

A LAND OF ICE & PERIL

A Backstory Cards Setting Grid for use with your favorite RPG
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The wolves stalk the edges of our village, watchful for the stray. Darker monsters stalk the night, watchful for the wayward. Wickedness stalks around our hearts, whispering for us to turn on each other in moments of weakness. We all must be the everburning fire that keeps peril at bay.

The village of Frykogur lies deep within the snowy lands of Mythic Norden. Its people live harsh lives, contending against the will of the gods manifesting as weather and calamity, monsters in the darkness waiting for the unwary to pass near, and people who bring cruelty to others. Yet in this harsh land lie gems of hope, through acts that keep the people of Frykogur from danger and from despair.

INSPIRATIONS

This setting grid takes the Scandinavian-inspired world of the *Mythender Roleplaying Game*—Mythic Norden—and extends it for mortal-scale stories. *Mythender* is available for free at MythenderRPG.com. You might also take some inspiration from the History Channel's *Vikings* television series, or of course from the *Prose Edda* and other sources of Nordic lore.

INDIVIDUALS

- 1 Sören, village elder who hears the whispering dead**
The elder Sören recently came down with fever, and after it broke he claims to hear the spirits of the deceased whisper to him.
When selected, name a PC's loved one that Sören says delivered him a message.
- 2 Tyra, skilled hunter and daughter of Úlfur Bergsson**
Though her father meant for them to only pass through, Tyra has decided that Frykogur will be her new home.
When selected, name the PC that gave her reason to stay or provides her shelter.
- 3 Someone a PC cares about who disappeared last week**
There's little trace but some stray clothing or trinket, and little clue as to who (or what) took them.
When selected, name the character and broadly explain the relationship—close friend, distant family, sibling, surrogate parent, etc.

GROUPS

- 1 The Watch**
The Watch patrols the area around Frykogur as best they can to keep it safe from brigands—mortal and creature—but the true task is to always work to keep Frykogur from turning on itself.
- 2 The Wildhounds**
Lore says that Fenrir mated with the very spirit of the Sinttake Forest, and the Wildhounds are their children—massive wolves that speak the mortal tongue. They don't approach Frykogur often, but when they do they fear no mortal.
- 3 The gods**
The machinations of Odin, Loki, and their kind are forever shaping the mortal world. (Don't have the gods themselves appear "on screen." Moments involving them should be at a remove—about their influence, not their presence.)

PLACES

- 1 The Docks**
Trade along the Hvildurmr River ebbs and flows. The buildings around the docks are the ones most inviting to weary travelers and those seeking to sate a vice.
- 2 The Sacred Grove**
An hour or so's hike into the Sinttake Forest lies a grove where long ago the goddess Freyja mandates peace between all beings be there unbroken.
- 3 The Outskirts**
The poorest farmers and herdsman made their lives in the outskirts, where the Watch cannot adequately patrol and where the wolves and other creatures eye first. Those who make the outskirts their home are of fierce, independent spirit.

EVENTS

- 1 The Shared Dream-Omen**
Three nights ago, all the PCs shared a strange, cryptic dream that you all clearly remember of a calamity to come.
- 2 Recent Attack**
Dark creatures thought of as legend attacked in the middle of the night. Though your people beat them back, it wasn't without cost.
When selected, name someone or something you lost that night.
- 3 Úlfur Bergsson**
When merchant Úlfur Bergsson first arrived with his wealth and entourage, his boisterous presence rippled through Frykogur, stirring up a share of chaos and shifting the status quo.



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	INDIVIDUAL	GROUP	PLACE	EVENT
1	<i>Sören, village elder who hears the whispering dead</i>	<i>The Watch</i>	<i>The Docks</i>	<i>The Shared Dream-Omen</i>
2	<i>Tyra, skilled hunter and daughter of Úlfur Bergsson</i>	<i>The Wildhounds</i>	<i>The Sacred Grove</i>	<i>Recent Attack</i>
3	[Someone a PC cares about who disappeared last week]	<i>The gods</i>	<i>The Outskirts</i>	<i>Úlfur Bergsson</i>