Yggdrasil Chronicles

Rulebook

Yggdrasil, the cosmic ash tree that supports the 9 Worlds, is in jeopardy. The Ragnarök is beginning. The last battle, predicted since the dawn of time, is starting now. You, a mighty Norse god, will face the relentless attack of Evil Forces. Your only aim is to prevent them from destroying Yggdrasil.

Yggdrasil Chronicles is a co-operative game with various game modes.

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Assembly (first time)

Bottom level



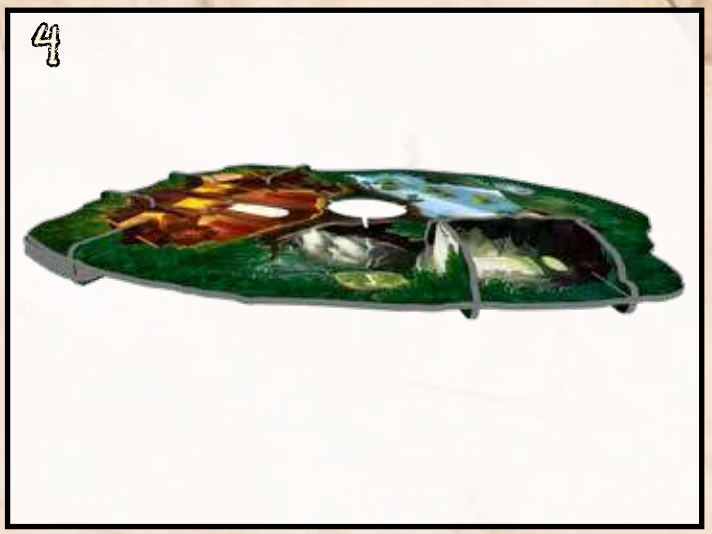


Mid-level

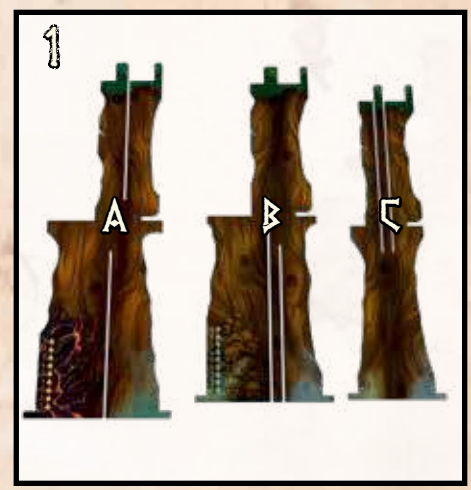


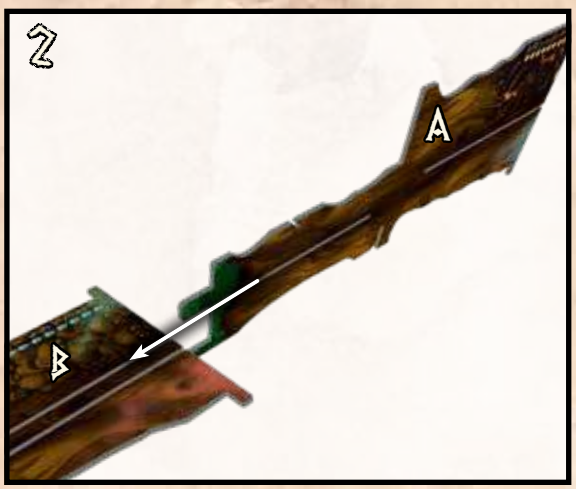


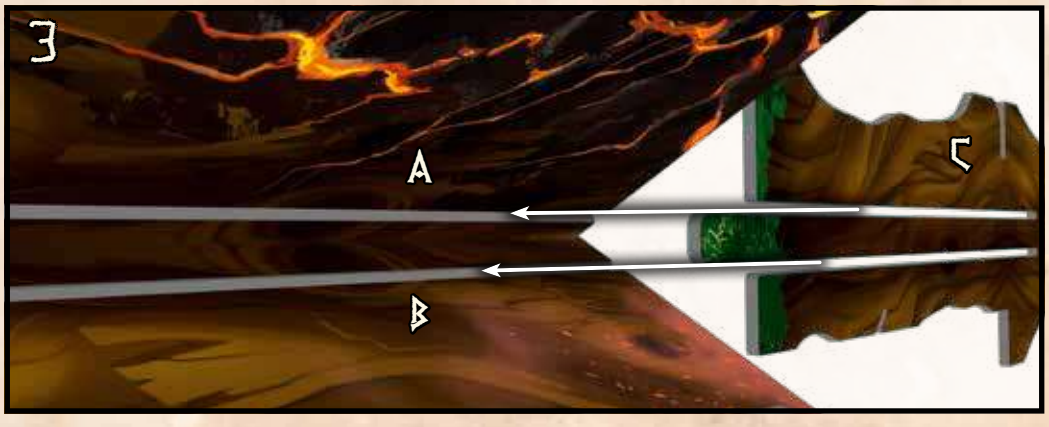


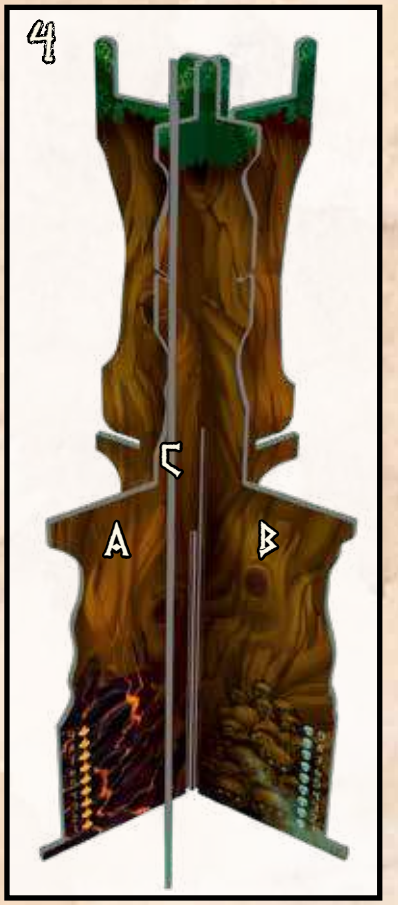


Assembly (each game)







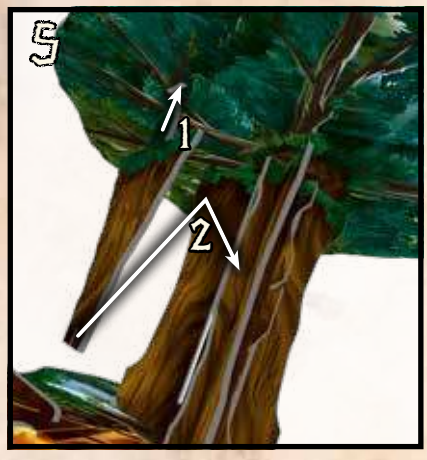


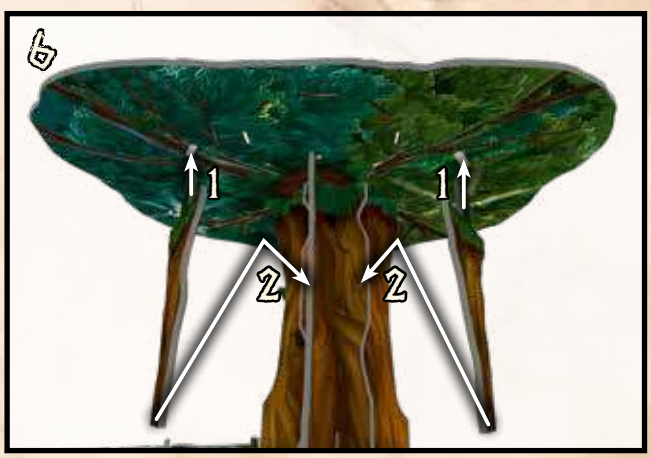












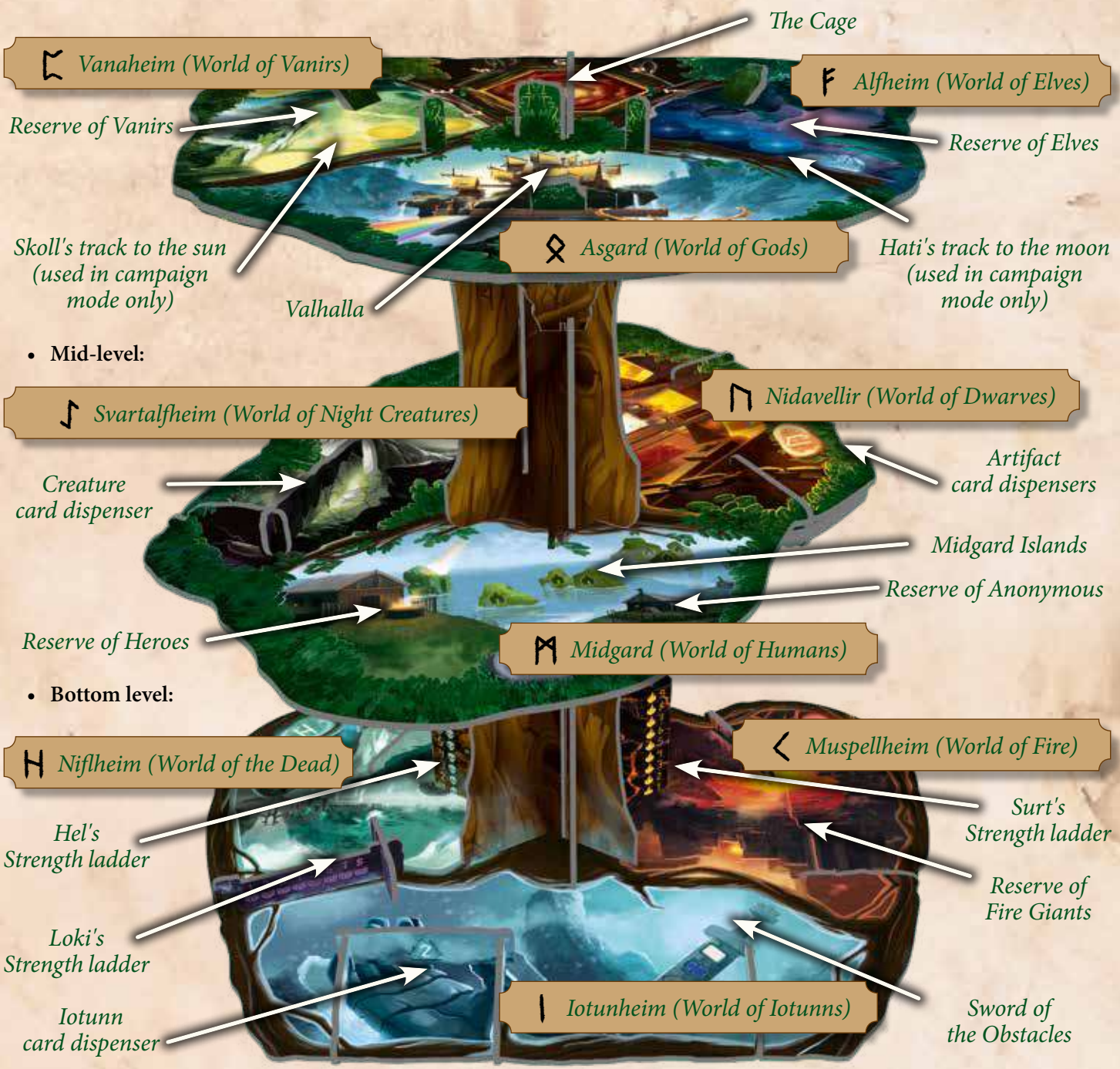


Component Overview (normal mode)

Yggdrasil, and its 9 Worlds, each World identified by a unique rune (a three-level game board, to be assembled)

The ash tree holds all the nine existing Worlds. Its branches support the dwellings of all the living beings.

- **Top level:**



- **Mid-level:**
- **Bottom level:**

The mid-level can turn around the trunk. It has 3 positions, corresponding to a vertical line of three runes.



8 Fire Giant pawns

The sons of Muspell, and their leader Surt, the black one with the blazing sword, will set the Ash tree on fire.



8 Anonymous pawns

Men who die of illness or old age go to the World beneath, guarded by Modgud. They will never see bright Valhalla.



7 Iotunn pawns

The Frost Giants live in Utgard, from where they covet the power of the gods.



8 Hero pawns

The Einheriar are the soldiers of the divine army on Valhalla, trained by Odin and Freyia on Asgard. After heroic combat, they are given new life in Midgard.



13 Elf pawns

The help of the Elves is always temporary. They know which plants cure and which weapons kill.



13 Vanir dice

The Vanir, the second divine family, were at war with the Asir, but they now fight for Yggdrasil's survival. Niord, and his children Freyr and Freyia, are the most famous Vanir.



3 Runic Stone tokens (white, green and red)



7 Devastated World markers

18 Artifact cards sorted in 3 levels



18 Creature cards



18 Iotunn cards



6 Enemy standees, to be placed in a round bases



Surt Hel Iormungand Fenrir Loki Nidhögg

42 Enemy cards (7 sets of 6 different Enemy cards, 1 set for each god)



7 god sheets: one side for easy base game; reverse side for hard base game and campaign mode



Easy base game



Hard base game and campaign mode

7 god standees, to be placed in rectangular bases



1 Wheel of the Enemies





5 god dice

1 Sagas Book





25 Life Point tokens

Setup

World Tree Setup

Assemble the Yggdrasil tree and place it in the center of the table.



Place the 7 Devastated World markers into the notches on the top level in order to build the Cage.

Shuffle the 18 Creature cards and place them into the card dispenser on Svarthalfheim ᛊ.

Place the 8 Hero pawns and the 8 Anonymous pawns in their reserve on Midgard ᛗ.

Place the 7 Iotunn pawns on Loki's Strength ladder, so that only the "1" can be seen.

Shuffle the 18 Iotunn cards and place them into the card dispenser on Iotunheim ᛁ.

According to the chart below, form a reserve of Elf pawns on Alfheim ᚠ and of Vanir dice on Vanaheim ᚲ.

Player count	Number of Elf pawns and Vanir dice (each)
1	6
2	7
3	9
4	11
5	13

Separate the Artifact cards by level into 3 decks of 6 cards. Shuffle each deck. Place the decks into the corresponding dispensers on Nidavellir ᚾ, face up, ascending by level from left to the right.

Place the 8 Fire Giant pawns in the reserve on Muspellheim ᚴ.

Place the 3 Runic Stone tokens on Iotunheim ᛁ.

The Enemies Setup

Place:



Surt on Muspellheim ᚴ



Hel on Niflheim ᚺ



Loki on Vanaheim ᚲ



Iormungand on the first island on the left (with the rainbow), on Midgard ᛗ



Fenrir in the Cage



Nidhögg on the left most spot ⚙, on page corresponding to the saga you play (on page 2 of the Sagas Book if you play the easy base game, on page 3 if you play the hard base game, or on another page if you play the campaign).

Place the Wheel of the Enemies next to the Tree.





Personal Components

Each player takes:





- **The god sheet of their choice, placed on the side for the easy base game or the side for the hard base game or campaign mode, as appropriate. (All players use the same side.)**



- **The corresponding god standee, which is placed on Asgard ᛟ and represents the player during the game.**



- **1 God die.**



- **The deck of 6 Enemy cards (Hel, Surt, Iormungand, Loki, Fenrir, Nidhögg), for their chosen god. This deck is shuffled and placed on their god sheet.**

- **Life Point tokens as indicated in the chart below.**

Player count	Life Point tokens per player
1	9
2	8
3	7
4	6
5	5



Important - A god can never gain more Life Points during the game than their starting number.
Life Point tokens that are not distributed at the beginning of the game are placed back in the box and are not used during the game.

- **In a 2-player game:**

Choose a god not being used by either player. This god is the **Support god**. Place their standee on Asgard ᛟ and their god's sheet next to Yggdrasil.

Place 5 Life Point tokens on the Support god sheet.

Each player randomly takes 3 Enemy cards from the Support god's deck and shuffles them into their own deck, now made of 9 Enemy cards instead of 6. An Enemy deck may contain two copies of the same Enemy card.

- **In a solo game:**

Choose 2 Support gods and place their standees on Asgard ᛟ .

Place 5 Life Point tokens on each Support god sheet.

Shuffle your Enemy cards and those of both Support gods to make one deck of 18 Enemy cards (three copies of 6 different Enemy cards).

If you play a game in campaign mode, complete setup with the contents described on page 25 and place Nidhögg on the leftmost spot, on the first page of the saga you are playing.

Game Principles

Yggdrasil Chronicles is a co-operative game. All players work together to repel the Enemies on Yggdrasil.

Game Flow



The game is played in rounds.

At the beginning of each round, players simultaneously draw the top card of their Enemy decks and place it **face down** on the Wheel of the Enemies.

The players then discuss the order in which they want to play. Each round, **the players' turn order may be different**, depending on the strategy.

On each turn, a player performs these three steps, **in order**:

- **(1) Reveal an Enemy (mandatory)**
- **(2) Move on Yggdrasil (optional)**
- **(3) Act (optional)**

When every player has taken their turn (i.e., when none of the players still has an Enemy card face down on the Wheel of the Enemies), a new round begins.

End of the Game

The game ends and the players win **all together** as soon as Nidhögg reaches the Tree icon in the Sagas Book.

All players immediately lose **together** if **either** of the following losing conditions is met:

- **One god loses their last Life Point.**
- **An Enemy is activated and you cannot apply its effect.**

(1) Reveal an Enemy (mandatory)

The active player shows the Enemy card they have placed on the Wheel of the Enemies at the beginning of the round.
One of two things will occur: either this Enemy is not yet present on the Wheel, or this Enemy is already present on the Wheel.

If this Enemy is not already present on the Wheel, place the card on the corresponding spot on the Wheel. Nothing else happens (except in special cases in the campaign mode, as written in the Sagas Book).



If this Enemy is already present on the Wheel, **two copies of the same Enemy card** are visible. This Enemy is immediately activated (see next page). Play this activation and then return both activated Enemy cards to their owners.
Players place returned Enemy cards **beneath** their Enemy decks, **without shuffling.**



If you can memorize the order of Enemy cards in your deck, you may be able to predict their arrival and plan the gods' actions more efficiently.

- **Special rule for 2-player game**

If one of the two matching cards belongs to the Support god, that card is returned to the player who does not have the other Enemy card. Thus the Support god's Enemy cards "travel" between the two players' decks.

- **Special rule for 2-player or solo game**

If the card that **activates** the Enemy (i.e., the Enemy card to be revealed on the Wheel) belongs to the Support god, you may move the Support god standee on the Tree, following the god movement rules explained page 12.

- **Special rule for solo game**

When an Enemy is activated, the 2 Enemy cards stay on the Wheel. When the third card of that same Enemy is revealed, it is placed on the Wheel while the 2 other cards are placed **beneath** the Enemy card deck. The player **does not shuffle** their deck. Revealing the third Enemy card does not trigger the activation of that Enemy.

Enemy Activation

When an Enemy is activated, it moves and triggers an effect. An additional consequence of an Enemy's movement may be the devastation of the World in which that Enemy moves.

Devastated World

When **2 Enemies are on the same World**, that World is immediately devastated.



The Cage is not located on Asgard ᛟ. It is not a World, but a separate place. The Cage is never devastated.

Iormungand never leaves Midgard ᛗ. When another Enemy comes to Midgard, Midgard is devastated.

To show that a World is devastated, take the bar of the Cage with the lowest value (Devastated World marker) and place it covering the Devastated World's rune.

Each time the Ash Tree is hurt, Fenrir's strength increases. Leaving Worlds devastated makes Fenrir stronger and angrier.



As long as a Devastated World is not healed, the World's action is unavailable, even if only one or no Enemies remain. The only possible action on a Devastated World is Heal the Tree (see page 16).



Hel

When Hel is activated:



1 - Move Hel to the World directly above the World where she stands. **Hel changes level.**

If Hel is already on the top level, you lose the game.

If an Enemy is already present on the World where Hel is moving to, this World becomes immediately devastated.



2 - Turn the mid-level clockwise 1 position.

3 - You (**as the active player**) immediately lose 1 Life Point. Discard the Life Point token from your god sheet and place it into a reserve next to the Tree. If this is your last Life Point, you immediately lose the game.

Hel is the goddess of Death. She drains your life force.



Surt

When Surt is activated:

1 - Move Surt to the World directly above the World where he stands. **Surt changes level.**

If Surt is already on the top level, you lose the game.

If an Enemy is already present on the World where Surt is moving to, this World becomes immediately devastated.



2 - Turn the mid-level clockwise 1 position.

3 - Move **2 Fire Giant pawns**, from the reserve on Muspellheim ❮ , to Surt's Strength ladder.

If there are not enough Fire Giant pawns in the reserve, you lose the game.

Fire Giants are Surt's army. They increase his strength in fight.

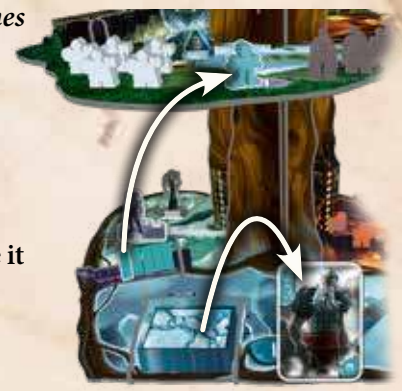


Loki

When Loki is activated:

1 - Move him to the World where your god standee is currently located.

If an Enemy is already present on the World where Loki is moving to, this World becomes immediately devastated.



2 - Turn the mid-level clockwise 1 position.

3 - **Activate** 1 Iotunn:

- **Draw the top Iotunn card from the Iotunheim ❙ card dispenser.**
- **Then take the Frost Giant pawn with the lowest value from Loki's ladder and place it on the spot indicated on the card you have just drawn.**
- **Lastly discard the Iotunn card.**

If there are no Iotunn pawns left on Loki's Strength ladder, you lose the game.

Loki's tricks earn him the Frost Giants' support. He manipulates them into doing what he wants and gets his strength from their actions.



Iormungand

When Iormungand is activated:

1 - Move Iormungand on Midgard ᛗ one island to the right.

If Iormungand is already on the rightmost island, you lose the game.



Then add Anonymous pawns (from the reserve on Midgard) to **Hel's Strength ladder**, on Niflheim ᚺ. Add as many Anonymous pawns as indicated on the island where Iormungand has just arrived (1, 2 or 3).



If there are not enough Anonymous pawns in the reserve, you lose the game.

Iormungand never leaves Midgard, but it submerges the islands and sends the Anonymous to Hel, which increases Hel's force.



Fenrir

When Fenrir is activated:

1 - Move Fenrir out of the Cage and place it on Asgard ᛟ.

If an Enemy is already present on Asgard, Asgard becomes immediately devastated.



If Fenrir is already out of the Cage, on Asgard, leave it there, but you (the active god) must lose 3 Life Points immediately.



Your turn as the active god ends immediately: you do not move, take action, or trigger a fight. Instead, **shuffle the Fenrir card** you just got back into your Enemy cards deck instead of placing it beneath the deck as usual. (Your other Enemy cards, visible on the Wheel of the Enemies, are not reshuffled into your deck.)



***Note: the player with the second visible Fenrir card places it beneath their Enemy card deck,* without reshuffling.**

When Fenrir is enraged, the gods are powerless.



Nidhögg

When Nidhögg is activated:

1 - Move it one step to the right on the page of the Sagas Book.

2 - An additionnal effect may be triggered in some cases.



- **If Nidhögg reaches the Tree icon, you immediately win the game.**
- **If Nidhögg reaches the Dead Tree icon , you lose the game (sagas of the campaign mode).**
- **If Nidhögg reaches the Effect icon, an effect may be triggered (see the Sagas Book).**

Dawn is breaking in the stormy sky. Each time Nidhögg moves, your victory or your defeat gets closer.



The Iotunns

Iotunns are activated when Loki is activated (and in some of the campaign sagas). When they are active, an effect is triggered. The effect ends only when the corresponding Iotunn is killed by fight.

Thjazi, Baugi, Skadi, Geirröd, Greip, Gjalp, Starkadr, Beli



These Iotunns block a specific World, which is shown on their card. Place the Iotunn pawn on the targeted World. **As long as the blocking Iotunn is not killed, no action can be performed on that World (basic action, Heal the Tree or special action related to a saga)**. Fighting (an Enemy, an Iotunn or an opponent) is allowed.

Angrboda, Gerda, Hyrrokkin, Hymir, Vafthrúdnir



These Iotunns are linked to 1 Enemy, which is shown on their card. Place the Iotunn's pawn astride the corresponding Enemy standee. **As long as the linked Iotunn is not killed, you cannot fight that Enemy.**

When Vafthrúdnir is activated and linked to Fenrir, if Fenrir is in the Cage, you must wait for him to be activated and leave the Cage before you may fight Vafthrúdnir.
The same goes for Loki and Angrboda.

Suttung, Skyrmir, Thrym, Hrungnir, Utgardloki



These Iotunn prevent you from using specific resources. Place the Iotunn pawn on the Sword of the Obstacles on Iotunheim. **As long as the Iotunn is not killed, their effect is applied.**

- Suttung: the gods are not allowed to use **Elves** after the saving throws.
- Skyrmir: the gods are not allowed to use **Heroes** to prevent a Risk.
- Thrym: the effect of all **Artifacts** is cancelled.
- Hrungnir: the gods are not allowed to use **Vanir dice** during the saving throws.
- Utgardloki: the gods are not allowed to use **their god dice** during the saving throws.

(2) Move (optional)

You may move:

- **to one of the two other Worlds, on the same level where you stand (without changing level);**
- **to one of the two Worlds directly above or below the World where you stand.**

Odin is on Iotunheim. He could stay there or move to Muspellheim or Niflheim (same level), or he could move to Midgard or Asgard (change of level).



(3) Act (optional)

You may choose **only one** of the following two options:

- **Fight an Enemy, an Iotunn or an opponent (campaign mode) that is located on the World where you are (see below).**

- **Perform one action on the World where you are (see page 14).**

Fighting and performing some actions are risky (see page 17).

Fight

To trigger a Fight, you must be on the same World as your opponent. If there are several opponents, choose which of them you want to fight.

You can Fight an Enemy, an Iotunn or an opponent related to the saga in campaign mode.
You automatically win any Fight you trigger. This causes your opponent's retreat.

However, for each Fight you take as many Risks as the Strength of your opponent. If you do not prevent all the Risks you take, you lose Life Points.

(See About the Risks, page 17.)



Surt

- **Retreat:** Muspellheim
- **Strength:** Surt's Strength ladder value (number of Fire Giant pawns on the ladder +1)





Hel

- **Retreat:** Niflheim
- **Strength:** Hel's Strength ladder value (number of active Anonymous pawns on the ladder +1)





Loki

- **Retreat:** The Cage
- **Strength:** Loki's Strength ladder value (number of activated Iotunns +1)





Fenrir

- **Retreat:** The Cage
- **Strength:** Highest value in front of an empty notch around the Cage (number of Devastated Worlds +1)





Iormungand

- **Retreat:** The island to the left of the one Iormungand is on
- **Strength:** 3





Iotunn

- **Retreat:** Loki's Strength ladder on Iotunheim
- **Strength:** 2

Killing an Iotunn both cancels his effect and decreases Loki's Strength.





Other opponents

See the Sagas Book.

Performing an Action

When you perform the action of a World, it can be performed normally, with a bonus, or with a penalty.



- **If at least one other god is present with you on a World, perform the action of that World with a bonus (right-hand action icon).**
- **If an Enemy is present with you on a World, perform the action of that World with a penalty (left-hand icon).**
- **If an Enemy AND one or more other gods are present with you on a World, or if you are alone on a World, perform the action of that World with no bonus and no penalty (center action icon).**
- **Note: if two or more Enemies are present on a World, that World is devastated, and the action of that World is no longer available.**

ᚠ *Alfheim (World of Elves)*



Action: take up to 2 Elf pawns (3 Elf pawns with the bonus, 1 Elf pawn with the penalty) and place them on your god sheet (personal stock).

If the Elf pawn reserve on Alfheim is empty, you cannot perform this action.

The Elves are fierce fighters. They are always helpful.

ᚴ *Vanaheim (World of Vanirs)*



Action: take 2 Vanir dice from the reserve on Vanaheim (3 Vanir dice with the bonus, 1 Vanir die with the penalty) and place them on your god sheet.

If the Vanir dice reserve on Vanaheim is empty, you cannot perform this action.

The Vanir are masters of nature. They sometimes control chance and luck.

ᛟ *Asgard (World of the Gods)*



Risky Action: Heal the Tree (i.e., remove 1 Devastated World token from the World of your choice, and return it as a bar around the Cage, in the free notch of the highest value). Removing the Devastated World token makes the action of that World available again, and it decreases Fenrir's Strength by 1.

To take this action, you must take **3 Risks** (2 Risks with bonus, 4 Risks with penalty) (see page 17, "About the Risks").

This action has the same consequence as the "Heal the Tree" action, but it is performed from Asgard instead of on the Devastated World.
If you are able to prevent the Risks, this action costs you fewer Life Points than the "Heal the Tree" action.

The white mud of Urd's well allows you to Heal the Tree but at a cost to your Life.

ᛗ *Midgard (World of Humans)*



Action: take 2 Hero pawns from the reserve on Midgard (3 Hero pawns with the bonus, 1 Hero pawn with the penalty) and place them in Valhalla, on Asgard.

Iormungand is always present on Midgard, so you never perform the action with the bonus unless you have the right weapon, Valshamr (see page 19).

Heroes who died on the battlefield are welcomed on Asgard, in Valhalla. There, they are trained to become the Einheriar.

ᚾ *Nidavellir (World of the Dwarves)*



Action: take the top Artifact card

- **from one of the two card dispensers on the left, if it is the normal action;**
- **from the card dispenser of your choice, among the three, if it is the bonus action;**
- **from the leftmost card dispenser, if it is the penalty action.**

Place the Artifact card on your god sheet. It is yours now. You benefit from its power until the end of the game (unless the Iotunn Thrym becomes active).

The next card in the dispenser becomes visible.

The artifacts forged by the Dwarves are priceless; they give the gods power.

See page 18 for the description of the Artifacts.

ᛊ *Svartalfheim (World of Night Creatures)*



Action: draw

- **2 Creature cards, if it is the normal action;**
- **3 Creature cards, if it is the bonus action;**
- **1 Creature card, if it is the penalty action.**

Look at the cards and immediately apply the effect of **1** Creature of your choice among those you have drawn.

Then discard all the Creature cards.

The Creatures live in the Ash Tree and, like you, they fight for Yggdrasil's survival. They bring help and comfort to the gods.

See page 20 for the description of the Creatures.

ᛁ *Iotunheim (World of Iotunns)*



Action: throw

- **the white Runic Stone and the green Runic Stone tokens, if it is the normal action;**
- **all 3 Runic Stone tokens, if it is the bonus action;**
- **only the white Runic Stone token, if it is the penalty action.**

You may apply the effect visible on each of the thrown tokens.



Move a god's standee (yours or any other god's), without following the usual rules of movement described on page 12.



Perform the **normal** action of the World of your choice. This can be a World where you are not present. If the chosen World is devastated, the only possible action is to Heal the Tree, or to perform a special action related to a saga (campaign mode).



Turn the mid-level of Yggdrasil clockwise, by 0, 1 or 2 positions.



Recover 1 Life Point. If you still have all your starting Life Points, this Runic Stone has no effect.

Odin once drank at Mimir's well. In exchange for his eye, Odin learned all about the runes.

ᚺ *Niflheim (World of the Dead)*



Risky Action: remove up to 3 Anonymous pawns from Hel's Strength ladder and return them to the reserve on Midgard.

This action causes you to take **2 Risks** (1 Risk with bonus, 3 Risks with penalty) (see page 17, «About the Risks»).

Hel is the dreadful guard of the World to which those who died of illness or old age are sent. Restoring them to Midgard weakens Hel.

ᚲ *Muspellheim (World of Fire)*



Risky Action: remove up to 3 Fire Giant pawns from Surt's Strength ladder and return them to the reserve on Muspellheim.

This action causes you to take **2 Risks** (1 Risk with bonus, 3 Risks with penalty) (see page 17, «About the Risks»).

The Giant Surt leads the army of the sons of Muspell. Killing the Fire Giants weakens Surt.



Heal the Tree Action



When a World is devastated, the only action you can perform on it is Heal the Tree, which replaces the action of the Devastated World.

To Heal the Tree, **lose 2 Life Points** and return the Devastated World marker to the Cage, placing it in the empty notch with the highest value.

As described on page 14, the action on Asgard allows you to remove a Devastated World marker too, but remotely.

Taking the Heal the Tree action on a World where there are still 2 or more Enemies is useless. Because of the presence of 2 Enemies, that World becomes devastated again immediately.

A healed World's action is available again for subsequent turns, and Fenrir's strength is decreased by 1.

About the Risks

You always win the Fights you trigger, and you can always perform a Risky Action, but in both cases, you **Risk** losing Life Points.



Each time you take a Risk, you can prevent negative effects by using Heroes from Valhalla and throwing the dice. You may also benefit from an Artifact you possess.

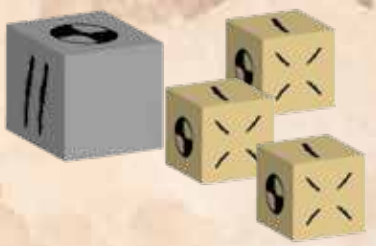
Use of Heroes to Prevent Risks



Heroes are always used **before** the saving throw.

Take as many Hero pawns **available in Valhalla** as you wish, and return them to Midgard ᛗ.
Each Hero you return to Midgard prevents **1** Risk.

Saving Throw



After having chosen to use Heroes, roll your god die as well as any or all Vanir dice you possess.

Each ◔ or ✠ on the thrown dice is a success and prevents **1 Risk**.



The ⟋⟍, I, II, III and blank results are temporary failures. You may change them into successes. For each result you want to change, return **1 of your Elf pawns** to Alfheim ᚠ.
Each success you get in this way prevents 1 Risk.

After the saving throw, Vanir dice showing a ⟋⟍ or a ✠ are lost. Place them back on Vanaheim ᚴ, after solving the Risks.
The god die always remains in your possession whatever its result.



If using the Heroes, your god die, the Vanir dice and the Elves (and a possible Artifact) is not enough to prevent all the Risks you take in a Fight or a Risky Action, lose as many Life Points as the number of Risks you are not able to prevent. The lost Life Point tokens are placed into a reserve that every player can reach, next to the Tree. If you lose your last Life Point, you lose the game.

The Heroes in Valhalla are shared by all players. Any god is allowed to use them.
However, the Elves and the Vanir can only be used by the god who recruited them and placed them in their personal stock using the Alfheim action or the Vanaheim action.

Odin wants to perform a Risky Action (4 Risks to prevent). Odin sends 1 Hero from Valhalla back to Midgard, which prevents 1 Risk. There are 3 Risks left to prevent. Then Odin rolls his god die and the 3 Vanir dice he has. The results are: III on his god die, and ⟋⟍, I and ✠ on the Vanir dice. Odin has 1 Elf that he uses to change the I into a success. That saving throw prevents 2 Risks (thanks to the ✠ and the changed I). Only 1 Risk cannot be prevented, so Odin loses 1 Life Point. Two of the Vanir dice (the ⟋⟍ and the ✠) are lost and returned to Vanaheim ᚴ.

The Artifacts



Level 1



Andvarinaut

After a saving throw, you can reroll any Vanir dice of your choice once.

Andvarinaut is an enchanted ring that allows you to find gold.



Draupnir

After a saving throw, you can reroll your god die once.

Draupnir is a never-ending source of wealth; every ninth night, it splits into 9 new rings, all identical.



Giallarhorn

On step 2 of your turn, you can move to any World on the mid-level (Midgard, Nidavellir, Svartalfheim) regardless of the World you are on.

Giallarhorn is the horn used by Heimdall to send messages to the gods and the humans.



Hringhorni

On step 2 of your turn, you can move to any World on the bottom level (Iotunheim, Niflheim, Muspellheim) regardless of the World you are on.

Hringhorni is the greatest of all ships.



Megingjord

The Artifacts you have that normally cancel 1 Risk now cancel 2 Risks.

Megingjord is Thor's belt, the source of his strength.



Skidbladnir

On step 2 of your turn, you can move to any World on the top level (Asgard, Vanaheim, Alfheim) regardless of the World you are on.

Skidbladnir can carry all the gods, over the land as well as the sea. This ship can also be folded up and carried in a pocket.



Level 2



Gleipnir

Gleipnir cancels 1 Risk when you fight Fenrir.

The rope fashioned by the Dark Elves out of six impossible things is stronger than any chain.



Gungnir

Gungnir cancels 1 Risk when you fight Hel.

Odin's spear never misses its target and always returns to its thrower.



Hofund

Hofund cancels 1 Risk when you fight Loki.

Hofund is Heimdall's sword.



Járngreipr

Járngreipr cancel 1 Risk when you fight any Iotunn.

Járngreipr are Thor's iron gloves, essential when using the hammer Mjöllnir.



Mimming

Mimming cancels 1 Risk when you fight Surt.

Freyr's life sword is able to fight by itself.



Mjöllnir

Mjöllnir cancels 1 Risk when you fight Iormungand.

Thor's hammer is the strongest weapon in all the Worlds.

Level 3





Brisingamen

After a saving throw, you may keep **1 Vanir die** showing a or , instead of sending it back to Vanaheim.

This necklace was given to Freyia by the Dwarves and stolen by Loki.



Gullinbursti

On your turn, you are allowed both to perform an action on the World where you stand AND to fight on that World, in the order of your choice.

Gullinbursti is a golden boar, made by the Dwarves. It has bristles in its mane that glow in the dark



Idunn Eple

You can perform the "Heal the Tree" action on the Devastated World where you stand, but lose only 1 Life Point instead of 2.

Idunn's apples make you younger.



Ódroerir

If you are alone on a World (no Enemy, no other god), you may perform the action of the World with the bonus. Otherwise, follow the regular rules.

Ódrœrir is the cauldron in which the Dwarves have made the mead of poetry.



Svalinn

After a saving throw, you may keep **1 Elf pawn** used to change a die result, instead of sending it back to Alfheim.

Svalinn is the shield placed between the sun and the earth to protect the earth from the harmful rays of Sol.



Valshamr

You may ignore the presence of an Enemy when you perform an action on a World, performing the normal action (or with a bonus if another god is present), even if an Enemy is present.

The coat of feathers belongs to Freyia. It allows her to turn into a falcon and fly through the 9 Worlds unnoticed.

The Creatures

Unless otherwise specified, the active god (the player who has performed the action on Svartalfheim), benefits from the Creature's effect and makes the related decisions.





Dain, Duneyr, Durathor and Dvalin

Get 1 Life Point back from the reserve, if you have lost any, and place it on your god sheet.

The deer run around the Ash Tree and feed on its leaves.



Eikthyrnir

Heal the Tree. Return 1 Devastated World marker of your choice to the empty notch in the Cage with the highest value, without losing any Life Points.

Eikthyrnir is a stag that stands upon Valhalla and bites the limbs of the Tree.



Geri and Freki

You may move to any World (ignoring the usual rules of movement), and you may trigger a fight, in which 1 Risk is automatically cancelled.

Geri and Freki are giant wolves, fed by Odin himself in Valhalla.



Gullfaxi

Defeat the activated Iotunn of your choice and send it back to Loki's Strength ladder. Its effect is immediately cancelled.

Gullfaxi is equally fast on land, in the air and on the water, but not quite as fast as Sleipnir, Odin's horse.



Gullinkambi

Take 1 Hero pawn from the reserve on Midgard and place it in Valhalla .

Gullinkambi, a rooster with a golden comb, lives in Valhalla and wakes the Einheriar every morning.



Gulltopp

Each god, including the active god, may give Elf pawns, Vanir dice and Artifact cards to any other god of their choice.

Gulltopp is the tenth horse of the Asir, owned by Heimdall.



Heidrun

Get up to 2 Life Point tokens back from the reserve, if you have lost any, and place them on your god sheet.

This goat produces enough mead every day to fill a cauldron so big that all the Einheriar can drink their fill from it.



Hildisvíni

Take up to 3 Elf pawns from Alfheim and place them in your personal stock.

Hildisvíni is a golden boar made by the Dwarves Dain and Nabbi. Freyia rides it.



Hugin and Munin

Take up to 2 Vanir dice from Vanaheim and place them in your personal stock.

Hugin and Munin are Odin's ravens that fly over the 9 Worlds and bring information to the god.



Ratatosk

You may move to any World (ignoring the usual rules of movement), and then you may perform an action on that World, unless that World is devastated.

Ratatosk is a squirrel that runs up and down the World Tree carrying messages between the eagle perched atop Yggdrasil and the serpent Nidhögg.



Sæhrímnir

The god of your choice (not necessarily the active god) gets 1 Life Point back from the reserve.

Sæhrímnir is the creature killed and eaten by the Einheriar. Every night, the beast is brought back to life to provide sustenance for the following day.



Skuld

Each god, including the active god, draws the top 2 cards of their Enemy deck and looks at them. After a discussion with the other gods, they place them back on the top of their own decks in the order of their choice.

Skuld is the youngest Norn, the one who decides the fate of people from the 9 Worlds.



Sleipnir

Each god, including the active god, may move to any World of their choice (ignoring the usual rules of movement).

Sleipnir is an eight-legged horse ridden by Odin. It is the child of Loki. It can gallop over the earth, on the sea and in the air.



Tanngrisnir and Tanngnjóstr

Return 2 Life Points from the lost Life Points reserve to the god(s) of your choice.

When Thor cooks his goats, their flesh provides sustenance for the god. Later Thor resurrects them with his hammer, Mjöllnir.



Urd

Choose 2 Enemy cards on the Wheel of the Enemies. The owner of each places it back beneath their Enemy card deck without shuffling. If it is the Support god's Enemy card (2-player game), choose which god gets the card.

Urd is the oldest Norn. With her sisters, she spins threads of life.



Vedrfölnir

Take up to 2 Hero pawns from the reserve on Midgard ᛗ and place them in Valhalla ᛟ.

Vedrfölnir is a hawk sitting between the eyes of an unnamed eagle perched atop of Yggdrasil.



Verdandi

All gods may give each other Life Points from their own god sheets as they desire.

Verdandi is the Norn of present time. She sits next to Urd well beneath the World Tree.



Vidofnir

Take up to 3 Hero pawns from the reserve in Midgard ᛗ and place them in Valhalla ᛟ.

Vidofnir is an eagle who sits atop of Yggdrasil and has knowledge of many things.

If you are playing the easy base game (page 2 in the Sagas Book), the game rules end here. Indeed, in that case, the gods have no divine Powers, or Abilities if you use the easy base game side of the god sheet.



God Abilities and Powers

If you are playing the hard base game (page 3 in the Sagas Book) or a campaign saga, gods benefit from special Abilities and their Divine Power (on the second side of the god sheet).



These Abilities and Powers are described here.

The Abilities

Gods have three kinds of Abilities: starting troops, fighting abilities, and relationships with the other gods.

In the hard base game or at the start of a campaign, each god has unique starting Abilities.

In a campaign, you can use your experience to gain new Abilities.

Starting Abilities



Freyr

Freyr has 2 Elf pawns in his personal stock at the beginning of the game.



Freyia

Freyia has the Chance Fellow relationship with all the other gods (see next page).



Frigg

When Frigg rolls the on the **Vanir dice**, it is always a success.



Heimdall

When Heimdall rolls the on the **Vanir dice and the god die**, it is always a success.



Odin

Odin has the Brothers-in-Arms relationship with all the other gods (see next page).



Thor

Thor has no starting Ability.



Tyr

When Tyr rolls the or the on **the god die**, it is always a success.

Relationships Between Gods

Relationships may have different effects depending on whether they involve a player god or a Support god.
Important: Relationships are **one-way Abilities**. Your Relationship with a given god gives you a benefit, but it does not benefit the other god in return.

Brothers-in-Arms

If you make a saving throw and the god you have the Brothers-in-Arms relationship with is on the same World as you, the latter can roll their god die to help you prevent 1 Risk. Your Brother-in-Arms may use one of their Elves to change their result into a success, if necessary and their Artefacts.

This Relationship works the same with a Support god. Roll any god die for the Support god.

Frigg has the Brothers-in-Arms relationship with Freyr. She is on Asgard, like Freyr. She must make a saving throw to prevent the 2 Risks of the action on Asgard. Freyr rolls his personal die while Frigg rolls hers and a Vanir die. Freyr's saving throw is a success. Frigg gets 1 success and 1 failure. Freyr's success is added to Frigg's success and allows the goddess, thanks to her relationship with Freyr, to prevent the 2 Risks.

However, when Freyr, on his turn, makes a saving throw to prevent the Risks of fighting Fenrir, Frigg, who is also on Asgard, does not roll her personal die and cannot help Freyr, because Freyr does not have a Brothers-in-Arms relationship with Frigg.

Blood Tie

If the god with whom you have the Blood Tie is on the same World as you, you may take Artifacts, Elves and Vanir dice from their personal stock.

You may use that relationship at any time, during or outside of your turn.

The Blood Tie relationship with a Support god who is on the same World as you allows you to make them lose Life Points for you when you take Risks. Important: if a Support god loses their last Life Point, they die and you are defeated.

Chance Fellow

When the god with whom you have the Chance Fellow relationship is on the same World as you and they make a saving throw, you may take 1 Elf pawn from those that god has used to change the temporary failures into successes, or 1 Vanir die, from those that god has thrown.

If the Support god with whom you have the Chance Fellow relationship is on the same World as you, when you make a saving throw and you must lose Elves and/or Vanir dice, you may keep either 1 Elf or 1 Vanir die.

Freyr and Odin are on Midgard. Freyr has the Chance Fellow relationship with Odin. Odin makes a saving throw to prevent the Risks of his fight against Iormungand. Odin prevents all the Risks but he must lose 2 Elves and 1 Vanir. Freyr chooses to take the Vanir. Odin returns the 2 Elves to Alfheim.

Traveling Companion

When you have the Traveling Companion relationship with a god, on your turn, **before your movement**, you may join them on the World where they are.

That relationship works the same with a Support god.

Frigg is on Asgard. She has the Traveling Companion relationship with Freyia, who is on Alfheim. Frigg moves to Alfheim, and then moves to Muspellheim, which is down 2 levels from Alfheim.

Divine Powers

Each of the gods also has a unique Divine Power. That Power is shown on the reverse side of the god sheet. It is permanent, so it may be used as many times as necessary, each game.



Freyr

When Freyr takes Risks, regardless of his saving throw, he may decide to return Elves from his personal stock to Alfheim. Each pair of Elves he returns prevents 1 Risk.

Son of Niord and Skadi, Freyia's brother Freyr is the most glorious of the gods. He rules over the elements, the rain and the sunlight. As the Earth's husband, he brings prosperity and wealth to people. He lives on Alfheim and has a magical boat: Skidbladnir. His cart is pulled by the wild boar Gullinbursti.



Freyia

Freyia may use Hero pawns **after** her saving throw.

Freyia is Niord's daughter and Freyr's sister. She is the goddess of love, the one who brings peace and victory. She travels in a cart pulled by two cats, searching for her husband Odr. She practices magic and knows about the future and fate.



Frigg

Once per turn, instead of step 3 (Act), Frigg may gain 1 Life Point from the reserve, or gain another god on her world 1 Life Points from the reserve.

Frigg is Odin's favorite wife and Baldr's mother. This beloved woman knows everything about the 9 Worlds because she sits by Odin's side in the magical seat Hlidskialf.



Heimdall

Wherever he is, Heimdall can always move to Midgard ᛗ. The usual movement rules do not apply to him when his destination is Midgard.

Son of nine virgins, Heimdall stands next to the bridge leading to Asgard. He protects it from the Giants while drinking the divine mead. The white Asir sleeps less than a bird and can see a hundred miles away by day or by night. He hears the grass emerging from the ground and the wool growing on a sheep's back.



Odin

Wherever he is, Odin can always move to Asgard ᛟ. The usual movement rules do not apply to him when his destination is Asgard.

The father of gods and men wears the magical ring Draupnir, carries the spear Gungnir, and rides Sleipnir, his eight-legged horse. The almighty possesses the knowledge, the art of runes and poetry. The crows perched on his shoulders give him information about the events occurring in all the Worlds.



Thor

Every success on Thor's god die, even if changed by an Elf pawn, prevents **2 Risks** instead of 1.

Thor has a belt that gives him divine strength and iron gloves he needs to use his hammer Mjöllnir. With the hammer, he has smashed many Frost Giants' heads.



Tyr

When Tyr activates Fenrir by revealing a second Fenrir card on the Wheel of the Enemies, he carries on with his turn. Tyr can still move and act after Fenrir's activation.

Tyr is the bravest of the gods. During the Ragnarök, he will fight Garm, the Hel dog.

Ragnarök Campaign

In campaign mode, you start a series of games (6 games minimum) whose outcomes affect the subsequent games of the same campaign.

For the whole campaign, each player will play the same god, improving their Abilities with each saga.

Additional Components



Depending on the saga, you will need to add additional components to the game, in addition to the Experience Charts.

Saga 1: Baldr's Murder

9 Promise tokens (3 Perjuries and 6 Oaths)



Saga 2: The Fimbulvert

3 Enemy standees on round bases: Bergelmir's Sons



Saga 3: The Managarms

2 Enemy standees on round bases: the wolves Hati and Skoll

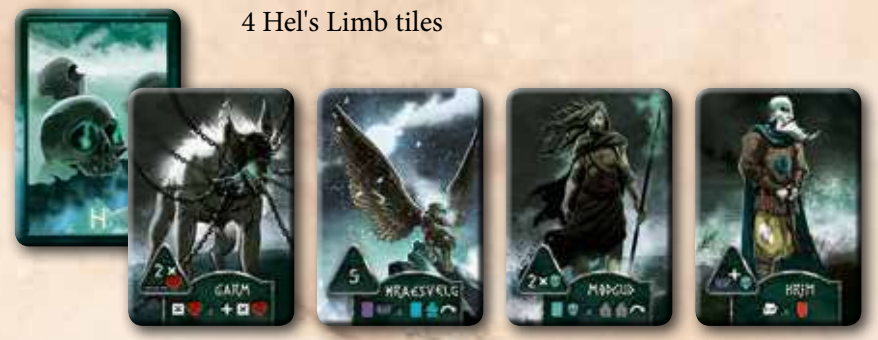


Saga 4: Casting Off the Naglfar

1 Enemy standee on a round base: Naglfar



4 Hel's Limb tiles



How to Play the Campaign

Start with the first saga: Baldr's Murder.
For each game in the campaign mode, set up the game as described on page 6.
Then take the starting troops (Vanir dice, Elf pawns) corresponding to your Experience Chart (see next page).

Each of the gods also has a unique Divine Power. That Power is shown on the reverse side of the god sheet. It is permanent, so it may be used as many times as necessary each game.

These rules may be slightly modified depending on the sagas.
Campaign mode rule changes are described in the Sagas Book.
When you play a saga, you will meet goals, one after the other, as described in the Sagas Book.

The Experience Charts



Before starting the campaign, choose the god you want to play. Take the corresponding god sheet and 1 Experience Chart that you place near your god sheet.
Write down your name, as well as the name of the god you are playing on the Experience Chart.
Tick as many icons as the number of players for this campaign.

The Experience you gain during the campaign will appear on the Experience Chart. It will improve your Abilities as well as your co-operation with the other players.

In a 4-player campaign, tick the last box (4 XP) of each Relationship line.

In a 3-player campaign, tick the boxes 2 XP and 4 XP of each Relationship line.

In a 2-player campaign, tick the boxes 1 XP and 2 XP of each Relationship line.

In a solo campaign, tick the boxes 1 XP and 3 XP of each Relationship line.

Some gods have starting Abilities that you can include on your chart on your first game.

On Freyr's chart, tick the first 2 boxes (with 1 XP and 2 XP) of the line .

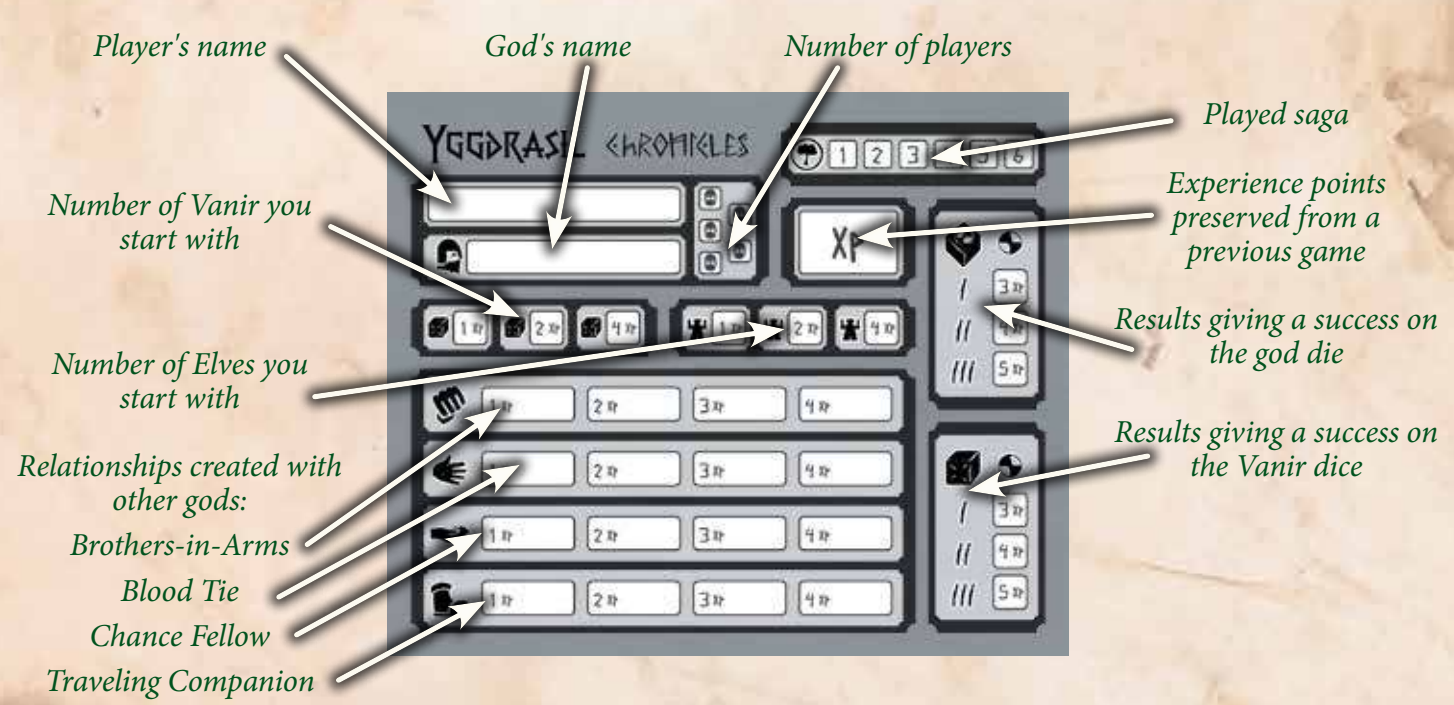
On Frigg's chart, tick the box 1 (with 3 XP) in the column .

On Odin's chart, fill the boxes of the line Relationship Brothers-in-Arms , with the names of the gods playing in the campaign.

On Freyia's chart, fill the boxes XP of the Chance Fellow Relationship line , with the names of the gods playing in the campaign.

On Heimdall's chart, tick the boxes I (with 3 XP) in the 2 columns and .

On Tyr's chart, tick the boxes I et II (with 3 XP and 4 XP) in the column .



The Sagas Book



This icon means that you must use additional components or do a specific setup.



This icon followed by an Enemy icon means that revealing an Enemy card triggers an effect if that Enemy is not already visible on the Wheel of the Enemies.



Nidhögg triggers an effect when it moves on a spot with this icon.



Turn the page when you meet the goal written next to this icon.
When Nidhögg reaches this icon on its path, trigger the effects and turn the page.
Then place Nidhögg on the first space of the path on the new page and follow the instructions.



This icon means that a new Saga Action is available.

The Saga Actions are always available, even if the World where they can be performed is devastated. However, the Frost Giants block both Saga Actions and the usual actions of the Worlds.

You may perform a Saga Action in step 3 of your turn instead of performing the World's action or fighting.



This icon means that a new Saga Fight is available or that a specific rule for a Fight applies.



This icon means that there is a specific losing condition for this saga.

End of the Game

In addition to the usual conditions, you lose the game immediately if:

- **Nidhögg reaches the Dead Tree, or**
- **any instruction in the Sagas Book cannot be followed (empty stock or dispenser, impossible Enemy move).**

After a loss, every god earns 3 Experience Points (XP). But you must replay and win the saga before moving on in the campaign.

You may replay the saga as many times as necessary.

If the icon appears on the page you have just turned, you win the game. Play your next game with the next saga in the Book until you reach the Last Battle.

After a victory, every Life Point you have at the end of the game becomes 1 Experience Point (XP).

At the end of each game, **whether you have won or not**, you can get new Abilities if you have enough Life Points and/or XP from the previous games.

To activate a new Ability, and tick the corresponding box, you must spend as many XP as indicated in that box.

You can spend your XP to:

- **improve your saving throw probability. Tick the boxes giving you success for various results in the and columns.**
- **create new Relationships with the gods playing the campaign. Write the name of the god with whom you want to create a Relationship in the first box of the corresponding line.**
- **get more Vanir dice or Elves at the beginning of the game. Tick the box on the and lines.**

If you have remaing XP, you can save them for the next game by writing them down on the corresponding box.

Credits

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