighting Loki.



Loki spoke:
"You wilt then, Frigg,
That further I tell
Of the ill that now I know:
Mine is the blame
That Baldr no more
You see ride home to the hall."
=Lokasenna, verse 28=

The gods have punished Loki for Baldr's murder. Well done! **You win!**
But, as the clairvoyant Vala announced, Ragnarök has just begun and the fight against evil is not over.

The Ice Fortress, Iotunheim, and the World of the gods, Asgard, were separated by an impetuous river, Ifing, which forbids any relationship between the two Worlds.

But the Great Winter brought down the snow in gusts, and the frosts and the sharp winds, and one morning the river became a passage.

Then the massacres followed the wars. The Totunns, leaving the icy lands, spared no World.

At the dawn of Ragnarök, the furious screams of the sons of Bergelmir resounded in the mountains. The Asir waved their shields and moved forward.



The Fimbulvert

Saga 2. Introduction

Then the Great Winter freezes
The hearts of Midgard's children.
Three years without summer.
Sun hidden by Giants.
Sweeping from four horizons.

Place the 3 standees of Bergelmir's Sons in a reserve next to Yggdrasil.



Bergelmir's Sons are your Enemies. All the rules about Enemies (World devastation, losing conditions, etc.) apply to them.

The Fimbulvert

Saga 2 - step 1 of 2

Activate 2 Iotunns.

Activate 1 Iotunn.

Place 1 of Berglemir's Sons on Iotunheim .



Age of axes, age of swords,
Shields cloven.
=Voluspa, verse 95=

Each of Bergelmir's Sons on Iotunheim | increases the Strength of the Iotunns and the Strength of Bergelmir's Sons by 1.



Retreat: reserve
Strength: equal to Iotunn's Strength (2 + the number of Bergelmir's Sons in play)



Activate 3 Iotunns then turn the page.

The Fimbulvert

Saga 2 - step 2 of 2



Activate 1 Iotunn.



Place 1 of Berglemir's Sons on Iotunheim 1 .





To turn the page, fight the Iotunns and send them **all** back to Loki's Strength ladder. There should be no active Iotunns left.







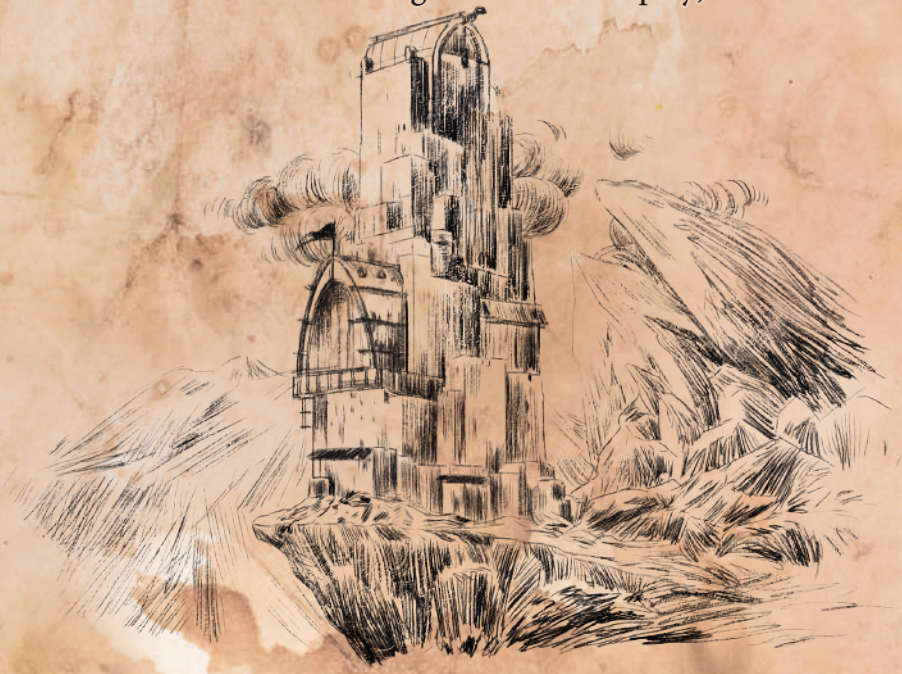
Age of winds, age of wolves,
Until the world is ruined.
=Voluspa, verse 95=

Each of Bergelmir's Sons on Iotunheim | increases the Strength of the Iotunns and the Strength of Bergelmir's Sons by 1.





Retreat: reserve
Strength: equal to Iotunn's Strength (2 + the number of Bergelmir's Sons in play)



The gods have resisted the Iotunns' assault. Well done! **You win!**
But now the wolves are baying at the moon.



The sun moves fast, almost as if she were afraid. She wouldn't be able to go any faster if she were in terror of her death. She has no escape except to flee.
Who inflicts this unpleasantness on her?
It is two wolves, and the one going after her is called Skoll. She is afraid of him, and he will catch her. The one running ahead of her is called Hati, and he is trying to catch the moon, and that will happen.
=Edda, by Snorri Sturluson=

The Managarms

Saga 3. Introduction

The jaws of the wolves crush the starry sky.
Skoll swallows Sol, the shining star.
His hateful brother takes Mani, the Moon,
And Fenrir's vengeance feasts in the dark.

Place the Skoll (white wolf) and Hati (black wolf) standees in the Cage.




Hati and Skoll are your Enemies. All the rules about Enemies (World devastation, losing conditions, etc.) apply to them.



The Managarms

Saga 3 – step 1 of 3



Move **Skoll 1 space toward the sun** in Vanaheim ᚲ.



If Skoll reaches the sun or Hati reaches the moon, you immediately lose the game.



In the east lives the old one, In Ironwood, And breeds there Fenrir's kind.
Out of them all Comes one in particular, Sun's snatcher In troll's guise.
=Voluspa, verse 90=





Retreat: 1 space backward toward the Cage on their track
Strength: equal to Fenrir's



When you turn the page, move Skoll 1 space toward the sun on Vanaheim ᚲ.

The Managarms

Saga 3 – step 2 of 3



Move **Hati 1 space toward the moon** on Alfheim ᚠ .



If Skoll reaches the sun or Hati reaches the moon, you immediately lose the game.



He gorges the life of doomed men,
Reddens gods' halls with red gore.
Dark is sunshine after, All weathers hostile.
=Voluspa, verse 41=





Retreat: 1 space backward toward the Cage on their track
Strength: equal to Fenrir's



When you turn the page, move Skoll 1 space toward the sun on Vanaheim ᚴ, Hati 1 space toward the moon on Alfheim ᚠ, and remove Fenrir from the Cage on Asgard ᛟ.

The Managarms

Saga 3 – step 3 of 3





Move Skoll **and** Hati 1 space each on their respective tracks.



Remove Fenrir from the Cageon Asgard ᛟ.





If Skoll reaches the sun or Hati reaches the moon, you immediately lose the game.



To turn the page, send Hati **and** Skoll back into the Cage, by fighting them as many times as necessary.









The wolf will swallow the sun, and people think this is a great disaster. Then the other wolf will catch the moon, and he also will cause much mischief. The stars will disappear from the sky... the whole earth and the mountains will shake so much that trees will be uprooted from the earth and the mountains will fall, and all fetters and bonds will snap and break. Then Fenris (Wolf will get free.
=Edda, by Snorri Sturluson=

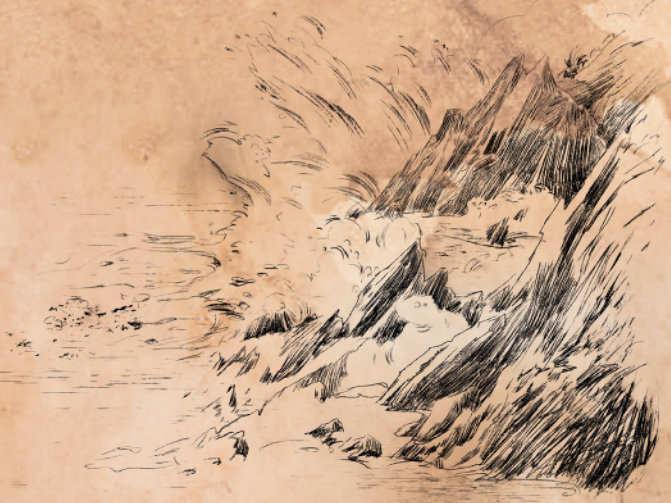




Retreat: 1 space backward toward the Cage on their track
Strength: equal to Fenrir's



You have held off Skoll and Hati. Well done! **You win!**
But now the stars disappear. The earth starts to shake.



Then the ocean will surge up on the lands because the Midgard serpent will fly into a rage and make its way ashore. Then it will also happen that the ship Naglfar will be loosed from its moorings. It is made from the nails of dead people, and it is worth taking care lest anyone die with untrimmed nails, since such a person contributes much material to the ship. There is a giant called Hrum who will captain Naglfar. But Fenris Wolf will go with mouth agape and its upper jaw will be against the sky and its lower jaw against the earth. Flames will burn from its eyes and nostrils.

=Edda, by Snorri Sturluson=

Casting Off the Naglfar

Saga 4. Introduction

The ship of the dead crosses the stone of trials.
Hel's limbs, on Hrym's orders,
Harvest the nails of the dead.
From the loosened rings of the Midgard serpent the destructive wave is born.

Place the Naglfar standee on Niflheim H.



The Naglfar is an Enemy. All the rules about Enemies (World devastation, losing conditions, etc.) apply to it.
If you try to fight the Naglfar, you'll lose and the game is over.
The Naglfar is invincible.

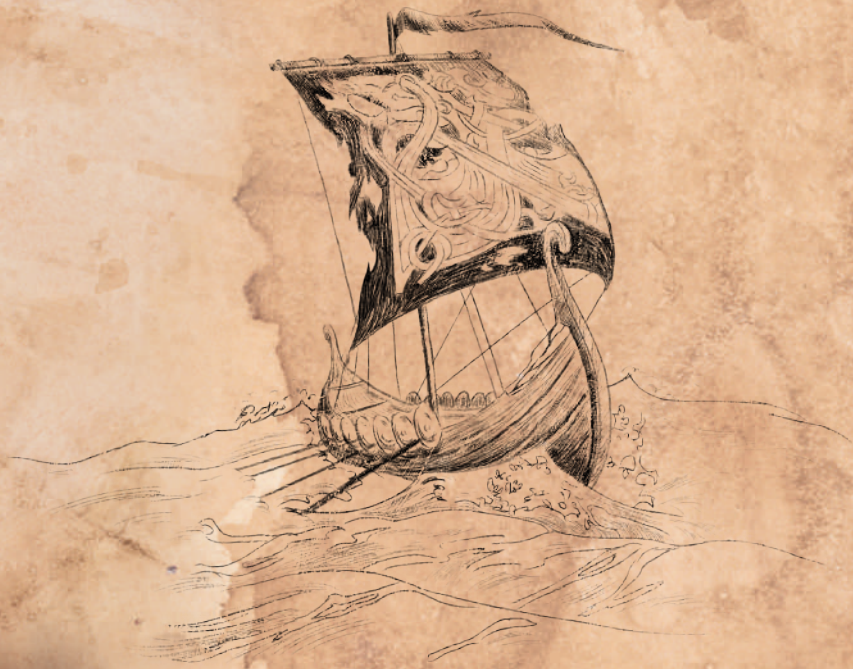
Shuffle and place the 4 Hel's Limb tiles (Hrym, Garm, Modgud and Hraesvelg) in a face-down pile next to Yggdrasil.
Hel's Limbs are not Enemies, and do not devastate the Worlds. They are just opponents to fight.



Casting Off the Naglfar

Saga 4 – step 1 of 3

Move the Naglfar up to the mid-level, on the World directly above Niflheim.



Tremble Yggdrasil's ash yet standing;
Groans that aged tree, and the Iotun is loosed.
Loud bays Garm before the Gnupa-cave,
His bonds he rends asunder; and the wolf runs.
=Voluspa, verse 98=



A On Asgard, discard **permanently** as many Heroes, from Valhalla, as Hel's Strength. Then move the Naglfar down by 1 level.
Return the discarded Hero pawns to the box for the rest of this game.



Move the Naglfar up by 1 level.
Draw 2 Hel's Limb tiles and place them on Nilfheim H. Their effects immediately apply.
Then turn the page.

Casting Off the Naglfar

Saga 4 - step 2 of 3



Draw 1 Hel's Limb tile and place it on Nilfheim H. Its effects immediately apply.



A On Asgard, discard **permanently** as many Heroes, from Valhalla, as Hel's Strength. Then move the Naglfar down by 1 level.
Return the discarded Hero pawns to the box for the rest of this game.







Retreat: under the pile of Hel's Limb tiles
Strength: indicated on the tile and below





Hrym drives from the east, holding his shield before him,
Iormungand writhes in a giant rage.
The serpent churns the waves, the eagle will screech with joy,
Darkly pale it tears corpses, Naglfar is loosed.
=Voluspa, verse 49=

Effects and Strengths of Hel's Limbs



Hrym, Naglfar captain

The **Naglfar** devastates the World where it is located, even if there is no other Enemy there.
Strength: Hel's Strength + Loki's Strength



Hraesvelg, the giant eagle

When a Loki card is revealed and no other Loki cards are visible on the Wheel of the Enemies, activate 1 Iotunn.
Strength: 5



Modgud, Hel's servant

When a Hel card is revealed and no other Hel cards are visible on the Wheel of the Enemies, add 2 Anonymous from Midgard ᛗ to Hel's Strength ladder.
Strength: 2x Hel's Strength



Garm, the Howler, guardian of the misty world

When a god must lose Life Points, they lose 1 more.
Strength: 2x the number of Life Points of the god who fights Garm

Move the Naglfar up by 1 level.
Draw 2 Hel's Limb tiles and place them on Niflheim ᚺ.
Their effects immediately apply.
Then turn the page.

Casting Off the Naglfar

Saga 4 - step 3 of 3

Draw 1 Hel's Limb tile and place it on Nilfheim H. Its effects immediately apply.

Move the Naglfar up by 1 level. Then draw 1 Hel's Limb tile and place it on Niflheim H. Its effect immediately applies.

On Asgard, discard **permanently** as many Heroes, from Valhalla, as Hel's Strength. Then move the Naglfar down by 1 level.
Return the discarded Hero pawns to the box for the rest of this game.



To turn the page, you should have no Hel's Limb tiles left on Niflheim H. Fight them to return the 4 of them to the pile.

A bark sails from the east, across the sea
Will come Muspell's troops with Loki at the helm.
All that monstrous brood are there with the wolf.
In company with them is Bileist's brother.
=Voluspa, verse 50=



Retreat: under the pile of Hel's Limb tiles
Strength: indicated on the tile and below

Effects and Strengths of Hel's Limbs



Hrym, Naglfar captain

The **Naglfar** devastates the World where it is located, even if there is no other Enemy there.
Strength: Hel's Strength + Loki's Strength



Hraesvelg, the giant eagle

When a Loki card is revealed and no other Loki cards are visible on the Wheel of the Enemies, activate 1 Iotunn.
Strength: 5



Modgud, Hel's servant

When a Hel card is revealed and no other Hel cards are visible on the Wheel of the Enemies, add 2 Anonymous from Midgard ᛗ to Hel's Strength ladder.
Strength: 2x Hel's Strength



Garm, the Howler, guardian of the misty world

When a god must lose Life Points, they lose 1 more.
Strength: 2x the number of Life Points of the god who fights Garm

The threat of the dead ship is contained. Well done! **You win!**
But now Surt's troops are moving forward.



Amid this turmoil the sky will open, and from it will ride the sons of Muspell. Surt will ride in front, and both before and behind him will be fire. His sword will be very fine. Light will shine from it more brightly than from the sun. And when they ride over Bifrost it will break, as was said before. Muspell's lads will advance to the field called Vigrid. Then there will also arrive Fenris Wolf and the Midgard serpent. By then Loki will also have arrived there and Hrym, and with him all the Frost Giants, but with Loki will be all Hel's people.

=Edda, by Snorri Sturluson=

The Fall of Bifrost

Saga 5. Introduction

The fiery clouds open before the sons of Muspell.
The fire and the ice are blowing on the Bifrost.
The ark between the Worlds is about to sink.
The smoke swirls, heralding the final battle.

Place 1 Fire Giant pawn from the reserve on Muspellheim < on each of the 3 **mid-level** Worlds.

The Fire Giants on the Worlds have no effect; they do not devastate the Worlds, and do not prevent the gods from acting. They are opponents to fight.



The Fall of Bifrost

Saga 5 - step 1 of 3



If Surt is on Muspellheim ᚲ, add 1 Fire Giant pawn from the reserve to **Surt's Strength ladder**.

If Surt is not on Muspellheim ᚲ, add 1 Fire Giant pawn from the reserve to **the World where Surt is located**.





What will protect this place when Surt's fire burns heaven and earth?



A Take as many Risks as the number of Fire Giant pawns present on the World where you are in order to send them **all** back to Surt's Strength ladder.



Add 1 Fire Giant pawn from the reserve on each of the 3 mid-level Worlds. Then turn the page.

The Fall of Bifrost

Saga 5 - step 2 of 3



If Surt is on Muspellheim , add 1 Fire Giant pawn from the reserve to **Surt's Strength ladder**.

If Surt is not on Muspellheim , add 1 Fire Giant pawn from the reserve to **the World where Surt is located**.





Surt travels from the south With the stick-destroyer fire.
Shines from his sword The sun of the gods of the slain.
Rock cliffs crash And troll-wives are abroad.
Heroes tread the road of Hel And heaven splits.
=Voluspa, verse 50=



A Take as many Risks as the number of Fire Giant pawns present on the World where you are in order to send them **all** back to Surt's Strength ladder.



Add 1 Fire Giant from the reserve on each of the 3 **top-level** Worlds. Then turn the page.

The Fall of Bifrost

Saga 5 - step 3 of 3



If Surt is on Muspellheim ᚲ, add 1 Fire Giant pawn from the reserve to **Surt's Strength ladder**.

If Surt is not on Muspellheim ᚲ, add 1 Fire Giant pawn from the reserve to **the World where Surt is located**.



Turn the page when you have sent **all the Fire Giants and Surt** back to Muspellheim ᚲ (either to the reserve or to Surt's Strength ladder).



The sun will go dark, earth sink in the sea, From heaven Vanish bright stars.
Steam surges, And life's warmer fire, high flame flickers Against the very sky.
=Voluspa, verse 55=



A Take as many Risks as the number of Fire Giant pawns present on the World where you are in order to send them **all** back to Surt's Strength ladder.



Surt and the Fire Giants have been repelled for a while. Well done! **You win!**
But the fire is about to start again, and the last battle is close.



Heimdall will stand up and blow mightily on Giallarhorn and awaken all the gods and they will hold a parliament. Then Odin will ride to Mimir's well and consult Mimir for himself and on his people's behalf. Then the ash Yggdrasil will shake and nothing will be unafraid in heaven or on earth. The Asir will put on their war gear, as will all the Einheriar, and advance onto the field. Odin will ride in front with a golden helmet, a fine coat of mail and his spear, called Gungnir. The last battle will start. Odin will make for Fenris Wolf. Thor fighting the Midgard serpent. Freyr will fight Surt and Tyr will face Garm. Vidar will tear Fenrir's mouth apart. Loki will do a battle with Heimdall and they will cause each other's deaths. The entire World will burn.

Vigrid's Field

Saga 6. Introduction

On the plain of Vigrid the noisy horn of the white Asir resonates
When the shadows tread the path of Hel.
Heroes bloody the World's column.
As the snake spreads its wings
On the corpse of perjury and death.

Place the Naglfar standee on Niflheim ᚺ, and the Hati and Skoll standees in the Cage. Reminder: they are your Enemies.





In a solo game or a 2-player game, add 2 extra Elf pawns on Alfheim ᚠ, and 2 extra Vanir dice on Vanaheim ᚲ.






Vigrid's Field

Saga 6 - step 1 of 3



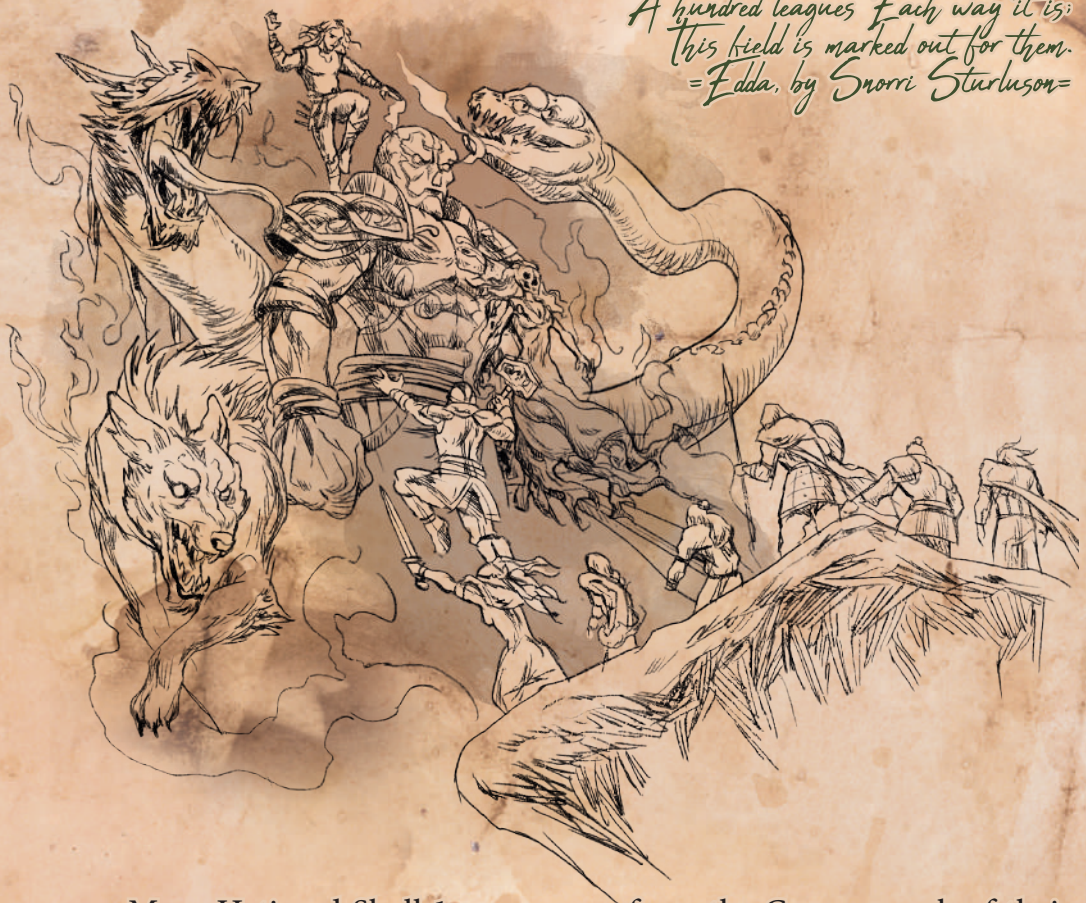
Activate 1 Iotunn.

The Enemies support each other. If you fight 1 Enemy and other Enemies are present on the same World where you are, each Enemy you do not fight increases your opponent's Strength by 2.





There is a field called Vigrid Where shall meet in battle
Surt and the sweet gods.
A hundred leagues Each way it is;
This field is marked out for them.
=Edda, by Snorri Sturluson=



Move Hati and Skoll 1 space away from the Cage on each of their respective tracks. Move the Naglfar up to the mid-level. Then turn the page.

Vigrid's Field

Saga 6 - step 2 of 3



Activate **2** Iotunns.



Move Hati and Skoll 1 space away from the Cage on each of their respective tracks, and move the Naglfar up by 1 level.



The Enemies support each other. If you fight 1 Enemy and other Enemies are present on the same World where you are, each Enemy you do not fight increases your opponent's Strength by 2.









Retreat: 1 space backward toward the Cage on their track
Strength: equal to Fenrir's









Odin's son Vidar goes to fight the wolf. On his way to face the slaughterous beast,
With his hand, Vidar lets his blade pierce Hvedrung's son's heart.
So is his father avenged.
=Voluspa, verse 55=

On Asgard, discard **permanently** as many Heroes, from Valhalla, as Hel's Strength. Then move the Naglfar down by 1 level.
Return the discarded Hero pawns to the box for the rest of this game.



On **Alfheim** ᚠ, **permanently** discard **3 of your Vanir dice**, and kill Hati. Remove Hati's standee from the game.



On **Vanaheim** ᚲ, **permanently** discard **3 of your Vanir dice**, and kill Skoll. Remove Skoll's standee from the game.



On **Niflheim** ᚺ, **permanently** discard **5 of your Elves**, and kill the Naglfar. Remove the Naglfar standee from the game.



Activate 2 Iotunns, move Hati and Skoll 1 space away from the Cage on each of their respective tracks, and move the Naglfar up by 1 level. Place the Nidhögg standee on **Asgard** ᛟ, and then turn the page.

Vigrid's Field

Saga 6 - step 3 of 3



Nidhögg's Strength is equal to the number of **Enemies** still present on Yggdrasil (including Hati, Skoll and Naglfar), plus the number of **active Iotunns**.



The Enemies support each other. If you fight 1 Enemy and other Enemies are present on the same World where you are, each Enemy you do not fight increases your opponent's Strength by 2.









Retreat: 1 space backward toward the Cage on their track
Strength: equal to Fenrir's



To turn the page, 1 god must fight Nidhögg and survive.



If Nidhögg is activated, you immediately lose the game.

There the dim dragon will come in flight
the glittering serpent, from Dark Mountains below.
Bearing corpses in its feathers, as it soars over the plain,
Nidhögg. Now she will sink down.
=Voluspa, verse 59=

A

On **Asgard**, discard **permanently** as many Heroes, from Valhalla, as Hel's Strength. Then move the Naglfar down by 1 level.
Return the discarded Hero pawns to the box for the rest of this game.





The dawn of the gods is now over. You have fought the doom of the prophecy, and you managed it gloriously. Well done! **You win!**



The earth will shoot up out of the sea
and will then be green and fair.
Crops will grow unsown.
Vidar and Vali will be alive and they
will dwell in Idavoll, where Asgard
had been previously.
And then Thor's sons Modi and
Magni will arrive, bringing Mjöllnir.
After that Baldr and Hod will
arrive from Hel.
Then they will all sit down together
to discuss their mysteries and speak
of the things that happened in former
times, of the Midgard serpent and the
Fenris Wolf.
Then they will find in the grass the
golden playing pieces that had belong to
the Asir.
=Voluspa, verses 59 to 62=